

WARHAMMER AGE OF SIGMAR



GENERAL'S HANDBOOK 2019

GAMING IN THE AGE OF SIGMAR

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DESIGNED BY GAMES WORKSHOP IN NOTTINGHAM

With thanks to the Faithful and the Warhammer Age of Sigmar community for their playtesting services.

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British Cataloguing-in-Publication Data. A catalogue record for this book is available from the British Library. Pictures used for illustrative purposes only.

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

ISBN: 978-1-78826-534-8

games-workshop.com

TO WAR!

Welcome to the *General's Handbook 2019* – a guide to playing games in the Mortal Realms. Packed with inspiration and brimming with battles, this volume explores all kinds of new and interesting ways for you to enjoy Warhammer Age of Sigmar.

This book expands on the Warhammer Age of Sigmar core rules to support an array of gaming styles that suit all hobbyists, from casual collectors who play occasional games with their friends to veteran warriors who spend years honing their forces for competitive tournaments.

Everyone enjoys the Games Workshop hobby in different ways. Some are avid painters who collect stunning centrepiece models, while others immerse themselves in gripping tales of the realms. For some, though, using their collections to play games against like-minded opponents across the tabletop is at the very heart of their hobby. If you fall into the latter category, then this book is for you, as it focuses on that aspect of the hobby where the miniatures meet the battlefield.

It is important to note that all of the rules presented in this book are optional; they can be used, or not, in any combination that you and your tabletop adversaries find enjoyable. To this end, the *General's Handbook 2019* has been designed to work as a gaming toolbox, providing many options to get the dice rolling and play with your collection of Citadel Miniatures on the tabletop.

The different ways to combine the rules in this book are practically endless, and this flexible system ensures that, whether you are just getting started or have decades of experience, everyone can find a style of play that suits them. Want to fight a matched play game using scenery generated from Open War terrain maps? Go ahead! Want to launch a raid on a populated city to capture a collection of magical artefacts from its defenders? You can do that too.

Whether you've just picked up your first Start Collecting! box or are dusting off a collection from days long past, the *General's Handbook 2019* is here to help you find your favourite way of playing.

THREE WAYS TO PLAY

The first three sections of this book provide rules for three different gaming styles: open play, narrative play and matched play.

OPEN PLAY

Open play is the first type of play that is covered, and it is the most flexible style because it can be as simple or as complex as you like. Simply pick any Citadel Miniatures and start playing. The open play section (pg 6-21) includes Open War rules that build upon those presented in the last *General's Handbook* and the *Core Book*, including an army generator that helps you choose the units in your force, a range of methods for selecting and setting up terrain, and a new set of maps and tables designed for use in small-scale, close-quarters battles. Also in this section you will find eighteen Hidden Agendas, which you can use to give each player an additional goal in your games.

NARRATIVE PLAY

Narrative play is based around the stories of the Mortal Realms, either those you can read in our



books or those you write yourself. Narrative play can involve one-off games fought between mighty heroes, or multiple games linked in a campaign. In the narrative play section (pg 22-49) you will find a suite of special rules that you can pick and choose from when planning your narrative games, including rules for fighting battles in the streets of settlements, rules that give your objectives an exciting twist, and rules for elevating your units to Regiments of Renown.

This section also contains the story of Elixia, a city that has been ravaged by war throughout history, with campaigns and battleplans set in this location. Rules for Raids and Ambushes follow – these are scenarios in which one army has launched a surprise attack on another. Later you will find name generator tables, which are a fun way of adding character to your army. Finally, you can hire mercenaries to do your army's dirty work or bolster your regiments in times of need with the expanded Mercenary Company rules.

MATCHED PLAY

Matched play allows for armies to be tested against each other under conditions that give no particular advantage to either side, to see which army is strongest and which

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. This means you can swiftly and easily resolve the issue, allowing you both to get on with the fighting!

general is canniest. These styles are fluid, and their component parts can often be used together depending on what you are trying to achieve. In this section (pg 50-83) you will find updated Pitched Battle rules and battleplans, as well as new Meeting Engagement rules, which are designed for faster, smaller-scale matched play games. Also included is a detailed walk-through of the tournament experience for both



types of game. In the accompanying booklet, *2019 Pitched Battles Profiles*, you will find updated profiles for all available units.

The final section of this book is called Conquest Unbound (pg 84-105), and offers updated allegiance abilities for various factions to inject even more excitement and flavour into your games.

Whatever style of play you choose, there is no right or wrong way to play *Warhammer Age of Sigmar*, so long as everyone adheres to the Most Important Rule. We're all here to have fun, after all!



THE PLAYER'S CODE

There is a famous adage that goes 'it matters not if you win or lose, it's how you play the game.' It is in this spirit that Warhammer Age of Sigmar is intended to be played.

We believe that Warhammer Age of Sigmar is a game best played in the right spirit, but sometimes it can be difficult to know what playing in the right spirit actually means. To help with this we've put together a set of guidelines that we call 'The Warhammer Age of Sigmar Player's Code', opposite.

So, what inspired the Player's Code? Well, it all began as we wrestled with the rules for running Warhammer Age of Sigmar tournaments. One of the things we were keen for the rules to prevent was deliberate time-wasting, where a player takes ages over their turn in order to get some kind of advantage. Most players know that time-wasting is completely against the spirit of the game, but sometimes this principle gets ignored in the white heat of a competitive tournament.

However, we struggled to write robust rules that stopped time-wasting from occurring. What we needed was a different way of dealing with the practice. By a lucky coincidence, one of the members of the rules team had recently watched a documentary about a psychological test, which looked at how many people would choose to cheat in order to win a small amount of money.

The test was carried out at two American universities, both of which had codes of conduct that all students had signed up to, and which included a proviso about being honest and truthful. What the

researchers found was that under normal circumstances most people were prepared to cheat at the test, but if they reminded people of the honour code they had signed, it reduced the amount of cheating to zero.



The lesson was clear: most people want to do the right thing, but occasionally they need to be reminded of what that is in order to avoid temptation.

So we decided to simply put together a code of conduct for players of Warhammer Age of Sigmar, and ask players to read it and follow it when playing their games. In many tournaments, you will be given a copy of the code before you start playing, just to help you keep these principles in mind.

If you look at the Player's Code, you'll see that it is split into cardinal rules and principles. In order to uphold the code, the cardinal rules are all you really need to follow, as the principles are really just examples of the cardinal rules in practice. And to be honest, there is one guideline in the code that is

more important than the others, which is treating your opponent with respect – after all, being impolite, telling untruths and cheating are hardly respectful.

Everything else in the code is important too, of course, mainly because it is sometimes hard to draw the line between things that are okay to do during a game, and things that you should avoid doing, and they will help you to draw that line. However, if you want to play the game in the right spirit, then being respectful of your opponent should be more important to you than winning.

By now some of you may be thinking, 'Well that's all well and good, but does this mean I'm not allowed to try and win the games I play?' This is a very fair question, so just to make things clear, the code does not mean you shouldn't try to win your games – you absolutely should – but rather that there is a right and a wrong way to go about it.

That's why we have not presented the Player's Code as a set of rules that you must follow, like the core rules. The Player's Code is more personal, and the skills it promotes are something you can work away at and improve on over time. If you do so, you'll find yourself having more enjoyable games, and what's more, you'll be playing the game as it's *meant* to be played – an enjoyable and stimulating pastime where games are played in a spirit of friendly rivalry.



THE WARHAMMER AGE OF SIGMAR PLAYER'S CODE

CARDINAL RULES

- Always be polite and respectful.
- Always tell the truth and never cheat.



PRINCIPLES

- Arrive on time with all of the things you need to play the game.
 - Offer to shake your opponent's hand before and after the game.
 - Avoid using language your opponent might find offensive.
 - Ask your opponent's permission if you wish to use unpainted models or proxy models.
 - Offer your opponent a chance to examine your army roster before the battle starts.
 - Answer any questions your opponent has about your army and the rules that apply to your army.
 - Measure moves and distances carefully and accurately.
 - Give your opponent the chance to examine your dice rolls before picking up the dice.
 - Ask permission before touching any of your opponent's miniatures.
 - Remind your opponent about rules they may have forgotten to use or which they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
 - Never deliberately waste time during a game.
- Avoid distracting an opponent when they are trying to concentrate, and be careful to respect their personal space.
- Never complain about your bad luck or your opponent's good luck.
 - Never collude with an opponent to fix the outcome of a game.





OPEN PLAY GAMES



The best ideas are usually the simplest, and open play games of *Warhammer Age of Sigmar* epitomise this philosophy. Open play is a style of gaming that allows you to take to the battlefield with any army, made up of any Citadel Miniatures from your collection – with no restrictions. It's as straightforward, streamlined and elegant as wargaming gets.

All you need to play an open play game are your painted miniatures, their warscrolls, the *Warhammer Age of Sigmar* core rules, a battleplan, a set of dice, a tape measure, and a flat surface on which to play. Then, just set up your models and begin the battle! You can add extra dimensions to your open play games by incorporating any of the rules or guidelines that appear in this and other *Warhammer Age of Sigmar* books, such as allegiance abilities and Realm of Battle rules, or even Pitched Battle points values if you wish. Alternatively, you can conjure up your own scenarios, create new special rules or adapt existing ones to suit your needs.

The flexible nature of open play means that you can spend as long or as little time as you like reading rules, and in its simplest form, it's a great introduction to the world of tabletop games. It is also ideal for those thinking of starting new collections, as it allows battles to be fought with just a few units of the models you plan to collect, so that you can see how they perform on the tabletop.

Open play games offer the broadest choice of army selection, allowing the greatest degree of freedom for collecting miniatures and building an army. You can be inspired by the diverse and mystical nature of the realms, or simply collect the models you most want. If you're the proud owner of a varied collection of warriors, beasts and war machines, there's nothing to stop you fielding all of them in a single game. You can even deploy every last miniature you own, or set yourself unusual challenges. For instance, you could discover how many Stormcast Eternal Liberators it takes to bring down your friend's Khorne Bloodthirster, or maybe see how long a Lord-Celestant can fight off the noxious attentions of a Nurgling horde.

With so much scope for fun and creativity, open play is one of the most accessible and enjoyable gaming styles. On the following pages we provide you with a number of ways to set up and play different types of open play games. All you need to do is grab your miniatures and get playing!



OPEN WAR ARMY GENERATOR

The Open War army generator is designed for players that like the ease and simplicity of open play games, and are looking for as much variety in their armies as possible. If you use it, your army need never be exactly the same from one battle to the next.

This generator is intended to be used alongside the Open War battleplan generator tables from the *Warhammer Age of Sigmar Core Book*, or the Open War card deck. If both players have agreed to use the battleplan generator, they can agree to use the army generator as well. In addition, both players can agree to use the army generator on its own to generate armies for any kind of open play games. You may also find them useful for generating armies in narrative or matched play games, although they are not designed specifically for that purpose.

The Open War army generator replaces the normal method for picking an army. Instead of having a completely free choice as to which units are used, the generator will help each player pick a balanced force from the units in their collection. This means that, just like a real general, you will not have complete control over the forces under your command. Instead, you will need to know how to get the best from all of the different units in your collection, and learn how to meld different combinations of combatants into a potent fighting force.

The Open War army generator makes the process of picking an army quick and simple. All you need to do is bring along a selection of the units from your collection to your game, and the army generator will tell you which ones to use. Alternatively, you can use the generator to pick an army before the game, and then just bring along the units you need when it's time to play.

AGREE FORCE SIZE

To use the army generator, the players must first agree a force size for the battle. The force size can either be small, medium or large. A game with a small force size can be completed in an hour or two, a game with a medium force size will take two or three hours to play, and a game with a large force size will take a full afternoon or evening. We recommend using a small force size for your first game using the generator. The force size you choose will determine the force point limit for each player. Force points can be spent to build your army. The table below shows the force point limit each player has for each force size, and the typical number of units the army will have.

TAILORED FORCE LIMITS (OPTIONAL)

Instead of picking a small, medium or large battle, you can simply choose the force point limit for your game, using the force size table as a guideline.

FORCE SIZE TABLE		
Force Size	Force Point Limit	Typical Number of Units
Small	15	5-10
Medium	20	8-15
Large	30	10-20

BATTLEPLAN GENERATORS

If you are using the army generator in conjunction with the Open War battleplan generator tables or the Open War cards, the following modifications to the rules for generating a battleplan apply:

- Instead of setting up terrain as described in the core rules, you can use the terrain generator tables in this book (pg 12-15).
- Do not roll on the Ruse or Sudden Death tables until after the armies have been set up, and use the rules presented below instead of those described in the Open War battleplan generator or the Open War cards.
- Follow the instructions below for setting up your army, instead of those described in the Open War battleplan generator or the Open War cards.

USING THE ARMY GENERATOR

The army generator can either be used as a table that you roll on, or it can be photocopied and cut out into 36 cards which you can then shuffle and draw. If you are rolling on it as a table, roll two dice one after the other, counting the first roll as tens and the second roll as digits. For example, if the first roll was a 3 and the second roll a 4, the army generator roll would be 34. Find the entry on the generator that corresponds to this number. If you are using cards, instead of making a roll, simply draw a card from the shuffled deck.

Each entry on the generator provides a list of one or more units that the player can set up on the battlefield. It will list how many and what type of units you can set up (see Unit Types, below), and how many force points those units cost. You do not have to set up all of the units listed, but note that the force points cost is fixed, and does not change if you can't set up all of the units listed, or choose not to set up all of the units listed. Any you do not set up are ignored (they do not count as being destroyed).

The players alternate using the army generator, starting with the player that won the roll-off to pick territories. After generating their first list of units, the player picks the units from their collection that correspond to that list and sets them up wholly within their own territory. Then their opponent generates their first list of units, picks the units from their collection that correspond to that list of units, and sets them up wholly within their own territory. The players take it in turns to generate, pick and set up units in this manner until both armies have been set up (see Completing Set-up, below).

PRE-BATTLE ARMY GENERATION (OPTIONAL)

If the players wish, they can generate their armies before the battle and just bring along the models they will be using to the game. To do this, the players must write down their rolls, or the cards they draw, and the units that they decide to use, and then alternate setting up the units in the order they were generated.

UNIT TYPES

Rather than listing specific units, the army generator will tell you what type of unit you can set up. The table below describes each unit type. Remember that all of the models in a unit must be chosen from the same warscroll.

UNIT TYPE TABLE	
Type	Description
Horde	A unit of up to 20 models, each with a Wounds characteristic of 1 and a Save characteristic of 6+ or '-.
Regular	A unit of up to 10 models, each with a Wounds characteristic of 1 and a Save characteristic of 3+, 4+ or 5+.
Elite	A unit of up to 5 models, each with a Wounds characteristic of 2 or 3.
Guard	A unit of up to 3 models, each with a Wounds characteristic of 4 or 5.
Linebreaker	A unit of 1 model with a Wounds characteristic of 6-9, and that is not a HERO .
Gargantuan	A unit of 1 model that has a Wounds characteristic of 10 or more, and that is not a HERO .
Champion	A HERO that is not a MONSTER .
Conqueror	Any HERO .

ENDLESS SPELLS

If an endless spell is generated by the army generator, you can pick 1 endless spell of your choice. All **WIZARDS** in your army know that endless spell, and you can use (and re-use) 1 model of the appropriate type during the battle. If you generate more than 1 endless spell, you must pick a different endless spell each time.

STRENGTHENED UNITS

Some of the units listed will be marked with a '*' symbol. These units can be strengthened with extra models. A strengthened unit can have up to double the number of models listed in its description at a cost of 1 extra force point.

Alternatively, a strengthened unit can have up to triple the number of models listed in its description at a cost of 2 extra force points. For example, if the army generator lists '1 Regular* unit', it can have up to 20 eligible models for 1 extra force point, or up to 30 eligible models for 2 extra force points.

SUBSTITUTIONS

If you cannot or do not want to set up one or more of the units listed, you can choose to take a substitute unit instead. Note that you must decide to do this before you set up any units from that list – you can't set up some units, and then take a substitute and set up some more.

When you take a substitute, you can pick 1 unit from the list below. Substitute units cost 2 force points each, plus an extra 1 or 2 force points if they are strengthened (see Strengthened Units, above).

Substitutions

1 Horde* unit
1 Regular* unit
1 Elite* unit
1 Guard* unit
1 Linebreaker* unit
1 Champion

COMPLETING SET-UP

During set-up, each player must keep track of the total number of force points they have spent. Once a roll or card results in a player's force points total equalling or exceeding the force point limit for the game, they can set up the units generated by that roll or card, and then their army set-up is complete (they cannot make any further rolls or draw any further cards).

The opposing player can keep on generating and setting up units until a roll or card means that their force points total also equals or exceeds the force point limit for the game, at which point they can set up the units generated by that roll or card and then their army set-up is also complete. A player must also finish setting up if they no longer have any units to set up.

RUSES & SUDDEN DEATH

After set-up for both armies is complete, compare the players' force points totals. If one player has spent fewer force points than their opponent, that player can roll on the Ruse table in the Core Book. If one army has a force points total that is at least double the other, then the player with the lower total can roll on the Sudden Death table as well as the Ruse table.

ARMY GENERATOR

11

- 1 Horde* unit

1 FORCE POINT

*Can be strengthened

12

- 1 Regular* unit

1 FORCE POINT

*Can be strengthened

13

- 1 Elite* unit

1 FORCE POINT

*Can be strengthened

14

- 1 Guard* unit

1 FORCE POINT

*Can be strengthened

15

- 1 Champion or 1 Linebreaker* unit

1 FORCE POINT

*Can be strengthened

16

- 1 Endless Spell

1 FORCE POINT

21

- 1 Gargantuan model

2 FORCE POINTS

22

- 2 Champions

2 FORCE POINTS

23

- 1 Champion
- 1 Horde* or Regular* unit

2 FORCE POINTS

*Can be strengthened

24

- 1 Champion
- 1 Regular* or Elite unit

2 FORCE POINTS

*Can be strengthened

25

- 1 Champion
- 1 Elite*, Guard* or Linebreaker* unit

2 FORCE POINTS

*Can be strengthened

26

- 1 Champion
- 1 Endless Spell

2 FORCE POINTS

31

- 1 Conqueror

3 FORCE POINTS

32

- 1 Champion
- 1 Gargantuan model

3 FORCE POINTS

33

- 1 Champion
- 2 Regular* or Horde* units (in any combination)

3 FORCE POINTS

*Can be strengthened

34

- 1 Champion
- 2 Regular* or Elite units (in any combination)

3 FORCE POINTS

*Can be strengthened

35

- 3 Horde*, Regular* or Elite units (in any combination)

3 FORCE POINTS

*Can be strengthened

36

- 1 Champion
- 2 Elite*, Guard* or Linebreaker* units (in any combination)

3 FORCE POINTS

*Can be strengthened

41

- 1 Conqueror
- 1 Elite*, Guard* or Linebreaker* unit

4 FORCE POINTS

*Can be strengthened

42

- 1 Champion
- 1 Gargantuan model

4 FORCE POINTS

43

- 1 Champion
- 3 Horde*, Regular* or Elite units (in any combination)

4 FORCE POINTS

*Can be strengthened

44

- 3 Horde* or Regular* units (in any combination)
- 1 Elite, Guard or Linebreaker unit

4 FORCE POINTS

*Can be strengthened

45

- 1 Champion
- 2 Horde* or Regular* units (in any combination)
- 1 Elite, Guard or Linebreaker unit

4 FORCE POINTS

*Can be strengthened

46

- 1 Conqueror
- 1 Elite*, Guard* or Linebreaker* unit

4 FORCE POINTS

*Can be strengthened

51

- 1 Conqueror
- 2 Elite*, Guard* or Linebreaker* units (in any combination)

5 FORCE POINTS

*Can be strengthened

52

- 1 Champion
- 2 Gargantuan models

5 FORCE POINTS

53

- 1 Champion
- 3 Horde* or Regular* units (in any combination)
- 1 Elite, Guard or Linebreaker unit

5 FORCE POINTS

*Can be strengthened

54

- 1 Champion
- 3 Elite* or Guard* units (in any combination)
- 1 Linebreaker* unit

5 FORCE POINTS

*Can be strengthened

55

- 1 Champion
- 3 Horde*, Regular* or Elite* units (in any combination)
- 1 Guard* or Linebreaker* unit

5 FORCE POINTS

*Can be strengthened

56

- 1 Conqueror
- 1 Horde*, Regular* or Elite* unit
- 1 Guard* or Linebreaker* unit

5 FORCE POINTS

*Can be strengthened

61

- 1 Conqueror
- 2 Horde*, Regular* or Elite* units (in any combination)
- 1 Guard* or Linebreaker* unit

6 FORCE POINTS

*Can be strengthened

62

- 1 Conqueror
- 2 Champions
- 1 Elite* or Guard* unit

6 FORCE POINTS

*Can be strengthened

63

- 1 Champion
- 3 Horde*, Regular*, Elite* or Guard units (in any combination)
- 1 Gargantuan model or 1 Linebreaker* unit

6 FORCE POINTS

*Can be strengthened

64

- 1 Conqueror
- 1 Champion
- 3 Elite*, Guard* or Linebreaker* units (in any combination)

6 FORCE POINTS

*Can be strengthened

65

- 1 Conqueror
- 1 Champion
- 2 Horde*, Regular* or Elite* units (in any combination)
- 1 Guard* or Linebreaker* unit

6 FORCE POINTS

*Can be strengthened

66

- Up to 6 models/units of your choice*, as long as no more than 1 is a Conqueror and/or a Gargantuan model

6 FORCE POINTS

*Eligible units can be strengthened

OPEN WAR TERRAIN

Although you don't need much, or indeed any, terrain features to play Warhammer Age of Sigmar, most players would agree that a battlefield looks better when it is covered with plenty of carefully modelled scenery pieces. On the following pages you will find various methods for setting up terrain in Open War games.

It is usually best to choose and set up terrain using a method that will create roughly the same advantages and disadvantages for both sides. The following methods are ideal for setting up terrain in Open War games, and are designed to be used in conjunction with the Open War battleplan generator in the *Warhammer Age of Sigmar Core Book*, the Open War cards, and the Open War army generator on pages 8-11 – although you can use any of these methods in any of your games.

When using these rules, you must set up the terrain before you pick or generate the battleplan you will be using.

The players should agree on the method that appeals the most, or that best suits the game they are going to play, and follow the instructions below. Whatever method you use, the more time and effort you put into creating an attractive battlefield, the more interesting your battles will become.

METHOD 1: PRE-BATTLE TERRAIN SET-UP

One player sets up the terrain on the battlefield. The other player chooses the player's territories for the battle, if there is a choice in the battleplan that is being used. This method is useful when playing at a friend's house as it allows one player to set up the battlefield before their opponent arrives for the game. As no territories have been decided when the terrain is set up, the player setting up the terrain is not able to favour either side.

METHOD 2: BY HALVES TERRAIN SET-UP

The table is divided in half and each player sets up the terrain in one half of the table. This is suitable for a game at a club where both players arrive at the same time to set up the

battlefield. Neither player will know for certain where they will be setting up their units, so neither will have an advantage. This is a good method if you have a limited collection of terrain pieces, as you can divide the terrain roughly equally between each half of the battlefield.



METHOD 3: ALTERNATING TERRAIN SET-UP

The players roll off, and then take it in turns to set up terrain features, one at a time, starting with the player that won the roll-off. Terrain features can be set up anywhere on the battlefield. This continues until either all of the available terrain features have been set up, or until one player declares that there is enough terrain on the battlefield and opts not to set up a terrain feature in their turn. The other player can then set up one last terrain feature.

METHOD 4: BY SQUARES TERRAIN SET-UP

Divide the battlefield into 2' by 2' squares. The players roll off, and then take it in turns to set up terrain features, one at a time, starting with the player that won the roll-off. In their turn, each player picks a square that does not yet contain a terrain feature or that has not been declared barren (see below), and sets up a terrain feature in that square. Each player can place 2 terrain features in a square once during set up, and each player can place no terrain features in a square once during set up, declaring it barren. This continues until either all the available terrain features have been set up, or all squares either contain at least 1 terrain feature or have been declared barren.

TERRAIN GENERATOR TABLE (OPTIONAL)

An alternative to picking the terrain features that are set up is to use the terrain generator table below. Simply roll on the table instead of picking a terrain feature to set up, re-rolling the result if you generate a piece of terrain you don't have.

2D6	Terrain Feature
2-3	Warscryer Citadel
4	Numinous Occulum
5	Walls and Fences
6	Azyrite Ruins
7	Citadel Wood
8	Ophidian Archway
9	Arcane Ruins
10	Baleful Realmgate
11	Sigmarite Mausoleum
12	Chaos Dreadhold Crucible



BESPOKE TERRAIN GENERATOR TABLES

You may prefer to make your own terrain generator table based on the terrain pieces you have in your collection. If you wish to do so, you can download a template from warhammer-community.com.

LANDSCAPE TABLE
(OPTIONAL)

Instead of the players having free rein as to where they set up terrain features using methods 1-3, before setting up any terrain, one player can roll on the landscape table below. The instructions apply to both of the players. We don't recommend using the landscape table with the 'By Squares' method.

D6 Landscape

- 1 The first 4 terrain features must be set up within 6" of one of the four corners of the battlefield. Any remaining terrain features can be set up anywhere.
- 2 Terrain features cannot be set up within 12" of the centre of the battlefield.
- 3 The first terrain feature must be set up at the centre of the battlefield. Any remaining terrain features must be set up within 8" of a feature that has already been set up.
- 4 - 5 The first 4 terrain features must be set up so that one is in each quarter of the battlefield. Any remaining terrain features can be set up anywhere.
- 6 The first terrain feature must be set up at the centre of the battlefield. Any remaining terrain features must be set up more than 12" from the first.



TERRAIN LOCATION TABLES (OPTIONAL)

As an alternative to the landscape table, the players can use the terrain location maps on page 14 to determine where any terrain features are placed.

The terrain location maps are designed to work on battlefields that are roughly 48" by 72", and where the terrain features are 10 scenery models from the Games Workshop range – players will need to modify them appropriately if they wish to use them for larger or smaller battlefields or their own homemade terrain features.

Note that the terrain location maps only work with methods 1-3, and cannot be combined with the terrain generator table or the landscape table.

To use these maps, first pick 10 terrain features, 6 from table A and 4 from table B, below. Place the terrain features in a row, first setting up the features from table A then those from table B. Then assign each terrain feature a number from 1 to 10 as follows: the most left-hand terrain feature is terrain

feature 1, the second from the left is terrain feature 2, and so on. The terrain features numbered 1 -6 will all be from table A, and the terrain features numbered 7-10 will all be from table B.

Then roll two dice, one after the other, counting the first as tens and the second as digits, and find the terrain location map that corresponds to the number you rolled. For example, if you roll a 3 followed by a 2, you would use the map labelled '31-32'.

The terrain location map will show where each of the 10 terrain features should be set up on the battlefield. Set up the corresponding terrain feature so that the centre of the model is at the centre of the location indicated on the terrain location map.

If the terrain feature is made up of more than 1 model (a Wall and Fence made up of 3 models, for example), then the first model must be placed so that its centre is at the centre of the location indicated on the terrain location map, and any other models must be placed as instructed on the terrain feature's scenery warscroll.



TERRAIN FEATURES - TABLE A	
Azyrite Ruins	Arcane Ruin
Citadel Wood	Dragonfate Dais
Magewrath Throne	Numinous Occulum
Ophidian Archway	Sigmarite Mausoleum
Warscryer Citadel	Unique: Any other terrain feature that is no more than 10" across at its widest point, and no more than 10" tall at its tallest point.

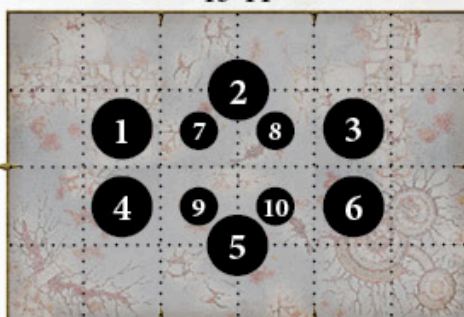
TERRAIN FEATURES - TABLE B	
Baleful Realmgate	Walls and Fences
Unique: Any other terrain feature that is either up to 12" long and no more than 1" wide and 2" tall, or up to 6" across at its widest point and no more than 4" tall at its tallest point.	



11-12



13-14



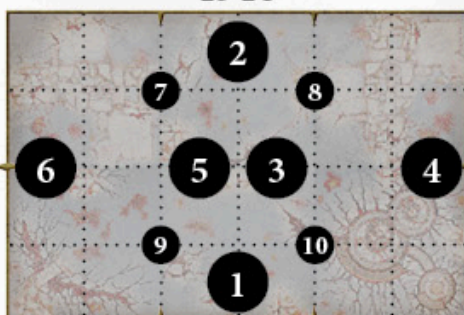
15-16



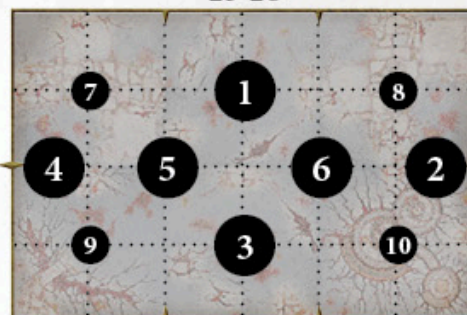
21-22



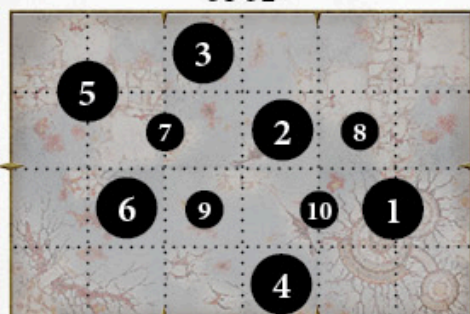
23-24



25-26



31-32



33-34



35-36



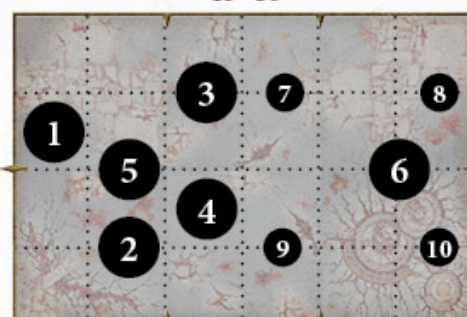
41-42



43-44



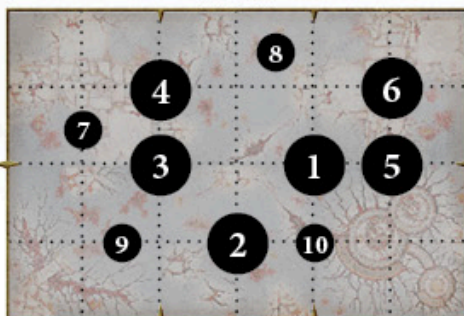
45-46



51-52



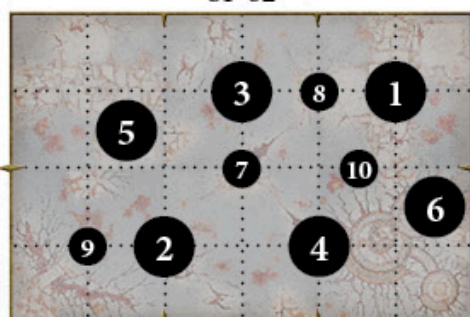
53-54



55-56



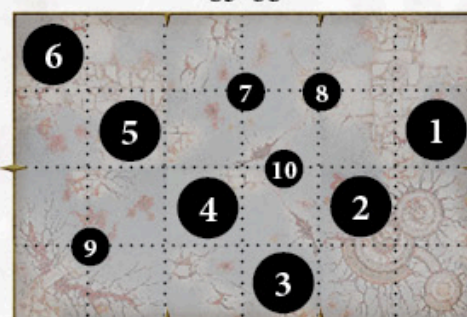
61-62



63-64



65-66





The terrain for this battlefield was set up using the terrain location tables with a roll of 16. Terrain features 7 and 10 are unique scenery models created from the Azyrite Ruins set.



The terrain for this battlefield was set up using the terrain location tables with a roll of 53. Terrain features 9 and 10 are unique scenery models created from the Azyrite Ruins set.

OPEN WAR CLOSE-QUARTERS BATTLE GENERATOR

The Open War close-quarters battle generator tables are designed for players that have a limited amount of time or space, but still want to fight an exciting battle. If you use them, you can fight a battle on a typical dining table, and finish the game in an hour or two.

You can use these tables instead of those found in the *Warhammer Age of Sigmar Core Book* or the Open War cards deck.

The close-quarters battle generator is made up of five tables, which are used to determine how the armies are set up (the Map table), what the players must do in order to win the battle (the Objective and Sudden Death tables), and if any special rules apply to the battle (the Ruse and Twist tables). It also uses the Open War army generator from pages 8-11 and the Open War terrain methods from pages 12-15.

As the name implies, these tables are designed for games that take place on small battlefields. We recommend using a battlefield that is 30-36" by 40-48" (roughly the size of a small dining table).

THE GENERATOR TABLES

Set up terrain using the method of your choice from those described on pages 12-15. Then roll on the Map, Objective, Twist, Ruse and Sudden Death generator tables as described below.

MAP

One player rolls a dice to determine which Map table is used: on an even roll, the map will be generated from Map table 1 (left, opposite); on an odd roll, the map will be generated from Map table 2 (right, opposite). Their opponent then rolls a dice and looks up the result on the appropriate Map table. This is the map for this battle.

OBJECTIVES

One player rolls a dice and looks up the result on the Objective table (pg 18). This is the objective for this battle. Sometimes the Objective table will require the player to set up one

or more objectives on the battlefield. If both players are required to set up objectives, roll off, and then alternate setting the objectives up starting with the player that won the roll-off.

TWIST

One player rolls a dice and looks up the result on the Twist table (pg 18). The resulting special rule applies for the duration of the battle.

SET-UP

The players roll off and the winner decides which territory each side will use. After doing so, the players roll off again. The winner then makes one roll on the army generator on pages 10-11, and sets up the units for the roll wholly within 3" of their arrival edge and wholly within their own territory. Their opponent does the same, and then set-up is complete. Each player will get to make additional rolls on the army generator during the battle as described below.

RUSES & SUDDEN DEATH VICTORY CONDITIONS

If after set-up one army has more force points' worth of units than the other, then the player with the lower total rolls on the Ruse table (pg 19). That ruse can only be used by the player that rolled it. If one army has a force points total that is at least double the other, then the player with the lower total rolls on the Sudden Death table (pg 19) as well. That victory condition applies only to the player that rolled it.

REINFORCEMENTS

At the end of each of your turns, you can generate reinforcements by making one roll on the army generator on pages 10-11, and setting up the units for the roll wholly within 3" of your arrival edge and wholly within your own territory.

You can do this at the end of each of your turns, as long as the force points total for your army is 9 or less (see pg 8). Once your army's force points total equals or exceeds 10, set up the units for that roll, but do not generate any further reinforcements for the rest of the battle.



OVERFLOW

In a close-quarters battle, sometimes you will not be able to fit a model wholly within 3" of your arrival edge. When this is the case, set it up so that it overlaps your arrival edge with part of its base off the battlefield, but so that as much of its base as possible is on the battlefield. A model cannot be set up with its base overlapping an edge other than your arrival edge.

Note that the overflow rule can only be used for models that are being set up within 3" of your arrival edge and that cannot fit (i.e. it doesn't apply when setting up reserve units on the battlefield, or setting up summoned units on the battlefield, etc.).

DEADLY TERRITORY

When reserve units are set up on the battlefield during a close-quarters battle, they must treat enemy arrival edges in the same way as an enemy model. Usually this will mean that they cannot be set up within 9" of an enemy arrival edge.

GLORIOUS VICTORY

In order to win a **major victory** a player must either achieve the victory condition rolled on the Objective table, or the one they rolled on the Sudden Death table. Any other result is a draw.

MAP TABLE 1

D6

1



2



3



4



5



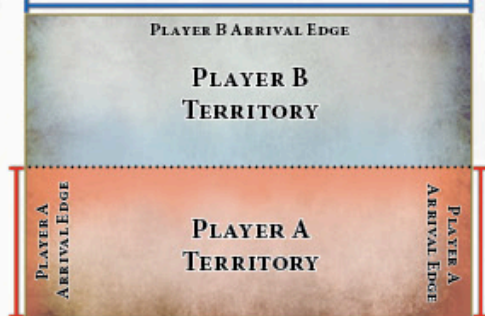
6



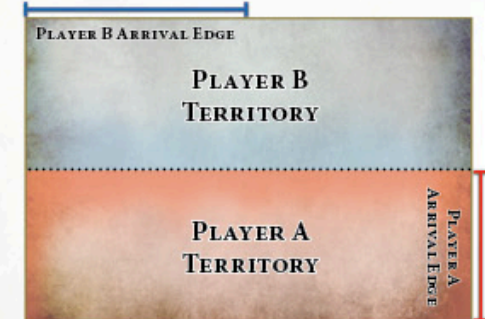
MAP TABLE 2

D6

1



2



3



4



5



6



OBJECTIVE TABLE

D6 Objective

- 1 **Field of Glory:** Place 1 objective in the centre of the battlefield, then the players roll off. Starting with the winner, each player sets up 1 objective wholly within their territory, more than 6" from any battlefield edge. At the end of the fifth battle round, the player that controls the most objectives wins a **major victory**.
- 2 **War of Attrition:** Each player adds up the Wounds characteristics of enemy models that their army slays during the battle. At the end of the fifth battle round, the player with the highest total wins a **major victory** (even if their own army has been wiped out).
- 3 **Occupation:** The players roll off. Starting with the winner, take it in turns to place 1 objective within 1" of each terrain feature, until there is exactly 1 objective within 1" of each terrain feature. At the end of the fifth battle round, the player that controls the most objectives wins a **major victory**.
- 4 **Drawn and Quartered:** The players roll off. Starting with the winner, take it in turns to set up 2 objectives each, more than 6" from the centre of the battlefield, more than 6" from any battlefield edge, and more than 9" from any other objectives. At the end of each of your turns, score 1 victory point for each objective you control. The player with the most victory points at the end of the fifth battle round wins a **major victory**.
- 5 **Final Objective:** The players roll off. Starting with the winner, take it in turns to set up 3 objectives each, more than 6" from any battlefield edge, and more than 6" from any other objectives. At the start of each battle round, after determining which player has the first turn, the player that will take the first turn must remove 1 objective from the battlefield. At the end of the fifth battle round, the player that controls the final remaining objective wins a **major victory**.
- 6 **Destroyers:** The players roll off. Starting with the winner, take it in turns to place 1 objective within 1" of each terrain feature, until there is exactly 1 objective within 1" of each terrain feature. At the start of their hero phase, each player can raze 1 objective they control that is not wholly within their own territory – it is removed from play. At the end of the fifth battle round the player that razed the most objectives wins a **major victory**.

TWIST TABLE

D6 Twist

- 1 **No Twist:** No special rules apply in the battle.
- 2 **Eager for Battle:** Add 2" to the Move characteristic of all models, and add 1 to all run and charge rolls.
- 3 **Forced March:** Units that are set up on the battlefield before the battle begins can be set up wholly within 9" of their arrival edge instead of 3", and wholly within their own territory.
- 4 **Additional Forces:** The players can generate reinforcements until their force points total equals or exceeds 15 instead of 10.
- 5 **Healing Winds:** Each player can pick a friendly model at the start of each of their hero phases. Heal D3 wounds that have been allocated to that model.
- 6 **Grudge Match:** Players do not have to take battleshock tests in this battle.



RUSE TABLE

D6 Ruse

- 1 **Inspired Leadership:** As long as your general is on the battlefield, you receive 1 extra command point at the start of each of your hero phases.
- 2 **Catch Them Off Guard:** Use this ruse after set-up is complete, but before the battle begins. You can immediately move any of your units up to D6" (roll separately for each unit).
- 3 **Quartermaster General:** You can re-roll your rolls on the army generator.
- 4 **Priority Target:** After set-up is complete, but before the battle begins, pick 1 enemy **HERO** that is on the battlefield; the Look Out, Sir! rule does not apply to that **HERO** during the battle.
- 5 **Unyielding:** After set-up is complete, but before the battle begins, pick friendly 1 unit that is on the battlefield. Do not take battleshock tests for that unit in this battle.
- 6 **Master Plan:** Roll on the Sudden Death table. If you are already allowed to do so, this result applies in addition to any other Sudden Death Victory Conditions you generate, and you must roll again if you generate the same Sudden Death Victory Condition more than once.

SUDDEN DEATH TABLE

D6 Sudden Death Victory Condition

- 1 **Defend:** You immediately win a **major victory** if there are no enemy units wholly within your territory at the end of the third or fourth battle round.
- 2 **Slay Their Leaders:** You immediately win a **major victory** if you slay the last enemy **HERO** on the battlefield.
- 3 **Protect the Messenger:** At the start of the first battle round, before determining who has the first turn, pick 1 friendly model that is on the battlefield to be the messenger. The model cannot be your army's general. You immediately win a **major victory** if your messenger is still on the battlefield at the end of the fourth battle round.
- 4 **Blunt:** You immediately win a **major victory** if you destroy all of the enemy units that were set up on the battlefield at the start of the battle.
- 5 **Destined for Greatness:** You immediately win a **major victory** if your general is still on the battlefield at the end of the third battle round.
- 6 **Invasion:** You immediately win a **major victory** if 2 or more friendly units are wholly within your opponent's territory at the end of the third or fourth battle round.



HIDDEN AGENDAS

Hidden Agendas are secondary objectives that represent the secret goals of the armies fighting a battle. Achieving your army's Hidden Agenda can turn a drawn battle into a victory. They can be used in any game.

If you are using the Hidden Agenda rules, after both armies have been set up, but before the battle begins, you must secretly pick 1 of them to apply to your army for that battle. You must record this, either by writing it down on a piece of paper or by placing a card with the name of the Hidden Agenda face-down on the table. When you complete the Hidden Agenda, reveal the piece of paper/card/dice to show that the Hidden Agenda has been completed.

If you complete your Hidden Agenda, then you can roll on the Triumph table in your next battle even if you did not achieve a **major victory**. If you complete your Hidden Agenda and you achieved a **major victory**, you can roll twice on the Triumph table in your next battle instead of only once (if you roll the same triumph twice, you can use it twice during that battle). In addition, if you complete a Hidden Agenda and your opponent does not, you count a result of a tie or draw for the battle as a **minor victory**.

STARTING ARMIES

Several Hidden Agendas refer to a player's 'starting army'. A player's starting army is made up of the units from the army that were set up before the first battle round, including any reserve units. Units that are added to a player's army after the battle has begun are not included, and neither are units that have been destroyed and subsequently returned to play (for example, units from a Legions of Nagash army returned to play by the Endless Legions battle trait would not count as a unit from the player's starting army).

Note that unless a Hidden Agenda specifically refers to the player's starting army, any unit that meets the specifications is eligible to complete the Hidden Agenda.

UNIT TYPES & POINTS VALUES

Sometimes a Hidden Agenda will refer to a type of unit, or a unit's points value. This information is listed in its Pitched Battle profile.

• HIDDEN AGENDA • INVAD

You complete this Hidden Agenda if a friendly unit with 3 or more models is wholly within your opponent's territory at the end of the battle.

• HIDDEN AGENDA • SEIZE

You complete this Hidden Agenda if you control more objectives than your opponent at the end of the battle (this Hidden Agenda cannot be completed if there are no objectives).

• HIDDEN AGENDA • DEFEND

You complete this Hidden Agenda if there are no enemy units wholly within your territory at the end of the battle.

• HIDDEN AGENDA • SLAY

You complete this Hidden Agenda if the **HERO** with the highest points value from your opponent's starting army has been slain at the end of the battle. If 2 or more **HEROES** are eligible, slay any of them.

• HIDDEN AGENDA • CONSERVE

You complete this Hidden Agenda if at least one third of the units from your starting army (rounding up) have not been destroyed and are on the battlefield at the end of the battle.

• HIDDEN AGENDA • ATTRITION

You complete this Hidden Agenda if at least two thirds of the units from your opponent's starting army (rounding up) have been destroyed and/or are not on the battlefield at the end of the battle.

• **HIDDEN AGENDA** •
LINEBREAKER

You complete this Hidden Agenda if all of the Battleline units from your opponent's starting army have been destroyed at the end of the battle, and at least 1 friendly Battleline unit is on the battlefield at the end of the battle.

• **HIDDEN AGENDA** •
CENTRE GROUND

You complete this Hidden Agenda if you control the objective closest to the centre of the battlefield at the end of the battle. If more than 1 objective is eligible, control at least half of them (rounding up). Count HEROES as 10 models when determining control of an objective for this Hidden Agenda (this Hidden Agenda cannot be completed if there are no objectives).

• **HIDDEN AGENDA** •
SACRIFICE

You complete this Hidden Agenda immediately if the HERO with the highest points value from your starting army and that is not your general is slain by an attack made by an enemy HERO or MONSTER.

• **HIDDEN AGENDA** •
SECRET MISSION

You can complete this Hidden Agenda in any battleshock phase if a friendly HERO is wholly within enemy territory, within 1" of the edge of the battlefield, and more than 12" from friendly territory. You can remove that HERO from play to immediately complete this Hidden Agenda.

• **HIDDEN AGENDA** •
ANCIENT HEIRLOOMS

You complete this Hidden Agenda if any friendly HEROES with an artefact of power are on the battlefield at the end of the battle.

• **HIDDEN AGENDA** •
TERRIFY

You immediately complete this Hidden Agenda if an enemy unit is destroyed as a result of failing a battleshock test.

• **HIDDEN AGENDA** •
OBLITERATE

You immediately complete this Hidden Agenda if you destroy 3 or more enemy units in the same turn.

• **HIDDEN AGENDA** •
DOMINATE

You immediately complete this Hidden Agenda if you control at least 2 more objectives than your opponent (this Hidden Agenda cannot be completed unless there are 2 or more objectives).

• **HIDDEN AGENDA** •
RETAKE

You immediately complete this Hidden Agenda if you gain control of an objective that was controlled by your opponent (this Hidden Agenda cannot be completed if there are no objectives).

• **HIDDEN AGENDA** •
OVERRUN

You complete this Hidden Agenda at the end of any turn if you have at least 1 unit wholly within each of the four quarters of the battlefield, and your opponent does not.

• **HIDDEN AGENDA** •
SORCERER SUPREME

You immediately complete this Hidden Agenda if an enemy HERO is slain by the mortal wounds inflicted by a spell cast by a friendly WIZARD.

• **HIDDEN AGENDA** •
ONSLAUGHT

You immediately complete this Hidden Agenda if a friendly unit that is more than 9" from any enemy units attempts to charge and the charge does not fail.



NARRATIVE PLAY GAMES



With a cast of indomitable heroes and fearsome villains, plots of conquest, zealous loyalty and ruthless betrayal, and a near-endless array of spectacular locations, Warhammer Age of Sigmar is replete with legendary stories. Narrative play is all about re-enacting these epic tales on your own battlefield.

Narrative play games are all about telling stories. This can be as simple as devising a reason for two armies to battle each other, such as a deep-seated rivalry, a contested territory, or a vital objective that must be secured before it falls into the wrong hands. In fact, every time players get together and talk about why their armies might be fighting each other, they are working out a narrative game. This turns a battle into more than just a competitive game to test the generalship of each player, as each battle is weaved into the ongoing story of the Mortal Realms.

Narrative play games can be based on a story or event you have read about in any Warhammer Age of Sigmar publication, or something you have devised yourself after having been inspired by reading about the Mortal Realms. There are endless ways to then build that story into your games. Armies might be modified to better reflect the plot, specific scenery might play a part in recreating the landscape, 'house rules' might be invented to represent the consequences of victory and defeat, and paint schemes can be developed to reflect the forces involved. A game of this type can require more planning to set up than an open or matched play game but, for many, the rewards in terms of immersion and excitement make narrative games well worth the effort. However, if you don't want to spend time crafting a story or making up special rules, there are a number of narrative battleplans available in our books that are based on events that have occurred throughout the history of the Mortal Realms and which are ready to pick up and play straight away.

Because of the vast and varied nature of the Mortal Realms, there is practically no limit to the kind of story you can tell in your games. You can explore objective-based battles in which armies must fight for a vital resource or precious item; scenarios driven by a particular terrain feature, such as a Chaos monolith that seduces wizards with beguiling promises of power; the political tensions between rival warlords in the same Grand Alliance; attacker-defender situations in which one powerful army invades the territory of another; or you can recreate a pivotal battle from the fabled history of the realms.

By linking together the narrative battles you fight, you can turn a story into a saga in which your army and its leaders are the main protagonists. Subsequent battles will continue or conclude the tale begun in the first – a warlord throws down a would-be usurper, an invasion is defeated, or a lost artefact of great power is recovered. In no time your army will be taking part in an epic legend that will be retold by troubadours and chroniclers the realms over for time immemorial!

STREETS OF DEATH

The Mortal Realms are studded with settlements, ranging from mighty walled strongholds through to dung-filled wooden shanty towns. At times of war it is extremely common for ferocious battles to be fought amidst the streets, buildings and alleyways of these hubs of civilisation.

This section introduces several new rules that will help you fight narrative games in the cities, towns and villages of the Mortal Realms. The rules will recreate the unique perils of these environs, where ambushes and ferocious close-quarters combat are ever-present dangers.

Combat fought in a settlement is very different to that fought on an open battlefield. Visibility is usually limited to a few yards, and there are scant places where an army can form a battle-line. Instead, almost all fights are vicious skirmishes involving small groups of warriors, who ask and give no quarter until the gutters of the cobbled street run thick with gore.

On pages 30-37 you will find an example of a narrative game that takes place in the streets of the city Elixia, in Chamon, including the historical story of that battle and rules for playing the accompanying battleplans as part of a campaign. The battleplans, on pages 34-37, use some or all of the Streets of Death rules presented below, but you can also use these any of these rules in any of your games of Warhammer Age of Sigmar, if you think they fit the narrative of your battle.

ATTACKER AND DEFENDER

Some battleplans that use the Streets of Death rules require one player to be the attacker, and the other player to be the defender. The rules below are divided into two types: those that can be used with any battleplan, and those that can only be used with battleplans that have an attacker and a defender. If a battleplan has an attacker and defender, it will describe how to decide who is the attacker and who is the defender. If you are using Streets of Death rules in other narrative games, you will need to decide if there should be an attacker and defender based on the narrative of the battle and, if so, who will fulfil each role.

BUILDINGS

The Streets of Death rules often refer to 'buildings'. For rules purposes, a building is any terrain feature that can be garrisoned.

STREETS OF DEATH BATTLEPLANS

Sometimes a battleplan will only use some of the Streets of Death rules. In this case, it will list the rules that apply. If a battleplan simply says to use the Streets of Death rules, then all of the following rules apply.

Demolitions: *Powerful attacks made by monsters, heavy artillery and spellcasters are capable of reducing buildings to broken piles of rubble.*

Units can attack buildings as if they were enemy units. Buildings can only be damaged by attacks that have a To Wound characteristic of 2+ or 3+, and attacks, spells and abilities that inflict mortal wounds. If this is the case, the building can be targeted in the same way as an enemy unit with a Wounds characteristic of 6 and a Save characteristic of '-'.

Roll a dice each time you allocate a wound or mortal wound to a building. On a 3+ that wound or mortal wound is negated.

A building is demolished and collapses when it suffers its sixth

wound or mortal wound. Remove the collapsed building from the battlefield. The area the building occupied is treated as an obstacle (you may wish to mark the area with suitable scenery from your collection, such as small piles of rock or broken walls, etc.). Each garrisoning unit must be set up wholly within the area the building occupied, and then suffers D6 mortal wounds.

Designer's Note: *As buildings are not living creatures, in our games we tend to agree that wounds inflicted by poisonous attacks, and so on, do not affect them, and you may wish to apply similar common-sense restrictions in your own narrative battles.*

Firestorm: *Savvy warlords will sometimes try to smoke out the defenders of a settlement by setting fire to the buildings they are occupying. Doing so is not without risk, however, as the flames can easily spread to other buildings and get out of control.*

Units can attempt to set a building on fire if they are within 6" of that building in their shooting phase. Units armed with bows of any kind can instead attempt to set a building on fire if the building is within range of their bows.

This is a special type of shooting attack called a Firestorm attack. A unit cannot make any other type of attack in the same phase that it makes a Firestorm attack.

If a unit makes a Firestorm attack, roll 3D6 and compare the roll to the number of models from the attacking unit that are within range of the building. If the dice roll exceeds the number of attacking models within range, the attack has no effect. If the dice roll is less than or equal to the number of attacking models within range, then the building is set on fire; mark it with a suitable 'burning' marker to indicate this.

Roll a D6 at the start of each player's hero phase for each burning building, and consult the table below.

D6 Result

- 1 Guttering Flames:** Remove the burning marker; this building is no longer burning.
- 2-3 Put That Fire Out!:** This building suffers 1 point of demolition damage (see Demolitions, above). In addition, if this building is garrisoned, each unit garrisoning the building suffers D3 mortal wounds. Then remove the burning marker; this building is no longer burning. If this building is not garrisoned, the building continues to burn.
- 4-5 Perilous Blaze:** This building suffers 1 point of demolition damage (see Demolitions, above). If this building is garrisoned, each garrisoning unit suffers D3 mortal wounds, and the building continues to burn.
- 6 The Fire Spreads:** As 'Perilous Blaze'. In addition, roll a dice for each building within 6" of this building that is not burning; on a roll of 4+ that building also starts burning (but do not roll on this table for it this turn).

If a burning building collapses (see Demolitions, above), remove it as described above, and remove the burning marker.

Narrow Streets: *The narrow streets of a settlement are dangerous ground for mounted units, who risk crashing into the walls on either side of the street if they advance along them at anything other than a walking pace.*

A narrow street is any area of open ground between two buildings that are 4" or less apart.

If a **MONSTER** or a model with a mount makes a run move or charge move, and any part of that move was on a narrow street, roll a dice after the move has been made. On a 1, that model's unit suffers 1 mortal wound after all of the models in the unit have been moved. Only roll for models that can fly if they finish a run move or a charge move on a narrow street.

Sewers: *Beneath the streets of many major settlements lie complex sewer networks. These dank and loathsome tunnels can be used by those small enough to bypass the enemy front lines, but can be perilous routes to take.*

Instead of setting up a unit on the battlefield, each player can place up to 3 units to one side and say that they are set up in the sewers as reserve units. Only units with a Wounds characteristic of 6 or less and that do not have a mount can be set up in this manner.

After set-up is complete, but before the battle begins, if either player has set up any units in the sewers, each player must set up D3 sewer entrance markers on the battlefield (roll separately for each player). The player that finished setting up their army first sets up their sewer entrance markers, followed by the other player. A sewer entrance marker can be set up anywhere on the battlefield as long as the centre of the marker is more than 3" from any buildings, objectives and enemy units, and more than 9"

from the centre of any other sewer entrance markers.

At the end of your movement phase, you can set up any friendly reserve units in the sewers on the battlefield, anywhere wholly within 6" of the centre of a sewer entrance and more than 9" from any enemy units. Any reserve units in the sewers that are not set up on the battlefield before the start of the fourth battle round are slain.

In addition, at the start of your combat phase, you can pick 1 friendly reserve unit in the sewers and 1 enemy reserve unit in the sewers and say that they have encountered each other underground. If you do so, roll a dice. On a 1 the friendly unit you picked suffers D6 mortal wounds. On a 2-3, both units you picked suffer D3 mortal wounds (roll separately for each unit). On a 4+, the enemy unit you picked suffers D6 mortal wounds.

ATTACKER AND DEFENDER RULES

Barricades: *The defenders of a besieged settlement will often place barricades across the streets, which act both as bastions and as obstacles to slow the enemy advance.*

This rule is only used in battles with an attacker and a defender. After set-up is complete, but before the battle begins, the defender can set up any number of barricades in their territory. Each barricade must stretch from one building to a different building that is within 8" of the first. The barricade can be represented by Walls and Fences, or any other suitable models in the player's collection. Barricades are obstacles.

If a unit is within 1" of a barricade at the start of its movement phase, and there are no enemy units within 6" of that barricade, that unit can knock that barricade down instead of making a normal move; if they do so, remove the barricade from the battlefield. A barricade that has been knocked down cannot be set up again.

Bricks and Stones: *Although the terrified citizens of a settlement are unable to put up much resistance to the enemy warriors attacking their homes, they can hurl bricks, building slates and other improvised missiles at their tormentors.*

This rule is only used in battles with an attacker and a defender. At the start of their shooting phase, the defender can make 1 Bricks and Stones attack from each building in their territory that has not been cleared (see below). To make a Bricks and Stones attack, pick 1 enemy unit within 6" of that building and roll a dice. On a 5+, that enemy unit suffers D3 mortal wounds.

A building is cleared when an enemy unit garrisons the building. The defender cannot make Bricks and Stones attacks from a building once it has been cleared, even if the enemy unit garrisoning that building

stops garrisoning it, or if any of the defender's units garrison it.

Hidden Defenders: *Fighting through the streets of a settlement is a tense and dangerous affair, where every building could house a garrison of hidden defenders.*

This rule is only used in battles with an attacker and a defender. Instead of setting them up on the battlefield, the defender can place any of their units to one side and say that they are set up in hiding as reserve units. They must declare that they are doing so for each such unit, and then secretly pick an unoccupied building wholly within their territory and make a note that the unit is hiding in that building. Hidden units are treated as garrisoning that building, and must conform to any limitations that apply to garrisoning units.

Designer's Note: *You need to be clear about which building each unit is hiding in. Either describe a unique feature of the building (e.g. 'The tower with the green door'), or number the buildings (e.g. 'Building number 5').*

The defender can reveal the location of a hidden unit in their hero phase. In addition, they must reveal a hidden unit if an enemy unit attempts to garrison the building it is hiding in, the building it is hiding in collapses, or the building it is hiding in is set on fire. If a hidden unit is revealed because the enemy wish to garrison the building it is hiding in, the enemy unit cannot garrison the building, and cannot move in the movement phase in which it attempted to do so.



ARCANE OBJECTIVES

27

The Mortal Realms have been inhabited for millennia, and were home to many races before the Age of Sigmar. Over that time numberless arcane artefacts have been created and lost. These artefacts are scattered across the realms, just waiting to be reclaimed by those warriors brave enough and strong enough to take them.

The following rules allow you to personalise the objectives in your narrative battles, so rather than simply being markers, they become ancient artefacts with mysterious and often dangerous properties.

There are two ways to use arcane objectives in your games. The first is to choose the appropriate number of rules from the table below and apply one rule to each objective being used in the battle. You can make this

especially thematic by using a model to represent each objective and picking a rule that best matches that model's appearance.

The second method is to randomly generate a result for an objective the first time it comes under the control of an army. To use this method, roll 2D6 and look up the result on the table below. The result you roll applies to that objective for the rest of the battle.

2D6 Result

- 2** **Plague:** *This container houses a virulent and horribly deadly plague.*

The first time this objective comes under the control of an army, roll 2D6 to establish the range of the plague in inches. Each unit within this range of the objective suffers D3 mortal wounds (roll separately for each unit). After this, the plague burns out and has no further effect for the rest of the battle.

- 3** **The Realms' Ransom:** *This ancient chest is filled with long-lost treasure, its value beyond measure.*

This objective is counted as being 2 objectives to the army that controls it.

- 4** **Hallowed Tomb:** *This long-deceased warrior has lain undisturbed for centuries.*

This objective is counted as being 2 objectives to the army that controls it if the army has an **ORDER** or **DEATH** general.

- 5** **Trapped:** *The thieves that looted this artefact left behind a fiendish surprise.*

The first time this objective comes under the control of an army, the closest unit to the objective suffers D3 mortal wounds. If several units are equally close, the player that does not control the objective picks 1 of them.

- 6** **Ensorcelled Armoury:** *The weapons from this armoury are imbued with powerful enchantments.*

If your army controls this objective, at the start of your combat phase you can pick 1 friendly **HERO** wholly within 9" of this objective. You can re-roll hit rolls of 1 for attacks made by that unit in that phase.

- 7** **Naught But Dust:** *This artefact has long since crumbled into dust.*

No additional rules apply to this objective.

- 8** **Trove of Arcane Glory:** *These magical artefacts can be used to protect those nearby from harm.*

Roll a dice each time you allocate a wound or mortal wound to a model within 6" of this objective. On a 5+, that wound or mortal wound is negated.

- 9** **Soul Stone:** *The tormented screams that echo from this object disrupt the focus of spellcasters.*

Subtract 1 from casting rolls for **WIZARDS** while they are within 12" of this objective. Subtract 3 from casting rolls for **WIZARDS** instead while they are within 3" of this objective. In addition, an endless spell that finishes a move within 3" of this objective is dispelled.

- 10** **Iconoclast Axe:** *This cursed weapon carries an aura of anarchic destruction.*

This objective is counted as being 2 objectives to the army that controls it if the army has a **CHAOS** or **DESTRUCTION** general.

- 11** **Healing Light:** *The light from this artefact has the power to heal the wounded.*

If your army controls this objective, at the start of your hero phase you can heal D3 wounds allocated to each friendly model within 6" of this objective (roll separately for each model).

- 12** **Realmvault Key:** *This artefact offers a glimpse of the future to those that study its whirling motions.*

If your army controls this objective, at the start of your hero phase you can pick 1 friendly **HERO** within 1" of this objective and roll a dice. On a 1, that **HERO** cannot use command abilities until your next hero phase. On a 2+, you receive 1 command point.

REGIMENTS OF RENOWN

Amid the constant battles that rage across the Mortal Realms, certain regiments and warbands distinguish themselves, earning a fearsome reputation for their deadly effectiveness upon the battlefield.

The following Regiments of Renown tables allow you to include famous regiments of warriors in your narrative battles.

There are two ways to use the Regiments of Renown tables. The first is to choose an appropriate ability from the tables on these pages to apply to each famous unit in your narrative battle. For example, if the narrative for a battle refers to a regiment of infantry that has a terrifying reputation, then you might decide to give it the Fearsome Reputation ability from the Juggernaut table.

The second method is to randomly pick abilities. To use this method, pick a unit, roll a dice, and look up your roll on the Regiment of Renown table on the right. If for any reason it is not possible to apply a result, then the roll is wasted.

When using the random method, a roll of 1 or 6 on the Regiment of Renown table may allow you to roll again on a Specialist table (Spearhead, Scouts, Juggernaut, Outriders or Marksmen).

Note that whichever method you use, the ability you pick or roll applies to that unit for the battle, and the same ability cannot be given to a unit more than once. In addition, the Specialist tables have restrictions that apply to them; you can only assign an ability from one of these tables to a unit that conforms to that table's restrictions.

REGIMENT OF RENOWN TABLE

D6 Ability

- 1 **Special:** If this unit is a **HERO** or **MONSTER**, add 1 to its Wounds characteristic. For any other unit, roll again on one of the Specialist tables.
- 2 **Weapon Masters:** Add 1 to hit rolls for attacks made with melee weapons by this unit.
- 3 **Ferocious:** Add 1 to wound rolls for attacks made with melee weapons by this unit.
- 4 **Stubborn:** Add 1 to save rolls for attacks made with melee weapons that target this unit.
- 5 **Heroic:** Add 2 to the Bravery characteristic of this unit.
- 6 **Special:** If this unit is a **HERO** or **MONSTER**, add 1 to its Wounds characteristic. For any other unit, roll again on one of the Specialist tables.

SPECIALIST TABLE - SPEARHEAD

The unit must have a Save characteristic of 3+, 4+ or 5+, and must have a mount.

D6 Ability

- 1 **Onslaught:** Add 1 to hit rolls and wound rolls for attacks made by this unit if it made a charge move in the same turn.
- 2 **Devastating Charge:** Roll a dice for each enemy unit that is within 1" of this unit after this unit finishes a charge move. On a 5+ that enemy unit suffers D3 mortal wounds.
- 3 **Heavy Armour:** Add 1 to save rolls for attacks that target this unit, but subtract 2" from its Move characteristic.
- 4 **Massive Mount:** Add 1 to the Wounds characteristic of this unit.
- 5 **Headstrong:** Add 3 to the Bravery characteristic of this unit. However, this unit can never retreat.
- 6 **Counter-charge:** Once per battle, at the end of the enemy charge phase, if there are no enemy models within 3" of this unit, you can say that this unit will counter-charge. If you do so, this unit can attempt to charge as if it were your charge phase.

SPECIALIST TABLE - SCOUTS

The unit must have a Save characteristic of 5+, 6+ or '-', and must not have a mount.

D6 Ability

- 1 **Fleet:** Add 2" to the Move characteristic of this unit.
- 2 **Trackers:** Pick 1 enemy unit when this unit is set up. Add 1 to hit rolls and wound rolls for attacks made by this unit that target that enemy unit.
- 3 **Ambushers:** This unit can be set up anywhere on the battlefield that is more than 6" from enemy territory.
- 4 **Skirmishers:** Subtract 1 from hit rolls for attacks made with missile weapons that target this unit.
- 5 **Pioneers:** The Deadly scenery rule does not affect this unit.
- 6 **Rangers:** The cover modifier adds 2 to save rolls for attacks that target this unit, instead of 1.

SPECIALIST TABLE - OUTRIDERS

The unit must have a Save characteristic of 5+, 6+ or '-', and must have a mount.

D6 Ability

- 1 **Fleet:** Add 2" to the Move characteristic of this unit.
- 2 **Outflankers:** Instead of setting up this unit on the battlefield, you can place it to one side and say that it is outflanking as a reserve unit. If you do so, at the end of your first movement phase, you must set up this unit wholly within 6" of the edge of the battlefield and more than 9" from any enemy units.
- 3 **Hit and Run:** This unit can run and/or retreat and still shoot later in the same turn.
- 4 **Forerunners:** Treat all run rolls for this unit as being a roll of 6 (do not make the run roll).
- 5 **Fall Back:** If there are any enemy units within 3" of this unit at the end of the enemy charge phase, you can say that this unit will fall back. If you do so, you can make a retreat move with this unit.
- 6 **Vanguard:** If you set up this unit on the battlefield before the battle begins, you can immediately make a run move with it (this does not stop this unit from moving, running, shooting or charging in its first turn).

SPECIALIST TABLE - JUGGERNAUT

The unit must have a Save characteristic of 3+, 4+ or 5+, and must not have a mount.

D6 Ability

- 1 **Fearsome Reputation:** Subtract 1 from the Bravery characteristic of enemy units while they are within 3" of any friendly units with this ability.
- 2 **Never Surrender:** Do not take battleshock tests for this unit while it is within 3" of any enemy units.
- 3 **Backs to the Wall:** Add 1 to hit rolls for attacks made by this unit while it has less than half the number of models it had when it was first set up.
- 4 **Battle Drill:** Once per battle, in the combat phase, you can say that this unit will use a battle drill. If you do so, you can re-roll hit rolls and wound rolls for attacks made by this unit, and re-roll save rolls of 1 for attacks that target this unit until the end of that phase.
- 5 **Guardians:** You can re-roll save rolls for attacks that target friendly **HEROES** while they are within 3" of this unit.
- 6 **Defensive Formation:** In your movement phase, instead of making a normal move with this unit, you can say that it will adopt a defensive formation. If you do so, add 1 to save rolls for attacks that target this unit until your next movement phase.

SPECIALIST TABLE - MARKSMEN

The unit must be armed with at least one missile weapon.

D6 Ability

- 1 **Marksmen:** Add 1 to hit rolls for attacks made with missile weapons by this unit.
- 2 **Deadly Shots:** Add 1 to wound rolls for attacks made with missile weapons by this unit.
- 3 **Ignore Cover:** Do not apply the cover modifier to save rolls for attacks made by this unit.
- 4 **Move and Fire:** This unit can run and still shoot later in the same turn.
- 5 **Eagle-eyes:** Add 6" to the Range characteristic of missile weapons used by this unit.
- 6 **Stand and Shoot:** Add 1 to the Attacks characteristic of missile weapons used by this unit if it did not make a normal move in the same turn.

ELIXIA, THE SHATTERED CITY

Narrative battles do not have to be massive confrontations on enormous battlefields – close-quarters skirmishes can be just as exciting. Building on the rules on the previous pages, this section presents an example historical setting from the Mortal Realms in which epic small-scale narrative battles can take place.

On the following pages you will read of the battles fought in Elixia, a ruined city of Chamon, and on pages 34-37 you will find four battleplans set in this area. To reflect the skirmishes taking place in the streets, these battleplans use the Streets of Death rules from pages 24-26. They also use the Arcane Objectives rules from page 27 to represent the valuable and dangerous artefacts that have been lost and found in this city throughout history. Additionally, you will find rules for playing these battleplans in two mini campaigns. The first retells the story of the quest for Ghal Maraz, originally told in the *Realmgate Wars* volume of the same title. The second allows players to create narratives set in Elixia after this point, weaving new tales of conflict in this besieged city, and using the Regiments of Renown rules on pages 28-29 to represent famous combatants rising to glory.

ELIXIA AND THE QUEST FOR GHAL MARAZ

At the dawn of the Age of Sigmar, twelve Stormhosts, led by Vandus Hammerhand and Thostos Bladestorm, were sent by the God-King Sigmar to reclaim Ghal Maraz,

that most divine of artefacts. Known as the Heldenhammer Crusade, the Stormcast Eternals travelled to Anvrok, and the ancient city of Elixia. Upon arriving, they found this once magnificent metropolis reduced to utter ruin. Silver statues lay broken in the streets, and ornate temples to Sigmar's pantheon were torn down to rubble. Shadows flitted in the distance, and strange shrieks filled the air, both distant and uncomfortably close. The Stormcasts were forced to go retinue by retinue along the cramped streets, for their sheer numbers made progress slow. Only as the first Warrior Chambers passed through the gates did horned barbarians burst out from the ruins, screaming praises to the Dark Gods.



Furious battle broke out all across the city, and the dreadful carnage summoned forth the angry ghosts of those who had died in invasions past. They climbed up from the ground like gobbets of shimmering

quicksilver, screaming skulls atop each wraith-like form. In groups of two and three, the spirit creatures fell howling upon Chaos Warrior and Stormcast Eternal alike. Undaunted, the Stormcasts fought through the city, determined to reach the Eldritch Fortress that lay beyond it, in which they knew Ghal Maraz had been hidden. However, just when victory seemed within their grasp, the Eldritch Fortress was wrenched from the lands by Chaos magic. Still the Stormcast Eternals fought on, through embittered ghost-swarms, Slaves to Darkness and vile daemons conjured into reality by the dreadful bloodshed. As they pushed further through the Shattered City, they came across relics of a bygone age – profaned shrines to the God-King, mystical barriers that guarded the lost city's treasures, and many other strange sights. Those heirlooms that were still intact the warriors of Sigmar risked life and soul to recover, for their value was beyond description.

In a final, desperate gambit, the Stormcasts were able to reach the Eldritch Fortress by convincing Dracothion himself to fight the Chaos-aligned drake Argentine. While the sky burned above,

THE SILVER MAIDEN

The Shattered City echoes to the outrage of Celemnis, Swordmaiden of the Argent Sisterhood, whose magical blades defend the city even though none are left to wield them. All who hear her banshee screams clutch at their throats, suffocated by a well of sorrow so profound they can do naught but drown in it.

Celemnis was once a weaponsmith renowned across Anvrok and beyond. The daughter of a Ninemage, she poured body and soul into each creation, threading a single hair from her russet locks into the heart of each blade so it could cut through spirit as well as flesh. Yet fate was to play a cruel trick on Celemnis. Her workshop was torn apart by Chaos invaders, its steelworkers slain to a man. When she refused the

advances of Ephryx, the Tzeentchian sorcerer ordered her boiled alive in a cauldron of molten silver. Her vengeful ghost haunts the Shattered City to this day, howling in grief at those who trespass upon her realm.

It is said that the wild conjuration known as the Quicksilver Swords was first wrought by the Silver Maiden of Elixia. When summoned, these vengeful blades stab their way into existence, flying in a tight flock before darting out to cut down all nearby. Each sword moves with unmatched grace and power, as though wielded by an invisible weapon-master the likes of which the realms have never seen. Even as they slash and riposte, the Quicksilver Swords move ever onwards, always seeking out new partners with whom they can conduct their ghostly duels.

Vandus, bought time by Thostos Bladestorm's headlong assault, at last reclaimed Ghal Maraz from the clutches of a coven of Tzeentchian daemons.

ELIXIA DURING THE SOUL WARS

Although Elixia was partially won by Sigmar's Stormhosts during the quest for Ghal Maraz, it was far too large to be completely conquered in a single campaign. Now, many decades after the conclusion of the Realmgate Wars, large areas of the Shattered City remain under the

control of the followers of the Chaos Gods, while others are haunted by the spirits of the dead, or overrun by skaven burrowing through gnawholes. As tales of Elixia spread far and wide, other armies launch raids and invasions, hoping to seize the city's riches for themselves.

These battles are not the mighty conflicts of the open battlefield, but a constant series of small and bloody close-quarters battles, often fought to seize just one important building or landmark from a foe. The coming of the necroquake has only served to increase the intensity of these

vicious combats, but has done little to change the overall balance of power. It remains highly unlikely that any one faction will be able to gain control of Elixia's blood-drenched and battle-torn streets.



BATTLES FOR ELIXIA

On the following pages, you will find four new narrative battleplans based on battles set in the ruins of Elixia. Using the rules below, you can weave these battles into a campaign for the Shattered City.

ELIXIA BATTLEPLANS

Use the following rules when playing an Elixia battleplan.

ELIXIA BATTLEFIELDS

The battleplans that follow are designed for players that have a limited amount of time or space, but still want to fight an exciting narrative battle. If you use them, you can fight a battle on a typical dining table, and finish the game in an hour or two.

Battles in Elixia take place at close quarters, and therefore these battleplans are intended for battlefields that are 30-36" by 40-48". The battlefield should ideally feature as many ruins and buildings as possible, but if there are not many available, the battle can just as

easily take place in a blasted area of parkland or a market square, where the buildings are fewer in number.

ELIXIA ARMIES

The armies used in the Elixia battleplans are generated using the army generator on pages 8-11, using a force size limit of 10 points.

ELIXIA CAMPAIGNS

Because battles fought using the Elixia battleplans can be completed so quickly, they are ideal for campaigns. Two different campaigns are provided. The first is for two players, and is based upon the story of the quest for Ghal Maraz. This campaign consists of three linked games.

The second is for a group of players, and is based on the ongoing battles that still rage in the Shattered City. You will find that you can complete three games in an evening's play, allowing you to finish the two-player campaign in a single session.

INTO THE SHATTERED CITY

This campaign is fought by two players as a series of three battles. Each battle pits a Stormcast Eternals army against either a Chaos army or a Nighthaunt army. The same player must command the Stormcast Eternals army in each battle, and their opponent commands each of the opposing armies. Note that the Stormcast Eternals army should be generated anew for each battle, which means it will likely not feature exactly the same models in every game.



If you wish, you can fight this campaign using different armies from those described above, representing another of the many conflicts raging in this city. However, we recommend always using one army for one side and three different armies for the other side if you can.

All three battles use Battleplan: Shattered City on page 34, and feature the following armies:

Battle One: Stormcast Eternals vs Slaves to Darkness

Battle Two: Stormcast Eternals vs Nighthaunt

Battle Three: Stormcast Eternals vs Grand Alliance Chaos

If one player wins two of the three games, they win a minor strategic victory. If one player wins all three games, they win a major strategic victory. Any other result is a draw.

A DELUGE OF KILLING

This campaign can be played with any armies, by any number of players, and players can fight battles against any of the other players taking part in the campaign. Simply pick a time and place for your game, and then choose which of the Elixia battleplans you will use (if the players can't agree on a battleplan, roll off to decide who chooses).

The object of the campaign is to score 3 conquest points; the first player to do so wins a major strategic victory. You score 1 conquest point each time you win a **major victory**. However, when you fight a battle, your opponent can add the number of conquest points you currently have to the force size limit for their army. For example, if you have 2 conquest points at the start of a battle, your opponent's army can have a force size limit of 12 instead of 10. This represents your forces being stretched thin to protect all of the ground you have conquered,

giving your opponent a chance to outnumber you.

Regiments of Renown

In a Deluge of Killing campaign, you can make units from your army into Regiments of Renown to reflect the glory they gain as the campaign rages on.

After each game, you can make 1 roll on the Regiment of Renown table (pg 28). To do so, first pick 1 friendly unit that took part in the battle and was not destroyed, and then roll on the Regiment of Renown table to find out which ability that unit receives. That unit has that ability in any future battles in the campaign.

However, you must roll a dice for each friendly unit with any renowned abilities that is destroyed during a battle; if the roll is less than or equal to the number of renowned abilities the unit has, then all of those abilities are lost.



BATTLEPLAN

THE SHATTERED CITY

Elixia lies broken and despoiled, a shadow of its former glory. Its cramped streets play host to brutal, close-quarters battles, as rival factions seek to drive one another from the city and secure priceless treasures from the past – relics that could drastically alter the tide of war.

STREETS OF DEATH

Use the Streets of Death rules from pages 24-26. Do not use the Attacker and Defender rules.

OBJECTIVES

Set up 1 objective at the centre of the battlefield, and 1 at the centre of each quarter of the battlefield, as shown on the map.

ARCANE OBJECTIVES

Use the Arcane Objectives rules from page 27.

THE ARMIES AND THE BATTLEFIELD

The Elixia Battlefields and Elixia Armies rules are used for this battleplan (pg 32).

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 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 9" from any enemy units.

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



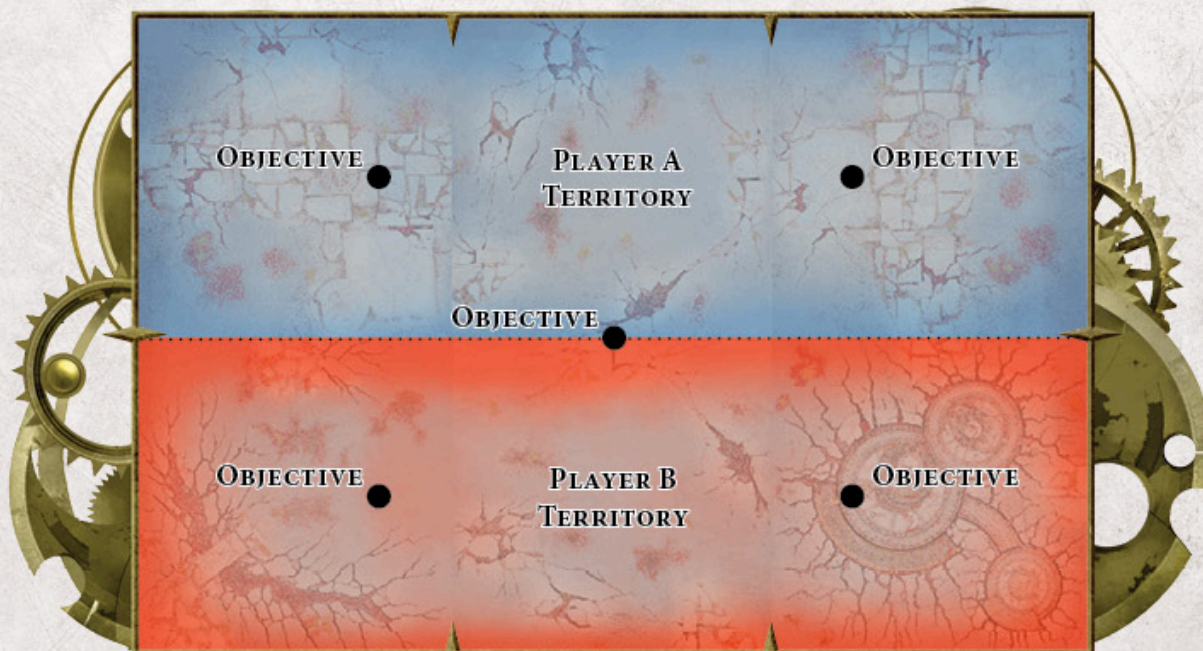
GLORIOUS VICTORY

The battle ends as soon as one player scores 10 or more victory points. If one player has scored 1-2 more victory points than their opponent, they win a **minor victory**. If one player has scored 3 or more victory points than their opponent, they win a **major victory**. Any other result is a **draw**.

VICTORY POINTS

Victory points are scored as follows:

- At the end of each battle round, each player adds up the Wounds characteristics of all enemy models that were slain during that battle round. The player with the higher total scores 2 victory points. If neither player has a higher total, each player scores 1 victory point.
- At the end of each battle round, the player that controls the most objectives scores 3 victory points. If both players control the same number of objectives, each player scores 1 victory point.



BATTLEPLAN

THE SILVER MAIDEN

The tormented spirit of the murdered swordmaiden Celemnis haunts the ruins of Elixia, preying upon any who stray within its borders. Yet the Silver Maiden is not entirely beyond reason – those who appeal to what remains of her humanity may find a powerful ally.

STREETS OF DEATH

Use the Streets of Death rules from pages 24-26. Do not use the Attacker and Defender rules.

OBJECTIVES

Set up 1 objective at the centre of each quarter of the battlefield, as shown on the map.

ARCANE OBJECTIVES

Use the Arcane Objectives rules from page 27.

THE ARMIES AND THE BATTLEFIELD

The Elixia Battlefields and Elixia Armies rules are used for this battleplan (pg 32).

THE SILVER MAIDEN

Set up a terrain feature at the centre of the battlefield, representing the Monument to the Silver Maiden. The

players then set up any remaining terrain as described in the core rules. The Monument of the Silver Maiden has the Deadly scenery rule, in addition to any other scenery rules it may already have.

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 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 9" from any enemy units.

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

THE MAIDEN'S REVENGE

At the end of your movement phase, 1 friendly **HERO** that is within 6" of the Monument of the Silver Maiden can ask the Silver Maiden for aid. If they do so, roll a dice. On a 1, that **HERO** suffers D3 mortal wounds. On a 2-3 nothing happens. On a

4+, you can set up a Quicksilver Swords endless spell model wholly within 10" of the Monument of the Silver Maiden.

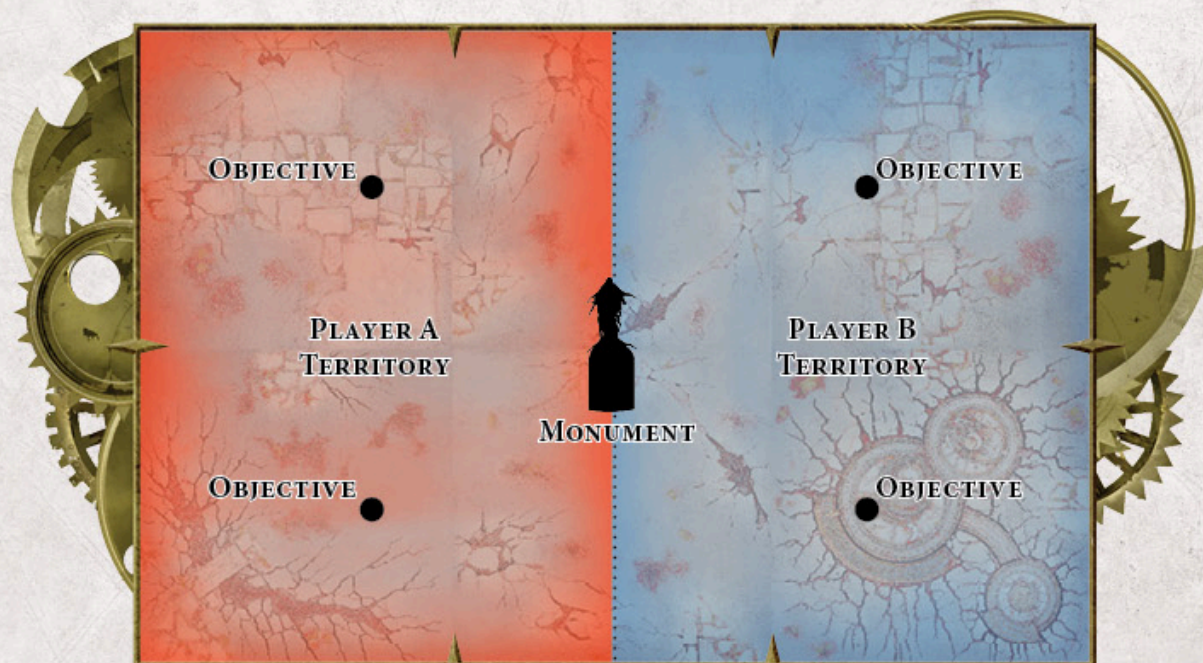
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VICTORY POINTS

Victory points are scored as follows:

- At the end of each battle round, each player adds up the Wounds characteristics of all enemy models that were slain during that battle round. The player with the higher total scores 2 victory points. If neither player has a higher total, each player scores 1 victory point.
- At the end of each battle round, the player that controls the most objectives scores 3 victory points. If both players control the same number of objectives, each player scores 1 victory point.



BATTLEPLAN

URBAN PERIL

The further towards the centre of Elixia one travels, the greater the concentration of sorcerous energy becomes. Ambushed and encircled by the city's guardians, the attacking force must break out and lay claim to several fonts of arcane power.

STREETS OF DEATH

Use the Streets of Death rules from pages 24-26.

OBJECTIVES

Set up 1 objective at the centre of the attacker's territory and 1 at the centre of each top quarter of the battlefield, as shown on the map.

ARCANE OBJECTIVES

Use the Arcane Objectives rules from page 27.

THE ARMIES AND THE BATTLEFIELD

The Elixia Battlefields and Elixia Armies rules are used for this battleplan (pg 32).

SET-UP

The players roll off, and the winner decides which player will be the attacker and which player will be the defender.

The attacker sets up their army first, wholly within their own territory. The defender sets up their army second, wholly within their own territory, and more than 9" from any enemy units. The territories are shown on the map below.

FIRST TURN

The attacker has the first turn in the first battle round.

SURPRISED

Roll a dice at the start of the attacker's first hero phase, after they receive their command point. On a 1, nothing happens. On a 2-6, the defender receives 1 extra command point and the attacker loses 1 command point.

GLORIOUS VICTORY

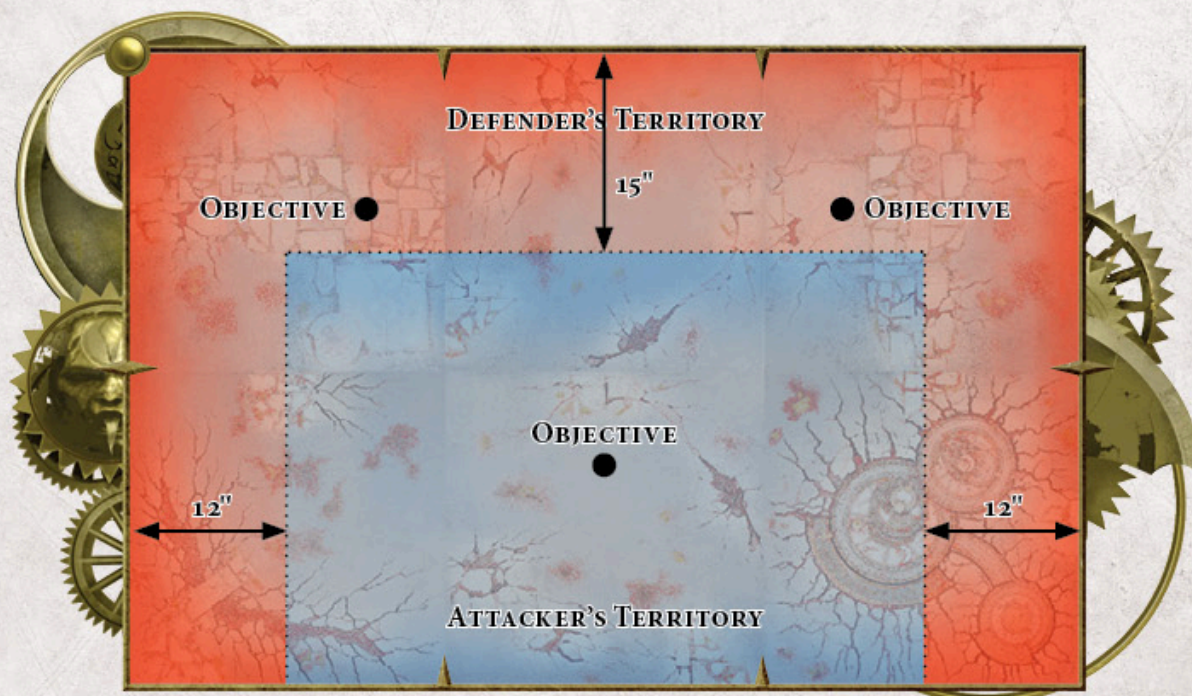
If one player controls all 3 objectives at the end of their turn, the battle ends and that player wins a **major victory**.

In addition:

If three quarters of the models in the attacker's starting army (pg 20) have been slain at the end of the defender's turn, the battle ends and the defender wins a **major victory**.

If half of the models in the defender's starting army have been slain at the end of the attacker's turn, the battle ends and the attacker wins a **major victory**.

If neither player has won at the end of the fifth battle round, the battle ends and the player that controls the most objectives wins a **minor victory**.



BATTLEPLAN

THE TEMPLE

At the heart of the Shattered City lies a temple of the God-King, as yet unspoiled by the touch of Chaos. Both armies converge upon this holy place, seeking either to preserve its splendour, or to see it torn town and desecrated utterly.

STREETS OF DEATH

Use the Streets of Death rules from pages 24-26. Do not use the Attacker and Defender rules.

OBJECTIVES

Set up 2 objectives, each half-way between the centre of the battlefield and the edge of the battlefield, as shown on the map.

In addition, the Temple is treated as an objective. If the Temple is a building, it is controlled by the player that last had any friendly models garrisoning it. If it is any other sort of terrain feature, it is controlled by the player that has the most models within 6" of it at the end of a turn.

ARCANE OBJECTIVES

Use the Arcane Objectives rules from page 27.

THE ARMIES AND THE BATTLEFIELD

The Elixia Battlefields and Elixia Armies rules are used for this battleplan (pg 32).

THE TEMPLE

Set up a terrain feature at the centre of the battlefield, representing the Temple. You must use a building terrain feature if any are available. For rules purposes, a building is any terrain feature that can be garrisoned. The players then set up any remaining terrain as described in the core rules. The Temple has the Inspiring scenery rule, in addition to any other scenery rules it may already have.

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 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 9" from any enemy units.

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

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

GLORIOUS VICTORY

If one player controls all 3 objectives at the end of their turn, the battle ends and that player wins a **major victory**.

If neither player has won at the end of the fifth battle round, the battle ends and the player that controls the Temple wins a **minor victory**. If neither player controls the Temple, the result is a **draw**.



RAIDS AND AMBUSHES

Many of the bloodiest battles that take place in the Mortal Realms come about when a raiding force attacks a group of unprepared defenders, or when one side springs an ambush on a marching foe. In such an encounter there is little time for either side to prepare; the first anyone will know of the foe is when they unleash a volley of shots or a deadly spell, or appear from hiding to charge into combat.

This section introduces new rules that will allow you to fight narrative games where one side is making a raid into enemy territory or launching an ambush. The raiding or ambushing army receives a number of advantages to begin with, but as the battle continues their opponents will get the chance to turn the tables! The Raids and Ambushes rules are perfect for smaller games, making them ideal for players with limited space or a limited amount of time.

ATTACKER AND DEFENDER

Battles that use the Raids and Ambushes rules require one player to be the attacker (commanding the raiding

or ambushing force), and the other player to be the defender. If you are using these rules in narrative games of your own devising, you will need to decide if there should be an attacker and defender based on the narrative of the battle and, if so, who will fulfil each role.

RAIDS AND AMBUSHES BATTLEPLANS

Sometimes a battleplan will only use some of the Raids and Ambushes rules. In this case, it will list the rules that apply. If a battleplan simply says to use the Raids and Ambushes rules, then all of the following rules apply.

Attack! Attack! Attack!: *Speed is of the essence when a raid is launched or an ambush unleashed upon the foe.*

Units in the attacker's army can run and still charge later in their first turn.

At Rest: *The best time to launch a raid is when the enemy is at rest, as only a handful of the defender's warriors will be armed and prepared for combat.*

After set-up is complete, but before the battle begins, the defender must pick up to D3 units from their army to be on guard duty. Only units that are on guard duty can do anything in the first battle round. The remaining units cannot move, attack, use command abilities, or attempt to cast, dispel or unbind spells in the first battle round.

Killing Ground: *The first volley of shots fired in an ambush are the most deadly, as they catch the defenders unprepared.*

Subtract 1 from save rolls for attacks made with missile weapons that target a defending unit in the first battle round.

Marching Column: *Ambushes are frequently launched upon armies as they are strung out in a long marching column.*

The players must set up a 1" wide trail that runs from one narrow edge of the battlefield to the other. No part of the trail can be within 16" of either of the long edges of the battlefield. Represent the trail with anything you have to hand, or simply assume it runs as a straight line along the centre of the battlefield.

When the defender sets up their units on the battlefield before the battle, all of their models must be set up either on or within 2" of the trail. No units from the defender's army can be reserve units. Any models that can't be set up in this manner cannot be used in the battle (but note that they don't give any victory points to the opposing side).

Night Fighting: *Raiding forces often use the cover of night to make their attack.*

Roll 4D6 at the start of each battle round to see how much light there is. The roll is the maximum distance in inches that models can see that round – attacks, spells and abilities that require one model to be visible to another cannot be made beyond this range.

The Prisoner: *Sometimes raids are carried out to free an important individual who is being held prisoner by the enemy.*

Before set-up begins, the attacker must choose 1 **HERO** from their army to be the prisoner they are attempting to rescue. Any **HERO** can be chosen as long as it is not the army general, and as long as it does not have a Wounds characteristic of more than 6. The prisoner cannot move, attack, use command abilities, or attempt to cast, dispel or unbind spells during the battle. It is not

treated as an enemy model by the defender's army, and cannot be attacked or harmed in any way. The prisoner is set up by the defender, before any other units are set up, wholly within the defender's territory and more than 9" from the edge of the battlefield.

The attacker can free the prisoner if any models from their army are within 3" of the prisoner at the end of any turn, and no defending models are within 6" of the prisoner. If the prisoner is freed, that model rejoins the attacker's army and can act normally for the rest of the battle.

Sentries: *A raiding force will often have to bypass enemy sentries that stand between the attackers and their objective.*

The defender's army are watching out for intruders, but until they become alerted to their presence, they can only act as sentries.

Sentries cannot attack, use command abilities, or attempt to

cast, dispel or unbind spells until they become alerted to the presence of the enemy as described below.

In addition, the only move a sentry can make is a patrol move. At the start of each of the defender's movement phases, both players roll a dice for each unit in the defender's army. If the rolls are tied, that unit cannot move in that phase. If one player rolls a higher result than their opponent, that player can make a patrol move with that unit up to the difference in inches. For example, if the attacker rolls a 6 and the defender a 3 for a unit, the attacker can make a patrol move with that unit of up to 3". Note that a patrol move is not a normal move, and so the rules that apply to normal moves do not apply (e.g. a unit making a patrol move cannot run, but can move within 3" of an enemy unit, and so on.).

After all sentries have been moved in this manner, the defender can roll a dice for each of their units that is within 6" of any units from the attacker's army. If the roll is equal to or higher than the distance in inches

between the defender's unit and the closest unit from the attacker's army, the defender's army immediately becomes alerted to the attacker's presence. The defender's units also become alerted if any units from the attacker's army use a command ability, cast a spell, attempt a charge, or make an attack. As soon as they become alerted, the defender's army can act normally for the rest of the battle.

Surprise: *When an attacker launches a raid or unleashes an ambush, it will often catch the enemy by surprise.*

In the first battle round, the defender must roll a dice before they attempt to use a command ability, cast a spell, move a unit in the movement phase, shoot with a unit in the shooting phase, or attempt to charge with a unit in the charge phase. Subtract 1 from the roll if that defending unit is within 18" of any attacking units. On a roll of 3 or less the unit cannot perform that action. On a roll of 4+ it can perform that action.





NAMING YOUR HEROES

There are some names that echo through the ages: the righteous Vandus Hammerhand, the dreaded Mannfred von Carstein and the infamous Korghos Khul. Such is their power that they can inspire their warriors to great deeds of bravery, or cause an army to break in terror at a single utterance.

One of the great joys of any narrative gaming experience is naming and personalising your warriors, and building a unique story as you lead them into battle against all manner of lethal enemies. With every game of Warhammer Age of Sigmar that you play, your heroes become more esteemed, their acts more legendary.

Perhaps your noble commander refuses to back down even in the face of a daemonic onslaught, somehow surviving with the odds greatly stacked against her. Maybe a lowly skaven Clanrat manages to deliver the fatal blow to a raging Magmadroth. Even an unfortunate duellist who always seems to fail at the worst possible moment can become a beloved and characterful part of your army. Soon you will be able to recount with pride your warriors' most glorious victories, and their terrible defeats. Each worthy hero (and luckless underachiever) deserves a name of

their own about which sagas can be sung, and these name generation tables make the task easy and fun.



On the following pages you will find a name generation table for many Warhammer Age of Sigmar factions. Simply roll a D6 in order to randomly select each element

of the name. You will notice that some factions have slightly different naming conventions; the Stormcast Eternals, for example, are often given compound honour names that reflect their particular nature. Thus, the second and third tables below provide both parts of these honour names. For example, if you roll a 1 on the first table, a 2 on the second table and a 3 on the third table, you would generate the name Carson Eagleheart – a fitting title for a hero of Azyr!

Don't feel like you have to adhere exactly to the suggested method. If there's a name you really like the sound of, or a slight variation that has a nice ring to it – or if a name particularly resonates with that model's deeds in battle – go ahead and choose the one you want to use. These tables are merely provided for inspiration. As with every aspect of the hobby, how you use them is completely up to you!

STORMCAST ETERNALS

The Stormcast Eternals are gathered by the God-King from across all the Mortal Realms, and thus their names can vary greatly. First names are often adapted from the name they held in mortal life, while their honour names are typically compound words that describe the warrior's unique strengths and character.

D6	FIRST NAME
1	Carson
2	Bothus
3	Varnian
4	Titus
5	Elledia
6	Hadra

D6	LAST NAME 1
1	Iron
2	Eagle
3	Lightning
4	Thunder
5	Fire
6	Gold

D6	LAST NAME 2
1	Soul
2	Fist
3	Heart
4	Hand
5	Helm
6	Claw

SLAVES TO DARKNESS

The tribes of the Slaves to Darkness are scattered across the realms, and thus they do not share a definitive naming convention. The leaders of these warlike tribes, however, often opt for imposing titles and grand, multisyllabic names that inspire fear and dread in those that hear them.

D6	FIRST NAME
1	Azakyre
2	Graul
3	Xanthus
4	Saartos
5	Illuth
6	Namazar

D6	LAST NAME
1	Kyros
2	Harradh
3	Varkarian
4	Travos
5	Anzarius
6	Sul

D6	TITLE
1	the Despoiler
2	the Knightslayer
3	Bane of Cities
4	the Black Claw
5	of the Silver Eye
6	the Conqueror

KHORNE

The names of Khornate warriors tend to be blunt and aggressive, and full of harsh consonants. Many are almost onomatopoeic in nature – they sound like the axe strikes of brutal combat. They typically contain many ‘k’s and ‘g’s, and are rarely longer than a couple of syllables.

D6	FIRST NAME
1	Karsus
2	Grekh
3	Korsk
4	Azgrad
5	Vrok
6	Tarak

D6	LAST NAME
1	Kargaddh
2	Garvokh
3	Thresh
4	Skorl
5	Drask
6	Rhukh

D6	TITLE
1	the Flayer
2	the Decapitor
3	of the Ripped Tongue
4	the Spinetearer
5	the Bloodhungerer
6	of the Brass Axe



NURGLE

The servants of the Plague God find perverse humour in taking titles that echo the Plague God’s repulsive gifts. Their names are often filled with soft vowels and consonants, giving them an unpleasantly organic sound, like phlegm caught in the throat.

D6	FIRST NAME	D6	LAST NAME	D6	TITLE
1	Sloab	1	Cankrous	1	the Pestilent
2	Blurg	2	Spawle	2	the Suppurator
3	Ogblort	3	Bileraker	3	of the Scabbed Tongue
4	Pustulus	4	Sobgultch	4	the Flyblown Lord
5	Nauso	5	Poxrawte	5	the Cultivator
6	Gluttoch	6	Blubbrous	6	the Blightspreader

TZEENTCH

Those Sorcerers and Chaos Lords in thrall to Tzeentch favour elegant, grandiose names with multiple syllables. The use of ‘x’s, ‘z’s and ‘y’s is particularly common, as is a preference for esoteric titles whose true meaning is often only known to the bearer.

D6	FIRST NAME	D6	LAST NAME	D6	TITLE
1	Taralixian	1	Zhul	1	the Silver Prince
2	Azabad	2	Arkavas	2	the Webweaver
3	Paralax	3	Ovidius	3	the Undefinable
4	Xenthul	4	Namathos	4	the Effervescent
5	Vanaris	5	Vyzrian	5	the Secretkeeper
6	Iridios	6	Ixis	6	the Consuming Flame

SLAANESH

The Dark Prince's faithful typically opt for soft and sibilant names that slide off the tongue, and sound like silk brushing across glass. Hard consonants are infrequent, and serpentine 's' and 'sh' sounds are particularly common.

D6	FIRST NAME
1	Slithmus
2	Erotian
3	Shalean
4	Prascul
5	Laviscus
6	Clepsys

D6	LAST NAME
1	Silthar
2	Lascellus
3	Tarasene
4	Xanitheous
5	Vose
6	Prokul

D6	TITLE
1	the Sensate
2	the Perfumed Blade
3	of the Screaming Mirror
4	the Tormentuous
5	the Bliss-seeker
6	the Excessor

SKAVEN

Skaven first names are as short and harsh as the verminous creatures' lives, with one or two hard syllables. They are typically followed by a more striking epithet, one that celebrates the violent and devious traits to which the followers of the Great Horned Rat typically aspire.

D6	FIRST NAME
1	Ruk-ruk
2	Gritch
3	Nimrik
4	Gnawik
5	Yerk
6	Snitch

D6	LAST NAME
1	Sourwhisker
2	Mangethroat
3	Eyeslicer
4	Spitetongue
5	Rustblade
6	Scrabbleclaw

D6	TITLE
1	the Verminmaster
2	the Magnificent
3	the Most Cunning
4	the Surely Undefeatable
5	the Lord of Lashes
6	the Famine Bringer



IRONJAWZ

Orruk names are crude and short, often sounding more like guttural exclamations to the ears of the other races. ‘K’s, ‘g’s and other hard consonants are common, and it is rare for a greenskin name to go beyond two syllables. The most powerful orruks tend to take imposing titles that celebrate their great strength or fortitude.

D6 FIRST NAME		D6 LAST NAME		D6 TITLE	
1	Drogga	1	Bigtoof	1	Gork’s Meanest
2	Brakka	2	Skullkruncha	2	da ’Ardest
3	Rezgut	3	Bludklaw	3	da Green Beast
4	Urgak	4	Spinekrusha	4	da Biggest Boss
5	Krog	5	Grotpuncha	5	da Mountain Chompa
6	Murgak	6	Madeye	6	of da Stonefist Smashas

GLOOMSPITE GITZ

Grot names tend to be sharper and less guttural than those of their orruk cousins, though they are often similarly short. These diminutive creatures prize cunning far more than brute force, and thus prefer titles that emphasise their quick wits or treacherous natures.

D6 FIRST NAME		D6 LAST NAME		D6 TITLE	
1	Snikrit	1	Neckbiter	1	da Sneakiest
2	Shivva	2	Eyepoka	2	da Shroomtouched
3	Zotgob	3	Gleemtongue	3	of da Krakked Jaw
4	Grark	4	Sourtoof	4	da Squig-eater
5	Nark	5	Skuttlestab	5	da Most Kunnin’
6	Gitrik	6	Bakkstabba	6	of da Moon Looterz

IDONETH DEEPKIN

The aelves of the Idoneth enclaves have soft, archaic names that often recall the sound of flowing water. Those of the Namarti class – the lowest stratum of Idoneth society – typically have only one name, while their Akhelian and Isharann masters often bear noble titles.

D6	FIRST NAME
1	Alturnis
2	Phornean
3	Naquas
4	Lakhimmon
5	Taraphis
6	Persenoth

D6	LAST NAME
1	Barionic
2	Kapuranth
3	Carcessean
4	Balessian
5	Volthunis
6	Hassanis

D6	TITLE
1	the Voidtouched
2	of the Great Abyss
3	Master of Shoals
4	the Trident Bearer
5	the Drowned Lord
6	the Tidal Blade

NIGHTHAUNT

Many of the Nighthaunt are named by the mortals who fear them so terribly, and these tend to have an unsettling, mythic quality. In many cases, the true names of these spirits have passed out of living memory, and they are instead simply referred to by chillingly evocative nicknames or titles.

D6	FIRST NAME
1	Drachlor
2	Old
3	Lady
4	Pater
5	Gulldman
6	Vhorger

D6	LAST NAME
1	Rattlebones
2	Gallows
3	Graveclaw
4	Iceheart
5	Turncoat
6	Ghorst

D6	TITLE
1	the Bane of Resnus
2	the Whispering One
3	the Black Priest
4	of the Withered Hand
5	the Silent Death
6	of Dolorum

MERCENARY COMPANIES

This section describes rules for including mercenaries in any army, and includes ten mercenary companies that can be employed by your army.

To include mercenary units in your army, you must first pick a mercenary company to be hired by your army. A maximum of one mercenary company can be hired by an army (the players can choose to ignore this restriction in open or narrative battles if they wish to do so).

If a mercenary company is hired by your army, one out of every four units you include in your army can either be an ally or a mercenary unit from that company. All mercenary units gain the **MERCENARY** keyword.

MERCENARY 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 from the rest of your army. In addition, a **MERCENARY** unit cannot be the army's general, cannot use or benefit from your army's allegiance abilities, and cannot be a named character.

REINFORCEMENTS

If a **MERCENARY** unit uses an ability or spell that adds a unit to your army, the unit that is added to your army gains the **MERCENARY** keyword. Units added to your army in this way do not count against the limit on the number of **MERCENARY** units you can include in your army.

WARSCROLL BATTALIONS

A warscroll battalion cannot include any **MERCENARY** units unless all of the units in the battalion are from the same mercenary company.

PITCHED BATTLES

In a Pitched Battle, the points you have available to spend on allied units (pg 54) can be spent on **MERCENARY** units, although any points spent on **MERCENARY** units are deducted from the total you have available to spend on allied units, and vice versa.

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

MERCENARY SPECIAL RULES

If you include any **MERCENARY** units in your army, the following rule applies during the battle:

Disruptive Presence: *Even the most well-ordered fighting force will be disrupted by the arrival of mercenaries, presenting a unique challenge to the army's general.*

If your army includes any **MERCENARY** units, at the start of your hero phase in the first battle round, you do not receive 1 command point.

GREYFYRD MERCENARY COMPANY

The grizzled, pragmatic Greyfyrd duardin will fight for any cause in exchange for a bounty of gold.

MERCENARY COMPANY

If you pick this mercenary company to be hired by your army, you can include **FYRESLAYERS** units in your army as **MERCENARY** units, with the following exception:

- **AURIC RUNEFATHERS** cannot be included as **MERCENARY** units.

FULFIL ONE'S OATHS

Greyfyrd mercenaries fight fiercely for whoever pays them the most. However, these distrustful warriors are known to keep a keen eye on their employer to ensure their promise of gold is kept.

Add 1 to hit rolls for attacks made with melee weapons by **FYRESLAYERS MERCENARY** units that target enemy units that made a charge move in the same turn. However, from the start of the third battle round, subtract 1 from the Bravery characteristic of friendly **FYRESLAYERS MERCENARY** units while they are not wholly within 18" of your general.

TENEBOUS COURT MERCENARY COMPANY

In their eyes, the Tenebrous Court fight with passionate zeal; in the eyes of their allies and foes, these delusional and highly unpredictable mordants fight with untamed savagery.

MERCENARY COMPANY

If you pick this mercenary company to be hired by your army, you can include **FLESH-EATER COURTS** units in your army as **MERCENARY** units, with the following exception:

- Royal Terrorgheists and Royal Zombie Dragons cannot be included as **MERCENARY** units.

FRIGHTFUL ALLIES

The mordants of the Tenebrous Court have allied with mortal-kind before, but their madness and hunger for flesh can never truly be tamed.

Add 1 to hit rolls for attacks made by **FLESH-EATER COURTS MERCENARY** units that made a charge move in the same turn. However, **FLESH-EATER COURTS MERCENARY** units cannot make retreat moves.

THE SONS OF THE LICHEMASTER MERCENARY COMPANY

Inheritors of a gruesome legacy, these sell-swords will fight for anyone as long as they can strip the field of corpses in the aftermath of battle.

MERCENARY COMPANY

If you pick this mercenary company to be hired by your army, you must include the following units in your army as **MERCENARY** units:

- 1 Necromancer
- 0-3 units of Zombies or Skeleton Warriors in any combination
- 0-1 Corpse Cart with Unholy Lodestone

POWER OF THE LICHEMASTER

The Necromancer that commands the Sons of the Lichemaster inherits the Lichemaster's Skull Staff.

Add 1 to the Attacks characteristic of weapons used by Zombies or Skeleton Warriors units from this mercenary company while they are wholly within 18" of the Necromancer from the same company.

GRUGG BROTHERS MERCENARY COMPANY

What is more horrifying than a drunken, flatulent gargant with a voracious appetite? Three of them.

MERCENARY COMPANY

If you pick this mercenary company to be hired by your army, you must include the following units in your army as **MERCENARY** units:

- 1-3 Aleguzzler Gargants

SIBLING RIVALRY

The Grugg brothers constantly bicker and argue, but they usually manage to take out their annoyance on the enemy instead of each other.

You can re-roll hit rolls of 1 for attacks made by a unit from this mercenary company that is within 6" of 1 other unit from the same mercenary company. You can instead re-roll all hit rolls for attacks made by a unit from this mercenary company that is within 6" of 2 other units from the same mercenary company.

ORDER OF THE BLOOD-DRENCHED ROSE MERCENARY COMPANY

Though they profess to have a strict code of honour, these vampiric chevaliers care not whom they kill as long as there is plenty of blood to be sampled.

MERCENARY COMPANY

If you pick this mercenary company to be hired by your army, you must include the following units in your army as **MERCENARY** units:

- 0-1 Vampire Lord (must be mounted on Nightmare Steed)
- 1-3 units of Blood Knights

UNREASONING BLOODLUST

Warriors of the Blood-Drenched Rose are driven into an ecstatic fury by the violence and bloodshed that surrounds them in battle, and will always fight to the last.

Do not take battleshock tests for units from this mercenary company.



NIMYARD'S ROUGH-RIDERS MERCENARY COMPANY

The disgraced Freeguild General Otto Nimyard has fashioned a lucrative career as the leader of a mercenary company of light cavalry.

MERCENARY COMPANY

If you pick this mercenary company to be hired by your army, you must include the following units in your army as **MERCENARY** units:

- 0-1 Freeguild General (must be mounted on a Warhorse and cannot have a Stately War Banner)
- 1-3 units of Freeguild Pistoliers
- 0-1 units of Freeguild Outriders

EYES AND EARS

Nimyard's Rough-Riders range ahead of the army that has hired them, reporting back to their paymasters about the enemy's movements and intentions, and then attacking the foe from the flanks and rear once the battle is underway.

Instead of setting up a unit from this mercenary company on the battlefield, you can place it to one side and say that it is scouting as a reserve unit. If you do so, at the end of your first movement phase, you must set up that unit wholly within 6" of the edge of the battlefield and more than 9" from any enemy units. Any number of units from this mercenary company can be set up this way.

THE BLACKSMOKE BATTERY MERCENARY COMPANY

Famously dour and utterly professional, the duardin of the Blacksmoke Battery are master gunners.

MERCENARY COMPANY

If you pick this mercenary company to be hired by your army, you must include the following units in your army as **MERCENARY** units:

- 0-1 Cogsmith
- 1-3 Cannons and/or Organ Guns in any combination
- 0-1 Gyrocopter or Gyrobomber

THE SPOTTER

If a Gyrocopter or Gyrobomber is available to the Blacksmoke Battery, it can fire off signal rockets to help the company's artillery pieces hit nearby targets.

Add 1 to hit rolls for attacks made by Cannons and Organ Guns from this mercenary company if a Gyrocopter or Gyrobomber from the same mercenary company is within 12" of the target.



SKROUG'S MENAGERIE MERCENARY COMPANY

The Chaos gargant known as Skroug likes to collect the most horrific, mutated abominations.

MERCENARY COMPANY

If you pick this mercenary company to be hired by your army, you must include the following units in your army as **MERCENARY** units:

- 1 Chaos Gargant
- 0-3 units of Chaos Spawn, Chaos Warhounds and/or Furies in any combination

LORD AND MASTER

Skroug is extraordinarily intelligent for a gargant, and is capable of directing the actions of his beloved pets with loudly bellowed commands.

The Chaos Gargant from this mercenary company can use the At the Double, Forward to Victory and Inspiring Presence command abilities from the core rules as if they were a general. However, any command abilities that they use only affect units from the same mercenary company as them.



RAMPAGERS MERCENARY COMPANY

The Rampagers' ranks consist of outcasts from the Darkoath tribes, who fight and slay to satisfy their destructive desires.

MERCENARY COMPANY

If you pick this mercenary company to be hired by your army, you must include the following units in your army as **MERCENARY** units:

- 0-1 Darkoath Chieftain or Darkoath Warqueen
- 1-3 units of Chaos Marauders

ON THE RAMPAGE

The Rampagers always live up to their name, driving headlong at the foe and leaving a trail of death and destruction in their wake.

After you set up a unit from this mercenary company, you can move it D6".

THE GUTSTUFFERS MERCENARY COMPANY

The Firebelly ogor known as Ashur leads a band of Maneaters obsessed with the taste of roasted flesh.

MERCENARY COMPANY

If you pick this mercenary company to be hired by your army, you must include the following units in your army as **MERCENARY** units:

- 1 Firebelly
- 1-3 units of Maneaters

HUNGRY BEYOND REASON

The ogors that make up this mercenary company have truly ravenous appetites, even for creatures of their notoriously hungry race.

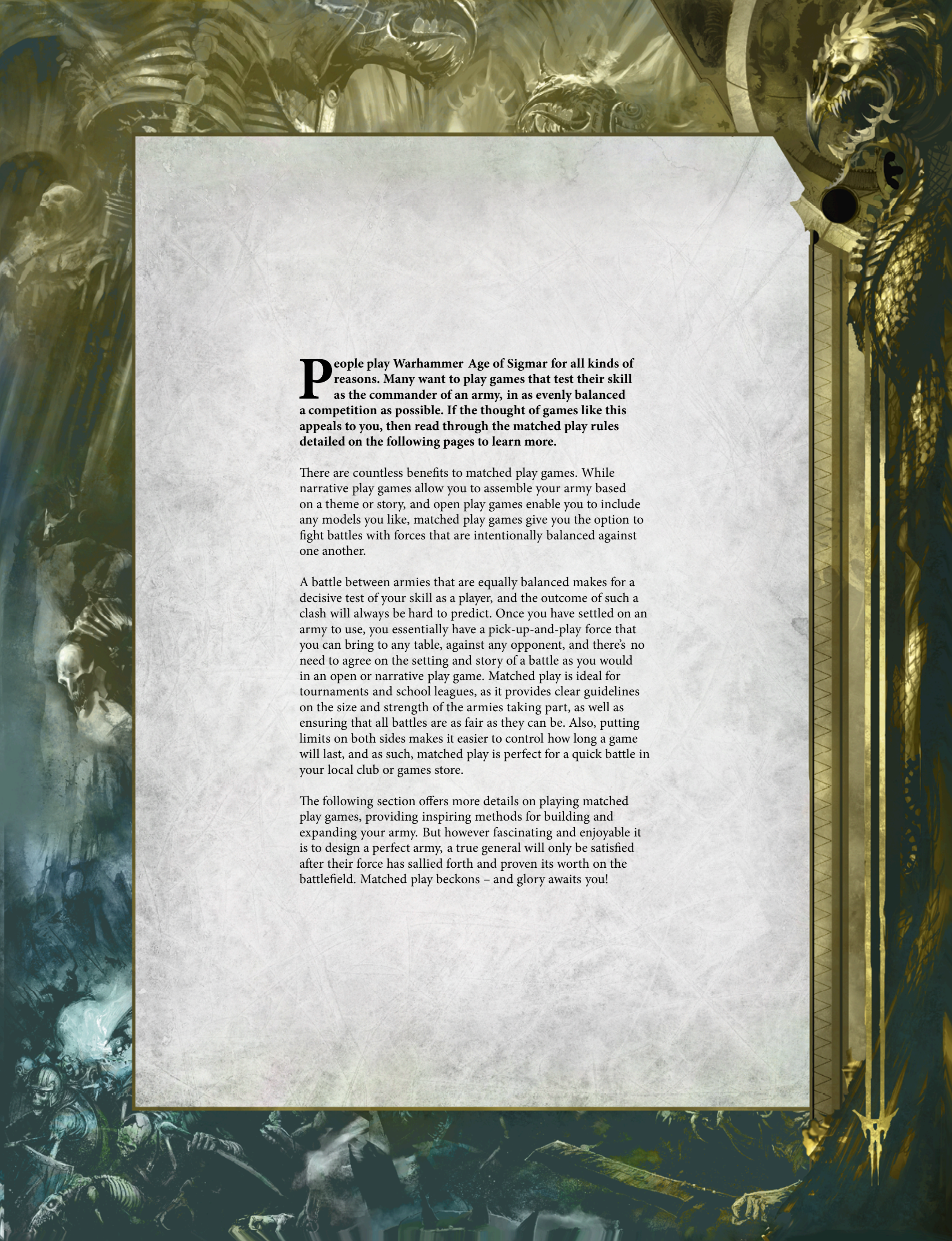
You can re-roll charge rolls for units from this mercenary company. However, if a unit from this mercenary company is within 12" of the enemy at the start of its charge phase, it must attempt to charge, and must make a charge move if it is possible for it to do so.



Ashur of the Gutstuffers belches forth the flame of the Sun-eater, and prepares to unleash it upon the enemies of the Ironjawz. The orrorks have promised him a bounty of roasted flesh as a reward.



MATCHED PLAY GAMES



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

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

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

The following section offers more details on playing matched play games, providing inspiring methods for building and expanding your army. But however fascinating and enjoyable it is to design a perfect army, a true general will only be satisfied after their force has sallied forth and proven its worth on the battlefield. Matched play beckons – and glory awaits you!

INTRODUCING MATCHED PLAY

In the Mortal Realms, armies come in all shapes and sizes, each with its unique strengths and weaknesses. To truly test a general's mettle as a commander, there needs to be a level playing field that accounts for the variety of forces abroad in the Age of Sigmar. This is the goal of matched play.

The main differences between matched play and open play lie in army selection and battleplan design. Matched play games include rules that allow players to pick armies of equal power, and the battleplans written for matched play games are designed to provide tactically challenging games where each side has a more-or-less equal chance of winning.

The emphasis of matched play gaming is on planning, tactics and military nous, so it is the perfect format for those who consider themselves accomplished strategists and savvy commanders. While narrative and open play games can vary greatly in scope and content, presenting you with all manner of scenarios to battle through, matched play games are all about you and your army, the models you select and the tactics you use. They are driven by every player's desire for a satisfying and well-earned victory.

MATCHED PLAY RULES

Two types of matched play game are featured in this section – Pitched Battles and Meeting Engagements. The Pitched Battle rules are intended to provide as even a playing field as

possible, ensuring that armies are equally matched, battlefield terrain is chosen and set up by both players, battleplans offer no advantage to either side, and victory conditions are clear. A Pitched Battle is the ideal place to start when playing matched play games, and these rules are the most commonly used in competitive tournaments the world over.

The Meeting Engagement rules that feature later in this section build on the precedent set by the Pitched Battle rules, but add a new dimension. Designed to enable you to play fast and furious matched play games on a smaller battlefield, they are ideal for competitors with limited time and space. In this system, armies come onto the battlefield in waves, each contingent arriving at a different time to try and turn the course of the battle. This means that you don't need to have a playing area big enough to fit all of your models on at the same time, as new units will take the place of those slain in earlier rounds.

MATCHED PLAY ARMIES

Both Pitched Battles and Meeting Engagements use Pitched Battle profiles, which assign a minimum

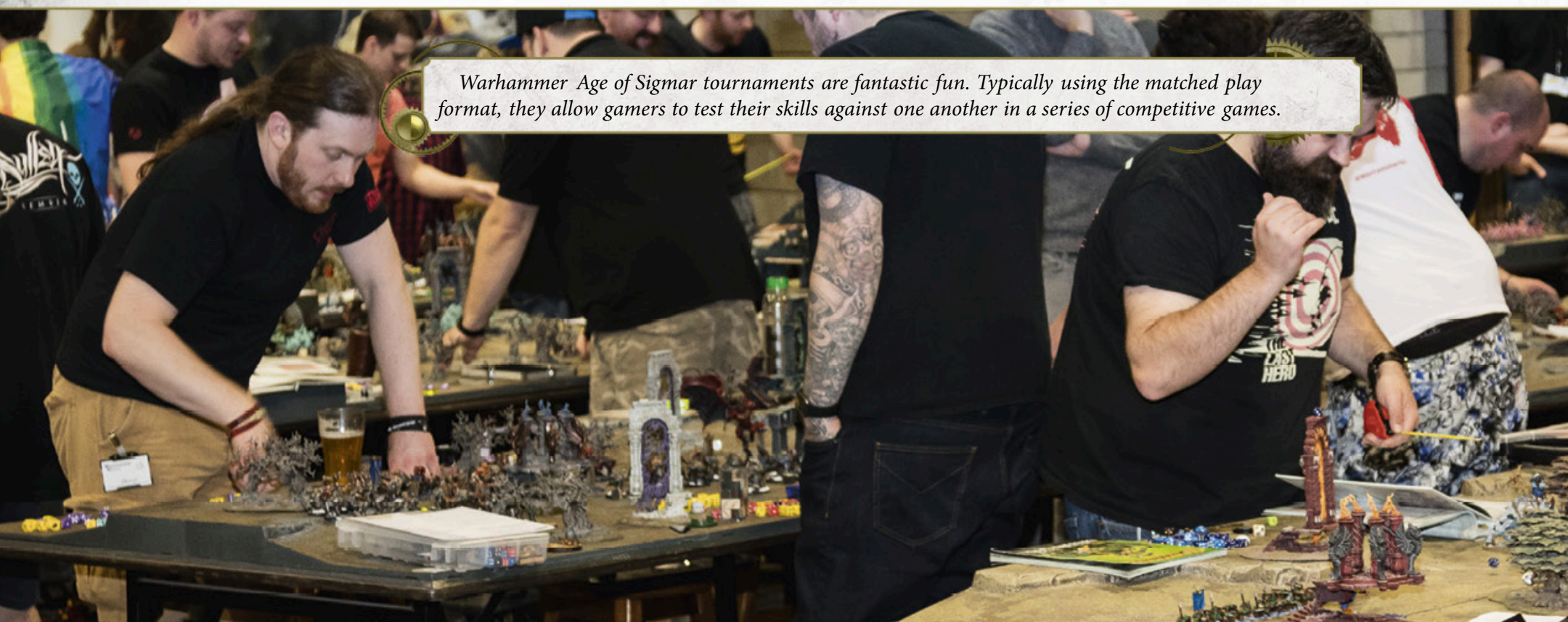
and maximum size for each unit, as well as a points cost you have to spend in order to include that unit in your army. The profiles for all available units can be found in the *2019 Pitched Battles Profiles* booklet that accompanies this volume, for ease of use when building your army.

Using this system, you and your opponent can assemble your armies based on a prearranged total of points so as to ensure that your forces are as equally matched as possible. Note that you can use these profiles in any kind of game, not just those featured in this section.

There are other methods of choosing an army that don't involve adding up points, but still suit the matched play format. For example, you could use the Wounds characteristics listed on each unit's warscroll as a guideline, either setting an upper limit for the number of wounds a unit can have, or a fixed total of wounds that an army can have as a whole.

Whichever method you use, assembling an army for a matched play game is an important part of the process, and an interesting challenge in its own right. Do you spend a lot of points on one high-powered model

Warhammer Age of Sigmar tournaments are fantastic fun. Typically using the matched play format, they allow gamers to test their skills against one another in a series of competitive games.



and risk being overrun by a larger force? Do you allocate your points evenly on a versatile middleweight force? Your knowledge of the units available to you will be pivotal in this selection process, and knowledge of your opponent's force can be just as vital. These choices may be hard to make at first, but once you've found the perfect balance, you'll be able to use the same formula again and again to great effect, and this in turn can guide you when it comes to expanding your collection.

MATCHED PLAY BATTLEPLANS

This section includes eighteen battleplans, twelve for use with the Pitched Battle rules (pg 58-69) and six for use with the Meeting Engagement rules (pg 76-81).

Compared to open play and narrative play battleplans, matched play battleplans tend to be quite simple in format, following a formula that ensures the contest between the two players will be as even as possible. Such battleplans are often fought to control one or more objectives, with victory points being earned to determine the overall winner. In other scenarios, the army that has slain the most enemy units will be the victor. Either way, the victory conditions will usually be the same for each side (a process known as 'mirroring'), so that both players will be working towards the same goal.

The overall effect of this is a format that is ideal for 'pick-up' games between two players that have not met each other before. Matched

play battleplans allow a player to simply go ahead and collect an army, choosing whichever models they like within the constraints of the chosen rules, and then turn up at a club or gaming event, find an opponent, and play.

GAMING CLUBS

A wonderful feature of the Games Workshop hobby is the degree to which it enables collectors to socialise. Hobbyists can connect via organised clubs, meet up, make friends and play games in a friendly and supportive environment. The Internet makes this process easier than ever, especially for those who can't easily get to a Games Workshop store – just search for 'Warhammer clubs' in your area to see what is available.

TOURNAMENTS

Throughout the wargaming hobby world, gaming events and tournaments take place virtually every weekend. Wherever you are, you're likely to find a tournament you can get to, and they're well worth attending. Not only will you get to meet up with a warm and welcoming community of fellow hobbyists, but you'll get to play some great games, and see some truly amazing-looking armies. Again, the Internet is a great tool – simply search for 'Warhammer Age of Sigmar tournaments' in your area and get ready to go to war.

On the following pages you will find detailed information on how to take part in, or even run, a Warhammer Age of Sigmar tournament. Tournaments take place right around the world, every week of the year. Many of them are organised by games stores, while others are the heroic work of local gaming clubs. In many of these tournaments, the organisers will create exclusive, event-specific battleplans and rules sets. Regardless of whether the tournament you play sticks to the rules presented on the following pages, or incorporates its own bespoke rules, it's sure to be an exciting competition and a rewarding hobby experience.

In a Warhammer Age of Sigmar tournament you will play a series of games – either three or five depending on how long the tournament is intended to last – and you will score points depending on how well you do in each of your battles. Points are also awarded during the event based on how well-painted your army is and how sporting an opponent you are. After the final round, the points that the players have scored will be added up, and whoever has scored the most is declared the winner.

The aim of a Warhammer Age of Sigmar tournament is to measure your prowess as an all-round hobbyist, rather than just your ability to win games. In this it reflects all aspects of the hobby, and celebrates them all!

TOURNAMENT FORMAT

A Warhammer Age of Sigmar tournament consists of a number of rounds, with each player fighting one battle per round. Long tournaments will consist of five rounds (usually over two days), while short tournaments will consist of three. The tournament will use either the Pitched Battle or Meeting Engagement matched play rules presented in this book, plus whatever house rules are in effect.

THE RULES PACK

If you attend a tournament, the organisers will send you a rules pack. This will let you know how many rounds there will be, how long each round is, and if any special rules apply to the games being played at the event. You can find an example rules pack for a Pitched Battle tournament on pages 70-71 and a Meeting Engagement tournament on pages 82-83.

If you decide to organise a tournament, please feel free to change things in your rules pack to suit your own tastes and the tastes of your players. For example, you might want to run a tournament that awards extra points for extremely well-painted armies, or you may want to use battleplans you have written yourself, and so on. It would be a boring world indeed if every Warhammer Age of Sigmar tournament was exactly the same!

PITCHED BATTLES (2019)

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

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

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

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

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



PICKING YOUR ARMY

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

PITCHED BATTLE CHART

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

ALLEGIANCE

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

ENDLESS SPELLS

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

BATTLEFIELD ROLES

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

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

ALLIED UNITS

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

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

WARSCROLL BATTALIONS

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

COMMAND POINTS

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

ARMY ROSTER

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

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

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

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

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

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

PITCHED BATTLE BATTLEPLANS

We have provided eighteen battleplans designed for use in Pitched Battles. Each offers a unique set of tactical challenges, and will provide each player with a chance to show their skill. Before setting up the battlefield, pick a battleplan: first roll a D3 to determine which of the three tables below you will use; then roll a dice and consult the relevant table. The battleplans on table 1 are located in the *Warhammer Age of Sigmar Core Book*.

D6 Battleplan Table 1

- 1 Blood and Glory
- 2 Escalation
- 3 Border War
- 4 Three Places of Power
- 5 Gifts from the Heavens
- 6 Take and Hold

D6 Battleplan Table 2

- 1 Knife to the Heart (pg 58)
- 2 Total Conquest (pg 59)
- 3 Duality of Death (pg 60)
- 4 Battle for the Pass (pg 61)
- 5 Starstrike (pg 62)
- 6 Scorched Earth (pg 63)

D6 Battleplan Table 3

- 1 Total Commitment (pg 64)
- 2 Focal Points (pg 65)
- 3 The Better Part of Valour (pg 66)
- 4 Shifting Objectives (pg 67)
- 5 Places of Arcane Power (pg 68)
- 6 The Relocation Orb (pg 69)

2018 BATTLEPLANS (OPTIONAL)

If either player in a Pitched Battle game has the 2018 edition of the *General's Handbook*, after determining which battleplan is to be used, one player can roll a dice to see if the battleplan with the same name from the *General's Handbook 2018* is used instead of the version in the *General's Handbook 2019*.

If they decide to do so, on a 1-3 the battleplan to be used comes from the *General's Handbook 2018*, and on a 4-6 it comes from the *General's Handbook 2019*. The only exception to this is Battleplan: Places of Arcane Power – you must use the 2019 version of this battleplan.



BATTLEFIELDS

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

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

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

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

FACTION TERRAIN

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

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

SCENERY RULES

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

TERRAIN: PRIMARY LIST

Azyrite Ruins	Arcane Ruin
Citadel Wood	Dragonfate Dais
Magewrath Throne	Numinous Occulum
Ophidian Archway	Sigmarite Mausoleum (consisting of the minimum number of models)

Unique: Any other terrain feature that is no more than 10" across at its widest point, and no more than 10" tall at its tallest point.

TERRAIN: SECONDARY LIST

Walls and Fences (consisting of 2 models)

Unique: Any other terrain feature that is no more than 6" across at its widest point, and no more than 4" tall at its tallest point.

To use the table, roll a dice to determine which table is used (1-3 = Table A; 4-6 = Table B), and then roll again to determine which scenery rule from that table is used.

TRIUMPHS

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

D6 Triumph

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

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

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



COMMAND ABILITIES

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

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

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

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

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



SCENERY TABLE

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

KNIFE TO THE HEART

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

PITCHED BATTLE

Use the Pitched Battle rules from pages 54-57.

OBJECTIVES

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

SET-UP

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

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

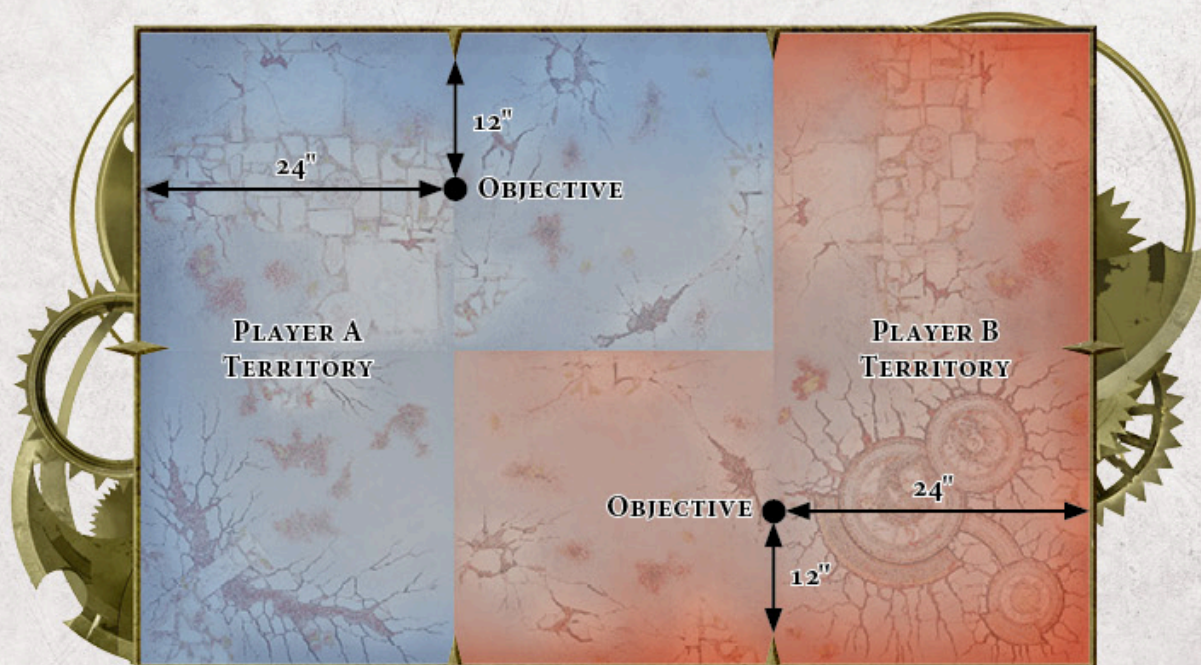
Continue to set up units until both players have set up their armies. If one player finishes first, the opposing player sets up the rest of the units in their army, one after another.



GLORIOUS VICTORY

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

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



BATTLEPLAN TOTAL CONQUEST

2019

59

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

PITCHED BATTLE

Use the Pitched Battle rules from pages 54-57.

OBJECTIVES

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

SET-UP

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

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

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



GLORIOUS VICTORY

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

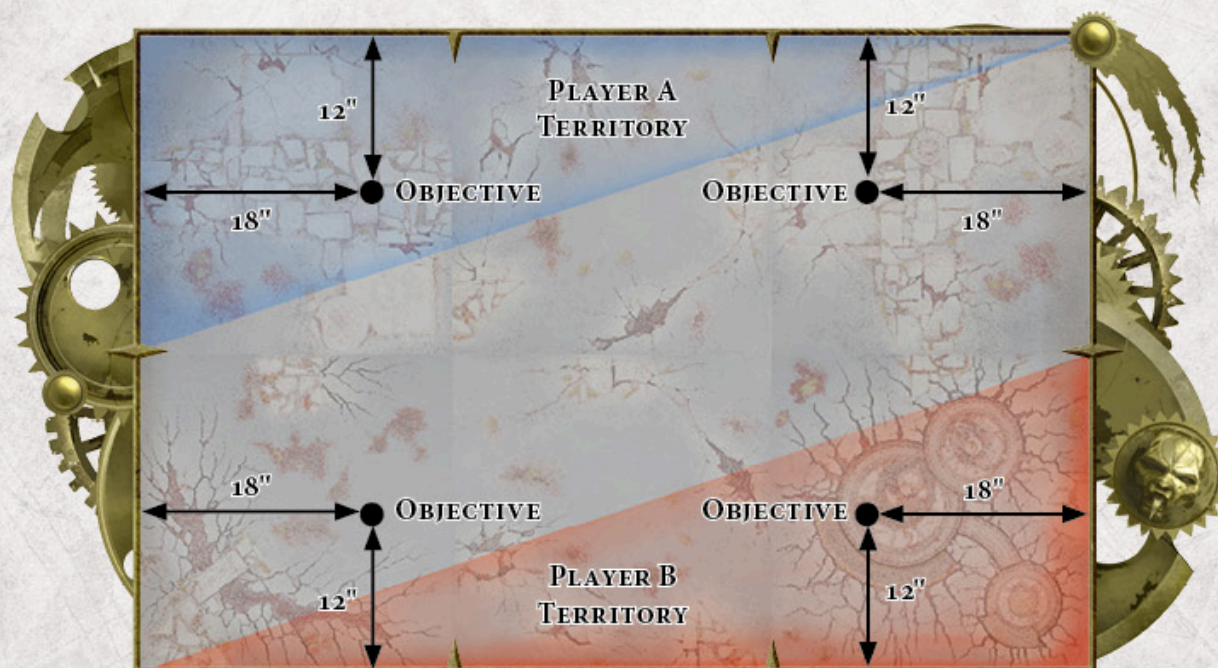
If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor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

VICTORY POINTS

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

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

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



DUALITY OF DEATH

2019

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

PITCHED BATTLE

Use the Pitched Battle rules from pages 54-57.

OBJECTIVES

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

SET-UP

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

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

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

CONTEST OF STRENGTH

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

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

GLORIOUS VICTORY

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

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

VICTORY POINTS

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



BATTLEPLAN

BATTLE FOR THE PASS

2019

61

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

PITCHED BATTLE

Use the Pitched Battle rules from pages 54-57.

OBJECTIVES

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

SET-UP

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

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

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

GLORIOUS VICTORY

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

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

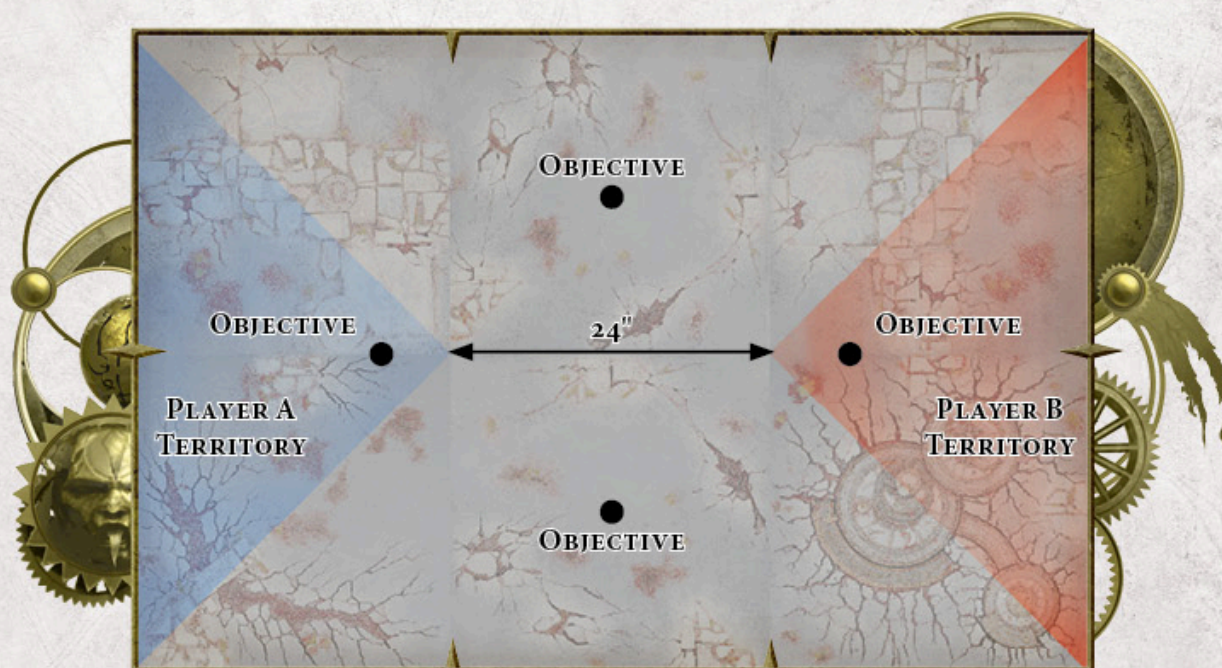
VICTORY POINTS

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

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

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

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



BATTLEPLAN STARSTRIKE

2019

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

PITCHED BATTLE

Use the Pitched Battle rules from pages 54-57.

OBJECTIVES

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

SET-UP

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

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

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

STARSTRIKE

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



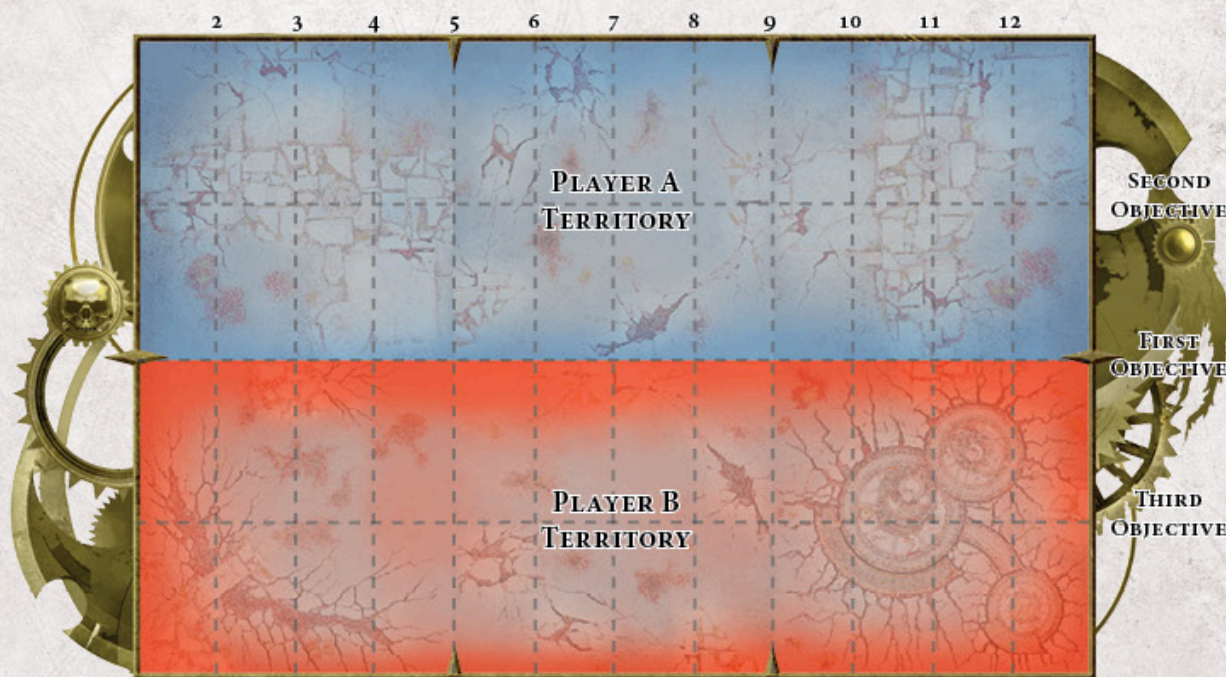
GLORIOUS VICTORY

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

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

VICTORY POINTS

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



BATTLEPLAN SCORCHED EARTH

2019

63

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

PITCHED BATTLE

Use the Pitched Battle rules from pages 54-57.

OBJECTIVES

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

SET-UP

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

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

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

GLORIOUS VICTORY

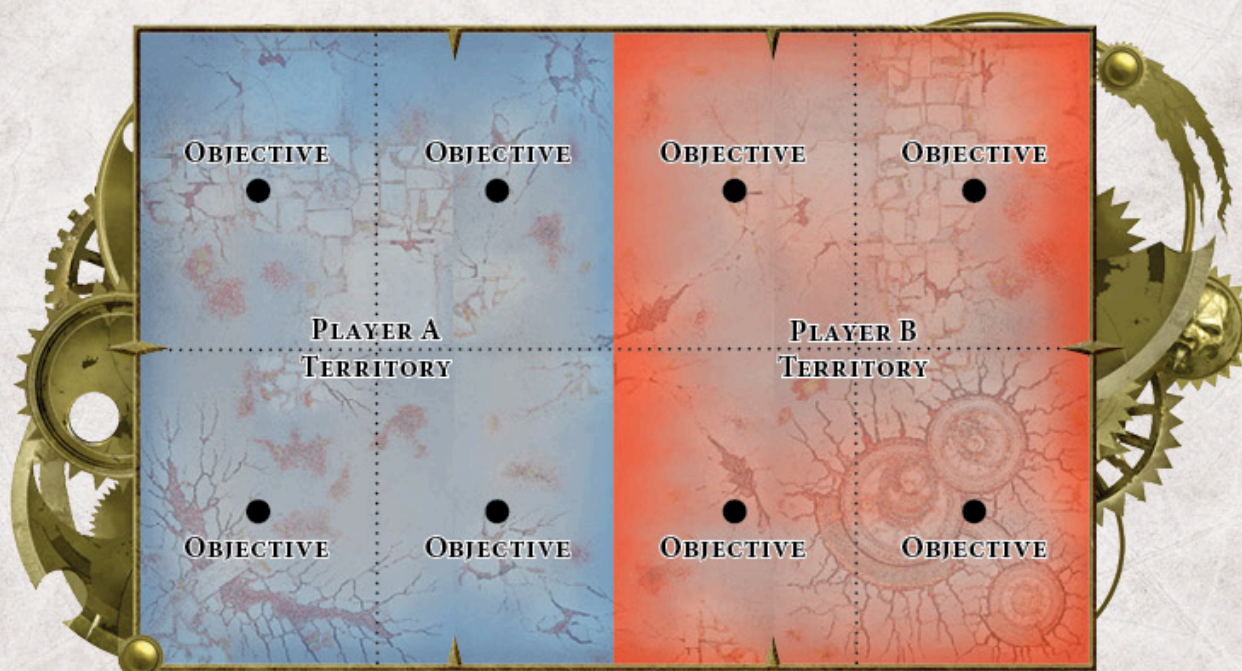
The player with the most victory points at the end of the fifth battle round (or when the amount of time allocated for the battle runs out) wins a **major victory**.

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

VICTORY POINTS

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

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



TOTAL COMMITMENT

2019

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

PITCHED BATTLE

Use the Pitched Battle rules from pages 54-57.

OBJECTIVES

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

SET-UP

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

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

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

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

NO RESERVES

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

GLORIOUS VICTORY

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

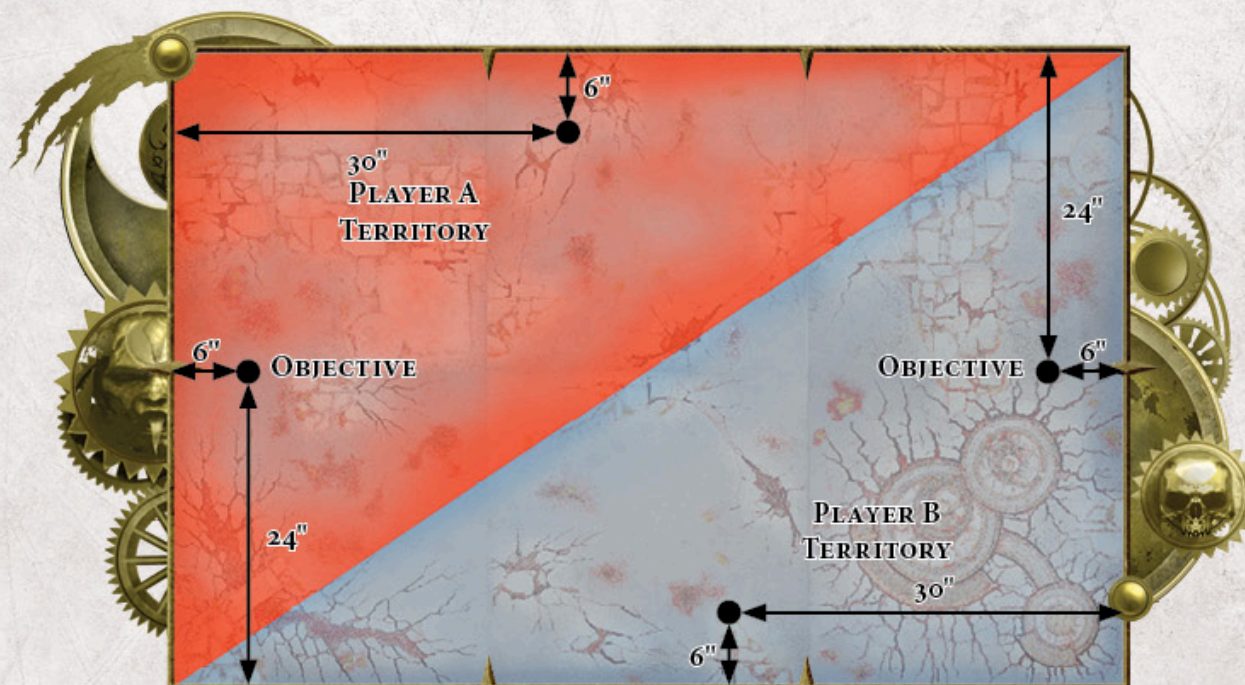
If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor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

VICTORY POINTS

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

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

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



BATTLEPLAN FOCAL POINTS

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

PITCHED BATTLE

Use the Pitched Battle rules from pages 54-57.

OBJECTIVES

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

SET-UP

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

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

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

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

GLORIOUS VICTORY

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

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

VICTORY POINTS

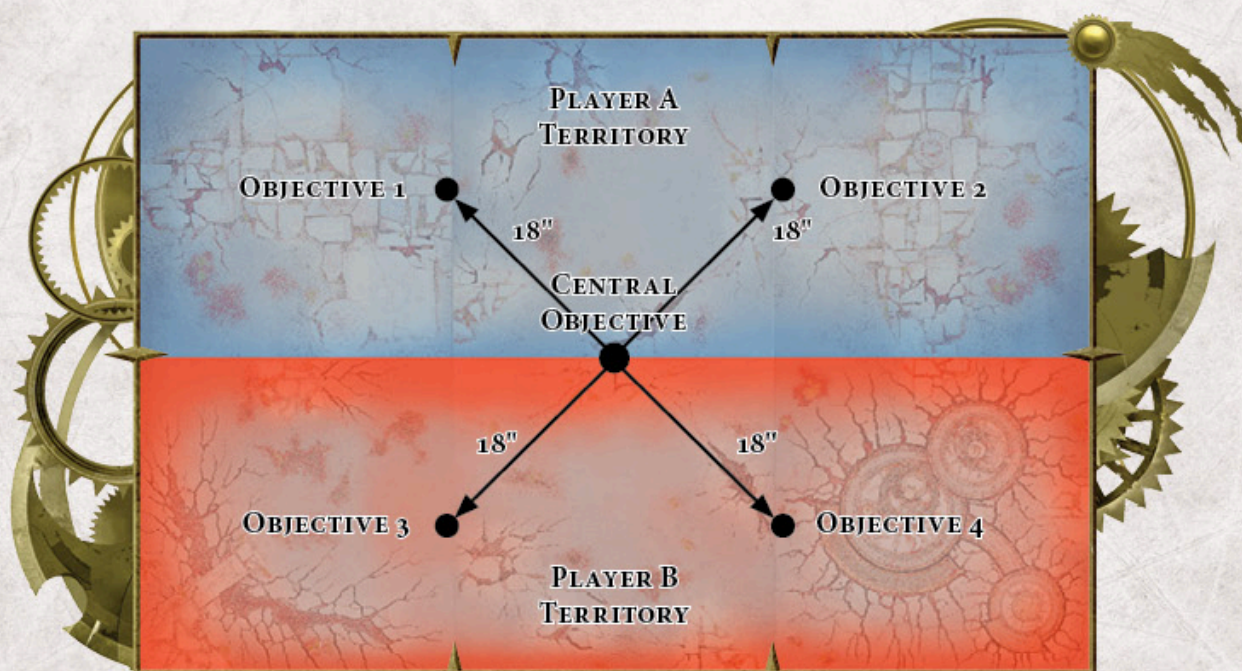
Each player scores victory points for the objectives they control at the end of each of their turns, as follows:

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

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

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

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



THE BETTER PART OF VALOUR

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

PITCHED BATTLE

Use the Pitched Battle rules from pages 54-57.

OBJECTIVES

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

SET-UP

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

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

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

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

GLORIOUS VICTORY

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

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



VICTORY POINTS

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

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

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

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

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

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



BATTLEPLAN

SHIFTING OBJECTIVES

2019

67

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

PITCHED BATTLE

Use the Pitched Battle rules from pages 54-57.

OBJECTIVES

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

SET-UP

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

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

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

PRIMARY AND SECONDARY OBJECTIVES

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



GLORIOUS VICTORY

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

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

VICTORY POINTS

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

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

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



PLACES OF ARCANES POWER

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

PITCHED BATTLE

Use the Pitched Battle rules from pages 54-57.

OBJECTIVES

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

SET-UP

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

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

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

HEROIC CONQUEST

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

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

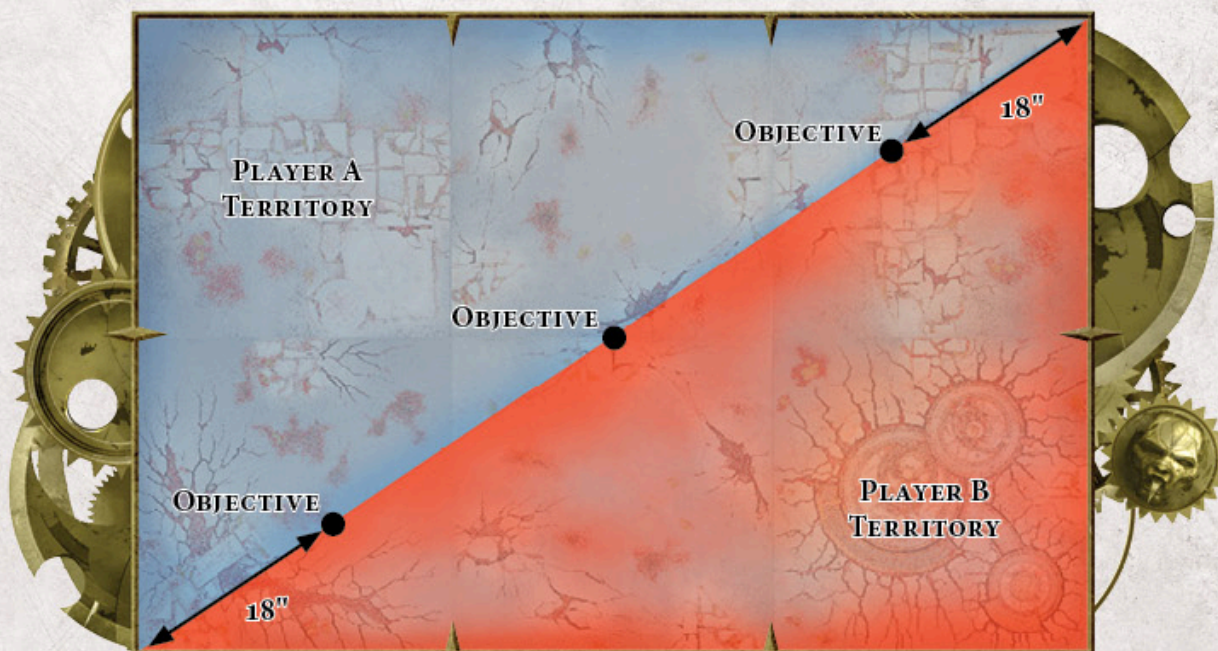
GLORIOUS VICTORY

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

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

VICTORY POINTS

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



THE RELOCATION ORB

2019

69

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

PITCHED BATTLE

Use the Pitched Battle rules from pages 54-57.

OBJECTIVES

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

SET-UP

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

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

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

THE ORB

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

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

RELOCATING THE ORB

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

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

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

GLORIOUS VICTORY

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

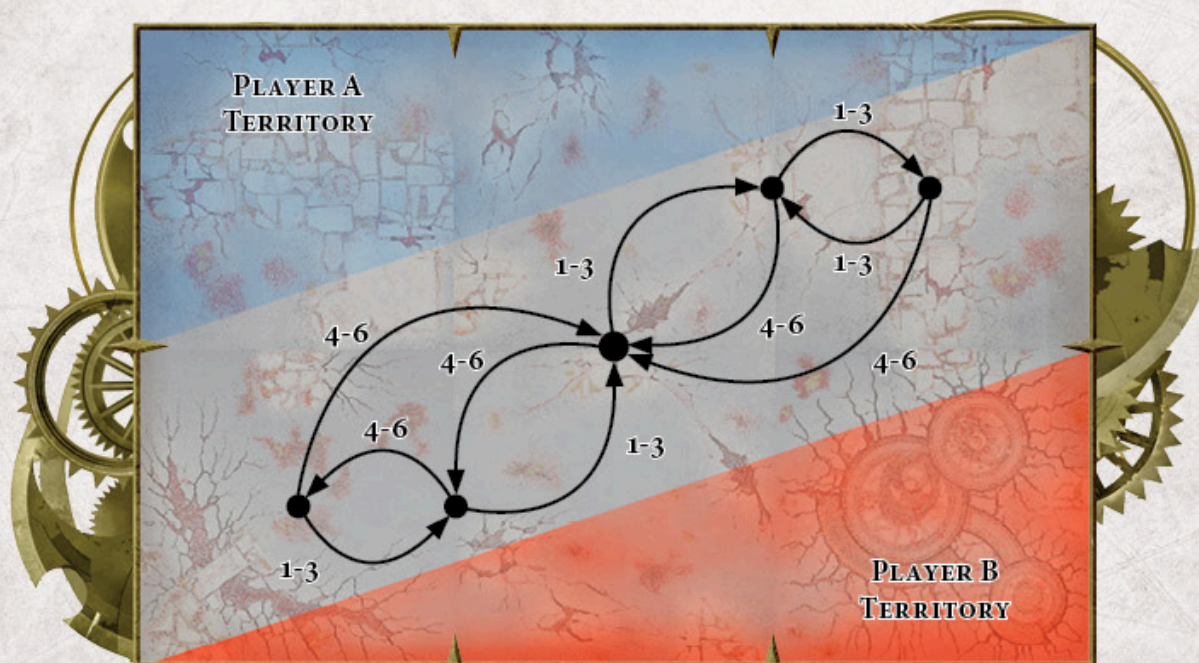
If the players are tied on victory points at the end of the game, then each player adds up the points value of any enemy units that have been destroyed during the battle (excluding any new units that were added to the armies after the battle started). If one player has a higher total, they win a **minor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

VICTORY POINTS

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

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

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



PITCHED BATTLE TOURNAMENTS

The following rules are used for the Pitched Battle tournaments that we run ourselves. They can be used as written in your own tournaments, or modified as you see fit – as long as all attendees are made aware of any changes.

PITCHED BATTLE TOURNAMENT RULES

The following rules apply to Warhammer Age of Sigmar Pitched Battle tournaments unless noted otherwise in the tournament rules pack:

- 1 The tournament will use the core rules – including those pertaining to allegiance abilities, warscroll battalions and Realm of Battle rules – and the Pitched Battle rules and the rules for Hidden Agendas from the latest *General's Handbook*. In addition, it will use the rules for endless spells, spells of the realms, and artefacts of the realms from *Malign Sorcery*.
- 2 In order to take part in a Pitched Battle tournament you must bring along a painted army of Citadel Miniatures mounted on the recommended bases. You'll also need dice, a tape measure, all of the rules for the army you are using, and copies of your army roster.
- 3 The army you use must be chosen using the Pitched Battle rules to a points total of 2,000 points. You can bring along additional painted models to allow you to summon units to the battlefield, and so you have suitable models should certain rules or abilities require you to set up an extra unit, or replace a model with a different one. You must use the same army and additional models for all of the games you play in the tournament.
- 4 You must pick six Hidden Agendas for your army and record them on your army roster.
- 5 When you arrive at the event you must register. You will be given a name badge, a player number and a copy of the Player's Code (pg 5), and you must give a copy of your army roster to the event organisers.
- 6 Terrain for the battles will be provided and set up by the tournament organisers. All terrain features will be scenery models from the Games Workshop range, and will use the rules from their scenery warscroll (scenery warscrolls can be downloaded from the Games Workshop website).
- 7 You must pick a different Hidden Agenda from the six on your roster in each round of the tournament. If you complete the Hidden Agenda, you will receive a bonus to your points score for the game (see below), but you will not receive an extra triumph or count a tie or draw as a minor victory. You cannot pick the same Hidden Agenda more than once during the tournament – you must pick a different one in each round.
- 8 You will play three Pitched Battle games in a short tournament, and five Pitched Battle games in a long tournament. The time limit for each game is 2½ hours.
- 9 Fifteen minutes before the start of each round, the tournament organisers will tell you which Pitched Battle battleplan is to be used in that round, in which realm the battles in that round are taking place, and which realmscape feature from the Realm of Battle rules for that realm will be used in that battle round.
- 10 In the first round, you will play against a randomly selected opponent. In each succeeding round, the players will be ranked according to the number of points they have scored for winning games (when scores are tied, all players with the same score will be ranked in a random order). The first-ranked player will play against the second-ranked player, the third-ranked player will play against the fourth-ranked player, and so on.
- 11 After each round, you must fill in a results form with both players' name and player number, the result your opponent achieved at the end of the game (note that a player suffers a minor loss if their opponent wins a **minor victory**, and a major loss if their opponent wins **major victory**) the number of your opponent's Hidden Agenda and if they completed it, and the painting and etiquette scores for your opponent. Then add up your opponent's total score.
- 12 You must also record the kill points your opponent scored on their results sheet. Your



opponent's kill points are equal to the points value of units from your army that were destroyed during the battle, excluding any new units that were added to your army after the battle started.

- 13 After each round, you will receive points for how well you did in the battle (up to 60 points). To this will be added your painting score for that round (up to 25 points), your etiquette score for that round (up to 5 points), and if you completed your Hidden Agenda for that round (up to 10 points). The maximum possible score for a single round is therefore 100 points. Note that any additional

models you bring are included when the painting score for your army is evaluated.

- 14 The winner of the tournament will be decided by adding together the points each player received in each round. In the case of a tie, the total painting scores of the tied players will be used as the first tiebreaker; the total etiquette scores of any remaining tied players will be used as the second tiebreaker; and the total kill points scored by any remaining tied players will be used as the third tiebreaker. If any players still remain tied, then the player with the best painted army in the opinion of the organisers is the winner.

PITCHED BATTLE SHORT SCHEDULE

- 9.00-10.00 – Registration
- 10.00-12.30 – First Round
- 13.30-16.00 – Second Round
- 16.30-19.00 – Third Round
- 19.30 – Results & Awards
- 20.00 – Tournament Ends

PITCHED BATTLE LONG SCHEDULE

Day 1

- 9.00-10.00 – Registration
- 10.00-12.30 – First Round
- 13.30-16.00 – Second Round
- 16.30-19.00 – Third Round

Day 2

- 10.00-12.30 – Fourth Round
- 13.30-16.00 – Fifth Round
- 16.30 – Results & Awards
- 17.00 – Tournament Ends

RESULTS FORM

Round (circle) 1 2 3 4 5

Opponent's Name: _____ Opponent's Player Number: _____

Opponent's Result (tick 1 result)

- | | |
|---|--|
| ☐ Major Victory (60 pts) | ☐ Minor Loss (20 pts) |
| ☐ Minor Victory (40 pts) | ☐ Major Loss (0 pts) |
| ☐ Draw (30 pts) | |

Hidden Agenda Attempted by Opponent (circle the number that was attempted and tick the result):

- | | | | | | |
|--|--|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 |
| ☐ Opponent completed Hidden Agenda (10 pts) | ☐ Opponent did not complete Hidden Agenda (0 pts) | | | | |

Opponent's Painting (tick all that apply to your opponent's army)

- | | |
|--|--|
| ☐ All models were fully painted using at least three different-coloured basecoats (5 pts) | ☐ All bases were fully painted with at least a basecoat, and more than a third had added features such as debris or grass (5 pts) |
| ☐ All basecoats had shading and highlights (15 pts) | |

Opponent's Etiquette (tick all that apply to your opponent)

- | | |
|---|--|
| ☐ Opponent arrived before the round started (1 pt) | ☐ Opponent gave you a copy of their roster (1 pt) |
| ☐ Opponent shook your hand before and after the game (or offered to do so) (2 pts) | ☐ Opponent had all of the Citadel Miniatures, dice, measuring instruments and rules that they needed in order to play the game (1 pt) |

OPPONENT'S TOTAL SCORE: _____

OPPONENT'S KILL POINTS: _____

Your Name: _____ Your Player Number: _____

MEETING ENGAGEMENTS (2019)

The following rules allow you to play Meeting Engagements, games that are designed to allow players to fight a battle on a small-sized battlefield in less than 90 minutes. These rules are ideal for games where the players have a limited amount of space or time, and for one-day tournaments.

The Meeting Engagement rules are designed to allow players to play a matched play game with a 1,000 point army on a battlefield no larger than a typical dining table. What's more, Meeting Engagements are quick, allowing you to play two games in almost the same amount of time as a single Pitched Battle, and to complete a five-round tournament in a single day.

However, you will quickly discover that just because a Meeting Engagement can be played quickly does not mean it is anything less of a challenge than a regular Pitched Battle!

PICKING YOUR ARMY

To play a Meeting Engagement, you and your opponent will first need to pick your armies. Meeting Engagements use Pitched Battle profiles to determine a unit's minimum and maximum size and points cost. These profiles can be found in the *2019 Pitched Battles Profiles* book, or in the battletome where the warscroll for the unit appears. The following restrictions apply to picking your army:



MEETING ENGAGEMENT CHART

	Spearhead	Main Body	Rearguard
Leader	0-1	1-2	0-1
Behemoth	0	0-1	0-1
Artillery	0	0	0-2
Battleline	0-1	1+	0-2
Other units	0-2	0+	0-2
Double-sized units	None	Battleline	Any
Unit limits	Up to 2 units per warscroll		

ALLEGIANCE

In a Meeting Engagement you must pick an allegiance for your army as described in the core rules. All of the units in the army must either have that allegiance, or be allied to that allegiance (see below).

POINTS LIMIT

You can spend up to 1,000 points on the units in your army.

WARSCROLL BATTALIONS

Your army can include up to 1 warscroll battalion. Note that you must pay the cost of the units in the battalion normally – the points value listed for each battalion is an extra cost that allows you to use it.

UNIT LIMITS

Your army cannot include more than 2 units chosen from the same warscroll, unless those units are part of a warscroll battalion in your army.

CONTINGENTS

You must split your army into a spearhead contingent, main body contingent, and rearguard contingent. Each contingent must have at least 1 unit and conform to the restrictions on the Meeting Engagement chart above.

UNIT SIZES

Your army cannot include units that are larger than their minimum unit size unless they are main body Battleline units, or rearguard units. Main body Battleline units, and any rearguard units, can be up to double their minimum unit size.

ALLIES

Your army can include up to 1 allied unit. It cannot be larger than its minimum unit size. It is not included when working out the number of Battleline units in the army, but does count towards the number of Leader, Behemoth and Artillery units.

ENDLESS SPELLS

By paying an endless spell's points cost, all **WIZARDS** in your army know that endless spell, and you can use (and re-use) one endless spell model of the appropriate type in the battle. You can only pay the points for 1 endless spell in a Meeting Engagement.

COMMAND POINTS

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

TERRAIN: PRIMARY LIST	TERRAIN: SECONDARY LIST
Azyrite Ruins	Arcane Ruin
Baleful Realmgate	Baleful Realmgate
Citadel Wood	Dragonfate Dais
Magewrath Throne	Numinous Occulum
Ophidian Archway	Walls and Fences (consisting of 2 models)
Unique: Any other terrain feature that is no more than 10" across at its widest point, and no more than 10" tall at its tallest point.	

ARMY ROSTER

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

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



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

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

If your army includes any units that are given keywords when they are

set up, such as units with a Mark of Chaos, then these must be written down when the unit is added to the roster.

An example Meeting Engagement roster can be found in this book.

MEETING ENGAGEMENT BATTLEPLANS

We have provided six battleplans designed for use in Meeting Engagements. Before setting up the battlefield, pick a battleplan by rolling a dice and consulting the table below.

D6 Battleplan

- 1 The Centre Ground (pg 76)
- 2 Death Pass (pg 77)
- 3 The Borderline (pg 78)
- 4 The Raid (pg 79)
- 5 Rearguard Action (pg 80)
- 6 Changing Priorities (pg 81)

BATTLEFIELDS

A Meeting Engagement is fought on a battlefield that measures 30-36" by 40-48". After deciding which battleplan is to be used, the players must first set up the objective markers and then the terrain features for the battle on the battlefield. The players can then proceed to set up their armies.

The location of any objectives can be found on the battleplan that is being used. After the objectives have been set up, each player must pick 2 terrain features from the lists above – 1 from the primary list and 1 from the secondary list.

The players then roll off and alternate setting up their terrain features, one at a time, starting with the player that won the roll-off. Terrain features must be set up more than 3" from the edge of the battlefield, more than 3" from any other terrain features and more than 1" from any objectives.

After the players have set up the terrain features for the battle, they can proceed to set up their armies, as described on pages 74-75 and in the battleplan they are using.

FACTION TERRAIN

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

In a Meeting Engagement, faction terrain must be set up more than 3" from the edge of the battlefield, more than 3" from any other terrain features and more than 1" from any objectives, in addition to any other restrictions that apply to it. Sometimes this will make it impossible for a faction terrain piece to be set up; in this case, it is not used.

SCENERY RULES

In a Meeting Engagement, you must randomly generate a scenery rule from the Scenery table in the core rules for each terrain feature that does not have a warscroll (if a warscroll is available for a terrain feature, you must use the rules on the warscroll instead of rolling on the Scenery table).

TRIUMPHS

In a Meeting Engagement, do not roll on the Triumph table in the core rules if you won your last battle. Instead, the player that spent fewer points when selecting their army can roll on the Triumph table in the core rules.

MEETING ENGAGEMENT SET-UP

In a Meeting Engagement, one contingent from each player's army is set up on the battlefield before the start of the battle, and the other contingents are set up on the battlefield during the battle. The battleplan will explain when each contingent is to be set up.

ARRIVAL TIME

Each contingent has an arrival time, which is when it must be set up on the battlefield. This will be indicated on the map included in the battleplan, and will specify either 'Start', 'Turn 1' or 'Turn 2'. Contingents with the 'Start' arrival time are set up before the start of the battle. Contingents with the 'Turn 1' arrival time are set up at the end

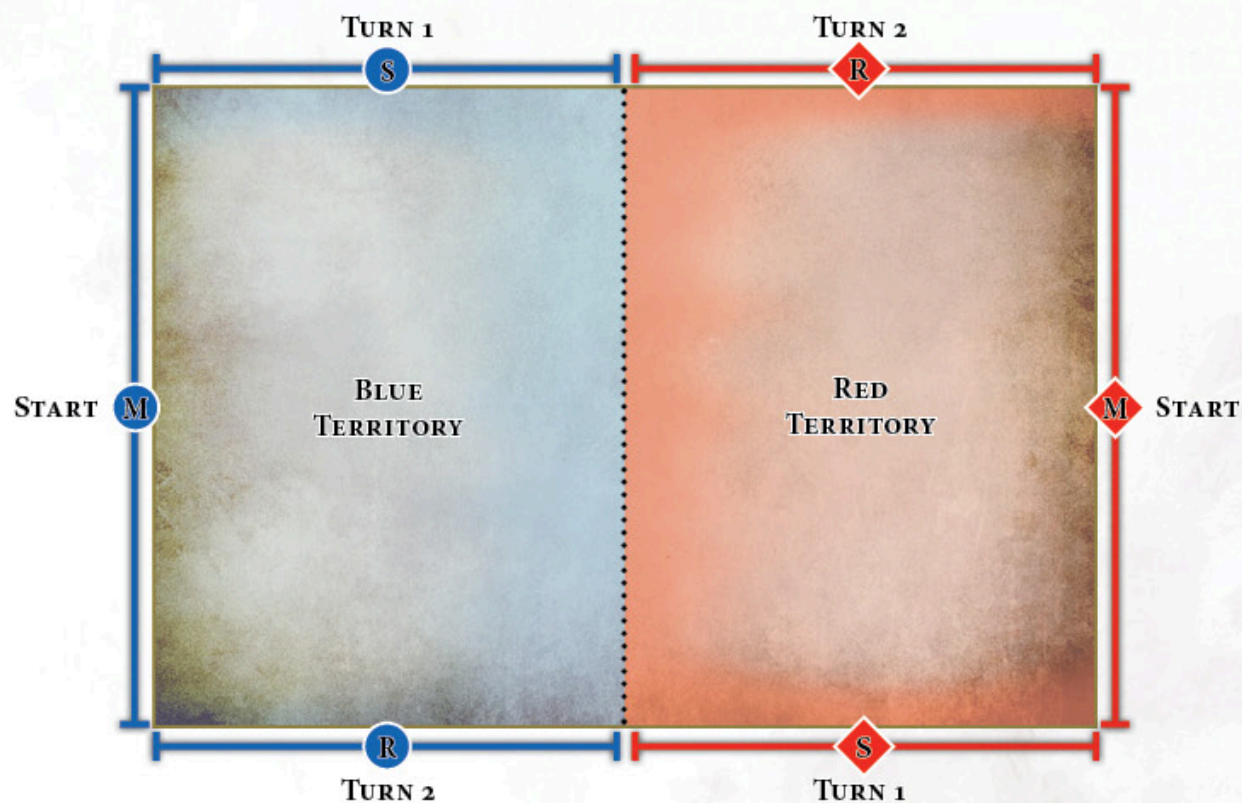
of the controlling player's first turn; contingents with the 'Turn 2' arrival time are set up at the end of the controlling player's second turn. Any units that cannot be set up at their contingent's arrival time for any reason are destroyed.

ARRIVAL EDGE

Each contingent has an arrival edge, which is indicated on the



Each spearhead contingent (S) is set up before the start of the battle. Each main body contingent (M) is set up at the end of the controlling player's first turn, and each rearguard contingent (R) at the end of the controlling player's second turn. All three contingents in each army have the same arrival edge, and must be set up wholly within 3" of it.



Each main body contingent (M) is set up before the start of the battle. The spearhead contingents (S) arrive at the end of the controlling player's first turn, and the rearguard contingents (R) at the end of the controlling player's second turn. Each contingent has a different arrival edge, and must be set up wholly within 3" of that edge.

map included in the battleplan. When a contingent is set up on the battlefield, set up all of the units in that contingent wholly within 3" of that contingent's arrival edge.

Two example maps are shown on the left. The thick coloured lines beside the battlefield edges indicate the contingents' arrival edges, while the labels for each contingent indicate that contingent's arrival time.

RESERVE UNITS

In a Meeting Engagement, reserve units cannot be set up on the battlefield before the arrival time of the contingent those units belong to. If a reserve unit has to be set up on the battlefield at a specific point – e.g. at the start of the controlling

player's first turn – but that point comes before the contingent's arrival time, that unit cannot be used as a reserve unit in that battle – either set that unit up with the rest of its contingent or do not use that unit.

Reserve units otherwise follow the normal set-up rules for such a unit (they do not have to be set up wholly within 3" of an arrival edge).

NEW UNITS

Any new unit you add to your army during the battle – e.g. units that can be summoned – are not considered to be part of any contingent. Follow the normal set-up rules for that unit (they do not have to be set up wholly within 3" of an arrival edge).

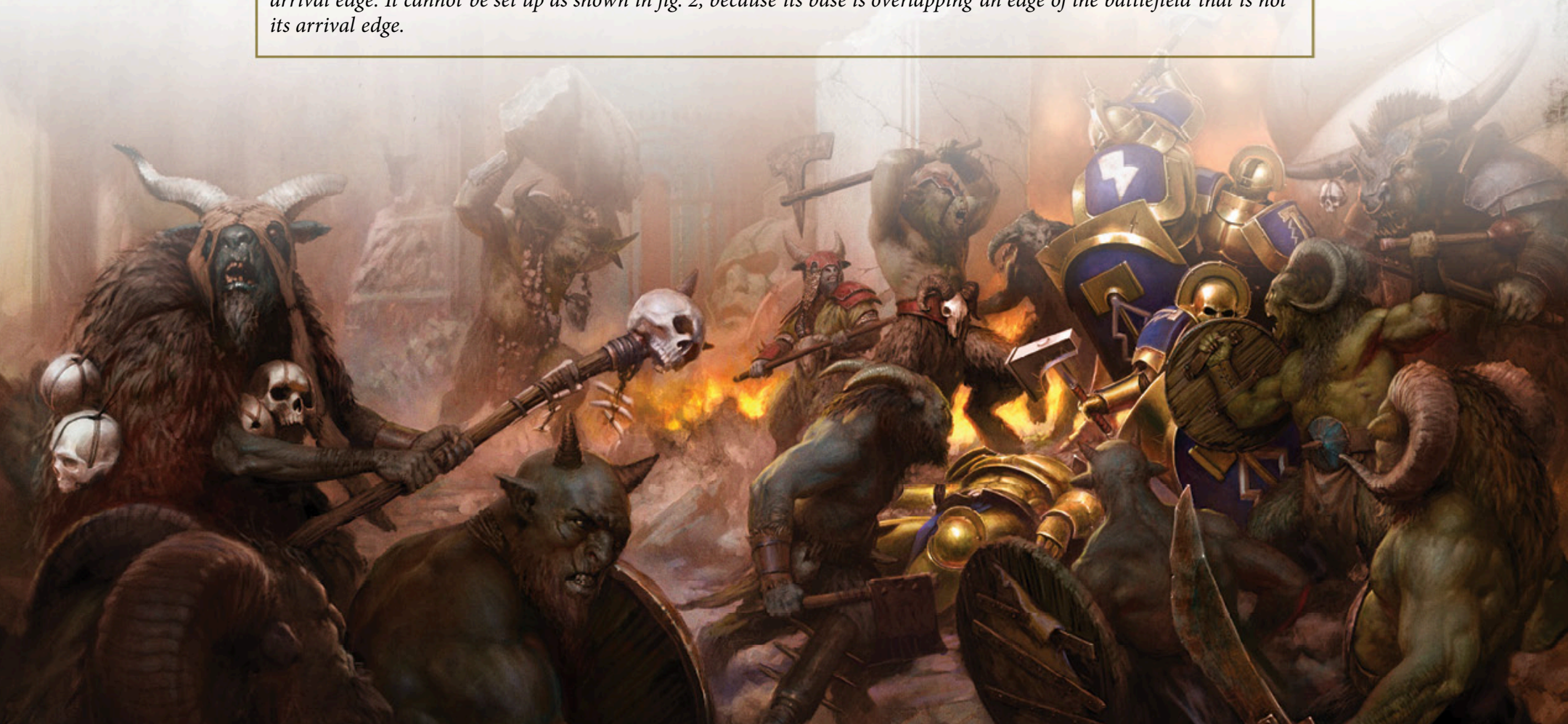
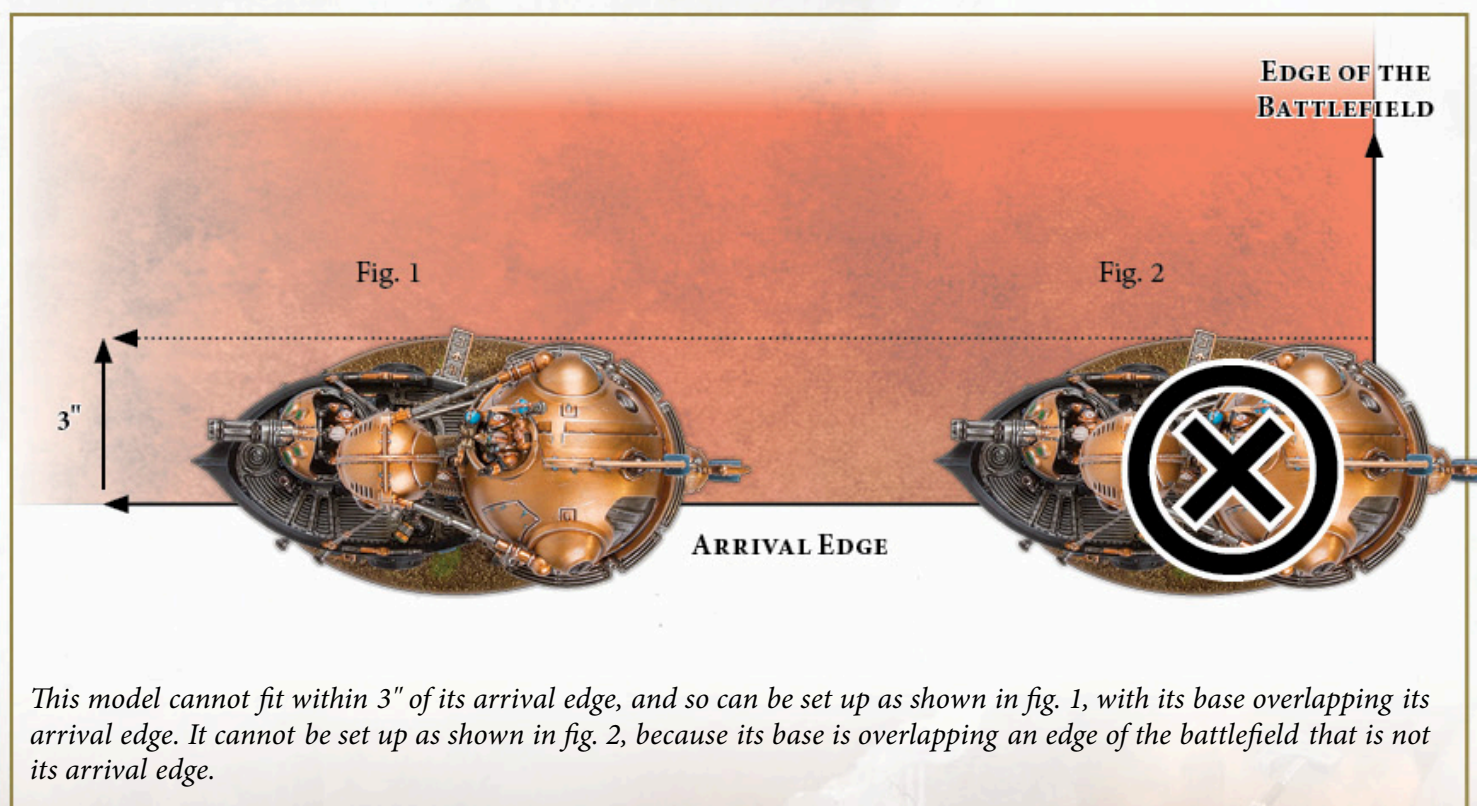
OVERFLOW

Sometimes you will not be able to fit a model wholly within 3" of its arrival edge.

When this is the case, set it up so that it overlaps the arrival edge with part of its base off the battlefield, but so that as much of its base as possible is on the battlefield. A model cannot be set up with its base overlapping an edge other than its arrival edge.

DEADLY TERRITORY

When reserve units are set up on the battlefield during a meeting engagement, they must treat enemy arrival edges in the same way as an enemy model. Usually this will mean that they cannot be set up within 9" of an enemy arrival edge.



THE CENTRE GROUND

Two armies converge, each one determined to control the battlefield by holding the centre ground. A brutal conflict erupts as each army surges forwards to control the vital location.

MEETING ENGAGEMENT

Use the Meeting Engagement rules from pages 72-75.

OBJECTIVES

Set up 1 objective at the centre of the battlefield, as shown on the map.

SET-UP

The players roll off, and the winner decides who will command the red army and who will command the blue army.

The players then alternate setting up units from their spearhead contingent one at a time, starting with the player that won the roll-off.

Continue to set up units until both players have set up their spearhead contingents. The remaining contingents will arrive during the battle as indicated on the map.

GLORIOUS VICTORY

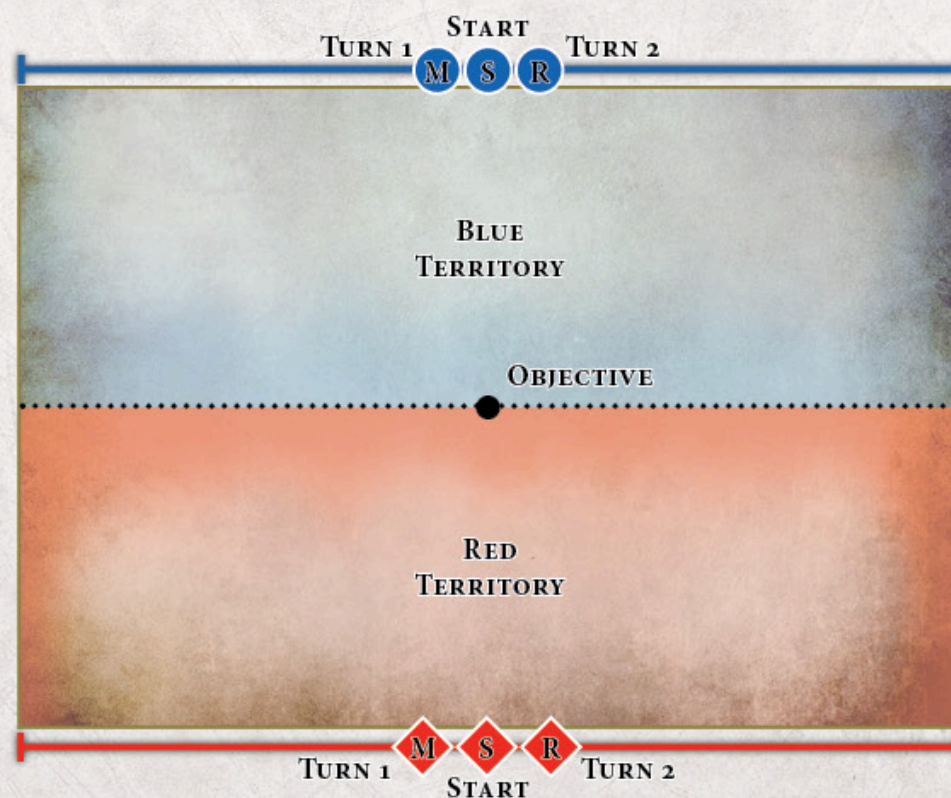
The battle ends at the end of the fourth battle round. If one player has 1-4 more victory points than their opponent, they win a **minor victory**. If one player has 5 or more victory points than their opponent, they win a **major victory**. Any other result is a draw.



VICTORY POINTS

Victory points are scored as follows:

- At the end of each battle round, each player adds up the Wounds characteristics of all enemy models that were slain during that battle round. The player with the higher total scores 2 victory points. If neither player has a higher total, each player scores 1 victory point.
- At the end of each battle round, the player that controls the objective scores 3 victory points. If neither player controls the objective, each player scores 1 victory point.



BATTLEPLAN DEATH PASS

2019

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Two armies clash head-on in a pass that is the only way through a mountain range. With each side determined to control this vital ingress, a brutal conflict erupts as they surge forwards to drive off the foe.

MEETING ENGAGEMENT

Use the Meeting Engagement rules from pages 72-75.

OBJECTIVES

Set up 1 objective at the centre of each player's territory, as shown on the map.

SET-UP

The players roll off, and the winner decides who will command the red army and who will command the blue army.

The players then alternate setting up units from their spearhead contingent one at a time, starting with the player that won the roll-off.

Continue to set up units until both players have set up their spearhead contingents. The remaining contingents will arrive during the battle as indicated on the map.

GLORIOUS VICTORY

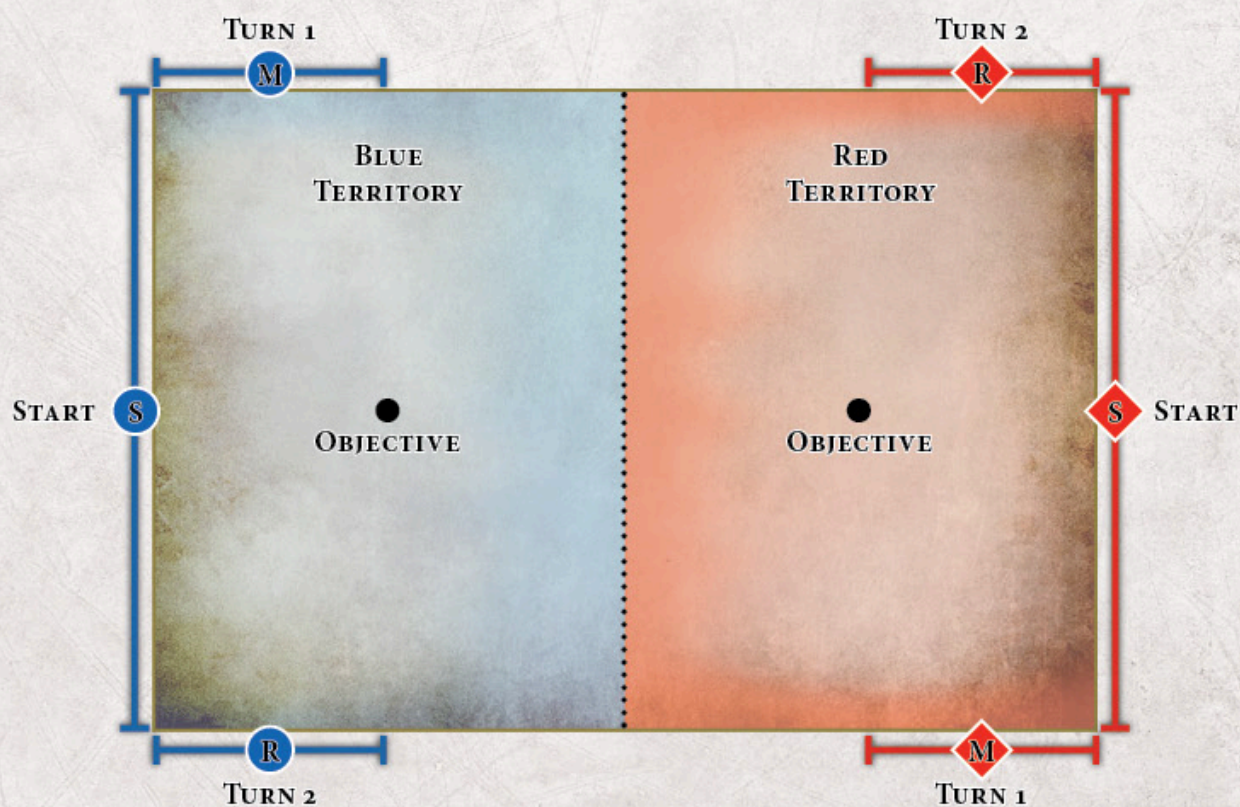
The battle ends at the end of the fourth battle round. If one player has 1-4 more victory points than their opponent, they win a **minor victory**. If one player has 5 or more victory points than their opponent, they win a **major victory**. Any other result is a draw.

VICTORY POINTS

Victory points are scored as follows:

- At the end of each battle round, each player adds up the Wounds characteristics of all enemy models that were slain during that battle round. The player with the higher total scores 2 victory points. If neither player has a higher total, each player scores 1 victory point.

- At the end of each battle round, the player that controls the most objectives scores 3 victory points. If both players control an equal number of objectives, each player scores 1 victory point.



BATTLEPLAN THE BORDERLINE

A border between two territories is constantly being fought over. Neither side will allow the enemy to occupy the border without blood being shed.

MEETING ENGAGEMENT

Use the Meeting Engagement rules from pages 72-75.

OBJECTIVES

Set up 1 objective at the centre of the battlefield, and 1 at each of the corners on the border between the players' territories, as shown on the map.

SET-UP

The players roll off, and the winner decides who will command the red army and who will command the blue army.

The players then alternate setting up units from their main body contingent one at a time, starting with the player that won the roll-off.

Continue to set up units until both players have set up their main body contingents. The remaining contingents will arrive during the battle as indicated on the map.



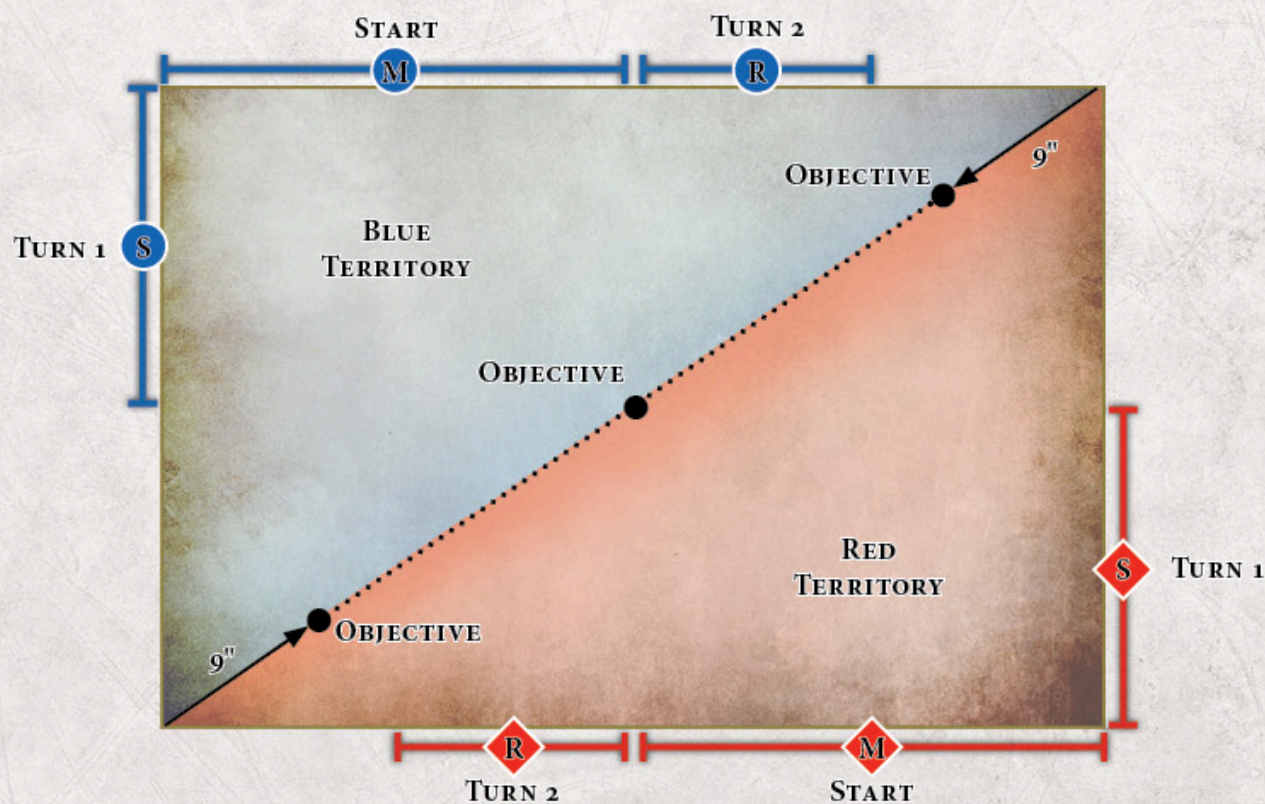
GLORIOUS VICTORY

The battle ends at the end of the fourth battle round. If one player has 1-4 more victory points than their opponent, they win a **minor victory**. If one player has 5 or more victory points than their opponent, they win a **major victory**. Any other result is a draw.

VICTORY POINTS

Victory points are scored as follows:

- At the end of each battle round, each player adds up the Wounds characteristics of all enemy models that were slain during that battle round. The player with the higher total scores 2 victory points. If neither player has a higher total, each player scores 1 victory point.
- At the end of each battle round, the player that controls the most objectives scores 3 victory points. If both players control an equal number of objectives, each player scores 1 victory point.



BATTLEPLAN THE RAID

2019

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

MEETING ENGAGEMENT

Use the Meeting Engagement rules from pages 72-75.

OBJECTIVES

Set up 4 objectives, one at the centre of each quarter of the battlefield, as shown on the map.

SET-UP

The players roll off, and the winner decides who will command the red army and who will command the blue army.

The players then alternate setting up units from their main body contingent one at a time, starting with the player that won the roll-off.

Continue to set up units until both players have set up their main body contingents. The remaining contingents will arrive during the battle as indicated on the map.

Note that in this battle units from each player's spearhead can arrive by one or both of the narrow edges of the battlefield.

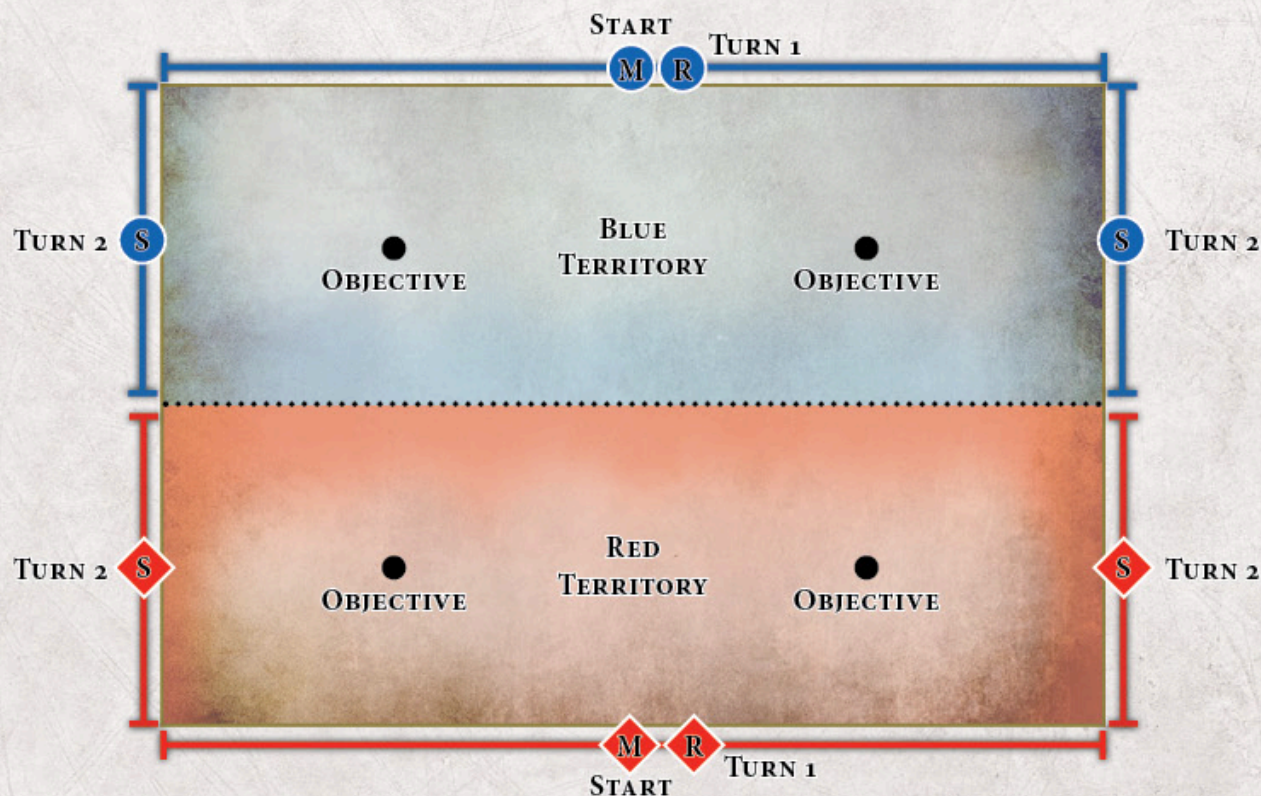
GLORIOUS VICTORY

The battle ends at the end of the fourth battle round. If one player has 1-4 more victory points than their opponent, they win a **minor victory**. If one player has 5 or more victory points than their opponent, they win a **major victory**. Any other result is a draw.

VICTORY POINTS

Victory points are scored as follows:

- At the end of each battle round, each player adds up the Wounds characteristics of all enemy models that were slain during that battle round. The player with the higher total scores 2 victory points. If neither player has a higher total, each player scores 1 victory point.
- At the end of each battle round, the player that controls the most objectives scores 3 victory points. If both players control an equal number of objectives, each player scores 1 victory point.
- Starting from the second battle round, at the start of their hero phase, a player can raze an objective they control in enemy territory. If they do so, they score D3 victory points and the objective is removed from play.



BATTLEPLAN REARGUARD ACTION

One army approaches its opponent from behind, aiming to take their enemy by surprise.

MEETING ENGAGEMENT

Use the Meeting Engagement rules from pages 72-75.

OBJECTIVES

Set up 3 objectives, 1 at the centre of the battlefield and 1 at the centre of each player's territory, as shown on the map.

SET-UP

The players roll off, and the winner decides who will command the red army and who will command the blue army.

The players then alternate setting up units one at a time, starting with the player that won the roll-off. The red player sets up units from their spearhead contingent, and the blue player sets up units from their rearguard contingent.

Continue to set up units until both players have set up their first contingents. The remaining contingents will arrive during the battle as indicated on the map.



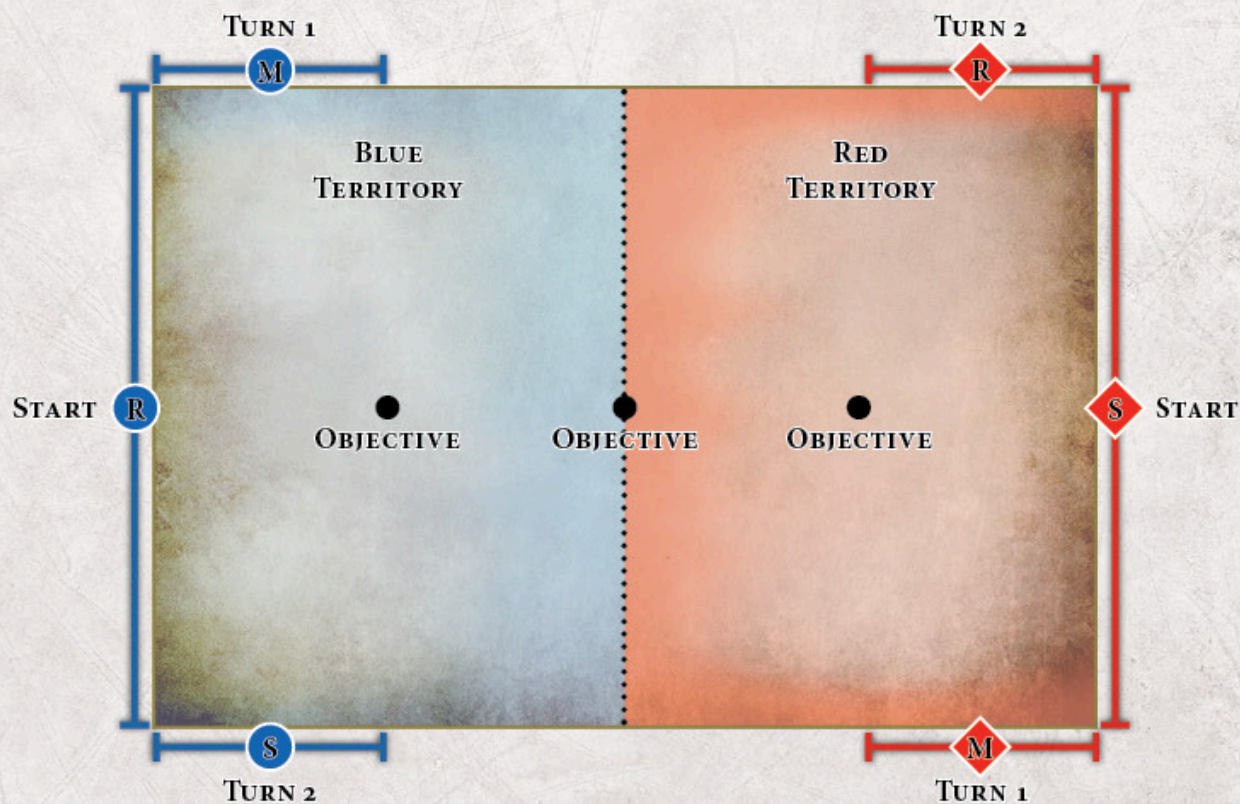
GLORIOUS VICTORY

The battle ends at the end of the fourth battle round. If one player has 1-4 more victory points than their opponent, they win a **minor victory**. If one player has 5 or more victory points than their opponent, they win a **major victory**. Any other result is a draw.

VICTORY POINTS

Victory points are scored for:

- At the end of each battle round, each player adds up the Wounds characteristics of all enemy models that were slain during that battle round. The player with the higher total scores 2 victory points. If neither player has a higher total, each player scores 1 victory point.
- At the end of each battle round, the player that controls the most objectives scores 3 victory points. If both players control an equal number of objectives, each player scores 1 victory point.



BATTLEPLAN

CHANGING PRIORITIES

2019

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Sometimes during battle, the objectives that will determine the winner will change from moment to moment. The victor will be the general that is best able to modify their plans to suit the changing conditions.

MEETING ENGAGEMENT

Use the Meeting Engagement rules from pages 72-75.

OBJECTIVES

Set up 3 objectives along the border between the players' territories, as shown on the map.

SET-UP

The players roll off, and the winner decides who will command the red army and who will command the blue army.

The players then alternate setting up units from their spearhead contingent one at a time, starting with the player that won the roll-off.

Continue to set up units until both players have set up their spearhead

contingents. The remaining contingents will arrive during the battle as indicated on the map.

THE PRIORITIES

At the start of each battle round, before determining which player has the first turn, the player in command of the red army must roll a dice. On a 1 or 2, objective 1 is the primary objective, on a 3 or 4 objective 2 is the primary objective, and on a 5 or 6 objective 3 is the primary objective.



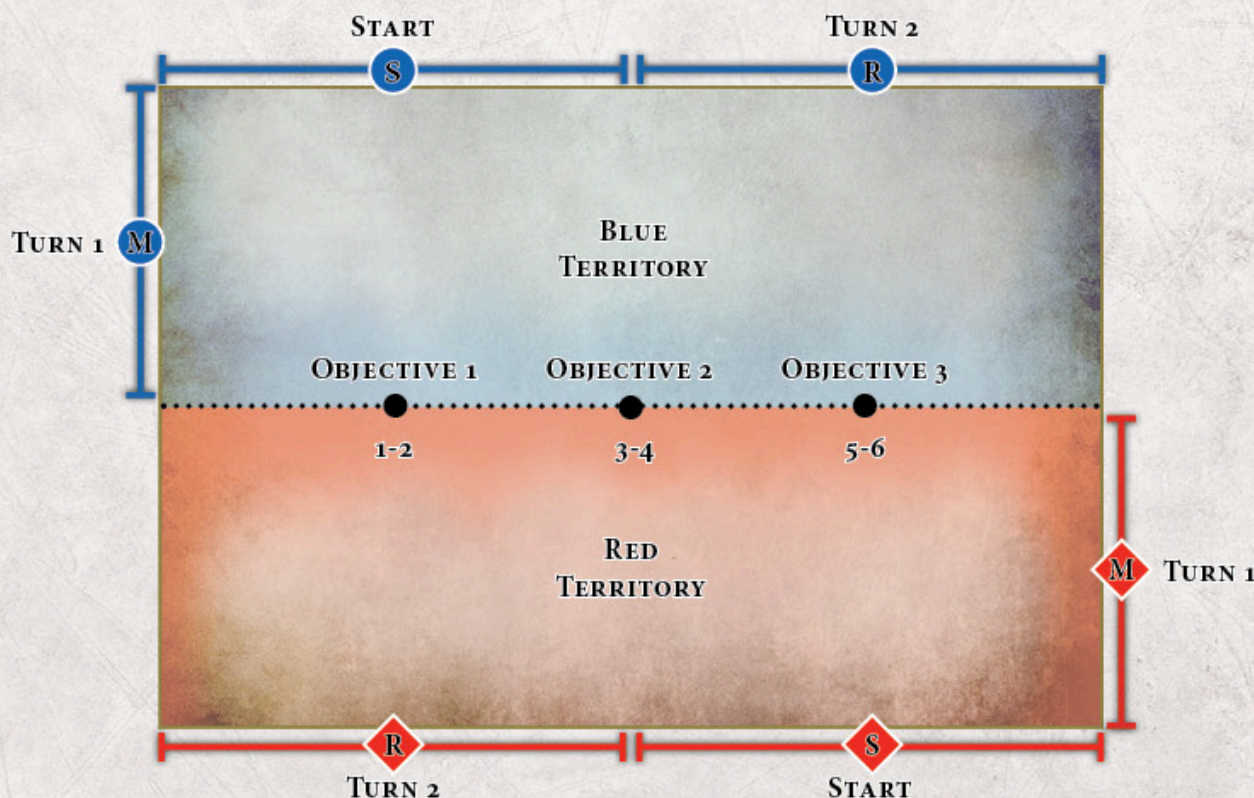
GLORIOUS VICTORY

The battle ends at the end of the fourth battle round. If one player has 1-4 more victory points than their opponent, they win a **minor victory**. If one player has 5 or more victory points than their opponent, they win a **major victory**. Any other result is a draw.

VICTORY POINTS

Victory points are scored as follows:

- At the end of each battle round, each player adds up the Wounds characteristics of all enemy models that were slain during that battle round. The player with the higher total scores 2 victory points. If neither player has a higher total, each player scores 1 victory point.
- At the end of each battle round, the player that controls the primary objective scores 3 victory points. If neither player controls the primary objective, the player that controls the most objectives scores 2 victory points. If neither player controls the primary objective, and both players control an equal number of objectives, each player scores 1 victory point.



MEETING ENGAGEMENT TOURNAMENTS

The following rules are used for the Meeting Engagement tournaments that we run ourselves. They can be used as written in your own tournaments, or modified as you see fit – as long as all attendees are made aware of any changes.

MEETING ENGAGEMENT TOURNAMENT RULES

The following rules apply to Warhammer Age of Sigmar Meeting Engagement tournaments unless noted otherwise in the tournament rules pack:

- 1 The tournament will use the core rules – including those pertaining to allegiance abilities, warscroll battalions and Realm of Battle rules – and the Pitched Battle rules and the rules for Hidden Agendas from the latest *General's Handbook*. In addition, it will use the rules for endless spells, spells of the realms, and artefacts of the realms from *Malign Sorcery*.
- 2 In order to take part in a Meeting Engagement tournament you must bring along a painted army of Citadel Miniatures mounted on the recommended bases. You'll also need dice, a tape measure, all of the rules for the army you are using, and copies of your army roster.
- 3 The army you use must be chosen using the Meeting Engagement rules to a points value of 1,000 points. You must also bring two painted terrain features (one from the primary list and one from the secondary list, as described in the Meeting Engagement rules). You can bring along additional painted models to allow you to summon units to the battlefield, and so you have suitable models should certain rules or abilities require you to set up an extra unit, or replace a model with a different one. You must use the same army, terrain features and additional

models for all of the games you play in the tournament.

- 4 You must pick six Hidden Agendas for your army and record them on your army roster.
- 5 When you arrive at the event you must register. You will be given a name badge, a player number and a copy of the Player's Code (pg 5), and you must give a copy of your army roster to the event organisers.



- 6 You must pick a different Hidden Agenda from the six on your roster in each round of the tournament. If you complete the Hidden Agenda, you will receive a bonus to your points score for the game (see below), but you will not receive an extra triumph or count a tie or draw as a minor victory. You cannot pick the same Hidden Agenda more than once during the tournament – you must pick a different one in each round.
- 7 You will play three Meeting Engagements in a short tournament, and five Meeting Engagements in a long tournament. The time limit for each game is 1 ½ hours.
- 8 Fifteen minutes before the start of each round, the tournament organisers will tell you which battleplan is to be used in that round, in which realm the battles in that round are taking place, and which realmscape feature from the Realm of Battle rules for that realm will be used in that round.
- 9 In the first round, you will play against a randomly selected opponent. In each succeeding round, the players will be ranked according to the number of points they have scored for winning games (when scores are tied, all players with the same score will be ranked in a random order). The first-ranked player will play against the second-ranked player, the third-ranked player will play against the fourth-ranked player, and so on.
- 10 After each round, you must fill in a results form with both players' name and player number, the result your opponent achieved at the end of the game (note that a player suffers a minor loss if their opponent wins a minor victory, and a major loss if their opponent wins major victory) the number of your opponent's Hidden Agenda and if they completed it, and the painting and etiquette scores for your opponent. Then add up your opponent's total score. An example of a results form is included opposite.
- 11 You must also record the kill points your opponent scored on their results sheet. Your opponent's kill points are

equal to the points value of units from your army that were destroyed during the battle, excluding any new units that were added to your army after the battle started.

- 12 After each round, you will receive points for how well you did in the battle (up to 60 points). To this will be added your painting score for that round (up to 25 points), your etiquette score for that round (up to 5 points), and if you completed your Hidden Agenda for that round (up to 10 points). The maximum possible score for a single round is therefore 100 points. Note that any additional models you bring are included

when the painting score for your army is evaluated.

- 13 The winner of the tournament will be decided by adding together the points each player received in each round. In the case of a tie, the total painting scores of the tied players will be used as the first tiebreaker; the total etiquette scores of any remaining tied players will be used as the second tiebreaker; and the total kill points scored by any remaining tied players will be used as the third tiebreaker. If any players still remain tied, then the player with the best painted army in the opinion of the organisers is the winner.

MEETING ENGAGEMENT SHORT SCHEDULE

- 9.00-10.00 – Registration
- 10.00-11.30 – First Round
- 12.00-13.30 – Second Round
- 14.30-16.00 – Third Round
- 16.30 – Results & Awards
- 17.00 – Tournament Ends

MEETING ENGAGEMENT LONG SCHEDULE

- 8.00-9.00 – Registration
- 9.00-10.30 – First Round
- 11.00-12.30 – Second Round
- 13.30-15.00 – Third Round
- 15.30-17.00 – Fourth Round
- 17.30-19.00 – Fifth Round
- 19.30 – Results & Awards
- 20.00 – Tournament Ends

RESULTS FORM

Round (circle) 1 2 3 4 5

Opponent's Name: _____ Opponent's Player Number: _____

Opponent's Result (tick 1 result)

- | | |
|---|--|
| ☐ Major Victory (60 pts) | ☐ Minor Loss (20 pts) |
| ☐ Minor Victory (40 pts) | ☐ Major Loss (0 pts) |
| ☐ Draw (30 pts) | |

Hidden Agenda Attempted by Opponent (circle the number that was attempted and tick the result):

- | | | | | | |
|--|--|---|---|---|---|
| 1 | 2 | 3 | 4 | 5 | 6 |
| ☐ Opponent completed Hidden Agenda (10 pts) | ☐ Opponent did not complete Hidden Agenda (0 pts) | | | | |

Opponent's Painting (tick all that apply to your opponent's army)

- | | |
|--|--|
| ☐ All models were fully painted using at least three different-coloured basecoats (5 pts) | ☐ All bases were fully painted with at least a basecoat, and more than a third had added features such as debris or grass (5 pts) |
| ☐ All basecoats had shading and highlights (15 pts) | |

Opponent's Etiquette (tick all that apply to your opponent)

- | | |
|---|--|
| ☐ Opponent arrived before the round started (1 pt) | ☐ Opponent gave you a copy of their roster (1 pt) |
| ☐ Opponent shook your hand before and after the game (or offered to do so) (2 pts) | ☐ Opponent had all of the Citadel Miniatures, dice, measuring instruments and rules that they needed in order to play the game (1 pt) |

OPPONENT'S TOTAL SCORE: _____

OPPONENT'S KILL POINTS: _____

Your Name: _____ Your Player Number: _____



CONQUEST UNBOUND



All across the Mortal Realms, mighty armies from the four Grand Alliances fight endless wars of conquest and destruction. In this section you will find updated allegiance abilities for many of the factions available in Warhammer Age of Sigmar.

Using the rules in this section will help bring your battles to life. Allegiance abilities allow you to field armies that act and fight in the way they are described in the stories you have read about the Age of Sigmar. For example, Dispossessed armies fight to settle their grudges, pursuing those who have offended them with dogged determination. Slaves to Darkness, meanwhile, will do anything to attract the attention of the Chaos Gods, ravaging and befouling the realms until they are either cast down or elevated to daemonhood by their patrons.

Allegiance abilities require you to choose an allegiance for your army, and doing so opens up an array of benefits to reflect the efficacy of an army unified by a shared culture and fighting for a common cause. They always include a set of battle traits, which can be used by all units belonging to that allegiance, as well as command traits that can be used by the army's general, and artefacts of power that can be wielded by heroes. Some also include spell lores, allowing wizards of that allegiance to tap into the magical lores of their heritage. Additionally, some armies can be bolstered by summonable units, such as the Seraphon who are conjured into being from the memories of ancient Slann to fight the tides of Chaos. The rules for using allegiance abilities can be found in the core rules.

If you are looking for even more tools to enhance your hobby and gaming experiences, *Warhammer Age of Sigmar: The App* is your indispensable companion to collecting and gaming in the Mortal Realms. With this app you can download or read books, quickly reference rules, access warscrolls and even build army lists. In addition, Warhammer TV provides painting tutorials that are available for free at games-workshop.com and via the Warhammer TV YouTube channel.

ALLEGIANCE ABILITIES

In this section you will find allegiance abilities for a number of factions that represent the different ways the varied armies of the Mortal Realms go to war. Rules for using allegiance abilities can be found in the core rules.



DARKLING COVENS

This section describes the allegiance abilities available to a Darkling Covens army, including battle traits for the army, command traits for its general and the artefacts of power available to its heroes.

BATTLE TRAITS

Lethal Coordination: *Dreadspears, Bleakswords and Darkshards are mercilessly trained to work in close cooperation, each one supporting the other upon the battlefield. They use this hard-earned expertise to field formations that have Bleakswords in the front rank, Dreadspears just behind them, and Darkshards at the rear.*

The DREADSPEARS' Formidable Bastion ability, the BLEAKSWORDS' Quicksilver Strike ability, and the DARKSHARDS' Storm of Iron-tipped Bolts ability are each based upon the number of models in the unit. When working out the number of models in a unit when one of these units uses one of these abilities, add the number of friendly DREADSPEARS, BLEAKSWORDS and DARKSHARDS

models from other units that are within 6" of it.

For example, if a unit of 10 DARKSHARDS is within 6" of 10 friendly DREADSPEAR models when it attacks in the shooting phase, then it would count as having 20 models for the purposes of its Storm of Iron-tipped Bolts ability.

Tyrannical Ruler: *The leader of a Darkling Coven rules through bloodshed and intimidation; they believe that respect counts for nothing unless it is backed by fear.*

If a friendly DARKLING COVEN unit has to take a battleshock test when they are within 3" of the general, you can choose to inflict a mortal wound on the unit instead of taking the battleshock test.

In addition, if the general of your army is a DARKLING COVEN model you can use the following command abilities:

Command Underlings: You can use this command ability in your hero phase. If you do so, pick 1 friendly DARKLING COVEN unit wholly within 12" of your general. Until your next hero phase, that unit can run and still shoot and/or charge in the same turn.

Inspire Hatred: You can use this command ability at the start of the combat phase. If you do so, pick 1 friendly DARKLING COVEN unit wholly within 12" of your general. You can re-roll wound rolls of 1 for attacks made by that unit in that combat phase.

COMMAND TRAITS

D6 Command Trait

- 1 **Merciless:** *Tales of this cruel despot's treatment of those that fall into their clutches fill the enemy with dread.*

D3 additional models flee from enemy units that fail a battleshock test within 12" of this general.
- 2 **Arrogant Prowess:** *This supreme battle-master despatches any foe with spiteful indifference.*

You can re-roll hit rolls of 1 for attacks made by this general.
- 3 **Sustained by Misery:** *Death and pain are food and drink to this depraved megalomaniac.*

At the end of the combat phase, if at least one enemy model was slain within 12" of this general during that combat phase, you can heal D3 wounds that have been allocated to this general.
- 4 **Master of the Sorcerous Arts:** *This leader has mastered the magical arts.*

If this general is a **WIZARD**, add 1 to casting, unbinding and dispelling rolls for them. If this general is not a **WIZARD**, they gain the **WIZARD** keyword and can cast, unbind and dispel spells in the same manner as a Sorceress.
- 5 **Effortless Grace:** *This arrogant warrior easily parries his opponent's clumsy attacks.*

Add 1 to save rolls for attacks that target this general.
- 6 **Impossibly Swift:** *This dark warrior moves with superhuman swiftiness.*

Subtract 1 from hit rolls for attacks that target this general.

ARTEFACTS OF POWER

D6 Artefact

- 1 **Shadowshroud Ring:** *If this obsidian ring is turned round the wearer's finger three times, it emits a cloud of black shadow that engulfs the ring-bearer.*

Once per battle, in your hero phase, the bearer can use this artefact. If they do so, visibility to and from the bearer is limited to a maximum distance of 3" until your next hero phase. In addition, if they do so, the bearer can fly until your next hero phase.
- 2 **Incorporeal Retainer:** *In addition to armies of bewitched warriors protecting her, a Sorceress may employ a creature of pure shadow to deflect the strikes of her enemies.*

Roll a dice each time the bearer suffers a wound or mortal wound. On a 6+, that wound or mortal wound is negated.
- 3 **Anklet of Epiphany:** *This cuff tethers its wearer to the realm in which they stand, allowing them to draw upon buried energies that have lain fallow since the Age of Myth.*

Add 1 to casting rolls for the bearer while they are within 1" of a terrain feature.
- 4 **Decanter of Egos:** *When released, the restless animus stored within this flask drives nearby warriors to move swiftly across the battlefield.*

Once per battle, at the start of your movement phase, the bearer can use this artefact. If they do so, until the end of that movement phase add 3" to the Move characteristic of friendly **DARKLING COVEN** units that are wholly within 12" of the bearer at the start of the phase.
- 5 **Heart of Woe:** *Should the wearer of this blackened gem fall in battle, it ruptures in an explosion of spiteful energy.*

If the bearer is slain, before they are removed from play each enemy unit within 3" of the bearer suffers D3 mortal wounds.
- 6 **Shadesliver:** *This thin-bladed dagger becomes deadlier each time it is bathed in the blood of its victims.*

Pick one of the bearer's melee weapons. If that weapon inflicts any wounds in the combat phase, add 1 to its Damage characteristic for the rest of the battle, starting from the next combat phase in which it is used. This effect is cumulative.

ALLEGIANCE ABILITIES

DISPOSSESSED

This section describes the allegiance abilities available to a Disposessed army, including battle traits for the army, command traits for its general and the artefacts of power available to its heroes.

BATTLE TRAITS

Stubborn to the End: *The Disposessed are renowned for their refusal to admit defeat, especially in the face of overwhelming odds.*

If the unmodified roll for a battleshock test for a friendly **DISPOSSESSED** unit is 1, 2 or 3, that unit is treated as having passed the battleshock test irrespective of any modifiers to the battleshock test or their Bravery characteristic.

Grudgebound: *When a Disposessed army goes to war, sparks of bitterness over ancient grudges are fanned into seething flames.*

After set-up is complete, but before the battle begins, choose or roll for a grudge from the table on the right. The rules for that grudge apply to all friendly **DISPOSSESSED** units for the duration of the battle.

GRUDGES

D6 Grudge

- 1 **Stuck-up:** You can re-roll hit rolls of 1 for attacks made by friendly **DISPOSSESSED** units that target a **HERO**.
- 2 **Speed Merchants:** You can re-roll hit rolls of 1 for attacks made by friendly **DISPOSSESSED** units that target a unit with a Move characteristic of 10" or more.
- 3 **Monstrous Cheaters:** You can re-roll hit rolls of 1 for attacks made by friendly **DISPOSSESSED** units that target a **MONSTER**.
- 4 **Cowardly Hordes:** You can re-roll hit rolls of 1 for attacks made by friendly **DISPOSSESSED** units that target an enemy unit that had 20 or more models when it was first set up.
- 5 **Shoddy Craftsmanship:** You can re-roll hit rolls of 1 for attacks made by friendly **DISPOSSESSED** units that target a unit that has a Save characteristic of 2+, 3+, or 4+.
- 6 **Sneaky Ambushers:** You can re-roll hit rolls of 1 for attacks made by friendly **DISPOSSESSED** units that target a unit that is in cover, or that started the battle as a reserve unit.

COMMAND TRAITS

D6 Command Trait

- 1 **Resolute:** *This general inspires his warriors to new heights of stubbornness.*

Friendly **DISPOSSESSED** units wholly within 12" of this general pass battleshock tests on a roll of 1 to 4, rather than only on a roll of 1 to 3 (see the Stubborn to the End battle trait).

- 2 **Resilient:** *This general is hale and hearty, even by the doughty standards of the Disposessed.*

Add 1 to this general's Wounds characteristic.

- 3 **Battle Fury:** *In the midst of combat this mighty warrior is known to fly into a whirl of violence.*

Roll a dice after this general resolves their attacks in the combat phase; on a 6 they can pile in and attack for a second time (do not roll again after resolving the second set of attacks).

- 4 **Siegemaster:** *Neither brick nor stone can stand in the path of this duardin's rage.*

Do not apply the cover modifier to save rolls for attacks made by friendly **DISPOSSESSED** units wholly within 12" of this general.

- 5 **Unforgiving:** *Those who strike this duardin are soon repaid with his untempered wrath.*

Add 1 to hit and wound rolls for attacks made by this general that target a unit that has inflicted any wounds on this general.

- 6 **Grudgebearer:** *This duardin is quick to add new names to his list of grudges.*

Once per battle, in your hero phase, if this general is on the battlefield, you can pick a new grudge to replace the original grudge you chose for your army (see the Grudgebound battle trait).

ARTEFACTS OF POWER

D6 Artefact

- 1 **Heavy Metal Ingot:** *Imbued with the eternal might of mountains, the Ingot makes an immovable object and an unstoppable force of the duardin who carries it.*

You can re-roll save rolls for attacks that target the bearer if the bearer has not made a move in the same turn.

- 2 **Ancestral Pickaxe:** *The duardin of old carved mighty tunnels underneath the lands of the Mortal Realms. This axe is one of the few tools to have survived from that bygone age.*

Once per battle, at the start of your movement phase, you can remove the bearer and up to 1 other friendly **DISPOSSESSED** unit within 6" of the bearer from the battlefield. Set them up again at the end of your next movement phase, anywhere on the battlefield, wholly within 6" of each other and more than 9" from any enemy units.

- 3 **Teardrop of Grungni:** *When this unembellished orb is hurled at the foe it releases a searing spray of molten lead. Those not slain outright are encased in the rapidly cooling metal.*

Once per battle, at the start of your shooting phase, pick 1 enemy unit within 6" of the bearer. That unit suffers D3 mortal wounds. In addition, if the target is a **HERO** or **MONSTER**, it must halve its Move characteristic in its next movement phase.

- 4 **Grudge Rune:** *Etched on this symbol of power is the name of one who has stoked the ire of this duardin hero. When the grudge is fulfilled, the name fades so that a new name can be carved.*

After set up is complete but before the battle begins, pick 1 enemy **HERO**. You can re-roll hit and wound rolls for attacks made by the bearer that target that enemy **HERO**.

- 5 **Piledriver Gauntlets:** *Created by Avrik Fortbuilder to lay foundation stones in the most unyielding surfaces across the realms, these master-crafted gloves are equally useful for knocking the enemy off their feet.*

At the start of the combat phase, you can declare that the bearer will strike the ground instead of attacking. If you do so, until the end of that combat phase subtract 1 from hit rolls for attacks made by enemy models that are within 6" of the bearer.

- 6 **Resounding Gromrilhorn:** *Like the metal from which it is forged, this horn's blast is pure and true, and it fills every duardin heart with unwavering vigour.*

Once per battle, at the start of your hero phase, the bearer can use this artefact. If they do so, add 2 to the Bravery characteristic of friendly **DISPOSSESSED** units until your next hero phase.



ALLEGIANCE ABILITIES

FREE PEOPLES

This section describes the allegiance abilities available to a Free Peoples army, including battle traits for the army, command traits for its general and the artefacts of power available to its heroes.

BATTLE TRAITS

Defiant Avengers: *The forces of Order are confident of their abilities and are determined to drive the minions of Chaos from the Mortal Realms.*

You can re-roll battleshock tests for friendly **FREE PEOPLES** units.

Freeguild Great Companies: *The backbone of the Free Peoples' diverse army is its regiments of well-drilled infantry – serried ranks of troops that support each other against the foe.*

You can organise friendly **FREE PEOPLES** units into Freeguild Great Companies before set-up begins. You must tell your opponent which of your units are in each Freeguild Great Company that you form.

When you form a Freeguild Great Company before the battle, it must consist of 1 **FREEGUILD GUARD** unit with at least 20 models, and 2 other **FREEGUILD** units of any type (including other **FREEGUILD GUARD** units) that have at least 10 models each.

For example, a Great Company might have 1 unit of 30 **FREEGUILD GUARD**, 1 unit of 15 **FREEGUILD CROSSBOWMEN**, and 1 unit of 10 **FREEGUILD GREATSWORDS**.



At the end of each enemy charge phase, units in a Freeguild Great Company can lend support to other units from their Great Company if all of the following conditions apply:

- The unit lending support is more than 3" from any enemy units.
- The unit being supported is within 3" of 1 or more enemy units.
- The two units are wholly within 12" of each other.

A unit lending support to another unit from its Great Company can either attack with any missile weapons it is armed with as if it were that unit's shooting phase, or attempt to charge as if it were that unit's charge phase.

COMMAND TRAITS

D6 Command Trait

- 1 **Inspiring:** *The mere sight of this general on the battlefield imbues his warriors with unflagging courage.*

Do not take battleshock tests for friendly **FREE PEOPLES** units while they are wholly within 12" of this general.

- 2 **Battle-tested Veteran:** *Through countless battles, this general has learnt to continually advance and adapt their strategies.*

At the start of your hero phase, if this general is on the battlefield, roll a dice. On a 5+ you receive 1 extra command point.

- 3 **Shrewd Commander:** *Even before setting foot upon the battlefield, this general has leveraged every advantage to ensure victory.*

Roll on the Triumph table at the start of the battle. This is in addition to the roll for winning a **major victory** in your last battle.

- 4 **Indomitable:** *This general expertly puts into practice the art of defensive warfare.*

Add 1 to save rolls for attacks that target friendly **FREE PEOPLES** units that have not made a charge move this turn while they are wholly within 12" of this general.

- 5 **Righteous Fury:** *This warrior despises the servants of the Dark Gods more so than any other enemy, and will execute them without mercy wherever they are found.*

Add 1 to wound rolls for attacks made by this general that target a **CHAOS** unit.

- 6 **Grim Resolve:** *Having survived many blows that would kill most mortals, this general has developed a dour and dauntless aspect.*

Add 1 to this general's Wounds characteristic.

ARTEFACTS OF POWER

D6 Artefact

- 1 **Armour of Meteoric Iron:** *Forged from the metal of a fallen star, it is said that no mortal blade can pierce the Armour of Meteoric Iron.*

Add 1 to save rolls for attacks that target the bearer.

- 2 **Blade of the Realms:** *Magically attuned to each of the Eight Realms, the Blade of the Realms can slip in and out of reality at a thought. When wielded by a true warrior, no mortal armour can stop it.*

Pick one of the bearer's melee weapons. If the unmodified wound roll for an attack made with that weapon is 6, the target suffers 1 mortal wound in addition to any normal damage.

- 3 **Luckstone:** *It is said this rune-etched pebble attracts good fortune like a magnet, and that it has survived not just the destruction of the World Before Time, but a dozen worlds before it.*

Once per turn, you can either re-roll 1 hit roll or wound roll for an attack made by the bearer, or you can re-roll 1 save roll for an attack that targets the bearer.

- 4 **The Broken Shackle:** *A symbol of the Free Peoples' courage and heritage, this sundered pair of manacles allows the wearer to stride unimpeded through even the thickest combats.*

The bearer can fly when they make a retreat move. In addition, the bearer can retreat and still charge later in the same turn.

- 5 **Writ of Dominion:** *A record of the Free Peoples' decree to take back what is theirs, the words on this magically imbued scroll fill all who hear them with grim determination.*

Once per battle, at the start of your hero phase, the bearer can use this artefact. If they do so, the bearer cannot move until your next hero phase. However, until your next hero phase, add 1 to wound rolls for attacks made by friendly **FREE PEOPLES** units that are wholly within 12" of the bearer.

- 6 **Flag of the Conquerors:** *Wherever this flag is planted the Free Peoples make their stand.*

Add 1 to the Bravery characteristic of friendly **FREE PEOPLES** units that are wholly within 12" of the bearer. In addition, add 1 to charge rolls for friendly **FREE PEOPLES** units that are wholly within 12" of the bearer.



ALLEGIANCE ABILITIES

SERAPHON

This section describes the allegiance abilities available to a Seraphon army, including battle traits for the army, command traits for its general, the artefacts of power available to its heroes and the spell lore for its wizards.

BATTLE TRAITS

Masters of Order: *The slann are among the greatest wizards in existence, and they shape the very stars with their magic.*

SLANN WIZARDS can attempt to unbind enemy spells that are cast anywhere on the battlefield, and attempt to dispel endless spells anywhere on the battlefield.

Contemplations of the Ancient

Ones: *The slann have learnt countless spells over the millennia, and after a moment's thought can recall any of them.*

At the end of your hero phase, you can pick 1 friendly **SLANN WIZARD** and replace the spell they know from the Seraphon Spell Lore table (pg 95) with a new spell from that table. Choose or roll for the new spell, rolling again if you generate the spell the unit had before.

Lords of Space and Time: *The slann are able to bridge any distance in an instant, as mortal concerns such as space and time hold little meaning for them.*

In your hero phase, you can pick 1 friendly **SERAPHON** unit anywhere on the battlefield to be transported through space and time. If you do so, remove that unit from the battlefield, and then set it up on the battlefield anywhere that is more than 9" from any enemy unit. This counts as that unit's move for the following movement phase.



Celestial Conjuration: *Channelling the power of Azyrite magic, the great Starmasters call upon the echoes of a bygone age to summon forth an army of Seraphon. These legendary warrior creatures are given corporeal form, the better to bring their wrath upon the forces of Chaos.*

You can summon units of **SERAPHON** to the battlefield if you collect enough celestial conjuration points (CCPs). In your hero phase, before attempting to cast a spell with a **SLANN** general, you can say that it will carry out celestial conjuration instead. If you do so, you receive 3 celestial conjuration points instead of being able to attempt to cast that spell. In addition, at the end of your hero phase you receive 1 celestial conjuration point if your general is a **SLANN** and is on the battlefield, and D3 celestial conjuration points if there are one or more friendly **SAURUS ASTROLITH BEARERS** on the battlefield.

If you have 6 or more celestial conjuration points at the end of your movement phase, you can summon 1 or more units from the list on the right onto the battlefield, and add them to your army. Each unit you summon costs a number of celestial conjuration points, as shown on the list, and you can only summon a unit if you have enough celestial conjuration points to pay its cost.

Summoned units must be set up wholly within 12" of a friendly **SLANN** or a friendly **SAURUS ASTROLITH BEARER**, and more than 9" from any enemy units. Subtract the cost of the summoned unit from the number of celestial conjuration points you have immediately after the summoned unit has been set up.

SERAPHON UNIT	CCP COST
1 Bastiladon	24
1 Saurus Old Blood on Carnosaur	24
1 Saurus Scar-Veteran on Carnosaur	24
1 Stegadon	24
1 Engine of the Gods	18
3 Kroxigor	18
1 Saurus Astrolith Bearer	18
20 Saurus Warriors	18
1 Skink Starseer	18
1 Troglodon	18
5 Chameleon Skinks	12
3 Ripperdactyls	12
1 Saurus Eternity Warden	12
5 Saurus Guard	12
5 Saurus Knights	12
1 Saurus Oldblood	12
1 Saurus Scar-Veteran on Cold One	12
1 Saurus Sunblood	12
10 Saurus Warriors	12
1 Skink Priest	12
1 Skink Starpriest	12
3 Terradon Riders	12
3 Skink Handlers	6
10 Skinks	6
1 Razordon	6
1 Salamander	6

COMMAND TRAITS

Use the command traits table that corresponds to your general's keyword – **SLANN**, **SAURUS** or **SKINK**. If your general has none of these keywords, it cannot have a Seraphon command trait.

D3 SLANN Command Trait

- 1 **Arcane Might:** *With the authority of aeons, this powerful slann commands the flow of magic on the battlefield.*

You can re-roll 1 casting, unbinding or dispelling roll for this general each hero phase.

- 2 **Vast Intellect:** *No secret is unknown to the mind of this unfathomable being.*

This general can use the Curse of Fates and Summon Starlight spells from the Skink Starseer and Skink Starpriest warscrolls.

- 3 **Great Rememberer:** *The manoeuvres ordered by this general are redolent of the countless constellations in the sky.*

If this general is on the battlefield, you can use the Lords of Space and Time battle trait twice in each of your hero phases rather than only once.

D3 SAURUS Command Trait

- 1 **Disciplined Fury:** *When this saurus strikes, they do so with cold-blooded precision.*

You can re-roll hit rolls of 1 for attacks made with melee weapons by this general.

- 2 **Thickly Scaled Hide:** *The plated scales covering this general can deflect even the sharpest blade.*

You can re-roll save rolls of 1 for attacks that target this general.

- 3 **Mighty War Leader:** *This apex creature guides its warriors in battle with bellowing roars.*

At the start of your hero phase, if this general is on the battlefield, roll a dice. On a 5+ you receive 1 extra command point.

D3 SKINK Command Trait

- 1 **Master of Star Rituals:** *The lights of Azyr shine brightly on this general.*

If this general is a Skink Priest, they can use the Celestial Rites ability from their warscroll twice in each of their hero phases rather than once. If they are not a Skink Priest, then they can use the Celestial Rites ability.

- 2 **Nimble:** *This skink is preternaturally agile.*

Add 1 to this general's Move characteristic. In addition, add 1 to save rolls for attacks that target this general as long as they do not have a mount.

- 3 **Cunning:** *With reptilian calculation this general looks for an opportunity to strike.*

At the start of the combat phase, you can pick 1 enemy **HERO** within 3" of this general and roll a dice. On a 4+ that enemy **HERO** suffers 1 mortal wound.



ARTEFACTS OF POWER

D6 Artefact

- 1 **Zoetic Dial:** *As the constellations align with the facets of this mighty Astrolith, the strands of fate inexorably envelop its bearer.*

Roll a dice after set-up is complete, but before the battle begins. In the battle round corresponding to the number you roll, you can re-roll save rolls for attacks that target the bearer. If you roll a 6, you can decide to use this ability at the start of any one battle round, rather than having to use it in the 6th battle round.

- 2 **Incandescent Rectrices:** *This vibrant plumage instils the bearer with the restorative power of the heavens.*

Roll a dice the first time a wound is allocated to the bearer that would slay them. On a 1-2 the bearer is slain. On a 3+ heal D6 wounds allocated to the bearer instead.

- 3 **Blade of Realities:** *This pan-dimensional weapon exists to bring about the end of tyrants.*

Pick one of the bearer's melee weapons. Improve the Rend characteristic of that weapon by 1.

- 4 **Light of Dracothion:** *The light from the Great Drake's tears can wash away the foulest and most corruptive of energies.*

Once per battle, you can automatically unbind 1 spell cast by an enemy **WIZARD** within 15" of the bearer.

- 5 **Coronal Shield:** *Those who stand before the carrier of this shield are blinded by the light of a thousand suns.*

At the start of the combat phase, roll a dice for each enemy unit within 3" of the bearer. On a 4+ subtract 1 from hit rolls for attacks made by that unit in that combat phase.

- 6 **Prism of Amyntok:** *This prism can channel aetheric power from the skies to blast the bearer's foes with a beam of pure white energy.*

Once per the battle, at the start of your movement phase, pick 1 enemy unit within 12" of the bearer and roll a dice. On a 1 that unit suffers 1 mortal wound. On a 2-5 that unit suffers D3 mortal wounds. On a 6 that unit suffers D6 mortal wounds.

SERAPHON SPELL LORE

You can choose or roll for one of the following spells for each **WIZARD** in a Seraphon army.

D6 Spell

- 1 **Celestial Apotheosis:** *Waves of pure celestial magic infuse the caster's ally.*

Celestial Apotheosis has a casting value of 5. If successfully cast, pick 1 friendly unit wholly within 18" of the caster and visible to them. Heal 1 wound allocated to that unit. In addition, until your next hero phase, subtract 1 from the Bravery characteristic of enemy units while they are within 3" of that unit.

- 2 **Claws of Glory:** *The caster grants his underlings the might of ancient times.*

Claws of Glory has a casting value of 6. If successfully cast, pick 1 friendly unit wholly within 18" of the caster and visible to them. You can re-roll hit rolls of 1 for attacks made by that unit until your next hero phase.

- 3 **Walk Between Realms:** *For a moment, the wizard's allies tread immortal pathways.*

Walk Between Realms has a casting value of 6. If successfully cast, pick 1 friendly unit wholly within 18" of the caster and visible to them. That unit can fly until your next hero phase.

- 4 **Meteoric Convocation:** *The caster calls down fiery destruction upon the foe.*

Meteoric Convocation has a casting value of 7. If successfully cast, pick 1 enemy unit within 24" of the caster and visible to them. Roll 8 dice for that unit. For each 5+, that unit suffers 1 mortal wound.

- 5 **Mystical Unforging:** *Magic of unmaking flies from the caster's outstretched hands.*

Mystical Unforging has a casting value of 8. If successfully cast, pick 1 enemy **HERO** with an artefact of power within 12" of the caster and visible to them. That **HERO** suffers D3 mortal wounds, and you must roll a dice. On a 5+, that **HERO'S** artefact of power can no longer be used (if a weapon was picked when it was selected, the weapon reverts to normal).

- 6 **Stellar Tempest:** *Without warning, a blistering storm descends upon the foe.*

Stellar Tempest has a casting value of 8. If successfully cast, pick 1 enemy unit within 24" of the caster and visible to them. Roll 1 dice for each model in that unit. For each 5+, that unit suffers 1 mortal wound.

WARSCROLL BATTALION

FANGS OF SOTEK

The curving fangs of the constellation of Sotek rise above the Mortal Realms on nights when the winds of Azyr blow their strongest. Each shimmering star in this radiant formation is a Seraphon cohort waiting for the call of the slann Starmaster Zectoka. Blazing upon the tip of the longest tooth is Ku-Quar – when Zectoka summons the constellation to battle this saurus is often the first to step into the Mortal Realms. From the back of his bellowing Carnosaur, Ku-Quar leads a host of warriors and lumbering reptilian beasts into battle against the armies of Chaos.

ORGANISATION

A Fangs of Sotek battalion consists of the following units and warscroll battalions. You cannot include more than 1 Fangs of Sotek battalion in the same army.

- 1 Slann Starmaster (Zectoka)
- 1 Saurus Oldblood on Carnosaur (Ku-Quar)
- 1 Sunclaw Starhost battalion
- 0-4 warscroll battalions chosen in any combination from the following list:
 - Sunclaw Starhost
 - Firelance Starhost
 - Eternal Starhost
 - Thunderquake Starhost
- Any number of additional **SERAPHON** units

ABILITIES

First to Battle: *Like the tip of a spear or head of an arrow, the Fangs of Sotek drive forwards with blinding speed to strike at the enemy.*

In the first battle round, add 3" to the Move characteristic of units from this battalion, excluding Zectoka.

First Oldblood: *The ancient saurus Ku-Quar has seen countless battles, and has learnt many ways to savagely hunt down the foes he faces.*

If Ku-Quar is on the battlefield at the start of the first battle round, you receive 1 extra command point. If Ku-Quar is on the battlefield at the start of the first battle round and this battalion contains the maximum number of battalions, you receive D3 extra command points instead of 1.



WARSCROLL BATTALION

DRACOTHION'S TAIL

Whipping across the heavens, the tail of the great star drake Dracothion is said to mirror the mood of Azyr itself. Within the stars of this vast constellation dwell the armies of the Scar-Veteran Quar-Toc, known as the Fury of Azyr. They appear at the call of the Slann Starmaster Kuoteq, riding and flying forth from the stars and into the Mortal Realms. As befits the constellation from which they come, the Seraphon of Dracothion's Tail are quick and unpredictable upon the battlefield, and their ranks are filled with Saurus Knights, Ripperdactyls and Terradon Riders.

ORGANISATION

A Dracothion's Tail battalion consists of the following units and warscroll battalions. You cannot include more than 1 Dracothion's Tail battalion in the same army.

- 1 Slann Starmaster (Kuoteq)
- 1 Firelance Starhost battalion
- 4 warscroll battalions chosen in any combination from the following list:
 - Sunclaw Starhost
 - Firelance Starhost
 - Eternal Starhost
 - Shadowstrike Starhost
- Any number of additional **SERAPHON** units

ABILITIES

Appear at Kuoteq's Command: *At the will of their Starmaster, the reptilian throngs of Dracothion's Tail appear on the battlefield, emerging from beams of starlight to savage their foes.*

Instead of setting up a unit from this battalion on the battlefield, you can place it to one side and say that it is set up waiting to appear at Kuoteq's command as a reserve unit. You can set up 1 reserve unit waiting to appear at Kuoteq's command for each unit from the same battalion you set up on the battlefield. Kuoteq must be set up on the battlefield.

In your hero phase, you can set up one or more of the reserve units waiting to appear at Kuoteq's command on the battlefield more than 9" from any enemy units and wholly within 18" of Kuoteq. However, each reserve unit set up in the same turn must be a different unit chosen from a different warscroll – Kuoteq cannot command the same unit to appear more than once in the same turn. Reserve units that are set up in this way cannot move in the following movement phase. Any reserve units waiting to appear at Kuoteq's command which are not set up on the battlefield before the start of the fourth battle round are slain.

Ancient Knowledge: *Kuoteq is one of the wisest and most revered of all of the Slann Starmasters.*

If Kuoteq is on the battlefield at the start of your hero phase, roll a dice. On a 4+, you receive 1 extra command point. If Kuoteq is on the battlefield at the start of your hero phase, and this battalion contained the maximum number of battalions at the start of the battle, you receive 1 extra command point on a roll of 2+ instead of 4+.



ALLEGIANCE ABILITIES

WANDERERS

This section describes the allegiance abilities available to a Wanderers army, including battle traits for the army, command traits for its general and the artefacts of power available to its heroes.

BATTLE TRAITS

Defiant Hunters: *Wanderers are undaunted by the savagery of the realms and will let no misfortune deter them from their path.*

You can re-roll battleshock tests for friendly WANDERERS units.

Realm Wanderers: *These aelves, as their name implies, have travelled the realms for generations and know many hidden paths.*

At the start of your movement phase, 1 friendly WANDERERS unit wholly within 6" of the edge of the battlefield can leave to travel along a hidden pathway instead of making a normal move. If they do so, remove that unit from the battlefield. Then set that unit up on the battlefield, anywhere wholly within 6" of the edge of the battlefield by which it left, and more than 9" from any enemy units.

Melt Away: *Wanderers are impossibly difficult to lock in combat, melting away to strike from afar with their missile weapons.*

Friendly WANDERERS units can retreat and still shoot later in the same turn.

COMMAND TRAITS

D6 Command Trait

- 1 **Stalker of the Hidden Paths:** *This general knows well the geomantic lines that connect the battlefields of the Mortal Realms.*

If a friendly WANDERER unit wholly within 12" of this general leaves the battlefield using the Realm Wanderers battle trait instead of making a normal move, it can be set up on the battlefield wholly within 6" of any edge of the battlefield, not just the one it left by, and more than 9" from any enemy units.

- 2 **Myst Walker:** *Eldritch fog enshrouds this aelf, hiding them from the prying eyes and vicious blades of the enemy.*

Enemy units can only attack this general if it is the closest enemy model.

- 3 **Masterful Hunter:** *Volleyed loosed by this aelf fly unerringly towards their targets, striking where there are gaps in armour and piercing vital organs.*

Add 1 to hit rolls for attacks made with missile weapons by this general. If this general does not have a missile weapon, they receive a Hunting Hawk instead, and can use the Hunting Hawk's Beak missile weapon from the Nomad Prince warscroll.

- 4 **Eagle-eyed:** *No matter how far their quarry runs, this general is able to track them and strike them down.*

Add 10" to the Range characteristic of missile weapons used by this general. If this general does not have a missile weapon, they receive a Hunting Hawk instead, and can use the Hunting Hawk's Beak missile weapon from the Nomad Prince warscroll.

- 5 **Lord of Blades:** *At close-quarters, this noble aelf is a paragon of battle, sweeping deftly past their foe's defences to deliver the killing blow.*

You can re-roll hit rolls of 1 for attacks made with melee weapons by this general.

- 6 **Singer of Spells:** *When this general speaks they form beauteous harmonies, their musical words mixing with the winds of magic.*

Add 1 to casting, unbinding and dispelling rolls for this general. If this general is not a WIZARD, they gain the WIZARD keyword, and can attempt to unbind one spell in the enemy hero phase, and dispel one endless spell in your hero phase.

ARTEFACTS OF POWER

D6 Artefact

- 1 **Falcon of Holthaven:** *This territorial raptor guarded the tomb of its first master for centuries, and to this day it harries those who would despoil its domain.*

Roll a dice each time an enemy unit ends a normal move within 12" of the bearer. On a 4+ that unit suffers 1 mortal wound.

- 2 **Starcaster Longbow:** *In place of a bowstring, a ley line runs between the limbs of this bow, and when plucked it looses solid shards of Sigendil's light.*

In your shooting phase, you can pick 1 enemy unit within 20" of the bearer and roll a dice. On a 2-5 that unit suffers 1 mortal wound; on a 6+ that unit suffers D3 mortal wounds.

- 3 **Splinterbitch Blade:** *When struck against armour, this blade of still-living wood shatters into thousands of needle-sharp shards only to re-grow itself instantly.*

Pick one of the bearer's melee weapons. Improve the Rend characteristic of that weapon by 1.

- 4 **Wending Wand:** *Used by the Wanderers as a dowsing rod, the leaves on this supple branch twitch in the winds that course along ley lines.*

Once per battle, a unit that leaves the battlefield using the Realm Wanderers battle trait instead of making a normal move can be set up on the battlefield wholly within 18" of the bearer, wholly within 6" of any edge of the battlefield (not just the one it left by), and more than 9" from any enemy units.

- 5 **Viridescent Shawl:** *Depending on the mood of its wearer, this cloak can exude the lushness of an emerald glade or the choking dark of a briar thicket.*

Add 1 to casting rolls for friendly WANDERER WIZARDS within 9" of the bearer. In addition, subtract 1 from hit rolls for attacks made with missile weapons that target the bearer.

- 6 **Forget-me-knot:** *When bound by this chain of delicate florets, the unsuspecting victim sees themselves not on the battlefield, but in an endless confluence of ethereal paths.*

Once per battle, at the start of the combat phase, pick 1 enemy HERO within 3" of the bearer. That HERO cannot fight or use abilities in that combat phase.



ALLEGIANCE ABILITIES

SLAVES TO DARKNESS

This section describes the allegiance abilities available to a Slaves to Darkness army, including battle traits for the army, command traits for its general and the artefacts of power available to its heroes.

BATTLE TRAITS

Aura of Chaos Power: *The Champions of the Chaos Gods can grant some of the power they receive to their followers.*

Khorne: You can re-roll hit rolls of 1 for attacks made with melee weapons by friendly **KHORNE SLAVES TO DARKNESS** units while they are wholly within 8" of a friendly **KHORNE SLAVES TO DARKNESS HERO**.

Slaanesh: You can re-roll run and charge rolls for friendly **SLAANESH SLAVES TO DARKNESS** units that are wholly within 6" of a friendly **SLAANESH SLAVES TO DARKNESS HERO**.

Nurgle: You can re-roll wound rolls of 1 for attacks made by friendly **NURGLE SLAVES TO DARKNESS**

units while they are wholly within 7" of a friendly **NURGLE SLAVES TO DARKNESS HERO**.

Tzeentch: You can re-roll save rolls of 1 for attacks that target friendly **TZEENTCH SLAVES TO DARKNESS** units while they are wholly within 9" of a friendly **TZEENTCH SLAVES TO DARKNESS HERO**.

No Mark: Add 1 to the Bravery characteristic of friendly **SLAVES TO DARKNESS** units that do not have a **KHORNE**, **NURGLE**, **SLAANESH** or **TZEENTCH** keyword while they are wholly within 12" of any friendly **SLAVES TO DARKNESS HEROES** that do not have a **KHORNE**, **NURGLE**, **SLAANESH** or **TZEENTCH** keyword.

Eye of the Gods: *The Ruinous Powers grant their champions gifts that make the faithful mighty indeed.*

If a friendly **SLAVES TO DARKNESS HERO** (excluding **DAEMON PRINCES**) makes an attack with a melee weapon that slays one or more enemy **HEROES** or **MONSTERS**, make 1 roll on the Eye of the Gods table (below) after that friendly **HERO'S** attacks have been resolved.

If that friendly **HERO** receives a reward that it already has, roll a dice. On a 1-3 that **HERO** receives the 'Spawndom' reward instead, and on a 4-6 they receive the 'Dark Apotheosis' reward instead.

EYE OF THE GODS

2D6 Reward

- 2 Spawndom:** You can add 1 **CHAOS SPAWN** to your army. If you do so, set up 1 **CHAOS SPAWN** model within 1" of this **HERO**, and then remove this **HERO** from play. The **CHAOS SPAWN** cannot fight in the phase in which it is set up. If you do not add a **CHAOS SPAWN** to your army, this **HERO** suffers D3 mortal wounds.
- 3-4 Unholy Resilience:** Add 1 to this **HERO'S** Wounds characteristic.
- 5 Iron Skin:** Add 1 to save rolls for attacks that target this **HERO**.
- 6-8 The Eye Opens:** Once per battle, you can either re-roll 1 hit roll or wound roll for an attack made by this **HERO**, or you can re-roll 1 save roll for an attack that targets this **HERO**.

- 9 Murderous Mutation:** Add 1 to hit rolls for attacks made with melee weapons by this **HERO**.
- 10-11 Slaughterer's Strength:** Add 1 to wound rolls for attacks made with melee weapons by this **HERO**.
- 12 Dark Apotheosis:** You can add a **DAEMON PRINCE** to your army. If you do, set up a **DAEMON PRINCE** model within 1" of this **HERO**, and then remove this **HERO** from play. The **DAEMON PRINCE** cannot attack in the phase in which it is set up. If you do not add a **DAEMON PRINCE** to your army, you can heal up to D3 wounds allocated to this **HERO**.

COMMAND TRAITS

D6 Command Trait

- 1 **Eternal Vendetta:** *Burning in the chest of this general is an undying hatred for the followers of Sigmar's Pantheon.*

You can re-roll wound rolls for attacks made with melee weapons by this general that target an **ORDER** unit.

- 2 **Flames of Spite:** *Chaotic fire clings to the form of this warlord, leaping out to immolate those who have earned their ire.*

If the unmodified wound roll for an attack made by this general is 6, the target suffers 1 mortal wound in addition to any normal damage.

- 3 **Master of Deception:** *This dishonourable champion sees into the minds of their enemies, and uses guile and trickery to wrong-foot them.*

Subtract 1 from hit rolls for attacks made with melee weapons that target this general.

- 4 **Hatred Incarnate:** *This general is imbued with an unnatural loathing that manifests as a crackling corona of Chaos energy.*

You can re-roll wound rolls of 1 for attacks made by this general.

- 5 **Lord of Terror:** *Where this champion walks, the inhuman howls of daemoniac entities follow them, striking horror into the hearts of all in their path.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of this general.

- 6 **Exalted Champion:** *This warlord is a paragon among the mortal servants of the Chaos Gods, and a living idol to those who follow them.*

Add 1 to the Bravery characteristic of friendly **SLAVES TO DARKNESS** units while they are wholly within 12" of this general.

ARTEFACTS OF POWER

D6 Artefact

- 1 **Hellfire Sword:** *This blade was made from a single, searing flame that was hammered into material form and quenched in the blood of a fire-djinn.*

Once per battle, in your shooting phase, pick 1 enemy unit within 8" of the bearer. That unit suffers D3 mortal wounds.

- 2 **Idoltrous Plackart:** *The profane inscriptions and grim fetishes adorning this breastplate project an unholy aura to provide the most devout Chaos worshippers with daemoniac resilience.*

Roll a dice each time a mortal wound is allocated to the bearer. On a 5+ that mortal wound is negated.

- 3 **Helm of the Oppressor:** *The blackened bone plates of this helmet induce soul-piercing dread in the Chaos champion's enemies.*

Subtract 1 from the Bravery characteristic of enemy units while they are within 6" of the bearer.

- 4 **Banner of the Demagogue:** *Those who flock to this banner are enraptured by the hypnotic words of the one who carries it.*

Add 1 to the Bravery characteristic of friendly **SLAVES TO DARKNESS** units while they are wholly within 12" of the bearer.

- 5 **Mark of the All-favoured:** *The blessings of all four ruinous powers hang equally thick around this unholy mutation.*

The bearer receives the benefits of all five of the Aura of Chaos battle traits (including the 'No Mark' trait), but cannot be given a Mark of Chaos.

- 6 **Desecrator Gauntlets:** *The coruscant energies that crackle around these paired iron gloves corrupts and destroys that which is sacred or imbued with magic.*

Subtract 2 from casting rolls for enemy **WIZARDS** while they are within 3" of the bearer. In addition, add 1 to wound rolls for attacks made by the bearer that target a **WIZARD** or **PRIEST**.

ALLEGIANCE ABILITIES

IRONJAWZ

This section describes the allegiance abilities available to a Ironjawz army, including battle traits for the army, command traits for its general, the artefacts of power available to its heroes and the spell lore for its wizards.

BATTLE TRAITS

Smashing and Bashing: *When an Ironjawz mob smashes up the enemy, it inspires other mobs to do the same.*

In the combat phase, after a friendly **IRONJAWZ** unit has made all of its attacks, if the attacks made by that unit resulted in any enemy units being destroyed, 1 friendly **IRONJAWZ** unit that has not yet fought in that combat phase can fight, instead of doing so later in the phase.

Eager for Battle: *Ironjawz are always looking for a good fight.*

Add 1 to charge rolls for friendly **IRONJAWZ** units.

COMMAND ABILITIES

Mighty Destroyers: *The Ironjawz allow nothing to stop them from getting to grips with their enemies.*

You can use this command ability in your hero phase. If you do so, pick

1 friendly **IRONJAWZ** unit wholly within 12" of a friendly **IRONJAWZ HERO**, or wholly within 18" of a friendly **IRONJAWZ HERO** that is a general. That unit can make a normal move if it is more than 12" from any enemy units, pile in and attack with its melee weapons if it is within 3" of any enemy units, or attempt to charge in any other circumstances. You cannot pick the same unit to benefit from this command ability more than once per hero phase.

IRONJAWZ SPELL LORE

You can choose or roll for one of the following spells for each **WIZARD** in an Ironjawz army.

D6 Spell

- 1 **Brain-busta:** *The Shaman glowers at their target and lets loose a bolt of brain-melting force.*

Brain-busta has a casting value of 5. If successfully cast, pick 1 enemy unit within 15" of the caster and visible to them, and roll 2D6. If the roll is greater than that unit's Bravery characteristic, that unit suffers D3 mortal wounds; if not, that unit suffers 1 mortal wound.

- 2 **Mighty 'Eadbutt:** *This wave of green energy is especially harmful to enemy wizards.*

Mighty 'Eadbutt has a casting value of 5. If successfully cast, pick 1 enemy **HERO** within 16" of the caster and visible to them. That **HERO** suffers 1 mortal wound. If that **HERO** is a **WIZARD**, they suffer D3 mortal wounds instead of 1.

- 3 **Da Blazin' Eyes:** *Mork (or possibly Gork) gives the Shaman the ability to project beams of coruscating energy from their eyes.*

Da Blazin' Eyes has a casting value of 6. If successfully cast, pick 1 point on the battlefield within 4D6" of the caster and visible to them. Then draw an imaginary straight line 1mm wide between that point and the closest part of the caster's base. Roll a dice for each enemy model passed across by this line. On a 5+ that model's unit suffers 1 mortal wound.

- 4 **Da Great Big Green Hand of Gork:** *A ghostly green hand picks up a mob of Ironjawz and plonks them back down where most needed.*

Da Great Big Green Hand of Gork has a casting value of 7. If successfully cast, pick 1 friendly **IRONJAWZ** unit wholly within 24" of the caster, visible to them and more than 3" from any enemy units. Remove that unit from the battlefield and then set it up on the battlefield anywhere more than 9" from any enemy units. That unit cannot move in the following movement phase.

- 5 **Bash 'Em Ladz:** *The Shaman leaks fighty energy that boosts the prowess of nearby Ironjawz mobs.*

Bash 'Em Ladz has a casting value of 8. If successfully cast, until your next hero phase you can re-roll wound rolls for attacks made by friendly **IRONJAWZ** units while they are wholly within 12" of the caster.

- 6 **Power of Da Waaagh!:** *The Shaman draws on the Waaagh! energy of the boyz around them.*

Power of Da Waaagh! has a casting value of 8. If successfully cast, roll 1 dice for each friendly **IRONJAWZ** unit with 2 or more models that is wholly within 18" of the caster. For each 3+, you can pick 1 different enemy unit within 24" of the caster. That unit suffers D3 mortal wounds. For each 6, that unit suffers D6 mortal wounds instead of D3.

COMMAND TRAITS

D6 Command Trait

- 1 **Hulking Muscle-bound Brute:** *Even by the standards of the orruks, this greenskin is enormous, and he is ever eager to throw his immense weight around in battle.*

After this general makes a charge move, you can pick 1 enemy unit within 1" of this general and roll a dice. On a 2+ that enemy unit suffers D3 mortal wounds.
- 2 **Live to Fight:** *This orruk revels in the thick of battle, and the only times they are not in combat is when they are charging headlong into a fresh set of enemies.*

You can re-roll wound rolls for attacks made by this general if they charged in the same turn.
- 3 **Brutish Cunning:** *Through countless savage battles this general has learnt a few tricks to get his boyz stuck into the enemy as quickly as possible.*

Roll a dice at the start of your opponent's charge phase. On a 5+ 1 friendly **IRONJAWZ** unit wholly within 12" of this general can attempt to charge. This charge takes place before any enemy charges.
- 4 **Bestial Charisma:** *With a deafening bellow, this greenskin lets every orruk around know that no one leaves the fight until it's over.*

If this general is chosen as the model from which the Inspiring Presence command ability is measured, you can pick D3 units rather than 1 to be affected by the command ability.
- 5 **Prophet of the Waaagh!:** *Waves of greenskins flock to the call of this bellicose orruk, knowing that they will be led to a mighty fight.*

If this general has the Waaagh! or Mighty Waaagh! command ability, you can re-roll the dice to see if the relevant units can make an extra attack. If this general does not have one of these abilities, they can use the Waaagh! command ability from the Orruk Megaboss warscroll.
- 6 **Ironclad:** *Incoming blows bounce harmlessly off this general's impressively robust armour.*

You can re-roll save rolls of 1 for attacks that target this general.

ARTEFACTS OF POWER

D6 Artefact

- 1 **Armour of Gork:** *This bashed-together armour is thick and heavy, and when it was blessed by Gork it gained its own fierce fighting spirit.*

If the unmodified save roll for an attack made with a melee weapon that targets the bearer is 6, the attacking unit suffers 1 mortal wound after all of its attacks have been resolved.
- 2 **Destroyer:** *This brutal weapon is surrounded by anarchic magic. It can topple a gargant or blast apart a castle wall, though once discharged its powers can only be recharged under a blood-red moon.*

Pick one of the bearer's melee weapons. Increase that weapon's Damage characteristic by 1.
- 3 **Daubing of Mork:** *Smearred onto the face or armour by a Weirdnob Shaman, the Daubing of Mork is a mark of great favour bestowed upon a particularly resilient orruk.*

Roll a dice each time a wound or mortal wound is allocated to the bearer. On a 6+ that wound or mortal wound is negated.
- 4 **The Golden Toof:** *Among the Ironjawz, the Golden Toof is a symbol of great strength and ferocity, for to acquire this prized fang an orruk must first smash it out of the mouth of its previous owner.*

Do not take battleshock tests for friendly **IRONJAWZ** units while they are wholly within 12" of the bearer.
- 5 **Metalrippa's Klaw:** *Battered together by the Megaboss Snarlgak Metalrippa, the bladed tips of this massive iron gauntlet can tear through even the thickest armour.*

Pick one of the bearer's melee weapons. Change the Rend characteristic of that weapon to -3 before applying any other modifiers to that weapon's Rend characteristic.
- 6 **The Boss Skewer:** *Revered by the Ironjawz and feared by their enemies, this gigantic spike has held aloft the heads of conquered kings over many long centuries.*

Add 1 to the Bravery characteristic of friendly **IRONJAWZ** units while they are wholly within 18" of the bearer, and subtract 1 from the Bravery characteristic of enemy units while they are within 12" of the bearer.

WARSCROLL BATTALION

IRONSUNZ

One of the largest warclans to fight in Gordrakk's Waaagh!, the Ironsunz can be seen in almost every realm, wearing flashy yellow armour and throwing their weight around to make sure that everyone knows they are the best. Megaboss Dakkbad Grotkicker has risen to rule the Ironsunz over a trail of bashed-in skulls and broken bones. Everyone knows that Dakkbad is cunning, and some orruks even reckon he might have an eye on Gordrakk's position. If the Fist of Gork is concerned about this, he hasn't let on, and if Dakkbad ever decides to have a go at usurping the Great Waaagh!, he had better make it count.

ORGANISATION

A Ironsunz battalion consists of the following units and warscroll battalions. You cannot include more than 1 Ironsunz battalion in the same army.

- 1 Megaboss on Maw-krusha (Dakkbad Grotkicker)
- 1 Ironfist battalion (must contain 5 units)
- 0-4 warscroll battalions chosen in any combination from the following list:
 - Brutefist
 - Gorefist
 - Ardfist
 - Ironfist
- Any number of additional **IRONJAWZ** units

ABILITIES

Dakkbad's Cunning: *Dakkbad knows that the less his boyz get hit, the more hitting they can do. He has thus taken to launching surprise attacks at opposing armies, springing assaults with blinding speed before his foes can form into defensive positions.*

Roll a dice after set-up is complete, but before the battle begins. On a 2+ subtract 1 from hit rolls for attacks made by enemy units in the first battle round.

Dakkbad's Bashing!: *Scant time passes in which Dakkbad has not felled some enemy champion, and he has a keen memory for each and every one of these fights.*

For the purposes of his Strength from Victories ability Dakkbad Grotkicker counts as already having slain D3 enemy **HEROES** when the battle starts, with the weapon of your choice from those listed on his warscroll.



WARSCROLL BATTALION BLOODTOOFS

To find the best fights means finding the Fist of Gork. The Bloodtoofs know this, and so their hordes of crimson mobs fight across the Mortal Realms looking for the legendary Gordrakk. Always on the move, the Bloodtoofs hunt out Realmgates, looking for the one Gordrakk is on the other side of. Along the way, they aim to win as many fights as they can, taking time from their hunt to crush the armies of all those brave enough to face them in battle. Their Megaboss, Zogbak Realmrippa, knows his warclan is the best, and so assumes that the Great Waaagh! must be waiting for him somewhere.

ORGANISATION

A Bloodtoofs battalion consists of the following units and warscroll battalions. You cannot include more than 1 Bloodtoofs battalion in the same army.

- 1 Megaboss on Maw-krusha (Zogbak Realmrippa)
- 1 Ironfist battalion (must contain 5 units)

0-4 warscroll battalions chosen in any combination from the following list:

- Brutefist
- Gorefist
- Weirdfist
- Ironfist
- Any number of additional **IRONJAWZ** units

ABILITIES

Hunt and Crush: *The Bloodtoofs are always on the move, and can cover the ground between them and their enemies in a terrifyingly short amount of time.*

Add 1 to run and charge rolls for units from this battalion.

Get Da Realmgate!: *The Bloodtoofs are forever surging from realm to realm in their great search, and the sight of a fresh Realmgate fills the boyz with delight as they think of the unspoilt lands that they will soon get to ravage.*

After territories have been chosen but before armies are set up, you can set up 1 Baleful Realmgate terrain feature in your opponent's territory. Add 2 to the Bravery characteristic of units from this battalion while there are any Baleful Realmgate terrain features on the battlefield. In addition, if there are any Baleful Realmgate terrain features on the battlefield, each unit from this battalion counts as 2 units for the purposes of Zogbak Realmrippa's Mighty Waaagh ability.



WARHAMMER AGE OF SIGMAR



PITCHED BATTLE PROFILES 2019

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PITCHED BATTLE PROFILES

On the following pages you will find the Pitched Battle points values, unit sizes and battlefield roles for the units that can be used in Warhammer Age of Sigmar Pitched Battle games.

Pitched Battle profiles are organised by Grand Alliance and by book or faction. For example, the Pitched Battle profiles for Stormcast Eternal Liberators can be found in the Order Grand Alliance section on the Stormcast Eternal table, while the profiles for Khorne Bloodbound units can be found in the Chaos Grand Alliance section on the Blades of Khorne table. The profiles for scenery and endless spells that are not faction-specific, as well as the profiles for Compendium and Forge World units, appear in the Additional Pitched Battle Profiles section towards the end of this booklet.

Each unit you take in a Pitched Battle army costs the number of points indicated on its Pitched Battle profile. Spending the appropriate number of points on a unit allows you to take a minimum-sized unit of that sort, with any of the optional upgrades to which it is entitled and which you wish to take. Any Artillery unit that needs a crew receives the associated crew unit (where applicable) at no additional cost in points.

Larger units are taken in multiples of their minimum unit size, as long as the number of models in the unit does not exceed its maximum unit size. When you take a larger unit, multiply the cost of the unit by the same amount as you multiplied its minimum size. For example, a unit that has a minimum unit size of 5, a maximum unit size of 20 and a points value of 100 can be taken as a unit of 5, 10, 15 or 20 models for a cost of 100, 200, 300 or 400 points respectively.

UNDERSTRENGTH UNITS

Sometimes you may find that you do not have enough models to field a unit at full strength; if this is the case, you must still pay the full cost of the unit. For example, if you

decided to field a unit of 3 Liberators, rather than a full-strength unit with 5 models, the unit would still cost 100 points, and if you decided to field a unit of 8 Liberators, rather than a full-strength unit with 10 models, the unit would still cost 200 points, and so on. Remember that you can only have one understrength unit of each type in an army.

MASSIVE REGIMENTS

Sometimes a unit will have two points values separated by a slash: '60/200' for example. When this is the case, the second points value is for a unit with the maximum number of models. Such units are referred to as massive regiments. For example, the points value listed for Gors is 70/200, and their maximum unit size is 30. If you take a massive regiment of 30 Gors, it will have a cost of 200 points rather than 210.

UNIQUE UNITS

Units that are listed as 'Unique' on their Pitched Battle profile can only be included once in a Pitched Battle army.

ALLIES

At the end of each Grand Alliance section you will find an Allies table that lists the eligible allies for the factions that belong to that Grand Alliance. A unit that has any of the keywords listed on the Allies table on its warscroll can be taken as an allied unit by an army from that faction. For example, a Stormcast Eternals army can take any unit with the **ORDER** keyword as an allied unit.

UPDATED PROFILES JUNE 2019

Whenever we publish a new edition of the *General's Handbook* or a new battletome, we review, update and fine-tune the Pitched Battle profiles

for all of the models. This means that the profiles printed here take precedence over any profiles with an earlier publication date, and also take precedence over profiles that have no publication date at all. Profiles that have changed since their last publication are marked on the following pages with this symbol: Y

OFFICIAL PITCHED BATTLE UNITS

Only units that are included in this book, or that have a later publication date, can be used in a Pitched Battle game without your opponent's consent. Units that are not included in this book and have an earlier publication date or no publication date at all can only be used in Pitched Battle game if your opponent agrees that it is okay for you to use them before the battle begins.

ARMIES WITHOUT ALLEGIANCE ABILITIES

If a faction army does not have a set of allegiance abilities, then you can use its Grand Alliance allegiance abilities instead. For example, if you had a Gutbusters army you could use the Grand Alliance Destruction allegiance abilities, and if you had an Order Draconis army you could use the Grand Alliance Order allegiance abilities. Note that if allegiance abilities exist for a faction army, you must use them.



CHAOS PITCHED BATTLE PROFILES

BEASTS OF CHAOS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
☀ Gors	10	30	70/200	Battleline	
Ungors	10	40	60/200	Battleline	
☀ Chaos Gargant	1	1	170	Behemoth	
Chimera	1	1	240	Behemoth	
Cygor	1	1	180	Behemoth	
Ghorgon	1	1	200	Behemoth	
Jabberslythe	1	1	160	Behemoth	
Beastlord	1	1	90	Leader	
Doombull	1	1	120	Leader	
Dragon Ogor Shaggoth	1	1	180	Leader	
Great Bray-Shaman	1	1	100	Leader	
☀ Tzaangor Shaman	1	1	160	Leader	
Bestigors	10	30	120/300		Battleline in Beasts of Chaos army if general is a Beastlord or Great Bray-Shaman
Bullgors	3	12	160		Battleline in Beasts of Chaos army if general is a Doombull
Centigors	5	20	80		
Chaos Spawn	1	6	50		
Chaos Warhounds	10	30	80/210		
Cockatrice	1	1	100		
Dragon Ogors	3	12	140		Battleline in Beasts of Chaos army if general is a Dragon Ogor Shaggoth
☀ Razorgors	1	6	50		
☀ Tuskgor Chariots	1	4	60/200		
Tzaangor Enlightened	3	9	100		
☀ Tzaangor Enlightened on Discs of Tzeentch	3	9	160		
Tzaangor Skyfires	3	9	200		
Tzaangors	10	30	180/480	Battleline	Battleline in Beasts of Chaos army only if general is a Tzaangor Shaman
Ungor Raiders	10	40	80		
<i>Thunderscorn Stormherd</i>	-	-	190	<i>Warscroll Battalion</i>	
<i>Brass Despoilers</i>	-	-	190	<i>Warscroll Battalion</i>	
<i>Desolating Beastherd</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Depraved Drove</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Pestilent Throng</i>	-	-	200	<i>Warscroll Battalion</i>	
<i>Phantasmagoria of Fate</i>	-	-	200	<i>Warscroll Battalion</i>	
<i>Hungering Warherd</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Marauding Brayherd</i>	-	-	180	<i>Warscroll Battalion</i>	
☀ Doomblast Dirgehorn	1	1	50	<i>Endless Spell</i>	
☀ Ravening Direflock	1	1	30	<i>Endless Spell</i>	
☀ Wildfire Taurus	1	1	80	<i>Endless Spell</i>	
Herdstone	1	1	0	<i>Scenery</i>	

BLADES OF KHORNE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Skull Cannons	1	3	140	Artillery	
Bloodletters	10	30	110/300	Battleline	
Bloodreavers	10	40	70/240	Battleline	
Blood Warriors	5	30	100/520	Battleline	
Aspiring Deathbringer	1	1	80	Leader	
Bloodmaster, Herald of Khorne	1	1	80	Leader	
Bloodsecrator	1	1	140	Leader	
Bloodstoker	1	1	80	Leader	
Exalted Deathbringer	1	1	80	Leader	
Herald of Khorne on Blood Throne	1	1	120	Leader	
Karanak	1	1	140		Unique
Korghos Khul	1	1	180	Leader	Unique
Lord of Khorne on Juggernaut	1	1	160	Leader	
Mighty Lord of Khorne	1	1	140	Leader	
Scyla Anfingrimm	1	1	100	Leader	Unique
Skarr Bloodwrath	1	1	120	Leader	Unique
Skullgrinder	1	1	80	Leader	
Skullmaster, Herald of Khorne	1	1	120	Leader	
Skulltaker	1	1	120	Leader	Unique
Slaughterpriest	1	1	100	Leader	
Valkia the Bloody	1	1	120	Leader	Unique
Bloodthirster of Insensate Rage	1	1	280	Leader, Behemoth	
Bloodthirster of Unfettered Fury	1	1	300	Leader, Behemoth	
Skarbrand	1	1	400	Leader, Behemoth	Unique
Wrath of Khorne Bloodthirster	1	1	320	Leader, Behemoth	
Bloodcrushers	3	12	140		Battleline in Khorne army if general is a Skullmaster, Herald of Khorne
Flesh Hounds	5	20	100		Battleline in Khorne army
Khorgoraths	1	6	100		
Mighty Skullcrushers	3	12	180		Battleline in Khorne army if general is a Lord of Khorne on Juggernaut
Skullreapers	5	20	180		
Wrathmongers	5	20	140		
Garrek's Reavers	5	5	60		Only one of this unit can be included in a Pitched Battle army
Riptooth	1	1	40		Only one of this unit can be included in a Pitched Battle army. Cannot be taken unless your army also includes Magore's Fiends
Magore's Fiends	3	3	80		Only one of this unit can be included in a Pitched Battle army. Cannot be taken unless your army also includes Riptooth
<i>Blood Host</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Blood Hunt</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Blood Legion</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Bloodbound Warhorde</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Bloodforged</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Bloodmad Warband</i>	-	-	160	<i>Warscroll Battalion</i>	

BLADES OF KHORNE UNIT	UNIT SIZE MIN MAX		POINTS	BATTLEFIELD ROLE	NOTES
<i>Bloodthunder Stampede</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Brass Stampede</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Charnel Host</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Dark Feast</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Gore Pilgrims</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>The Gorechosen</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Gorethunder Cohort</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Murderhost</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Red Headsmen</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Skullseeker Host</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Skulltake</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Slaughterborn</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Tyrants of Blood</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Bleeding Icon</i>	1	1	40	<i>Judgement of Khorne</i>	
<i>Hexgorger Skulls</i>	1	1	40	<i>Judgement of Khorne</i>	
<i>Wrath-Axe</i>	1	1	60	<i>Judgement of Khorne</i>	
<i>Skull Altar</i>	1	1	0	<i>Scenery</i>	

DAEMONS OF CHAOS UNIT	UNIT SIZE MIN MAX		POINTS	BATTLEFIELD ROLE	NOTES
☼ Soul Grinder	1	1	250	Behemoth	
Be'lakor, Chaos Daemon Prince	1	1	280	Leader, Behemoth	Unique
Daemon Prince	1	1	160	Leader, Behemoth	
Furies	5	30	60/320		

DISCIPLES OF TZEENTCH UNIT	UNIT SIZE MIN MAX		POINTS	BATTLEFIELD ROLE	NOTES
Kairic Acolytes	10	40	80/300	Battleline	
☼ Pink Horrors of Tzeentch	10	30	180	Battleline	
Tzaangors	10	30	180/480	Battleline	
The Blue Scribes	1	1	140	Leader	Unique
☼ The Changeling	1	1	180	Leader	Unique
Curseling, Eye of Tzeentch	1	1	160	Leader	
Fatemaster	1	1	120	Leader	
☼ Gaunt Summoner of Tzeentch	1	1	160	Leader	
Herald of Tzeentch	1	1	140	Leader	
Herald of Tzeentch on Burning Chariot	1	1	200	Leader	
Herald of Tzeentch on Disc	1	1	140	Leader	
Magister	1	1	140	Leader	
☼ Ogroid Thaumaturge	1	1	170	Leader	
☼ Tzaangor Shaman	1	1	160	Leader	
Vortemis the All-seeing	1	1		Leader	Unique. These units must be taken as a set for a total of 220 points. Although taken as a set, each is a separate unit.
Eyes of the Nine	4	4	220		
Kairos Fateweaver	1	1	380	Leader, Behemoth	Unique
Lord of Change	1	1	380	Leader, Behemoth	
☼ Blue Horrors of Tzeentch	10	30	90		
☼ Brimstone Horrors of Tzeentch	10	30	60		
☼ Burning Chariots of Tzeentch	1	3	150		Battleline in Tzeentch army if general is a Herald of Tzeentch on Burning Chariot
☼ Exalted Flamers of Tzeentch	1	6	90		

DISCIPLES OF TZEENTCH UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
☀ Flamers of Tzeentch	3	12	140		
Screamers of Tzeentch	3	12	100		
☀ Tzaangor Enlightened	3	9	100		
☀ Tzaangor Enlightened on Discs of Tzeentch	3	9	160		
☀ Tzaangor Skyfires	3	9	200		
☀ Tzeentch Chaos Spawn	1	6	50		
<i>Aether-eater Host</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Alter-kin Coven</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Arcanite Cabal</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Arcanite Cult</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Changehost</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Cult of the Transient Form</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Multitudinous Host</i>	-	-	240	<i>Warscroll Battalion</i>	
<i>Omniscient Oracles</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Overseer's Fate-twisters</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Skyshoal Coven</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>The Eternal Conflagration</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>The Hosts Duplicitous</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>The Pyrofane Cult</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Tzaangor Coven</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Warpflame Host</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Witchfyre Coven</i>	-	-	120	<i>Warscroll Battalion</i>	

EVERCHOSEN UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
☀ Gaunt Summoner on Disc of Tzeentch	1	1	180	Leader	
Archaon	1	1	660	Leader, Behemoth	Unique
☀ Varanguard	3	12	260		Battleline in Everchosen army
<i>Archaon's Grand Host</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Bloodmarked Warband</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Fatesworn Warband</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Overlords of Chaos</i>	-	-	220	<i>Warscroll Battalion</i>	
<i>Plaguetouched Warband</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Pleasurebound Warband</i>	-	-	140	<i>Warscroll Battalion</i>	

HEDONITES OF SLAANESH UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Daemonettes	10	30	110/300	Battleline	
Bladebringer, Herald on Exalted Chariot	1	1	220	Leader	
Bladebringer, Herald on Hellflayer	1	1	180	Leader	
Bladebringer, Herald on Seeker Chariot	1	1	160	Leader	
The Contorted Epitome	1	1	200	Leader	
Infernal Enraptureess, Herald of Slaanesh	1	1	140	Leader	
Syll'Esske, the Vengeful Allegiance	1	1	200	Leader	Unique
The Masque	1	1	120	Leader	Unique
Viceleader, Herald of Slaanesh	1	1	120	Leader	
Keeper of Secrets	1	1	360	Leader, Behemoth	
Shalaxi Helbane	1	1	340	Leader, Behemoth	Unique
Exalted Chariot	1	1	180		
Fiends	3	9	210		

HEDONITES OF SLAANESH UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Hellflayer	1	1	140		
Hellstriders with Claw-spears	5	20	100		Battleline in Slaanesh army
Hellstriders with Hellscurges	5	20	100		Battleline in Slaanesh army
Seeker Chariots	1	3	120		Battleline in GODSEEKERS HOST
Seekers	5	20	120		
<i>Epicurean Revellers</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Hedonite Host</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Supreme Sybarites</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Seeker Cavalcade</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Dreadful Visage</i>	1	1	40	<i>Endless Spell</i>	
<i>Mesmerising Mirror</i>	1	1	60	<i>Endless Spell</i>	
<i>Wheels of Excruciation</i>	1	1	40	<i>Endless Spell</i>	
<i>Fane of Slaanesh</i>	1	1	0	<i>Scenery</i>	

MAGGOTKIN OF NURGLE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Plaguebearers	10	30	120/320	Battleline	
Epidemius, Tallyman of Nurgle	1	1	200	Leader	Unique
Festus the Leechlord	1	1	140	Leader	Unique
Gutrot Spume	1	1	140	Leader	Unique
Harbinger of Decay	1	1	160	Leader	
Horticultural Slimux	1	1	220	Leader	Unique
☼ Lord of Afflictions	1	1	200	Leader	
Lord of Blights	1	1	140	Leader	
Lord of Plagues	1	1	140	Leader	
Poxbringer, Herald of Nurgle	1	1	120	Leader	
☼ Sloppity Bilepiper, Herald of Nurgle	1	1	90	Leader	
☼ Spoilpox Scrivener, Herald of Nurgle	1	1	90	Leader	
Sorcerer	1	1	120	Leader	
☼ Bloab Rotspawned	1	1	240	Leader, Behemoth	Unique
Great Unclean One	1	1	340	Leader, Behemoth	
☼ Morbidex Twiceborn	1	1	240	Leader, Behemoth	Unique
☼ Orghotts Daemonspew	1	1	240	Leader, Behemoth	Unique
Rotigus	1	1	340	Leader, Behemoth	Unique
The Glottkin	1	1	420	Leader, Behemoth	Unique
☼ Beasts of Nurgle	1	6	80		
Nurglings	3	12	100		
Plague Drones	3	12	200		
☼ Pusgoyle Blightlords	2	12	200		Battleline in Nurgle army if general is a Lord of Afflictions
Putrid Blightkings	5	20	160/580		Battleline in Nurgle army
☼ Affliction Cyst	-	-	200	<i>Warscroll Battalion</i>	
☼ Blight Cyst	-	-	200	<i>Warscroll Battalion</i>	
Plague Cyst	-	-	200	<i>Warscroll Battalion</i>	
<i>The Munificent Wanderers</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Nurgle's Menagerie</i>	-	-	240	<i>Warscroll Battalion</i>	
<i>Tallyband of Nurgle</i>	-	-	220	<i>Warscroll Battalion</i>	
<i>Thricefold Befoulment</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>The Blessed Sons</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Feculent Gnarlmau</i>	1	1	0	<i>Scenery</i>	

MONSTERS OF CHAOS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Mutalith Vortex Beast	1	1	200	Behemoth	
Slaughterbrute	1	1	180	Behemoth	

SKAVENTIDE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Plagueclaw	1	1	160	Artillery	
Warp Lightning Cannon	1	1	180	Artillery	
Warplock Jezzails	3	12	140	Artillery	
Clanrats	20	40	120/200	Battleline	
Doomwheel	1	1	160	Behemoth	
Hell Pit Abomination	1	1	220	Behemoth	
Arch-Warlock	1	1	160	Leader	
Clawlord	1	1	100	Leader	
Deathmaster	1	1	100	Leader	
Grey Seer	1	1	120	Leader	
Master Moulder	1	1	100	Leader	
Plague Priest	1	1	80	Leader	
Skritch Spiteclaw	1	1		Leader	Unique. These units must be taken as a set for a total of 140 points. Although taken as a set, each is a separate unit.
Spiteclaw's Swarm	4	4	140		
Warlock Bombardier	1	1	100	Leader	
Warlock Engineer	1	1	100	Leader	
Grey Seer on Screaming Bell	1	1	200	Leader, Behemoth	
Lord Skreech Verminking	1	1	300	Leader, Behemoth	Unique
Plague Priest on Plague Furnace	1	1	180	Leader, Behemoth	
Thanquol on Boneripper	1	1	400	Leader, Behemoth	Unique
Verminlord Corruptor	1	1	260	Leader, Behemoth	
Verminlord Deceiver	1	1	300	Leader, Behemoth	
Verminlord Warbringer	1	1	260	Leader, Behemoth	
Verminlord Warpseer	1	1	260	Leader, Behemoth	
Doom-Flayer	1	1	60		
Giant Rats	10	40	60/200		Battleline in Skaventide army if general is MASTERCLAN or CLANS MOULDER, and all other units are CLANS MOULDER
Gutter Runners	5	20	60/200		Battleline in Skaventide army if general is MASTERCLAN or CLANS ESHIN, and all other units are CLANS ESHIN
Night Runners	10	40	80/280		Battleline in Skaventide army if general is MASTERCLAN or CLANS ESHIN, and all other units are CLANS ESHIN
Packmasters	3	12	60		
Plague Censer Bearers	5	20	60		Battleline in Skaventide army if general is MASTERCLAN or CLANS PESTILENS, and all other units are CLANS PESTILENS

SKAVENTIDE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Plague Monks	10	40	70/240		Battleline in Skaventide army if general is MASTERCLAN or CLANS PESTILENS, and all other units are CLANS PESTILENS
Rat Ogors	2	8	100		Battleline in Skaventide army if general is MASTERCLAN or CLANS MOULDER, and all other units are CLANS MOULDER
Rat Swarms	2	8	60		
Ratling Gun	1	1	80		
Skryre Acolytes	5	30	60/320		Battleline in Skaventide army if general is MASTERCLAN or CLANS SKRYRE, and all other units are CLANS SKRYRE
Stormfiends	3	9	260		Battleline in Skaventide army if general is MASTERCLAN or CLANS SKRYRE, and all other units are CLANS SKRYRE
Stormvermin	10	40	140/500		Battleline in Skaventide army
Warpfire Thrower	1	1	70		
Warp-Grinder	1	1	80		
Congregation of Filth	-	-	160	Warscroll Battalion	
Fleshmeld Menagerie	-	-	160	Warscroll Battalion	
Foulrain Congregation	-	-	110	Warscroll Battalion	
Claw-horde	-	-	180	Warscroll Battalion	
Plaguesmog Congregation	-	-	120	Warscroll Battalion	
Slinktalon	-	-	160	Warscroll Battalion	
Virulent Procession	-	-	100	Warscroll Battalion	
Warpcog Convocation	-	-	60	Warscroll Battalion	
Arkhsark Voltik	-	-	110	Enginecoven	
Gascloud Chokelung	-	-	120	Enginecoven	
Gautfyre Skorch	-	-	140	Enginecoven	Can only be taken as part of a Warpcog Convocation
Rattle gauge Warplock	-	-	120	Enginecoven	
Whyrlblade Threshik	-	-	130	Enginecoven	
Bell of Doom	1	1	40	Endless Spell	
Vermintide	1	1	40	Endless Spell	
Warp Lightning Vortex	1	1	100	Endless Spell	
Gnawhole	1	1	0	Scenery	

SLAVES TO DARKNESS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Chaos Marauders	20	40	120/200	Battleline	
Chaos Warriors	5	30	90/480	Battleline	
Chaos Warshrine	1	1	160	Behemoth	
Chaos Lord on Daemonic Mount	1	1	140	Leader	
Chaos Sorcerer Lord	1	1	160	Leader	
Darkoath Chieftain	1	1	80	Leader	
Darkoath Warqueen	1	1	80	Leader	
Exalted Hero of Chaos	1	1	80	Leader	
Lord of Chaos	1	1	140	Leader	
Slambo	1	1	80	Leader	Unique
Theddra Skull-Scryer	1	1		Leader	Unique. These units must be taken as a set for a total of 150 points. Although taken as a set, each is a separate unit.
Godsworn Hunt	5	5	150		
Chaos Lord on Manticore	1	1	250	Leader, Behemoth	
Chaos Sorcerer Lord on Manticore	1	1	200	Leader, Behemoth	
Daemon Prince	1	1	160	Leader, Behemoth	
☀ Chaos Chariots	1	3	80/210		Battleline in Slaves to Darkness army
Chaos Chosen	5	20	140		
Chaos Gorebeast Chariots	1	3	100		
Chaos Knights	5	20	160		Battleline in Slaves to Darkness army
☀ Chaos Marauder Horsemen	5	30	80		Battleline in Slaves to Darkness army
Chaos Spawn	1	6	50		
<i>Godsworn Champions of Ruin</i>	-	-	170	<i>Warscroll Battalion</i>	
<i>Godswrath Warband</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Ruinbringer Warband</i>	-	-	180	<i>Warscroll Battalion</i>	

OTHER UNITS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Mutalith Vortex Beast of Tzeentch	1	1	200	Behemoth	



CHAOS	ALLIES
Beasts of Chaos	Slaves to Darkness
Everchosen	Chaos
Khorne	Beasts of Chaos (excluding SLAANESH units), Everchosen, Monsters of Chaos, Nurgle, Slaves to Darkness (excluding units with mark of SLAANESH)
Nurgle	Beasts of Chaos (excluding TZEENTCH units), Everchosen, Khorne, Monsters of Chaos, Slaanesh, Slaves to Darkness (excluding units with mark of TZEENTCH)
Slaanesh	Beasts of Chaos (excluding KHORNE units), Everchosen, Monsters of Chaos, Nurgle, Slaves to Darkness (excluding units with mark of KHORNE), Tzeentch
Slaves to Darkness	Brayherds, Chaos Gargants, Everchosen, Khorne, Monsters of Chaos, Nurgle, Slaanesh, Tzeentch, Warherds
Skaventide	Nurgle (only if general is CLANS PESTILENS)
Tzeentch	Beasts of Chaos (excluding NURGLE units), Everchosen, Monsters of Chaos, Slaves to Darkness (excluding units with mark of NURGLE)

DEATH PITCHED BATTLE PROFILES

FLESH-EATER COURTS WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Crypt Ghouls	10	40	100/360	Battleline	
Royal Terrorgheist	1	1	300	Behemoth	Battleline if GRISTLEGORE
Royal Zombie Dragon	1	1	300	Behemoth	Battleline if GRISTLEGORE
Abhorrant Archregent	1	1	200	Leader	
Abhorrant Ghoul King	1	1	140	Leader	
Crypt Ghast Courtier	1	1	60	Leader	
Crypt Haunter Courtier	1	1	120	Leader	
Crypt Infernal Courtier	1	1	120	Leader	
Varghulf Courtier	1	1	160	Leader	
Abhorrant Ghoul King on Royal Terrorgheist	1	1	400	Leader, Behemoth	
Abhorrant Ghoul King on Royal Zombie Dragon	1	1	440	Leader, Behemoth	
Crypt Flayers	3	12	170		Battleline if general is Crypt Infernal Courtier, or if Crypt Flayers unit is BLISTERSKIN
Crypt Horrors	3	12	160		Battleline if general is Crypt Haunter Courtier, or if Crypt Horrors unit is HOLLOWMOURNE
<i>Abattoir</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Attendants at Court</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Cannibal Court</i>	-	-	60	<i>Warscroll Battalion</i>	
<i>Deadwatch</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Ghoul Patrol</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>King's Ghouls</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Royal Family</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Royal Menagerie</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Royal Mordants</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Cadaverous Barricade</i>	1	1	30	<i>Endless Spell</i>	
<i>Chalice of Ushoran</i>	1	1	40	<i>Endless Spell</i>	
<i>Corpsemare Stampede</i>	1	1	60	<i>Endless Spell</i>	
<i>Charnel Throne</i>	1	1	0	<i>Scenery</i>	

LEGIONS OF NAGASH UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
☼ Dire Wolves	5	30	70	Battleline	
Skeleton Warriors	10	40	80/280	Battleline	
Zombies	10	60	60/320	Battleline	
Mortis Engine	1	1	180	Behemoth	
Terrorgeist	1	1	300	Behemoth	
Zombie Dragon	1	1	300	Behemoth	
Cairn Wraith	1	1	60	Leader	
☼ Necromancer	1	1	130	Leader	
Tomb Banshee	1	1	80	Leader	
Vampire Lord	1	1	140	Leader	
Wight King with Baleful Tomb Blade	1	1	120	Leader	
Wight King with Black Axe	1	1	120	Leader	
☼ Arkhan the Black, Mortarch of Sacrament	1	1	340	Leader, Behemoth	Unique
☼ Bloodseeker Palanquin	1	1	300	Leader, Behemoth	
Coven Throne	1	1	260	Leader, Behemoth	
☼ Legion Black Coach	1	1	120		
☼ Mannfred, Mortarch of Night	1	1	380	Leader, Behemoth	Unique
☼ Nagash, Supreme Lord of the Undead	1	1	850	Leader, Behemoth	Unique
☼ Neferata, Mortarch of Blood	1	1	380	Leader, Behemoth	Unique
Prince Vhordrai	1	1	480	Leader, Behemoth	Unique
Vampire Lord on Zombie Dragon	1	1	440	Leader, Behemoth	
Bat Swarms	2	8	80		
Black Knights	5	20	120		
☼ Blood Knights	5	15	200		Battleline in Soulblight army
Corpse Cart with Balefire Brazier	1	1	80		
Corpse Cart with Unholy Lodestone	1	1	80		
Fell Bats	3	12	80		
☼ Grave Guard	10	30	140/360		Battleline in Grand Host of Nagash army
☼ Hexwraiths	5	20	140		Battleline in Nighthaunt army
☼ Morghast Archai	2	6	200		Battleline in Grand Host of Nagash army if general is Nagash
☼ Morghast Harbingers	2	6	200		Battleline in Grand Host of Nagash army if general is Nagash
The Sepulchral Guard	7	7	80		Unique
Spirit Hosts	3	12	120		Battleline in Nighthaunt army
☼ Vargheists	3	12	150		Battleline in Soulblight army
<i>Castellans of the Crimson Keep</i>	-	-	150	<i>Warscroll Battalion</i>	
☼ <i>Court of Nulahmia</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Deathmarch</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>The First Cohort</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Lords of Sacrament</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Nightfall Pack</i>	-	-	170	<i>Warscroll Battalion</i>	

NIGHTHAUNT WARSCROLL	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Chainrasp Horde	10	40	80/280	Battleline	
The Briar Queen	1	1		Leader	Unique. These units must be taken as a set for a total of 180 points. Although taken as a set, each is a separate unit.
Thorns of the Briar Queen	6	6	180		
Cairn Wraith	1	1	60	Leader	
☼ Dreadblade Harrow	1	1	90	Leader	
Guardian of Souls with Nightmare Lantern	1	1	140	Leader	
☼ Knight of Shrouds	1	1	100	Leader	
☼ Knight of Shrouds on Ethereal Steed	1	1	120	Leader	
☼ Kurdoss Valentian, the Craven King	1	1	200	Leader	Unique
☼ Lady Olynder, Mortarch of Grief	1	1	220	Leader	Unique
Lord Executioner	1	1	80	Leader	
☼ Reikenor the Grimhailer	1	1	170	Leader	Unique
Spirit Torment	1	1	120	Leader	
Tomb Banshee	1	1	80	Leader	
☼ Black Coach	1	1	260	Behemoth	
Bladegheist Revenants	5	20	90/320		
☼ Chainghasts	2	4	70		
☼ Dreadscythe Harridans	5	20	80/280		
Glaivewraith Stalkers	4	16	60		
☼ Grimghast Reapers	10	30	160/420		Battleline in Nighthaunt army Battleline in Nighthaunt army
☼ Hexwraiths	5	20	140		
☼ Myrmourn Banshees	4	12	70		
Spirit Hosts	3	12	120		Battleline in Nighthaunt army
<i>Chainguard</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>The Condemned</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Death Stalkers</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Deathriders</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Execution Horde</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Nighthaunt Procession</i>	-	-	80	<i>Warscroll Battalion</i>	
<i>Shrieker Host</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Shroudguard</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Mortalis Terminexus</i>	1	1	60	<i>Endless Spell</i>	
☼ <i>Shyish Reaper</i>	1	1	20	<i>Endless Spell</i>	
☼ <i>Vault of Souls</i>	1	1	20	<i>Endless Spell</i>	



DEATH	ALLIES
Nighthaunt	Deathlords, Soulblight
Flesh-eater Courts	Deadwalkers, Deathlords, Deathmages
Grand Host of Nagash	Flesh-eater Courts, Nighthaunt
Legion of Blood	Flesh-eater Courts, Nighthaunt
Legion of Night	Flesh-eater Courts, Nighthaunt
Legion of Sacrament	Flesh-eater Courts, Nighthaunt
Soulblight	Deadwalkers, Deathlords, Deathmages, Deathrattle, Nighthaunt

DESTRUCTION PITCHED BATTLE PROFILES

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BEASTCLAW RAIDERS UNIT	UNIT SIZE MIN MAX		POINTS	BATTLEFIELD ROLE	NOTES
☼ Stonehorn Beastriders	1	1	300	Behemoth	Battleline, Behemoth in Beastclaw Raiders army
☼ Thundertusk Beastriders	1	1	320	Behemoth	Battleline, Behemoth in Beastclaw Raiders army
☼ Icebrow Hunter	1	1	120	Leader	
Frostlord on Stonehorn	1	1	420	Leader, Behemoth	
Frostlord on Thundertusk	1	1	420	Leader, Behemoth	
☼ Huskard on Stonehorn	1	1	320	Leader, Behemoth	
Huskard on Thundertusk	1	1	360	Leader, Behemoth	
Frost Sabres	2	12	40		Battleline in Beastclaw Raiders army if general is an Icebrow Hunter
☼ Icefall Yhetees	3	12	110		Battleline in Beastclaw Raiders army if general is mounted on a Thundertusk
☼ Mournfang Pack	2	12	140		Battleline in Beastclaw Raiders army
Alfrostun	-	-	100	Warscroll Battalion	
Braggoth's Beast Hammer	-	-	230	Warscroll Battalion	
Eurlbad	-	-	170	Warscroll Battalion	
Jorlbard	-	-	160	Warscroll Battalion	
☼ Olwyr Alfrostun	-	-	100	Warscroll Battalion	
☼ Skal	-	-	130	Warscroll Battalion	
☼ Svard Alfrostun	-	-	80	Warscroll Battalion	
Torrbard	-	-	170	Warscroll Battalion	

BONESPLITTERZ UNIT	UNIT SIZE MIN MAX		POINTS	BATTLEFIELD ROLE	NOTES
Savage Orruks	10	30	120/300	Battleline	
Maniak Weirdnob	1	1	120	Leader	
Savage Big Boss	1	1	120	Leader	
Wardokk	1	1	100	Leader	
Wurrhog Prophet	1	1	140	Leader	
Savage Big Stabbas	2	8	100		
Savage Boarboy Maniaks	5	20	140		Battleline in Bonesplitterz army
Savage Boarboys	5	20	100		Battleline in Bonesplitterz army
Savage Orruk Arrowboys	10	30	140		Battleline in Bonesplitterz army
Savage Orruk Morboys	10	30	120/300		Battleline in Bonesplitterz army
Bonegrinz Warclan	-	-	110	Warscroll Battalion	
Brutal Rukk	-	-	160	Warscroll Battalion	
Drakkfoot Warclan	-	-	140	Warscroll Battalion	
Icebone Warclan	-	-	160	Warscroll Battalion	
Kop Rukk	-	-	200	Warscroll Battalion	
Kunnin' Rukk	-	-	200	Warscroll Battalion	
Savage Warclan	-	-	80	Warscroll Battalion	
Snaga Rukk	-	-	170	Warscroll Battalion	
Teef Rukk	-	-	100	Warscroll Battalion	

FIREBELLIES	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX			
Firebelly	1	1	120	Leader	

GREENSKINZ	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX			
Orruks	10	40	80/280	Battleline	
Orruk Great Shaman	1	1	120	Leader	
Orruk Warboss	1	1	140	Leader	
Orruk Warboss on Wyvern	1	1	240	Leader, Behemoth	
Orruk Boarboys	5	20	100/360		Battleline in Greenskinz army
☼ Orruk Boar Chariots	1	3	80/200		Battleline in Greenskinz army

GLOOMSPITE GITZ	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
UNIT	MIN	MAX			
Shootas	20	60	130	Battleline	
Stabbas	20	60	130/360	Battleline	
Dankhold Troggboss	1	1	300	Leader	
Fungoid Cave-Shaman	1	1	90	Leader	
Loonboss	1	1	70	Leader	
Loonboss on Giant Cave Squig	1	1	110	Leader	
Loonboss with Giant Cave Squig	1	1	100	Leader	
Madcap Shaman	1	1	80	Leader	
Mollog	1	1	170	Leader	Unique
Scuttleboss on Gigantic Spider	1	1	100	Leader	
Skragrott, the Loonking	1	1	220	Leader	Unique
Webspinner Shaman	1	1	80	Leader	
Zarbag	1	1		Leader	Unique. These units must be taken as a set for a total of 160 points. Although taken as a set, each is a separate unit.
Zarbag's Gitz	7	7	160		
Loonboss on Mangler Squigs	1	1	300	Leader, Behemoth	
Webspinner Shaman on Arachnarok Spider	1	1	300	Leader, Behemoth	
Aleguzzler Gargant	1	1	160	Behemoth	
Arachnarok Spider with Flinger	1	1	270	Behemoth	
Arachnarok Spider with Spiderfang Warparty	1	1	250	Behemoth	
Mangler Squigs	1	1	240	Behemoth	
Skitterstrand Arachnarok	1	1	260	Behemoth	

GLOOMSPITE GITZ UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Brewgit	1	1			These models must be taken as a set for a total of 240 points. Although taken as a set, each is a separate unit.
Spiker	1	1			
Boggleye	1	1	240		
Shroomancer	1	1			
Scaremonger	1	1			
Boingrot Bounderz	5	15	100		
Dankhold Troggoths	1	3	220		
Fellwater Troggoths	3	12	160		Battleline in Gloomspite Gitz army if general is a Dankhold Troggboss
Loonsmasha Fanatics	5	15	140		
Rockgut Troggoths	3	12	160		Battleline in Gloomspite Gitz army if general is a Dankhold Troggboss
Sneaky Snufflers	6	18	70		
Spider Riders	5	30	100/540		Battleline in Gloomspite Gitz army if general is SPIDERFANG
Sporesplatta Fanatics	5	15	120		
Squig Herd	6	24	70		Battleline in Gloomspite Gitz army if general is MOONCLAN
Squig Hoppers	5	20	90		Battleline in Gloomspite Gitz army if general has a Giant Cave Squig or Mangler Squigs mount
<i>Arachnarok Spider Cluster</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Gobbapalooza</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Moonclan Skrap</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Skitterstrand Nest</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Skulkmob Horde</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Spiderfang Stalktribe</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Spider Rider Skitterswarm</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Squigalanche</i>	-	-	90	<i>Warscroll Battalion</i>	
<i>Squig Rider Stampede</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Troggherd</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Malevolent Moon</i>	1	1	50	<i>Endless Spell</i>	
<i>Mork's Mighty Mushroom</i>	1	1	80	<i>Endless Spell</i>	
<i>Scrapskuttle's Arachnacauldron</i>	1	1	50	<i>Endless Spell</i>	
<i>Scuttletide</i>	1	1	30	<i>Endless Spell</i>	
<i>Bad Moon Loonshrine</i>	1	1	0	<i>Scenery</i>	

GUTBUSTERS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Grot Scraplauncher	1	1	120	Artillery	
Ironblaster	1	1	120	Artillery	
Ogors	3	12	120/400	Battleline	
Butcher	1	1	140	Leader	
Tyrant	1	1	160	Leader	
Gorgers	1	3	60		
Grots	20	60	100/270		
Ironguts	3	12	180		Battleline in Gutbusters army
Leadbelchers	3	12	140		Battleline in Gutbusters army

IRONJAWZ UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Orruk Megaboss	1	1	140	Leader	
Orruk Warchanter	1	1	80	Leader	
Orruk Weirdnob Shaman	1	1	120	Leader	
☀ Gordrakk, the Fist of Gork	1	1	560	Leader, Behemoth	Unique
☀ Megaboss on Maw-krusha	1	1	420	Leader, Behemoth	
Ironskull's Boyz	4	4	80		Unique
☀ Orruk Ardboys	10	30	140		Battleline in Ironjawz army
☀ Orruk Brutes	5	20	170		Battleline in Ironjawz army
Orruk Gore-gruntas	3	12	140		Battleline in Ironjawz army
☀ Ardfist	-	-	160	Warscroll Battalion	
☀ Bloodtoofs	-	-	80	Warscroll Battalion	
Brawl	-	-	180	Warscroll Battalion	
☀ Brutefist	-	-	160	Warscroll Battalion	
☀ Gorefist	-	-	170	Warscroll Battalion	
☀ Ironfist	-	-	160	Warscroll Battalion	
☀ Ironsunz	-	-	80	Warscroll Battalion	
☀ Weirdfist	-	-	160	Warscroll Battalion	

MANEATERS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Maneaters	3	12	200		



DESTRUCTION	ALLIES
Beastclaw Raiders	Aleguzzler, Firebellies, Gutbusters, Maneaters, Troggoth
Bonesplitterz	Aleguzzler, Greenskinz, Ironjawz, Moonclan, Spiderfang, Troggoth
Gloomspite Gitz	Bonesplitterz, Greenskinz
Greenskinz	Aleguzzler, Bonesplitterz, Ironjawz, Moonclan, Spiderfang, Troggoth
Gutbusters	Aleguzzler, Beastclaw Raiders, Firebellies, Maneaters, Troggoth
Ironjawz	Aleguzzler, Bonesplitterz, Greenskinz, Moonclan, Troggoth

ORDER PITCHED BATTLE PROFILES

AELF UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Mistweaver Saih	1	1	100	Leader	
Tenebrael Shard	1	1	120	Leader	

COLLEGIATE ARCANES UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
☀ Celestial Hurricanum	1	1	300	Behemoth	
☀ Luminark of Hysh	1	1	160	Behemoth	
☀ Battlemage	1	1	110	Leader	
Battlemage on Griffon	1	1	240	Leader, Behemoth	
☀ Celestial Hurricanum with Celestial Battlemage	1	1	380	Leader, Behemoth	
☀ Luminark of Hysh with White Battlemage	1	1	240	Leader, Behemoth	
War Council	-	-	180	Warscroll Battalion	

DARKLING COVENS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
☀ Bleakswords	10	40	90/320	Battleline	
Darkshards	10	40	100	Battleline	
☀ Dreadspears	10	40	90/320	Battleline	
Sorceress	1	1	100	Leader	
☀ Sorceress on Black Dragon	1	1	260	Leader, Behemoth	
☀ Black Guard	10	30	120/320		Battleline in Darkling Covens army
Executioners	10	30	160/420		Battleline in Darkling Covens army
Thrall Warhost	-	-	180	Warscroll Battalion	

DAUGHTERS OF KHAINE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
MIN	MAX				
Sisters of Slaughter	10	30	120/300	Battleline	
☀ Witch Aelves	10	30	120/300	Battleline	
Avatar of Khaine	1	1	180	Behemoth	
Bloodwrack Medusa	1	1	140	Leader	
☀ Hag Queen	1	1	90	Leader	
Morathi, High Oracle of Khaine	1	1	480	Leader	Unique. Can transform into Morathi, the Shadow Queen during battle
Slaughter Queen	1	1	100	Leader	
Bloodwrack Shrine	1	1	220	Leader, Behemoth	
Hag Queen on Cauldron of Blood	1	1	300	Leader, Behemoth	
Slaughter Queen on Cauldron of Blood	1	1	330	Leader, Behemoth	
Doomfire Warlocks	5	20	160		
Blood Sisters	5	20	140/480		Battleline in Daughters of Khaine army if general is a BLOODWRACK MEDUSA
☀ Blood Stalkers	5	20	140		
☀ Khinerai Heartrenders	5	20	90		
Khinerai Lifetakers	5	20	80/280		
<i>Cauldron Guard</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Temple Nest</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Shadow Patrol</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Shadowhammer Compact</i>	-	-	170	<i>Warscroll Battalion</i>	
<i>Slaughter Troupe</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>War Coven of Morathi</i>	-	-	100	<i>Warscroll Battalion</i>	

DEVOTED OF SIGMAR UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
MIN	MAX				
Excelsior Warpriest	1	1	80	Leader	
Warrior Priest	1	1	80	Leader	
☀ Witch Hunter	1	1	40	Leader	
War Altar of Sigmar	1	1	250	Leader, Behemoth	
Flagellants	10	40	80/260		Battleline in Devoted of Sigmar army
<i>Pilgrimage of Wrath</i>	-	-	140	<i>Warscroll Battalion</i>	

DISPOSSESSED UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
MIN	MAX				
☀ Warriors	10	40	90/320	Battleline	
Longbeards	10	30	100/270	Battleline	
☀ Runelord	1	1	80	Leader	
☀ Unforged	1	1	80	Leader	
☀ Warden King	1	1	100	Leader	
☀ Hammerers	10	30	140/360		Battleline in Disposessed army
Ironbreakers	10	30	140/360		Battleline in Disposessed army
Irondrakes	10	30	180		
Quarrellers	10	30	120		
Thunderers	10	30	120		
<i>Grudgebound War Throng</i>	-	-	170	<i>Warscroll Battalion</i>	

ELDRITCH COUNCIL UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Archmage	1	1	100	Leader	
Loremaster	1	1	140	Leader	
Archmage on Dragon	1	1	320	Leader, Behemoth	
Drakeseer	1	1	300	Leader, Behemoth	
☀ Swordmasters	10	30	140/380		Battleline in Eldritch Council army

FREE PEOPLES UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Freeguild Archers	10	30	100	Battleline	
Freeguild Crossbowmen	10	30	100	Battleline	
Freeguild Guard	10	40	80/280	Battleline	
Freeguild Handgunners	10	30	100	Battleline	
Freeguild General	1	1	100	Leader	
☀ Freeguild General on Griffon	1	1	280	Leader, Behemoth	
☀ Demigryph Knights	3	12	130		Battleline in Free Peoples army
☀ Freeguild Greatswords	10	30	120/300		Battleline in Free Peoples army
☀ Freeguild Outriders	5	20	120		
☀ Freeguild Pistoliers	5	20	120		
<i>Freeguild Regiment</i>	-	-	210	<i>Warscroll Battalion</i>	

FYRESLAYERS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Vulkite Berzerkers	10	30	160	Battleline	
Auric Runefather	1	1	100	Leader	
Auric Runemaster	1	1	120	Leader	
Auric Runesmiter	1	1	120	Leader	
Auric Runeson	1	1	100	Leader	
Battlesmith	1	1	140	Leader	
Fjul-Grimnir	1	1		Leader	Unique. These units must be taken as a set for a total of 200 points. Although taken as a set, each is a separate unit.
The Chosen Axes	3	3	200		
Auric Runefather on Magmadroth	1	1	280	Leader, Behemoth	
Auric Runesmiter on Magmadroth	1	1	260	Leader, Behemoth	
Auric Runeson on Magmadroth	1	1	240	Leader, Behemoth	
Auric Hearthguard	5	30	120/600		Battleline in Fyreslayers army if general is an Auric Runemaster
Doomseeker	1	1	100		
Grimwrath Berzerker	1	1	100		
Hearthguard Berzerkers	5	30	120/600		Battleline in Fyreslayers army if general is an AURIC RUNEFATHER
<i>Forge Brethren</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Grand Fyrd</i>	-	-	60	<i>Warscroll Battalion</i>	
<i>Lords of the Lodge</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Warrior Kinband</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Zharrgron Flame-spitter</i>	1	1	60	<i>Magmic Invocation</i>	
<i>Runic Firewall</i>	1	1	40	<i>Magmic Invocation</i>	
<i>Molten Infernoth</i>	1	1	50	<i>Magmic Invocation</i>	
<i>Magmic Battleforge</i>	1	1	0	<i>Scenery</i>	

IRONWELD ARSENAL UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
☼ Cannon	1	1	140	Artillery	
☼ Helblaster Volley Gun	1	1	160	Artillery	
Helstorm Rocket Battery	1	1	180	Artillery	
Organ Gun	1	1	120	Artillery	
☼ Steam Tank	1	1	240	Behemoth	
Cogsmith	1	1	100	Leader	
Gunmaster	1	1	80	Leader	
Gyrobombers	1	1	80		
Gyrocopters	1	1	80		
<i>Artillery Detachment</i>	-	-	120	<i>Warscroll Battalion</i>	

IDONETH DEEPKIN UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
☼ Namarti Thralls	10	30	130/360	Battleline	
☼ Akhelian Leviadon	1	1	350	Behemoth	
Volturnos, High King of the Deep	1	1	280	Leader	Unique
Eidolon of Mathlann, Aspect of the Storm	1	1	400	Leader	
☼ Eidolon of Mathlann, Aspect of the Sea	1	1	420	Leader	
Akhelian King	1	1	240	Leader	
Isharann Tidecaster	1	1	100	Leader	
☼ Isharann Soulrender	1	1	80	Leader	
☼ Isharann Soulscryer	1	1	130	Leader	
☼ Lotann, Warden of the Soul Ledgers	1	1	80	Leader	Unique
☼ Akhelian Alloplex	1	4	120		
Akhelian Ishlaen Guard	3	12	140		Battleline in Idoneth Deepkin army if general is an AKHELIAN HERO
☼ Akhelian Morrsarr Guard	3	12	170		Battleline in Idoneth Deepkin army if general is an AKHELIAN HERO
☼ Namarti Reavers	10	20	130		Battleline in Idoneth Deepkin army if general is an ISHARANN HERO
<i>Alliance of Wood and Sea</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Akhelian Corps</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Namarti Corps</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Phalanx</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Royal Council</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Gloomtide Shipwreck</i>	1	1	0	<i>Scenery</i>	

KHARADRON OVERLORDS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
☼ Grundstok Gunhauler	1	1	130	Artillery	
Arkanaut Company	10	40	120	Battleline	
☼ Arkanaut Frigate	1	1	200	Behemoth	
☼ Arkanaut Ironclad	1	1	380	Behemoth	
☼ Aether-Khemist	1	1	140	Leader	
Aetheric Navigator	1	1	80	Leader	
Arkanaut Admiral	1	1	120	Leader	
☼ Brokk Grungsson, Lord-Magnate of Barak-Nar	1	1	240	Leader	Unique
Endrinmaster	1	1	120	Leader	

KHARADRON OVERLORDS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
MIN	MAX				
Bjorgen Thundrik	1	1		Leader	Unique. These units must be taken as a set for a total of 260 points. Although taken as a set, each is a separate unit.
Thundrik's Profiteers	4	4	260		
Endrinriggers	3	12	120		
✱ Grundstok Thunderers	5	20	90		
✱ Skywardens	3	12	100		
<i>Aetherstrike Force</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Grand Armada</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Grundstok Escort Wing</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Iron Sky Command</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Iron Sky Squadron</i>	-	-	130	<i>Warscroll Battalion</i>	

LION RANGERS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
MIN	MAX				
✱ White Lion Chariots	1	3	80/210		
White Lions	10	30	120/300		

ORDER DRACONIS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
MIN	MAX				
Dragon Noble	1	1	100	Leader	
✱ Dragonlord	1	1	380	Leader, Behemoth	
✱ Dragon Blades	5	20	120		Battleline in Order Draconis army
✱ <i>Dragonlord Host</i>	-	-	140	<i>Warscroll Battalion</i>	

ORDER SERPENTIS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
MIN	MAX				
✱ War Hydra	1	1	170	Behemoth	
Dreadlord on Black Dragon	1	1	320	Leader, Behemoth	
✱ Drakespawn Chariots	1	3	80/210		Battleline in Order Serpentis army
✱ Drakespawn Knights	5	20	120		Battleline in Order Serpentis army
<i>Ebondrake Warhost</i>	-	-	150	<i>Warscroll Battalion</i>	

PHOENIX TEMPLE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
MIN	MAX				
✱ Flamespyre Phoenix	1	1	280	Behemoth	
✱ Frostheart Phoenix	1	1	240	Behemoth	
Anointed	1	1	80	Leader	
✱ Flamespyre Phoenix with Anointed	1	1	360	Leader, Behemoth	
✱ Frostheart Phoenix with Anointed	1	1	320	Leader, Behemoth	
Phoenix Guard	10	30	140/360		Battleline in Phoenix Temple army
<i>Spyreheart Warhost</i>	-	-	130	<i>Warscroll Battalion</i>	

SCOURGE PRIVATEERS UNIT	UNIT SIZE MIN MAX		POINTS	BATTLEFIELD ROLE	NOTES
* Kharibdyss	1	1	150	Behemoth	
Black Ark Fleetmaster	1	1	40	Leader	
* Black Ark Corsairs	10	40	80/240		Battleline in Scourge Privateers army
* Scourgerunner Chariots	1	3	80/210		Battleline in Scourge Privateers army
<i>Realm Reavers</i>	-	-	150	<i>Warscroll Battalion</i>	

SERAPHON UNIT	UNIT SIZE MIN MAX		POINTS	BATTLEFIELD ROLE	NOTES
* Razordons	1	3	50/120	Artillery	
* Salamanders	1	3	50/120	Artillery	
* Saurus Warriors	10	40	90/330	Battleline	
Bastiladon	1	1	280	Behemoth	
* Stegadon	1	1	200	Behemoth	
* Troglodon	1	1	140	Behemoth	
* Lord Kroak	1	1	430	Leader	Unique
Saurus Astrolith Bearer	1	1	160	Leader	
Saurus Eternity Warden	1	1	140	Leader	
Saurus Oldblood	1	1	120	Leader	
Saurus Scar-Veteran on Cold One	1	1	100	Leader	
Saurus Sunblood	1	1	120	Leader	
Skink Priest	1	1	80	Leader	
Skink Starpriest	1	1	80	Leader	
* Skink Starseer	1	1	160	Leader	
Slann Starmaster	1	1	260	Leader	
* Engine of the Gods	1	1	240	Leader, Behemoth	
* Saurus Oldblood on Carnosaur	1	1	240	Leader, Behemoth	
Saurus Scar-Veteran on Carnosaur	1	1	240	Leader, Behemoth	
* Chameleon Skinks	5	20	110		
* Kroxigor	3	12	150		
Ripperdactyl Riders	3	12	140		
* Saurus Guard	5	20	80		Battleline in Seraphon army
* Saurus Knights	5	20	80		Battleline in Seraphon army
Skink Handlers	3	12	40		
* Skinks	10	40	70		Battleline in Seraphon army
Terradon Riders	3	12	120		
<i>Bloodclaw Starhost</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Dracothion's Tail</i>	-	-	80	<i>Warscroll Battalion</i>	
<i>Eternal Starhost</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Fangs of Sotek</i>	-	-	70	<i>Warscroll Battalion</i>	
<i>Firelance Starhost</i>	-	-	150	<i>Warscroll Battalion</i>	
<i>Heavenswatch Starhost</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Shadowstrike Starhost</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Starbeast Constellation</i>	-	-	70	<i>Warscroll Battalion</i>	
<i>Sunclaw Starhost</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Thunderquake Starhost</i>	-	-	120	<i>Warscroll Battalion</i>	

STORMCAST ETERNALS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
MIN	MAX				
☼ Celestar Ballista	1	1	110	Artillery	
Liberators	5	30	100/520	Battleline	
Astreia Solbright	1	1	220	Leader	Unique
☼ Aventis Firestrike, Magister of Hammerhal	1	1	340	Leader	Unique
Celestant-Prime, Hammer of Sigmar	1	1	340	Leader	Unique
Averon Stormsire	1	1		Leader	Unique. These units must be taken as a set for a total of 260 points. Although taken as a set, each is a separate unit.
Stormsire's Cursebreakers	2	2	260		
☼ Gavriel Sureheart	1	1	120	Leader	Unique
Knight-Azyros	1	1	100	Leader	
Knight-Heraldor	1	1	100	Leader	
Knight-Incantor	1	1	140	Leader	
Knight-Questor	1	1	100	Leader	
Knight-Venator	1	1	120	Leader	
Knight-Vexillor	1	1	120	Leader	
Knight-Zephyros	1	1	100	Leader	
☼ Lord-Aquilor	1	1	180	Leader	
☼ Lord-Arcanum	1	1	160	Leader	
☼ Lord-Arcanum on Tauralon	1	1	320	Leader	
☼ Lord-Arcanum on Celestial Dracoline	1	1	220	Leader	
☼ Lord-Arcanum on Gryph-charger	1	1	220	Leader	
☼ Lord-Castellant	1	1	120	Leader	
Lord-Celestant	1	1	100	Leader	
Lord-Celestant on Dracoth	1	1	220	Leader	
☼ Lord-Exorcist	1	1	120	Leader	
Lord-Ordinator	1	1	140	Leader	
Lord-Relictor	1	1	100	Leader	
Lord-Veritant	1	1	120	Leader	
Neave Blacktalon	1	1	120	Leader	Unique
Vandus Hammerhand	1	1	280	Leader	Unique
Drakesworn Templar	1	1	460	Leader, Behemoth	
Lord-Celestant on Stardrake	1	1	560	Leader, Behemoth	
Aetherwings	3	12	50		
Castigators	3	18	80		
☼ Concussors	2	12	240		
☼ Decimators	5	20	180		
☼ Desolators	2	12	200		
☼ Evocators	5	20	220		
Evocators on Dracolines	3	12	300		
The Farstriders	3	3	100		Unique
Fulminators	2	12	240		
Gryph-hounds	6	18	140		
Judicators	5	20	160		Battleline in Stormcast Eternal army
☼ Prosecutors	3	12	90		
☼ Protectors	5	20	180		
☼ Retributors	5	20	200		
☼ Sequitors	5	20	130/440		Battleline in Stormcast Eternal army if general is a LORD-ARCANUM
Steelheart's Champions	3	3	100		Unique
☼ Tempestors	2	12	200		

STORMCAST ETERNALS UNIT	UNIT SIZE MIN MAX		POINTS	BATTLEFIELD ROLE	NOTES
✱ Vanguard-Hunters	5	15	110		Battleline in Stormcast Eternal army if general is a LORD-AQUILOR
✱ Vanguard-Palladors	3	12	180		
Vanguard-Raptors with Hurricane Crossbows	3	12	140		
✱ Vanguard-Raptors with Longstrike Crossbows	3	12	170		
<i>Cleansing Phalanx</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Devastation Brotherhood</i>	-	-	110	<i>Warscroll Battalion</i>	
<i>Drakesworn Temple</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Exemplar Chamber</i>	-	-	80	<i>Warscroll Battalion</i>	
<i>Extremis Chamber</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Grand Convocation</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Hailstorm Battery</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Hammerstrike Force</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Harbinger Chamber</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Lightning Echelon</i>	-	-	130	<i>Warscroll Battalion</i>	
<i>Lords of the Storm</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Sacrosanct Chamber</i>	-	-	70	<i>Warscroll Battalion</i>	
<i>Skyborne Slayers</i>	-	-	190	<i>Warscroll Battalion</i>	
<i>Soulstrike Brotherhood</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Thunderhead Brotherhood</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Thunderwave Echelon</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Vanguard Angelos Conclave</i>	-	-	160	<i>Warscroll Battalion</i>	
✱ Vanguard Auxiliary Chamber	-	-	140	<i>Warscroll Battalion</i>	
<i>Vanguard Justicar Conclave</i>	-	-	120	<i>Warscroll Battalion</i>	
<i>Vanguard Wing</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Warrior Brotherhood</i>	-	-	180	<i>Warscroll Battalion</i>	
<i>Warrior Chamber</i>	-	-	80	<i>Warscroll Battalion</i>	
<i>Celestian Vortex</i>	1	1	40	<i>Endless Spell</i>	
✱ Dais Arcanum	1	1	30	<i>Endless Spell</i>	
<i>Everblaze Comet</i>	1	1	100	<i>Endless Spell</i>	

SHADOWBLADES UNIT	UNIT SIZE MIN MAX		POINTS	BATTLEFIELD ROLE	NOTES
Assassin	1	1	80	Leader	
Dark Riders	5	20	120		Battleline in Shadowblades army

SWIFTHAWK AGENTS UNIT	UNIT SIZE MIN MAX		POINTS	BATTLEFIELD ROLE	NOTES
Reavers	5	20	140	Battleline	
Skywarden	1	1	160	Leader	
High Warden	1	1	220	Leader, Behemoth	
✱ Chariots	1	3	80/200		
✱ Shadow Warriors	10	30	160		Battleline in Swifthawk Agents army
Skycutters	1	3	120		
Spireguard	10	30	120/300		Battleline in Swifthawk Agents army

SYLVANETH UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Dryads	10	30	100/270	Battleline	
Treelord	1	1	200	Behemoth	
Arch-Revenant	1	1	100	Leader	
Branchwraith	1	1	80	Leader	
Branchwych	1	1	80	Leader	
Ylthari	1	1		Leader	Unique. These units must be taken as a set for a total of 180 points. Although taken as a set, each is a separate unit.
Ylthari's Guardians	3	3	180		
Alarielle the Everqueen	1	1	660	Leader, Behemoth	Unique
Drycha Hamadreth	1	1	320	Leader, Behemoth	Unique
Spirit of Durthu	1	1	340	Leader, Behemoth	
Treelord Ancient	1	1	300	Leader, Behemoth	
Kurnoth Hunters with Kurnoth Greatswords	3	12	200		
Kurnoth Hunters with Kurnoth Greatbows	3	12	200		
Kurnoth Hunters with Kurnoth Scythes	3	12	200		
Spite-Revenants	5	20	60/200		Battleline in Sylvaneth army
Tree-Revenants	5	30	80/420		Battleline in Sylvaneth army
<i>Forest Folk</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Free Spirits</i>	-	-	140	<i>Warscroll Battalion</i>	
<i>Household</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Lords of the Clan</i>	-	-	60	<i>Warscroll Battalion</i>	
<i>Outcasts</i>	-	-	100	<i>Warscroll Battalion</i>	
<i>Wargrove</i>	-	-	80	<i>Warscroll Battalion</i>	
<i>Gladewyrm</i>	1	1	30	<i>Endless Spell</i>	
<i>Spiteswarm Hive</i>	1	1	50	<i>Endless Spell</i>	
<i>Vengeful Skullroot</i>	1	1	40	<i>Endless Spell</i>	
<i>Awakened Wyldwood</i>	1	1	0	<i>Scenery</i>	<i>Each Awakened Wyldwood is comprised of 3-6 Citadel Wood models</i>

WANDERERS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Glade Guard	10	30	120	Battleline	
Nomad Prince	1	1	80	Leader	
Spellweaver	1	1	100	Leader	
☀ Wayfinder	1	1	80	Leader	
Waystrider	1	1	80	Leader	
Waywatcher	1	1	120	Leader	
Eternal Guard	10	30	70		Battleline in Wanderer army
☀ Sisters of the Thorn	5	20	210		
☀ Sisters of the Watch	10	30	160		Battleline in Wanderer army if general is a Waywatcher
☀ Wild Riders	5	20	100		
☀ Wildwood Rangers	10	30	120		Battleline in Wanderer army if general is a Wayfinder
☀ Waystone Pathfinders	-	-	160	Warscroll Battalion	

ORDER	ALLIES
Darkling Covens	Daughters of Khaine, Idoneth Deepkin, Order Serpentis, Scourge Privateers, Shadowblades, Stormcast Eternal
Daughters of Khaine	Darkling Covens, Idoneth Deepkin, Order Serpentis, Scourge Privateers, Shadowblades, Stormcast Eternal
Devoted of Sigmar	Collegiate Arcane, Free Peoples, Ironweld Arsenal, Stormcast Eternal
Dispossessed	Fyreslayers, Ironweld Arsenal, Kharadron Overlords, Stormcast Eternal
Eldritch Council	Idoneth Deepkin, Lion Rangers, Order Draconis, Phoenix Temple, Stormcast Eternal, Swifthawk Agents, Sylvaneth, Wanderer
Free Peoples	Collegiate Arcane, Devoted of Sigmar, Ironweld Arsenal, Stormcast Eternal
Fyreslayers	Dispossessed, Ironweld Arsenal, Kharadron Overlords, Stormcast Eternal
Idoneth Deepkin	Darkling Covens, Daughters of Khaine, Eldritch Council, Order Serpentis, Scourge Privateers, Shadowblades, Stormcast Eternal, Sylvaneth, Wanderer
Kharadron Overlords	Dispossessed, Fyreslayers, Ironweld Arsenal, Stormcast Eternal
Order Draconis	Eldritch Council, Lion Rangers, Phoenix Temple, Stormcast Eternal, Swifthawk Agents, Sylvaneth, Wanderer
Order Serpentis	Darkling Covens, Daughters of Khaine, Idoneth Deepkin, Scourge Privateers, Shadowblades, Stormcast Eternal
Phoenix Temple	Eldritch Council, Lion Rangers, Order Draconis, Stormcast Eternal, Swifthawk Agents, Sylvaneth, Wanderer
Scourge Privateers	Darkling Covens, Daughters of Khaine, Idoneth Deepkin, Order Serpentis, Shadowblades, Stormcast Eternal
Seraphon	Stormcast Eternal
Shadowblades	Darkling Covens, Daughters of Khaine, Idoneth Deepkin, Order Serpentis, Scourge Privateers, Stormcast Eternal
Stormcast Eternals	Order
Swifthawk Agents	Eldritch Council, Lion Rangers, Order Draconis, Phoenix Temple, Stormcast Eternal, Sylvaneth, Wanderer
Sylvaneth	Dispossessed (only if general is IRONBARK), Fyreslayers (only if general is IRONBARK), Idoneth Deepkin, Stormcast Eternal, Wanderer
Wanderers	Eldritch Council, Idoneth Deepkin, Lion Rangers, Order Draconis, Phoenix Temple, Stormcast Eternal, Swifthawk Agents, Sylvaneth

ADDITIONAL PITCHED BATTLE PROFILES

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ENDLESS SPELLS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
☀ Aethervoid Pendulum	1	1	50	Endless Spell	
Balewind Vortex	1	1	40	Endless Spell	
☀ The Burning Head	1	1	30	Endless Spell	
☀ Chronomantic Cogs	1	1	80	Endless Spell	
☀ Emerald Lifeswarm	1	1	50	Endless Spell	
☀ Geminids of Uhl-Gysh	1	1	60	Endless Spell	
Horrorghast	1	1	60	Endless Spell	
Lauchon the Soulseeker	1	1	60	Endless Spell	
☀ Malevolent Maelstrom	1	1	10	Endless Spell	
Prismatic Palisade	1	1	30	Endless Spell	
☀ Purple Sun of Shyish	1	1	50	Endless Spell	
☀ Quicksilver Swords	1	1	30	Endless Spell	
☀ Ravenak's Gnashing Jaws	1	1	30	Endless Spell	
Shards of Valagharr	1	1	40	Endless Spell	
Soulscream Bridge	1	1	80	Endless Spell	
☀ Soulsnare Shackles	1	1	40	Endless Spell	
☀ Suffocating Gravetide	1	1	20	Endless Spell	
☀ Umbral Spellportal	1	1	70	Endless Spell	

SCENERY UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Penumbral Engine	1	1	100	Scenery	

CHAOS UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Helcannon	1	1	300	Artillery	
Chaos Dragon	1	1	340	Behemoth	
Great Taurus	1	1	140	Behemoth	
Lammasu	1	1	140	Behemoth	
Beastlord on Chariot	1	1	180	Leader	
Centigor Warhoof	1	1	100	Leader	
Exalted Hero with Battle Standard	1	1	80	Leader	
Skaven Chieftain with Battle Standard	1	1	140	Leader	
Troggoth King	1	1	160	Leader	
Wargor Standard Bearer	1	1	80	Leader	
Chaos Familiars	2	8	40		
Chaos Ogors	3	12	120		
Chaos Troggoths	3	12	180		
Forsaken	10	30	200		
Skavenslaves	20	60	140		

DEATH UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Screaming Skull Catapult	1	1	160	Artillery	
Skeleton Chariots	3	12	140	Battleline	
Skeleton Horsemen	5	30	100	Battleline	
Skeletal Legionnaires	10	40	80	Battleline	
Bone Giant	1	1	200	Behemoth	
Casket of Souls	1	1	160	Leader, Behemoth	
Necrosphinx	1	1	440	Behemoth	
Warsphinx	1	1	280	Behemoth	
Liche Priest	1	1	120	Leader	
Necromancer on Nightmare	1	1	140	Leader	
Necrotect	1	1	100	Leader	
Scarab Prince	1	1	80	Leader	
Tomb Herald	1	1	100	Leader	
Tomb King	1	1	100	Leader	
Tomb King in Royal Chariot	1	1	160	Leader	
Tomb King on Exalted Chariot	1	1	460	Leader	
Tomb Queen	1	1	120	Leader	
Vampire Lord on Abyssal Terror	1	1	300	Leader	
Royal Warsphinx	1	1	440	Leader, Behemoth	
Carrion	3	12	80		
Necropolis Knights	3	12	240		
Sepulchral Stalkers	3	12	140		
Skeleton Archers	10	30	100		Battleline in Tomb Kings army if general is a Tomb Queen
Skeleton Horse Archers	5	20	140		
Tomb Guard	5	30	80		
Tomb Scorpions	1	3	80		
Tomb Swarm	2	8	80		
Ushabti	3	12	120		

DESTRUCTION UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Bruiser Standard Bearer	1	1	140	Leader	
Gitboss	1	1	60	Leader	
Gitboss on Wolf Chariot	1	1	120	Leader	
Orruk Bully	1	1	40	Leader	
Overtyrant	1	1	160	Leader	
Mercenary Orruks	5	30	140		

ORDER UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Duardin Bolt Thrower	1	1	120	Artillery	
Field Mortar	1	1	140	Artillery	
Field Trebuchet	1	1	220	Artillery	
Flame Cannon	1	1	200	Artillery	
Greatcannon	1	1	180	Artillery	
Grudge Thrower	1	1	180	Artillery	
Highborn Repeater Bolt Thrower	1	1	120	Artillery	
Reaper Bolt Thrower	1	1	120	Artillery	
Glade Riders	8	24	200	Battleline	
Highborn Silver Helms	5	20	140	Battleline	
Highborn Spearmen	10	40	80	Battleline	
Knights Errant	8	24	200	Battleline	
Knights of the Realm	8	24	220	Battleline	
Men-at-Arms	16	48	120	Battleline	
Apprentice Runesmith	1	1	70	Leader	
Battlemage on Pegasus	1	1	160	Leader	
Bretonnian Lord	1	1	140	Leader	
Chameleon Skink Stalker	1	1	100	Leader	
Damsel	1	1	100	Leader	
Dreadlord	1	1	100	Leader	
Dreadlord on Drakespawn	1	1	100	Leader	
Enchantress	1	1	160	Leader	
Engineer on Mechanical Steed	1	1	80	Leader	
Far-Ranger	1	1	100	Leader	
Glade Captain Battle Standard Bearer	1	1	80	Leader	
Glade Lord	1	1	100	Leader	
Glade Lord on Great Eagle	1	1	120	Leader	
Glade Lord on Great Stag	1	1	100	Leader	
Glade Lord on Purebred Steed	1	1	100	Leader	
Huntmarshal	1	1	80	Leader	
King on Hippogryph	1	1	400	Leader	
Master with Battle Standard	1	1	80	Leader	
Noble Champion	1	1	80	Leader	
Noble Standard Bearer	1	1	80	Leader	
Runelord on Anvil of Doom	1	1	140	Leader	
Sacred Protector	1	1	200	Leader	
Seawarden on Foot	1	1	100	Leader	
Shadowdancer	1	1	100	Leader	
Skink Chief	1	1	60	Leader	
Skink Prophet	1	1	80	Leader	
Sorceress on Dark Pegasus	1	1	220	Leader	
Sorceress on Drakespawn	1	1	100	Leader	
Thane with Battle Standard	1	1	80	Leader	
Warden King on Throne of Power	1	1	220	Leader	
Avatar of the Hunt	1	1	380	Leader, Behemoth	
Beastmaster on Manticore	1	1	140	Leader, Behemoth	
Glade Lord on Forest Dragon	1	1	340	Leader, Behemoth	
Twilight Sisters on Forest Dragon	1	1	420	Leader, Behemoth	
Battle Pilgrims	6	30	80		
Celestial Swarm	2	8	120		
Grail Knights	5	20	180		

ORDER UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Great Eagles	1	3	60		
Highborn Archers	10	30	100		
Hunting Hounds	1	5	20		
Knights of Order	5	30	140		
Miners	10	30	120		
Mounted Yeomen	5	20	100		
Peasant Bowmen	16	48	200		
Pegasus Knights	3	12	200		
Questing Knights	5	20	180		
Shades	5	20	100		
Slayers	5	30	60		
Tree Kin	3	12	100		
Wardancers	5	30	60		
Warhawk Riders	1	6	40		
Waywatchers	5	15	80		

LEGION OF AZGORH UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Deathshrieker Rocket Launcher	1	1	120	Artillery	
Dreadquake Mortar	1	1	180	Artillery	
Magma Cannon	1	1	140	Artillery	
Infernal Guard Ironsworn	10	30	90/240	Battleline	
Iron Daemon War Engine	1	1	180	Behemoth	
Bull Centaur Taur'ruk	1	1	160	Leader	
Daemonsmith	1	1	100	Leader	
Infernal Guard Battle Standard Bearer	1	1	100	Leader	
Infernal Guard Castellan	1	1	120	Leader	
Shar'tor the Executioner	1	1	220	Leader	Unique
Drazhoath the Ashen	1	1	320	Leader, Behemoth	Unique
Bull Centaur Renders	3	12	180/640		Battleline in Legion of Azgorh army if general is SHAR'TOR THE EXECUTIONER
Infernal Guard Fireglaives	10	30	100		Battleline in Legion of Azgorh army
K'daai Fireborn	3	12	140/480		
<i>Blackshard Warhost</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Execution Herd</i>	-	-	160	<i>Warscroll Battalion</i>	
<i>Hashut's Wrath Artillery Train</i>	-	-	120	<i>Warscroll Battalion</i>	

TAMURKHAN'S HORDE UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Kazyk the Befouled	1	1	120	Leader	Unique
Tamurkhan the Maggot Lord	1	1	420	Leader, Behemoth	Unique
Bile Troggoths	3	12	180		
Daemon Plague Toads of Nurgle	3	12	120/400		Battleline in Tamurkhan's Horde army
Daemon Pox Riders of Nurgle	3	12	160		
Plague Ogors	3	12	160/560		Battleline in Tamurkhan's Horde army
<i>Leaping Pox</i>	-	-	170	<i>Warscroll Battalion</i>	
<i>Sons of the Maggot Lord</i>	-	-	160	<i>Warscroll Battalion</i>	

MONSTROUS ARCANUM UNIT	UNIT SIZE		POINTS	BATTLEFIELD ROLE	NOTES
	MIN	MAX			
Squig Gobba	1	1	160	Artillery	
Basilisk	1	1	160	Behemoth	
Bonegrinder Gargant	1	1	400	Behemoth	
Carmine Dragon	1	1	440	Behemoth	
Chaos Siege Gargant	1	1	200	Behemoth	
Chaos War Mammoth	1	1	320	Behemoth	
Colossal Squig	1	1	300	Behemoth	
Curs'd Ettin	1	1	200	Behemoth	
Dread Maw	1	1	460	Behemoth	
Dread Saurian	1	1	420	Behemoth	
☀ Exalted Greater Daemon of Khorne	1	1	540	Leader, Behemoth	
Exalted Greater Daemon of Nurgle	1	1	400	Leader, Behemoth	
☀ Exalted Greater Daemon of Slaanesh	1	1	460	Leader, Behemoth	
☀ Exalted Greater Daemon of Tzeentch	1	1	480	Leader, Behemoth	
Gigantic Chaos Spawn	1	1	180	Behemoth	
Incarnate Elemental of Beasts	1	1	300	Behemoth	
Incarnate Elemental of Fire	1	1	300	Behemoth	
Magma Dragon	1	1	540	Behemoth	
Mazarall the Butcher	1	1	340	Behemoth	Unique
Merwyrm	1	1	260	Behemoth	
☀ Mourngul	1	1	280	Behemoth	
Rogue Idol	1	1	400	Behemoth	
Troggoth Hag	1	1	380	Leader, Behemoth	
Warpfire Dragon	1	1	240	Behemoth	
Warpgnaw Verminlord	1	1	320	Behemoth	
Fimirach Noble	1	1	140	Leader	
Sayl the Faithless	1	1	200	Leader	Unique. These models are taken as a set of 2 models, for a total of 200 points. Although taken as a set, each model is a separate unit.
Nightmaw	1	1			
☀ Skaven Warlord on Brood Horror	1	1	180	Leader	
☀ Skaarac the Bloodborn	1	1	420	Leader, Behemoth	Unique
Brood Horror	1	1	160		
Fimir Warriors	3	12	140		Battleline if general is a Fimirach Noble
Skaven Wolf Rats	5	30	100		
Skin Wolves	3	12	160		

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WHAT'S NEXT?

From flame-filled magmaholds they march, the power of their war-god flowing into them from blazing runes of gold hammered into their flesh.

