

START OF TURN

COMMAND POINTS

Both players gain 4 command points. The player who has the fewest victory points is the **underdog** and gains 1 extra command point. If a player has **less auxiliary units than their opponent**, they gain 1 extra command point per battle round. If the cost of a player's army is **50 or more points lower** than the points limit of the battle, that player gains 1 extra command point at the start of the first battle round.

UNIVERSAL BATTLE TACTICS

Battle tactics are picked using the 'Tactical Gambit' ability below:

☞ Once Per Battle Round, Start of Your Turn

TACTICAL GAMBIT

You cannot choose this ability if you went second in the previous battle round and chose to go first in the current battle round.

Effect: Pick 1 battle tactic that you have not yet attempted. You can attempt to complete that battle tactic this turn.

Attack on Two Fronts: You complete this battle tactic at the end of your turn if you control 2 or more objectives that you did not control at the start of your turn and at least 1 of your objectives was controlled by your opponent at the start of your turn.

Do Not Waiver: You complete this battle tactic at the end of your turn if 2 or more friendly units fought this turn and no friendly units were destroyed this turn.

Seize the Center: You complete this battle tactic at the end of your turn if 2 or more friendly units are within 3" of the centre of the battlefield and are not in combat.

Slay the Entourage: Pick a unit in the enemy general's regiment. You complete this battle tactic if that unit is destroyed this turn.

Take the Flanks: You complete this battle tactic at the end of your turn if you have at least 1 friendly unit within 6" of each short battlefield edge, none of those units are wholly within friendly territory, and none of those units were set up this turn.

Take Their Land: Pick a terrain feature wholly or partially within enemy territory and wholly outside friendly territory. You complete this battle tactic if you control that terrain feature at the end of your turn.

CHAOS BATTLE TACTICS

Offering of Carnage: You complete this battle tactic at the end of your turn if 2 or more enemy units were destroyed this turn.

Ordained Charge: Pick an objective controlled by your opponent. You complete this battle tactic at the end of your turn if 2 or more friendly units charged this turn, 1 of more of those units are contesting that objective, and you control that objective.

DEATH BATTLE TACTICS

Inevitable Demise: You complete this battle tactic at the end of your turn if 2 or more friendly units are wholly within enemy territory and more than 9" from all enemy units, and none of those units were set up this turn.

Marked for the Grave: Pick a non-HERO enemy unit that has not had any models slain this battle. If there are no non-HERO enemy units on the battlefield, you can pick any enemy unit. You complete this battle tactic at the end of your turn if that unit is destroyed this turn.

DESTRUCTION BATTLE TACTICS

The Kunnin' Approach: Pick an enemy unit that is in combat and a friendly unit that is not in combat. You complete this battle tactic at the end of your turn if that friendly unit was in combat with that enemy unit this turn and that enemy unit was destroyed this turn.

Time To Get Stuck In!: Pick 3 friendly units that are not in combat and are wholly within friendly territory. You complete this battle tactic at the end of your turn if each of those units is wholly outside your territory and used a Fight ability this turn.

ORDER BATTLE TACTICS

Reclaim the Realms: You complete this battle tactic at the end of your turn if there are 1 or more friendly units wholly within each quarter of the battlefield and more than 6" from all enemy units.

Slay the Tyrants: You complete this battle tactic at the end of your turn if an enemy HERO was slain this turn by a combat attack made by a friendly unit.

☞ Start of Any Turn

ACTIVATE PLACE OF POWER

Declare: Pick a friendly HERO within 3" of any Places of Power to use this ability

Effect: Roll a dice. On a 1, inflict D3 mortal damage on that HERO. On a 2+:

- If that HERO is a WIZARD or PRIEST, add 1 to casting rolls or chanting rolls for that HERO this turn.
- If that HERO is not a WIZARD or PRIEST, they can use the 'Unbind' or 'Banish Manifestation' ability this turn as if they had WIZARD (1).

KEYWORDS CORE

HERO PHASE

☞ Any Hero Phase

RALLY

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

Effect: Make 6 rally rolls of D6. For each 4+, you receive 1 rally point. Rally points can be spent in the following ways:

- For each rally point spent, **Heal (1)** that unit.
- You can spend a number of rally points equal to the **Health** characteristic of that unit to **return** a slain model to that unit.

You can spend the rally points in any combination of the above. Unspent rally points are then lost.

☞ Enemy Hero Phase

MAGICAL INTERVENTION

Declare: Pick a friendly WIZARD or PRIEST to use this ability.

Effect: That friendly unit can use a SPELL or PRAYER ability (as appropriate) as if it were your hero phase. If you do so, subtract 1 from casting rolls or chanting rolls made as part of that ability.

POWER LEVEL

Each WIZARD and PRIEST has a power level, shown in brackets after the keyword. A WIZARD or PRIEST's power level determines the number of SPELL, PRAYER, or BANISH abilities they can use per phase, in any combination. For example, a WIZARD (2) unit could use 1 SPELL and 1 BANISH ability in their commander's hero phase.

CASTING SPELLS

If the unmodified casting roll includes 2 or more rolls of 1, the spell is miscast: the spell fails, its effect is not resolved, D3 mortal damage is inflicted on the WIZARD that used it, and that WIZARD cannot use any more spells in that phase.

CHANTING PRAYERS

On an unmodified chanting roll of 1, the prayer fails, its effect is not resolved and you must remove D3 ritual points from the PRIEST using the prayer. On a chanting roll of 2 or more, pick one of the following:

- Give a number of ritual points to the PRIEST equal to the chanting roll (ritual points can be accumulated over multiple turns).
- Add the PRIEST's ritual points to the chanting roll. If the chanting roll equals or exceeds the prayer's chanting value it is answered: resolve the effect of the prayer, then reset the PRIEST's ritual points total to 0.

UNBINDING SPELLS

Each WIZARD can use the 'Unbind' reaction a number of times per phase equal to their power level.

☞ Reaction: Opponent declared a SPELL ability

UNBIND

Used By: A friendly WIZARD within 30" of an enemy WIZARD casting the spell.

Effect: Make an unbinding roll of 2D6. If the roll exceeds the casting roll for the spell, then the spell is unbound and its effect is not resolved. This reaction cannot be used more than once per casting roll.

KEYWORDS UNBIND

MANIFESTATIONS

Manifestations are not considered to be units with the following exceptions:

- They are treated as if they were units for the purposes of movement, combat range, being in combat and setting up other units. Units can finish a charge move within ½" of an enemy manifestation as if it were a unit.
- If they have any melee or ranged weapons, they can use the 'Fight' and 'Shoot' CORE abilities as if they were units.
- If they have a Move characteristic greater than 0" ('-'), they can use CORE MOVE abilities as if they were units.
- They can be picked as targets of enemy abilities as if they were units. They are not affected by enemy abilities that do not involve picking targets.
- Damage points can be inflicted on them as if they were units and they can be destroyed.
- Manifestations that have a Move characteristic of 0" ('-') cannot move. For the purposes of movement, combat range, being in combat and setting up other units, they are only treated as if they were units in the combat phase. Units can finish a charge move within ½" of an enemy manifestation that has a Move characteristic of 0" ('-') instead of within ½" of an enemy unit.
- Models can move through manifestations but cannot end a move on them.

If the WIZARD or PRIEST that summoned a manifestation is slain, that manifestation is removed from the battlefield.

☞ Your Hero Phase

BANISH MANIFESTATION

Declare: Pick a friendly WIZARD or PRIEST to use this ability, pick a manifestation within 30" of them to be the target, then make a banishment roll of 2D6. Add 1 to the banishment roll for each additional enemy manifestation on the battlefield after the first.

Effect: If the banishment roll equals or exceeds the banishment value, it is banished and removed from play. You cannot pick the same manifestation as the target of this ability more than once per turn.

KEYWORDS BANISH

MOVEMENT PHASE

COHERENCY

Any time a unit is **set up** or **ends a move**, it must be in a single group. A unit is considered to be in a coherent group if each model in that unit is within ½", measured horizontally, of at least 1 other model in that unit (ignore differences in height between the two models). While there are **7 or more** models in a unit, that unit is considered to be in a coherent group if each model in that unit is within coherency range of **at least 2 other models** in that unit.

⚡ Reaction: You declared a **RUN** ability

AT THE DOUBLE

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

Effect: Do not make a **run roll** as part of that **RUN** ability. Instead, add 6" to that unit's **Move** characteristic to determine the distance each model in that unit can move as part of that **RUN** ability.

⚡ Enemy Movement Phase

REDEPLOY

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

Effect: Each model in that unit can move up to D6". That move **cannot** pass through or end within the combat range of an enemy unit.

KEYWORDS **MOVE, RUN**

SHOOTING PHASE

You can use the following command abilities as part of a **SHOOT** or **FIGHT** ability.

⚡ Reaction: You declared an **ATTACK** ability

ALL-OUT ATTACK

Used by: The unit using that **ATTACK** ability.

Effect: Add 1 to **hit rolls** for attacks made as part of that **ATTACK** ability. This also effects weapons that have the **Companion** weapon ability.

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

ALL-OUT DEFENSE

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

Effect: Add 1 to **save rolls** for that unit in this phase.

⚡ Enemy Shooting Phase

COVERING FIRE

Declare: Pick a friendly unit that is not in combat to use this ability, then pick the closest enemy unit (to that unit) that can be picked as the target of shooting attacks to be the target.

Effect: Resolve **shooting attacks** for that unit, but all of the attacks must target the **nearest visible enemy unit** and you must subtract 1 from the **hit rolls** for those attacks.

KEYWORDS **SHOOT, ATTACK**

All **HEROES** that are not **MONSTERS** or **WAR MACHINES** have the 'Guarded Hero' passive ability:

⚡ Passive

GUARDED HERO

Effect: If this **HERO** is within the combat range of a friendly unit that is **not a HERO**:

- Subtract 1 from **hit rolls** for **shooting attacks** that target this **HERO**.
- If this **HERO** is **INFANTRY**, they cannot be picked as the target of **shooting attacks** made by units more than 12" from them.

CHARGE PHASE

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

FORWARD TO VICTORY

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

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

⚡ Enemy Charge Phase

COUNTER-CHARGE

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

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

COMBAT PHASE

FIGHT ABILITIES

Abilities with the **FIGHT** keyword follow a different sequence to other abilities. When the players are using Combat Phase abilities as described, they cannot use **FIGHT** abilities.

Afer the players have finished using Combat Phase abilities that are **not FIGHT** abilities, they must alternate picking 1 eligible unit to use a **FIGHT** ability, starting with the active player. Each unit in combat **must** use a **FIGHT** ability if it is able to.

PILE-IN MOVES

If your unit is in combat: Pick an enemy unit your unit is in combat with to be the **target** of the pile-in move. Each model in your unit can move up to 3". That move can pass through the combat ranges of any enemy units, but each model must end that move **no further from the target** unit. At the end of the move, your unit must still be in combat with all units that it was in combat with at the start of the move.

If your unit is not in combat: Each model in your unit can move 3" in any direction. That move can pass through and end within the combat ranges of any enemy units.

COMMAND MODELS

Champion: Add 1 to the **Attacks** characteristic of weapons used by champions in this unit.

Musician: While this unit contains any musicians, if it uses the 'Rally' command, you can make one additional **rally roll** of D6.

Standard Bearer: While this unit contains any standard bearers, add 1 to this unit's **control score**.

TERRAIN RULES

Cover: Subtract 1 from **hit rolls** for attacks that target a unit that is behind or wholly on this terrain feature, unless that unit **charged** or has the **FLY** keyword.

Impassable: Models cannot move across, be set up on or end moves on any part of this terrain feature.

Obscuring: A unit cannot be targeted by shooting attacks if it is behind or wholly on this terrain feature, unless it has the **FLY** keyword.

Place of Power: **HEROES** within 3" of this terrain feature can use the 'Activate Place of Power' ability (see previous page).

Unstable: Models can move across but **cannot** be set up on or end any type of move on any part of this terrain feature that is more than 1" tall.

END OF TURN

⚡ End of Any Turn

POWER THROUGH

Declare: Pick a friendly unit that charged this turn to use this ability, then you must pick an enemy unit in combat with it to be the target. The target must have a lower **Health** characteristic than the unit using this ability.

Effect: Inflict D3 **mortal damage** on the target. Then, the unit using this ability can move a distance up to its **Move** characteristic. It can pass through and end that move within the combat ranges of enemy units that were in combat with it at the start of the move, but not those of other enemy units. It does not have to end the move in combat.

KEYWORDS **MOVE**

SEASON RULES

Your army can use one of the following abilities:

⚡ Once Per Battle, Deployment Phase

SPECIAL ASSIGNMENT

Declare: Pick a friendly unit in your general's regiment that is not your general to be the **honour guard**. You can pick a unit in reserve. If you use this ability, you cannot use any other **HONOUR GUARD** abilities.

Effect: Pick one of the following weapon abilities:

- **ANTI-INFANTRY** (+1 Rend)
- **ANTI-CAVALRY** (+1 Rend)
- **ANTI-MONSTER** (+1 Rend)
- **ANTI-WAR MACHINE** (+1 Rend)
- **ANTI-BEAST** (+1 Rend)

In any turn in which the **honour guard** charged, that unit's melee weapons have the weapon ability you picked. This has no effect on **Companion** weapons.

KEYWORDS **HONOUR GUARD**

⚡ Once Per Battle, Deployment Phase

PRIORITY TARGET

Declare: Pick a friendly unit in your general's regiment that is not your general to be the **honour guard**. You can pick a unit in reserve. If you use this ability, you cannot use any other **HONOUR GUARD** abilities.

Effect: Add 1 to hit rolls and wound rolls for attacks made by models in the **honour guard** unit that target the enemy general or the enemy honour guard if the target is within 12".

KEYWORDS **HONOUR GUARD**

⚡ Once Per Battle, Deployment Phase

BODY GUARD

Declare: Pick a friendly unit in your general's regiment that is not your general to be the **honour guard**. You can pick a unit in reserve. If you use this ability, you cannot use any other **HONOUR GUARD** abilities.

Effect: Subtract 1 from the **Attacks** characteristic of enemy units' melee weapons while they are in combat with your general if both of the following are true:

- The **honour guard** is wholly within 6" of your general.
- The **honour guard** did not charge this turn.

KEYWORDS **HONOUR GUARD**