WARHAMMER
AGE OF SIGMAR

PLAYER'S HANDBOOK
UNOFFICIAL

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ARMY COMPOSITION (OPTIONAL)

Keywords: Army Composition is based on Keywords. Keywords you can find at the very bottom of every Age of Sigmar Warscroll. Warscrolls which does not have any of the following Keywords you can find below, must be at least 25% of your army. If a Warscroll contains both Hero and one of the following: Monster or War Machine Keyword, the Keyword Hero takes precedence. If a Warscroll contains both War Machine and Monster keyword, you may choose which Keyword takes precedence.

KEYWORD	PERCENTAGE OF ARMY SIZE
HERO	Max. 50%
MONSTER	Max. 25%
WAR MACHINE	Max. 25%
UNITS *(Warscrolls without the Keywords: Hero, Monster or War Machine)*	Min. 25%

Warscrolls: There is also a maximum number of Warscrolls you can bring to a battle of Age of Sigmar. This limitation is listed below. This limitation shows percentage of the army size you decide to play. You can lower and raise this number as you see fit, or even remove this limitation completely. Your choice...

WARSCROLLS	PERCENTAGE OF ARMY SIZE
NUMBER OF WARSCROLLS	1%

Command Groups: Every unit may only have one Leader, one Standard Bearer and one Musician. If a unit have two or more options of a Command Group member, the player may choose which option to bring along to the field of battle.

Designer's note
This PDF document contains point cost for every Warhammer model you can field in a battle of Age of Sigmar. It also include Army Composition rules and Amended rules - both these additions to Age of Sigmar is optional to use. The points value of models do not need an army composition or amended rules to create a fair and fun game between two generals.

Links
Polling site: which point values do you find unfair - vote here:
http://www.aoscomp.org/home.html

If you want to calculate your own points, you can here:
http://docdro.id/15o39

ARMY POINTS
Beastmen

HEROES

	POINTS Per Model
Gorthor the Beastlord	225
Khazrak the One-Eye	150
Malagor, the Dark Omen	225
Morghur, Master of Skulls	250
Ghorros Warhoof	160
Beastlord	105
Wargor Standard Bearer	80
Great Bray Shaman	95
Doombull	155

MONSTERS

Cygor	225
Ghorgon	250
Giant	290
Jabberslythe	175

UNITS

Gors	9
Bestigors	13
Tuskgor Chariot	75
Ungors	5
Ungor Raiders	8
Minotaurs	65
Centigors	21
Razorgors	38
Chaos Warhounds	8
Harpies	13
Chaos Spawn	55

Note: all Foe-randers, Gouge-horns, Halfhorns, Bloodkines, Gorehoof, Warherd Banner Bearers, Banner Bearers, Centigor Banner Bearer, Brayhorns, and Warherd Drummers free of cost.

You can also choose to carry any one of the weapon combinations in the Warscroll Description for free of cost.

ARMY POINTS
Bretonnia

HEROES
POINTS
Per Model

Louen Leoncoeur	375
The Fay Enchantress	285
The Green Knight	180
Bretonnian Lord	160
Bretonnian Lord on Pegasus	190
Paladin	95
Paladin Standard Bearer	90
Damsel of the Lady	110
Damsel of the Lady on Purebreed Steed	125
Damsel of the Lady on Pegasus	150

WAR MACHINES

Field Trebuchet	140

UNITS

Knights of the Realm	25
Knights Errants	23
Questing Knights	32
Grail Knights	36
Pegasus Knights	75
Battle Pilgrims	8
Men at Arms	5
Peasant Bowmen	8
Mounted Yeomen	18

Note: all Gallants, Cavaliers, Paragons,, Wardens, Villains, Banner Bearers, Grail Banner Bearers, Grail Reliquaes, Relic Bearers, Trumpeters, Lutists, Drummers are free of cost.
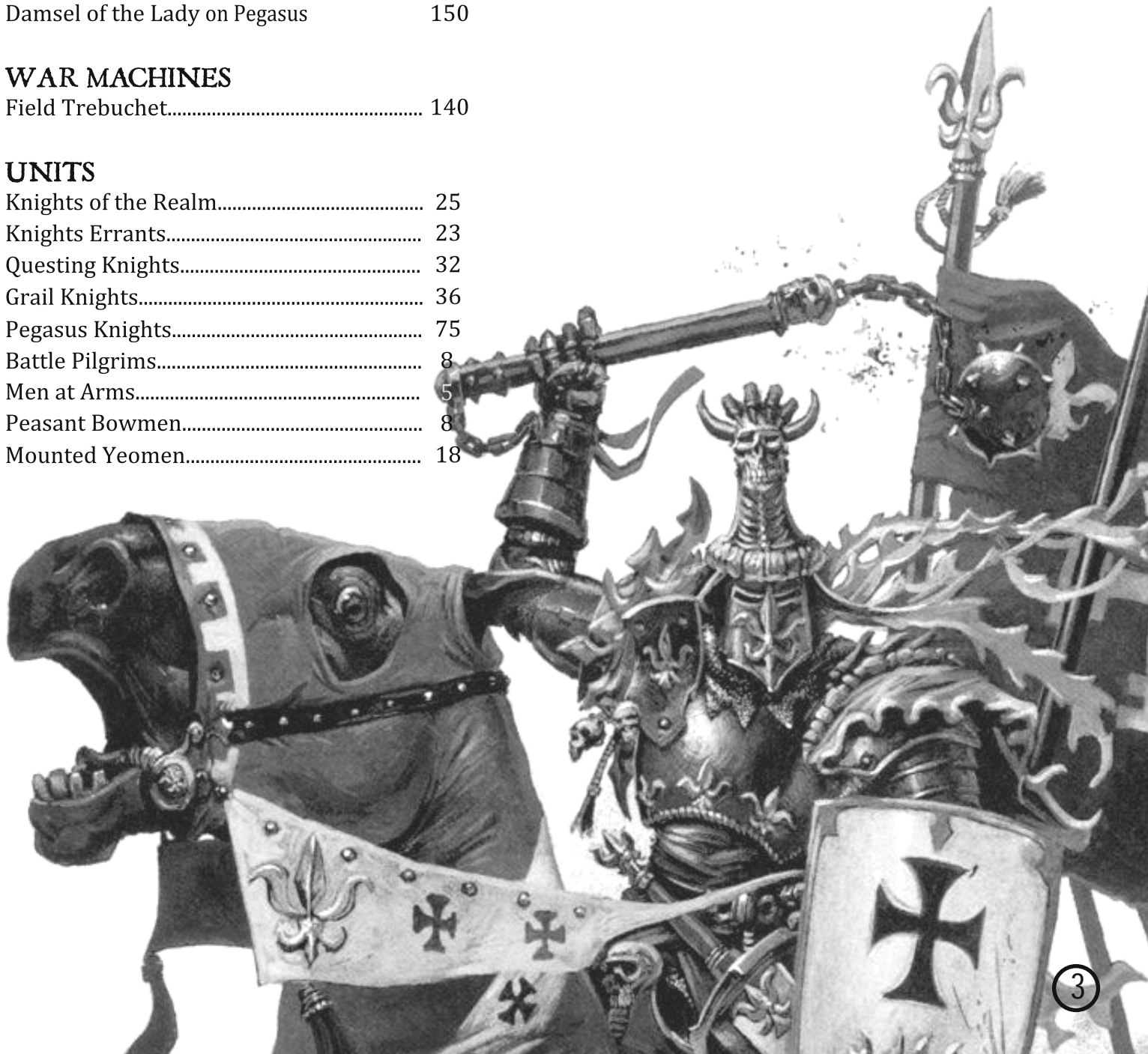
You can also choose to carry any one of the weapon combinations in the Warscroll Description for free of cost.

ARMY POINTS
Daemons of Chaos

HEROES
POINTS
Per Model

Bloodthirster of Insensate Rage	385
Bloodthirster of Unfettered Fury	400
Wrath of Khorne Bloodthirster	475
Skulltaker	155
Karanak	195
Herald of Khorne	75
Herald of Khorne *on Juggernaut*	100
Blood Throne of Khorne	150
Great Unclean One	445
Epidemus	155
Herald of Nurgle	95
Kairos Fateweaver	755
Lord of Change	525
The Changeling	115
The Blue Scribes	150
Herald of Tzeentch	155
Herald of Tzeentch *on Disc of Tzeentch*	205
Herald of Tzeentch *on Burning Chariot*	280
Keeper of Secret	420
The Masque of Slaanesh	120
Herald of Slaanesh	65
Herald of Slaanesh *on Lithe Steed*	80
Herald of Slaanesh *on Seeker Chariot*	130
Herald of Slaanesh *on Exalted Seeker Chariot*	230
Daemon Prince	195
Daemon Prince of Khorne	225
Daemon Prince of Nurgle	195
Daemon Prince of Tzeentch	205
Daemon Prince of Slaanesh	190

MONSTERS

Soul Grinder	615

UNITS

Bloodletters of Khorne	15
Bloodcrushers of Khorne	70
Flesh Hounds of Khorne	35
Skull Cannon of Khorne	245
Plague Bearers of Nurgle	15
Plague Drones of Nurgle	95
Nurglings	38
Beast of Nurgle	95
Pink Horrors of Tzeentch	18
Exalted Flamers	125
Flamers of Tzeentch	68
Sceamers of Tzeentch	48
Burning Chariot of Tzeentch	215
Daemonettes of Slaanesh	15
Seekers of Slaanesh	43
Fiends of Slaanesh	80
Seeker Chariot of Slaanesh	115
Exalted Seeker Chariot of Slaanesh	200
Hellflayer of Slaanesh	125
Furies	18

Note: all Bloodhunters, Plagueridden, Plaguebringers, Iridescent Horrors, Pyrocasters, Alluress, Heartseekers, Icon Bearers, Hornblowers, Pipers, Bell Tollers are free of cost.

You can also choose to carry any one of the weapon combinations in the Warscroll Description for free of cost.

Amended Rules:
Call of the Hunt: Maximum size of Flesh Hounds entering the board due to Call of the Hunt ability is 10 Wounds.

Summoning: Replace all Summon spells with **Manifest Chaos** spell.

Manifest Chaos: Pick one friendly unit within 16". The targeted unit must have one of the following Keywords listed below. All Keywords are Healed D3 Wounds, except Daemon Keyword. Daemon Keyword adds D3 models. Furthermore, all units affected by Manifest Chaos gains +1 Attack in their next Combat phase.

Keywords & Casting Values: Models with one or more of the following Keywords, the Keyword with the highest casting value take precedence.

Monster	10+	Heal
Hero	9+	Heal
Karanak, Bloodcrushers, Skull Cannons, Plague Drones, Beasts of Nurgle, Flamers, Screamers, Horror, Fiends, (Exalted) Seeker Chariot, Hellflayer:	6+	Heal
Daemons	5+	Adds models

ARMY POINTS
Dark Elves

HEROES	POINTS Per Model
Malekith, *the Witch King*	655
Morathi	270
Malus Darkblade	160
Hellebron	105
Hellebron *on Cauldren of Blood*	260
Lokir Fellheart	90
Shadowblade	90
Dreadlord	140
Dreadlord *on Cold One*	160
Dreadlord *on Black Dragon*	470
Sorceress	130
Sorceress *on Cold One*	150
Sorceress *on Black Dragon*	425
Master *with Battle Standard*	60
Master *with Battle Standard on Dark Steed*	78
Beastmaster *on Maniticore*	175
Death Hag	70
Cauldron of Blood	185
Black Ark Fleetmaster	65
Assassin	75

MONSTERS

War Hydra	295
Kharibdyss	230

WAR MACHINES

Reaper Bolt Thrower	80

UNITS

Black Ark Cosairs	11
Bleakswords	9
Dreadspears	9
Darkshards	13
Witch Elves	10
Dark Riders	32
Black Guards of Naggarond	16
Cold One Knights	38
Cold One Chariot	90
Har Ganeth Executioners	15

Harpies	13
Shades	16
Scourgerunner Chariot	105
Doomfire Warlocks	45
Sisters of Slaughter	12
Bloodwrack Shrine	160
Bloodwrack Medusae	85

Note: all Dread Knights, Reavers, Lordlings, Guardmasters, Heralds, Tower Masters, Master of Warlocks, Handmaidens, Hags, Draich Masters, Standard Bearers, Hornblowers and Drummers are free of cost.

You can also choose to carry any one of the weapon combinations in the Warscroll Description for free of cost.

Army Composition:
If your Army general is a **Beastmaster on Manicore**, you can change your Monster allowance as below.
MONSTERS: 50%

ARMY POINTS
Dwarfs

HEROES
POINTS
Per Model

Highg King Thorgrim Grudgebearer	210
Thorek Ironbrow	250
Kraggi	35
Belegar Ironhammer	160
Ungrim Ironfist, *the Slayer King*	165
Josef Bugman	90
Grimm Burloksson	115
Dwarf Lord	100
Dwarf Lord o*n Shield Bearers*	140
Runelord	130
Dragon Slayer	85
Dwarf Engineer	75
Thane *with Battle Standard*	90

WAR MACHINES

Gyrocopters	75
Gyrobombers	100
Dwarf Bolt Thrower	115
Dwarf Cannon	180
Flame Cannon	105
Organ Gun	110
Grudge Thrower	130

UNITS

Hammerers	14
Ironbreakers	16
Irondrakes	20
Longbeards	11
Dwarf Warriors	8
Miners	10
Quarrellers	13
Thunderers	13
Slayers	14

Note: all Keepers of the Gate, Ironbeard, Ironwardens, Old Guards, Veterans, Giant Slayers, Prospectors, Icon Bearers, Standard Bearers, Throng Musicians, Hornblowers and Drummers are free of cost.

You can also choose to carry any one of the weapon combinations in the Warscroll Description for free of cost.

Army Composition:
If your Army general is a **Dwarf Engineer**, you can change your War Machine allowance as below.
WAR MACHINES: 50%

ARMY POINTS
High Elves

HEROES

	POINTS Per Model
Tyrion	325
Teclis	300
Eltharion *on Stormwing*	420
Prince Imrik, *the Dragonlord*	520
Prince Althran	95
Alith Anar, *the Shadow King*	125
Alarielle the Radiant	185
Caradryan	125
Caradryan o*n Frostheart Phoenix*	575
Korhil	105
High Elf Prince	130
High Elf Prince *on Elven Purebreed*	145
High Elf Prince *on Griffon*	340
High Elf Prince *on Dragon*	585
High Elf Mage	100
High Elf Mage *on Elven Steed*	115
High Elf Mage *on Dragon*	485
Dragon Mage	500
Handmaiden of the Everqueen	75
Anointed of Asuryan	80
Anointed of Asuryan *on Flamespyre Phoenix*	490
Anointed of Asuryan *on Frostheart Phoenix*	485
Loremaster of Hoeth	130
Lothern Sea Helm	100
Lothern Sea Helm *on Skycutter*	180

MONSTERS

Flamespyre Phoenix	315
Frostheart Phoenix	265

WAR MACHINES

High Elf Repeater Bolt Thrower	105

UNITS

High Elf Spearman	9
High Elf Archer	12
Silver Helms	27
Ellyrian Reavers	38
Dragon Princes of Caledor	40
Tiranoc Chariots	85
Great Eagles	65
Shadow Warriors	17
Sisters of Avelorn	18
Phoenix Guards	20
High Elf Swordmasters of Hoeth	12
White Lions of Chrace	16
White Lion Chariot	95
Lothern Sea Guards	14
Lothern Skycutters	155

Note: all Sentinels, Hawkeyes, High Helms, Harbringers, Drake Masters, Shadow Walkers, High Sisters, Keepers of the Flame, Bladelord, Guardians, Sea Master, Standard Bearers, Hornblowers and Drummers are free of cost.

You can also choose to carry any one of the weapon combinations in the Warscroll Description for free of cost.

ARMY POINTS
Lizardmen

HEROES   POINTS
Per Model

Lord Kroak... 630

Kroq-gar *on Carnosaur*... 485

Chakax, *the Eternity Warden*.................................. 140

Gor-rok.. 170

Tehenhauin, *Prophet of Sotek*................................ 105

Tetto'eko... 150

Oxyotl.. 90

Slann Mage Priest.. 335

Saurus Oldblood... 165

Saurus Oldblood *on Cold One*................................ 160

Scar Veteran *with Battle Standard*........................... 120

Scar Veteran *on Carnosaur*................................... 405

Skink Priest *with Priest Trappings*.......................... 65

Skink Priest *with Cloak of Feathers*......................... 105

Engine of the Gods... 290

Skink Chief.. 75

MONSTERS

Stegadon.. 315

Bastiladon *with Arc of Sotek*.................................. 220

Bastiladon *with Solar Engine*................................. 325

Troglodon... 335

UNITS

Saurus Warriors... 11

Temple Guards.. 19

Saurus Cavalry.. 29

Skinks *with Missile Weapons*................................. 11

Skinks *with Melee Weapons*................................... 9

Chameleon Skinks.. 21

Taradon Riders.. 65

Ripperdactyl Riders.. 75

Kroxigor.. 92

Skink Handlers.. 14

Salamanders... 70

Razordons.. 75

Jungle Swarms... 35

Note: all Alphas, Masters of Skies, Alpha Knights, Alpha Guardians, Alpha Talon, Stardrake Icons and Wardrums are free of cost.

You can also choose to carry any one of the weapon combinations in the Warscroll Description for free of cost.

Amended Rules:
Cosmic Engine: A result of **14-17** can only Summon unit with a total of 10 Wounds.

Summoning: Replace the following spells with **Celestial Conveyance** spell: Summon Saurus Warlord, Summon Oldblood, Summon Knight Veteran, Summon Eternity Warden, Summon Sunblood, Summon Astrolith Bearer, Summon Carnosaur, Summon Saurus, Summon Saurus Guard, Summon Saurus Knights, Summon Skink Prophet, Summon Starseer, Summon Stalker, Summon Skink Priest, Summon Skink Chief, Summon Skinks, Summon Chameleon Skinks, Summon Terradons, Summon Ripperdactyls, Summon Skink Handlers, Summon Salamanders, Summon Razordons, Summon Kroxigors, Summon Stegadon, Summon Engine of the Gods, Summon Bastiladon, Summon Troglodon.

Celestial Conveyance: Pick one unit within 15". The targeted unit must have one of the following Keywords listed below. All Keywords are Healed D3 Wounds, except Seraphon Keyword. Seraphon Keyword adds D3 models. In addition, you can reposition the affected unit wholly within 10" of their original position, following the normal rules for Movement.

Keywords & Casting Values: Models with one or more of the following Keywords, the Keyword with the highest casting value take precedence.

Monster	**10+**	Heal
Hero	**9+**	Heal
Kroxigor:	**8+**	Heal
Salamanders, Razordons:	**8+**	Heal
Ripperdactyl Riders, Tarradon Riders:	**7+**	Heal
Seraphon	**6+**	Adds models

ARMY POINTS
Ogre Kingdoms

HEROES

POINTS
Per Model

Greasus Goldtooth... 200
Skrag the Slaughterer....................................... 160
Bragg the Gutsman... 130
Golfag Maneater... 210
Tyrant.. 185
Butcher.. 165
Bruiser Standard Bearer................................. 160
Firebelly.. 175
Hunter.. 155

MONSTERS

Stonehorn... 410
Thundertusk... 380
Giant.. 290

UNITS

Ogres.. 52
Ironguts... 88
Leadbelchers... 54
Gorgers.. 95
Maneaters.. 85
Yhetees.. 63
Mournfang Cavalry... 100
Sabretusk.. 17
Ironblaster... 240
Scraplauncher.. 195
Gnobler Fighters... 2

Note: all Icon Bearer, Rune Maw Bearer, , Banner Bearers, Bellower, Horn Blowers, Crushers, Thunderfists, Groinbiters, and Gutlords are free of cost.

You can also choose to carry any one of the weapon combination in the Warscroll Description for free of cost.

Army Composition:
If your Army general is a **Hunter**, you can change your Monster allowance as below.
MONSTERS: 50%

ARMY POINTS
Orcs & Goblins

HEROES

	POINTS Per Model
Gorbad Ironclaw	170
Azhag the Slaughterer	470
Grimgor Ironhide	180
Wurrzag, *Da Great Green Prophet*	165
Grom the Paunch	110
Skarsnik, *Warlord of the Eight Peaks*	140
Orc Warboss	95
Orc Warboss *on War Boar*	115
Orc Warboss *on Wyvern*	305
Orc Great Shaman	105
Orc Great Shaman *on War Boar*	120
Black Orc Big Boss	100
Savage Orc Warboss	85
Savage Orc Warboss *on War Boar*	105
Savage Orc Shaman	100
Savage Orc Shaman *on War Boar*	115
Goblin Warboss	55
Goblin Warboss *on Giant Wolf*	70
Goblin Warboss *on Gigantic Spider*	110
Goblin Shaman	80
Goblin Shaman *on Giant Wolf*	95
Goblin Shaman *on Arachnarok Spider*	435
Night Goblin Warboss	65
Night Goblin Warboss *on Great Cave Squig*	85
Night Goblin Shaman	110
Orc Bully	45

MONSTERS

Giant	290
Arachnarok Spider	275
Arachnarok Spider *carrying Forest Goblins*	350
Mangler Squig	285

WAR MACHINES

Goblin Spear Chukka	95
Goblin Rock Lobber	115
Doom Diver Catapult	90

UNITS

Orcs	9
Orc Arrer Boyz	8
Orc Boar Boyz	18
Orc Boar Chariot	65
Ruglud's Armoured Orcs	11
Black Orcs	22
Savage Orcs	11
Savege Orcs Boar Boyz	19
Goblins	4
Goblin Wolf Riders	16
Goblin Wolf Chariots	52
Nasty Skulkers	8
Night Goblins	5
Night Goblin Fanatics	35
Night Goblin Squig Hoppers	18
Night Goblin Squig Herders	3
Cave Squigs	35
Forest Goblin Spider Riders	18
Snotlings	22
Snotling Pump Wagon	65
Trolls	105
Stone Trolls	94
River Trolls	100

Note: all Orc Bosses, Orc Boar Boy Bosses, Ruglud, Black Orc Bosses, Savage Orc Bosses, Savage Orc Boar Bosses, Goblin Bosses, Goblin Wolf Rider Bosses, Night Goblin Bosses, Flag Waver, Standard Bearers, Maggot, Glyph Stealers, Icon Bearers, Waaagh! Horns, Gong Basher, Waaagh! Drummers, Tribal Drummers, Hornblowers are free of cost.

You can also choose to carry any one of the weapon combinations in the Warscroll Description for free of cost.

ARMY POINTS
Skaven

HEROES	POINTS Per Model
Thanquol and Boneripper	595
Queek Headtaker	120
Warlord Spinetail	90
Ikit Claw	285
Throt the Unclean	140
Lord Skrolk	165
Deathmaster Snikch	170
Lord Skreech Verminking	525
Tretch Craventail	80
Packmaster Skweel Gnawtooth	95
Skaven Grey Seer	170
Screaming Bell	405
Skaven Warlord	115
Warlock Engineer	160
Packmaster	25
Skaven Assassin	110
Plague Priest	90
Plague Furnace	300
Verminlord Warbringer	395
Verminlord Deceiver	455
Verminlord Corruptor	400
Verminlord Warpseer	530
Skaven Chieftain *on Battle Standard*	55

MONSTERS

Hell Pit Abomination	395

WAR MACHINES

Plagueclaw Catapult	125
Doomwheel	175
Warp Lightning Cannon	60

UNITS

Clanrats	5
Stormvermin	12
Skavenslaves	3
Giant Rats	2
Rat Swarms	35

Rat Ogres	75
Stormfiends *with Ratling Cannons*	115
Stormfiends *with Windlaunchers*	120
Stormfiends *with Warpfire Projectors*	95
Stormfiends *with Doomflayer Gauntlets*	90
Stormfiends *with Grinderfists*	110
Stormfiends *with Shock Gauntlets*	85
Night Runners	10
Gutter Runners	17
Plague Censer Bearers	12
Plague Monks	8
Poison Wind Globadiers	18
Warplock Jazzails	38
Doom-flayer Weapon Team	50
Ratling Gun Weapon Team	50
Poison Wind Mortar Weapon Team	45
Warpfire Thrower Weapon Team	30
Warp-grinder Weapon Team	20

Note: all Pawleaders, Clawleaders, Nightleaders, Fangleaders, Plague Harbringers, Standard Bearers, Icon Bearers, Pack Drummers, Bell Chimers and Bringers of the Words are free of cost.

You can also choose to carry any one of the weapon combinations in the Warscroll Description for free of cost.

Army Composition
Weapon Teams: max. 25%

ARMY POINTS
The Empire

HEROES

WAR MACHINES

UNITS

Note: all Preceptors, Reikscaptains, Marksman Count's Champion, Outriders, Sharpshooters, Sergants, Militia Leader, Prophets of Doom, Standard Bearers, Drummers, Pipers, Hornblowers and Trumpeters are free of cost.

You can also choose to carry combinations in the Warscroll Description for free of cost.

Army Composition:
If your Army general is a **Empire Master Engineer**, you can change your War Machine allowance as below.
WAR MACHINES: 50%

ARMY POINTS
Tomb Kings

HEROES

	POINTS
	Per Model
Settra the Imperishable.....................................	370
High Queen Khalida..	200
Prince Apophas..	130
Tomb King...	150
Tomb King on Royal Chariot...........................	185
Royal Warsphinx..	465
Tomb Herald..	65
Tomb Herald on Skeletal Steed......................	85
Liche Priest...	115
Liche Priest on Skeletal Steed........................	135
Necrotect...	50
Casket of Souls...	155

MONSTERS

Khemrian Warsphinx...	325
Necrosphinx..	390
Bone Giant...	205

WAR MACHINES.

Screaming Skull Catapult................................	140

UNITS

Skeleton Warriors..	9
Skeleton Archers..	11
Skeleton Horsemen..	22
Skeleton Horse Archers....................................	25
Skeleton Chariots...	60
Tomb Guard...	15
Necropolis Knights...	75
Sepulchral Stalkers..	60
Tomb Scorpion..	125
Ushabti...	70
Carriors..	40
Tomb Swarms..	35

Note: all Skeleton Champions, Master of Arrows, Master of Horse, Masters of Scouts, Tomb Captains, Necropolis Captains, Icon and Standard Bearers, Hornblowers and Drummers are free of cost.

You can also choose to carry any one of the weapon combinations in the Warscroll Description for free of cost.

Amended Rules: Replace the following spells with **Invocation of Shyish** spell: Raise Skeletons, Raise Skeleton Archers, Raise Horsemen, Raise Horse Archers, Raise Tomb Guards, Reanimate Necropolis Knights, Reanimate Tomb Scorpion, Reanimate Ushabti, Stone Shaping, Reanimate Stalker, Reanimate Wrath, Raise Skeleton Crew, Summon Carrion and Summon Tomb Swarms.

Invocation of Shyish: Pick one unit within 18". The targeted unit must have one of the following Keywords listed below. All Keywords are Healed D3 Wounds +1 for each point the Wizard rolled above the casting value, except Death Keyword. Death Keyword adds D3 models +1 for each point the Wizard rolled above casting value.

Keywords & Casting Values: Models with one or more of the following Keywords, the Keyword with the highest casting value take precedence.

Monster	10+	Heal
Hero	9+	Heal
War Machine:	8+	Heal
Reanimant, Skeleton Chariots:	7+	Heal
Carrion:	6+	Heal
Tomb Swarm	5+	Heal
Death	4+	Adds models

ARMY POINTS
Vampire Counts

HEROES

	POINTS Per Model
Nagash , *Supreme Lord of Undead*	1050
Arkhan the Black	550
Neferata, *Mortarch of Blood*	560
Mannfred, *Mortarach of Night*	595
Count Mannfred	270
Count Mannfred *on Barded Nightmare*	300
Vlad von Carstein	190
Isabella von Carstein	140
Konrad von Carstein	115
Heinrich Kemmler, *the Lichmaster*	225
Krell, *Lord of Undeath*	160
Vampire Lord	195
Vampire Lord *on Nightmare*	220
Vampire Lord *on Abyssal Terror*	310
Vampire Lord *on Zombie Dragon*	680
Strigoi Ghoul King	150
Strigoi Ghoul King *on Terrorgheist*	590
Coven Throne	350
Necromancer	130
Necromancer *on Nightmare*	145
Wight King	75
Wight King *on Nightmare*	90
Tomb Banshee	100
Cairn Wraith	105
Black Coach	160

MONSTERS

Zombie Dragon	360
Terrorgheist	405

UNITS

Skeleton Warriors	9
Grave Guards	14
Black Knights	26
Zombies	5
Dire Wolves	18
Crypt Horrors	70
Crypt Ghouls	11
Fell Bats	42

Bat Swarm	65
Corpse Cart	120
Blood Knights	77
Vargheists	84
Varghulf	220
Morghast Harbringers	125
Morhast Archai	165
Spirit Host	55
Hexwraiths	40
Mortis Engine	390

Note: all Kastelans, Vargoyles, Skeleton Champions, Senechals, Hell Knights, Crypt Ghasts, Crypt Haunters, Hellwraiths, , Doom Wolves, Standard Bearers, Icon bearer, Hornblowers and Noisemaker are free of cost.

You can also choose to carry any one of the weapon combinations in the Warscroll Description for free of cost.

Amended Rules: Replace the following spells with **Invocation of Shyish** spell: Summon Harbringers, Summon Archai, Raise Grave Guard, Raise Zombies, Raise Skeletons, Summon Vargheists, Summon Fellbats, Summon Bat Swarms, Summon Dire Wolves, Raise Black Knights, Summon Ghouls, Summon Crypt Horrors, Summon Varghulf, Summon Wraith, Summon Banshee, Manifest Spirits, Summon Hexwraiths, Summon Terrorgheist, Summon Zombie Dragon.

Invoction of Shyish: Pick one unit within 18". The targeted unit must have one of the following Keywords listed below. All Keywords are Healed D3 Wounds +1 for each point the Wizard rolled above the casting value, except Death Keyword. Death Keyword adds D3 models +1 for each point the Wizard rolled above casting value.

Keywords & Casting Values: Models with one or more of the following Keywords, the Keyword with the highest casting value take precedence.

Monster	**10+**	Heal
Hero	**9+**	Heal
Crypt Horrors, Reanimant:	**8+**	Heal
Vampire, Malignant:	**7+**	Heal
Soulblight:	**6+**	Heal
Corpse Cart	**5+**	Heal
Death	**4+**	Adds models

ARMY POINTS
Wood Elves

HEROES
	POINTS *Per Model*
Araloth	150
Orion, *King of the Woods*	300
The Sisters of Twilight *on Forest Dragon*	690
Durthu	520
Glade Lord	150
Glade Lord *on Great Eagle*	195
Glade Lord *on Great Stag*	175
Glade Lord *on Forest Dragon*	425
Mounted Glade Lord	140
Glade Captain *with Battle Standard Bearer*	135
Spellweaver	135
Spellweaver *on Purebreed Steed*	150
Shadow Dancer	145
Waywatcher Lord	115
Branchwraith	130

MONSTERS
Treman / Treelord	405
Treman Ancient / Treelord Ancient	585

UNITS
Glade Guards	12
Glade Riders	38
Wild Riders	35
Hunting Hounds	24
Wardancers	14
Waywatcher	22
Eternal Guard	13
Wildwood Rangers	16
Warhawk Riders	80
Sisters of the Thorn	47
Great Eagle	65
Dryads	11
Trekin	65

Note: all Wild Hunters, Bladesingers, Waywatcher Sentinels, Glade Knights, Eternal Wardens, Wildwood Wardens, Handmaidens of the Thorn, Branch Nymphs, Lord's Bowmen, Pennant Bearer, Standard Bearers, Hornblowers and Drummers are free of cost.

You can also choose to carry any one of the weapon combinations in the Warscroll Description for free of cost.

Army Composition:
If your Army general is a **Branchwraith** or **Durthu**, you can change your Monster allowance as below.
MONSTERS: 50%

ARMY POINTS
Warriors of Chaos

HEROES

	POINTS Per Model
Archaon, *the Everchosen*	450
Be'lakor, *the Daemon Chaos Prince*	470
Crom the Conquerer	110
Wulfrik the Wanderer	105
Valkia the Bloody	160
Skarr Bloodwrath	150
The Glottkin	1060
Bloab Rotspawn	610
Morbidex Twiceborn	475
Orghotts Daemonspawn	490
Gutrot Spume	185
Festus Leechlord	190
Sigvald the Magnificent	170
Galrauch	490
Vilitch the Curseling	220
Throgg	235
Chaos Lord	195
Chaos Lord *on Daemonic Mount*	215
Chaos Lord *on Manticore*	500
Exalted Hero *with Battle Standard*	140
Chaos Sorcerer Lord	135
Chaos Sorcerer Lord *on Chaos Steed*	150
Chaos Sorcerer Lord *on Manticore*	445
Khorne Chaos Lord *on Juggernaut*	230
Khorne Exalted Hero	90
Nurgle Chaos Lord	155
Nurgle Chaos Lord *on Dawmonic Mount*	275
Nurgle Sorcerer Lord	145
Chaos Lord of Slaanesh	115
Chaos Lord of Slaanesh *on Daemonic Mount*	210
Tzeentch Chaos Lord *on Disc of Tzeentch*	230
Tzeentch Sorcerer Lord	185
Dragon Ogre Shaggoth	275
Daemon Prince	195
Daemon Prince of Khorne	225
Daemon Prince of Nurgle	195
Daemon Prince of Tzeentch	205
Daemon Prince of Slaanesh	190

MONSTERS

Scyla Anfingrimm	200
Giant	290
Chimera	350
Mutalith Vortex Beast	435
Slaughterbrute	245
Cockatrice	175
Great Taurus	165
Lammasu	180

WAR MACHINE

Hellcannon	290

UNITS

Chaos Warriors	22
Marauders of Chaos	7
Chaos Warhounds	10
Forsaken	18
Chaos Chariot	95
Marauder Horsemen	28
Chosen	28
Chaos Knights	55
Gore Beast Chariot	135
Chaos Warshrine	340
Chaos Spawn	55
Wrathmongers	32
Skullreapers	38
Skullcrushers of Khorne	85
Putrid Blightkings	36
Hellstriders of Slaanesh	40
Chaos Ogres	45
Chaos Trolls	95
Dragon Ogres	85
Chaos Familiar	30

Note: all Aspiring Champions, Marauder Chieftains, Horsemasters, Exalted Champions, Doom Knights, Exalted Charioteers, Wrathmasters, Skullseekers, Skullhunters, Blightlords, Hellreavers, Ogre Mutants, Icon Bearers, Standard Bearers, Sonorous Tocsin, Hornblowers, Skull Drummers, and Drummers are free of cost.

You can also choose to carry any one of the weapon combinations in the Warscroll Description for free of cost. Furthermore, you may appy any one Chaos Mark on a Warscroll for no point cost.

Amended Rules

Unending Legion: The reinforcement units can only have a maximum cost of 150 points.

Summoning: Replace Summon Daemon Prince spell with **Manifest Chaos** spell.

Manifest Chaos: Pick one friendly unit within 16". The targeted unit must have one of the following Keywords listed below. All Keywords are Healed D3 Wounds, except Daemon Keyword. Daemon Keyword adds D3 models. Furthermore, all units affected by Manifest Chaos gains +1 Attack in their next Combat phase.

Keywords & Casting Values: Models with one or more of the following Keywords, the Keyword with the highest casting value take precedence.

Daemon Prince: 9+
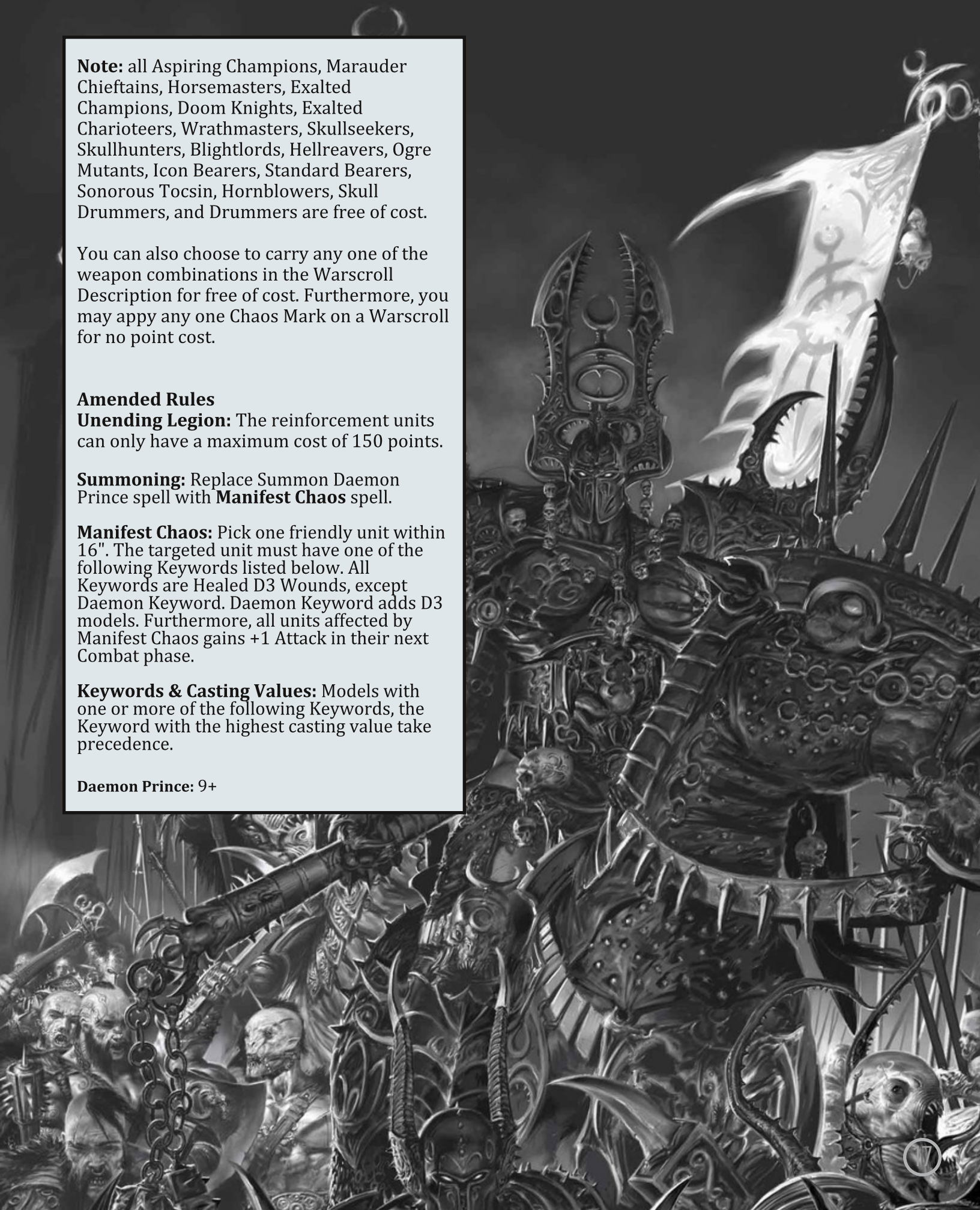
ARMY POINTS
Stormcast Eternals

HEROES	POINTS Per Model
Lord-Celestant *on Dracoth*	260
Lord-Celestant	135
Lord-Relictor	100
Lord-Castellant	130

Note: all Prosecutor-Primes, Retributor-Primes, Judicator-Primes, Liberator-Primes are free of cost.

You can also choose to carry any one of the weapon combinations in the Warscroll Description for free of cost.

UNITS	
Gryph Hounds	32
Prosecutors	45
Retributors	50
Judicators *with Skybolt Bows*	30
Judicator *with Shockbolt Bow*	36
Judicators *with Boltstorm Crossbows*	24
Judicator *with Thunderbolt Crossbow*	32
Liberator	22
Liberator *with Grandhammer/Grandsword*	37

ARMY POINTS
Khorne Bloodbound

HEROES	POINTS Per Model
Mighty Lord of Khorne	185
Bloodsecrator	125
Bloodstroker	100

MONSTERS	
Khorgoraths	160

UNITS	
Blood Warriors	20
Bloodreavers	7

Note: all Chaos Champions, Chieftains, Icon Bearers, and Hornblowers are free of cost.

You can also choose to carry any one of the weapon combinations in the Warscroll Description for free of cost.

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

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

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

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

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

Distances in Warhammer: Age of Sigmar are measured in inches ("), between the closest points of the model's base or unit's bases you're measuring to and from. You can measure distances whenever you wish.

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

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

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

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

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

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

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

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

MYSTERIOUS LANDSCAPES

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

THE SCENERY TABLE

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

BATTLEFIELD

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

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

SET-UP

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

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

You can continue setting up units until you have set up all the units. Any remaining units are held in reserve, playing no part unless fate lends a hand.

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

THE GENERAL

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

GLORIOUS VICTORY

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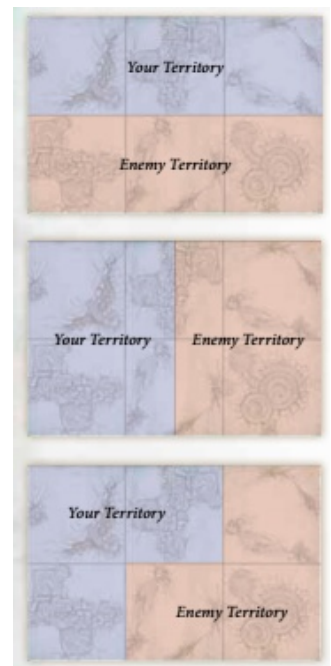
it has destroyed its foe or there are no enemy models left on the field of battle. The victor can immediately claim a major victory and the honours and triumphs that are due to them, while the defeated must repair to their lair to lick their wounds and bear the shame of failure.

If it has not been possible to fight a battle to its conclusion or the outcome is not obvious, then a result of sorts can be calculated by comparing the points cost of models left on the battlefield. The player who has the highest point score left on the table can claim a minor victory.

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

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

THE SUDDEN DEATH TABLE

Assassinate: The enemy player picks a unit with the Hero, Wizard, Priest or Monster keyword in their army. Slay the unit that they pick.

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

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

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

THE SUDDEN DEATH TABLE

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

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

1. **Hero Phase**
   Cast spells and use heroic abilities.
2. **Movement Phase**
   Move units across the battlefield.
3. **Shooting Phase**
   Attack with missile weapons.
4. **Charge Phase**
   Charge units into combat.
5. **Combat Phase**
   Pile in and attack with melee weapons.
6. **Battleshock Phase**
   Test the bravery of depleted units.

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

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

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

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

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

COMMAND ABILITY

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

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

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

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

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

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

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

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

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

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

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

Pick one of your units. You may not pick a model that ran or retreated this turn, or is within 3" of an enemy unit. Each model in the unit attacks with all of the missile weapons it is armed with (see Attacking). After all of the models in the unit have shot, you can choose another unit to shoot with, until all units that can shoot have done so.

If you choose to Attack a enemy unit that is within 3" of a friendly unit, the friendly unit suffers a Mortal Wound equal to the Damage characteristic of your weapon on To Hit rolls of 1.

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

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

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

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

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

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

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

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

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

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

To make a battleshock test, roll a dice and add the number of Wounds lost this turn. For each point by which the total exceeds the highest Bravery characteristic in the unit, suffers one Mortal Wound. Allocate wounds as per normal - see Inflicting Damage. Allocated Wounds suffered from Battleshock, which did not remove a model from play, are healed at the end of the Battleshock Phase. Add 1 to the Bravery characteristic being used for every 10 models that are in the unit when the test is taken.

ATTACKING
Blows hammer down upon the foe, inflicting bloody wounds.

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

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

PICKING TARGETS
First, you must pick the target units for the attacks. In order to attack an enemy unit, an enemy model from that unit must be in range of the attacking weapon (i.e. within the maximum distance, in inches, of the Range listed for the

weapon making the attack), and visible to the attacker (if unsure, stoop down and get a look from behind the attacking model to see if the target is visible). For the purposes of determining visibility, an attacking model can see through other models in its unit.

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

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

1. Hit Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Hit characteristic, then it scores a hit and you must make a wound roll. If not, the attack fails and the attack sequence ends.

2. Wound Roll: Roll a dice. If the roll equals or beats the attacking weapon's To Wound characteristic, then it causes damage and the opposing player must make a save roll. If not, the attack fails and the attack sequence ends.

3. Save Roll: The opposing player rolls a dice, modifying the roll by the attacking weapon's Rend characteristic. For example, if a weapon has a -1 Rend characteristic, then 1 is subtracted from the save roll. If the result equals or beats the Save characteristic of the models in the target unit, the wound is saved and the attack sequence ends. If not, the attack is successful, and you must determine damage on the target unit. A model can never have a Save better than 2+.

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

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

INFLICTING DAMAGE

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

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

MORTAL WOUNDS

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

COVER

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

WIZARDS

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

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

CASTING SPELLS

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

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

If a spell is cast, the opposing player can choose any one of their wizards that is within 36" of the caster and attempt to unbind the spell before its effects are applied. To unbind a spell, roll two dice. If the roll beats the roll used to cast the spell, then the spell's effects are negated. Only one attempt can be made to unbind a spell.

Only spells from Warscolls that are in play, can be cast by a Wizard model.

ARCANE BOLT

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

MYSTIC SHIELD

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

HEROES

Among the regiments of sublime and savage warriors, stand individuals whose actions will echo throught the ages of time.

Look-out, Sir!: A model within 3" of a friendly unit, with the Hero Keyword, can escape deadly attacks. If a spell or shooting attack rolls a hit, before opponent has rolled to Wound, roll a D6. On a roll of 4+, the hit is transferred to a friendly unit within 3" (if multiple units are within 3", player who suffered the hit can choose which unit to suffer the hit). Roll to Wound and Damage against the new unit which suffered the hit. Models with both the Hero and Monster Keyword cannot benefit from the Look-out Sir! rule.

THE MOST IMPORTANT RULE

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