WARHAMMER
AGE OF SIGMAR

QUICK START GUIDE

THE WORLD'S GREATEST FANTASY MINIATURES GAME

This guide will help you get started with games of Warhammer Age of Sigmar. For more information, see the Core Rules. Warhammer Age of Sigmar battles are played in a series of battle rounds. In each of these, both players have a turn, broken into different phases that must be completed in order.

RULES REFERENCE

USING ABILITIES

1. **Declare** the ability

2. Use **Reactions**: alternate, starting with the active player

3. **Resolve** the effect

A unit cannot use more than 1 **Core** ability per phase.

Passive abilities are not declared. The effects of passive abilities always apply if the conditions of the ability are met, and they must be applied if it is possible to do so.

A unit cannot be affected by the same passive ability more than once at the same time.

Commands are abilities that cost **command points** (⬭). You must spend the number of command points specified on a command to use it.

Each unit can only use 1 command in each phase, and each command can only be used 1 time by each army in each phase.

DEPLOYMENT PHASE

In each step, the player who begins deployment uses their abilities first, then their opponent does the same.

1. Deploy **faction terrain features** using **Deploy Terrain** abilities

2. Deploy units using **Deploy** abilities

3. Use `Deployment Phase` abilities that are not **Deploy** or **Deploy Terrain** abilities.

Make sure you follow the instructions in the **battleplan** you are playing when deploying your armies and faction terrain.

DEPLOYMENT PHASE (ONE PER BATTLE)	BATTLE ROUNDS 1-5	END OF BATTLE

⚙ Deployment Phase

DEPLOY UNIT:
Declare: Pick a **unit** from your army roster that has not been **deployed** to be the target.

Effect: Set up the target unit wholly within friendly territory and more than 9" from enemy territory. After you have done so, it has been **deployed**.

KEYWORDS	**DEPLOY**

⚙ Deployment Phase

DEPLOY FACTION TERRAIN:
Declare: Pick a friendly **faction terrain feature** that has not been **deployed** to be the target.

Effect: Set up the target faction terrain feature wholly within friendly territory, more than 3" from all objectives and other terrain features. After you have done so, it has been **deployed**.

KEYWORDS	**DEPLOY TERRAIN**

⚙ Deployment Phase

DEPLOY REGIMENT:
Declare: Pick a **regiment** from your army roster to be the target. No units in that regiment can have already been **deployed**.

Effect: Keep using **Deploy** abilities without alternating until all units in that regiment have been **deployed**. You cannot pick units that are not in that regiment as the target of any of those **Deploy** abilities.

KEYWORDS	**DEPLOY**

A **regiment** is a collection of units. It is one of the main building blocks of an army (see 'Army Composition' in the Advanced Rules).

Some factions have special **Deploy** abilities, such as the 'Scions of the Storm' ability of the Stormcast Eternals.

START OF TURN ABILITIES

⚙ Once Per Battle Round, Start of Your Turn

TACTICAL GAMBIT:
You cannot use 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.

⚙ 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 ABILITIES

⚑ Any Hero Phase ①

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.

⚑ Passive

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

⚙ 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.

Effect: If the **banishment roll** equals or exceeds the **banishment value** listed on the manifestation's warscroll, 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

⚙ Reaction: Opponent declared a SPELL ability

UNBIND:
Used By: A friendly **Wizard** within 30" of the 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

⚙ Enemy Hero Phase ①

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.

MOVEMENT PHASE ABILITIES

⬈ Your Movement Phase

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

Effect: That unit can move a distance up to its **Move** characteristic. That unit **cannot** move into combat during any part of that move.

KEYWORDS	CORE, MOVE

⬈ Your Movement Phase

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

Effect: Make a **run roll** of D6. That unit can move a distance up to its **Move** characteristic added to the **run roll**. That unit **cannot** move into combat during any part of that move.

KEYWORDS	CORE, MOVE, RUN

⬈ Your Movement Phase

RETREAT:
Declare: Pick a friendly unit that is **in combat** to use this ability.

Effect: Inflict **D3 mortal damage** on that unit. That unit can move a distance up to its **Move** characteristic. That unit **can** move through the combat ranges of any enemy units but **cannot** end that move within an enemy unit's combat range.

KEYWORDS	CORE, MOVE, RETREAT

⬈ Reaction: You declared a RUN ability ①

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 ①

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

⬈ Passive

FLY:
Effect: As this unit moves, it ignores other models, terrain features and the combat ranges of enemy units. It cannot end its move in combat unless specified in the ability that allowed it to move. Ignore any vertical distance moved for this unit.

SHOOTING PHASE ABILITIES

⬈ Your Shooting Phase

SHOOT:
Declare: Pick a friendly unit that has not used a **RUN** or **RETREAT** ability this turn to use this ability. Then, pick one or more enemy units as the target(s) of that unit's attacks (see 16.0).

Effect: Resolve **shooting attacks** against the target unit(s).

KEYWORDS	CORE, ATTACK, SHOOT

⬈ Enemy Shooting Phase ①

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

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

CHARGE PHASE ABILITIES

⬈ Your Charge Phase

CHARGE:
Declare: Pick a friendly unit that is **not in combat** and has not used a **RUN** or **RETREAT** ability this turn to use this ability. Then, make a **charge roll** of 2D6.

Effect: That unit can move a distance up to the value of the **charge roll**. That unit **can** move through the combat ranges of any enemy units and **must** end that move within ½" of a visible enemy unit. If it does so, the unit using this ability has **charged**.

KEYWORDS	CORE, MOVE, CHARGE

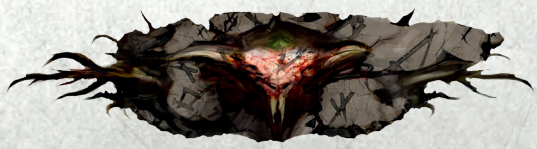### ⬈ Reaction: You declared a CHARGE ability ①

FORWARD TO VICTORY:
Used By: The unit using that **CHARGE** ability.

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

⬈ Enemy Charge Phase ②

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

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

COMBAT PHASE ABILITIES

✖ Any Combat Phase

FIGHT:
Declare: Pick a friendly unit that is **in combat** or that **charged** this turn to use this ability. That unit can make a **pile-in move** (see 15.4). Then, if that unit is **in combat**, you must pick one or more enemy units as the target(s) of that unit's attacks (see 16.0).

Effect: Resolve **combat attacks** against the target unit(s).

KEYWORDS	CORE, ATTACK, FIGHT

✖ Passive

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

END OF TURN ABILITIES

⬤ Passive

STANDARD BEARER:
Effect: While this unit contains any standard bearers, add 1 to this unit's **control score**.

⚙ End of Any Turn   1

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

ATTACKING ABILITIES

✖ Reaction: You declared an ATTACK ability   1

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 affects weapons that have the **Companion** weapon ability.

DEFENSIVE ABILITIES

🛡 Reaction: Opponent declared an ATTACK ability   1

ALL-OUT DEFENCE:
Used By: A unit targeted by that **ATTACK** ability.

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

🛡 Passive

WARD SAVE:
Effect: In step 1 of the damage sequence (see 18.0), make a **ward roll** of D6 for each **damage point** in this unit's **damage pool**. If the roll equals or exceeds this unit's **ward value**, remove that damage point from the damage pool.

🛡 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.

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RULES REFERENCE

START OF BATTLE ROUND

1. Determine the Active Player: If it is the **first** battle round, the player who finished setting up their army first decides who will take the first turn (unless otherwise specified).

If it is **not** the first battle round, the players make a roll-off called the **priority roll** and the winner decides who will take the first turn. If the roll-off is a **tie**, the player who took the first turn in the **previous** battle round decides who will take the first turn in the **current** battle round.

When it is a player's turn, regardless of whether they take the first or second turn, they are referred to as the **active player**.

2. Determine the Underdog: Whichever player has the fewest victory points is the **underdog** for the battle round. If tied, there is no underdog, unless otherwise specified.

3. Earn Command Points (see Commands 1.1): At the start of each battle round, after determining the underdog, each player gains **4 command points**. If there is an **underdog**, they gain **1 extra command point**. At the end of the battle round, the players' command points are reset to 0 (any that have not been used are lost).

4. Start of Battle Round Abilities: The **active player** can use any `Start of Battle Round` abilities, then their opponent can do the same.

UNIVERSAL WEAPON ABILITIES

Anti-X (+1 Rend): Add 1 to this weapon's **Rend** characteristic if the target has the keyword after 'Anti-' or fulfils the condition after 'Anti-'. Multiples of this ability are cumulative. For example, if a weapon has both **Anti-charge (+1 Rend)** and **Anti-Hero (+1 Rend)**, then add 2 to the **Rend** characteristic of the weapon for attacks that target a **Hero** that **charged** in the same turn.

Charge (+1 Damage): Add 1 to this weapon's **Damage** characteristic if the attacking unit **charged** this turn.

Companion: This weapon is not affected by abilities used by a friendly unit that affect the Attacks characteristic or the attack sequence.

Crit (2 Hits): If an attack made with this weapon scores a **critical hit**, that attack scores 2 hits on the target unit instead of 1. Make a **wound roll** for each hit.

Crit (Auto-wound): If an attack made with this weapon scores a **critical hit**, that attack automatically wounds the target. Make a **save roll** as normal.

Crit (Mortal): If an attack made with this weapon scores a **critical hit**, that attack inflicts **mortal damage** on the target unit equal to the **Damage** characteristic of that weapon and the attack sequence ends.

Shoot in Combat: This weapon can be used to make shooting attacks even if the attacking unit is in combat.

UNIVERSAL TERRAIN ABILITIES

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.

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.

OBJECTIVE CONTROL

- An objective marker is a 40mm round marker.
- A model **contests** an objective if the objective marker is within its combat range.
- A player gains **control** of an objective if the sum of the **Control** characteristics of friendly models contesting that objective is higher than that of enemy models.
- Check if you gain control of objectives at the start of the first battle round and at the end of each turn.
- An objective remains in your control until your opponent gains control of it.
- Terrain features are controlled in the same way as objective markers but do not remain in your control if no friendly models are contesting them.