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: Unless otherwise specified, attacks made by this weapon are not affected by friendly abilities that modify hit rolls, wound rolls or weapon characteristics, except for those that apply negative modifiers (e.g. 'Covering Fire').

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** this turn 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: While every model in a non-**Monster** non-**War Machine** unit that does not have the **Fly** keyword is within 1" of this terrain feature, the following apply:
- That unit is only visible to enemy units that are within its combat range.
- The Range characteristic of that unit's ranged weapons is halved (rounding down to the nearest inch).

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 contested and controlled in the same way as objective markers but do not remain in your control if no friendly models are contesting them.

RULES REFERENCE 2026-27

USING ABILITIES

1. **Declare** the ability
2. Use **Reactions:** alternate, starting with the player using the ability
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 'The Celestial Realm' ability of the Stormcast Eternals.