



Although Age of Sigmar has taken a unique approach to Tabletop Gaming, this document represents a completely unofficial way to modify the rules into ones more conducive to competitive play.

## ERRATA

### Page 2 - BATTLE ROUNDS

*Remove Initiative from the Game.*

### Page 3 - COMMAND ABILITY

*Change the section to read:*

In your hero phase, your general can use one command ability. All generals have the Inspiring Presence command ability, which they may use any number of times per battle. If they have one, your general may use each printed command ability on their Warscroll *once* per game.

### Page 4 - PICKING TARGETS

*Add the following section:*

If the attack is being made with a Ranged Weapon in the Shooting phase additional requirements apply:

Units with any models engaged with enemies (within 3" of an enemy model) may not perform shooting attacks in the shooting phase. Special Rules which specifically allow for Shooting Attacks to be made in the Combat Phase (such as the Skull Cannons' Grind their Bones, Seize their Skulls ability) circumvent this limitation.

When targeting an enemy unit with models engaged with allied models, only those which are greater than 3" of an allied model are eligible to take Wounds. These models must be the closest to the firing unit, who cannot shoot through allied models. When assigning the Wound Pool, should the closest model to the firing unit be within 3" of an ally, or be an ally, all remaining Wounds are discounted and the attack ends

**Look Out Sir!:** Hero models without the Monster keyword within 3" of an allied unit cannot be targeted by ranged attacks unless they are the closest model to the firing unit. When attacked by a ranged attack, after rolling to wound, but before making saves of any kind, the Hero may make a Look out Sir! Roll. On a 4+ an allied unit within 3" (who is not engaged in close combat) immediately takes any saves they are required to take as though they were the initial target of the attack.

### Page 4 - MAKING ATTACKS

*Change Step 4) Determine Damage to read:*

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. This is the Wound Pool for the attack

### Page 4 - Inflicting Damage

*Change the section to read:*

After all of the attacks made by a unit have been carried out, the player commanding the target unit resolves the Wound Pool by allocating the wounds to the closest model to the attacking unit. Sometimes it will be unclear which model in a target unit is closest to the attacking unit because there is no discernible difference between the attacking unit and several models in the target unit. If two or more models are equidistant from the attacking unit, the owning player chooses which model is dealt the wound. The model is treated as being the closest model and remains so until either the attacking unit's attack ends or the model is slain. When inflicting damage, if a model is allocated a wound, it must be allocated all remaining wounds in the pool until either it is slain or no more wounds remain to be allocated. When assigning wounds, Unit Command models are always treated as not being the closest model until they are the only models remaining. Instead, after wounds are done, Command Models are immediately pushed back to be within 1" of the closest surviving models in the unit or 3" directly away from the attacking unit if they are the only models left alive.

This may sometimes cause a combat to break apart if enough wounds are dealt. Units that begin a Combat Phase engaged with an enemy unit may always attempt to Pile in and Attack, even if when Activated they are greater than 3" away.

Once the number of wounds suffered by a model during the battle equals its Wounds characteristic, the model is slain. 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.

### Page 4 - CASTING SPELLS

*Add the following to the second paragraph:*

Wizards may attempt to cast spells when engaged (within 3" of enemy models), but any spell which directly targets an enemy unit may only target models they are engaged with. Beneficial spells may only be cast on allied models or units engaged in the same combat. Wizards are considered unable to draw line of sight out of the combat for spells that are neither beneficial nor offensive.

*Add the following to the end of the section:*

**Summoning:** Units Summoned during the Hero Phase may not be activated until the start of their controlling player's Movement Phase.

### The Armies

For every 25 counted wounds you may take:

- 4 Warscrolls
- 8 Wounds of models with the Hero keyword (only 60% can be spent on a single model, rounding up)
- 6 Wounds of models with the Monster keyword
- 5 Wounds of models with the Warmachine keyword
- All models with 10 or more wounds must be from the same Compendium as the General.

Regardless of Wound Totals

- All named Heroes are 0-1 choices and may not be taken multiple times.
- All unnamed Heroes are 0-2 choices and may not be taken more than twice.
- Models with both the Hero and Monster keyword count against both allowances
- No more than 35% of the army's total Wounds may be models with the Fly special rule.
- When a model receives a Wound through an upgrade, the bonus is not counted towards your army's total wounds.
- When a unit exceeds 10 models, receive 2 models for each that is purchased with wounds. i.e. a unit that begins at Five, 1-wound models, would cost 10 wounds total for a unit of 10, but only 15 wounds for a unit of 20.



# SCENARIO 1: DOMINATION

## The Armies

Choose the armies as detailed by the composition rules on Page 1.

## The Battlefield

Battles in Age of Sigmar are fought across an infinite variety of exciting landscapes in the Moral Realms, from desolate volcanic plains and treacherous sky temples, to lush jungles and cyclopean ruins. No land is left untouched by the blight of war.

The best battles are fought over lavishly designed and constructed landscapes. 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.

Players may either alternate placing terrain until they are happy, or 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 Features
2-3	No terrain features
4-5	2 terrain features
6-8	1 terrain feature
9-10	2 terrain features
11-12	No terrain features

If using this method, players alternate placing terrain in each 2 foot square before rolling again.

## Deployment

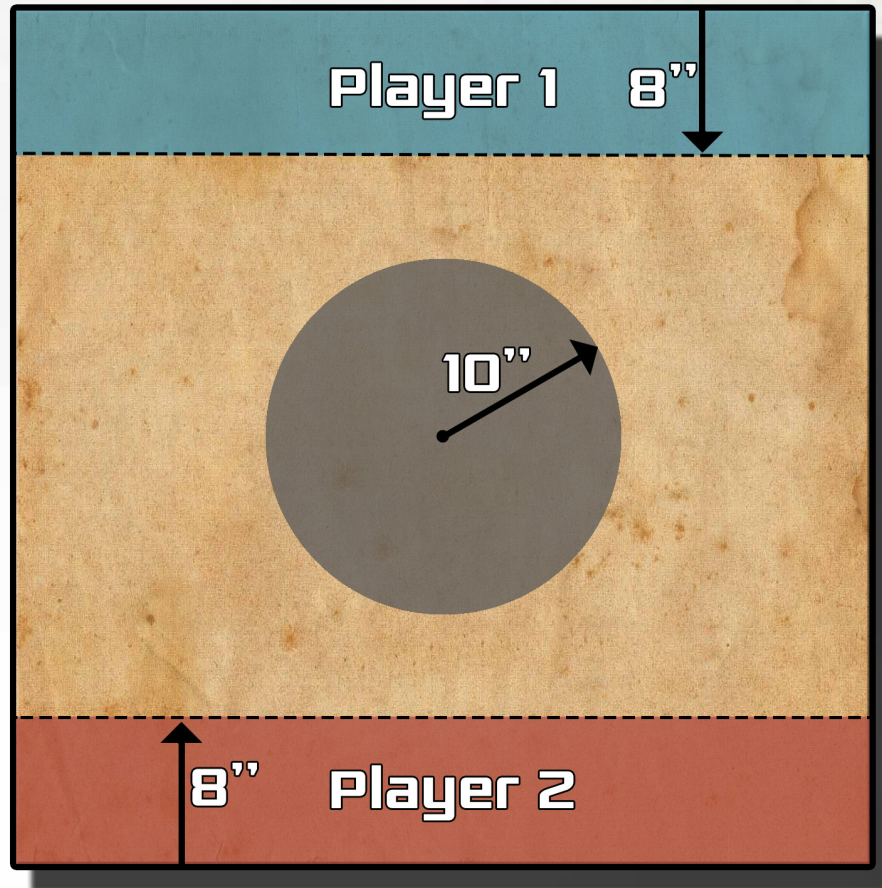
Unlike normal, before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher claims one of the four table sides as their own, while their enemy takes the opposite side.

The player who lost this roll then chooses who deploys their first unit, alternating as normal.

After deployment, place one Banner in the direct center of the board. Refer to the deployment map to the side for details.

## The General

Once the players have finished setting up all of their units, each player nominates one Hero model (unless they have no Heroes) to be their general.



## First Turn

The player that finishes setting up first always chooses who takes the first turn in the first battle round.

## Holding/Controlling Objectives

For the purposes of this mission, Objectives can be either Held, or Controlled.

An objective is considered Held if a player owns more models within range of the Objective than their opponent.

An Objective is considered Controlled if a player owns any models within range of an Objective while their opponent has none.

## Game Length

The game lasts until one player has scored 7 Victory Points.

## VICTORY CONDITIONS

The victory conditions of this scenario are tied to taking the center ground from the enemy.

## Primary Objectives

Players begin scoring points at the end of the second Battle Round.

At the end of a player's turn (not Battle Round), the Active player earns 1 Victory Point if they *Hold* the center. This increases to 2 Victory Points if they *Control* the center.

*Special:* In this mission, for the purposes of model count, the army's General (and only their General) counts as a number of models equal to their remaining wounds.

## Secondary Objectives

Slaying the enemy's General immediately awards 2 Victory Points.



# SCENARIO 2: STAND OFF

## The Armies

Choose the armies as detailed by the composition rules on Page 1.

## The Battlefield

Battles in Age of Sigmar are fought across an infinite variety of exciting landscapes in the Moral Realms, from desolate volcanic plains and treacherous sky temples, to lush jungles and cyclopean ruins. No land is left untouched by the blight of war.

The best battles are fought over lavishly designed and constructed landscapes. 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.

Players may either alternate placing terrain until they are happy, or 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 Features
2-3	No terrain features
4-5	2 terrain features
6-8	1 terrain feature
9-10	2 terrain features
11-12	No terrain features

If using this method, players alternate placing terrain in each 2 foot square before rolling again.

## Deployment

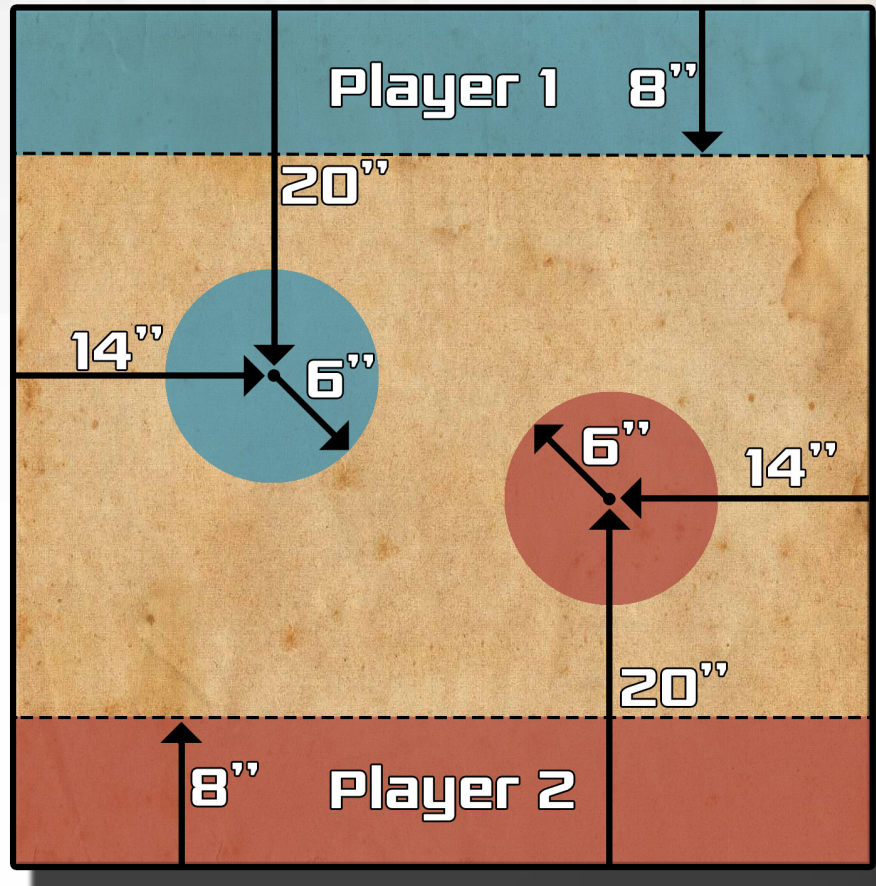
Unlike normal, before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher claims one of the four table sides as their own, while their enemy takes the opposite side.

The player who lost this roll then chooses who deploys their first unit, alternating as normal.

After choosing table sides, each player places their army's banner 20" up from their board edge, and 14" away from the board edge to their right. Refer to the deployment map to the side for details.

## The General

Once the players have finished setting up all of their units, each player nominates one Hero model (unless they have no Heroes) to be their general.



## First Turn

The player that finishes setting up first always chooses who takes the first turn in the first battle round.

## Holding/Controlling Objectives

For the purposes of this missions, Objectives can be either Held, or Controlled.

An objective is considered Held if a player owns more models within range of the Objective than their opponent.

An Objective is considered Controlled if a player owns any models within range of an Objective while their opponent has none.

## Game Length

The game lasts until one player has scored 7 Victory Points.

## VICTORY CONDITIONS

The victory conditions of this scenario are tied to holding your faction's territory, while contesting or claiming your opponent's.

## Primary Objectives

Players begin scoring points at the end of the second Battle Round.

At the end of a player's turn (not Battle Round), *Holding* or *Controlling* their own Banner awards 1 Victory Point.

*Holding* the enemy's Banner awards 2 Points, increasing to 3 if they *Control* it.

## Secondary Objectives

Slaying the enemy's General immediately awards 2 Victory Points.



# SCENARIO 3: TWIST OF FATE

## The Armies

Choose the armies as detailed by the composition rules on Page 1.

## The Battlefield

Battles in Age of Sigmar are fought across an infinite variety of exciting landscapes in the Moral Realms, from desolate volcanic plains and treacherous sky temples, to lush jungles and cyclopean ruins. No land is left untouched by the blight of war.

The best battles are fought over lavishly designed and constructed landscapes. 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.

Players may either alternate placing terrain until they are happy, or 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 Features
2-3	No terrain features
4-5	2 terrain features
6-8	1 terrain feature
9-10	2 terrain features
11-12	No terrain features

If using this method, players alternate placing terrain in each 2 foot square before rolling again.

## Deployment

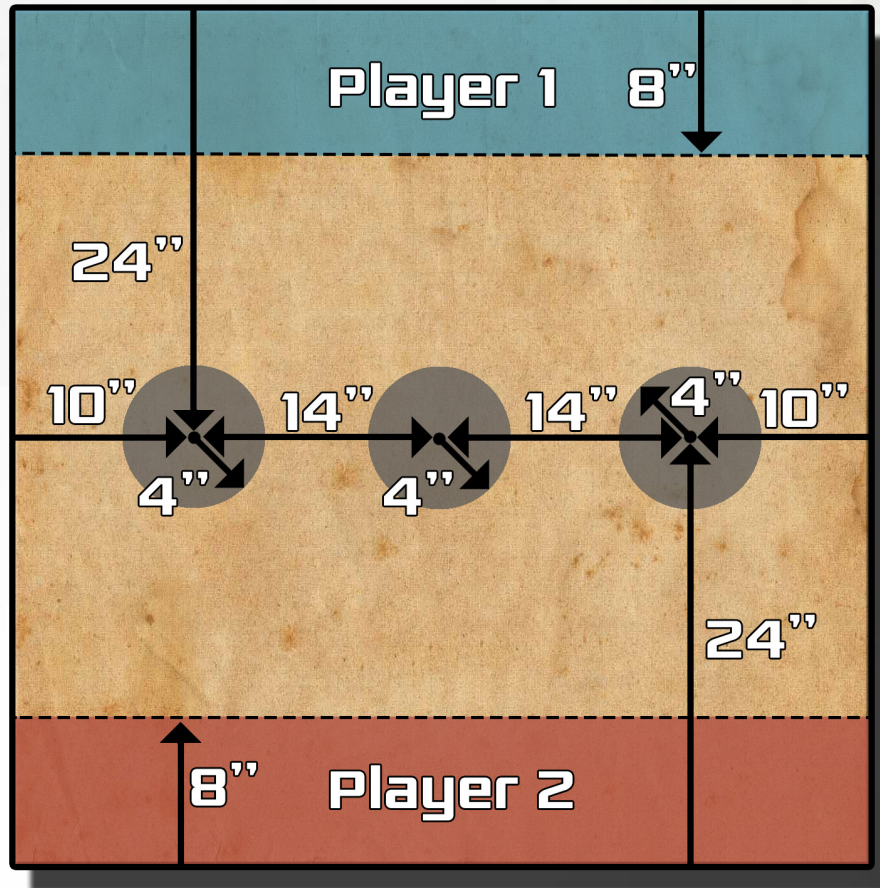
Unlike normal, before setting up their armies, both players roll a dice, rolling again in the case of a tie. The player that rolls higher claims one of the four table sides as their own, while their enemy takes the opposite side.

The player who lost this roll then chooses who deploys their first unit, alternating as normal.

After deployment, place three Banners in accordance with the diagram as shown.

## The General

Once the players have finished setting up all of their units, each player nominates one Hero model (unless they have no Heroes) to be their general.



## First Turn

The player that finishes setting up first always chooses who takes the first turn in the first battle round.

## Holding/Controlling Objectives

For the purposes of this mission, Objectives can be either Held, or Controlled.

An objective is considered Held if a player owns more models within range of the Objective than their opponent.

An Objective is considered Controlled if a player owns any models within range of an Objective while their opponent has none.

## Game Length

The game lasts until one player has scored 7 Victory Points.

## Twist of Fate

At the end of the First Battle Round, randomly remove a non-center flag from the table.

## VICTORY CONDITIONS

The victory conditions of this scenario are tied to determining the value of the terrain and taking what is most prized.

## Primary Objectives

Players begin scoring points at the end of the second Battle Round.

At the end of a player's turn (not Battle Round), the Active player earns 1 Victory Point if they *Hold* the center. This increases to 2 Victory Points if they *Control* the center.

Holding the outer Banner awards 2 Victory Points. This increases to 3 Points if it is Controlled.

*Special:* In this mission, for the purposes of model count, the army's General (and only their General) counts as a number of models equal to their remaining wounds.

## Secondary Objectives

Slaying the enemy's General immediately awards 2 Victory Points.