Phases | Start of Turn | Hero Phase | Movement Phase | Shooting Phase | Charge Phase | Combat Phase | End of Turn

START OF TURN ABILITIES

Once Per Turn (Army), 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+, pick 1 of the following effects:

- ***Ignite Fury***: Gain 2 **rage dice**, then increase your fury level by 2, to a maximum of 7.
- ***Channel Wrath***: If that **Hero** is a **Wizard** or **Priest**, add 1 to casting rolls or chanting rolls for that **Hero** for the rest of the turn.
- ***Dizzying Rage***: For the rest of the turn, if that **Hero** is not a **Wizard** or **Priest**, they can use the 'Unbind' or 'Banish Manifestation' ability 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.

Your Hero Phase — 2

SACRED RITES:
Declare: Pick a friendly **Priest** to chant this prayer, then make a **chanting roll** of D6. On an unmodified chanting roll of 1, remove 1 ritual point from that **Priest** instead of D3.

Effect: Give a number of ritual points to the **Priest** equal to the unmodified chanting roll and do not reset the **Priest**'s ritual points total to 0.

Keywords: Prayer, Unlimited

Your Hero Phase

BANISH MANIFESTATION:
Declare: Pick a friendly **Wizard** or **Priest** to use this ability, pick a **Manifestation** within 30" of them that was not summoned this turn 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. You cannot pick the same **Manifestation** to be the target of this ability more than once per turn.

Effect: If the **banishment roll** equals or exceeds the banishment value listed on the **Manifestation**'s warscroll, it is banished and removed from play.

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.
(You cannot summon a manifestation that was banished this turn)
Effect: That friendly unit can use a **Spell**, **Prayer** or **Banish** 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.

Passive

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

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 did not use a **Run** ability this turn and 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. You cannot pick **Manifestations** or faction terrain features as the target of this ability.

Effect: Resolve shooting attacks for the unit using this ability against the target. You must subtract 1 from the hit rolls for those attacks.

Keywords: Attack, Shoot

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. **(Unit using Counter-Charge can use abilities that are in 'Your Charge Phase')**

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

PHASES: Start of Turn | Hero Phase | Movement Phase | Shooting Phase | Charge Phase | Combat Phase | End of Turn

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 15.3). 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. If this unit is a BEAST, this ability affects this unit's **Companion** weapons.

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. For the rest of the turn, subtract 1 from **save rolls** for the unit using this 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 until that ATTACK ability has been resolved.

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 models more than 12" from them.

SEASON RULES 2026-27

When fighting battles using the *General's Handbook 2026-27* battlepack, both players can use the following abilities:

Once Per Battle (Army), Deployment Phase

RAISING THE HEAT: *The battlefields of Aqshy awaken a burning rage deep within all warriors and beasts, the flames of which are stoked should the enemy seek to intimidate or threaten them.*

Effect: If you are the attacker, set your **fury level** to 1. If you are the defender, set your **fury level** to 2. **(Player who starts deploying first is the attacker)**

Once Per Turn (Army), Start of Battle Round

SIMMERING RAGE: *A wild fury burns in the soul of this commander, threatening to explode at any moment.*

Declare: You must use this ability.

Effect: Gain a number of **rage dice** equal to your **fury level**. At the end of the battle round, any unspent **rage dice** are lost.

Once Per Turn (Army), End of Any Turn

ERUPTION OF FURY: *Stoked by the ongoing battle, this warrior's wrath erupts in a display of bone-splintering violence.*

Declare: Pick a friendly unit to use this ability, then pick an enemy unit in combat with that friendly unit to be the target.

Effect: Pick 1 of the melee weapons that the unit using this ability is armed with. Then, spend up to 3 **rage dice**. **(You can All Out Attack / All Out Defense, even if you used it this turn already)**
Resolve a number of combat attacks against the target using the melee weapon you picked equal to the number of **rage dice** you spent.

Those attacks cannot score critical hits. Instead, for each unmodified hit roll of 6 for those attacks:
- Inflict an additional D3 mortal damage on each enemy unit in combat with the unit using this ability. **(Beside dealing D3 mortal damage that attacks still continue to wound)**
- Your opponent must increase their **fury level** by 1, to a maximum of 7.

For each unmodified hit roll of 1 for those attacks, allocate D3 mortal damage to this unit after the damage sequence has been resolved (ward rolls cannot be made for those damage points).

Designer's Note: *Rage dice do not add to the Attacks characteristic of the weapon you pick; if you spend 3* **rage dice** *to use this ability, you only make 3 combat attacks.*

KEYWORDS: ATTACK, FIGHT

Passive

FIGHT THROUGH THE PAIN: *Anger can grant one the resilience to shrug off grievous wounds – if the promise of vengeance is close at hand.*

Effect: Before allocating damage to a friendly unit, you can spend any number of **rage dice**. For each **rage dice** spent, reduce your **fury level** by 1, to a minimum of 0, then roll a dice. On a 3+, remove 1 damage point from that unit's damage pool. **(You can spend up to 7 fury level / rage dice at once, each reduces 3+ reduces dmg by 1)**