Matched Play Age of Sigmar 4th Edition Reference Sheets
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Etiquette
Before the game begins, be cordial, go through what your army list can do to avoid "gotcha" moments such as teleports, odd abilities that work out of normal sequence, etc. Don't be hasty, allow your opponent to consider commands and abilities that they can use in your turn.

Turn Sequence
1. Start of Turn
2. Hero Phase
3. Movement Phase
4. Shooting Phase
5. Charge Phase
6. Combat Phase
7. End of Turn

Setting Up
1. Roll off, winner chooses attacker and defender
2. Defender sets up objectives and terrain features as indicated on map
3. Attacker chooses their territory and begins deployment

Deployment Phase
Players take it in turns to resolve each step before moving on to the next step starting with the attacker.
1. Deploy faction terrain as per their warscroll
2. Deploy units via deployment abilities alternating between players
3. All other Deployment Phase abilities. The attacker resolves all of theirs before the defender

Using Abilities – Rules of One
1. A unit cannot use more than 1 Core ability per phase
2. A unit cannot use the same ability more than once per phase, unless specified otherwise
3. A unit cannot be affected by the same passive ability more than once at the same time; active abilities with ongoing effects are treated as passives
4. A unit cannot receive or be affected by more than one command ability per phase

Using Abilities – Phase by Phase
In every phase that is not the fight phase:
1. Active player uses all abilities
2. Other player uses all abilities (including commands such as covering fire, redeploy, and counter charge)

During the fight phase:
1. Active player uses all non-fight abilities
2. Other player uses all non-fight abilities

Starting with the active player, players alternate:
3. Strikes First fight abilities
4. All other fight abilities
5. Strikes Last fight abilities

Start of Battle Round
Roll off to determine priority.
layer with more Regiments can re-roll once per game.
Both players receive 4 Command Points to spend on commands (cost shown in brackets throughout this).
The player with less Victory Points at this stage is determined as the Underdog.
The Underdog receives one additional Command Point.
The player with less auxiliary units in their starting list also receives one additional Command Point.

Start of Turn Phase
Activate Place of Power
Pick a Hero within 3" of a Place of Power to activate it and pick one:
- Roll a dice. On a 1 inflict 1 mortal damage on every unit within 6" of each Place of Power on the table. On a 3+ Heal (2) each unit within 6" instead.
- Roll a dice. On a 3+ choose a Ghyranite Objective or piece of terrain within 12" of the Hero to gain Obscuring rule
- The Hero can use Unbind or Banish Manifestation as if they were a Wizard (1) for that turn

Hero Phase
Wizards' power level is shown in brackets which determines how many spell or banish abilities they can do rolling 2D6:
- Cast Spell
- Cast Spell Manifestation
- Banish Manifestation

If they roll a double 1 when casting a spell or summoning a manifestation then they suffer D3 mortal damage, the spell fails, and that wizard cannot attempt to cast any more spells that phase.

Unbind
If an enemy wizard casts a spell, then a friendly wizard within 30" can roll 2D6. If the roll beats the casting roll the spell is unbound and does not cast.

Priests' power level works the same for chanting prayers on 1D6 or banishing manifestations on 2D6:
- Chant Prayer
- Chant Prayer Manifestation
- Banish Manifestation

If an unmodified 1 is rolled during a chant, then the prayer fails, and the priest loses D3 Ritual Points.
On a 2+ the Priest can either store that number of Ritual Points or chant the prayer by expending all Ritual Points if the total is high enough. A priest uses all ritual points when answering a prayer whether all are needed or not.

Sacred Rites
Any Priest can chant this prayer instead of one they normally would, on a 2+ they gain that number of Ritual Points and on a 1 they only lose 1 Ritual Point instead of D3.

Magical Intervention [1] – Enemy Hero Phase
Pick a friendly Wizard or Priest to use a spell or prayer ability, accordingly, subtracting 1 from the cast or chant roll.

Rally [1] – Any Hero Phase
Pick a unit that is not in combat and roll 6 dice. Each 4+ gives a rally point. Spend rally points in any combination:
- Heal (1)
- Spend a number of rally points equal to the health characteristic of that unit to return a slain model to the unit.

Movement Phase
Normal Move – Core, Move
A unit that is not in combat moves, cannot move within 3" of enemy units

Run – Core, Move
A unit that is not in combat moves and adds D6" to their move, cannot move within 3" of enemy units
At the Double [1] – Reaction: Declared a Run Ability
Instead of rolling a D6 just add 6" to the unit's move

Retreat – Core, Move
A unit that is in combat moves and ends outside of combat range of all enemies; suffers D3 mortal damage when it does

Redeploy [1] – Enemy Movement Phase – Move, Run
A unit that is not in combat moves up to D6" and cannot move within 3" of enemy units.

Shooting Phase
Shoot – Core, Attack, Shoot
A unit that did not Run or Retreat in the same turn. Target one or more enemy units and resolve shooting attacks.

All Out Attack [1] - Reaction: unit declared an attack
Add 1 to hit rolls for this attack action. But also suffer -1 save until end of turn.

All Out Defence [1] - Reaction: enemy declared attack
Add 1 to the saves rolls against that attack action.

Covering Fire [1] -Enemy Shooting Phase Shoot, Attack
A unit that is not in combat resolves shooting attacks against the nearest visible enemy unit with -1 to hit rolls.

Guarded Hero – Passive
Affects all Heroes that are not Monsters or War Machines. If within combat range of a friendly non-Hero unit subtract 1 from all hit rolls. If the Hero is Infantry they cannot be targeted by Shooting Attacks while more than 12" away from the shooting unit.

Charge Phase
Charge – Core, Move, Charge
A unit that did not Run or Retreat in the same turn. Make a charge roll of 2D6 and move up to that distance, moving within 3" of enemy units, needing to end within ½" of a visible enemy unit.
Forward to Victory [1] – Reaction declared a charge
After rolling the charge roll may spend the command point to re-roll the charge roll.
Counter Charge [2] – Enemy Charge Phase
A friendly unit that is not in combat can use a Charge ability as if it were your charge phase.

Combat Phase
1. Active Player uses all non-Fight abilities
2. Other Player uses all non-Fight abilities
3. Players alternate using Fight abilities:

Fight – Core, Attack, Fight
A friendly unit in combat or that charged this turn makes a pile-in move and if it is within combat picks one or more enemy units to attack. Resolve attacks.

Pile-in move: Pick one unit that your unit is in combat with, move 3" closer to or staying as close to that unit with each of your models. Cannot move out of combat with any enemy unit during a pile-in.

All Out Attack [1] - Same as shooting phase
All Out Defence [1] – Same as shooting phase

End of Turn Phase
Power Through [1] – End of Any Turn
A unit that charged this turn picks an enemy unit it is in combat with (3") with a lower health characteristic. Inflict D3 mortal damage and move your unit up to its move characteristic. It can pass through the combat ranges of enemy models and does not have to end in combat. It may not move through enemy models unless it's normally allowed such as with Fly.

Score Victory Points
Determine which player controls which objective and score victory points according to the battleplan.

Command Models
Champion – this model gains +1 attack with all weapons
Musician – when the unit uses the Rally command roll one additional dice
Standard Bearer – add 1 to the unit's control score

Controlling Objectives and Terrain
The control of each objective is determined through the game:
1. At the start of the First battle round
2. At the end of each player turn

Control score is the overall control of an individual unit calculated by:
1. The control characteristic of the unit multiplied by the number of models in that unit that are within 3" of the objective or terrain piece
2. Any modifiers from abilities that apply to the unit's control score

Objectives are controlled by one player or the other. Once a player takes control of an objective, they will continue to control it until the other player takes control of it.

Advanced Ability Rules
Passive abilities are always active. A player does not need to activate these during any time or phase; they simply always apply.

"Once Per" Abilities
Some abilities say Once Per Phase, Once Per Turn, or Once Per Battle meaning they can only be used once in the specified time period. Some of these will have (Army) following it meaning they can only be used once per time period across your whole force, it does not matter how many units in your army have that ability.

Modifiers
In Age of Sigmar if a characteristic is ever halved or modified to a number that is not whole for whatever reason it is rounded down to the nearest whole number. Apply modifiers as follows:
1. Set characteristic to a set value
2. Multiply or divide a characteristic
3. Add or subtract a characteristic
4. Maximum +1 or -1 to any roll other than saves