

Matched Play Age of Sigmar 4th Edition Reference Sheets

by Bair from Goonhammer

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 more than 3" from objectives and all other terrain features
2. Deploy units via deployment abilities alternating between players (typically whole regiments or one unit at a time)
3. All other Deployment Phase abilities such as Honour Guard from the General's Handbook or any other that an army might have; 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.
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.

Both players receive 4 Command Points to spend on commands (cost shown in brackets). The underdog receives one additional. The player with less auxiliary units receives one additional.

Start of Turn Phase

Choose Battle Tactic

- Cannot be done if you went second in the last battle round and then **choose** to take the double turn and go first in the current battle round.

Activate Place of Power

- Hero within 3" of a Place of Power terrain feature can roll a dice. On a 1 suffer D3 mortal damage. On a 2+ adds 1 to casting or chanting rolls or if not a wizard/priest instead can use Unbind or Banish Manifestation ability as if they were Wizard (1)

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 suffer D3 mortal damage, the spell fails, and that wizard cannot use 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 store that number of ritual points or chant the prayer if they rolled high enough (by adding any ritual points they've already gained). A priest uses all ritual points when answering a prayer whether all are needed or not.

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.

All Out Defence [1] - Reaction: enemy declared an attack

Add 1 to the saves rolls for this unit during this phase

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.

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 1/2" 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

These appear as keywords on units warscrolls.

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. Some of these will have (Army) following it meaning they can only be used once per Phase, Turn, or Army respectively; it does not matter how many units in your army have one of these abilities, only one of them can use it per Phase, Turn, or Battle.

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

Battle Tactics

Universal Tactics

Do Not Waver

You complete this battle tactic at the end of your turn if 2 or more friendly units fought this turn and no friendly units were destroyed this turn.

Slay the Entourage

Pick a unit in the enemy general's regiment. You complete this battle tactic if that unit is destroyed this turn.

Attack On Two Fronts

You complete this battle tactic at the end of your turn if you control 2 or more objectives that you did not control at the start of your turn and at least 1 of those objectives was controlled by your opponent at the start of your turn.

Take Their Land

Pick a terrain feature wholly or partially within enemy territory and wholly outside friendly territory. You complete this battle tactic if you control that terrain feature at the end of your turn.

Seize the Centre

You complete this battle tactic at the end of your turn if 2 or more friendly units are within 3" of the centre of the battle-eld and are not in combat.

Take the Flanks

You complete this battle tactic at the end of your turn if you have at least 1 friendly unit within 6" of each short battle-eld edge, none of those units are wholly within friendly territory, and none of those units were set up this turn.

Order

Reclaim the Realms

Complete at the end of your turn if there are 1 or more friendly units wholly within each quarter of the battlefield and more than 6" from all enemy units.

Slay the Tyrants

Complete at the end of your turn if any enemy Hero was slain this turn by a combat attack made by a friendly unit.

Chaos

Offering of Carnage

Complete at the end of your turn if 2 or more enemy units were destroyed this turn.

Ordained Charge

Pick an objective controlled by your opponent. Complete this battle tactic at the end of your turn if 2 or more friendly units charged this turn, 1 or more of those units are contesting an objective, and you control that objective.

Destruction

Time to Get Stuck In

Pick 3 friendly units that are not in combat and are wholly within friendly territory. Complete at the end of your turn if each of those are units are wholly within enemy territory and used a Fight ability this turn.

The Kunnin' Approach

Pick an enemy unit that is in combat and a friendly unit that is not in combat. Complete at the end of your turn if that friendly unit was in combat with that enemy unit and that enemy unit was destroyed this turn.

Death

Marked for the Grave

Pick a non-Hero enemy unit that has not had any models slain this battle. If there are no non-Hero enemy units then you may choose any enemy unit. Complete at the end of your turn if that unit is destroyed this turn.

Inevitable Demise

Complete at the end of your turn if 2 or more friendly units are wholly within enemy territory and more than 9" away from all enemy units, and none of those units were set up this turn.