

WARHAMMER AGE OF SIGMAR

LAWS OF WAR



**WARSCROLLS
COMPENDIUM**

RULES

These rules can be used to compare the relative power of two armies after deployment. They are designed to even the odds between two opposing forces of unequal power. All basic rules of *Warhammer: Age of Sigmar* apply unless a rule of the Laws of War says otherwise.

DYNAMIC BALANCING

This set of rules is completely optional. It is designed for players who prefer playing within a more defined framework, suitable for quick pick up games as well as tournament style games.

These rules should still be used in conjunction with scenarios and are ideally suited for games of a specific size (about 3-10 warscrolls and 20-100 models).

PHILOSOPHY

The Laws of War embrace the unique and flexible nature of list building while setting up the armies in *Warhammer: Age of Sigmar*. Instead of picking an army before the match, simply bring a balanced collection of models. Make sure that you can actually field the agreed maximum number of models, but also be prepared to deploy fewer models depending on the encountered opponent and played scenario. The set up is an important and tactical part of *Warhammer: Age of Sigmar*!

Always have a plan during deployment, like fielding a certain warscroll battalion. React to your opponent by setting up counters. Keep the unique benefits gained from the Laws of War in mind.

After deployment, the Laws of War rules allow you to quickly gauge the power of each army and choose from a set of beneficial warscrolls to even the odds or counter specific choices made by your opponent.

LAWS OF WAR

The Mortal Realms are ablaze with the fires of war. Mighty armies clash on the field of battle and the strong prey on the weak. Nevertheless, by making certain pacts and carefully choosing the battlefield, the general of a much weaker army can snatch victory from the jaws of defeat.

After set up is complete, before choosing any sudden death objectives, compare both armies considering the army power table:

THE ARMY POWER TABLE

- +1 power for using warscrolls from more **different factions**
- +1 power for using more **duplicate warscrolls** (which are not part of a completely deployed warscroll battalion of the same army)
- +1 power for using more **special characters** (warscrolls with the Hero keyword and a personal name)
- +1 power for using more warscrolls with the **Hero key word**
- +1 power for using more warscrolls with the **Monster key word**
- +1 power for using more warscrolls with the **War Machine key word**
- +1 power for using more models carrying weapons with an **attack characteristic greater than 1**
- +1 power for using more models carrying weapons with a **damage characteristic greater than 1**
- +1 power for the army using more models with a **save characteristic of 4+ or better**
- +1 power for the army having more **total wounds** deployed

Models can count multiple times. A special character with the Hero and Monster keywords counts for all relevant rules for example.

After determining the power difference, both players can choose 1 Laws of War warscroll. The army with the lower total power score gets to pick additional Laws of War warscrolls to even the odds:

THE ARMY BALANCE TABLE

Power Difference	Additional Laws of War warscrolls
1-2	1
3-4	2
5-6	3
7-8	4
9-10	5

Each Laws of War warscroll can only be picked once per player.



INTRODUCTION

The mortal realms are diverse and wild. Countless secrets, exotic creatures and mystic powers are part of every land and may benefit a wise general - or spell certain doom for a

careless one. The past eons have seen the rise and fall of mighty empires, the demise of creatures that were as old as the stars and the birth of countless legends. Each realm has its

own stories to tell and unique specialities to master. Understanding and harnessing these specialties is the key to becoming a successful warlord or merely staying alive.

WARSCROLL KEY

- 1. Title:** The name of the warscroll.
- 2. Description:** The description tells you about the nature of the Mortal Realm which empowers the warscroll.
- 3. Special Rules:** The special rules are used to represent the effects this Law of War will have on a battle that are not covered by the standard rules.
- 4. Keywords:** The Laws of War and all models have a list of keywords. Sometimes a rule will say that it only applies to models that have a specific keyword.



LAWS OF WAR - AZYR

DESCRIPTION

For reasons only known to the God-King himself, Sigmar intervenes in the battle, smiting even the mightiest of foes as if they were mere toys.

SPECIAL RULES

Celestial Judgment: At the start of the first battle round, pick a number of enemy units equal to the difference in army power if you are controlling the army with the lower total power score. Each unit can only be picked once. For each picked unit, add up the wounds of all models in the unit and roll that many D6. For each result of 5+ this unit suffers 1 mortal wound.

KEYWORDS

LAWS OF WAR, AZYR

LAWS OF WAR - AQSHY

DESCRIPTION

The burning rage of Aqshy engulfs the weapons of its allies, causing them to inflict terrible burns and unspeakable pain on their unfortunate enemies.

SPECIAL RULES

Flames of Agony: Each slain enemy model with a wounds characteristic higher than 1 counts as 2 slain models when making battleshock tests. At the start of each battleshock phase, roll a D6 for each wounded enemy model. Add 1 to the roll if the model has the **Monster** keyword. Subtract 1 if the model has the **Hero** keyword. If the result is higher than its remaining wounds, the model suffers D3 mortal wounds.

KEYWORDS

LAWS OF WAR, AQSHY

LAWS OF WAR - SHYISH

DESCRIPTION

Through unspeakable rituals, the Realm of Death releases the souls of its slain allies and allows them to return to the battlefield.

SPECIAL RULES

Vengeful Dead: Roll a D6 each time one of your units without the **Hero**, **Monster** or **War Machine** keywords is wiped out. On a 4+ you may return the unit to the battlefield during your next movement phase. When you do so, set up the unit on the battlefield more than 9" from any enemy models. This is their movement for that movement phase.

The returned unit may contain any special models such as leaders or models carrying special weapons which were part of the originally set up unit, but it can only contain a maximum amount of wounds equal to the initial army power difference multiplied by 2.

KEYWORDS

LAWS OF WAR, SHYISH

LAWS OF WAR - GHYRAN

DESCRIPTION

Ghyran is life itself, soothing and healing. Its allies don't have to fear injury as the power of life closes their wounds and even regrows severed limbs.

SPECIAL RULES

Breath of Life: Roll a D6 each time one of your models suffers more than 1 damage from an attack. If you roll higher than the inflicted damage, reduce the inflicted damage by 1.

KEYWORDS

LAWS OF WAR, GHYRAN

LAWS OF WAR - HYSH

DESCRIPTION

The iridescent light of Hysh radiates from its allies, making them hard to look at and limiting the enemy's ability to take aim.

SPECIAL RULES

Blinding Light: Your opponent must subtract 1 from any hit roll made by one of his models that targets one of your units in the shooting phase if at least one of the following conditions apply: The target is further than 15" away, the target is not within line of sight (indirect shooting), the target or the shooting unit is within 3" of models considered enemies.

KEYWORDS

LAWS OF WAR, HYSH

LAWS OF WAR - GHUR

DESCRIPTION

The savage strength of Ghur empowers its allies, allowing them to rip apart armor, skin and bone.

SPECIAL RULES

Savage Assault: If an enemy model successfully makes a save of 3+ or better, roll a D6. On a 5+ it takes 1 mortal wound. Your opponent cannot successfully cast Mystic Shield more than once per turn. Enemy models don't get a bonus to their save from cover if attacked with a melee weapon.

KEYWORDS

LAWS OF WAR, GHUR

LAWS OF WAR - CHAMON

DESCRIPTION

Chamon is iron in mind and body.
Chamon is stalwart and direct.
Cowardly magic is dispelled by
Chamon's iron will.

SPECIAL RULES

Magic Ward: Your opponent must subtract 1 from any cast roll. The range of your unbinding attempts is increased to 24" and the model attempting to unbind the spell does not have to see the caster. Once per battle you can use a dispell scroll to automatically unbind a spell.

KEYWORDS

LAWS OF WAR, CHAMON

LAWS OF WAR - ULGU

DESCRIPTION

The realm of Ulgu is shrouded in mystery and entire armies can be swallowed by its thick fog, never to be seen again.

SPECIAL RULES

Entangling Mist: If your opponent would "summon" a new unit onto the battlefield (not considering units with special deployment rules which were set up with the rest of the army), roll a D6. On a 4+ the unit gets lost and doesn't appear. In addition, each newly created unit can only contain a maximum of 10 wounds. New units created from scenario rules or from the **Laws of War – Shyish** warscroll are not affected by these rules.

KEYWORDS

LAWS OF WAR, ULGU