Sydney GT – Realms of Battle

Sydney GT will use selected Realm of Battle rules, which have been drawn from the Warhammer Age of Sigmar Core Book.

We recognise that some of the Realm of Battle rules better suit narrative & open play, so we've selected the most relevant matched play rules. Each round will include 1 hand selected Realmscape Feature (*no roll required*), a Realmsphere Spell, & a Realm Command. Rules that aren't featured on this document **WON'T** be in use.

Each round will take place in a different realm & will be announced by the TO prior to the round commencing. The following rules will be in play;

Shyish, The Realm of Death (p. 254)

Realmscape Feature: **Eternal War**: Add 1 to the Bravery characteristics of all units.

Realmsphere Magic: **Pall Of Doom**: Pall Of Doom has a casting value of 6. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Subtract 2 from the Bravery characteric of the unit you picked until your next hero phase.

Realm Command: **Soul-Force Sacrifice**. You can use this command ability at the start of your hero phase. If you do so, pick a friendly unit that is within 3" of your general. Allocate any number of wounds to that unit that you wish – you can heal 1 wound that has been allocated to your general for each wound that you allocate.

Aqshy, The Realm of Fire (p. 255)

Realmscape Feature: **Geysers of Boiling Blood**. At the start of each of your hero phases, roll a dice. On a 6+, a geyser explodes. If it does so, pick a point on the battlefield and roll a dice for each unit within 6" of that point; on a 4+ that unit suffers D4 mortal wounds. On a 6+ the unit suffers D6 mortal wounds instead.

Realmsphere Magic: **Fireball**: Fireball has a casting value of 5. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. If the enemy unit consists of one model it suffers 1 mortal wound, if it has two to nine models it suffers D3 mortal wounds, and if it has ten or more models it suffers D6 mortal wounds.

Realm Command: **Firestarter**. You can use this command ability at the start of your movement phase. If you do so, pick a terrain feature that is within 12" of a friendly HERO and within 3" of another friendly unit and roll a dice. On a 4+ the terrain feature is set alight. If a terrain feature is set alight, for the rest of the battle, any unit with models in or on it at the end of their movement phase suffers D3 mortal wounds. In addition, a model cannot see another model if a straight line drawn from the centre of its base to the centre of the other model's base passes across this terrain feature.

Chamon, The Realm of Metal (p. 256)

Realmscape Feature: **Rust Plague**. At the start of your hero phase, roll a dice. On a 6+, pick an enemy unit that is in cover. Subtract 1 from save rolls made for that unit for the rest of the battle.

Realmsphere Magic: **Transmutation of Lead**: Transmutation of Lead has a casting value of 7. If successfully cast, pick an enemy unit within 18" of the caster that is visible to them. Unit your next hero phase, half the Move characteristic of the unit you picked, rounding up. In addition, if the unit has a Save characteristic of 2+, 3+ or 4+, then until your next hero phase you can re-roll hit rolls of 1 for attacks that target that unit.

Realm Command: **Adapt Or Die**. You can use this command ability at the start of your hero phase. If you do so, pick a friendly unit within 3" of a friendly HERO or 12" of your general. Unit your next hero phase, roll a dice each time you allocate a wound or mortal wound to a model in the unit you picked. On a 6+ the wound is negated.

Ghyran, The Realm of Life (p 258)

Realmscape Feature: **Lifesprings**. Before the battle begins, each player picks a HERO from their army. Add 1 to the Wound characteristic of the heroes that are picked.

Realmsphere Magic: **Shield Of Thorns**: Shield Of Thorns has a casting value of 5. If successfully cast, pick a friendly unit within 18" of the caster that is visible to them. Unit your next hero phase, any enemy unit that finishes a charge move within 3" of the unit you picked suffers D3 mortal wounds.

Realm Command: **Command The Land***. You can use this command ability at the end of your hero phase. If you do so, a friendly HERO can attempt to cast the Shield of Thorns spell (above). If the HERO is a WIZARD, using this command ability allows them to attempt to cast the Shield of Thorns spell in addition to any other spells they have already attempted to cast.

**I've modified the language from the Core Rulebook to incorporate the Matched Play 'Rule of 1'*

Hysh, The Realm of Light (p 259)

Realmscape Feature: **Aetheric Beams of Light**. In your hero phase, on friendly WIZARD can craft an aetherquart prism instead of attempting to cast any spells in that phase. If they do so, they can attempt to cast one extra spell in each of their future hero phases., an attempt to unbind one extra spell in each future enemy hero phase. A WIZARD cannot craft more than one aetherquartz prism per battle (though your other wizards can do so in future hero phase).

Realmsphere Magic: **Pha's Protection**: Pha's Protection has a casting value of 5. If successfully cast, select a friendly unit within 18" of the caster that is visible to them. Subtract 1 from hit rolls made for attacks that target the unit you picked until your next hero phase.

Realm Command: **Strike Quickly**. You can use this command ability at the start of the combat phase. If you do so, pick a friendly unit within 3" of a friendly HERO or 12" of your general, and within 3" of the enemy. That unit fights immediately, instead of fighting later in that combat phase.