Watchers in Death

An Unofficial Ruleset for Age of Sigmar made by Matthew Glanfield of MiniWarGaming

INTRODUCTION

Since our Warhammer 40k Deathwatch series have done so well I have decided to make a (somewhat) similar ruleset for Age of Sigmar, using the Stormcast Eternals in the place of the Space Marines.

This is not meant to be used competitively, or even to be taken seriously. It plays best if one person acts as a Games Master, crafting scenarios and NPCs and a story for the players to play through.

Everything here is very changeable. If you want to include other units from the Stormcast Eternals, do it! If you want to include other factions, do it! If you want to modify the upgrade trees, do it! This is just my Version 1.0 anyways, so I'm sure there could be plenty of improvements.

Whatever you do, just have fun with it. ☺

-Matthew Glanfield, co-owner
MiniWarGaming.com

SQUAD COMPOSITION

In our first Season of Watchers of Death the kill team composition works as follows:

- 6 Members in Total
- 1 Leader Required from the following:
  - Lord-Arcanum on Foot
  - Lord-Celestant on Foot
  - Lord-Castellant
  - Lord-Exorcist
  - Lord-Ordinator
  - Lord-Veritant
  - Lord-Relictor
- 0-1 Knight
- 0-1 Prosecutor-Prime
- 0-1 **PALADIN**-Prime
- 2+ **REDEEMER**-Primes
  - Liberator-Primes start with one free upgrade
- 0-2 **JUSTICAR-**Primes
- 0-1 Evocator-Prime
  - Still counts as a **WIZARD**

Starting Wounds and Equipment

All non-Lord and Knight models start with two more wounds than they normally do. All models can take any upgrades normally restricted to having minimum size squads.

For example a Liberator-Prime could take a Grandhammer even though you normally must have at least 5 models in the unit.

A Kill Team of Heroes

All models chosen gain the **HERO** keyword if they didn't already have it.

STORMHOSTS

Each model in the Kill Team must be assigned a Stormhost. You can also create custom Stormhosts and simply assign them the rules of one of the ones on this list. However, each Stormhost can only be chosen once per team, including any custom Stormhosts that match an existing one. For example if you make your own Stormhost and call it the Sentinels of Sigmar and use the Hammers of Sigmar rules for them, you could not also include a Hammer of Sigmar as well.

The model from that Stormhost starts with the Level 1 benefits. When it reaches Levels 5 and 10 it will also receive the other bonuses, in addition to whatever it gets when it upgrades. These abilities do not affect the model's mounts.

Stormhost	**Level 1**	**Level 5**	**Level 10**
Hammers of Sigmar	Ignore wounds and mortal wounds on a 6+.	Any unmodified hit rolls of 6 made with melee weapons gain +1 Damage.	Ignore wounds and mortal wounds on a 5+ (replaces Level 1)
Hallowed Knights	Can ignore the effects of any spell or Endless Spell on a 6+.	+1 to run and charge	In your hero phase, heal 1 wound allocated to this model.
Celestial Vindicators	Re-roll hit rolls of 1 if this model made a charge move in the same turn.	At the beginning of the Combat Phase this model can choose to gain +2 to the Attacks of all its Melee weapons, but must subtract 1 from the save rolls for attacks that target this model. These effects end at the end of that phase.	+1 to the attacks of all Melee weapons
Anvils of the Heldenhammer	-1 Bravery to all enemy units within 6"	At the end of the combat phase, any enemy models that were allocated wounds from this model's melee weapons suffer 1 mortal wound.	**Command Ability** – In the hero phase this model can either attack with all its missile weapons, or can make a pile-in move and attack with all its melee weapon.
Knights Excelsior	If this model destroys an enemy unit it can re-roll hit rolls of 1 for the rest of the battle.	Add 1 to the Damage characteristic of all its Melee weapons if the target is a **HERO**.	Re-roll wound rolls of 1 for all attacks made by this model.
Celestial Warbringers	+1 to all casting rolls for this model	Before the first player's first turn this model can make a normal move.	Before the first player's first turn D3 other models within 12" of this model can make a normal move.
Tempest Lords	At the start of your hero phase roll a dice. On a 4+ you receive 1 extra command point.	If this model is on the battlefield, each time you spend a command point, roll a dice. On a 5+ you receive 1 extra command point.	Add 1 to wound rolls for attacks made by this model if it is within 6" of another friendly unit.

Astral Templars	+1 to hit rolls against **MONSTERS** and **HEROS**	+1 to wound rolls against **MONSTERS** and **HEROS**	-1 to wound rolls for attacks made by a **MONSTER** or **HERO** that target this model.
Sigmarite Brotherhood	If equipped with a shield then ignore one level of Rend from enemy attacks on this model (i.e. Rend -1 becomes 0, -2 becomes -1, etc.)	Friendly models wholly within 3" of this model that are targeted by enemy units that are closer to this model than the friendly model gain cover.	At the end of the Combat Phase this model can perform a Shield Bash. On a 4+ it inflicts d3 mortal wounds to one enemy unit within 1" of this model.
Blackshield (i.e. does not affiliate with any other Stormhost)	Choose one of the model's melee weapons. It gains +1 Attacks.	+1 to all hit rolls for Melee weapons.	When friendly units within 6" are allocated wounds any or all of those wounds can be allocated to this model instead. No abilities that ignore wounds or mortal wounds can be used to then prevent those.
Knights of the Aurora	If this model charges then it will fight first in the following Combat Phase. This is done before the normal sequence of choosing who will fight.	+2 Movement	If this model charges then it can immediately pile-in and make its attacks as if it were the Combat Phase. This does not prevent it from fighting again in the Combat Phase.

TAKING DAMAGE

When a Watcher in Death model is reduced to 0 wounds, roll on this table before they are slain:

d6	Effect
1	Model shakes off the damage.
2-3	Minor Wounds. Add one Wound token to the model.
4-5	Stunned. Add two Wound tokens to the model.
6-7	Stunned and Knocked Down. Add three Wound tokens to the model.
8	Out of the fight. Remove the model from the battlefield.

Modifiers:
Per Wound token: +1
Model is Tough: -1

Stunned: -1 to all hit rolls until the end of the model's following turn

Knocked Down: The model can take no actions until it stands up. It can stand up in its Movement phase. This counts as its full Movement.

Out of the Fight: After the battle roll on the following Death Chart, before XP is rewarded:

Death Chart

D66	Result
11-16	Dead
21-23	Seriously Injury. Permanent -2 Wounds.
24-26	Major Injury. Permanent -1 Wounds.
31-33	Minor Injury. Permanent -1 Movement.
34-36	Minor Injury. Randomly choose one of this model's weapons. Permanent -1 to the Hit Roll of that weapon.
41-46	Rattled. -1 to all hit rolls in the next game
51-56	Unharmed
61-63	Learned from mistakes of past. Gain D6 XP
64-66	I'll never do that again! Gain exactly enough XP to level up.

EXPERIENCE AND LEVELING UP

Levels

Level	XP	Level	XP
1	0	6	70
2	10	7	100
3	20	8	130
4	30	9	170
5	50	10	210

Gaining XP

Action	XP Gained
Unsaved Wound	1 XP
Heal Ally	1 XP per wound
Cast Spell that is not unbound that does not inflict damage	2 XP
Participate	2D6 XP

Upgrades

Note: Models with Fly double Movement gains

2d6	Result
2	Choose result of 2d6, including choosing result of any randomization
3-4	Roll on any Upgrade Tree that applies
5	Roll on any General Upgrade Tree
6	Random Attack or Wound*, or Roll on Speed or Toughness
7	Random Stat*, or roll on any General Upgrade Tree
8	Random Attack or Move*, or Roll on Close Combat or Shooting
9	Roll on any General Upgrade Tree
10-11	Roll on any Upgrade Tree that applies
12	Choose result of 2d6, including choosing result of any randomization

*Attack = pick one weapon, gain 1 attack
*Wound = +1 Wound *Move = +1 Move
*Stat = Randomize Attack, Wound, or Move

Note: Each upgrade on the skill trees can only be rolled once. Different numbers are considered to be different upgrades, even if they have the same wording.

Close Combat Upgrades

D6	Upgrade
1	Can Pile-In 6” instead of 3”.
2	After fighting in the Combat Phase, if there are no enemy models within 3” this model can immediately make a Pile-In move.
3	+2 Charge
4	+1 to wound rolls if Charged an enemy unit in the same turn
5	+1 to all Attacks if Charged by an enemy unit in the same turn
6	Can Retreat and still Charge

Shooting Upgrades

D6	Upgrade
1	Can Retreat and still Shoot
2	Ignore the penalty from Look Out Sir
3	Ignore Cover
4	If an enemy unit charges this model and there are no other enemy units within 3” this model can make an out-of-sequence shooting attack against the charging unit, but suffering -2 to hit rolls.
5	Can shoot twice if didn’t move.
6	Always counts as not having moved when shooting.

Speed Upgrades

D6	Upgrade
1	+2 Move when running
2	Reroll failed charge rolls
3	Can stand up from Knocked Down and still move (but not run)
4	Before the first battle round this model can move 2d6”.
5	Reroll run rolls
6	When chosen to fight in the Combat Phase this model can Retreat instead of fighting.

Toughness Upgrades

D6	Upgrade
1	Cannot be Stunned. If already have this then Cannot be Knocked Down.
2	Cannot be Stunned. If already have this then Cannot be Knocked Down.
3	Tough (i.e. -1 to Injury table)
4	Ignores wounds and mortal wounds on a 6+
5	At the beginning of each friendly hero phase regain 1 lost wound, or remove 2 wound tokens.
6	Choose one: +1 to saving throws against Melee or Ranged. This cannot increase the save to 2+ or better. If already has a 3+ save then reroll this result.

Special Upgrade Trees

These tables can only be chosen by models with the proper keyword.

LORD Upgrades

D6	Upgrade
1	Gain a Command Trait
2	Gain any Artefact that normally could be taken by this model.
3	Gain a Storm-forged Weapon
4	Gain a Heaven-Wrought Armour
5	Gain an Artefact of the Tempest
6	Choose one of the above upgrades

WIZARD Upgrades

D6	Upgrade
1	+1 to Casting and Unbinding Rolls
2	Can attempt to cast and unbind one additional spell per hero phase
3	Can dispel an Endless Spell without using a spell slot
4	Learn a new spell from an appropriate Lore
5	+6” Range on all spells
6	Any spells cast by this model that inflict mortal wounds inflict 1 additional mortal wound on each unit that suffers any damage from this spell.

SACROSANCT Upgrades

D6	Upgrade
1	Any abilities that work against **NIGHTHAUNT** now also work against **DEATH.** Reroll this if they don’t have abilities that affect **NIGHTHAUNT**.
2	**SEQUITORS** and **CASTIGATORS** can use both of their special abilities instead of one. Reroll this for other models.
3	Friendly units within 12” of this model ignore mortal wounds on a 5+.
4	If the model is a **WIZARD** then choose a Scroll of Power. Otherwise reroll this.
5	If the model is a **WIZARD** then choose a Celestial Stave. Otherwise reroll this.
6	Choose one of the above upgrades

PRIEST Upgrades

D6	Upgrade
1	Learn a new prayer
2	Learn a new prayer
3	All prayers gain +6” to their range. Reroll this if the model doesn’t know any prayers.
4	+1 to rolls to see if a Prayer is successful. Reroll this if the model doesn’t know any prayers.
5	When using a Prayer that affects friendly models it will affect all friendly models within 6” of the target. Reroll this if the model doesn’t know any prayers.
6	Choose one of the above upgrades

TOTEM Upgrades

D3	Upgrade
1	Gain a Treasured Standard
2	Can use any Totem abilities every turn, rather than once per game.
3	-2 Bravery to all enemy units within 12” of this model

PROSECUTORS Upgrades

D3	Upgrade
1	Roll twice on the Shooting Upgrade table
2	Roll twice on the Speed Upgrade table
3	+6” Move

PALADIN Upgrades

D3	Upgrade
1	Roll twice on the Close Combat Upgrade table
2	After fighting in the Fight Phase this model can immediately pile-in and fight again on a 5+
3	+1 Wound

REDEEMER Upgrades

D3	Upgrade
1	Roll twice on the Toughness Upgrade table
2	If armed with a shield then provides cover to friendly models within 6” that are further from the enemy shooting than the **REDEEMER**. If no shield then reroll.
3	Every unmodified save roll of 6 in the Fight Phase inflicts one mortal wound on the unit that caused the wound.

JUSTICAR Upgrades

D3	Upgrade
1	Roll twice on the Shooting Upgrade table
2	If doesn’t move can fire twice in the Shooting Phase, as long as no enemies within 3”
3	+6” range to all Missile weapons