

Age of Sigmar 2025-2026 GHB Battle Tactics - Scourge of Ghyran:

Army Creation - Choose 2 battle tactics (cards) at army creation and include with your army list. These can not be changed once the game has started.

- You can score battle tactics from both cards in the same turn.
- For each card you can only score one of the three components; **Affray**, **Strike** and **Domination** each turn.
- You must score them in order (Affray -> Strike -> Domination)

Master the Paths:

Affray - Kill an enemy Hero.

Strike - Have more friendly units in neutral territory than enemy units (or no enemy units in friendly territory if there is no neutral territory in that battleplan).

Domination - Have three or more friendly units each wholly within 9" of a different corner of the battlefield with only one of those being in friendly territory and no more than one of those units was set up this turn.

Restless Energy:

Affray - Control an objective that was controlled by your opponent at the start of your turn.

Strike - Control every objective within enemy territory (or if there aren't any, every objective that was controlled by your opponent at the start of the turn).

Domination - Control every objective.

Intercept and Recover:

At the start of the battle your opponent picks 3 of their units which are on the battlefield and not manifestations or terrain to be carrying treasure. If your opponent has less than 3 units on the battlefield then you score VP instantly starting from Domination, Strike and then Affray. If you take a double turn your opponent can remove a treasure.

Affray - At least 1 enemy unit carrying treasure has been destroyed this battle.

Strike - At least 2 enemy units carrying treasure has been destroyed this battle.

Domination - At least 3 enemy units carrying treasure has been destroyed this battle.

Wrathful Cycles:

Affray - Control more objectives than your opponent at the end of the turn.

Strike - Be the underdog at the start of the battle round, have 1 friendly unit on the battlefield, half at least half of the friendly units on the battlefield use a fight ability this turn.

Domination - Have a different friendly unit wholly within each large quarter of the battlefield **and** control more objectives than your opponent **and** there are no enemy units contesting any objectives that you control.

Scouting Force:

*At the start of the battle, pick every friendly **non-hero infantry** and **non-hero cavalry** unit that was not set up in reserve using a Deploy ability, they become a scout unit. You cannot complete these battle tactics with scout units that are in combat. Replacement scout units are also scout units.*

Affray - Have 3 or more friendly scout units wholly outside friendly territory.

Strike - 3 or more objectives or **non-faction** terrain features that you control, in any combination, are contested by friendly scout units. These must be within enemy territory.

Domination - If a friendly scout unit that was not set up this turn is contesting a **non-faction** terrain feature that you control, that is wholly within enemy territory and that is more than 6" from friendly territory.

Attuned to Ghyran:

Affray - have at least 2 friendly units within 3" of the centre of the battlefield that are not in combat.

Strike - Have both; 2 friendly units use the retreat ability this turn **and** have 2 other friendly units have used a charge ability this turn and 1 of those units ended the charge move in combat with an enemy unit that was retreated from by the first two friendly units.

Domination - If there are no enemy units within friendly territory and no enemy units within neutral territory.