

Age of Sigmar 2026-2027 GHB Battle Tactics - Ashq

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)
- Each are worth 5 Victory Points (VP) each

Blazing Enslaught

At Start of the battle, after using abilities but before determining which player will take the first turn, your opponent must pick 1 non-FACTION TERRAIN to be their within their territory hideout. This terrain can not be removed from the battlefield.

Affray - If the same enemy unit had at least 1 damage point allocated to it in 3 different Phases this turn

Strike - If you control the enemy hideout.

Domination - If 2 or more enemy units were destroyed this turn and you control the enemy hideout.

Siege of Ashes

Affray - If 2 or more friendly units are wholly outside friendly territory, wholly within 6" of friendly territory and within 3" of each other.

Strike - If you control an objective within enemy territory and that objective is contested by both:

- 1 friendly unit that did not use a MOVE ability this turn
- 1 other friendly unit that charged this turn.

Domination - If 3 or more friendly units within 3" of the centre of the battlefield that are not in combat.

Flanking Firestorm

Affray - If 2 or more objectives or terrain features that you control, in any combo, are contested by a different friendly unit that is more than 6" from friendly territory and they were not set up this turn.

Strike - If 2 or more friendly units that were not set up this turn are within 9" of a different corner of the battlefield and wholly outside friendly territory .

Domination - If there are more friendly units within enemy territory than enemy units and there is at least 1 friendly hero wholly within enemy territory.

Smokescreen

Affray - If you control an objective that is contested by at least 1 enemy unit.

Strike - If more friendly units were destroyed this turn than enemy units.

Domination - If you control each objective within Enemy territory.

Burning for Vengeance

At the start of the battle, after using all deployment Phase Abilities but before determining which player will take the first turn, pick an enemy **HERO** on the battlefield or in reserve to be the fugitive for the rest of the battle.

Affray - If there is a different friendly unit wholly within each large quarter of the battlefield, those friendly units are more than 9" from the centre of the battlefield, and no more than 1 of those friendly units were set up this turn.

Strike - If **one** of the followings is true:

- There are 3 or more friendly units that are not in combat and are within 12' of the enemy fugitive.
- There is no enemy fugitive on the battlefield.

Domination - If **one** of the followings is true:

- There are 3 or more friendly units in combat with the enemy fugitive
- There is no enemy fugitive on the battlefield and 3 or more friendly units are contesting the same objective that is wholly outside friendly territory.

Legend of the Parch

Affray - If an enemy unit that was in combat at the start of the turn was destroyed by a combat attack made by a friendly unit that charged this turn.

Strike - If there are 2 or more friendly **HEROEs** on the battlefield, all friendly Heroes are within 9" of a visible enemy unit and no friendly **HEROEs** were slain this turn.

Domination - If you control an objective wholly outside your territory that you did not control at the start of the turn and a friendly **HERO** is contesting that Objective.