



The Lonesome Road Warcry Expansion

GETTING STARTED-

This expansion is meant to deliver a single player experience for your Warcry games. Many of the rules for this expansion are based on the use of the Warcry Core Book. In addition, you may use the Trial of Champions rules from the 2019 Tome of Champions to increase the challenge level. To begin your quest down the Lonesome Road you will need:

- The Warcry Core Rules, the various card decks for terrain, deployment twist etc. Many of these cards are also printed in the back of the Warcry Core Book for your convenience on page 152.
- A 1000 point Warcry Warband. You may have additional warriors in your roster as per the campaign and roster rules on page 64 of the Core Book.
- A campaign that your warband will embark upon. These can be found in the Core Book for many warbands, and the 2019 Tome of Champions introduces many more campaigns that are available for all factions.
- An enemy warband. This does not have to be built with the core warcry warband rules, just create a 1000 point list. For an additional challenge, feel free to increase the points limits of the enemy warband.

THE JOURNEY BEGINS

Create your warband the rules for warband creation from the Warcry Core Rules (page 64). Generate games using the Warcry Core Rules as normal using the limited list of Victory and Twist cards (See Right). Any Terrain and Deployment cards may be used during setup. When your warband engages in a Convergence Battle as described in their campaign, follow those Victory and Twist Cards even if they do not appear on the list below.

After each battle, you must complete the Aftermath Sequence (page 66). Additionally, you may use the optional Aftermath Sequence available in the 2019 Tome of Champions (pg 78) for an additional challenge.

Playing A Game

The Lonesome Road expansion is designed to use many of the existing core Warcry rules. When it is time to set up a game of Warcry, use the core rules with the following exceptions.

VICTORY CARDS

Battles along the Lonesome Road are limited to the following list of Victory Cards. If any missions require you to determine an Attacker or Defender, you are always the Defender.

Assassinate
Blunt
Conquer
Crush
Cut Off the Head
Dominate
Ebb and Flow
Hold Our Gains
No Mercy
No Quarter
Scorched Earth
Shock and Awe
The Comet
The Prize
The Raid
The Ritual
Vanquish
Vantage point



TWIST CARDS

Battles along the Lonesome Road are limited to the following list of Victory Cards.

Winds of Rot
Enervating Totem
Insidious Malignants
Encircling Direflock
Eager for the Fight
No Holding Back
Battle Frenzy
Bitter Rivals
Eerie Silence
Blizzard
The Goremoon Rises
Grudge Match
Bloodwind
Foreboding Location
Dusk

Use the standard rules for determining Terrain and Deployment cards.

Note: As with standard games of Warcry, this randomization can sometimes create matches where you or the opposing warband are not in a position to win a battle. I suggest playing it out regardless, as such battles may still result in injuries, glory and more that will affect future battles along your campaign!

BATTLE GROUPS

Divide your warband into battle groups following the core rules of Warcry as normal. To split the opposing warband into battle groups, follow these steps:

Roll a D3 for each miniature dividing them into groups 1,2,3

The largest of these groups is the Shield. In case of a tie, the group with the higher point value is the shield. In case the point values are equal, roll a dice to determine which group is the shield.

Pick one of the remaining groups and roll a dice. On a 1-3, that group is the Hammer. On a 4-6, that group is the Dagger.

Every group must have at least one fighter in it. If your dice rolls result in a group not having a fighter, take the fighter from the Hammer or Dagger groups (whichever does have models in it) with the lowest point cost and move them over to the empty battle group.

Example: I as the sole player divide my warband into battle groups first. Then I go to the opposing warband, a motley crew of terrifying grots! I use a D3 to sort these units out into 3 groups. The largest of these battle groups is the shield. Then I'll pick one of the two remaining battle groups and roll a die, and get a "2". This means that this battle group is the Hammer! But oh no! My dagger group does not have any models in it! I simply take the lowest point cost fighter from the Hammer Battle Group and move it over to the dagger. Now I am all set for battle!

DETERMINING DEPLOYMENT

You as the player will always take the Red deployment zones as described on the deployment card for that battle.





HERO PHASE

You still perform the Hero Phase as described on page 38 of the core rules. The enemy warband does not perform a hero phase and they cannot use abilities. After you have completed your Hero Phase, roll a die. On a 1-3, the enemy warband gains priority. On a 4+, you gain priority. In addition, Seize the initiative!- If you wish, you may spend one Wild Die in order to add +1 to the roll above.

PRIMAL INTELLECTS

During the campaign, the following rules are used to dictate how the enemy units behave in battle.

ACTIVATING AN ENEMY

During the Combat Phase, activate the fighters in the enemy warband, one at a time, always choosing the fighter that is closest to any member your warband that has not activated in that round yet. To activate a fighter in the enemy warband, determine which fighter is closest and then roll a dice and consult the behaviour table.

If there are two enemy fighters that are an equal distance apart from a fighter in your band (for example, multiple fighters are in base to base contact), use the following priority order to determine which fighter to activate:

- The Leader of the opposing warband
- The Fighter with the highest point value
- The Fighter who's suffered the most wounds
- if this results in a tie, use a D6 to randomly determine which fighter activates

Quick tip: If you prefer, you can randomize which enemy fighter is activated with a dice roll or some other such method. The rules here are intended to allow players to play a game of Warcry as simply as possible.

The behaviour table has 3 columns, each with 6 results. The distance between the enemy unit and the closest enemy models determines which column you use. Each roll on the behaviour table has a corresponding action that the unit will perform. These actions have numbered steps that must be resolved immediately in the order they appear before the next unit in the enemy warband can be activated.

Many of the actions require you to determine the closest model or closest unit. If there are two or more eligible models or units, choose the fighter with fewer wounds remaining. If both targets have the same number of wounds remaining you can pick which one will be treated as the closest for the purpose of that action, or roll a die to determine this.

In the event that a fighter has 2 weapons profiles you must choose one to attack with. Always choose a weapon that is in range of an enemy. If there are two or more such weapons, choose the profile with the higher strength value.

If an opposing fighter makes the Attack Action and there are more than one eligible targets, roll a Dice to randomly determine which one of





D6	In Combat- Within 1" of an enemy fighter.	Close- More than 1" and less than 12" from an enemy fighter.	Far- More than 12" from an enemy fighter.
1	Cunnin'	Cunnin'	Cunnin'
2	Spooked	Press the Attack!	Press the Attack!
3	Press the Attack!	Press the Attack!	Press the Attack!
4	Press the Attack!	Brutal Charge	Hurry
5	Press the Attack!	Brutal Charge	Hurry
6	Carnage	Brutal Charge	Hurry

Objectives

Many battles in Warcry are fought to achieve certain objectives. These can be claiming strategic locations, guarding artifacts or killing select members of an opposing warband. When determining the closest "Objective" for this rule, look at the Victory card for this round. If the battle involves claiming specific places or artifacts on the battlefield (marked by tokens) this fighter moves directly towards them (remaining still if they begin their movement as close as possible).

If the Victory card states that a Fighter (or group of fighters) must be slain to achieve victory, those models are considered to be "objectives" for the duration of the battle.

Alternate between your warbands activations and the enemy warband in this way until all fighters have been activated that round.

Remember:
 Always activate the enemy fighter that is closest to any fighter of your warband.
 Roll to determine their behavior.
 Resolve any actions

No matter which behavior is rolled, fighters from the opposing warband will end their movement the moment they are in weapon range of a fighter from your warband. This also applies to units with long ranged weapons as they would prefer to shoot in safety!

BEHAVIOR RULES

CUNNIN'

This fighter performs the "Press the Attack!" behavior as described below, however they must use their Move Action to move as close as possible to the nearest objective. If this movement brings them within weapon range of a fighter from your warband, they make an attack action as well. This fighter must always attack the nearest fighter from your warband.

SPOOKED

This unit makes the Disengage Action, Moving 3" directly away from any of your fighters. If it cannot do so for any reason, it is destroyed. This fighter's activation then ends.





PRESS THE ATTACK!

This fighter immediately makes a single move action, going directly towards the nearest visible fighter from your warband. If, at the end of this movement action, the enemy fighter is in range of one of their attack profiles, they make an attack action. If there are no fighters from your warband within 9" of this fighter, they make another Move Action in the same manner.

If this Fighter begins its activation in range of an attack based on one or more of their weapon profiles, they instead make two attack actions. If there are no enemies in range after the first Attack Action, this fighter uses the Wait Action instead.

Special rule:

FIRE FROM A DISTANCE!

If a fighter has a weapon with a minimum range (for example, a longbow) they follow a different sequence for Press the Attack!. First determine if there is already a fighter from your warband in range of this weapon. If not, they make a Move Action directly towards the nearest fighter from your warband, ending if they come into range of their longest range attack profile; they then make an attack action.

If however this fighter begins its activation in range to attack a fighter from your warband using their longest range weapon profile, they do not move, and instead make two attack actions with the longer ranged weapon option. If there are no enemies in range after the first Attack Action, this fighter uses the Wait Action instead.

If this fighter begins its activation within 1" of a fighter from your warband, they instead make two Attack Actions with their shortest range weapon (i.e. melee weapon).

The intent- The idea here is to keep your ranged units (archers for example) out of direct combat, and instead raining shots upon your head.

CARNAGE

This Fighter makes three attack actions so long as there is still an enemy within its weapon range this battle round.

HURRY

This fighter immediately makes 2 move actions heading directly towards the nearest visible fighter from your warband. If there is an obstacle in their path, determine the shortest route to a model from your warband and move them as far as they can go along that path. If no fighters are visible to them, they move towards the nearest fighter instead.

BRUTAL CHARGE

This fighter immediately makes a move action, adding 2" to their movement value and must move directly towards the nearest visible unit from your warband. If this movement brings them within weapon range of a fighter from your warband, this fighter immediately makes an attack action with +1 strength to its attacks this round. If this movement does not bring them within attack range of an enemy fighter, the activation ends.

If a fighter has a weapon with a minimum range (for example, a longbow), They will instead follow the "Fire From A Distance!" rules (See left).

