

COMBAT PHASE SUMMARY

A-SELECT THE TARGET

- Uncontrolled Objective ► Objective Controlled by Player's warband
 - Fighter Targeted by Victory Conditions ► Enemy Leader
 - Enemy Fighter Not Activated ► Enemy Fighter Activated

B-SELECT THE ACTIVE FIGHTER

- Engaged fighter ► Fighter closest to the target.
(in descending order of wounds, then of value in points)

C-ACTIVATE THE ACTIVE FIGHTER

- *Run this sequence for **each** action of the active fighter.*
- *As soon as the active fighter performs an action, go directly to 7-End of sequence.*

1-Ability

Skip this section if the active fighter has already played an ability this battle round.
The active fighter plays the ability that is eligible for him with the most icons and with the highest value.

2-Objective defense

If the active fighter is within 3" or less of an objective, follow the instructions below,
stopping any movement of the active fighter within 3" of this objective.

3-Engaged in combat

- If the target is within Attack Range, do an ATTACK action on the target.
- If the target is within Threatening Range, do a DISENGAGE action towards the target **if possible**.
 - Otherwise, do an ATTACK action on an enemy fighter.

4-Attack range

If an enemy fighter is in Attack Range, do an ATTACK action.

5-Threatening range

If an enemy fighter is within Threatening Range, do a MOVEMENT action that **stops as soon as the active fighter comes within attack range** of one of his weapons.

6-Approaching

Do a MOVEMENT action towards the target of maximum distance.

7-End of sequence

Choose the target again (A).
Then follow the Activate Active Fighter section (C) **again for any remaining action**.



*This single player mode for WarCry is an **unofficial** variant that first appeared on the Colorfulminis forum. With these rules, the single player of WarCry will be able to play alone against the game, without decreasing the richness of the experience, and with an interesting level of difficulty. These rules allow the automatically managed warband to access abilities, defend objectives and strategically target fighters according to the configuration of each battle.*

However, we have taken care to make these rules as simple and streamlined as possible so as not to get in the way of the player, who is focused on his own warband.

Any comment or feedback on these rules are welcome at colorfulminis.com/contact.

SETUP

MAKING OF THE OPPOSING WARBAND

The player chooses a warband he wants to play against (referred to as "the opposing warband" in this document) and a difficulty level for the battle.

He then composes it according to the standard rules. The maximum value of the opposing warband depends on the level of difficulty chosen.

EASY	BALANCED	DIFFICULT
1000 points	1150 points	1250 points

The game is played according to the standard rules, except that the player activates the opposing warband according to the following rules.

MAKING OF THE GROUPS

The player composes the groups of his warband normally, and follows the following instructions to create the groups of the opposing warband.

The player chooses 3 miniatures and places them in a row. These fighters are the first of the groups in constitution.

For each remaining fighter, he rolls 1D6:

- **1-2** : the fighter goes with the first group (on the left)
- **3-4** : the fighter goes with the second group (in the middle)
- **5-6** : the fighter goes with the group with the fewest figures

If a group contains more than half of the warband's fighters, the excess is allocated to the group with the fewest fighters (roll in case of a tie).

When all fighters are affected, **the most important group is the Shield**. It is put aside. The remaining group to the left is the Dagger. The remaining group to the right is the Hammer.

DEPLOYMENT AND VICTORY CARDS

The player's warband always uses the blue deployment points, the opposing warband always uses the red ones.

The player always plays the defender and the opposing warband the attacker.

HERO PHASE

INITIATIVE ROLL

The player rolls his initiative dice and gets the joker normally, **before moving on to the opposing warband's initiative roll.**

The 6 initiative dice are then rolled for the opposing warband.

The joker die of the round is immediately used for (in order of possibility):

- Increase a triple in quad
- Increase a double in triple
- Increase a single in double

The joker is never kept from one turn to the next for the opposing warband.

The ability dice obtained are set aside for both warbands, and the warband with the most singles takes the initiative and activates the first fighter during the combat phase.



COMBAT PHASE

The player activates his fighters according to the standard rules. When it is the opponent's turn to play, he follows the rules in this section.

- *Player's warband* refers to the warband controlled by the player.
- *Enemy fighter* means a fighter belonging to the player's warband.
- *Engaged fighter* means a fighter within 1" or less of at least one enemy fighter.
- *Friendly fighter* means a fighter from the opposing warband.
- *The closest to the warband* means the closest to at least one of the fighters of the warband. In case of a tie, choose the closest to at least two fighters from the warband.

A-SELECT THE TARGET

Before activating a fighter from the opposing warband, the player chooses his target according to the following list (in order priority):

- Uncontrolled objective
- Objective controlled by the player's warband
- Fighter targeted by the victory conditions
- Enemy leader
- Enemy fighter not activated
- Enemy fighter activated

If several targets of the same type exist, choose the one closest to the opposing warband.

B-SELECT THE ACTIVE FIGHTER

Select the active fighter according to the following list (in order of priority), among the fighters of the opposing warband **not activated this round**:

- Engaged fighter (in decreasing order of wounds, then in points)
- Fighter closest to the target (in decreasing order of wounds, then in points).

C-ACTIVATE THE ACTIVE FIGHTER

- *Attack range* means being at a distance less than or equal to the range of at least one of the active fighter's weapons.
- *Threatening Range* means being at a distance less than or equal to the sum of MOVEMENT and the greatest range of the active fighter's weapons.
- The active fighter always moves by the **shortest path** to his objective, by **avoiding fatal terrain**. He climbs any terrain in his path and jumps to descend platforms.
- Whenever the term "**an enemy fighter**" is mentioned, choose the target first (if the target is an enemy fighter) or otherwise the enemy fighter with the **most wounds**, in descending order of point value.

Perform the following sequence for each action of the active fighter.

As soon as the active fighter performs an action, go directly to subsection 7-End of sequence.

1-Ability

Skip this section if the active fighter has already played an ability this battle round.

The active fighter plays the ability that is eligible for him with the most icons and the highest value, as long as the ability produces a beneficial effect for the opposing warband and conditions allow it.

The ability is played against an enemy fighter if this ability is to target a fighter.

2-Objective defense

If the active fighter is 3" or less from an objective, and no friendly fighter is 3" or less from this objective, follow the instructions below, **stopping all movement** of the active fighter within a distance of 3" from this objective.

3-Engaged in combat

If the active fighter is engaged in combat, follow the instructions below :

- If the target is within Attack Range, it does an action of ATTACK on the target.
- If the target is at Threatening Range, it does a DISENGAGE action towards the target **if possible**.
- Otherwise, it does an ATTACK action on an enemy fighter.

4-Attack range

If a fighter enemy is in Attack Range, the active fighter does an ATTACK action on an enemy fighter.

5-Threatening range

If an enemy fighter is in Threatening Range, the active fighter does a MOVE action towards an enemy fighter, and **stops as soon as it comes within attack range** of one of its weapons.

6-Approaching

In all other cases, the active fighter does a MOVE action towards the target of maximum distance.

7-End of sequence

Select again the target (A) it may have changed since the last action.

Then follow this section Activate Active Fighter (C) again **for any remaining fighter action**.