

# WARHAMMER UNDERWORLDS IN WARCRY



**Underworlds** runemarks, shown in the table below, indicate fighters drawn from the cursed city of Shadespire. How these fighters came to battle in the Eightpoints is a riddle with many answers; perhaps this fight takes place before they were trapped in Shadespire? Perhaps these are the living reflections of the real fighters, given a cruel glimpse of freedom from the mirror-city. Perhaps the Katophrane Curse has even encroached on some small corner of the Eightpoints...

Fighters with an Underworlds runemark are normal fighters in every respect, and can be included in any warband with other fighters that share their faction runemark. However, they are subject to the following additional rules:

1. In addition to the normal range of abilities, these fighters can use abilities from a special ability card associated with their Underworlds runemark.
2. You can only include these fighters in your warband if your warband includes a fighter that has both the **Leader** runemark and the same Underworlds runemark.
3. Your warband cannot include more than one fighter of each type (i.e. fighters that share the same battle card) if that fighter has an Underworlds runemark.

## UNDERWORLDS RUNEMARKS



This is not an official rules supplement, and cannot be used at tournaments or other competitions. Make sure to ask your opponent's permission before using these fighters and abilities in games of *Warcry*.

*Warcry* and *Warhammer Underworlds* are © Games Workshop Limited.





## FIGHTER TYPES THE GRYMWATCH



Valreek the Tracker



Duke Crakmarrow



The Duke's Harriers



The Royal Butcher



Greatsword Gristleweil



The Night's Herald



Master Talon



## ABILITIES THE GRYMWATCH



**[Double] A Feast for Heroes:** A fighter can use this ability only if you have removed one or more damage points from another visible friendly fighter in this battle round. This fighter makes a bonus move action directly towards that fighter.



**[Double] The Finest Cuts:** A fighter can use this ability only if an enemy fighter has been taken down by an attack action made by them this activation. Roll a dice for each other visible friendly fighter within 3" of this fighter. On a 4-6, remove a number of damage points from the fighter being rolled for equal to the value of this ability.



**[Double] Master of Hawks:** Pick a visible friendly fighter with the **Beast** runemark (🦇) within 10" of this fighter. Until the end of the battle round, enemy fighters within 1" of that fighter cannot make disengage actions.



**[Double] Scent of Blood:** Pick a visible enemy fighter within 3" of this fighter with 1 or more damage points allocated to them. Until the end of the battle round, add 1 to the Strength characteristic of attack actions made by friendly fighters that target that fighter. A fighter cannot be picked to be the target of this ability more than once per battle round.



**[Triple] Announcing the Duke:** A fighter can use this ability only if they are within 3" of a friendly fighter with the **Leader** runemark (👑). Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions that target friendly fighters while they are within 6" of this fighter.



**[Triple] Crakmarrow's Call:** Pick a friendly fighter with the **Grymwatch** runemark (🦇) that has been taken down. Set up that fighter once more on the battlefield wholly within 3" of this fighter. The fighter set up on the battlefield no longer counts as being taken down. Remove a number of damage points allocated to that fighter equal to the value of this ability.











## FIGHTER TYPES MOLLOG'S MOB



Stalagsquig



Spite Shroom



Mollog



Bat Squig



## ABILITIES MOLLOG'S MOB



[Double] **Earn Your Keep:** Pick a friendly fighter with the **Beast** runemark (☠) within 4" of this fighter. That fighter makes a bonus move action or a bonus attack action.



[Double] **There The Whole Time:** A fighter can use this ability only if it is the first battle round. Remove this fighter from the battlefield and then immediately set them up anywhere on the battlefield more than 4" away from any enemy fighters.



[Triple] **Regeneration:** Roll a number of dice equal to the value of this ability. On a 1-3, remove one damage point allocated to this fighter. On a 4-6, remove two damage points allocated to this fighter.



[Triple] **Sporeburst:** Roll a number of dice equal to the value of this ability for each visible enemy fighter within 6" of this fighter. On a 5-6, allocate 1 damage point to the fighter being rolled for.



[Triple] **Lashing Tongue:** This fighter makes a bonus attack action. After that attack action, the fighter targeted by that attack action makes a bonus move action directly towards this fighter, as if they were jumping, a number of inches equal to the value of this ability. In addition, enemy fighters within 1" of this fighter cannot make disengage actions until the end of the battle round.



[Quad] **Greedy Blighters:** A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Pick a number of friendly fighters with the **Beast** runemark (☠) that have been taken down equal to half the value of this ability. Set up these fighters on the battlefield within 9" of this fighter and 2" of a battlefield edge. These fighters no longer count as being taken down. Remove a number of damage points allocated to each fighter equal to half the value of this ability.







