

A WARCRY BATTLE

Warcry is a miniatures skirmish game played between two or more players. Each game of Warcry is referred to as a battle. The steps involved in fighting a battle are summarised below.

1

WARBANDS ARE PICKED

Each player picks a **faction**, and then they pick **fighters** from that faction to make up their **warband**. There are many different factions to choose from and hundreds of different fighters, each with their own unique strengths. Picking the right combination is crucial for victory!

2

BATTLEPLANS ARE DRAWN

Every battle is fought according to a **battleplan**. This determines the battlefield **terrain**, the **deployment** of the warbands, the **victory condition** the warbands must achieve to win, and any **twists** in play, such as treacherous weather or wild magic!

3

THE BATTLE IS FOUGHT

A battle consists of a series of **battle rounds** in which players take it in turns to **activate** fighters from their warband. Once you are familiar with the rules, a battle can be played in under 1 hour.

4

THE VICTOR IS DETERMINED

When the battle ends, one player will be crowned the victor!



Terrain is a crucial element of every Warcry battle. Fighters can scale it, leap from it, take cover behind it, and even fall foul of it!

CORE RULES

The following rules explain how to play a game of Warcry, taking you through every step of fighting a brutal battle within the blood-soaked depths of the Gnarlwood.

FIGHTERS AND WARBANDS

In a Warcry battle, each player controls a group of Citadel Miniatures referred to as **fighters**. Collectively, all the fighters one player controls are referred to as a **warband**, and in a battle, players' warbands are pitched against each other. Most Citadel Miniatures are mounted upon a **base**; a miniature's base is treated as part of the fighter.

FRIENDLY AND ENEMY FIGHTERS

A player considers all fighters in their warband to be **friendly** fighters and all fighters in other warbands to be **enemy** fighters. Likewise, a fighter considers all other fighters in their warband to be friendly fighters, and all fighters in other warbands to be enemy fighters. If a rule for an action or ability (pg 7) performed by a fighter refers to 'other friendly fighters', it means fighters from that fighter's warband, excluding itself.

FIGHTER PROFILES

Each fighter has a **profile**, which details their **characteristics** (their **Move**, **Toughness** and **Wounds**), the **weapons** they are armed with, and the **runemarks** they have. Below you can see two example profiles. Although the format for each is different, the information they contain is the same.

1. Faction runemark
2. Move characteristic
3. Toughness characteristic
4. Wounds characteristic
5. Points value
6. Fighter's first weapon
7. Range characteristics
8. Attacks characteristics
9. Strength characteristics
10. Damage characteristics
11. Fighter's second weapon
12. Runemarks



RUNEMARKS

Many rules in Warcry refer to symbols known as **runemarks**. You can find runemarks in many places; for example, each fighter has a **faction runemark** on their profile to indicate which faction they belong to, and up to 3 other runemarks to determine the abilities they can use and any other rules that apply to them. You can find a list of the different runemarks on pages 23-26.

THE BATTLEFIELD

Warcry battles are fought upon a **battlefield**. This can be any flat surface upon which the fighters can stand. Warcry battlefield mats are 30" in length and 22" in width, and the rules are designed to work especially well with these dimensions, but any flat surface roughly 30" by 22" will be suitable.

The battlefield will be populated with one or more **terrain features**. If a rule refers to the **battlefield floor**, this includes only the flat surface the battle is played upon and not the terrain features. For example, if a rule requires a treasure token (pg 19) to be placed on the battlefield floor, it cannot be placed on a terrain feature. If a rule refers simply to the **battlefield**, this includes both the battlefield floor and the terrain features.

TOOLS OF WAR

In order to fight a Warcry battle, you will need some six-sided dice and a ruler or tape measure marked with inches (").

MEASURING DISTANCES

Distances in Warcry are measured in inches ("), between the closest points of the bases of the fighters you are measuring to and from. If a rule requires something to be within a certain range of something else, they are considered to be **within** if the distance between them is equal to or less than the specified distance. If a rule requires a fighter to be **wholly within**, every part of that fighter's base must be within range.

Usually, measuring distances will take into account both the vertical

and horizontal distance between two models, but in some cases a rule might specify to measure the horizontal distance or the vertical distance only. You can measure distances whenever you wish.

DICE

Warcry uses regular six-sided dice (sometimes abbreviated to **D6**). Some rules refer to 2D6, 3D6 and so on – in such cases, roll that many dice and add the results together. If a rule requires you to roll a **D3**, roll a regular six-sided dice and halve the total, rounding up. If a rule requires a dice roll of, for example, 3 or more, this is often abbreviated to 3+.

D66

Some rules will ask a player to roll a **D66**. To do so, roll a six-sided dice twice. The first roll determines the ten, and the second roll determines the unit. For example, if you rolled a 3 followed by a 5, the D66 roll would be 35.

ROLL-OFFS

Sometimes a rule may require the players to make a **roll-off**. When this is the case, each player rolls a dice, and whoever rolls highest wins the roll-off. If there is a tie for the highest roll, make the roll-off again.

RE-ROLLS

Some rules allow you to **re-roll** a dice roll (for example, when making a hit roll), which means you get to roll some or all of the dice again. The rule that allows the re-roll will specify exactly how many of the dice can be re-rolled. A dice roll can never be re-rolled more than once.

VISIBILITY

Many rules in Warcry require one fighter (usually the target of an attack action or ability) to be **visible** to another fighter (usually the fighter making the attack action or using the ability). One fighter is visible to another fighter if a straight line can be drawn between the two fighters without it passing through a terrain feature or another fighter.

If you are unsure whether a fighter is visible, stoop down behind the fighter making the attack action or using the ability to see if any part of the target fighter is visible from any part of the fighter making the attack action.

When checking to see if two fighters are visible to each other, do not include the bases the fighters are mounted upon. Lastly, for rules purposes, fighters are not considered to be visible to themselves.

SEQUENCING

In most cases, rules will be resolved one at a time. However, from time to time, rules may appear to come into play at the same time and it may be unclear as to which is resolved first. If this occurs in the combat phase, the player whose turn it is to activate a fighter chooses the order in which the rules are resolved; in other phases, the player with the initiative chooses. In any other case, the players roll off and the winner chooses.

THE WARBANDS

Before fighting a battle, each player needs to pick their warband. To do so, they must first pick a **faction** for their warband. A list of the different factions and their runemarks can be found on pages 23-26. Then, they must pick the **fighters** they wish to include in their warband whilst following these restrictions:

- The warband must include at least 3 fighters and no more than 15 fighters.
- All fighters in the warband must have the runemark of the faction that was picked for the warband (with the exception of **allies**, **thralls** and **monsters** – see page 20).
- The first fighter included in the warband must have the **Hero** runemark (★). This fighter is the **leader** of the warband.
- No more than 3 fighters with the **Hero** runemark (★) can be included in the warband (including the leader).

- The combined points values of all the fighters in the warband cannot exceed 1000. This is called the **points limit** for the battle.



THE ATTACKER AND THE DEFENDER

Once both players have picked their warbands, they roll off and the winner picks which player is the **attacker** and which player is the **defender**.

BATTLE GROUPS

Battle groups are small groups of fighters that are set up together at the start of the battle. Each warband is divided into three battle groups: the **Dagger**, the **Shield** and the **Hammer**.

The defender divides their warband into battle groups first, followed by the attacker.

When a player divides their warband into battle groups, their fighters must be spread amongst the battle groups as evenly as possible. For example, if their warband had 10 fighters, two of their battle groups would need to have 3 fighters and the other would need to have 4 fighters.



This Horns of Hashut warband is ready for battle. The combined points values of the fighters comes to just under 1000 points, and the warband has been divided into the three battle groups: the **Dagger** (†), **Shield** (☉) and **Hammer** (⚔).

THE BATTLEPLAN

Every Warcry battle is played according to a **battleplan**. The battleplan consists of 4 parts: the **terrain map**, the **deployment map**, the **victory condition** and the **twist**. In a standard battle, these 4 parts are generated by drawing **battleplan cards**.

BATTLEPLAN CARDS

The players organise the battleplan cards into the following 4 decks and give each deck a shuffle:

-  TERRAIN DECK
-  DEPLOYMENT DECK
-  VICTORY DECK
-  TWIST DECK

Then, 1 card is drawn from each deck and placed face up. These 4 cards form the battleplan of the battle.

SETTING UP THE BATTLE

Once the battleplan has been generated, follow these steps to set up the battle:

STEP 1 – THE TERRAIN STEP

Players set up the terrain features as shown on the terrain card.

Alternative Terrain Rules

If players do not have a set of battleplan cards or wish to use different terrain features from their collection, the following rules can be used to set up the battlefield terrain instead:

1. One of the players sets up the terrain features on the battlefield in any arrangement they desire.
2. There must be at least 2 terrain features in each quarter of the battlefield.
3. Terrain is set up before any other battleplan cards are drawn.

STEP 2 – THE DEPLOYMENT STEP

The starting positions of fighters are determined by the deployment map. On every deployment map, there are 2 sets of 3 symbols: **Dagger** (†), **Shield** (☉) and **Hammer** (⚒). One set is in red; the other is in blue. These symbols are referred to as **deployment points**.

The deployment map also features an **orientation mark** (↕), as does the terrain map. The deployment map is orientated the same way as the terrain map. When using the alternative terrain rules, the player who did not set up the terrain chooses how the deployment map orientates with the battlefield.



Once the deployment map has been orientated, the players roll off and the winner chooses who will be red and who will be blue.

Next, the attacker sets up their Dagger, followed by the defender. Then, the players set up their Shields in the same order, and finally their Hammers in the same order.

Each time a battle group is set up, all fighters from that battle group must be set up wholly within 3" horizontally of the corresponding deployment point of their colour. Fighters must be set up on the battlefield floor (pg 3) or a platform (pg 16).

Reserve Battle Groups

If a deployment point for a battle group is labelled 'RND2' or 'RND3', this indicates the battle group is in **reserve** and will arrive mid-battle. Do not set up the fighters from reserve battle groups on the battlefield before the battle begins; instead, place them to one side.

STEP 3 – THE VICTORY CONDITION STEP

The victory condition details what the players must do to win the battle and how long the battle will last. If the victory condition instructs players to do things before the battle begins, such as place objective markers or treasure tokens, those things are done in this step.

STEP 4 – THE TWIST STEP

The twist has a special rule that applies to the battle. If the twist instructs players to do things before the battle begins, those things are done in this step.

THE BATTLE BEGINS

Once these 4 steps have been followed, the battle can begin!

FIGHTING THE BATTLE

A Warcry battle is fought in a series of rounds referred to as **battle rounds**, each of which is split into three phases: the **initiative phase**, the **reserve phase** and the **combat phase**. Once all phases have finished, a new battle round begins. The victory condition will dictate after which battle round the battle ends and the winner is decided.

BATTLE ROUND SEQUENCE

1. INITIATIVE PHASE

Players determine who has the **initiative** during the battle round, and then they decide how to use their **wild dice**.

2. RESERVE PHASE

In battle rounds after the first, **reserve** fighters may arrive on the battlefield.

3. COMBAT PHASE

Players take it in turns to **activate** a fighter in their warband.

INITIATIVE PHASE

At the start of the initiative phase, each player rolls 6 dice. These dice are the **initiative dice**. After rolling, each player counts how many **singles** they have. A single is a dice with a score that does not match the score on any other dice in that player's roll.

The player with the most singles has the **initiative**. In the case of a tie, the players roll off and the winner has the initiative.

The remaining dice are referred to as **ability dice**, and can be used to perform **abilities** in the combat phase (pg 7). If 2 of your ability dice have the same score, it is referred to as a **[double]**. If 3 of your ability dice have the same score, it is referred to as a **[triple]**. Finally, if 4 or more of your ability dice have the same score, it is referred to as a **[quad]**.

At the start of each battle round, any remaining singles and ability dice from the previous battle round are discarded.

WILD DICE

After the initiative has been determined, each player receives 1 extra dice known as a **wild dice**. A wild dice can be used during the initiative phase to add to either a player's singles or ability dice.

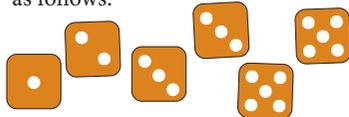
The player with the initiative first declares how they will use each of their wild dice, followed by the player who does not have the initiative.

Wild dice can be used in the following ways:

- A wild dice can be used to add 1 to the number of singles the player has. In this case, it does not matter what the score of the wild dice is. Any number of wild dice can be used in this way and are discarded at the end of the battle round.
- A wild dice can be used to turn 1 of your singles into an ability dice **[double]**, to improve a **[double]** to a **[triple]**, or to improve a **[triple]** to a **[quad]**.

EXAMPLE INITIATIVE PHASE

It is the start of the second battle round. Both players begin the initiative phase by rolling their 6 initiative dice. Player A rolls as follows:



Player A has two singles, a **[double]** with a value of 3, and a **[double]** with a value of 5.

Player B rolls as follows:



Player B has one single, a **[double]** with a value of 4, and a **[triple]** with a value of 6.

Player A has the initiative, and so now chooses how to use their wild dice. They currently have one wild dice, and choose to spend it to turn their **[double]** 5 into a **[triple]** 5. Player A places the wild dice next to their two 5's, with the matching value face-up (shown by the black dice).



Now it's Player B's turn. In the last battle round, they chose not to spend their wild dice, and so now have two wild dice. They spend their first wild dice to turn their **[triple]** 6 into a **[quad]** 6 – the best score possible! They spend their second wild dice to add another single.



Player A and Player B now have an equal number of singles, so there is a chance that Player B will seize the initiative. The players roll off and Player B's gambit pays off – they win the initiative and choose to take the first turn in the combat phase.

In this case, the score of the wild dice is set to match the score of the single or ability dice it is paired with. You cannot add multiple wild dice to the same single or same ability dice (e.g. you cannot turn a [double] into a [quad]). Wild dice that are used in this way and that remain at the end of the battle round are discarded in the same manner as your other ability dice.

- A wild dice can be saved to be used in a later battle round. If you choose to do so, place it to one side. In the next battle round, you can use that wild dice in addition to the one you gain in that battle round. Wild dice can be saved multiple times, and you can save multiple wild dice at once (for example, you could save up all your wild dice until the final battle round and then use them all at once!).

SEIZING THE INITIATIVE

Once both players have declared how they will use their wild dice in the battle round, count the number of singles each player has once more. If the player without the initiative now has more singles than the player with the initiative, they now have the initiative instead. If the number of singles each player has is now tied (and was not previously), the players roll off and the winner has the initiative.

RESERVE PHASE

The reserve phase comes into play in battle rounds after the first. During the reserve phase, fighters in reserve battle groups may be set up on the battlefield. The deployment map will indicate which reserve battle groups come into play and in which battle round: 'RND2' indicates that the specified battle group will arrive in the reserve phase of the second battle round, and 'RND3' indicates it will arrive in the reserve phase of the third battle round.

Starting with the player with the initiative, players set up the fighters from the battle groups that are coming into play in that battle round wholly within 3" horizontally of their deployment point.

Some deployment maps have reserve deployment points that are situated off the battlefield. In these cases, there will be a **deployment line** next to that deployment point. Deployment lines mark either the length of half a battlefield edge or the length of a whole battlefield edge. If a deployment point has a deployment line, fighters from that battle group must be set up wholly within 3" horizontally of the marked portion of the battlefield edge.

If it is ever impossible to set up all the fighters from a reserve battle group (for example, due to the positions of enemy fighters), each fighter from that battle group must be set up one at a time, as close as possible to their deployment point (if it is on the battlefield map) or deployment line.

COMBAT PHASE

In the combat phase, the players take it in turns to **activate** a fighter. The player with the initiative picks which player takes the first turn.

When it is a player's turn, they can activate 1 fighter in their warband. This is referred to as that fighter's **activation**. The player must pick a fighter to activate if they can, but cannot pick a fighter that has already been activated in that phase. If the player cannot pick a fighter (for example, if all their fighters have already been activated in that phase), they must **pass**. Then their opponent can activate a fighter or pass. Keep on taking turns to activate fighters until both players pass consecutively.

ACTIONS

When a player activates a fighter, that fighter makes 2 **actions** chosen by the player from the list below. The player carries out the first action before deciding on the second. The fighter can make the same action twice in a row if the player wishes (for example, a move action followed by a move action).

- MOVE (pg 8)
- ATTACK (pg 12)
- DISENGAGE (pg 13)
- WAIT (pg 13)

Bonus Actions

Certain rules may allow for a fighter to make a **bonus action**. For example the 'Rampage' ability (pg 14) allows a fighter to make a bonus move action and then a bonus attack action.

A fighter can make any number of bonus actions in addition to their 2 actions.

ABILITIES

In addition to their 2 actions, a fighter can use 1 **ability**. An ability can be used before the fighter's 2 actions, or after either their first or second action. Abilities are explained on page 14.

REACTIONS

Lastly, fighters can make **reactions** during an enemy fighter's activation, such as countering an attack or ducking for cover. Reactions are explained on page 15.

ENDING THE BATTLE

The victory condition will dictate after which battle round the battle ends and which player is declared the winner. When the battle ends, if neither player has achieved the victory condition, the battle is a **draw** and neither player wins.

MOVE ACTIONS

Fighters can move across the battlefield by making a **move action**. Every fighter has a **Move characteristic**, shown on their **profile**, which determines the number of inches a fighter can move in total in a single move action.

When a fighter makes a move action, there are 4 ways in which they can move: **move normally**, **jump**, **climb** and **fly**. A fighter can move in any combination of these ways as part of a single move action, so long as the total distance in inches moved does not exceed the fighter's Move characteristic.

As a fighter moves across the battlefield, they can pivot freely so long as at the end of the move action no part of the fighter is further from its starting position than a number of inches equal to its Move characteristic.

There are general limitations a fighter must adhere to when making a move action:

- A fighter cannot move through other fighters.
- A fighter cannot move through any part of a terrain feature.
- No part of a fighter can move over the battlefield edge.
- A fighter cannot start a move action if they are within 1" of any enemy fighters. They must make a **disengage action** instead if they wish to move away (pg 13).



MOVING NORMALLY

During a move action, a fighter can move normally whenever the centre of their base is on the battlefield floor or on a platform (pg 16). When a fighter moves normally, the centre of their base must remain on the battlefield floor or a platform at all times, unless they are moving over **low terrain** (pg 16).

JUMPING

During a move action, a fighter can **jump**. If they do so, the fighter moves in a straight line horizontally through the air, and can move any distance vertically downwards through the air.

When a fighter jumps, count the horizontal distance moved towards the number of inches that fighter can move in total in that move action as normal, but do not count the distance moved vertically downwards. However, if the fighter moves 2" or more vertically downwards when jumping, they suffer **impact damage** (pg 9) at the end of that move action.

If a fighter finishes their move action still in the air, immediately move them vertically downwards until a part of their base is either on or touching part of a terrain feature or the battlefield floor. If the fighter moves 2" or more vertically downwards in this manner, they suffer **impact damage** (pg 9).

CLIMBING

During a move action, if a fighter is touching a part of a terrain feature that is an **obstacle** (pg 16), they can begin to **climb**. While climbing, a fighter can move vertically up or down through the air as well as horizontally, but they must stay within ½" of the obstacle they are climbing at all times. Once a fighter begins to climb, they are said to be climbing until the centre of their base is on the battlefield floor or a platform, or until they jump or fly. A fighter can finish a move action while climbing, but if they are still climbing when their activation ends, they **fall** (see right).

Fighters with the **Mount** runemark (M) cannot climb, with the exception of **climbing stairs** (pg 17).

FLYING

Fighters with the **Fly** runemark (F) can **fly** during a move action. If they do so, the fighter can move through the air vertically and horizontally. Count the horizontal distance moved towards the number of inches that fighter can move in total in that move action as normal, but do not count the distance moved vertically. Flying effectively allows a fighter to pass over terrain features and other fighters.

Once a fighter begins to fly, they are said to be flying until the centre of their base is on the battlefield floor or a platform. A fighter cannot end a move action flying.



Mirefolk Outcast with Bilewood Weapons

Falling

There are a few situations that can cause a fighter to **fall**. Firstly, if a fighter finishes a move action with the centre of their base not on the battlefield floor or a platform, and they are not climbing, that fighter falls.

Secondly, if a fighter is still climbing **when their activation ends**, they fall.

Lastly, fighters may fall as a result of being attacked near the edge of a platform (pg 16).

If a fighter falls, the opposing player picks a point on a platform or the battlefield floor that is within 2" horizontally of the fighter that has fallen and that is vertically lower than the fighter that has fallen. The fallen fighter is then placed with the centre of their base on that point.

The player cannot pick a point that would cause the fallen fighter to be placed on or through another fighter or through a terrain feature. If it is impossible not to do so, and the centre of the base of the fallen fighter is on a platform, they remain where they are. If the centre of the base of the fallen fighter is not on a platform, they are immediately **taken down** (pg 13) instead.

If the fallen fighter is now 2" or more vertically lower than their location before they fell, they suffer impact damage (see right).

Impact Damage

If a fighter suffers **impact damage**, roll a dice. On a 1, allocate 3 damage points to that fighter (pg 13). On a 2-3, allocate 1 damage point to that fighter. On a 4+, nothing happens.

Disallowed Moves

If a fighter's move causes them to break any of the limitations of move actions, it is referred to as a **disallowed move**. For example, if a fighter jumped and the vertical distance moved downwards caused them to pass through another fighter, this would be a disallowed move.

Fighters cannot make disallowed moves. If one occurs during a move action, place the fighter making the move action back at their starting position and choose a new direction for them to move.

Remember – as players are allowed to pre-measure any distances, you can plan your move action ahead to make sure it is not a disallowed move.

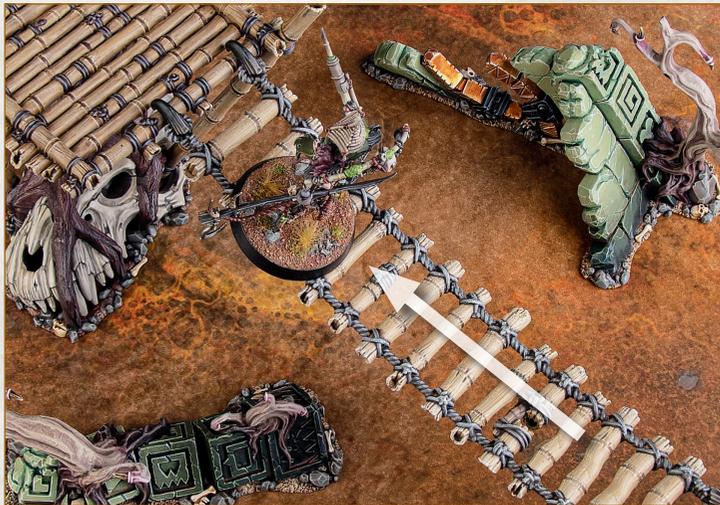


Ruinator Alpha with War Bident



This fighter makes a dramatic jump over an enemy fighter with their first action, ready to strike with their second.

When making the jump, only the horizontal distance counts towards the total distance the fighter can move. However, after the jump, as the fighter has moved more than 2" vertically downwards, they first suffer impact damage.



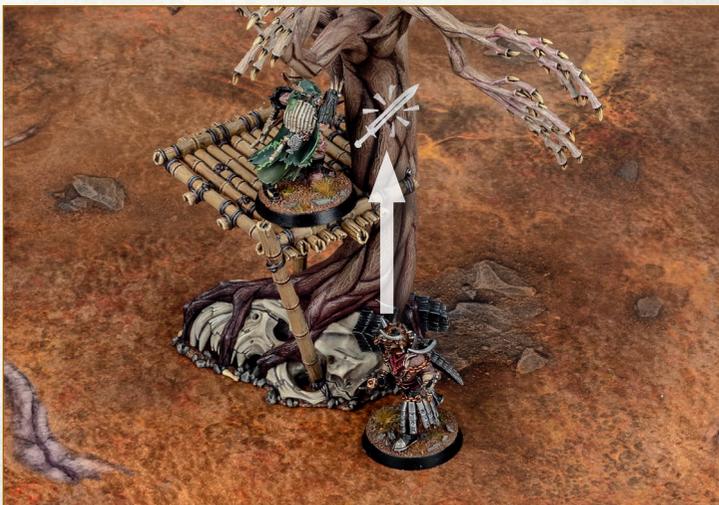
Although the edge of this fighter's base hangs over the edge of this platform, this is an allowed move because the centre of their base has remained on the platform at all times. This enables models with larger bases to still use walkways and small platforms.



As a fighter can move normally, jump, climb and even fly all in the same move action, it allows players to get creative with their fighter's movement. This fighter climbs up the trunk of this tree before jumping across onto the platform to the right.



When a fighter flies, only the horizontal distance counts towards the total distance they can move. This allows a flying fighter to hop over intervening terrain and other fighters with ease.



Even if one of your fighters is unable to reach an enemy fighter on a platform, they may still be able to attack them. In this example, the Rotmire Creed fighter is blocking the edge of the platform, so the Horns of Hashut fighter uses their first action to climb the tree and ends that action still climbing. They then use their second action to attack the Rotmire Creed fighter. At the end of their activation, the Horns of Hashut fighter falls because they are still climbing, but at least they were able to strike at the enemy beforehand!



Measuring climbs is simple even for obstacles with complex surfaces, such as trees. As the fighter moves through the air, with the only restriction being that they must remain within $\frac{1}{2}$ " of the obstacle they are climbing, you do not have to measure every nook and cranny on the surface of the obstacle the fighter is climbing.

ATTACK ACTIONS

Every fighter has 1 or more **weapons** detailed on their profile, which they use to make **attack actions**. Each weapon has 4 characteristics: **Range**, **Attacks**, **Strength** and **Damage**.

When a fighter makes an attack action, the characteristics of the attack action are determined by the weapon being used for that attack action (for example, the Strength characteristic of an attack action matches the Strength characteristic of the weapon being used).

To make an attack action with a fighter, follow these steps:

1. PICK A WEAPON AND TARGET

Pick 1 of the fighter's weapons to be used and pick 1 visible enemy fighter within range to be the **target** of the attack action.

If there are any enemy fighters within 1" of the attacking fighter, one of those enemy fighters must be picked to be the target. If there are no enemy fighters within 1" of the attacking fighter, you can pick any enemy fighter to be the target as long as they are within range of the weapon being used.

Lastly, missile attack actions (see right) cannot be made against enemy fighters that are within 1" of another fighter from the attacking fighter's warband – the risk of hitting your ally is too great!

Range

The range of an attack action is a number of inches equal to the **Range** characteristic of the weapon being used. For example, if the weapon being used has a Range characteristic of 3, an enemy fighter within 3" of the attacking fighter could be targeted by that attack action.

The Range characteristic of some weapons includes a minimum range and a maximum range. This means the attack action cannot target fighters that are within a certain range of the attacking fighter. For example, if the weapon being used has a Range characteristic of 6-20, the attack action can target a fighter within 20" but not if that fighter is within 6".

Melee Attack Actions vs Missile Attack Actions

There are 2 types of attack actions: **melee attack actions** and **missile attack actions**.

The attack action's type is determined by the Range characteristic of the weapon being used. A melee attack action is an attack action made with a weapon that has a Range characteristic of 3 or less. A missile attack action is an attack action made with a weapon that has a Range characteristic greater than 3.

If the weapon has both a minimum and maximum range, the maximum range is considered to be the Range characteristic when determining if it is a melee attack action or a missile attack action.

2. ROLL TO HIT

Roll a number of dice equal to the **Attacks** characteristic of the weapon being used. Each of these dice rolls is referred to as a **hit roll**.

Next, you will need to determine which of the dice have **missed**, which have scored a **hit** and which have scored a **critical hit**. To do so, compare the Strength characteristic of the weapon being used with the Toughness characteristic of the target fighter and consult the table below:

Strength vs Toughness	Miss	Hit	Critical Hit
Strength is greater than Toughness	1-2	3-5	6
Strength is equal to Toughness	1-3	4-5	6
Strength is lower than Toughness	1-4	5	6

3. TOTAL DAMAGE

The **Damage** characteristic of a weapon has 2 values (divided by a '/'). These determine how many damage points are allocated to the enemy fighter targeted by that attack action. For each **hit**, allocate a number of damage points equal to the first value of the Damage characteristic. For each **critical hit**, allocate a number of damage points equal to the second value of the Damage characteristic.

For example, if a weapon with a Damage characteristic of 1/3 is being used and the attack action scores 2 hits, 1 critical hit and 1 miss, the total number of damage points allocated to the target fighter of that attack action would be 5 (1+1+3+0).

Allocating Damage

Once the damage of an attack action has been determined, the damage is allocated to the target fighter. Fighters can also have damage points allocated to them in other ways such as falling from height. Damage is allocated as follows:

- Damage points are allocated one at a time.
- If the number of damage points allocated to a fighter equals its **Wounds** characteristic, that fighter is **taken down**. Remove that fighter from the battlefield.
- A taken down fighter takes no further part in the battle – they cannot be activated, cannot make actions and cannot use abilities.
- When a fighter is taken down, any leftover damage points from the attack action are discarded.

DISENGAGE ACTIONS

If a fighter is within 1" of an enemy fighter, they can make a **disengage action** to move away. When a fighter makes a disengage action, that fighter can move normally (pg 8) up to 3" in any direction, but they must finish the action more than 1" away from all enemy fighters. If this is impossible, the fighter cannot use the disengage action and must use another action instead.

Disengage Actions vs Move Actions

Although a fighter moves as part of a disengage action, it is not considered to be a move action in any way. This means any abilities or rules that interact specifically with move actions do not interact with disengage actions. In addition, a fighter cannot jump, climb or fly as part of a disengage action.

WAIT ACTIONS

A **wait action** can be used in two ways. If a fighter makes the wait action as their last action in their activation, their activation ends. The wait action is used in this manner simply when the fighter has nothing else to do (for example, if they are not in range to attack and do not wish to move).

Alternatively, if a fighter uses the wait action as their first action in their activation, the fighter is said to be **waiting**. Place a **wait token** (pg 19) by the fighter to indicate they are waiting. If a fighter makes a wait action in this manner, their activation ends, but that fighter can be activated once more later in that combat phase. When that fighter is activated for the second time, they can only make 1 action in that activation.

Wait Actions and Abilities

If a fighter activates for a second time in the combat phase as a result of a wait action, they can use 1 ability in their second activation even if an ability was used the first time they activated. The ability can be used before or after the fighter's action. When a rule or ability refers to 'this fighter's activation', it means the fighter's current activation.

ABILITIES

Every fighter has access to one or more **abilities** as determined by the runemarks (pg 23) on their profile. A fighter can use 1 ability during their activation if the player activating that fighter has sufficient ability dice. The ability can be used either before the first action or after the first or second actions made by that fighter.

Each faction has a set of unique abilities. There are also 5 **universal abilities** that fighters from any warband can use (see below). Each ability requires either a **[double]**, a **[triple]** or a **[quad]** in order to be used (see 'Initiative Phase' on page 6).

Once a fighter has used an ability, discard the ability dice used for that ability. You can use a **[triple]** for an ability that requires a **[double]**, or a **[quad]** for an ability that requires a **[triple]** or **[double]**, but if you do so, all of those ability dice are discarded.

ABILITY VALUES

If a rule refers to the **value** of an ability, this refers to the score shown on the ability dice used for that ability. For example, if a player has a **[double]** consisting of 2 ability dice with the score of '5' shown on each ability dice, the value of that ability is 5.

RUNEMARKS

Many abilities can only be used by fighters with certain runemarks. If this is the case, the runemarks will be shown to the left of the ability on the ability table. For example, the 'Inspiring Presence' ability (see below) can only be used by fighters with the **Hero** runemark (☼). The runemarks a fighter has can be found on their profile (pg 2).



UNIVERSAL ABILITIES

[Double] Rush: Add 1 to the Move characteristic of this fighter until the end of their activation.

[Double] Onslaught: Add 1 to the Attacks characteristic of melee attack actions made by this fighter until the end of their activation.

[Triple] Respite: A fighter cannot use this ability if they are within 1" of any enemy fighters. Remove a number of damage points allocated to this fighter equal to the value of this ability.



[Triple] Inspiring Presence: Pick a visible friendly fighter within 6" of this fighter that has not activated yet this battle round. You can activate that fighter immediately after this fighter's activation ends.

[Quad] Rampage: This fighter can make a bonus move action. Then, they can make a bonus attack action.



These Darkoath Savagers have swayed an Ogroid Myrmidon to join them in obliterating a war-camp of the depraved torturers known as the Unmade.

REACTIONS

Reactions are things a fighter can do during an enemy fighter's activation. There are 3 **universal reactions** that can be made by any fighter, as shown below. In addition, a fighter's runemarks may grant them access to other reactions.

Each reaction states when the fighter can make the reaction. This is also the point when the fighter's player must declare that the fighter will make the reaction. For a fighter to be able to make a reaction, at least one of the following must be true:

1. The fighter has not activated yet in the battle round.
2. The fighter has activated but they are waiting (pg 13).

No more than 1 reaction can be made for each action an enemy fighter makes. Each time a fighter makes a reaction, they forfeit one of their actions in that battle round. If a fighter has not yet activated in a battle round, they can make up to 2 reactions. If they make 1 reaction, when they later activate in that battle round, they can make only 1 action and cannot use the wait action to begin waiting. If they make 2 reactions, they are treated as a fighter that has already activated and cannot be picked to activate in that battle round.



If a fighter is waiting, they can make a reaction, but doing so means that they cannot be picked to activate a second time later in that battle round.

UNIVERSAL REACTIONS

Counter: A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. For each hit roll from that attack action that misses, allocate 1 damage point to the attacking fighter. For each hit roll of 1, allocate 2 damage points to the attacking fighter instead.

Take Cover: A fighter that is in cover (pg 17) can make this reaction after they are targeted by a missile attack action but before the hit rolls are made. After the hit rolls have been made, roll a dice for each critical hit. On a 4+, that critical hit becomes a hit instead. Fighters with the **Mount** runemark (M) cannot make this reaction.

Strike Them Down: A fighter can make this reaction when a visible enemy fighter within 1" of them makes a disengage action but before that fighter moves away. Roll a dice. On a 4+, allocate D6 damage points to that enemy fighter.

TERRAIN

In every Warcry battle, there will be 1 or more **terrain features**. Fighters can interact with terrain features in numerous ways when making move actions (pg 8). This section introduces the other interactions fighters can have with terrain features, and also describes the different types of terrain features.

It is important to note that a terrain feature can be made up of multiple types of terrain as detailed in this section. For example, in the case of a ruined building, its walls would be **obstacles**, the upper floors would be **platforms**, it might have a **door** built into it, and any debris around it would be **low terrain**.

OBSTACLES

The most common type of terrain is an **obstacle**. An obstacle is any part of a terrain feature that prevents a fighter from moving horizontally and that extends vertically 1" or more from the battlefield floor or the platform upon which it is placed. A wall is an example of an obstacle.

LOW TERRAIN

Any part of a terrain feature that extends vertically less than 1" from the battlefield floor or the platform upon which it is placed is known as **low terrain**. When a fighter moves normally, they can move without penalty over low terrain. This means that any vertical distance moved while moving over such a part of a terrain feature does not count against the total number of

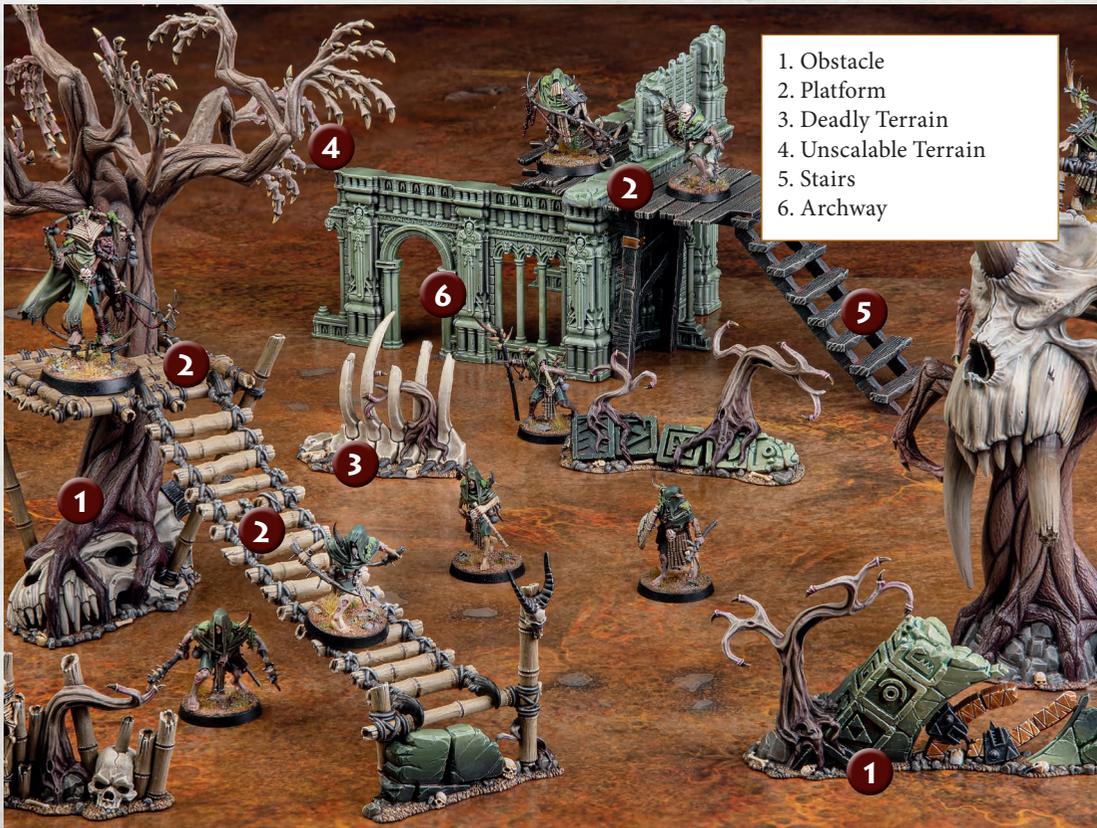
inches fighters can move in that move action. In addition, low terrain is treated as part of the battlefield floor or the platform upon which it is placed.

PLATFORMS

Another common type of terrain feature is a **platform**. A platform is a horizontally flat surface on a terrain feature with a surface area larger than 1" by 1".

FALLING OFF TERRAIN

When a fighter within ½" of the edge of an open platform (i.e. an edge that is not enclosed by an obstacle, such as a wall) is targeted by an attack action, their controlling player must take a **falling test** for them after the attack action has been resolved.



The wilderness of the Gnarlwood is dotted with shattered ruins and the overgrown remnants of old camps, making for a tangled and multi-levelled battlefield.

To take a falling test for a fighter, roll a dice. On a 1, the fighter **falls** (pg 9). This rule does not affect fighters with the **Fly** runemark (✈).

DEADLY TERRAIN

Spiked walls and fences, including those made from jutting rib bones, are **deadly terrain**. Deadly terrain is treated as an obstacle, but when a fighter begins to climb it, allocate D6 damage points to that fighter first. In addition, when a fighter is placed after falling (pg 9), if they are placed within 1" of any deadly terrain, allocate D6 damage points to that fighter.

UNSCALABLE TERRAIN

Another type of terrain is **unscalable terrain**. The following parts of terrain features are unscalable terrain:

- Statues
- Braziers
- Tree branches and foliage
- Fountains

Unscalable terrain is treated as an obstacle with the following exception: fighters cannot climb or move on unscalable terrain. If a fighter ends an action on unscalable terrain, they first suffer **impact damage** and then they **fall**.

STAIRS AND LADDERS

Stairs and **ladders** are treated as obstacles, with the following exceptions:

- Fighters that finish their activation climbing stairs or ladders do **not** fall and can remain part way up (if it is not possible to physically place the fighter in their current location, make a note of where they are).
- When an attack action targets an enemy fighter that has ended their activation climbing stairs or ladders, the target fighter must take a **falling test** after the attack action has been resolved.

- Fighters with the **Mount** runemark (🐾) can climb stairs.

ARCHWAYS AND DOORS

A terrain feature may have **archways** or **doors**.

As part of a move action, if a fighter comes into contact with an archway or a door, that fighter can move normally through it even if the model or its base is too large to physically fit through (or it is blocked completely, as in the case of a closed door). This is an exception to the rule that states that a fighter cannot move through any part of a terrain feature.

To move through an archway or a door, first measure the distance in a straight line through the horizontal centre of the archway or door. If the fighter has sufficient movement to pass through the archway or door and be placed on the other side, they can move through it.

When fighters move through archways and doors, all other movement rules must still be followed (for example, they cannot move through another fighter).

RESTRICTIONS

Fighters with any of the following runemarks cannot move through archways:

- **Monster** (👹)
- **Mount** (🐾)

Fighters with any of the following runemarks cannot move through closed doors:

- **Monster** (👹)
- **Mount** (🐾)
- **Beast** (🐾)

Bespoke Terrain

If you have any unique terrain features in your collection, discuss with your opponent before the battle begins what parts of the terrain feature are obstacles, platforms, unscalable, etc.

COVER

Obstacles and platforms can provide protection to fighters from attacks. When a fighter is targeted by an attack action, players must first determine if they are in **cover**. If a fighter is in cover, add 1 to their Toughness characteristic for the duration of that attack action.

OBSTACLES

To determine if a target fighter is in cover due to any obstacles, draw an imaginary line between the closest points on each fighter's base (for rules purposes, the line is considered to be 1mm wide). If the line passes through an **obstacle**, the target fighter is in cover.

If the fighters are more than 1" away from each other, do not count parts of obstacles within ½" of the fighter making the attack action (this represents fighters that have weapons with a longer range being able to aim around corners, through gaps in nearby terrain, and so on).



PLATFORMS

When a fighter on a platform is targeted by an attack action, they are in cover if the fighter making the attack action is 2" or more vertically below the target fighter.

These two fighters are in cover from each other. This is because a straight line drawn between the closest parts of their bases will pass through the skull, which is an obstacle.



It is important to note the line drawn must pass through an obstacle and not simply over it. These two fighters are not in cover from each other because while a straight line drawn between the closest parts of their bases passes over an obstacle, it does not pass through an obstacle.



In this example, the fighter on the platform is in cover from the fighter on the battlefield floor because they are more than 2" vertically higher.



OBJECTIVES AND TREASURE TOKENS

Some victory conditions require the players to place 1 or more **objectives** and/or **treasure tokens**.

Objectives and treasure tokens are treated as part of the battlefield floor or the platform they are placed upon, meaning fighters can move over them and stand upon them. In addition, when measuring distances to and from objectives and treasure tokens, always measure to and from the centre of the marker or token. These rules also apply to all other markers and tokens that players are asked to place on a specific point on the battlefield.

CONTROLLING OBJECTIVES

A player gains **control** of an objective if, at the end of a battle round, they have more friendly fighters within 3" of it than there are enemy fighters within 3" of it. Once a player gains control of an objective, it remains under their control until another player gains control of it.

CARRYING TREASURE

If at any point during a move action a fighter moves within 1" of a treasure token, the fighter can pick up that treasure. Remove the token from the battlefield. That fighter is now carrying that treasure. A fighter cannot pick up treasure if they are already carrying treasure. Fighters with the **Monster** runemark (👹) or **Beast** runemark (🐾) cannot carry treasure.



If a fighter begins a move action carrying treasure, subtract 2 from their Move characteristic for that move action (to a minimum of 3) and they cannot fly during that move action.

In addition, fighters cannot make disengage actions while carrying treasure.

DROPPING TREASURE

A fighter carrying treasure can use an action to **drop** the treasure. If a fighter carrying treasure is taken down, they automatically drop the treasure before the fighter's model is removed from play. In both cases, the player controlling that fighter picks a point on a platform or the battlefield floor that is within 1" horizontally of the fighter, visible to the fighter, and either vertically level to or any distance vertically lower than the fighter, and places the treasure token there.

OTHER TOKENS

Other tokens might be used to help players keep track of the battle. For example, players might use damage tokens to track the damage points allocated to a fighter. If these tokens are placed upon the battlefield, they do not interact with the battle in any way.

1. Activation token	
2. Spent Action token	
3. Wait token	
4. Battlegroup tokens	
5. Objective marker	
6. Treasure tokens	
7. Special tokens	
8. Damage token	

ALLIES, THRALLS AND MONSTERS

This section details 3 special types of fighter that you can include in your warband when picking your warband for battle (pg 4). For players new to Warcry, we recommend you fight a few battles first before using the rules in this section.

ALLIES

Allies are powerful fighters from other factions that can be included in your warband.

You can include any fighter with the **Hero** runemark (★) or the **Ally** runemark (♣) in your warband as an **ally** if they meet the following criteria:

- Their faction runemark is different to the one chosen for your warband.
- Their faction runemark belongs to the same Grand Alliance (pg 25-26) as your warband's faction runemark.

You can include up to 2 allies in your warband. In addition, if the ally has the **Hero** runemark (★), they also count towards your limit of 3 fighters with the **Hero** runemark (★).

An ally cannot be the leader of your warband, so if your warband includes any allies with the **Hero** runemark (★), you must include at least 1 other fighter with the **Hero** runemark (★) and who is not an ally to be the leader.

ALLIES AND ABILITIES

Allies can use any abilities their runemarks grant them access to, including their faction's abilities.

THRALLS

Thralls are beasts and other creatures a warband can bind to do their bidding. You can include any fighter with the **Thrall** runemark (☉) in your warband as a **thrall**

if their faction runemark belongs to the same Grand Alliance (pg 25-26) as your warband's faction runemark.

You can include up to 3 thralls in your warband.



THRALLS AND ABILITIES

Thralls can use any abilities their runemarks grant them access to, including their faction's abilities.

MONSTERS

Monsters are gargantuan creatures that rampage across the battlefield.

You can include 1 fighter with the **Monster** runemark (♁) in your warband as a **monster** if their faction runemark belongs to the same Grand Alliance (pg 25-26) as your warband's faction runemark.

Monsters have special rules that apply to them in battle:

DAMAGE TABLES

Monster profiles often have characteristics marked with an asterisk (*) and a corresponding damage table. The value of these characteristics is based on the number of wounds currently allocated to that monster, as show on its damage table.

BATTLE GROUPS

If your warband includes a monster, when dividing the fighters into battle groups, the monster is placed into 1 of the battle groups by itself and the

remaining fighters in the warband are spread amongst the other 2 battle groups as evenly as possible.

DEPLOYMENT

Because of their greater size, when monsters are set up during deployment, they only need to be placed within 3" of their deployment point instead of wholly within 3".

ACTIVATING MONSTERS

A monster is activated 3 times in a battle round instead of only once. However, each time it is activated, it can make only 1 action instead of 2. Each time a monster is activated, it can use 1 ability before or after its action.

If a monster makes a wait action, its activation immediately ends; the monster cannot use a wait action to begin waiting. In addition, monsters cannot make reactions.

MOVE ACTIONS WITH MONSTERS

A monster can climb and jump like any other fighter. However, if at the end of a move action its base is not wholly on a platform or the battlefield floor, it falls. When a monster falls, any part of the monster's base can be placed on the point picked by your opponent instead of just the centre.

MONSTERS AND ABILITIES

If any monsters are in play, all fighters except the monsters themselves and fighters with the **Beast** runemark (♁) can use the **monster-hunting abilities** shown opposite.

Monsters themselves each have their own ability table and cannot use universal abilities. In addition, monsters can use the **monster abilities** shown opposite.

MONSTER-HUNTING ABILITIES

[Double] Binding Ropes: Pick an enemy monster within 1" of this fighter and roll a number of dice equal to the value of this ability. For each 4+, subtract 1 from the Move characteristic of that monster (to a minimum of 3) until the end of the battle.

[Triple] Go for the Eyes: If the next attack action made by this fighter this activation that targets an enemy monster scores any critical hits, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by that monster until the end of the battle.

[Quad] Taunt: Pick a visible enemy monster within 6" of this fighter and roll a number of dice equal to the value of this ability. If a 4+ is rolled on any of the dice, then until the end of the battle round or until this fighter is taken down, attack actions made by that monster must target this fighter.

MONSTER ABILITIES



[Double] Monstrous Reach: Until the end of this monster's activation, do not count the vertical distance when measuring the range for attack actions made by this monster.



[Triple] Drag and Maul: Pick a visible enemy fighter within 6" of this monster. Remove that fighter from the battlefield and set them up within 1" of this monster. Then, roll a number of dice equal to the value of this ability. For each 4+, allocate 3 damage points to that fighter.



[Quad] Demolishing Rampage: Pick a terrain feature within 1" of this monster. In an order of your choice, place each objective, treasure token and fighter that is on that terrain feature, and on any other terrain feature that is on that terrain feature, on the battlefield floor in a location of your choice as close as possible horizontally to its current location. Then, in an order of your choice, each fighter placed on the battlefield in this manner suffers impact damage. Then, remove the terrain feature(s).

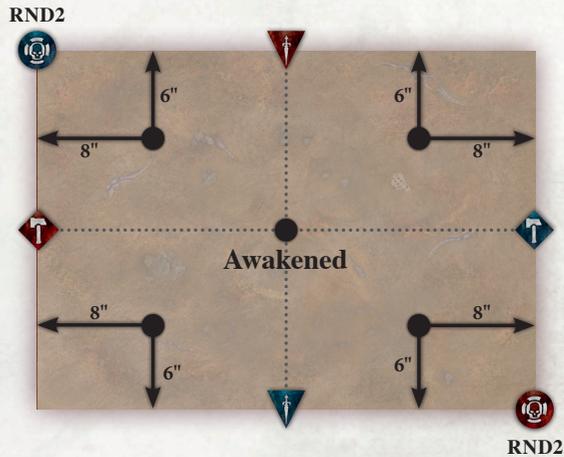


Fearsome creatures abound in the Gnarlwood: not just the beasts that call the forest home, but malignant entities of Chaos drawn by the promise of slaughter.



LEY LINES

DEPLOYMENT MAP



VICTORY CONDITION

Ley lines of power criss-cross this region. Siphon their energies before your rivals can.

Before the battle, 5 objectives are placed on the battlefield floor as shown on the deployment map.

During the battle, objectives are either **dormant** or **awakened**. At the start of the battle, only the central objective is awakened; the rest are dormant. At the start of each combat phase, the player who does not have the initiative can pick 1 dormant objective to become awakened. At the end of each battle round, each player scores 1 victory point for each awakened objective they control.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle.

REAPER

DEPLOYMENT MAP



VICTORY CONDITION

Long have you waited to deliver vengeance upon this foe. Strike fast, and leave none standing.

At the end of each battle round, each player totals the points values of enemy fighters taken down in that battle round. The result is their **blood tally**. If one player has a higher blood tally, that player scores 1 victory point.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle.

RUNEMARKS

Below you will find a list of the main runemarks used in Warcry. These symbols appear on fighter cards, and they govern which weapons and abilities each warrior can use in battle. They are also found on battleplan cards, where they denote the specific environmental and strategic context of each combat encounter.

FIGHTERS



Agile



Beast



Berserker



Brute



Bulwark



Champion



Sentience



Destroyer



Elite



Fly



Icon Bearer



Hero



Minion



Mystic



Scout



Trapper



Warrior



Monster



Mount



Thrall



Ally



Ferocious



Frenzied



Priest



Terrifying

CHARACTERISTICS



Attacks



Damage



Move



Range



Strength



Toughness



Wounds

WEAPONS



Blast



Axe



*Reach
Weapon*



Claws



Club



Dagger



Fangs



*Ranged
Weapon*



Scythe



Spear



Mace



Sword



Unarmed



Hook



Bident

BATTLEPLAN CARDS



Terrain



Deployment



Victory



Twist



Orientation



Matched Play

TREASURE



Creature



Orrery



Realmstone



Potions



Skull



Supplies



Totem



Weapons

DEPLOYMENT



Dagger



Hammer



Shield



Climate



Environment



Fate



*Magical
Phenomena*



Psychology

FACTION RUNEMARKS

When you pick your warband, you must first pick a faction. Below is a list of all the factions currently in Warcry. Each fighter in Warcry belongs to one of these factions, as denoted by the faction runemark on their profile.

GRAND ALLIANCES

Every faction and fighter in Warcry belongs to one of the four Grand Alliances: Order, Chaos, Death and Destruction. The faction runemarks below are grouped by the Grand Alliance to which they belong. The Grand Alliance of a faction determines which fighters can be included as allies, thralls and monsters (pg 20) in warbands from that faction.

GRAND ALLIANCE ORDER



CITIES OF SIGMAR – CITY RUNEMARKS



Cities of Sigmar warbands work slightly differently to other warbands. When you pick a Cities of Sigmar warband, you must also choose the city from which they hail. For more information on City runemarks, see the *Warcry Compendium*.

GRAND ALLIANCE CHAOS



Chaos



Beasts of Chaos



Blades of Khorne:
Daemons



Blades of Khorne:
Bloodbound



Disciples of Tzeentch:
Daemons



Disciples of Tzeentch:
Arcanites



Maggotkin of Nurgle:
Daemons



Maggotkin of Nurgle:
Rotbringers



Hedonites of Slaanesh:
Daemons



Hedonites of Slaanesh:
Sybarites



Skaven



Slaves to
Darkness



Iron
Golem



Untamed
Beasts



Corvus
Cabal



Cypher
Lords



The
Unmade



Splintered
Fang



Scions of
the Flame



Spire
Tyrants



Tarantulos
Brood



Darkoath
Savagers



Horns of
Hashut



Rotmire
Creed



Chaos
Legionnaires

GRAND ALLIANCE DEATH



Death



Flesh-eater
Courts



Soulblight
Gravelords



Nighthaunt



Ossiarch
Bonereapers

GRAND ALLIANCE DESTRUCTION



Destruction



Bonesplitterz



Gloomspite
Gitz



Ogor
Mawtribes



Kruleboyz



Ironjawz