

WARHAMMER®
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WARCRY™

RAVAGING MOBS



Solo Rules & warband tables

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DESIGNED BY COLORFULMINIS

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Ravaging Mobs is an unofficial expansion for Warcry.
This is version 1.0 of this document.

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RAVAGING MOBS

Solo rules for Warcry

TERMS

In these rules, the following terms are used:

- **Player** : the person playing the campaign.
- **Non-Player Warband** : The warband the Player is fighting against, using these rules.
- **Ability Dice** : Dice set aside at the start of the battle round to select abilities for the Non-Player Warband.

SETUP

As in a normal game, the Player draws cards for setting up a field, a victory and a twist. He also draws a deployment card and uses the blue markers for his warband and the red markers for the Non-Player Warband.

The Player selects a Non-Player Warband from his collection, of the number of points indicated by the battle being played.

The Player then divides his fighters into groups as he would normally do (Dagger, Hammer and Shield) and does the same for the Non-Player Warband.

DEPLOYMENT

The Player places the groups of the Non-Player Warband according to the deployment instructions of the battle being played, then he places his own groups.

DETERMINING INITIATIVE

During the hero phase, the Non-Player Warband does not have any initiative dice or wild dice. Instead, it is always considered to have 3 singles to determine initiative and always wins in the event of a tie.

In addition, the Player adds 2 dice to the ability dice pool for that battle round.

ABILITY DICE

During the hero phase, immediately after rolling his initiative dice, the Player rolls the ability dice in the ability dice pool.

These ability dice are kept for the battle round and their result indicates their value.

ACTIVATION

During the combat phase, the Player activates his fighters normally. When it is the turn of the Non-

Player Warband to activate a fighter, the Player determines which one to activate as follows (following this order in the event of a tie):

- Fighter closest to a Player's fighter.
- Fighter with the most damage points.
- Fighter with the highest value point.

Once the fighter is selected, the Player begins by determining his state by checking the range of the fighter's weapons.

If a visible enemy fighter is within range of one of the fighter's weapons, it is IN RANGE, otherwise, it is THREATENING.

If the Non-Player Warband has at least 1 ability dice remaining for this battle round, the Player selects the one with the highest value, rolls 1D3, and looks up the result in the Non-Player Warband behavior table (using the state of the fighter and the result of the D3).

The words [X+] or [X], indicate respectively that the ability requires an ability dice of value X or more, or exactly X, to be selected. If no such mention is specified, the ability can be selected with any ability dice value.

The first ability selected by the ability dice triggers. If it indicates that it should be ignored, the Player looks up the next one, and so on.

If no ability is ultimately triggered, the ability dice is kept and can be used by another fighter during that battle round.

If instead an ability triggers, the selected ability dice is removed from the pool for that battle round. The Non-Player Warband cannot trigger more abilities than it has ability dice in the ability dice pool.

If there are no ability dice left for that battle round, no ability will trigger until the end of that battle round. In this case, the Player looks up the Non-Player Warband behavior table considering a 2 on the D3 as well as the fighter's current state.

MOVEMENT

When a fighter from the Non-Player Warband moves, it always moves towards the nearest visible enemy.

If no enemy is visible, it moves towards the nearest enemy.

It travels the shortest route by avoiding dangerous terrain, jumping off platforms and climbing.

It only crosses weakened bridges if it starts its Move action within 1" of the bridge. If not, it ends its Move action closest to the weakened bridge.

If a closed door blocks its path, it automatically uses the Doors Force (Catacomb) standard ability, rolling 1D6 for the ability's value. This ability only triggers if there is at least one ability dice remaining in the ability dice pool. This dice is set aside as usual afterwards.

The fighter immediately ends its Movement as soon as one of its weapons comes within range of a visible enemy fighter.

ATTACK

If the fighter starts an action within range of one of its weapons, it attacks a visible enemy fighter within range, using the weapon with the shortest range possible.

In case of several enemy fighters visible and in range, it chooses, in descending order, the one with the most damage points, and in case of a tie again, the one with the highest point value.

PICKING A FIGHTER

Whenever a rule or an ability asks to pick a fighter (friend or enemy) and this choice is up to the Non-Player Warband, the Player picks, in descending order, the fighter closest to the activated fighter and in case of a tie, the one with the most damage points allocated.





IRON GOLEM



BEHAVIOR			
	D3	IN RANGE	THREATENING
	1	Throw Bolas - Attack - Attack/Move	Stand Defiant/ Recover / Charge - Move - Attack/Move
	2	Attack - Attack/Move	Move - Attack/Move
	3	Spine-crushing Blow / Whirlwind of Death / Assault - Attack - Attack/Move	Living Battering Ram / Throw Bolas - Move - Attack/Move
	3	Lead with Strength - Attack - Attack/Move	Exalted Presence / Charge - Move - Attack/Move



IRON GOLEM



SOLO ABILITIES

Recover [4+]: *If this fighter has no damage points allocated, ignore this ability.*
Roll a dice and remove as many damage points from this fighter as the value of the dice.

Charge : Add 1 to the Move characteristic of this fighter until the end of its activation.

Throw Bolas : Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each roll of 4-5, allocate 1 damage point to that fighter. For each roll of 6, allocate a number of damage points to that fighter equal to the value of this ability dice.

Stand Defiant [4+]: *If this fighter is not a Signifier, ignore this ability.*
Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters while they are within 6" of this fighter.

Spine-crushing Blow: *If this fighter is not a Dominar, nor a Prefector, ignore this ability.*
Add the value of this ability dice to the Strength characteristic of the next Attack action made by this fighter during this activation, that has a Range characteristic of 3 or less.

Whirlwind of Death [6]: *If this fighter is not a Drillmaster, ignore this ability.*
Roll a dice. Allocate a number of damage points to all visible enemy fighters within 3" of this fighter equal to the value of the dice rolled. If possible, remove another remaining ability dice from the pool.

Assault : Add 1 to the Attack characteristic of all Attack actions of this fighter until the end of its activation.

Lead with Strength : Until the end of this fighter's activation, the next time this fighter makes an Attack action and an enemy fighter is taken down by this attack action, this fighter makes a bonus Move action if it is THREATENING, or a bonus Attack action if it is IN RANGE.

Living Battering Ram [4+]: *If this fighter is not an Ogor Breacher, ignore this ability.*
Until the end of this fighter's activation, the next time this fighter finishes a Move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability dice.

Exalted Presence [4+]: Pick a friendly fighter which was not activated this battle round and within 6" of this fighter. The picked fighter immediately activates after this fighter's activation is finished.





UNTAMED BEASTS



BEHAVIOR			
	D3	IN RANGE	THREATENING
	1	Assault - Attack - Attack/Move	Recover / Charge - Move - Attack/Move
	2	Attack - Attack/Move	Move - Attack/Move
	3	Harpoon Snag / <i>Beastmaster</i> / <i>Unleash the Beast</i> / <i>Savage Fury</i> - Attack - Attack/Move	Pounce / <i>Savage Fury</i> - Move - Attack/Move
	3	<i>Unleash the Beast</i> / Assault - Attack - Attack/Move	Exalted Presence / Charge - Move - Attack/Move



UNTAMED BEASTS



SOLO ABILITIES

Assault : Add 1 to the Attack characteristic of all Attack actions of this fighter until the end of its activation.

Recover [4+] : *If this fighter has no damage points allocated, ignore this ability.*
Roll a dice and remove as many damage points from this fighter as the value of the dice.

Charge : Add 1 to the Move characteristic of this fighter until the end of its activation.

Savage Fury : Add 1 to the Move characteristic of this fighter for the next move action they make in this activation, and add 1 to the Attacks characteristic of the next attack action made by this fighter in this activation.

Harpoon Snag [4+] : *If this fighter is not a **First Fang**, ignore this ability.*
This fighter makes a bonus attack action. After that attack action, the target of that attack action makes a bonus move action directly towards this fighter, as if they were jumping, of a distance of 1D6 inches. When doing so, they can move away from enemy fighters within 1" at the start of that move action.

Beastmaster : *If this fighter is not a **Beastspeaker**, ignore this ability.*
Pick a visible friendly fighter with the Beast (☠) runemark within 4" of this fighter. That fighter makes a bonus attack action.

Pounce [4+] : *If this fighter is not a **Rocktusk Prowler**, ignore this ability.*
Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate 1D6 damage points to that fighter.

Unleash the Beast [6] : Roll a dice. Until the end of the battle round, add half the value of the dice rolled (rounding up) to the Attacks and Strength characteristics of melee attack actions made by this fighter. If possible, remove another remaining ability dice from the pool.

Exalted Presence [4+] : Pick a friendly fighter which was not activated this battle round and within 6" of this fighter. The picked fighter immediately activates after this fighter's activation is finished.





CORVUS CABAL



BEHAVIOR			
	D3	IN RANGE	THREATENING
	1	<i>Harrying Raven</i> - Attack - Attack/Move	<i>Recover</i> / <i>Swift Climb</i> / <i>Harrying Raven</i> / <i>Charge</i> - Move - Attack/Move
	2	Attack - Attack/Move	Move - Attack/Move
	3	<i>Death from Above</i> / <i>Assault</i> - Attack - Attack/Move	<i>Swooping Attack</i> / <i>Raven Dart</i> - Move - Attack/Move
	3	<i>Grisly Trophy</i> / <i>Assault</i> - Attack - Attack/Move	<i>Exalted Presence</i> / <i>Charge</i> - Move - Attack/Move



CORVUS CABAL



SOLO ABILITIES

Recover [4+]: *If this fighter has no damage points allocated, ignore this ability.*
Roll a dice and remove as many damage points from this fighter as the value of the dice.

Assault : Add 1 to the Attack characteristic of all Attack actions of this fighter until the end of its activation.

Charge : Add 1 to the Move characteristic of this fighter until the end of its activation.

Raven Dart : Pick a visible enemy fighter within 8" of this fighter and roll a dice. On a roll of 2-4, allocate 1 damage point to that fighter. On a roll of 5+, allocate a number of damage points to that fighter equal to the value of this ability dice.

Swift Climb: *If this fighter is not a **Spire Stalker**, or if there is no obstacle of more than 1" of height in the path they will take during their next Move action, ignore this ability.*
Until the end of this fighter's activation, do not count the vertical distance moved when this fighter is climbing..

Harrying Raven : *If this fighter is not a **Shadow Piercer** nor a **Cabalist with Familiar**, ignore this ability.*
Pick an enemy fighter within 20" of this fighter. Until the end of the battle round, that fighter cannot make disengage actions.

Grisly Trophy[4+] : At the end of this fighter's next Attack action during this battle round, and if an enemy fighter has been taken down by this Attack action, until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 9" of this fighter.

Swooping Attack [4+] : *If this fighter is not a **Shrike Talon**, ignore this ability.*
This fighter makes a bonus move action. In addition, if the fighter finishes that move action 3" or more vertically lower than their starting position, they can make a bonus attack action.

Exalted Presence [4+] : Pick a friendly fighter which was not activated this battle round and within 6" of this fighter. The picked fighter immediately activates after this fighter's activation is finished.

Death from Above! [6] :
This fighter makes a bonus move action. Then, they make a bonus attack action if they are IN RANGE. Add 1 to the Strength characteristic of that attack action if the fighter finished the move action 3" or more vertically lower than their starting position. If possible, remove another remaining ability dice from the pool.

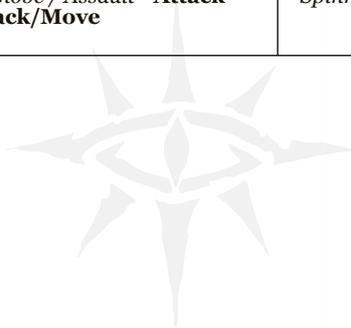




CYPHER LORDS



BEHAVIOR		
D3	IN RANGE	THREATENING
1	Attack - Attack/Move	Recover / Throwing Stars and Chakrams - Move - Attack/Move
2	Attack - Attack/Move	Move - Attack/Move
3	Low Sweeping Blow / Assault - Attack - Attack/Move	Spinning Somersault Strike / Shadow Recall / Acrobatic Leap - Move - Attack/Move
 3	Shattered Gloom Globe / Assault - Attack - Attack/Move	Spinning Somersault Strike / Exalted Presence / Charge - Move - Attack/Move



CYPHER LORDS



SOLO ABILITIES

Recover [4+]: *If this fighter has no damage points allocated, ignore this ability.*
Roll a dice and remove as many damage points from this fighter as the value of the dice.

Assault : Add 1 to the Attack characteristic of all Attack actions of this fighter until the end of its activation.

Charge : Add 1 to the Move characteristic of this fighter until the end of its activation.

Low Sweeping Blow : *If this fighter is not a **Mirrorblade with Duelling Swords** nor a **Mindbound with Double-Bladed Sword**, ignore this ability.*
Roll a dice for each visible enemy fighter within 2" of this fighter. On a roll of 4-5, allocate 1 damage point to the fighter being rolled for. On a roll of 6, allocate a number of damage points to the fighter being rolled for equal to the value of this ability dice.

Throwing Stars and Chakrams : Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each roll of 4-5, allocate 1 damage point to that fighter. For each roll of 6, allocate a number of damage points to that fighter equal to the value of this ability dice.

Acrobatic Leap : Until the end of this fighter's activation, add 1 to their Move characteristic, and they can fly when making move actions; however, when flying, they cannot move vertically upwards more than 3".

Exalted Presence [4+]: Pick a friendly fighter which was not activated this battle round and within 6" of this fighter. The picked fighter immediately activates after this fighter's activation is finished.

Shadow Recall [4+]: *If this fighter is not a **Thrallmaster** nor a **Luminate**, ignore this ability.*
Pick a friendly fighter with the Cypher Lords (*) faction runemark and the Minion (✦) runemark that is within 12" of this fighter. Remove that fighter from the battlefield, then set that fighter up on a platform or the battlefield floor, wholly within a number of inches of this fighter equal to the value of this ability dice.

Shattered Gloom Globe [4+]: Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 6" of this fighter.

Spinning Somersault Strike [6]: Until the end of this fighter's activation, they can fly when making move actions; however, when flying, they cannot move vertically upwards more than 3". In addition, this fighter makes a bonus move action. Then, they make a bonus attack action if they are IN RANGE. If possible, remove another remaining ability dice from the pool.





THE UNMADE



BEHAVIOR		
D3	IN RANGE	THREATENING
1	<i>Barbed Strike</i> - Attack - Attack/Move	<i>Recover / Nightmarish Visage</i> - Move - Attack/Move
2	Attack - Attack/Move	Move - Attack/Move
3	<i>Gift of Agony / Flaying Frenzy / Assault</i> - Attack - Attack/Move	<i>Chain Garrotte / Charge</i> - Move - Attack/Move
 3	<i>Vessel of Torment / Assault</i> - Attack - Attack/Move	<i>Exalted Presence / Charge</i> - Move - Attack/Move



THE UNMADE



SOLO ABILITIES

Recover [4+]: *If this fighter has no damage points allocated, ignore this ability.*
Roll a dice and remove as many damage points from this fighter as the value of the dice.

Assault: Add 1 to the Attack characteristic of all Attack actions of this fighter until the end of its activation.

Charge: Add 1 to the Move characteristic of this fighter until the end of its activation.

Nightmarish Visage: Pick an enemy fighter within a number of inches of this fighter equal to the value of this ability dice and roll a dice. On a roll of 3+, until the end of the battle round, that fighter cannot make move actions or disengage actions.

Barbed Strike: Until the end of this fighter's activation, if an attack action made by this fighter scores any hits or critical hits, subtract 1 from the target fighter's Toughness characteristic (to a minimum of 1) until the end of the battle round.

Chain Garrotte: *If this fighter is not a **Ascended One**, ignore this ability.*
Pick a visible enemy fighter within 5" of this fighter and roll a dice. On a roll of 3-4, allocate 1 damage point to that fighter. On a roll of 5+, allocate a number of damage points to that fighter equal to the value of this ability dice.

Exalted Presence [4+]: Pick a friendly fighter which was not activated this battle round and within 6" of this fighter. The picked fighter immediately activates after this fighter's activation is finished.

Flaying Frenzy [4+]: *If this fighter is not a **Joyous One**, ignore this aptitude.*
Roll a dice for each visible enemy fighter within 3" of this fighter. On a roll of 3-4, allocate 1 damage point to the fighter being rolled for. On a roll of 5+, allocate a number of damage points to the fighter being rolled for equal to the value of this ability dice.

Vessel of Torment [4+]: At the end of this fighter's next Attack action during this battle round, and if an enemy fighter has been taken down by this Attack action, this fighter makes a bonus move action. Then, they make a bonus attack action if they are IN RANGE.

Gift of Agony [6]: This fighter makes a bonus attack action. Add 3 to the Strength and Attacks characteristics of that attack action if this fighter has 1 or more damage points allocated to them. If possible, remove another remaining ability dice from the pool.





SPLINTERED FANG



BEHAVIOR			
	D3	IN RANGE	THREATENING
	1	Assault - Attack - Attack/Move	Recover - Move - Attack/Move
	2	Attack - Attack/Move	Move - Attack/Move
	3	Paralysing Venom / Fanged Buckler / Relentless Assault / Poisoned Attacks - Attack - Attack/Move	Snake Charmer / Charge - Move - Attack/Move
	3	Paralysing Venom / Unsaring Net / Assault - Attack - Attack/Move	Exalted Presence / Charge - Move - Attack/Move



SPLINTERED FANG



SOLO ABILITIES

Recover [4+]: *If this fighter has no damage points allocated, ignore this ability.*
Roll a dice and remove as many damage points from this fighter as the value of the dice.

Assault: Add 1 to the Attack characteristic of all Attack actions of this fighter until the end of its activation.

Charge: Add 1 to the Move characteristic of this fighter until the end of its activation.

Poisoned Attacks: Until the end of this fighter's activation, the Strength characteristic of attack actions made by this fighter count as being higher than the target's Toughness characteristic.

Unsaring Net: Pick a visible enemy fighter within 3" of this fighter. Until the end of the battle round, that enemy fighter cannot make move actions or disengage actions..

Fanged Buckler [4+]: *If this fighter does not have the Shield runemark (S), ignore this ability.*
Pick a visible enemy fighter within 1" of this fighter and roll a dice. On a roll of 3+, allocate 3 damage points to that fighter.

Exalted Presence [4+]: Pick a friendly fighter which was not activated this battle round and within 6" of this fighter. The picked fighter immediatly activates after this fighter's activation is finished.

Snake Charmer [4+]: *If this fighter is not a Serpent Caller, ignore this ability.*
Pick a friendly fighter with the Beast (B) runemark within 4" of this fighter. That fighter makes a bonus attack action.

Relentless Assault [4+]: *If this fighter is not a Pure Blood, ignore this ability.*
At the end of this fighter's next Attack action during this battle round, and if an enemy fighter has been taken down by this Attack action, this fighter makes a bonus move action. Then, they can make a bonus attack action.

Paralysing Venom [6]: Roll a dice. Until the end of this fighter's activation, add the value of the dice rolled to the damage points allocated to enemy fighters by each critical hit from attack actions made by this fighter. In addition, until the end of this fighter's activation, after each attack action made by this fighter, roll a dice. On a roll of 5+, until the end of this battle round, the target fighter cannot make move actions or disengage action. If possible, remove another remaining ability dice from the pool.





SPIRE TYRANTS



BEHAVIOR			
	D3	IN RANGE	THREATENING
	1	<i>Pit Fighter</i> - Attack - Attack/Move	<i>Recover</i> - Move - Attack/Move
	2	Attack - Attack/Move	Move - Attack/Move
	3	<i>Brutal Strike / Gladiator's Net / Readied Stance</i> - Attack - Attack/Move	<i>Shield Ram / Charge</i> - Move - Attack/Move
	3	<i>Champion of the Warpits</i> - Attack - Attack/Move	<i>Exalted Presence / Charge</i> - Move - Attack/Move



SPIRE TYRANTS



SOLO ABILITIES

Recover [4+]: *If this fighter has no damage points allocated, ignore this ability.*
Roll a dice and remove as many damage points from this fighter as the value of the dice.

Assault : Add 1 to the Attack characteristic of all Attack actions of this fighter until the end of its activation.

Charge : Add 1 to the Move characteristic of this fighter until the end of its activation.

Pit Fighter : At the end of this fighter's next Attack action during this battle round, and if an enemy fighter has been taken down by this Attack action, this fighter make a bonus move action if they are THREATENING or a bonus attack action if they are IN RANGE.

Gladiator's Net: *If this fighter is not a Pit Fighter avec Net, ignore this ability.*
Pick a visible enemy fighter within 3" of this fighter and roll a dice. On a roll of 3+, until the end of the battle round, that enemy fighter cannot make move actions or disengage actions.

Shield Ram: *If this fighter is not a Pit Veteran with Shield, ignore this ability.*
Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter and roll a dice. On a roll of 2-5, allocate 2 damage points to that fighter. On a roll of 6, allocate a number of damage points to that fighter equal to the value of this ability dice.

Readied Stance [4+]: *If this fighter is not a Pit Veteran nor a Frenzied Rager, ignore this ability.*
Until the end of the battle round, add half the value of this ability (rounding up) to the Toughness characteristic of this fighter.

Champion of the Warpits [4+] : At the end of this fighter's next Attack action during this battle round, and if an enemy fighter has been taken down by this Attack action, until the end of this battle round, add 1 to the Attacks characteristic of attack actions made by visible friendly fighters while they are within 6" of this fighter.

Exalted Presence [4+]: Pick a friendly fighter which was not activated this battle round and within 6" of this fighter. The picked fighter immediately activates after this fighter's activation is finished.

Brutal Strike [6] : *If this fighter is not a Headclaimer nor a Bestigor Destroyer, ignore this ability.*
Pick a visible enemy fighter within 1" of this fighter and roll a dice. On a roll of 2+, allocate 8 damage points to that fighter. If possible, remove another remaining ability dice from the pool.





KHAINITE SHADOWSTALKERS



BEHAVIOR			
	D3	IN RANGE	THREATENING
	1	Attack - Attack/Move	<i>Recover / Charge - Move - Attack/Move</i>
	2	Attack - Attack/Move	Move - Attack/Move
	3	<i>Instrument of Khaine / Harness Shadow / Dance of Death / Assault - Attack - Attack/Move</i>	<i>Cursed Darts / Shadow Leap - Move - Attack/Move</i>
	3	<i>Ensaring Darkness / Assault - Attack - Attack/Move</i>	<i>Exalted Presence / Shadow Leap - Move - Attack/Move</i>



KHANITE SHADOWSTALKERS



SOLO ABILITIES

Recover [4+]: *If this fighter has no damage points allocated, ignore this ability.*
Roll a dice and remove as many damage points from this fighter as the value of the dice.

Assault : Add 1 to the Attack characteristic of all Attack actions of this fighter until the end of its activation.

Charge : Add 1 to the Move characteristic of this fighter until the end of its activation.

Instrument of Khaine: *If this fighter is not a Slaughtershade, ignore this ability.*
At the end of this fighter's next Attack actions during this battle round, and if an enemy fighter has been taken down by their Attack action, this fighter makes a bonus move action if they are THREATENING or a bonus attack action if they are IN RANGE.

Shadow Leap: Until the end of this fighter's activation, this fighter can fly when making move actions.

Cursed Darts: *If this fighter is not a Shroudblade, nor a Slaughtershade, ignore this ability.*
Pick a visible enemy fighter within 9" of this fighter and roll 2 dice. For each roll of 4+, allocate 2 damage points to that fighter. In addition, if either dice rolls a 6, until the end of the battle round, halve the Move characteristic of that fighter (rounding up).

Harness Shadow [4+]: *If this fighter is not a Darkflame Warlock, ignore this ability.*
Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters while they target a fighter within 3" of this fighter.

Dance of Death [4+] : Until the end of this fighter's activation, this fighter can finish disengage actions within 1" of enemy fighters.

Exalted Presence [4+]: Pick a friendly fighter which was not activated this battle round and within 6" of this fighter. The picked fighter immediately activates after this fighter's activation is finished.

Ensaring Darkness [6] : Roll a dice. Allocate a number of damage points equal to the value of the dice rolled to all visible enemy fighters within 3" of this fighter. If possible, remove another remaining ability dice from the pool.

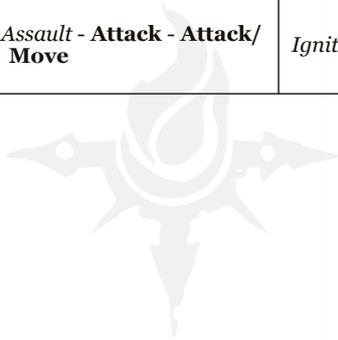




SCIONS OF THE FLAME



BEHAVIOR			
	D3	IN RANGE	THREATENING
	1	<i>Fiery Might - Attack - Attack/Move</i>	<i>Recover / Charge - Move - Attack/Move</i>
	2	Attack - Attack/Move	Move - Attack/Move
	3	<i>Engulf in Flames / Beheading Strike / Inferno / Assault - Attack - Attack/Move</i>	<i>Throw Fire Bomb / Charge - Move - Attack/Move</i>
	3	<i>Beheading Strike / Assault - Attack - Attack/Move</i>	<i>Ignited Fervour / Charge - Move - Attack/Move</i>



SCIONS OF THE FLAME



SOLO ABILITIES

Recover [4+]: *If this fighter has no damage points allocated, ignore this ability.*

Roll a dice and remove as many damage points from this fighter as the value of the dice.

Assault : Add 1 to the Attack characteristic of all Attack actions of this fighter until the end of its activation.

Charge : Add 1 to the Move characteristic of this fighter until the end of its activation.

Fiery Might : Until the end of this fighter's activation, add half the value of this ability dice (rounding up) to the Strength characteristic of melee attack actions made by this fighter.

Beheading Strike : *If this fighter is not a **Brazen Champion** nor a **Blazing Lord**, ignore this ability.*

Until the end of this fighter's activation, add half the value of this ability dice (rounding up) to the damage points allocated to enemy fighters by each critical hit from the next melee attack action made by this fighter.

Inferno [4+] : *If this fighter is not an **Immolator**, ignore this ability.*

Roll a dice for each visible enemy fighter within 3" of this fighter. On a roll of 4+, allocate a number of damage points to the fighter being rolled for equal to the value of this ability.

Throw Fire Bomb : *If this fighter is not a **Initiate** nor a **Fireborn**, ignore this ability.*

Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each roll of 4-5, allocate 1 damage point to that fighter. For each roll of 6, allocate a number of damage points to that fighter equal to the value of this ability dice.

Engulf in Flames [6] : *If this fighter is not an **Inferno Priest**, ignore this ability.*

Pick a visible enemy fighter within 3" of this fighter and roll 6 dice. For each roll of 2+, allocate a number of damage points to that fighter equal to half the value of the dice (rounding up). In addition, for each roll of 6, roll an extra dice as above (and so on). If possible, remove another remaining ability dice from the pool.

Ignited Fervour [4+] : Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 3" of this fighter.

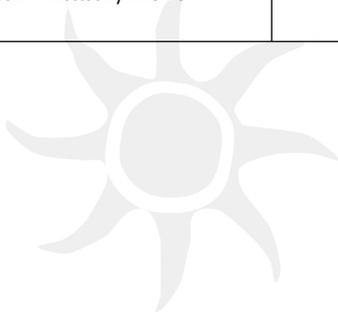




TARANTULOS BROOD



BEHAVIOR			
	D3	IN RANGE	THREATENING
	1	<i>Silken Strangled-Nets</i> - Attack - Attack/Move	<i>Recover / Charge</i> - Move - Attack/Move
	2	Attack - Attack/Move	Move - Attack/Move
	3	<i>Gifts of the Eightfold Watcher / Envomed Projectile / Assault</i> - Attack - Attack/Move	<i>Scuttling Symbiosis / Skittering Ascent</i> - Move - Attack/Move
	3	<i>Assault</i> - Attack - Attack/Move	<i>Creeping Summons / Skittering Ascent</i> - Move - Attack/Move



TARANTULOS BROOD



SOLO ABILITIES

Recover [4+]: *If this fighter has no damage points allocated, ignore this ability.*
Roll a dice and remove as many damage points from this fighter as the value of the dice.

Assault : Add 1 to the Attack characteristic of all Attack actions of this fighter until the end of its activation.

Charge : Add 1 to the Move characteristic of this fighter until the end of its activation.

Silken Strangled-Nets: *If this fighter is not a **Doomweaver with Trident and Net**, ignore this ability.*
Pick a visible enemy fighter within 3" of this fighter and roll a dice. On a roll of 3+, until the end of the battle round, that enemy fighter cannot make move actions or disengage actions.

Scuttling Symbiosis : *If this fighter is a **Spider Swarm**, ignore this ability.*
Pick a friendly Spider Swarm within 6" of this fighter or within 9" of this fighter if the value of this ability dice is 4 or greater. That Spider Swarm makes a bonus move action if it is THREATENING or a bonus attack action if it is IN RANGE.

Skittering Ascent: *If this fighter is not a **Broodkin**, ignore this ability.*
Until the end of this fighter's activation, do not count the vertical distance moved when this fighter is climbing.

Envonomed Projectile [4+]: *If this fighter is not a **Broodkin**, ignore this ability.*
Pick a visible enemy fighter within 6" of this fighter and roll 2 dice. For each roll of 4-5, allocate a number of damage points to that fighter equal to half the value of this ability dice (rounding up). For each roll of 6, allocate a number of damage points to that fighter equal to the value of this ability dice.

Gifts of the Eightfold Watcher [6] : *If this fighter is not a **Spider Swarm**, ignore this ability.*
This fighter makes a bonus attack action. After that attack action, roll a dice and then roll a number of dice equal to the value of the dice rolled. If you rolled any 6s, allocate 10 damage points to the fighter targeted by that attack action, and until the end of the battle round, that fighter cannot make move actions or disengage actions. If possible, remove another remaining ability dice from the pool.

Creeping Summons [4+] : Pick a friendly Spider Swarm that has been taken down. Set that fighter up on a platform or the battlefield floor, wholly within 3" of this fighter. That Spider Swarm no longer counts as being taken down and has no damage points allocated to it.





DARKOATH SAVAGERS



BEHAVIOR			
	D3	IN RANGE	THREATENING
	1	<i>A Vow Fulfilled</i> - Attack - Attack/Move	<i>Recover</i> / <i>Vision of Glory</i> - Move - Attack/Move
	2	Attack - Attack/Move	Move - Attack/Move
	3	<i>Deathblow</i> / <i>Curse of Withering</i> / <i>Furious Rampage</i> / <i>Assault</i> - Attack - Attack/Move	<i>Charge</i> - Move - Attack/Move
	3	<i>Deathblow</i> / <i>Display of Brutality</i> - Attack - Attack/Move	<i>Exalted Presence</i> / <i>Charge</i> - Move - Attack/Move



DARKOATH SAVAGERS



SOLO ABILITIES

Recover [4+]: *If this fighter has no damage points allocated, ignore this ability.*
Roll a dice and remove as many damage points from this fighter as the value of the dice.

Assault: Add 1 to the Attack characteristic of all Attack actions of this fighter until the end of its activation.

Charge: Add 1 to the Move characteristic of this fighter until the end of its activation.

A Vow Filled: At the end of this fighter's Attack actions during this battle round, each time an enemy fighter has been taken down by an Attack action made by this fighter, roll a dice. On a 1-3, add 1 to this fighter's Toughness characteristic until the end of the battle. On a 4-6, add 1 to the Strength characteristic of the smallest range weapon this fighter is armed with until the end of the battle.

Vision of Glory: *If this fighter is not a God Speaker, ignore this ability.*
Roll a number of dice equal to the value of this ability dice. For each roll of 5+, add one dice to ability dice pool.

Display of Brutality: At the end of this fighter's next Attack action during this battle round, and if an enemy fighter has been taken down by this Attack action, this fighter makes a bonus move action if they are THREATENING or a bonus attack action if they are IN RANGE.

Curse of Withering [4+]: *If this fighter is not a God Speaker, ignore this ability.*
Pick a visible enemy fighter within 3" of this fighter and roll a number of dice equal to the value of this ability dice. For each roll of 4-5, until the end of the battle round, subtract 1 from that fighter's Toughness characteristic (to a minimum of 1). For each roll of 6, until the end of the battle, subtract 1 from that fighter's Toughness characteristic (to a minimum of 1).

Furious Rampage [4+]: *If this fighter is not a Wrathtouched, ignore this ability.*
Roll a dice for each visible enemy fighter within 3" of this fighter. On a roll of 3-4, allocate 1 damage point to the fighter being rolled for. On a roll of 5+, allocate a number of damage points to the fighter being rolled for equal to the value of this ability dice.

Exalted Presence [4+]: Pick a friendly fighter which was not activated this battle round and within 6" of this fighter. The picked fighter immediately activates after this fighter's activation is finished.

Deathblow [6]: Roll a dice. Add the value of the dice rolled to the damage points allocated to enemy fighters by each hit and critical hit from the next melee attack action made by this fighter in this activation. If possible, remove another remaining ability dice from the pool.





LEGIONS OF NAGASH



BEHAVIOR			
	D3	IN RANGE	THREATENING
	1	<i>Cursed Weapon</i> - Attack - Attack/Move	<i>Recover</i> - Move - Attack/Move
	2	Attack - Attack/Move	Move - Attack/Move
	3	<i>Chosen Champion</i> / <i>Assault</i> - Attack - Attack/Move	<i>Shambling Horde</i> / <i>Charge</i> - Move - Attack/Move
	3	<i>Necrotic Siphon</i> / <i>Assault</i> - Attack - Attack/Move	<i>Vanhel's Danse Macabre</i> / <i>Summon Undead</i> / <i>Charge</i> - Move - Attack/Move



LEGIONS OF NAGASH



SOLO ABILITIES

Recover [4+]: *If this fighter has no damage points allocated, ignore this ability.*

Roll a dice and remove as many damage points from this fighter as the value of the dice.

Assault : Add 1 to the Attack characteristic of all Attack actions of this fighter until the end of its activation.

Charge : Add 1 to the Move characteristic of this fighter until the end of its activation.

Shambling Horde: A fighter can only use this ability if they are within 6" of a visible friendly fighter with the Legions of Nagash (☉) faction runemark and the Hero (★) runemark. This fighter can make a bonus move action up to a number of inches equal to the value of this ability dice.

Chosen Champion: *If this fighter is not Seneschal nor Skeleton Champion, ignore this ability.*

A fighter can only use this ability if they are within 6" of a visible friendly fighter with the Legions of Nagash (☉) faction runemark and the Hero (★) runemark. Add 1 to the Attacks and Strength characteristics of attack actions made by this fighter this activation.

Cursed Weapon : *If this fighter is not a Seneschal nor a Graveguard, ignore this ability.*

Until the end of this fighter's activation, add 1 to the damage points allocated by hits and critical hits from attack actions made by this fighter that have a Range characteristic of 3 or less.

Necrotic Siphon [4+]: Pick a visible friendly fighter within 6" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability dice. Then, remove a number of damage points from this fighter equal to double the value of this ability dice.

Summon Undead [4+]: Pick a friendly fighter 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 dice.

Vanhel's Danse Macabre [6]: Roll a dice. A number of visible friendly fighters equal to the value of the dice rolled that are within 6" of this fighter each make a bonus move action if they are THREATENING, or a bonus attack action if they are IN RANGE.



CREATE YOUR OWN WARBAND TABLES

One of the great things about Warcry is that you can compose a warband from the entire Age of Sigmar range, thanks to the Compendium.

Likewise, with the publication of the Tome of Champions 2021, it is now possible to compose a warband with the Warhammer Underworlds miniatures.

It is therefore not possible to offer all non-player warband tables in this booklet.

This section explains how to build your own non-player warband table, using their official abilities.

CREATE YOUR WARBAND TABLES

Print the generic warband table on page 17 (you can also use a word processor for convenience).

Write each official ability in the blank rows of the Solo Abilities table, following the rules for adaptation given below.

Finally, place each ability exactly once in the behavior table, respecting the constraints written in light gray.

ABILITY CONSTRAINTS

Ability constraints tell you which ability can be placed in a given cell of the behavior table

- **IN RANGE:** indicates that the ability targets at least one fighter within 3" of the activated fighter.
- **THREATENING:** indicates that the IN RANGE constraint is not validated.
- **Double:** indicates that the ability triggers on a double.
- **Generic:** indicates that the ability is available to all fighters in the band (a single runic icon).
- **Leader:** indicates that the ability is only available to the leader of the warband.

RULES FOR ADAPTING ABILITIES

For compatibility with the rules of this booklet, some abilities require adaptation. Be sure to follow each of these rules when rewriting abilities.

Conversion of initiative dice into aptitude dice

- abilities triggering on a Double are written as-is.
- Abilities triggering on a Triple are written with the trigger constraint: [4+]
- abilities triggering on a Quad are written with the trigger constraint: [6].

Abilities values

- Abilities with the trigger constraint [6], replaces the mention "the value of this ability" by: '1D6'.
- All other abilities, the mention "the value of this ability" is replaced by: 'the value of this ability dice'.

Abilities requiring a fighter put out of combat after a fighter's attack.

Some abilities only trigger if a fighter is taken out of combat. For these, use this prefix instead of the text in question: 'At the end of this fighter's next Attack action during this battle round and if an enemy fighter has been taken out of combat by this action, APTITUDE.

Adding one or more wild dice

Any mention of gaining wild dice in the next battle round becomes a gain of ability dice for the next round.

Ability limited to certain fighters

When an ability has specific runic icons, use the following prefix: *If this fighter is not a Fighter Type, ignore this ability.*

Note that multiple fighters may be listed on the same wording of this type, if applicable.





BEHAVIOR			
	D3	IN RANGE	THREATENING
	1	<i>IN RANGE Double Generic</i> - Attack - Attack/Move	<i>THREATENING Double Generic</i> / <i>Recover</i> - Move - Attack/Move
	2	Attack - Attack/Move	Move - Attack/Move
	3	<i>IN RANGE Quad</i> / <i>IN RANGE Triple</i> , <i>IN RANGE Double, Generic</i> / Assault - Attack - Attack/Move	<i>THREATENING Quad</i> / <i>THREATENING Triple</i> / <i>Charge</i> - Move - Attack/Move
	3	<i>IN RANGE Leader</i> / Assault - Attack - Attack/Move	<i>THREATENING Leader</i> / <i>Charge</i> - Move - Attack/Move



SOLO ABILITIES

Recover [4+]: *If this fighter has no damage points, ignore this ability. Remove 1D6 damage points from this fighter.*

Assault : Add 1 to the Attack characteristic of all Attack actions of this fighter until the end of its activation.

Charge : Add 1 to the Move characteristic of this fighter until the end of its activation.

