



# ERRATA & DESIGNERS' COMMENTARIES

September 2019

This document contains all the errata and designers' commentaries for Warcry, organised into the following sections:

1. Core Book
2. Battleplan Cards
3. Ability Cards and Fighter Cards

The **errata** correct any errors, while the **designers' commentaries** provide answers to frequently asked questions and explain how the rules are intended to be used.

This document is updated regularly. When changes are made, any changes from the previous version will be highlighted in **magenta**. Where the date has a note, e.g. 'Revision 2', this means that there has been a local update, only in that language, to clarify a translation issue or other minor correction.

## 1. CORE BOOK

### ERRATA

#### Page 35 – General Rules, Measuring Distances

Change the second paragraph to:  
'Usually, measuring distances will take into account both the vertical and horizontal distance between two models, but in some cases, a rule might specify that only the **horizontal** distance or only the **vertical** distance is measured.'

When a rule requires you to measure the vertical distance only, the distance is rounded up to the nearest half inch. For example, if the vertical distance between two points is 2.6" and a rule requires you to measure the vertical distance between those points, the points would be considered to be 3" apart for the purpose of that rule. Note that distances are only rounded up in this manner and never rounded down.

You can measure distances whenever you wish.'

#### Page 36 – Setting Up a Battle, The Warbands

Change point 4 to:

'4. The warband must include 1 fighter with the **Leader** runemark (✱) and cannot include more than 1 fighter with the **Leader** runemark (✱).'

#### Page 37 – Setting Up a Battle, Carrying Treasure

Change the second paragraph to:

'A fighter carrying treasure can use an action to drop the treasure (see page 39 for rules on actions). If a fighter carrying treasure is taken down (pg 44), 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.'

#### Page 40 – Abilities, Universal Abilities

Change the universal ability 'Onslaught' to:

'**[Double] Onslaught:** Add 1 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less until the end of their activation.'

#### Page 46 – Terrain, Terrain Features, Obstacles

Change the second paragraph to:

'The target fighter of an attack action receives the benefit of cover if an imaginary line drawn between the closest points on each fighter's base passes through an obstacle. However, 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).'

#### Page 64 – Campaigns, Warband Roster, Adding Fighters

Change point 4 to:

'4. Your warband roster must include 1 fighter with the **Leader** runemark (✱) and cannot include more than 1 fighter with the **Leader** runemark (✱).'

## Page 76 – Battleplan Table B, Battleplan 3: Burn and Pillage

Change the victory condition to:

‘Starting with the player who won the priority roll, players alternate placing objectives until they have placed 3 objectives each. Each objective can be placed anywhere on the battlefield more than 4" from the battlefield edge and any other objectives.

Starting from the second battle round, at the end of each battle round, players can **burn** any objective they control if there are no enemy models within 3" of that objective. To do so, remove it from play.

The battle ends after 4 battle rounds. When the battle ends, the player who burned the most objectives is the winner.’

## Page 77 – Battleplan Table B, Battleplan 6: The Prize

Change the victory condition to:

‘The players roll off and the winner places 1 treasure token on the battlefield within 1" horizontally of the centre of the battlefield.

The battle ends after 4 battle rounds. When the battle ends, the player whose fighter is carrying the treasure wins the battle.’

## DESIGNERS’ COMMENTARY

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*Q: If an ability allows another friendly fighter to make a bonus action (e.g. ‘Beastmaster’), when is that bonus action carried out?*

A: Immediately.

*Q: Can a fighter making a move action finish it climbing midway up a wall and then use their second action to make an attack action?*

A: Yes. However, upon finishing their activation, they are said to have fallen (Core Book, pg 42).

*Q: If an ability brings back a fighter that has been taken down (e.g. ‘Spectral Summon’ or ‘Summon Undead’), and that fighter has already activated in that battle round, can it be activated again?*

A: No. Fighters cannot be picked to activate more than once in a battle round (Core Book, pg 39). In the same manner, if the fighter was waiting when it was taken down and it is brought back in the same battle round, it is still said to be waiting (Core Book, pg 45).

## 2. BATTLEPLAN CARDS

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### ERRATA

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#### VICTORY CARDS

##### Burn and Pillage

Change the rules text to:

‘Starting with the player who won the priority roll,

players alternate placing objectives until they have placed 3 objectives each. Each objective can be placed anywhere on the battlefield more than 4" from the battlefield edge and any other objectives.

Starting from the second battle round, at the end of each battle round, players can **burn** any objective they control if there are no enemy models within 3" of that objective. To do so, remove it from play.

The battle ends after 4 battle rounds. When the battle ends, the player who burned the most objectives is the winner.’

##### Hold Our Gains

Change the rules text to:

‘The players roll off and the winner chooses who is the attacker and who is the defender.

The defender places 1 treasure token on the battlefield within 3" horizontally of the centre of the battlefield.

At the end of the fourth battle round, if the treasure token is carried by one of the defender’s fighters, the defender wins the battle. Otherwise, the attacker wins the battle.’

##### Steal the Prize

Change the rules text to:

‘The players roll off and the winner chooses who is the attacker and who is the defender. At the start of the combat phase of the first battle round, the defender picks a fighter in their warband to be carrying treasure. The fighter must be on the battlefield.

The player whose fighter is carrying the treasure at the end of the fourth battle round wins the battle. If the treasure is on the battlefield instead, the attacker wins the battle.’

##### The Prize

Change the rules text to:

‘The players roll off and the winner places 1 treasure token on the battlefield within 1" horizontally of the centre of the battlefield.

The battle ends after 4 battle rounds. When the battle ends, the player whose fighter is carrying the treasure wins the battle.’

## DESIGNERS’ COMMENTARY

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*Q: If we draw a victory card that cannot be won because of terrain placement – for example, if we draw ‘Higher Ground’ but we are using a terrain card from the Corpsewrack Mausoleum – what should we do?*

A: In cases like this, draw another victory card. If the battle is a convergence battle, agree with your opponent on a new victory card that best matches the narrative.

## 3. ABILITY CARDS AND FIGHTER CARDS

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### ERRATA

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#### UNIVERSAL ABILITIES

##### Ability Card

Change 'Onslaught' to:

'**[Double] Onslaught:** Add 1 to the Attacks characteristic of attack actions made by this fighter that have a Range characteristic of 3 or less until the end of their activation.'

#### BONESPLITTERZ

##### Ability Card

Change 'Loads Arrows' to:

'**[Triple] Loads Arrows:** Add half the value of this ability (rounding up) to the Attacks characteristic of the next attack action made by this fighter this activation that targets an enemy fighter more than 3" away.'

#### NIGHTHAUNT

##### Ability Card

Change 'Chilling Horde' to:

'**[Double] Chilling Horde:** A fighter can use this ability only if there is a visible friendly fighter with the **Minion** runemark (♠) within 3" of them. Add 1 to the Attacks and Strength characteristics of attack actions made by this fighter until the end of their activation.'