



ERRATA & DESIGNERS' COMMENTARIES

March 2021

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
4. *Monsters and Mercenaries*
5. *Tome of Champions 2019*
6. *Catacombs*
7. *Grand Alliance books*

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 66 – Earn and Spend Glory Points

Replace the table with the following:

EARN GLORY POINTS	
Took part in a campaign battle	3 glory points
Won the battle	2 glory points
The leader of your opponent's warband was taken down	1 glory point
At least one third of the fighters in your opponent's warband were taken down	1 glory point
At least two thirds of the fighters in your opponent's warband were taken down	1 glory point
All the fighters in your opponent's warband were taken down	1 glory point
Your opponent's warband has at least 2 more areas of dominated territory than your warband	1 glory point

Pages 68-69 – Lesser Artefacts

Change the first sentence of all [**Consumable**] lesser artefacts to read as follows:

[Consumable]: The bearer can use this lesser artefact as a bonus action.'

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.'

Page 96 – Artefact of Power Table, Blazing Chakram

Change the artefact of power to:

Blazing Chakram: When thrown, this chakram erupts with multi-coloured flames.

When the bearer uses the **'Throwing Stars and Chakrams'** ability, roll 3 dice instead of 2 (and allocate damage for each result separately).'

DESIGNERS' COMMENTARY

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).

Q: Some rules add to or subtract from the damage points allocated by hits and/or critical hits from an attack action. In cases like this, does this apply to every hit and every critical hit scored by that attack action?

A: Yes. For example, the 'Sneaky Stab' ability is worded '...add the value of this ability to the damage points allocated by hits and critical hits from that attack action.' This means that if the attack action scored 2 hits and 1 critical hit, and the value of the ability was 3, 9 additional damage points would be allocated by that attack action (3+3+3).

Q: Many rules refer to a 'Range characteristic of 3 or less'. If a weapon has a Range characteristic with a minimum range of 3 (for example, '3-7'), is that weapon considered to have a Range characteristic of 3?

A: No.

Q: When a fighter flies, can they fly over other fighters?

A: Yes. When a fighter moves, they cannot move through other fighters (Core Book, pg 41), but there is no rule stopping a fighter moving over another fighter.

Q: Are fighters visible to themselves?

A: No.

Q: Some abilities, such as 'Harpoon Snag', force a fighter to make a bonus move action as if they were jumping. If that fighter is within 1" of an enemy fighter, can they move away during this bonus move action?

A: No.

2. BATTLEPLAN CARDS

ERRATA

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

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

ERRATA

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 ‘Loadsa Arrows’ to:

‘**[Triple] Loadsa 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.’

BEASTS OF CHAOS

Ability Card

Change ‘Volley of Arrows’ to:

‘**[Triple] Volley of 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.’

SKAVEN

Clawleader Fighter Card

Change the points value to 145.

Rat Ogor with Warpfire Gun Fighter Card

Change the Wounds characteristic to 30.

CHAOTIC BEASTS

Fomoroid Crusher Fighter Card

Add the **Ally** runemark (⊙).

Mindstealer Sphiranx Fighter Card

Add the **Ally** runemark (◉).

STORMCAST ETERNALS: SACROSANCT CHAMBER

Castigator-Prime Fighter Card

Add the **Leader** runemark (★).

SERAPHON

Saurus Knight Alpha Fighter Card

Add the **Leader** runemark (★).

DESIGNERS' COMMENTARY

DISCIPLES OF TZEENTCH: DAEMONS

Q: The abilities 'Split', and 'Split Again' add new fighters to your warband. How does this interact with victory cards such as 'No Mercy' and 'Dominate'?

A: The new fighters are added to your warband but are not part of any battle group. This means that in 'No Mercy', these new fighters are counted when determining the victory condition, whereas in a battle using 'Dominate' or a similar victory card, they are not.

4. MONSTERS AND MERCENARIES

ERRATA

Page 43 – Varanguard's Retinue, Fighter Cards

Swap the values for the **Move** characteristic (↗) and the **Toughness** characteristic (●) on each fighter card.

The following sections in *Monsters & Mercenaries* have been superseded by the relevant rules sections in *Sentinels of Order*, *Agents of Chaos*, *Bringers of Death* and *Harbingers of Destruction*:

1. Thralls and Monsters (pg 44-51)
2. Allies (pg 52-63)

5. TOME OF CHAMPIONS

2019

ERRATA

Page 120 – Flesh-eater Courts, Crypt Horror

Replace the **Leader** runemark (★) with the **Elite** runemark (✦).

Page 121 – Nighthaunt, Abilities Table

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.'

Page 124 – Gloomspite Gitz, Squig Herder

Change the points value to 45.

Page 126 – Bonesplitterz, Abilities Table

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.'

DESIGNERS' COMMENTARY

Q: The rules on page 79 for the Hidden Stormvault state that the player immediately receives an artefact of power. Which artefact of power can be chosen?

A: Choose an artefact of power from the artefact of power table on the campaign quest your warband is embarked on. If a fighter in your warband already bears an artefact of power from this table, the same artefact cannot be chosen again.

6. CATACOMBS

DESIGNERS' COMMENTARY

Q: Can fighters with the Fly runemark (✈) fly over pits?

A: Yes. When they do so, they do not suffer impact damage (fighters moving over pits only suffer impact damage if they jump).

7. GRAND ALLIANCE BOOKS

This section includes the errata and designers' commentary for the following books: *Sentinels of Order*, *Agents of Chaos*, *Bringers of Death* and *Harbingers of Destruction*.

ERRATA

SENTINELS OF ORDER

Page 22 – Freeguild General

Replace the **Champion** runemark (★) with the **Destroyer** runemark (✘).

AGENTS OF CHAOS

Page 48 – Slaanesh Sybarites Fighter Abilities

Both the '**Dance of the Wailing Blade**' and '**Slaves to Impulse**' abilities should be **[Double]**.

Page 50 – Slickblade Seeker

Change the **Wounds** characteristic to 25.

Page 57 – Fangleader

Change the **Range** characteristic of the (✂) weapon to 1.

Page 64 – Exalted Champion

Change the Range characteristic of the (☞) weapon to 1.

Page 64 – Aspiring Champion

Change the Damage characteristic of the (☞) weapon to 2/5.

DESIGNERS' COMMENTARY

Q: What abilities can allies use? For example, what abilities can a Chaos Sorcerer Lord use when included as an ally in an Iron Golem warband?

A: Allies can use any abilities for which they have all the required runemarks. This means that they can use any of the abilities on their faction's ability tables for which they have the required runemarks. To use your example, the Chaos Sorcerer Lord would be able to use the 'Imbued with Dark Power', 'Daemonic Power' and 'Champion of Darkness' abilities from the Slaves to Darkness ability tables on page 62. They would also be able to use any of the universal abilities from the Core Book (including 'Inspiring Presence'), and if there were any enemy monsters on the battlefield, they would be able to use the Monster Hunting abilities. They would not be able to use any of the Iron Golem abilities (as they lack the Iron Golem faction runemark), but would benefit from a friendly Iron Golem fighter within 6" using the 'Stand Defiant' ability.

Q: If I include a Cities of Sigmar ally in my warband, do I choose a city for them to hail from?

A: Yes.

Q: If I include multiple Cities of Sigmar allies in my warband, can they hail from different cities?

A: No.

*Q: Can a Crypt Haunter or Crypt Haunter Courtier use the 'Chosen of the King' ability when there is no other friendly fighter within 6" that has the **Leader** runemark (★)?*

A: No.

Q: Can a fighter use the 'Keep Your Distance' and 'Scurry Away' abilities if they are within 3" of an enemy fighter but not within 1"?

A: Yes.