



WARCRY™

RULES UPDATES & DESIGNERS' COMMENTARIES

January 2023

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

1. Core Book
2. Battleplan Cards
3. Compendium

The **rules updates** improve game balance, enhance clarity and 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 64 – Move Actions

Add the following boxout:

Moving Under High Terrain

When fighters make a normal move, they can move without penalty under a part of a terrain feature if the distance between that part of the terrain feature and the battlefield floor is greater than half the height of the fighter's miniature (they duck under). To do so, first measure the distance in a straight line under that terrain feature. If the fighter has sufficient movement to pass under the terrain feature and be placed on the other side, they can move under it.

Page 68 – Attack Actions

Change the last paragraph of '1. Pick a Weapon and Target' to read:

'Lastly, a missile attack action (see right) cannot target an enemy fighter that is within 1" of another fighter from the attacking fighter's warband unless both of the following are true:

- The attack action has no minimum range
- The attacker is within 3" of that enemy fighter.'

Page 70 – Abilities

Add the following sections:

'Adding, Subtracting, Multiplying and Dividing

Abilities can modify some or all of a fighter's characteristics. In these cases, always divide first, then multiply, then add, then subtract.

For example, if a fighter with a Move characteristic of 3" had 2" added to their Move characteristic by the 'Waaagh!' ability, and were then affected by the 'Cursed Dart' ability, first the Move characteristic would be halved by 'Cursed Dart' (rounding up) and become 2", and then the 'Waaagh!' ability would add 2" for a final total of 4".

Raised Fighters

Some abilities return fighters that have been taken down to the battlefield. The ability may specify that the fighter has a number of damage points allocated to it, or that you remove some or all of the damage points allocated to it. Fighters returned to the battlefield are referred to as raised fighters.

The following rules apply to raised fighters:

- Raised fighters cannot be activated, use abilities or make reactions in the combat phase in which they are set up.
- Raised fighters cannot use heroic traits or artefacts and cannot spend or gain levels of renown.
- Raised fighters are not affected by any abilities that affected them when they were taken down.
- While they are on the battlefield, raised fighters are not considered to have been taken down.
- After a battle, raised fighters are considered to have been taken down in that battle.'

Page 75 – Carrying Treasure

Change the second paragraph to read:

'Fighters cannot fly while carrying treasure. When a fighter picks up treasure during a move action, subtract 2 from their Move characteristic (to a minimum of 3) for the remainder of that move action and they cannot fly for the remainder of that move action. If that fighter had moved further than that modified Move characteristic before they picked up that treasure, that move action ends.

If a fighter begins a move action carrying treasure, subtract 2 from their Move characteristic for that move action (to a minimum of 3).'

DESIGNERS' COMMENTARY

Q: Can I use Bladeborn fighters from the Tome of Champions or White Dwarf in Warcry?

A: Yes; use the rules found on page 91 of White Dwarf 482 to do so.

Q: Is the attacker red and the defender blue?

A: No. Attacker and defender are determined before the battleplan is determined, once both players have picked their warbands (Core Book, pg 60).

Q: Can a fighter stand on a platform if their base hangs over the edge of that platform?

A: Yes, as long as centre of that fighter's base is on that platform.

Q: Can a fighter stand on two platforms at once?

A: Yes, as long as the centre of that fighter's base is on one of those platforms.

Q: When climbing stairs, is the distance measured diagonally?

A: Yes.

Q: Can I split a fighter's attacks between different models when that fighter makes an attack action?

A: No.

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 to enemy fighters by each critical hit from that attack action.' This means that if the attack action scored 2 critical hits, and the value of the ability was 3, 6 additional damage points would be allocated by that attack action (3+3).

Q: Some rules add to or subtract from the damage points allocated by 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: No. Where an ability affects critical hits, it will specify this.

Q: Are reactions abilities?

A: No.

Q: When a fighter spends a level of renown, for example to make a 'free' reaction, does that fighter lose that level of renown?

A: No. A 'spent' level of renown simply cannot be used to make a 'free' reaction again later in the battle.

Q: Are fighters visible to themselves?

A: No.

Q: Can I choose the user as the target of an ability that requires the target to be visible?

A: No. Fighters are not visible to themselves.

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: If a fighter has two rules that would give them bonus actions at the same time (for example, a Slaves to Darkness hero with the Eight-horned Helm and the Champion of Darkness ability) how do I resolve those bonus actions?

A: Choose which of the rules you want to use first, resolve that rule in its entirety, then resolve the other rule in its entirety.

Q: If an ability can only be used if a fighter is within a certain range of 'a fighter', 'an enemy fighter', 'a piece of terrain' etc. can that ability be used if the fighter is within range of more than one of the required fighters/objects?

A: Yes.

Q: If an ability allows a fighter's hit rolls to score a critical hit on a 4+, but that fighter's hit rolls require a 5+ to hit because of the attack's Strength and the target's Toughness, do rolls of 4 score a critical hit or miss?

A: They score a critical hit.

Q: Can I give an artefact of power to any fighter in my warband?

A: Yes, unless another rule specifically forbids that.

2. BATTLEPLAN CARDS

DESIGNERS' COMMENTARY

Q: If we draw a victory card that cannot be won because of terrain placement, what should we do?

A: In cases like this, draw another victory card.

3. COMPENDIUM

RULES UPDATES

MONSTERS OF ORDER

Use the following points values:

War Hydra	420
Kharibdyss	425

CITIES OF SIGMAR

Anvilgard Loyalists Fighter Abilities

Change the 'Show No Mercy' ability to be a [Quad], rather than a [Triple].

Tempest's Eye Hero Abilities

Change the 'Swift as the Wind' ability to read: 'Until the end of the battle round, add half the value of this ability (rounding up) to the Move characteristic of friendly fighters while they make a move action that starts within 6" of this fighter.'

DAUGHTERS OF KHAINE

Abilities

Change the 'Killing Stroke' ability to require the **Trapper** (☠) Runemark in addition to the **Hero** (★) runemark and the **Daughters of Khaine** (☠) faction runemark.

FYRESLAYERS

Vulkite Berzerker with Fyresteel Handaxe and Bladed Slingshield Fighter Profile

Remove this fighter profile.

Vulkite Berzerker with Fyresteel War-pick and Bladed Slingshield Fighter Profile

Remove this fighter profile.

Add the following fighter profile:



MONSTERS OF CHAOS

Use the following points values:

Chimera	515
Slaughterbrute	490
Chaos Gargant	420
Ghorgon	445
Cygor	415
Mutalith Vortex Beast	425
Hell Pit Abomination	465

DISCIPLES OF TZEENTCH: DAEMONS

Pyrocaster Fighter Profile

Add the Fly (☁) runemark.

Flamer of Tzeentch Fighter Profile

Add the Fly (☁) runemark.

Exalted Flamer of Tzeentch Fighter Profile

Add the Fly (☁) runemark.

SKAVEN

Abilities

Change the 'Lead from the Back' ability to read: '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 6" of this fighter.'

THE UNMADE

Abilities

Change the 'Vessel of Torment' ability to read: 'A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. This fighter can make a bonus move action. Then, this fighter can make a bonus attack action.'

MONSTERS OF DEATH

Use the following points values:

Terrorgheist	500
Zombie Dragon	540

FLESH-EATER COURTS

Abilities

Change the 'Bringer of Death' ability to read: '[Triple] **Bringer of Death**: Until the end of the battle round, add half the value of this ability (rounding up) to the Move characteristic of friendly fighters while they make a move action that starts within 6" of this fighter.'

SOULBLIGHT GRAVELORDS

Hero Abilities

Change the 'Summon Undead Minions' ability to read: 'Pick a friendly fighter with the **Soulblight Gravelords** (☠) faction runemark and the **Minion** (♣) runemark that has been taken down. Set that fighter up on a platform or the battlefield floor, wholly within 3" of this fighter. If that fighter has the **Elite** (★) runemark, remove a number of damage points allocated to that fighter equal to the value of this ability. Otherwise, that fighter has no damage points allocated to it. That fighter no longer counts as being taken down.'

Fighter Profiles

Add the **Elite** (★) runemark to the following fighter profiles:

- Seneschal
- Skeleton Champion with Mace
- Skeleton Champion with Halberd
- Grave Guard with Wight Blade and Crypt Shield
- Grave Guard with Great Wight Blade.

MONSTERS OF DESTRUCTION

Use the following points values:

Aleguzzler Gargant 420

Skitterstrand Arachnarok 475

Dankhold Troggoth 375

GLOOMSPITE GITZ

Abilities

Where the 'Pile On' reaction says to 'Pick another friendly fighter', change that to read 'Pick another friendly fighter with the **Gloomspite Gitz** (☹) runemark.

Change the 'Spore Cloud' reaction to require the **Scout** (👁) runemark, instead of the **Agile** (🏃) runemark.

Change the 'Madcap Destruction' ability to read: 'Roll a dice. This fighter can make a bonus move action up to double the value of the result. If this fighter finishes that move action within 1" of one or more visible enemy fighters, pick one of those enemy fighters. Allocate a number of damage points to that enemy fighter equal to the value of the result.'

IRONJAWZ

Abilities

Change the 'Duff Up Da Big Thing' ability to require the **Brute** (👊) runemark, instead of the **Bulwark** (🛡) runemark.

Orruk Ardboy with Ardboy Choppa and Orruk-forged Shield Fighter Profile

Remove the **Bulwark** (🛡) runemark.

KRULEBOYZ

Hobgrot Boss Fighter Profile

Change the points value to 75.

STORMCAST ETERNALS: WARRIOR CHAMBER

Liberator-Prime with Paired Warblades Fighter Profile

Remove the **Bulwark** (🛡) runemark.

Liberator-Prime with Paired Warhammers Fighter Profile

Remove the **Bulwark** (🛡) runemark.

DESIGNERS' COMMENTARY

Q: Some abilities affect friendly fighters within a certain distance of the user e.g. 'Fight for Profit' or 'Ignited Fervour'. Does the user themselves benefit from those abilities?

A: Yes, unless the ability refers to 'other friendly fighters' or requires the fighters affected by the ability to be visible to the user (fighters are not visible to themselves).

DISCIPLES OF TZEENTCH: DAEMONS

Q: The abilities 'Split', and 'Split Again' add new fighters to your warband. How does this interact with victory cards that relate to the number of fighters in a battle group and/or warband?

A: The new fighters are added to your warband but are not part of any battle group.

Q: If a Horror uses either the 'Split' or the 'Split Again' ability, can the new Horrors activate in that battle round?

A: Yes.

SKAVEN

Q: How does the Recite from the Book of Woes ability work?

A: Until the end of the round, enemy fighters cannot use abilities while they are within 3" of the fighter that used the ability. This has no effect on abilities used by fighters more than 3" from the fighter that used the ability. It also has no effect on reactions.

4. STEALTH AND STONE

RULES UPDATES

FACTION RULES

Add the following:

'The Jade Obelisk belong to Grand Alliance **Chaos** (☩). The Hunters of Huanchi belong to Grand Alliance **Order** (⚔).'

HUNTERS OF HUANCHI FACTION RULES

Change the 'Slippery' reaction to read:

'A fighter can make this reaction after they have been allocated damage points by a melee attack action. This fighter makes a bonus disengage action.'