



WARCRY™

RULES UPDATES & DESIGNERS' COMMENTARIES

APRIL 2024

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

1. Core Book
2. Battleplan Cards
3. Warbands of Ghur
4. Warcry Compendium
5. Bladeborn Fighters
6. Points Updates

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 61 – Alternative Terrain Rules

Add the following to the end of the Alternative Terrain rule list:

4. The parts of a terrain feature that touch the battlefield floor cannot be within 4" of a battlefield edge.

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 70 – Universal Abilities

Change the 'Rampage' ability to read:

'This fighter can make a bonus move action up to a number of inches equal to the value of this ability. Then, they can make a bonus attack action.'

Page 75 – Objectives and Treasure Tokens

Change the second paragraph to read:

'Objective and treasure tokens are treated as part of the battlefield floor or the platform they are placed upon. Fighters can move over and stand upon objective tokens. These rules also apply to all other markers and tokens that players are asked to place on a specific point on the battlefield. Fighters can move over treasure tokens. Fighters cannot end a move with any part of their base touching a treasure token. In addition, when measuring distances to and from objectives, treasure tokens and other markers, always measure to and from the centre of the marker or token.'

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).'

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.

Q: The core rules say that reactions are things a fighter can do 'during an enemy fighter's activation'. Does this timing apply to all reactions?

A: Yes.

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. WARBANDS OF GHUR

This section details **rules updates, reprinted rules, designers' commentary** and **Grand Alliance** information for warbands released during the current edition of Warcry.

RULES UPDATES

HUNTERS OF HUANCHI

Change the 'Slippery' reaction to read:

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

WILDERCORPS HUNTERS

Change the 'Smart Step Backwards' reaction to read:

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

QUESTOR SOULSWORN

Change the 'Translocation' ability to read:

'Choose a friendly fighter with a **Stormcast Eternals** runemark (☠️⚡️🔪🗡️) within 3" of this fighter. Remove that fighter from the battlefield and then immediately set them up anywhere on the battlefield more than 4" from all enemy fighters.'

Change the 'Face Me, Cowards!' ability to read:

'Until the end of the battle round, enemy fighters that begin their activation within 3" of this fighter cannot make disengage actions or end move actions further from this fighter.'

ROYAL BEASTFLAYERS

Change the 'Pack Tactics' ability to read:

'Choose an enemy fighter that is visible to this fighter. Allocate a number of damage points to that enemy fighter equal to twice the number of friendly fighters with the **Royal Beastflayers** runemark (🐉) within 3" of them.'

KRULEBOYZ MONSTA-KILLAZ

Change the 'Saw 'Em Up' ability to read:

'Pick a visible enemy fighter within 2" of this fighter and roll a number of dice equal to the value of this ability (to a minimum of 2). Make a single group of 2 or more dice in consecutive numerical order (e.g. 2, 3, 4), excluding duplicates. Then allocate 3 damage points to the chosen fighter for each dice in that group.'

DESIGNERS' COMMENTARY

Q: Can a fighter make the 'Slippery' (Hunters of Huanchi) or 'Smart Step Backwards' (Wildercorps Hunters) reaction to disengage if they are not within 1" of an enemy fighter?

A: No.

REPRINTED RULES

QUESTOR SOULSWORN

Heroes All

When picking a warband from the Questor Soulsworn faction, the following rule replaces the fourth bullet point under 'The Warbands' in the core rules (Core Book, pg 60).

There is no limit to the number of fighters with both the **Questor Soulsworn** (☉) and **Hero** (✳️) runemarks that can be included in the warband.

In addition, add the following rule as a sixth bullet point:

No more than 2 fighters with the **Hero** (✳️) runemark and any other faction runemark can be included in the warband.

Lastly, if you are creating a warband roster and you picked the Questor Soulsworn faction, the following rule replaces the third restriction under 'Choose Your Faction and Fighters' in the Narrative Play rules (Core Book, pg 99):

There is no limit to the number of fighters with both the **Questor Soulsworn** (☉) and **Hero** (✳️) runemarks that can be added to your warband roster (including your leader). The first such fighter added to your roster must be your leader.

GRAND ALLIANCE

ORDER (👁️)

Hunters of Huanchi (*Warband Tome: Stealth and Stone*)
Questor Soulsworn (*Warband Tome: Might and Madness*)
Vulkyn Flameseekers
Wildercorps Hunters (*Warband Tome: Hunter and Hunted*)
Ydrilan Riverblades (*Warband Tome: Pyre and Flood*)

CHAOS (✳️)

Rotmire Creed (*Warband Tome: Rot and Ruin*)
Horns of Hashut (*Warband Tome: Rot and Ruin*)
Jade Obelisk (*Warband Tome: Stealth and Stone*)
Claws of Karanak (*Warband Tome: Predator and Prey*)

DEATH (☠️)

Askurgan Trueblades (*Warband Tome: Predator and Prey*)
Royal Beastflayers (*Warband Tome: Might and Madness*)
Pyregheists (*Warband Tome: Pyre and Flood*)

DESTRUCTION (💣)

Kruleboyz Monsta-killaz
Gorger Mawpack (*Warband Tome: Hunter and Hunted*)

4. WARCRY COMPENDIUM

This section details **rules updates** and **designers' commentary** for fighter profiles and abilities included in the *Warcry Compendium*.

RULES UPDATES

SENTINELS OF ORDER

CITIES OF SIGMAR

The fighter profiles and abilities on pages 14-27 are no longer intended for Matched Play and have been replaced by the fighter profiles and abilities in the Cities of Sigmar Compendium Update found at www.warhammer-community.com/warcry-downloads

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 profiles and ability:

GRIMHOLD EXILE

165

♣ 1 5 4 2/4

♁

♣ 3 5 20

VULKITE BERZERKER WITH FYRESTEEL WEAPON AND BLADED SLINGSHIELD

65

♣ 1 2 4 1/4

♁

♣ 3 5 12

FYRESLAYERS FIGHTER ABILITIES



[Triple] Lodge-fire Blaze: Pick a visible enemy fighter within 3" of this fighter and roll 6 dice. For each roll of 4+, allocate 1 damage point to that fighter. If that fighter has a Wounds characteristic of 30 or more, for each roll of 3+, allocate a number of damage points to that fighter equal to half the value of this ability (rounding up) instead.

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.

KHARADRON OVERLORDS

Abilities

Change the 'Fight for Profit' ability to read: 'Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by friendly fighters while they are within 3" of this fighter. If this fighter is carrying treasure or is within 3" of an objective, add 1 to the Attacks characteristic of all attack actions made by those fighters instead.'

Add the following fighter profile and ability:

CODEWRIGHT

95

♣	♣	♣	♣	♣
1	3	3	1/3	
8	2	3	1/3	

♣ 3 4 16

KHARADRON OVERLORDS FIGHTER ABILITIES



[Double] I Think You'll Find...: Enemy fighters cannot use abilities or reactions until the next time a friendly fighter activates this battle round or until the end of the battle round, whichever comes first.

SERAPHON

The following fighter profiles in the *Warcry Compendium* are no longer intended for Matched Play and have been replaced with an appropriate fighter profile below:

- Kroxigor

Add the following fighter profiles and abilities:

AGGRADON LANCER ALPHA WITH CELESTITE CLUB 245

1	4	4	3/4			
	8		4		25	

AGGRADON LANCER WITH CELESTITE CLUB 185

1	3	4	3/4			
	8		4		20	

AGGRADON LANCER WITH CELESTITE SPEAR 180

2	3	4	2/5			
	8		4		20	

AGGRADON LANCER ALPHA WITH CELESTITE SPEAR 235

2	4	4	2/5			
	8		4		25	

RAPTADON CHARGER 110

1	3	3	1/3			
	10		2		12	

RAPTADON HUNTER ALPHA 140

2	3	2	1/3							
	3-8	2	3	1/3			10		2	

RAPTADON HUNTER 120

2	3	2	1/3							
	3-8	2	3	1/3			10		2	

RAPTADON CHARGER ALPHA 135

1	4	3	1/3			
	10		2		14	

SPAWN OF CHOTEC 130

1	2	4	2/4							
	3-7	2	5	2/3			6		4	

SAURUS SCAR-VETERAN ON AGGRADON 295

1	4	5	3/5			
	8		4		30	

KROXIGOR







2 | 2 | 6 | 4/8




200








4 | 5 | 28

KROXIGOR WARSPAWNED







2 | 3 | 5 | 3/6














205








4 | 5 | 28

SERAPHON FIGHTER ABILITIES	
  	<p>[Triple] Predatory Leap: This fighter makes a bonus move action up to 3" and can fly as part of that move action. After this fighter finishes that move, you can pick a visible enemy fighter within 1" of this fighter. If you do so, allocate a number of damage points equal to half the value of this ability (rounding up) to that fighter.</p>
 	<p>[Double] Brutal Blows: A fighter can only use this ability if they are within 1" of 2 or more enemy fighters. Add half the value of this ability (rounding up) to the Attacks characteristic of the next melee attack action made by this fighter.</p>
 	<p>[Double] Spawn of Sotek: Add 2 to the Attacks characteristic of melee attack actions made by this fighter this activation while 1 or more endangered friendly fighters are within 6" of them. A friendly fighter is endangered if it has the Minion (♠) runemark and is: within 1" of 1 or more enemy fighters and/or has 1 or more damage points allocated to them.</p>
  	<p>[Double] Raptadon Tactics: If this fighter has a weapon with the Ranged Weapon (⚔) runemark on their fighter profile, this fighter makes a bonus move action of a number of inches equal to the value of this ability. Otherwise, add 2 to the Attacks characteristic of this fighter's melee attack actions until the end of their activation.</p>

AGENTS OF CHAOS

DISCIPLES OF TZEENTCH: DAEMONS

Abilities

Replace the 'Champion' (★) runemark of the 'Split' ability with the 'Elite' (✦) runemark.

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.

MAGGOTKIN OF NURGLE: ROTBRINGERS

Add the following fighter profile and ability:

ROTBRINGERS FIGHTER ABILITIES



[Quad] Toll of the Doom Bell: Until the end of the battle round, enemy fighters cannot use reactions or abilities while they are within 7" of this fighter.

HEDONITES OF SLAANESH: SYBARITES

Add the following fighter profile and ability:

SLAANESH SYBARITES FIGHTER ABILITIES



[Double] You First, I Insist: Pick a visible enemy fighter within 1" of this fighter. That enemy fighter makes a bonus attack action targeting this fighter. Until the end of this fighter's activation:

- Add 2 to the Attacks and Strength characteristics of melee attack actions made by this fighter that target that enemy fighter.
- Add 3 to the damage points allocated by each critical hit from melee attack actions made by this fighter that target that enemy fighter.

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.'

CORVUS CABAL

Abilities

Change the 'Swooping Attack' ability to read: 'This fighter makes a bonus move action. In addition, if the fighter finishes that move action 2" or more vertically lower than their starting position, they can make a bonus attack action.'

Change the 'Death from Above' ability to read: 'This fighter makes a bonus move action. Then, they can make a bonus attack action. Add 1 to the Strength characteristic of that attack action if the fighter finished the move action 2" or more vertically lower than their starting position.'

CYPHER LORDS

Abilities

Change the 'Shadowy Recall' ability to read: 'Pick a friendly fighter with the Minion (✦) runemark. Remove that fighter from the battlefield, then set that fighter up on a platform or the battlefield floor within 6" of this fighter.'

SLAVES TO DARKNESS

The following fighter profiles in the *Warcry Compendium* are no longer intended for Matched Play and have been replaced with an appropriate fighter profile below:

- Exalted Champion
- Chaos Chosen

Add the following fighter profiles and ability:

CHAOS CHOSEN
EXALTED CHAMPION

Strength: 1, Attacks: 4, Defences: 5, Wounds: 3/4

4 Strength, 5 Attacks, 20 Wounds

THORAKON WITH GOROAN
FALCHION AND SHIELD

Strength: 1, Attacks: 4, Defences: 5, Wounds: 2/4

5 Strength, 6 Attacks, 28 Wounds

THORAKON WITH GOROAN
GREAT AXE

Strength: 2, Attacks: 4, Defences: 5, Wounds: 3/6

5 Strength, 5 Attacks, 28 Wounds

CHAOS CHOSEN

Strength: 1, Attacks: 3, Defences: 5, Wounds: 3/4

4 Strength, 5 Attacks, 20 Wounds

OGROID THERIDON
WITH GOROAN FALCHION
AND SHIELD

Strength: 1, Attacks: 4, Defences: 5, Wounds: 2/4

5 Strength, 6 Attacks, 28 Wounds

OGROID THERIDON WITH
GOROAN GREAT AXE

Strength: 2, Attacks: 3, Defences: 5, Wounds: 3/6

5 Strength, 5 Attacks, 28 Wounds

SLAVES TO DARKNESS FIGHTER ABILITIES

[Double] Unleashed Savagery: A fighter can only use this ability once per battle. Roll a number of dice equal to the value of this ability. For each roll of 4+, add 1 to the Strength and Attacks characteristics of the next melee attack action made by this fighter this activation. Add 1 to each roll if there is a visible friendly Ogroid Myrmidon within 6" of this fighter.

BRINGERS OF DEATH

FLESH-EATER COURTS

The fighter profiles and abilities on pages 142-143 are no longer intended for Matched Play and have been replaced by the fighter profiles and abilities on pages 5-7 of the Warcry Compendium: Bringers of Death found at www.warhammer-community.com/warcry-downloads

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

NIGHTHAUNT

Abilities

Remove the **Destroyer** (☠) runemark requirement from the 'Frightful Touch' ability.

Change the 'Frightful Touch' ability to read: 'Until the end of this fighter's activation, count each hit from melee attack actions made by them as a critical hit instead. In addition, if this fighter has the **Destroyer** (☠) runemark, add 1 to the Attacks characteristic of melee attack actions made by this fighter this activation.'

OSSIARCH BONEREAPERS

Add the following fighter profile and ability:



OSSIARCH BONEREAPERS FIGHTER ABILITIES	
	<p>[Double] Refined Creations: Pick a visible friendly fighter with the Ossiarch Bonereapers (☠) faction runemark and the Fly (♣) runemark within 3" of this fighter. Until the end of the battle round, add half the value of this ability (rounding up) to the Attacks characteristic of the next melee attack action made by that fighter.</p>

HARBINGERS OF DESTRUCTION

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.'

Add the following fighter profiles and abilities:

RABBLE-ROWZA 130

🔪	🏃	🔥	👤	👤	☀️	☾
1	5	3	2/3			

🏃 4 | 🏠 4 | 🧠 16

SQUIGBOSS WITH GNASHA-SQUIG 135

👤	🏃	🔥	👤	👤	☀️	☾
2	3	4	2/5			

🏃 4 | 🏠 3 | 🧠 16

SNARLFANG RIDER GITBOSS 215

🔪	🏃	🔥	👤	👤	☀️	☾
2	3	5	2/4			
🏃	🏃	🔥	👤	👤	🔍	
3-12	2	4	2/3			

🏃 10 | 🏠 4 | 🧠 20

SNARLFANG RIDER 175

🔪	🏃	🔥	👤	👤	☀️	☾
2	3	5	2/3			
🏃	🏃	🔥	👤	👤	🔍	
3-12	2	3	2/3			

🏃 10 | 🏠 4 | 🧠 15

GLOOMSPITE GITZ FIGHTER ABILITIES

	[Double] Over Here, Ya Lug! Pick a visible enemy fighter with the Monster (☠️) runemark that is within 6" of this fighter. Until the end of the battle round, that enemy fighter cannot end move actions further from this fighter.
	[Double] Can't Catch Us! A fighter can only use this ability if they have made one or more ranged attack actions this activation. This fighter makes a bonus move action of a number of inches equal to the value of this ability.
	[Double] Mycophile's Pouch: Until the end of the battle round, add 1 to the Attacks characteristic of friendly fighters with the Gloomspite Gitz (☾) faction runemark and either the Fly (🦋) runemark or the Beast (🐾) runemark while they are within 6" of this fighter.

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.

OGOR MAWTRIBES

Add the following fighter profile and ability:

BLOODPELT HUNTER 280

🔪	🏃	🔥	👤	👤	☀️	☠️
2	3	5	3/5			
🏃	🏃	🔥	👤	👤	👤	
3-8	2	6	3/5			

🏃 5 | 🏠 4 | 🧠 30

OGOR MAWTRIBES FIGHTER ABILITIES

	[Triple] Haul 'Em In: 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, a number of inches equal to the value of this ability. When doing so, they can move away from enemy fighters within 1" at the start of that move action.
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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).

CITIES OF SIGMAR

Q: A Dispossessed fighter uses the 'Over My Dead Body' ability. How many models do they count as for the purposes of controlling objectives?

A: 3.

Q: If the same Dispossessed fighter uses the 'Over My Dead Body' ability multiple times in a battle round, does its effect stack?

A: Yes. For example, if the same fighter used the ability twice in the same battle round, that fighter would count as 5 models for the purposes of controlling objectives.

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.

Q: The Screamer of Tzeentch's 'Latching Bite' ability refers to a 'target fighter'. Who is the target fighter?

A: The 'target fighter' is the target of the melee attack action made by the Screamer of Tzeentch that used the ability.

Q: A Screamer of Tzeentch uses the 'Latching Bite' ability. Does that Screamer have to make a melee attack action in order to prevent the target of that attack action from making move or disengage actions?

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.

5. BLADEBORN FIGHTERS

Bladeborn fighters are elite warriors as varied as the Mortal Realms themselves, with skills and missions that set them apart from even their closest allies. Some Bladeborn fighters belong to small warbands made up of fellow Bladeborn, whilst others are mighty individuals who can even battle an entire enemy warband alone and emerge triumphant! Bladeborn do not follow the same rules as normal fighters. You can read how to include them in your warbands below.

GRAND ALLIANCES

Each Bladeborn fighter belongs to a Grand Alliance. A fighter's Grand Alliance determines which warbands that fighter can ally with outside of their faction (see 'Factions and Allies' below).

FACTIONS AND ALLIES

Each Bladeborn fighter belongs to a faction, which is determined by their faction runemark (Core Book, pg 80).

- You can add any Bladeborn fighter to your warband if both your warband and that Bladeborn fighter share the same faction runemark. For example, Dhoraz Giant-fell can be added to any Thunderstrike Stormcasts warband.
- You can add any Bladeborn fighter with the Hero runemark to your warband as an ally if that fighter shares the same Grand Alliance runemark as your warband. If you do, other fighters that share a Bladeborn runemark with that fighter can be added to your warband as allies. Fighters included in your warband in this manner, i.e. those that do not have the **Hero** (✱) runemark, do not count towards the total number of allies you can include in your warband but do cost points like any other fighter. For example, in open and matched play, you can include up to 2 allies in your warband. If you were to include Calthia Xandire as an ally, you could also include any other fighters with the **Xandire's Truthseekers** (☉) Bladeborn runemark in your warband as allies.
- Bladeborn fighters cannot be added to a warband more than once.

BLADEBORN IN OPEN AND MATCHED PLAY

In open play and matched play, when picking your warband for a battle, you can include any Bladeborn fighters if their faction runemark is the same as the one chosen for your warband.

BLADEBORN IN NARRATIVE PLAY

In narrative play, you can add Bladeborn fighters to your warband roster if their faction runemark is the same as the one chosen for your warband. In addition, Bladeborn fighters with the **Hero** (✱) runemark can be added to your warband roster as an ally when you complete the 'Secure a Powerful Ally' quest (Core Book, pg 117) (you must still spend the glory required to do so).

If you include a Bladeborn fighter with the **Hero** (✱) runemark as an ally in your warband in the 'Manage Your Warband' step of the aftermath sequence (Core Book, pg 112), you can add any other fighters that share the same Bladeborn runemark as that fighter. Fighters included in your warband in this manner, i.e. those that do not have the **Hero** (✱) runemark, do not count towards the total number of allies you can include in your warband but do cost points like any other fighter (and you must still spend the glory required to do so). You cannot add the same type of Bladeborn fighter more than once to your warband roster.

Aftermath Sequence

In the aftermath sequence, the following rules apply to Bladeborn fighters:

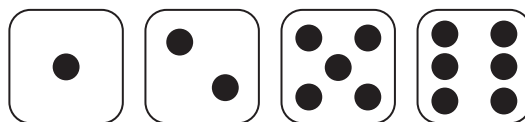
- Do not make injury rolls for Bladeborn fighters.
- Do not make renown rolls for Bladeborn fighters. Bladeborn fighters cannot gain renown.
- Bladeborn fighters cannot bear artefacts of power but a Bladeborn fighter chosen as your leader can have 1 heroic trait (which they begin with automatically).

RULES UPDATES

CRYPT OF BLOOD

Change the second paragraph and the first diagram of the Flurry of Blows battleplan as follows:

'We will assume that Vellas's hit rolls are 1, 2, 5 and 6.'



GORECHOSEN OF DROMM

Change the 'Overhead Smash' ability to read:

'You can only use this ability if this fighter has jumped and then moved 2" or more vertically downwards during this activation. Pick an enemy fighter within 1" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 4+, allocate 3 damage points to that enemy fighter.'

THE SONS OF VELMORN

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

- Helmar the Hewer
- Marshal Faulk Velmorn
- Thain, Fourth and Last

DESIGNERS' COMMENTARY

CRYPT OF BLOOD – RULER

In some copies of *Warcry: Crypt of Blood*, the first inch of the ruler provided in this box is 3mm too long. Please bear this in mind when measuring distances for rules purposes.

6. POINTS UPDATES

SENTINELS OF ORDER			
FACTION	FIGHTER	POINTS	DELTA
Monsters of Order	War Hydra	420	0
Monsters of Order	Kharibdyss	425	0
Khainite Shadowstalkers	Darkflame Warlock with Repeater Crossbows	100	-5
Khainite Shadowstalkers	Shroudblade with Umbral Spear	85	-5
Khainite Shadowstalkers	Slaughtershade with Umbral Spears	115	-5
Khainite Shadowstalkers	Slaughtershade with Shadow Whip	115	-10
Kharadron Overlords	Arkanaut Company Privateer with Privateer Pistol and Arkanaut Cutter	55	+5
Kharadron Overlords	Grundstok Thunderer with Aethercannon	130	+20
Kharadron Overlords	Grundstok Thunderer with Grundstok Mortar	145	+15
Kharadron Overlords	Arkanaut Admiral	155	+10
Thunderstrike Stormcasts	Annihilator-Prime with Meteoric Hammer	190	+10
Thunderstrike Stormcasts	Annihilator with Grandhammer	155	+10
Thunderstrike Stormcasts	Annihilator with Meteoric Hammer	140	+10
Stormcast Eternals Warrior Chamber	Retributor-Prime	190	+10
Stormcast Eternals Warrior Chamber	Paladin with Starsoul Mace	165	+10
Seraphon	Skink Handler	65	-5
Seraphon	Skink with Moonstone Club and Star-buckler	65	-5
Seraphon (The Starblood Stalkers)	Kixi-Taka	135	+10
Hunters of Huanchi	Chameleon Skink Hornblower with Dartpipe	65	-10
Hunters of Huanchi	Chameleon Skink Hornblower with Moonstone Club	65	-5
Hunters of Huanchi	Chameleon Skink with Dartpipe	60	-10
Hunters of Huanchi	Chameleon Skink with Moonstone Club	65	-5
Hunters of Huanchi	Chameleon Skink Alpha with Dartpipe	80	-10
Vulkyn Flameseekers	Vulkyn Runefather with Drothvault Greataxe	150	0
Vulkyn Flameseekers	Vulkyn Runefather with Mastercrafted Bokaz	150	0

AGENTS OF CHAOS			
FACTION	FIGHTER	POINTS	DELTA
Monsters of Chaos	Chimera	515	0
Monsters of Chaos	Slaughterbrute	490	0
Monsters of Chaos	Chaos Gargant	420	0
Monsters of Chaos	Ghorgon	445	0
Monsters of Chaos	Cygor	415	0
Monsters of Chaos	Mutalith Vortex Beast	245	0
Monsters of Chaos	Hell Pit Abomination	465	0
Allies of Chaos	Fomoroid Crusher	270	+10
Allies of Chaos	Ogroid Myrmidon	275	+10
Disciples of Tzeentch: Arcanites	Kairic Acolyte with Cursed Blade and Arcanite Shield	75	-20
Disciples of Tzeentch: Arcanites	Kairic Acolyte with Cursed Glaive and Arcanite Shield	75	-20
Disciples of Tzeentch: Arcanites	Kairic Acolyte with Paired Cursed Blades	75	-15
Disciples of Tzeentch: Arcanites	Kairic Acolyte with Vulcharc	70	-20
Maggotkin of Nurgle: Daemons	Nurglings	115	+10
Maggotkin of Nurgle: Daemons	Plaguebearers	60	+10
Corvus Cabal	Shrike Talon	170	-40
Cypher Lords	Mirrorblade with Duelling Swords	120	-10
Cypher Lords	Mirrorblade with Glaive	125	-10
Tarantulos Brood	Broodmaster	180	-20
Horns of Hashut	Shatterer	60	+5
Rotmire Creed	Carrion Catcher with Impaler	105	-10
Rotmire Creed	Carrion Catcher with Snatcher-hook	100	-10
Claws of Karanak	Hound of Wrath	170	-20

BRINGERS OF DEATH			
FACTION	FIGHTER	POINTS	DELTA
Monsters of Death	Terrorgeist	500	0
Monsters of Death	Zombie Dragon	540	0
Askurgan Trueblades	Curseblood	180	-10
Nighthaunt	Chainrasp	70	-15
Nighthaunt	Dreadscythe Harridan	100	-5
Nighthaunt	Knight of Shrouds	170	-20
Nighthaunt	Knight of Shrouds on Ethereal Steed	250	-20
Nighthaunt	Myrmourn Banshee	115	-5
Nighthaunt	Slasher Crone	150	-15
Ossiarch Bonereapers	Mortek Guard with Nadirite Blade	60	+5
Ossiarch Bonereapers	Mortek Guard with Nadirite Spear	60	+5
Ossiarch Bonereapers	Mortek Guard with Soulcleaver Greatblade	60	+10
Soulblight Gravelords	Grave Guard with Great Wight Blade	70	+5
Soulblight Gravelords	Grave Guard with Wight Blade and Crypt Shield	60	+5
Soulblight Gravelords	Deadwalker Zombie	50	+10
Soulblight Gravelords	Skeleton Warrior with Ancient Blade	50	+10
Soulblight Gravelords	Skeleton Warrior with Ancient Spear	50	+10
Soulblight Gravelords (The Sons of Velmorn)	Helmar the Hewer	65	+5
Soulblight Gravelords (The Sons of Velmorn)	Marshal Faulk Velmorn	70	+5
Soulblight Gravelords (The Sons of Velmorn)	Thain, Fourth and Last	70	+5

HARBINGERS OF DESTRUCTION			
FACTION	FIGHTER	POINTS	DELTA
Monsters of Destruction	Aleguzzler Gargant	420	0
Monsters of Destruction	Skitterstrand Arachnarok	475	0
Monsters of Destruction	Dankhold Troggoth	375	0
Gloomspite Gitz	Brewgit	90	+20
Gloomspite Gitz (Zarbag's Gitz)	Prog da Netter	65	+15
Ironjawz	Ardboy Boss with Ardboy Choppas	140	+5
Ironjawz	Orruk Ardboy with Choppas	85	+5
Ironjawz	Brute Boss with Boss Choppa	200	+10
Ironjawz	Brute Boss with Boss Klaw and Brute Smasha	205	+10
Ogor Mawtribes	Tyrant	325	+10
Ogor Mawtribes	Gutlord	290	+10
Ogor Mawtribes	Crusher	255	+10
Ogor Mawtribes (Hrothgorn's Mantrappers)	Quiv	60	+15