

CITIES OF SIGMAR

These fighter cards and abilities replace those found on pages 14-27 of the *Warcry Compendium*.
 These amendments can be found online at www.warhammer-community.com/warcry-downloads



CITIES OF SIGMAR: CASTELITE HOSTS

REACTION



[Reaction] Castelite Wall: A fighter can make this reaction after they are targeted by an attack action but before the hit rolls are made if they are within 3" of another friendly fighter with the **Bulwark** (☼) and/or **Elite** (☼) runemark. If the other friendly fighter has the **Bulwark** (☼) runemark, add 1 to this fighter's Toughness characteristic until the end of the activation. If the other friendly fighter has the **Elite** (☼) runemark, for each hit roll from that attack action that misses, allocate 2 damage points to the attacking fighter. If the other friendly fighter has both the **Bulwark** (☼) and **Elite** (☼) runemarks, apply both effects.

ABILITIES



[Double] For Sigmar, Charge!: Pick a visible friendly fighter with both the **Cities of Sigmar: Castelite Hosts** (☼) faction runemark and the **Mount** (☼) runemark that is within 6" of this fighter and that has not activated yet this battle round. You can activate that fighter immediately after this fighter's activation ends.



[Double] Castelite Formation: Until the end of the battle round, add 2 to the Toughness characteristic of friendly fighters with the **Cities of Sigmar: Castelite Hosts** (☼) faction runemark while they are within 3" of this fighter.



[Double] Rousing Speech: Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by other friendly fighters with the **Cities of Sigmar: Castelite Hosts** (☼) faction runemark while they are within 6" of this fighter.














[Double] You Won't Even Miss It: Pick a visible friendly fighter within 3" of this fighter. Remove up to D6 damage points allocated to that fighter.



[Triple] Take Aim!: Until the end of the battle round, add 1 to the damage points allocated by each critical hit from ranged attack actions made by friendly fighters with both the **Cities of Sigmar: Castelite Hosts** (☼) faction runemark and the **Elite** (☼) runemark while they are within 6" of this fighter.



[Triple] To Me, Warriors!: Each friendly fighter with the **Cities of Sigmar: Castelite Hosts** (☼) faction runemark within 6" of this fighter can make a bonus move action. That move action must end closer to this fighter.

ABILITIES	
 	<p>[Triple] Tune of the Corpus Somni: Roll a number of dice equal to the number of friendly fighters with the Cities of Sigmar: Castelite Hosts (☠️) faction runemark that have been taken down and/or have 1 or more damage points allocated to them. For each roll of 4+, add one wild dice to your saved wild dice.</p>
  	<p>[Triple] Blazing Weapons: Pick a friendly fighter with the Cities of Sigmar: Castelite Hosts (☠️) faction runemark within 6" of this fighter. For each critical hit from the next melee attack action made by that fighter this battle round, allocate 2 additional damage points to the target fighter.</p>
 	<p>[Quad] Sinister Spymaster: Roll 3 dice. For each roll of 4+, your opponent must discard one wild dice from their saved wild dice.</p>
	<p>[Quad] For the Dawn!: Until the end of this fighter's activation, add 2 to this fighter's Move characteristic and the Attacks characteristic of attack actions made by this fighter. This ability cannot be used by fighters with the Hero (★) runemark.</p>
  	<p>[Quad] Enchant Weapons: Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by friendly fighters while they are within 6" of this fighter.</p>



CITIES OF SIGMAR: CASTELITE HOSTS

FREGUILD MARSHAL WITH DUELLING PISTOLS 150

3/7	3	4	2/4		
1	3	4	1/3		

4 4 20

FREGUILD COMMAND CORPS ARCH-KNIGHT 120

1	3	5	2/4		

4 4 15

FREGUILD MARSHAL WITH SHIELD 155

1	4	4	2/4		

4 5 20

FREGUILD COMMAND CORPS WHISPERBLADE 80

1	4	3	1/5		

4 3 15

FREGUILD MARSHAL WITH HEIRLOOM WEAPON 155

1	3	5	3/5		

4 4 20

FREGUILD COMMAND CORPS GREAT HERALD 105

1	3	4	2/4		

4 4 15

FREGUILD CAVALIER-MARSHAL 255

1	4	5	2/5		

9 5 26

FREGUILD COMMAND CORPS WAR SURGEON 60

1	3	3	1/3		

4 3 12

ALCHEMITE WARFORGER 125

3/7	2	3	3/6		
1	3	3	2/3		

4 4 18

FREGUILD COMMAND CORPS SOUL SHEPHERD 70

3/7	5	1	1/1		
1	2	3	1/3		

4 3 14

BATTELMAGE 120

3/7	2	3	3/6		
2	3	3	1/4		

4 3 18

FREGUILD COMMAND CORPS MASCOT GARGOYLIAN 50

1	3	3	1/3		

4 3 10

PROPHET 95

	1	4	3	2/4	
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4 **3** **15**

FLAGELLANT 60

	1	4	3	1/3	
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4 **3** **10**

FREGUILD CAVALIER ARCH-KNIGHT 205

	1	3	4	2/5	
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9 **5** **24**

FREGUILD CAVALIER 165

	1	3	4	2/4	
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9 **5** **20**

FUSIL-SERGEANT 140

	6-15	2	4	2/4	
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4 **5** **12**

FREGUILD FUSILIER 120

	6-15	2	4	2/4	
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4 **5** **10**

SERGEANT-AT-ARMS 100

	1	4	3	2/3	
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4 **4** **12**

FREGUILD STEELHELM 60

	1	3	3	1/3	
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4 **4** **10**

BATTLE PRIEST 65

	1	3	4	1/3	
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4 **4** **12**

FUSIL-MAJOR ON OGOR WARHULK 245

	6-24	2	4	2/4	
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4 **6** **35**





CITIES OF SIGMAR: DARKLING COVENS

REACTION



[Reaction] **Cut-throat Strike:** A fighter can make this reaction when a visible enemy fighter within 1" of them makes a disengage action but before that fighter moves away. Roll a dice. On a roll of 3+, allocate D6 damage points to that enemy fighter.

ABILITIES



[Double] **Merciless Raiders:** A fighter can only use this ability if it is the first battle round. Until the end of this fighter's activation, add 2 to the Move characteristic of this fighter and add 1 to the Attacks characteristic of melee attack actions made by this fighter.



[Double] **Executioner's Strike:** Until the end of this fighter's activation, add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each critical hit from melee attack actions made by this fighter.






[Double] **Swift Disengage:** A fighter can only use this ability if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.



[Double] **Steel and Sorcery:** Until the end of the battle round, subtract 2 from the damage points allocated by each hit and critical hit (to a minimum of 1) from attack actions that target this fighter while it is within 3" of a friendly fighter with both the **Cities of Sigmar: Darkling Covens** (X) faction runemark and the **Mystic** (M) runemark.



[Double] **Form Shieldwall:** Until the end of the battle round, add 2 to the Toughness characteristic of friendly fighters with both the **Cities of Sigmar: Darkling Covens** (X) faction runemark and the **Bulwark** (B) runemark while they are within 3" of this fighter.

ABILITIES	
	<p>[Triple] Cavalry Charge: 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.</p>
	<p>[Triple] Volley of Shots: Add half the value of this ability (rounding up) to the Attacks characteristic of the next missile attack action made by this fighter in this activation.</p>
	<p>[Quad] Vitriolic Spray: Pick a visible enemy fighter within 3" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 2+, allocate 3 damage points to that fighter. In addition, until the end of the battle round, halve the Toughness characteristic of that fighter (rounding up).</p>



CITIES OF SIGMAR: DARKLING COVENS

SORCERESS

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

125

5 3 18

DREADSPEAR

2	2	3	1/4	

55

5 4 8

LORDLING

1	3	3	2/4	

95

5 4 12

BLEAKSWORD

1	3	3	1/3	

55

5 4 8

DRAICH MASTER

1	4	4	2/4	

135

5 4 15

EXECUTIONER

1	4	3	2/4	

90

5 4 10

GUARDMASTER

3-12	3	3	1/3	
1	3	3	1/3	

100

5 3 12

DARKSHARD

3-12	2	3	1/3	
1	2	3	1/2	

80

5 3 8

CAPTAIN OF THE BLACK GUARD

2	4	3	2/4	

120

5 4 15

BLACK GUARD

2	3	3	2/4	

85

5 4 10

DREAD KNIGHT

1	5	3	2/4	

200

8 5 25

DRAKESPAWN KNIGHT

2	4	3	2/4	

165

8 5 20

**DARK RIDER
HERALD**

							180
3-12	3	3	1/3				
							10
1	4	3	2/4				

4 22

**BLACK ARK
FLEETMASTER**

							135
1	4	4	2/4				
							5
	3	18					

ASSASSIN

							165
1	5	4	2/4				
							6
	3	18					

**BLACK ARK CORSAIR
WITH VICIOUS BLADE AND
WICKED CUTLASS**

							60
1	4	3	1/3				
							5
	3	8					

BLACK ARK REAVER

							100
1	4	3	2/4				
							5
	3	12					

**BLACK ARK CORSAIR
WITH VICIOUS BLADE AND
REPEATER HANDBOW**

							65
8	2	3	1/2				
							5
1	3	3	1/3				

3 8

DARK RIDER

							150
3-12	2	3	1/3				
							10
2	4	3	1/4				

4 18





CITIES OF SIGMAR: DISPOSSESSED

REACTION



[Reaction] Grudgebearers: A fighter can make this reaction when they are targeted by a melee attack action, after the damage is totalled but before it is allocated to this fighter, if it is enough for this fighter to be taken down. Pick another friendly fighter. That fighter makes a bonus move action or a bonus attack action.

ABILITIES



[Double] Grim Last Stand: Until the end of the battle round, subtract 1 from the damage points allocated by each hit and critical hit (to a minimum of 1) from attack actions that target friendly fighters with the **Cities of Sigmar: Dispossessed** (⚒) faction runemark while they are within 3" of this fighter and have not made any move actions this battle round.



[Double] Over My Dead Body: Until the end of the battle round, this fighter counts as 2 additional fighters when determining which player controls an objective.












[Double] Back In My Day...: Until the end of the battle round, add 1 to the Strength characteristic of other friendly fighters with the **Cities of Sigmar: Dispossessed** (⚒) faction runemark while they are within 6" of this fighter.



[Double] Kingsguard: Add 1 to the Move characteristic of this fighter until the end of their activation. In addition, if any friendly fighters with both the **Cities of Sigmar: Dispossessed** (⚒) faction runemark and the **Hero** (★) runemark are within 1" of any enemy fighters, add 1 to the Attacks characteristic of melee attack actions made by this fighter until the end of their activation.



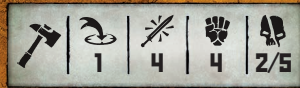
[Double] Stand Together: Pick another visible friendly fighter with both the **Cities of Sigmar: Dispossessed** (⚒) faction runemark and the **Bulwark** (⊕) runemark within 6" of this fighter. That fighter can make two bonus move actions. After those move actions, that fighter must be within 1" of this fighter and cannot make any more move actions until the end of this battle round.

ABILITIES	
  	<p>[Double] Forgefire: Pick a friendly fighter within 9" of this fighter. Until the end of the battle round, add half the value of this ability (rounding up) to the Strength characteristic of melee attack actions made by that fighter.</p>
 	<p>[Triple] Raking Fire: Until the end of the battle round, add half the value of this ability (rounding up) to the Strength characteristic of ranged attack actions made by this fighter.</p>
 	<p>[Triple] Flesh-melting Torrent: Pick a visible enemy fighter within 6" of this fighter. Until the end of this fighter's activation, subtract 3 from the Toughness characteristic of that fighter (to a minimum of 1).</p>
 	<p>[Quad] Fearless Leader: Each friendly fighter with the Cities of Sigmar: Dispossessed (☠) faction runemark within 6" of this fighter can make a bonus move action.</p>



CITIES OF SIGMAR: DISPOSSESSED

WARDEN KING



145

3 | 5 | 22

RUNELORD



115

3 | 4 | 20

KEEPER OF THE GATE



120

3 | 4 | 16

HAMMERER



85

3 | 4 | 12

OLD GUARD WITH ANCESTRAL WEAPON AND GROMRIL SHIELD



115

3 | 5 | 16

LONGBEARD WITH ANCESTRAL GREAT AXE



85

3 | 4 | 12

LONGBEARD WITH ANCESTRAL WEAPON AND GROMRIL SHIELD



80

3 | 5 | 12

IRONBEARD WITH DRAKEFIRE PISTOL AND CINDERBLAST BOMB

8	3	3	1/3			
3-5	2	4	2/4			

IRONBREAKER

1	3	3	1/3			
1	3	3	1/3			

IRONWARDEN WITH GRUDGEHAMMER TORPEDO

3-15	2	5	2/5			
1	3	3	1/3			

IRONDRAKE

3-12	2	3	1/4			
1	2	3	1/2			

GYROCOPTER

3-12	2	4	1/3			
1	2	4	2/4			

GYROBOMBER

3-15	3	4	1/3			
1	3	5	2/4			

COGSMITH

3-12	2	4	2/4			
1	3	4	2/4			

