RULES UPDATES & DESIGNERS' COMMENTARIES
DECEMBER 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
4. Stealth and Stone
5. Predator and Prey
6. Might and Madness
7. Crypt of Blood
   Bladeborn Fighters

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).'

DESIGNERS' COMMENTARY

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 plaftorms.

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 rules 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
The fighter cards and abilities on pages 14-27 are no longer intended for Matched Play and have been replaced by the fighter cards 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 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
The fighter cards and abilities on pages 142-143 are no longer intended for Matched Play and have been replaced by the fighter cards 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.

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.'

5. PREDATOR AND PREY

REPRINTED RULES

FACTION RULES
'The Askurgan Trueblades belong to Grand Alliance **Death** (✹).
The Claws of Karanak belong to Grand Alliance **Chaos** (✹).'

6. MIGHT AND MADNESS

REPRINTED RULES

FACTION RULES
'The Royal Beastflayers belong to Grand Alliance **Death** (✹).
The Questor Soulsworn belong to Grand Alliance **Order** (✹).'

QUESTOR SOULSWORN FACTION RULES
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.

RULES UPDATES

Abilities
QUESTOR SOULSWORN FACTION RULES
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.'

ROYAL BEASTFLAYERS FACTION RULES
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.'

7. CRYPT OF BLOOD

DESIGNERS' NOTE

RULER
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.

8. VULKYN FLAMESEEKERS

RULES UPDATE

FIGHTER CARDS
Use the following points values:

Vulkyn Runefather with Drothvault Greataxe	150
Vulkyn Runefather with Mastercrafted Bokaz	150

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).