

WARHAMMER
AGE OF SIGMAR

WARCRY™



CORE BOOK

SKIRMISH COMBAT IN THE REALM OF BEASTS

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Hidden in the depths of the Ghurish wilderness, there is a vast and sprawling forest that is home to flesh-eating creatures that are infamous for their unrelenting ferocity. Even the trees here appear more monster than plant, uprooting themselves in order to pursue and devour their prey. Scattered beneath this writhing canopy lies the wreckage of a great ark-city, engulfed by vines and prowled by hungry predators. This is Talaxis, the Ravening Ruin, and few have glimpsed its wonders and survived.

Those rare and damaged souls that have returned from Talaxis alive speak of wonders beyond the ken of mortals. They describe golden ziggurat-chambers filled with glittering crystals and whirring, celestial machines – cosmic artefacts that can restore the dead to life, grant visions of events yet to pass, and even remake reality itself. They speak too of the guardians of these mysterious treasures – feral, scaled beasts who fall upon any who dare lay hands upon their sacred relics, sacrificing the intruders atop bloodstained altars to forgotten gods.

And yet still they come: adventurers, sellswords and avaricious fortune-seekers from across the Realm of Beasts and beyond, drawn by the Legend of Talaxis and the promise of glory and plunder. Amongst their number are pious servants of Sigmar, as well as Chaos-worshipping fiends and deathless horrors in thrall to the Great Necromancer, Nagash. So too do the greenskin tribes of the Realm of Beasts stake their claim – swaggering, ironclad brutes eager for a fight, and cruelly cunning swamp-dwellers who seek to drown the Ravening Ruin and everything around it in a brackish mire.

These intrepid souls plunge into the overgrown tangle that surrounds the Ravening Ruin, hacking their way through thickets of choking lianas and acid-spewing flowers, hounded at every turn by oversized, blood-hungry beasts. Most will either be eaten alive, or lose themselves to hopeless madness as the living forest shifts and moves around them, trapping them in a nightmarish labyrinth of carnivorous flora. Only the bravest and most resolute souls can hope to endure these horrors and reach the interior of Talaxis, with its innumerable wonders.

Yet this is Ghur, the untamed Realm of Beasts. Boldness here is not in short supply.



FOR PLUNDER AND GLORY!

Welcome to the feral wilderness of the Gnarlwood, where the trees hunger for blood and unfathomable treasures lie dormant beneath a writhing canopy. Here lies the legendary ruin of Talaxis – a shattered void-ship whose vaults are filled with treasures and hazards beyond imagining.

Only the bravest warriors dare venture to Talaxis, for to reach this mysterious place they must enter the Gnarlwood, a vast tract of sentient forest that hungers for the flesh of the living. Within this gloomy, twisted labyrinth of limb-like branches and crawling vines lurk some of the most terrifying predators imaginable – beasts of all conceivable shapes and sizes, united by their ability to inflict a horrifying death upon those foolish enough to stray into their domain.

The Gnarlwood lies amidst the eastern reaches of Thondia, a great, untamed continent in Ghur, the Realm of Beasts, where savagery and primal fury reign. Even the plants here have a ravenous bloodlust. Trees scuttle and lurch upon creaking roots to shred their prey with lashing boughs, while snaking vines coil around the throats of passing travellers, yanking them from their feet and dragging them away into the undergrowth. For those who manage to hack their way through the outskirts of the Gnarlwood and into its deepest reaches, a greater trial awaits: the overgrown ruins of Talaxis itself. This sprawling site is not an ancient city, but the wreckage of a crashed Seraphon temple-ship, guarded by cold-eyed sentinels and warded by traps that can wreath the unwary in chains of cosmic flame.

Why would one risk such a journey knowing the dangers they will face? Because the Legend of Talaxis has spread like wildfire across the Realm of Beasts and beyond. It is a legend that speaks of unimaginable treasures lying untouched at the heart of the Ravening Ruin; artefacts of unknown provenance that can reshape the fabric of the cosmos...

A FRESH HELL

In this edition of Warcry, your warband of hardened warriors will fight their way through the tangled paths of the Gnarlwood and into the vast, ruined hulk of a crashed Seraphon temple-ship. As they journey, they must contend with not only their deadly surroundings but also repeated attacks from rival killers who wish to claim Talaxis' fabled treasures as their own.

Beneath blood-dripping canopies and dappled groves of sinister aspect, life-or-death battles rage; golden-armoured champions of the God-King chant prayers to Sigmar as they fight back to back, smiting their foes with thunderous blows of their warhammers. Vile worshippers of Chaos hack and tear at their hated foes, spitting profane curses and invoking their fell patrons to corrupt and agonise. Undead warriors march relentlessly through the undergrowth, immune to hissing clouds of blood-sucking insects that billow around them, while war-crazed orruks smash and trample their way through the tangled confines, exulting in all the diabolical savagery that the Gnarlwood has to offer.

The tome you hold in your hands is your guide to recreating these desperate engagements. On the following pages, not only will you find rules for staging individual battles amidst the hostile terrain of the Gnarlwood, but also narrative campaigns offering varied goals and rewards for intrepid explorers, as well as the opportunity to carve their names into legend – if they can survive.

There are many reasons why a band of desperate souls might risk a hellish odyssey into the Gnarlwood. Perhaps your warriors seek to breach the mysterious arcane defences of Talaxis, breaking their way into the ruins to loot its legendary treasures. Maybe they are not treasure-seekers but despoilers, who look to pervert the Seraphon's cosmic engines to serve the will of malevolent gods. Whatever their aim, your heroes will accumulate experience and prestige after each triumphant battle, equipping themselves with weapons and wargear looted from the corpses of their victims or from plundered vaults, and learning special skills that will make them all the more formidable in combat.

In time, your bold heroes might even reach the innermost vaults of Talaxis proper. These cavernous halls are rumoured to contain arcane relics with power enough to manipulate the natural laws of the cosmos itself...

THE JOURNEY CONTINUES...

The Core Book marks the beginning of your Warcry journey. The first part of the book introduces you to the fantastical setting of the Gnarlwood and the diverse factions that do battle beneath its shifting canopy, while the second part provides all the rules you need to fight exciting skirmish battles with your collection of Citadel Miniatures.

But there is much more to explore, in the form of rules expansions and terrain sets that add even more depth to Warcry. These supplements lift the veil upon undiscovered areas of the Gnarlwood, each of which contain their own deadly hazards. At the same time, they introduce a vibrant cast of warbands battling over the treasures hidden within the fabled ruin of Talaxis, all represented by stunning Citadel Miniatures with unique rules to bring them to life on the tabletop.

Look out for many more exciting Warcry expansions to come! The Gnarlwood is a vast and largely unexplored place, and the overgrown ruins of Talaxis house many secrets that are yet to be revealed...

'I have seen wonders: chambers in which time stands still, monolithic engines that can transmute stone to flesh, and lambent pools that can breathe new life into those long dead. What other secrets lie within this place? I am sure the Magister would look favourably indeed on any who can provide her with the answer.'

- Kairic Adept Pax'rathitar of the Silvered Skein



FORGING YOUR LEGEND

Warcry offers almost limitless opportunities to indulge your creative side. There is no more satisfying feeling than painstakingly assembling your band of warriors, choosing their weapons and wargear before hurling them into the sweltering forests of the Gnarlwood in search of glory and hidden treasures.

Warcry allows you create your own tales and legends for your fighters, bringing them to life through exciting tabletop skirmish games, the satisfying process of painting them, or the combination of both. Just as it is with the wider Warhammer hobby, there is no right or wrong way to enjoy Warcry, so however you wish to explore the deadly tangle of the Gnarlwood and the ominous ruin of Talaxis, let your imagination run wild, and have fun!

There are four main pillars to the Warhammer hobby, each of which offers its own rewards:

COLLECT!

The heart of the Warhammer hobby is collecting wonderfully detailed Citadel Miniatures, and Warcry is no exception. Rather than depicting earth-shaking battles in which armies of thousands clash, however, Warcry focuses the story upon roving warbands of hard-bitten warriors sent to achieve missions that a larger host could not.

Building and customising your unique band of heroes is endlessly rewarding, whether you choose to field a gang of Chaos-worshipping brutes, or a company of valiant warriors in service to the God-King.





BUILD!

Every Citadel Miniature starts out as a finely crafted and beautifully detailed kit. Assembling your miniatures is an integral part of the Warhammer hobby, and one that offers hours of satisfaction. Citadel Miniatures come with clear assembly instructions that make them easy and fun to build, and many Warcry warbands come with a host of weapon options and additional parts that allow you to tailor your heroes to your own liking. Better yet, as your skill and confidence grows, a wide range of Citadel modelling tools will help you build ever more ambitious and impressive miniatures to serve as centrepieces to your collection.

PAINT!

Painting your Citadel Miniatures brings them to life and really makes them your own. Painted miniatures look great whether on the cabinet shelf or charging across a tabletop battlefield, and the sense of satisfaction from painting your miniatures just can't be beaten. You can even alter an existing paint scheme

to reflect the time your warriors have spent in the savage environments of the Realm of Beasts – perhaps by incorporating camouflage patterns, tribal markings or amber-hued trinkets.

Games Workshop offers a huge range of paints and brushes, along with all the information, advice and guides you'll need to journey from beginner to expert.

PLAY!

For many, the ultimate aim of collecting a Warcry warband is to experience its death-defying quests on the tabletop! Warcry is designed to facilitate narrative gaming, and with the rules provided in this book and our additional supplements, you'll have all the tools you need to experience a dramatic, absorbing and oft-times humorous saga of bravery and bloodshed. Whether you are playing casual battles with friends or leading your forces to victory in competitive gaming tournaments, you'll find that every game you play is unique, exciting, and has its own stand-out moments.





The Gnarlwood lies in western Thondia, a continent in the Realm of Beasts known for its foreboding, primordial geography and titanic predators. It is an ancient place, untamed by mortals and untraversable by conventional means. Every inch of the forest writhes with predatory hunger; every vine, beast and tree craves the taste of warm flesh. So utterly hostile is the Gnarlwood that it seems absurd that any sane being would set foot within. Yet there are priceless treasures lying beneath its ever-shifting canopy: artefacts of mysterious provenance that are said to grant mortals the power of gods.





At the dark heart of the Gnarlwood lies Talaxis, the legendary Ravening Ruin. This immense structure of obsidian and gold is in fact the ruined hulk of a Seraphon void-ship that smashed into the Amber Realm an age ago. It is said that within its gloomy vaults can be found wonders beyond the ken of mortals, artefacts of unknown provenance that can grant one the power to alter reality itself. Yet to reach the Ravening Ruin, one must contend not only with the nigh impenetrable shield of deadly flora that surrounds it, but also with other adventurers and cut-throats who desire to seize its secrets for themselves.





Beneath the curling boughs of the Gnarlwood's thick canopy, desperate bands of warriors engage in brutal, merciless battle. Some seek the hidden treasures of Talaxis for personal gain, while others desire only to safeguard the realms from dangers mortals were not meant to witness. Some simply wish to see the entire forest engulfed by a raging inferno, so that nothing is left standing. Regardless of their motives, these bold souls must brave untold horrors if they are to triumph.



THE AGE OF SIGMAR

For centuries the Mortal Realms endured a nightmarish tyranny, its lands and peoples ground beneath the heels of the Dark Gods. Just as the cosmos seemed on the brink of utter destruction, a new sun dawned – a final, glorious hope for all of mortalkind.

The Age of Sigmar began with the thunderous arrival of the Stormcast Eternals, the greatest champions of the God-King. These mighty warriors were created from heroes snatched from across the Mortal Realms by the God-King Sigmar and taken to his heavenly kingdom of Azyr to be Reforged as superhuman beings. Their souls were pulled apart and remade, magically empowered to withstand the most terrible horrors imaginable. Lightning crackling in their veins, they took up armour and weapons fit for the gods themselves. Immortal and filled with a formidable resolve, the Stormcast Eternals were ready to challenge the power of Chaos.

For centuries the Dark Gods had made the Mortal Realms their own, having destroyed all their rivals or driven them to flight. Seven of the eight Mortal Realms had already been overrun, with only Sigmar's dominion of Azyr yet untouched. Where once glorious cities of culture and reason had dominated the lands, now there were only spike-crested fortresses and corpse-strewn slaughter pits, echoing to the screams of the subjugated.



The Thornspine Leonax is a terror of the Thondian plains, and hunts prey several times its size.

The baleful energies of the Realm of Chaos flowed into reality, warping everything they touched. Men, beasts and plants alike were transformed into foul abominations rife with hideous mutations. Daemons from beyond reality cavorted amidst decay and

destruction, while Chaos-worshipping mortals hunted those few, scattered souls who had not yet given in to their basest urges. Gloating, the Dark Gods revelled in the spreading corruption, sure that ultimate victory would soon be theirs.

The Stormcast Eternals were to prove them wrong. Borne upon lightning bolts cast by the God-King himself, they came to seize back the Mortal Realms from the clutches of Chaos. Where they struck, the stunned forces of the Dark Gods were forced into retreat, daemons and swollen Chaos-worshipping champions alike reeling before the ferociousness of this new foe. These opening engagements came to be known as the Realmgate Wars, for they were fought over the ancient arcane portals that linked the Mortal Realms – vital strategic pathways that the God-King needed to secure if he was to reform his old empire. In this desperate conflict, the forces of Order emerged triumphant. Great swathes of territory were reclaimed, and though each glorious victory came at a steep cost in blood and lives, the flame of hope was kindled.

Thus began a new epoch, an age of grand battle between the forces of Order and their countless enemies. Thus began the Age of Sigmar.

ENDLESS BATTLE

One by one, the realms were consumed by total war. Forged to bear the terrible cost of battle against the forces of Chaos, the Stormcast Eternals triumphed on many fronts, even as they suffered grievous losses in return. Though many lands were made safe, they were scattered islands of reason in an ocean of madness. Furthermore, the Dark Gods' armies were numberless, and their hatred for Sigmar was undiminished. It was not long before they counter-attacked in force, determined to drive Sigmar back to Azyr. Thus it was that the God-King sought out his allies of old to combine forces once more against a common foe: the life goddess Alarielle the Everqueen joined his cause, as did the twin gods Tyrion and Teclis, and many other great powers besides.

The light of civilisation returned to the realms as great cities were raised and arterial networks of trade and mutual aid restored. Mortals flocked to the sanctuary of the God-King's nascent strongholds, and took up arms to defend their new homes. Though these fortress cities were not free of suffering and misery, they were as shining beacons of progress compared to the horrors that had come before. Many such strongholds succumbed to the relentless attacks of those determined to smother the light of civilisation, but those who survived were forged into mighty redoubts, strengthened in spirit and resolve.

Yet for every gain made by Sigmar's new, fragile alliance, there were a dozen setbacks. The armies of Chaos may have been bloodied, but they were far from defeated. Filled with a terrible fury, they came on anew, exulting in the opportunity to bring slaughter and torment to their hated foes. More free cities burned. Countless loyal Sigmarites perished on the battlefield, and the trauma of repeated Reforgings began to take its toll upon the Stormcast Eternals. Worse was to come. Even as the God-King's faithful

doggedly defended the gains for which they had fought so hard, threats new and old made themselves known, for the Dark Gods were not the only powers to seek complete domination of the realms and their inhabitants.

In Shyish, the Realm of Death, the Great Necromancer Nagash worked his foul magics, unleashing a nightmarish shockwave of death magic across the cosmos. The dead rose up in their multitudes, shambling hordes of cadavers laying siege to Sigmar's cities as whirling storms of gheists circled and shrieked above. Though his plans for the eradication of life were curtailed by the actions of the Hyshian god Teclis and his Lumineth Realm-lords, Nagash endured still, plotting his next atrocity with calculating patience and bottomless cruelty.

And far from Shyish, in the savage wilds of Ghur, a primal beat was growing louder and louder, the earth shifting and cracking apart beneath the tread of millions of stomping, green feet. Ghur was awakening, and the Realm of Beasts had a ravenous hunger.



THE ERA OF THE BEAST

The Mortal Realms have entered a new age of savagery and barbarism. Ghur, the Realm of Beasts, has been stoked to a terrible frenzy, and its bestial howls echo across reality. Wherever they are heard, men are transformed into beasts and predators swell with power.

The awakening of Ghur is a potent reminder that the actions of the gods – no matter how benevolent and noble in their intention – can throw the world of mortals into turmoil. Seeking to repel the rising tides of necromantic energy emanating from the Realm of Death, Alarielle the Everqueen enacted a great spell of renewal from her stronghold in Ghyran, sending life magic cascading across the cosmos. Yet although this act did much to heal realms scarred by the cruel ambitions of the Great Necromancer Nagash, it also caused the lands themselves to tremble and splinter, wracked by the opposing forces of creation and oblivion.

The tremors from the conflagration were felt in distant Ghur. Beneath the mighty Twinhorn Peak, an ancient prison was shattered. Bursting out from the sphere of magic that had contained him for so long came the elder god Kragnos. A warlike deity of earthquakes and conquest, Kragnos had been imprisoned millennia ago by the slann Lord Kroak and the long-lost dragonfolk of Ghur. Finally free, he was enraged to discover that his people had long since perished, their kingdom of Donse consumed by the grinding tectonic plates of the mega-continent Thondia. Sighting the free cities of Sigmar that had flourished in the centuries since his imprisonment, Kragnos flew into a rage, intent upon destroying every civilisation that had dared intrude upon his territory.

Already the great settlement of Excelsis has felt the full force of Kragnos' wrath, barely escaping complete destruction thanks to the intervention of Lord Kroak and Morathi-Khaine. Yet every day more greenskins flock to Kragnos' side, eagerly anticipating a feast of slaughter and plunder. The warlike orruk tribes of Ghur see Kragnos as an avatar of Gorkamorka, their own belligerent god, and Ironjawz, Bonesplitterz and Kruleboyz alike have ceased butchering each other and joined into a single, mailed fist, overrunning vast swathes of territory and crushing every Sigmarite strongpoint in their path. The strange, gestalt magic of greenskins grows more and more powerful with each Big Waaagh! that smashes its way across the realm, further stoking the animal fury of Ghur.

The God-King Sigmar, master of humanity, is well aware of the colossal power of the greenskin races should they unite behind a single leader. Seeking to strike a mortal wound to the warring tribes before this happens, he has sent forth armies of Stormcast Eternals clad in the newly devised thunderstrike armour to meet the orruks in battle. Their targets are warlords and shamans, for it is around such powerful beings that the greenskins muster.

In such times it is hard enough to hold on to gains already made, let alone to expand the borders of an empire. But times of strife give rise to the mightiest heroes, and as Ghur stirs to angry life, its greatest treasures are exposed for all to see.



The tongue of the Vorskalid secretes an acidic slime that is highly prized by the Gold Wizards of the Collegiate Arcane for its potency as a solvent.

EXPANSION AND EXPLORATION

The Era of the Beast has coincided with a fresh wave of reconquests by the armies of the God-King and his allies. With every passing day, immense, snaking columns of warriors, mercenaries, masons and settlers march forth from the gates of the free cities, not to mention the endless droves of hangers-on that seek to benefit in some way by associating themselves with the colonisation efforts. These are the famed Dawnbringer Crusades, each comprising thousands of souls united in their desire to reach and conquer distant lands. Theirs is a holy task: to bring the light of hope and reason into lands that have long been smothered by the darkness of Chaos.



Rest not beneath the numerous boughs...

In essence, these expeditions function as cities on the march, with enough supplies to survive alone for many seasons, and entire complements of pathfinders and magical specialists that allow them to navigate the deadly paths of the realms. Such expeditions are not dispatched randomly out into the wilderness; they seek nexuses of magical power such as realmgates, deposits of realmstone or other vital resources that have been identified by the arcanists, diviners and seers of Sigmar's empire.

The Mortal Realms are vast beyond comprehension, however, and even if the God-King increased the number of Dawnbringer Crusades a hundredfold, they could never hope to map the vast expanse of Chaos-corrupted wilderness that lies beyond the borders of his cities. Yet each successful expedition charts new territories and encounters new wonders, slowly redrawing the outdated maps of Azyrite scholars of old. Many, of course, never reach their destination; for all their military might, these doomed crusades are encircled by foes and annihilated, the dreams of would-be settlers swept away in a storm of bloodshed, or else ground down by ceaseless raids and catalogues of misfortunes.

In Ghur, where the very mountains can uproot themselves in order to devour their surroundings and coastlines are chewed and hewn away by hungry predator-continents, exploration is doubly hazardous. Orruk tribes sweep down upon every armoured column that enters their territory, hacking any defenders to death with crude axes and helping themselves to any plunder found within upturned and burning steam-wagons. Gargants amuse themselves by hurling boulders or the remains of their last meal at convoys that pass too near, while rampaging wildlife, uncatalogued diseases and sudden, violent weather patterns take their own grievous toll. Worse still, several Ghurish crusades have reported an unexplained bestial madness afflicting many of their number; there are even dark whispers among the Order of Logisticians that the entirety of the lost Maximian Crusade out of Izalend ended in a cannibalistic frenzy.

Yet for all the dangers of these ambitious expeditions, many succeed in reaching their goal; indeed, it was one such expedition that first discovered the Gnarlwood and the sprawling ruin of Talaxis that lay at its centre.

FABLED TALAXIS

Legends of the Ravening Ruin are told from Brinnock on the Rondhol coast to the frozen harbour of Izalend in Thondia, and grow ever more strange and horrific with every telling. And yet, these rumours are as nothing compared to the truth of Talaxis, the shattered ruin at the heart of the Gnarlwood that has claimed the lives of countless adventurers intent on plundering its treasures.

In western Thondia lies the Gnarlwood, a great swathe of thick, impenetrable forest that stretches for hundreds of miles. It is an ancient and merciless place, crowned by clouds of mist and echoing to the howls of hunting beasts. Its canopy is fashioned not from verdant leaves of green, but from the wiry, feather-like growths of predatory trees that hunger for fresh blood. Within this hellish place lurk some of Ghur's most fearsome predators – hulking, fanged monstrosities that could tear off a man's head with a single wrench of their swollen forelimbs. Amongst the roving hunter-tribes of western Thondia, it is an accepted truth that only death seekers or glory hounds dare step beyond the palisade of thorns that marks the border of the Gnarlwood; indeed, amongst some of these peoples, it is the custom for disgraced warriors to meet their final fate within the dreaded forest, thus satiating the appetite of Ghur's wild spirit.

Yet for all its horrors, the Gnarlwood conceals treasures of such value that many mortals would risk madness and death to obtain them. These artefacts were not forged in Thondia, nor indeed any realm known to mortals. If one were to soar high above the forest, they would catch glimpses of gold and obsidian protruding from between the swaying treetops. These are the uppermost levels of the shattered ziggurats of Talaxis, the infamous Ravening Ruin.

WONDERS UNIMAGINED

Talaxis was once a void-ship of the Seraphon, an enigmatic race of lizardmen who serve the will of the mysterious Old Ones. Millennia ago, a terrible disaster of unknown provenance smashed it from the heavens, and sent it plummeting down to strike the Realm of Beasts like an immense meteor. Much of the ship was obliterated in that cataclysm, which incinerated every living thing within a hundred leagues of the impact.

Yet the vessel's geomantic engines were gravely damaged rather than pulverised, for they were protected by powerful arcane forces. These gigantic devices were intended to manipulate the environments surrounding the temple-ship, rendering the lands more amenable to the Seraphon's physiology and providing them with a living bulwark to keep their enemies at bay.

The force of the crash caused the temple-ship's geomantic devices to malfunction, sending out waves of realm-shaping energies and leading to a surge of uncontrolled growth. Over the years, these energies have moulded the already perilous environment of the Gnarlwood into a massive tract of almost impenetrable forest in which carnivorous creatures grow with a rapacious swiftness. Predatory trees are the most prolific form of life in this place, the most infamous of their kind being the gnarlocks after which it is named – ravenous plants capable of stalking forth upon creeping roots in search of the flesh and blood they crave. Slow and ponderous these horrors might be, but they strike when their prey is forced by exhaustion to rest, stretching out their muscular boughs to ensnare the living and drag them into their barbed 'maws'.



Gnarlocks are revered by some tribes of beastmen, who pile foul offerings by their dens.

It is not only the local flora that has a taste for meat. Prowling the shadowy undergrowth of the forest are all manner of deadly beasts: saw-toothed rataskas, bloodwasps, shovelhorn rhinoxen, and lethal impaler mantids. All are viciously single-minded in their pursuit of food. Even if one manages to somehow evade or fight off these predators, they will doubtless run afoul of Talaxis' roaming Seraphon guardians, who defend their sacred sites with cold-blooded zeal, brutally sacrificing any trespassers who fall into their clutches and displaying the gory remains as a warning to others. These reptilian warriors are those who survived the temple-ship's violent demise, and without the guidance of their slann masters, who perished in that catastrophe, they have reverted to their most primal instincts – they know only that they must defend their sacred territory at all costs, for they believe such is the will of the Old Ones.

Thus, it is not without reason that Talaxis has come to be known as the Ravening Ruin – a testament to the hundreds if not thousands of luckless explorers who have met a gruesome end within sight of its looming golden walls. And yet even these tales of horror cannot deter raiders from seeking out Talaxis, hoping to uncover its buried secrets. Though segments of the wrecked temple-ship have been sundered and dispersed across a vast distance, the vessel was constructed to survive the hazards of the Aetheric Void, and so much of its interior remains intact. These pillared halls and angular chambers can be accessed by those who can find a way past the Seraphon's cunning traps and warding glyphs.

Those rare few who have ventured within the ruin – including the famed explorer Anorio ven Talax, who first discovered the ruins, and after whom they are named – speak of entire, cavernous chambers fashioned from polished gold, and stairways lined with glittering jewels as big as an orruk's fist. And these mundane pickings, they say, are as nothing compared to the techno-arcane marvels housed at the very heart of the ship; tales abound of artefacts that can forge objects from light, crystal-lined pools that can restore the dead to life, and vaults that can transport those who enter them to distant sections of the ruin in the blink of an eye.

Legends of the Ravening Ruin are told from the Cinderfall District in Hammerhal Aqsha to the war-ravaged glimmer-halls of Excelsis and beyond, filling the minds of adventurers and sellswords with visions of riches and glory. So too do they reach the ears of even more unscrupulous types: raiders, killers and worshippers of foul gods. These warbands from distant lands plunge into the Gnarlwood's twisted depths, eyes alight with avarice. Most will pay for their hubris with their lives.

'The Gnarlwood? It's a hellhole as deadly as any I've known. Filled to the brim with every kind of flesh-eating abomination that walks or crawls. Troggoths, terrorpins, rataskas – scorpids as big as your fist, with stingers that can punch through solid sigmarite! Even the trees will eat you, if you let your guard down. By the God-King, I've a real fondness for the place.'

- Vindictor Hammarbael of the Astral Templars

THE DOOMED VESSEL

The ruined void-ship that now lies broken across the tangled undergrowth of the Gnarlwood was once known amongst the Seraphon as the Eye of Chotec. Vast even by the standards of the Seraphon's star-faring vessels, the Eye was not outfitted for warfare; its soaring halls of gold and obsidian were filled with archaeological relics of the Old Ones, recovered by the slann and their skink acolytes at great cost from across the cosmos. The precise function and purpose of many of these devices was unknown to the eldest Starmasters, and so they stored them upon the heavily defended Eye of Chotec. Guarded by spawnings of resolute saurus sentinels and layers of deadly glyphwards, this enormous vessel was set adrift in the Aetheric Void, far away from the avaricious eyes of mortals and daemons – though like all void-ships it possessed the capability to land, should the need arise.

The precise nature of the event that sent the Eye of Chotec plummeting from the heavens to crash into the Realm of Beasts remains a mystery, but the iridescent flames that continue to engulf some portions of the ruined ship bear the unmistakable stench of sorcery, and lurid daemons have been sighted cavorting around these eternally blazing pyres.

Whatever the truth of the disaster, it appears that almost the entirety of the vessel's guardian crew was wiped out when the Eye of Chotec struck the realm – though evidently some Seraphon survived, and still dwell within the Gnarlwood. Desiring to recover whatever remains of the Eye of Chotec and its treasures, the venerable Lord Kroak – greatest of the slann Relic Priests – has dispatched many of his most trusted agents into the Gnarlwood, to judge what might be recovered. Yet even the Seraphon have suffered losses when traversing its monster-infested boughs. Some even believe that a predatory sentience inhabits the ruins of the wrecked void-ship, drawing the wrath of the wilds down upon any who dare stray into its territory, whatever their allegiance.



THE HUNGRY FOREST

Surrounding the ruins of Talaxis is a vast, overgrown stretch of forest, every square inch of which seethes with a bestial hunger. Yet the carnivorous trees that make up the Gnarlwood are but one hazard amongst many, for the environments here are as varied as they are lethal.

Even by the ferocious standards of Ghur, Talaxis and the Gnarlwood that surrounds it are notoriously deadly to trespassers. The predatory animus intrinsic to the lands of the Amber Realm, combined with the overcharged magic of the Seraphon's malfunctioning geomantic engines, has given rise to an ecosystem that seems almost dementedly hostile to interlopers. Nearly every curling vine and droning insect is capable of causing a painful, lingering death. Seemingly harmless flowers spit streams of flesh-melting acid into the faces of passers-by, while the mud beneath one's feet can suddenly transform into a gulping maw lined with concentric rows of inward-pointing fangs.

In the Gnarlwood, the weather itself seems to take spiteful joy in tormenting travellers. It alternates between sweltering heatwaves that see even hardy warriors struggling and gasping for breath, and sudden, drenching downpours that swiftly turn the ground into a sucking mire, the rainfall so blisteringly intense that it can pummel those caught in the open into unconsciousness. Such conditions breed infection and disease, causing even minor wounds to fester and begin to seep, but worse perhaps is the psychological effect of navigating the seemingly endless, gloomy tangle of the Gnarlwood – a building hopelessness and paranoia, only exacerbated by the impression that the shifting surroundings actively mock any hope of progress.

Only those experienced in traversing the deadliest wildernesses of the realms stand a chance of survival in this place. Such hardened explorers know that in Ghur – and especially in the Gnarlwood – it would be foolish to linger in one location overlong. Static camps merely draw down the wrath of the forest upon those within, as stretching boughs grasp slumbering travellers and drag them screaming into the brush. All temporary dwellings must be surrounded by palisades of sharpened wood and bone to deter hungry predators, and doubly reinforced with defences both arcane and physical. Sleeping on the ground is a foolish decision indeed, so instead it is common for travellers in the forest to erect rope bridges and

treetop hides, which offer a measure of protection from the beasts that routinely rampage across the forest floor. Even then, one must be wary of throttling lianas and wriggling parasites, not to mention the many sharp-eyed predators that dwell amidst the thick canopy overhead.

Only the ruins of the crashed Seraphon void-ship itself provide temporary sanctuary from the Gnarlwood's many dangers, for many of its shattered ziggurats are still protected by immolating traps and impenetrable fields of celestial energy. Yet no adventurer seeking shelter within their golden walls should think themselves safe; the protective devices of the Seraphon are indiscriminate in their lethality, and anybody attempting to breach the sacred vaults of the *Eye of Chotec* risks a swift, painful death – blasted into smoking fragments by dancing beams of starlight, crushed to a gory paste by suddenly shifting walls and ceilings, or swallowed up and spirited away by a seemingly innocuous alcove.

Even those who manage to breach the vaults at the centre of the ruin and lay their hands upon the impossible treasures within openly invite their own doom, for such things were not meant to fall into mortal hands. More than one bold adventurer has been driven insane upon entering the heart of Talaxis, their mind unable to comprehend the secrets to which they bore witness. Their desiccated corpses lie there still, in positions that invite disturbing thoughts concerning the details of their last moments.

LIVING OFF THE LAND

Once an expedition has entered the Gnarlwood, they must learn to fend for themselves. There are no supply posts here, and no wagons or steam-crawlers can force their way through the thick brush. The only mortal-made resources to be found within the Gnarlwood are those looted from the remains of dead adventurers – barrels and backpacks still slumped alongside the skeletons of their former owners. Such discoveries are grimly common, offering perhaps a much-needed kegful of blackpowder, a collection of scrawled notes

revealing nearby hazards, or even a few untainted vials of priceless Aqua Ghyranis. All other supplies must be harvested from the surrounding forest, and nothing can be wasted. A slain beast provides not only meat, but bone from which to craft arrowheads or spears, and sinew for bowstrings and guy-ropes.

The Gnarlwood has claimed the lives of many primordial behemoths who have stumbled unwarily into its depths, and the titanic skulls of these monsters make for excellent defensive positions. The acidic secretions of mancatcher plants can be bottled and hurled as a weapon, or else used to burn through particularly tough obstructions. Those who hope to survive the Gnarlwood must swiftly adapt to their horrific surroundings, or become just another fleshless corpse amidst the foliage.

While the true wonders of the Ravening Ruin are sealed within its innermost vaults, travellers may stumble upon strange relics scattered throughout the Gnarlwood. Many of these devices are far too complex and esoteric in their function for non-Seraphon to utilise them, but others can be crudely put to use. Glowing glyph-stones send out pulses of blue-white energy to illuminate concealed traps or wreath those nearby in a sphere of magical force, while serpent-shaped rods of obsidian allow the bearer to summon

swarms of venomous snakes to overwhelm their foes. Many of these treasures have been damaged and seem to possess only a limited charge of power, while others are as dangerous to the bearer as they are to their enemies. Yet in the Gnarlwood, any advantage over one's enemies, regardless of the risk, can mean the difference between life and death.



The Bloodruk is a terrifying avian killer that lurks in the upper reaches of the Gnarlwood's canopy.

THE FLESH-EATING GNARLOAK

The gnarloak is a carnivorous plant native to Ghur, and feared by all who journey across the wilds of the Amber Realm. They appear more akin to twisted bundle of muscular, stretching limbs than a tree. Upon drawing closer, one can see that a gnarloak's bark is oddly mottled, and its 'leaves' have much in common with wiry feathers, sprouting in clumps from the plant's horned crown. A gnarloak's branches end in curling talons that are sharp enough to tear a human's head from their shoulders, or punch through their chest to suck out the nutritious red liquid within. Though the species is widespread, those who proliferate around Talaxis are larger and more aggressive than any of their kin, their bark often stained crimson by the dried blood of their kills.

Gnarloaks uproot themselves in order to search for prey, stalking forward on tough, questing roots that look as much like swollen arms and legs as they do the tendrils of a plant. They are slow and easily avoided as long as one remains wary, but all mortals eventually have to rest. That is when a gnarloak strikes, looping barbed vines around a victim's throat, while reaching talons draw the struggling prey closer to its maw-like bole. Experienced hunters even learn to use the creatures as living weapons, luring enemies into glades surrounded by bound and tethered gnarloaks, before loosing these hungry trees upon the unfortunate foe.

Yet the trees can also be a precious resource, and one that Ghurish natives long ago learned to exploit. The thick trunks of dead gnarloaks make excellent foundations for treetop shelters, and can be harvested in order to craft arrows, javelins or other tools of survival. Further reinforced with fang-lined skulls, concealed slivers of napped obsidian and whatever other materials can be scavenged from the surroundings, a copse of gnarloaks can be transformed into a formidable – if temporary – defensive position. Those seeking out deceased gnarloaks must be wary, however, for the creatures have developed a worrying behaviour of late: they feign death, letting their branches fall slack and motionless in the hope of luring in would-be foresters, who are then snatched and consumed.



SECRETS OF THE GNARLWOOD

The Gnarlwood is the greatest obstacle that stands in the path of those who would seek the relics of Talaxis, but concealed within its depths are many other locations, all of them equally inimical to mortal life.

THE TAINTED WOUND

The foul presence of the Dark Gods can be found all across the Mortal Realms, and Talaxis is no different. A corruption of bark and blood has infected great swathes of the Gnarlwood, giving rise to mutated gnarloaks that appear more like throbbing, lumpen masses of rotting flesh with profusions of whipping tentacles than any plant. Indeed, several explorers in the free cities who once ventured into the forest and returned claim to have witnessed heathen warriors sacrificing prisoners to these monstrously corrupted trees in gruesome rituals. One can tell immediately when they are entering the region known as the Tainted Wound, for its borders are marked by monstrous, half-living totems and shrines of sinew-lashed bone that radiate the warping energies of Chaos.

THE EATER-PITS

Of all the creatures that have entered the forests surrounding Talaxis, it is perhaps the ogors of the mawtribes that have thrived best. These immense, swollen brutes possess an unquenchable appetite, and their guts are strong enough to digest even the notoriously tough gnarl oak bark. Their strange gastromantic priests – known as Butchers – have dug great pits in select glades to honour the Gulping God. These pits have sprouted grasping tongues and rows of teeth, seemingly given animus by the ogors' bizarre faith. The Butchers regard their creations as something akin to pets, and take great delight in hurling prisoners into their fang-lined maws.

THE CANOPY OF STARLIGHT

Near to the centre of the Gnarlwood lie the crumpled outer sections of the *Eye of Chotec*, broken segments of ziggurats and massive, fractured crystals that protrude through the canopy, somehow still unconquered by the rapidly growing plant life. There is enough latent magic in the outer ruins to provide a measure of protection from the elements, and clever explorers have made good use of them. Stone pillars and chunks of shattered obsidian have been strung together by vine-plaits and rope ladders, forming the treetop settlement known as the Canopy of Starlight – so called because this is the only spot for leagues around where Azyr can be clearly seen through the thick canopy of the Gnarlwood.

CAMP FORTUNE

The renowned Azyrite explorer Anorio ven Talax was the first of Sigmar's folk to discover the Ravening Ruin and the riches that lay at its centre. Accompanied by a retinue of hard-bitten mercenaries, Ven Talax and his company forged a path through the thickest reaches of the living forest, fending off relentless attacks by predatory horrors. Despite suffering severe losses, they reached the gleaming ruins at the centre of the forest, before being forced to retreat after being ambushed by half-feral Seraphon. Undeterred, Ven Talax returned to Excelsis clutching a sackful of priceless treasures and a crudely scrawled map charting his course.

It was the writings – and ale-induced ramblings – of Ven Talax that popularised the 'Legend of Talaxis', for the adventurer spoke at length of the wonders he had witnessed at the heart of the Gnarlwood. He swore that what he described was only a fraction of the ruin's true value, and insisted that the God-King's faithful must recover these treasures before their enemies could lay hands upon them. Eventually, the great lords of Excelsis decreed that another expedition would be launched into the depths of Talaxis. The eccentric Ven Talax would return alongside them as a guide and adviser. This second expedition plunged into the Gnarlwood, following the routes that Ven Talax had charted during his first expedition. They soon discovered that their maps were all but useless, for the gnarloaks that populated the forest had uprooted themselves and moved in search of fresh meat, altering the entire landscape.

Ven Talax's second venture ended in disaster, and neither he nor his companions have been seen again. Evidence of their passing can be found scattered throughout Talaxis: mouldering skeletons clad in gilded breastplates, abandoned chests filled to the brim with Seraphon artefacts, and the overgrown remnants of makeshift camps. Of the latter, Camp Fortune is the largest example. Here, agents of the God-King discovered Ven Talax's lost journals, whose final entries depict a mind descending into madness as he attempts fruitlessly to find a way out of his predicament. The explorer's corpse has not been found, leading some to believe that he and his remaining followers still dwell somewhere in the ruins of Talaxis.



One must never drop their guard in the Gnarlwood, lest they fall victim to a ravenous gnarloak.



The Gnarlwood lies in western Thondia, the prime landmass of the Ghurish Heartlands and a region known for its vast, primordial landscapes and titanic predators.



Even the most cautiously arranged and ferociously protected war-camps will eventually succumb to the bestial fury of the Gnarlwood. The wise stay on the move.

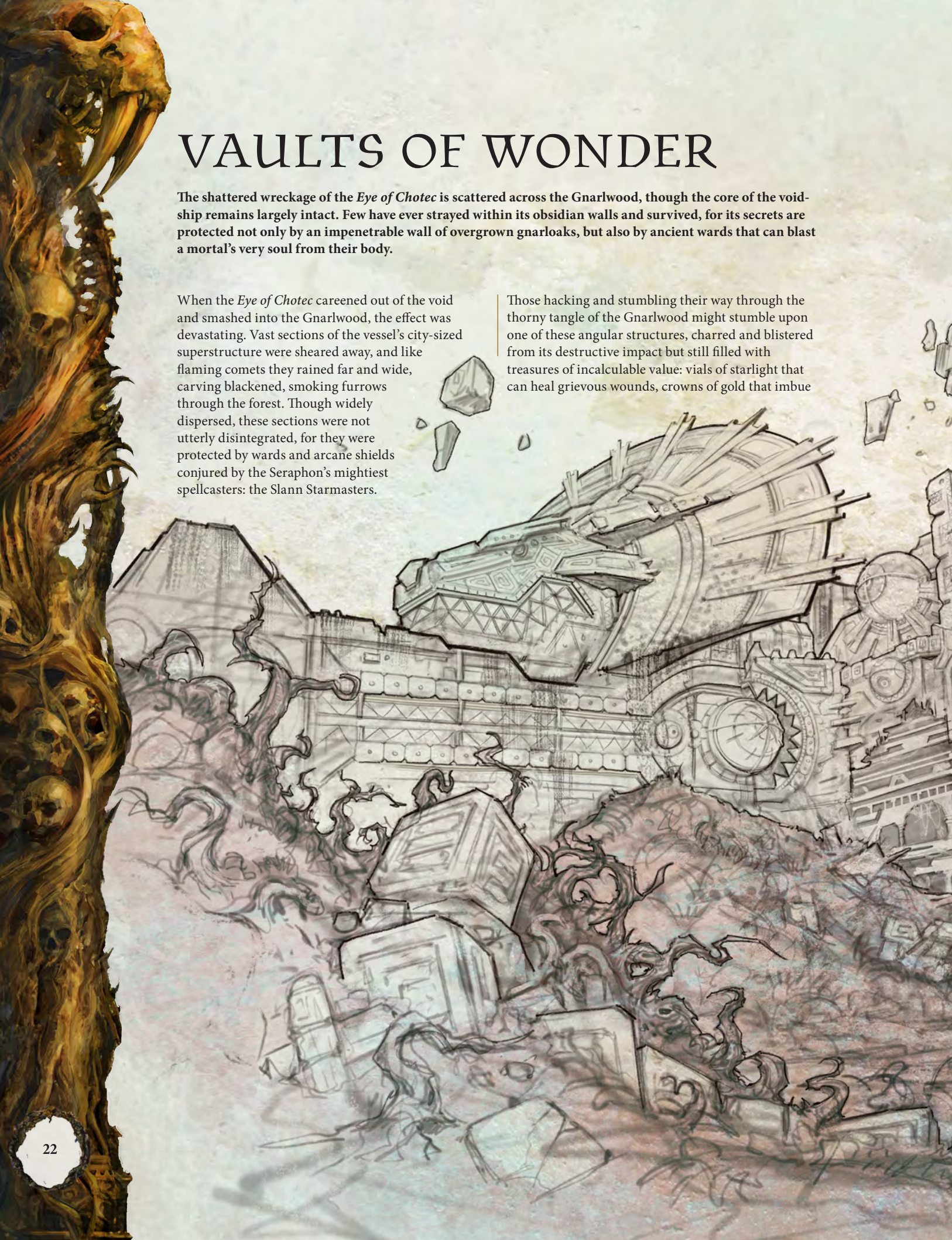


VAULTS OF WONDER

The shattered wreckage of the *Eye of Chotec* is scattered across the Gnarlwood, though the core of the void-ship remains largely intact. Few have ever strayed within its obsidian walls and survived, for its secrets are protected not only by an impenetrable wall of overgrown gnarloaks, but also by ancient wards that can blast a mortal's very soul from their body.

When the *Eye of Chotec* careened out of the void and smashed into the Gnarlwood, the effect was devastating. Vast sections of the vessel's city-sized superstructure were sheared away, and like flaming comets they rained far and wide, carving blackened, smoking furrows through the forest. Though widely dispersed, these sections were not utterly disintegrated, for they were protected by wards and arcane shields conjured by the Seraphon's mightiest spellcasters: the Slann Starmasters.

Those hacking and stumbling their way through the thorny tangle of the Gnarlwood might stumble upon one of these angular structures, charred and blistered from its destructive impact but still filled with treasures of incalculable value: vials of starlight that can heal grievous wounds, crowns of gold that imbue



the wearer with the ability to read minds, or crystal dials that can alter the passage of time.

The greatest mass of the *Eye of Chotec* lies far deeper, in the thickest depths of the Gnarlwood. This is the so-called ruin of Talaxis, the chambered ventral section of the temple-ship, within which its most wondrous – and terrible – secrets are contained. It is almost impossible to reach its vaults: the Seraphon ship's geomantic engines were damaged greatly during the crash, and their terraforming powers have caused

the surrounding forest to grow impenetrably thick, forming a barrier of predatory flora that consumes anything foolish enough to attempt to force their way through.

Should one penetrate this living bulwark, they will be faced by sheer walls of jet-black stone and polished jade, decorated with the angular symbols of the Seraphon and crackling with barely contained energies. Rocks, tree trunks and motes of dust rise into the air around the temple-ship, dragged into the sky by fields of unstable magic. Arcing haloes of lightning boom and spark overhead, and echoing from within the doomed vessel can be heard the churning of ancient gears, and the distant roars of creatures vast and terrifying.

Only the bold or foolish would step beyond the threshold of Talaxis, and enter the gloomy interior of the temple-ship itself. Inside, treasure and glory await – but so too does the prospect of a sudden, gruesome death.







LOOTERS AND KILLERS



*'They come from
near and far,
to sate the
Gnarlwood's
dreadful
hunger.'*

AGENTS OF CHAOS

Worship of the Dark Gods transforms mortals into monsters, granting them unnatural might at the cost of their eternal soul. Hordes of these damned warriors pillage and slaughter their way across the realms in an endless quest to appease their terrible deities.

For all the territories seized in Sigmar's great wars of reclamation, his domain is as nothing compared to that of the Dark Gods. Even now, these primordial beings lay claim to the vast majority of the Mortal Realms, endless tracts of land corrupted in their own fell image. Archaon the Everchosen – foremost champion of Chaos – can still summon billions of heathen savages to fight in his name, along with legions of daemons eager to mutilate and despoil. The mortal worshippers of Khorne, Tzeentch, Nurgle and Slaanesh seek any opportunity to bring suffering and death to the hated forces of Order, tearing down cities and monuments and replacing them with graven idols to their own cruel masters.

Only the sheer quantity of foes arrayed against the followers of Chaos prevents them from overwhelming their nemeses in a great, dark tide; the Era of the Beast has unleashed a greenskin storm upon the realms, and the worshippers of Gorkamorka care not who tastes the edges of their crude axes. The aelves of Hysh are resurgent, cleansing the lands with white fire, and Nagash's undead hosts continue to sweep across the Dark Gods' domain, leaving bone-strewn wastelands behind them. Faced with all these threats and more, the warlords of Chaos seek out powerful weapons with which to wage their wars of annihilation; and now rumour has reached them of the Ravening Ruin and the cosmic secrets that lie within its shattered vaults. These relics must be claimed and despoiled in the name of the Chaos Pantheon, and unleashed upon the forces of Order.

The worshippers of Slaanesh have been whipped into a degenerate frenzy by the coming of the twin god-spawn Dexcessa and Synessa, for the emergence of such powerful beings surely indicates that the Dark Prince is close to shattering his bonds and returning to his rightful throne. The Hedonites of Slaanesh seek any opportunity to prove their perfection in the eyes of their master's offspring, and the ruins of Talaxis offer a tempting opportunity. Should the vaults of the crashed void-ship be breached, its treasures despoiled and delivered to the Talon and Voice of Slaanesh, then surely they who achieved such a feat would be showered with adulation? If there is the opportunity to indulge their depraved desire for torture and murder along the way, then all the better.



The worshippers of Khorne have always despised the cold-blooded Seraphon, and take every opportunity to slaughter and mutilate the lizardmen whenever possible. Some of the Blood God's faithful insist that it was the smashing fist of their deity that punched the *Eye of Chotec* out of the void and sent it crashing down upon Ghur. They see it as

their holy duty to finish Khorne's work, and shatter and smash every remnant of the temple-ship, along with its sentinels and anyone else who stumbles into the Gnarlwood. They want nothing more than to drown Thondia in gore, and they see the living forests surrounding Talaxis as a fine place to begin their murderous spree.

'If the Dark Gods desire it, I shall reduce this entire forest to ash and scorched bone. So do I swear.'

- Darkoath Chieftain
Rexath Foecleaver

Grandfather Nurgle has his rheumy eyes upon anywhere in the realms where the land is ripe for disease and putrefaction, and in the deep, dark holes of the Gnarlwood he spies such an opportunity to spread his gifts. So it is that his Maggotkin flock to the place, eager to please their master through acts of vile devotion: opening festering sores in the earth, sowing the loamy soil with mouldering, disease-ridden corpses, or erecting great totems of spoiled meat in Nurgle's honour. Some of their kind have even set their sights upon the Seraphon's realm-shaping engines, hoping to transform them into spreaders of plague and pestilence.

The structural damage caused to the *Eye of Chotec* bears the mark of Tzeentchian sorcery; unnatural fires still limn portions of the shattered super-structure, and

the god's daemons can be seen writhing and cavorting amidst the flames. Whether it was the God of Sorcery that caused the vessel's destruction is not yet certain, but the Disciples of Tzeentch have certainly showed an avaricious interest in breaching the Ravening Ruin and seizing its treasures; there is potent magic within, a rich vein of arcane energy for which any sorcerer would gladly sacrifice thousands of souls in order to claim for themselves.

Murderous ratmen can be found in every corner of the Mortal Realms, and the Gnarlwood is no different. Several stretches of treeline have been undermined by warrens and gnawholes, illuminated by the sickly glow of warpstone. Smoke-belching skaven war machines hack and saw their way through the forest, followed by chittering bands of rat-thralls so multitudinous that a hundred or more can be devoured each day by the Gnarlwood's hungry denizens without making a dent in their numbers. The skaven clans of Blight City have sensed easy pickings to be found in Talaxis, and have decided – with typical disdain for casualties – that the Ravening Ruin must be seized at once. However, even the warp-engines of Clans Skryre have had trouble penetrating the thick tangles of gnarloaks, and so the skaven commanders hurl patrol after patrol into the depths, with orders to find a way through.

The crooked and twisted forests of the Gnarlwood are home to all manner of dreadful abominations that bear the unmistakable touch of Chaos: insanity-inducing Jabberslythes, towering Cygors, and corrupted

gnarloaks. Amidst the great, festering abscess known as the Tainted Wound, the Beasts of Chaos gather, erecting their foul herdstones and partaking in degenerate festivals of violence, often involving the ritual sacrifice and consumption of prisoners. These primal worshippers of Chaos believe the Gnarlwood to be sacred ground, the burial place of an ancient, mutant entity they call Soulshrieker. Any who trespass into their lands risk being seized and torn apart – yet these are the fortunate ones, for a far worse fate awaits those taken alive.



RAIDERS OF THE SAVAGE LANDS

The ways in which the Dark Gods are worshipped are as endlessly varied as Chaos itself. There are thousands of tribes, cultures and civilisations that have damned themselves forever by devoting their souls to the Ruinous Powers; these Slaves to Darkness exist only to serve the will of their dread patrons.

The coming of the Era of the Beast has drawn all eyes towards Ghur, and particularly the continent of Thondia. Rumours of Talaxis have spread beyond the walls of the free cities of the God-King to every corner of the populated realms, even as far afield as the hellish wastelands of the Eightpoints, seat of Archaon the Everchosen.

Many warbands sworn to Chaos have heard these tales of hidden treasures and untouched ruins, and sensed in them an opportunity to raise themselves up in the eyes of their ruinous masters. Surely those who could conquer the infamous Gnarlwood and seize or despoil the treasures of the Ravening Ruin would take great strides along the Path to Glory, claiming untold power and renown?

So it is that many of these ruthless killers have embarked upon an odyssey across enormous distances to reach the Gnarlwood. Some have travelled far on dark pilgrimages to Chaos-held realmgates, and much further still upon stepping across their thresholds. Most choose instead to follow in the footsteps of the Everchosen's infernal hosts, dispatched to Ghur in ever greater numbers to wage war against the fractious orruks and Sigmar's followers.

The most powerful such warbands have already made a name for themselves in the killing fields of the Bloodwind Spoil, or other notorious regions of the Eightpoints. They bring with them those monstrous beings that

they have leashed to their service through coercion or trickery: mighty Ogroid Myrmidons, hulking Fomoroid Crushers, and sometimes even the mysterious, magic-hoarding Mindstealer Sphiraxxes. The diminutive and malevolent imps known as Chaos Furies often follow Archaon's great hosts as they march to war, and these too have been sighted lurking in the Gnarlwood's canopy, no doubt seeking opportunities to wreak bloodshed and anarchy,

Once these snaking columns of heavily armoured warriors and vile daemonkin reach the front lines of the conflict in Thondia, enterprising warbands detach from the greater host, risking the wrath of Archaon's lash-wielding adjutants as they flee into the wilds. Those who are not captured and flayed as an example to deserters make for the Gnarlwood, determined to seize their destiny; either they will suffer a swift and gruesome death or else earn an eternity of glory in service to the Dark Gods.

Hardened by their experience of enduring the nightmarish conditions of the Chaos-corrupted Eightpoints, these warbands are as well-conditioned as any to withstand the predatory nightmare of the Gnarlwood. They are used to living off the land, scavenging for every meal and fighting tooth and claw against monsters that would devour them body and soul. Yet even these hardened killers are rarely prepared for the single-minded ferocity of the creatures they encounter in the Gnarlwood.

There have been many sightings of Chaos-worshipping warriors abroad in Thondia of late, though warbands hailing from two tribal cultures in particular have been conspicuously active in the Gnarlwood and its surrounding lands.



THE UNTAMED BEASTS

Of all those warbands risking the journey across Thondia to reach the Ravening Ruin, it is perhaps those of the Untamed Beasts who are the most suited to existence within this primal wilderness. These nomadic hunters hail from Ghur's Jagged Savannah, a harsh and windswept veldt marked by fang-shaped rock formations and populated by fleet-footed flocks of carnivorous avians.

Moulded by their savage homeland, the Untamed Beasts are tireless hunters and merciless warriors who scorn those weak-willed mortals who seek safety behind the walls of settlements.

They feast only upon the flesh of other meat-eating creatures, believing that by doing so they will absorb the beasts' strength and cunning. Indeed, warriors of the tribe bedeck themselves with pelts and fetishes fashioned from the creatures they have slain, and in battle they can call upon the latent power within these trophies to grant them bursts of animalistic fury.

Respectful of predators whose murderous efficiency they wish to embody, the Untamed Beasts carry weapons crafted from the jawbones, talons and fangs of creatures they have slain. These weapons are as lethal as any blade or bludgeon forged from metal, and they are well suited to rending flesh and crushing bone by their very nature. The Untamed beasts also employ deadly hunting beasts to run down their enemies; most feared of all is the Rocktusk Prowler, a ferocious tusked feline.

The Untamed Beasts worship Archaon the Everchosen as the Devourer of Existence, and they bear a particular hatred of those who display signs of civilisation. They see city-dwellers as despicable weaklings, and take any opportunity to slaughter them, stringing their skinned corpses from the trees as a warning to others. Ultimately, the Beasts believe that Archaon will consume the realms entirely, and wish to fight by his side as he does so. To earn that honour, they will have to commit unspeakable atrocities in the name of the Dark Gods, and the Gnarlwood seems as good a place as any to do just that.

The Untamed Beasts were amongst the first Chaos tribes to reach the Gnarlwood, for they are tireless and can run for days at a time, covering vast distances. Upon entering the hungry forest, they found a hellish environment no less hostile than the grasslands

they call their home. Within were many creatures to hunt and kill, and strong beast-spirits to consume – though many of the tribe's hardy warriors were devoured in the attempt.

Now, only the strongest remain, empowered by the flesh of predators and ever more determined to reach the Ravening Ruin's heart.



DARKOATH SAVAGERS

The Darkoath are not a single chieftom of Chaos-worshippers, but a gathering of tribes united by their practice of swearing great oaths to the Dark Gods. These pledges can take many forms: one warrior might swear to rip out the hearts of a dozen worthy foes in a single season, while another might vow to slay a Jabberslythe and pluck out one of its madness-inducing eyes as a trophy. Whatever the nature of these oaths, they must be completed at any cost; those warriors who fail to do as they have pledged are disgraced and subject to immediate execution – or a far crueller fate at the hands of the gods they sought to appease.

Such practices are not uncommon amongst the followers of Chaos, who often enter pacts with their patron gods in exchange for

power. Yet it is the frequency and intensity of the Darkoath's pledges that marks them apart. They pride themselves on their relative independence compared to other followers of the Ruinous Powers, refusing to devote themselves to a single entity in the way of many of their kin.

The Darkoath's relationship with their deities is almost entirely transactional; they offer them worship solely for personal gain, not from some fanatical devotion to a particular creed. Therefore, each of the Dark Gods is invoked by them purely depending on the usefulness of the powers they can grant in a given situation. In spite of this, some Darkoath may find themselves making pledges more frequently to one deity over the others, inadvertently taking the first steps towards singular worship.

Screaming blood-curdling vows to the Ruinous Powers, Darkoath Savagers can be found engaging in brutal warfare across the Mortal Realms. Savagers are the roving champions of the Darkoath, those who make the most brazen promises in the hope of claiming the greatest rewards – or simply for the bone-crunching thrill of battle. Many wander the plains of Ghur seeking ferocious monsters or greenskin warlords to slay, and in the Era of the Beast, such opportunities are common indeed.

These nomadic souls are guided by the visions of a God-speaker – a shaman who can interpret the will of the gods, and lead the most vital Darkoath warriors to sites where they can embrace their destiny. It is the counsel of the God-speakers that has brought several Darkoath Savager warbands to the borders of the Gnarlwood. Within, they will find all the challenges they seek – perhaps more than even the mightiest Savager could possible hope to conquer.





Centaurion Marshal
Chaos Ally



Fury
Chaos Thrall



The blight of Chaos touches every corner of the realms; not even the Gnarlwood is free of its corrupting influence. Marauding Slaves to Darkness carve a bloody path through the forest, seeking to seize and desecrate the fabled Ravening Ruin.



Grey Seer
Skaven



Blissbarb Archer
Hedonites of Slaanesh



Great Bray-Shaman
Beasts of Chaos



Chaos Sorcerer Lord
Slaves to Darkness



Spoilpox Scrivener
Maggotkin of Nurgle





Dominar
Iron Golem



First Fang
Untamed Beasts



Mindbound
Cypher Lords



Shrike Talon
Corvus Cabal



Serpent Caller
Splintered Fang



Blissful One
The Unmade



Immolator
Scions of the Flame



Pit Veteran
Spire Tyrants



Proven
Darkoath Savagers



Broodmaster
Tarantulos Brood



Decuriarch
Chaos Legionnaires



Witherlord
Rotmire Creed




Ruinator Alpha
Horns of Hashut



Holding aloft a twisted mirror, this Shardspeaker of Slaanesh hypnotises their foes with tantalising and unsettling illusions, rendering them easy prey for the Hedonites.





SENTINELS OF ORDER

The forces of Order are a shield against the darkness, resolute defenders of civilisation who keep at bay the most terrible horrors of the realms. They are not joined in purpose by a single cause or moral imperative, only a desire to recover what they have lost over centuries of slaughter.

With the dawn of the Era of the Beast, the forces of Order find themselves facing a tide of bestial fury that threatens to destroy everything in its path. In response, these beleaguered sentinels desperately seek treasures and resources that might aid them in their fight, such as the ancient relics that are rumoured to lie concealed in the depths of Talaxis.

It is the faithful servants of Sigmar the God-King who have launched the most concerted efforts to lay claim to the Ravening Ruin. The great free cities of Ghur – most notably the prophecy-mining port of Excelsis – have all dispatched their own expeditions to the region, the vast majority of which have ended in great suffering and death, lost amidst the predatory hellscape of the Gnarlwood. Yet enough sellswords and explorers have returned with chests filled with looted treasure that a motley assembly of ex-Dawnbringers, mercenaries and assorted fortune-seekers continue to volunteer for each new venture.

The Stormcast Eternals have their own reasons for wishing to seize control of Talaxis. Rumours have reached the ears of the Sacrosanct Chambers that the ruins contain star-forged machines that can bring the dead back to life – rumours that must be investigated, for the God-King's champions seek any knowledge that might ease the process of Reforging, that agonising ritual by which the souls of slain Stormcasts are remade. Many Stormhosts have dispatched small brotherhoods into the Gnarlwood, most notably the Astral Templars, natives of Ghur whose fortress of Valorhall borders

the hungry forest. These tenacious warriors have charted some of the deepest reaches of the Gnarlwood, though even they cannot yet claim dominion over Talaxis itself.

'Perhaps these tales of chambers that can resurrect the dead are no more than the drunken ramblings of sellswords and braggarts. Yet we cannot afford to dismiss them outright; if even a fraction of the legend of Talaxis is rooted in truth, then the God-King's own must be the first to lay claim to it.'


- Knight-Incantor
Phyrus Assanon of the
Hammers of Sigmar

Aelves are not commonly sighted in the Gnarlwood, for the Realm of Beasts has never been a stronghold of their people. Of the great powers of aelvenkind, only the Idoneth are known to truly thrive in Ghur, embarking upon raids along the Thondian coast. Indeed, the aelves of the deep have located a vast repository of soul-stuff somewhere within Talaxis itself; an unbreached Seraphon spawning chamber perhaps, filled with energies ready to be harvested for the needs of the enclaves. The latent power of Talaxis has also drawn the attention of the Lumineth, who recognise the potential – and the danger – within its shattered halls. Such powers must be contained, believe the children of Teclis, and

safeguarded from those too ignorant to wield them. The bloodthirsty Daughters of Khaine have embarked upon ventures into the Gnarlwood, for it is rumoured that there are long-forgotten relics of their murderous god located within its tangled depths. Whether this is true or not, they certainly delight in testing their blades against the ferocious beasts that dwell within.

The Gnarlwood is a sacred place to the Sylvaneth, who dwell within the Springs of Anathguinar to the north of the forest. They regard the very presence of Talaxis as a stain upon their hallowed territory, for when the void-ship crashed to earth centuries ago, the resulting explosion wiped out many of the region's ancient clans. Vengeful Spite-Revenants and Dryads take any opportunity to slay intruders, even as they seek a way to bury the Ravening Ruin completely beneath root, leaf and bough.

For the Kharadron Overlords, the great appeal of Talaxis can be found in the clouds that swirl above the ruin. Traces of precious aether-gold – the resource that fuels the Kharadron's sky-empire – have been located in this region, signs of a potentially lucrative stream ripe for harvesting. Intrepid Arkanaut officers have flocked to the Gnarlwood hoping to lay claim to this bounty, though the ferocious storms that circle the area have sent several sky-ships crashing down to the forest floor. Survivors of these stranded Kharadron crews are forced to rely upon their devastating firearms to repel ravenous beasts, while they search for a means to repair and refit their vessels.



underpinnings of the Astromatrix. Thus, the slann have sent forth several smaller starhosts consisting of some of their most favoured champions, with the sacred task of reaching the heart of Talaxis and discovering the truth of the disaster that laid it low, as well as recovering those artefacts of the Old Ones that remain intact.

The Fyreslayer lodges of Ghur see Talaxis as a lucrative source of mercenary contracts, selling their axes to any explorers hoping to reach the shattered ruins at the Gnarlwood's heart. Whereas many who venture into the forest depths carefully pick their way through the undergrowth, the sons of Grimnir use their smouldering axes to hack and cleave a path through the brush, untroubled by the sweltering temperatures and the more common ailments and parasites to bedevil adventurers.

The ruins of Talaxis are of Seraphon origin, and these star-blooded creatures are determined to secure them once more in the name of the Old Ones. The slann – the wise and ancient overlords of the Seraphon race – have made attempts to secure the Gnarlwood, but they cannot afford to divert significant forces away from eastern Ghur, where the orruks are rising up in greater numbers than ever before. The fortress-jungle of Mekitopsar is already besieged by the armies of the Earthquake God Kragnos, and the Great Enemy, Chaos, constantly tears at the



Shroud Queen
Khainite Shadowstalkers



Lord-Castellant
Stormcast Eternals Warrior Chamber



Gunnery Sergeant
Kharadron Overlords



Witch Aelf Hag
Daughters of Khaine



What business the agents of Morathi-Khaine have in the Gnarlwood is uncertain, but her Melusai champions have been sighted carving a bloody path towards the Ravening Ruin.



Tasked with ensuring that the secrets of Talaxis do not fall into enemy hands, this warband of the Hammers of Sigmar will brook no interference in their holy mission.



Aetherwing
Stormcast Eternals Vanguard
Auxiliary Chamber



Vanquisher
Thunderstrike
Stormcasts



Vigilor
Thunderstrike
Stormcasts



Custodian
Kharadron Overlords



Hurakan Windcharger
Lumineth Realm-lords



Ripperdactyl Rider
Seraphon



Namarti Reaver
Idoneth Deepkin



Merciless and alien in mindset, the sea-dwelling aelves of the Idoneth Deepkin come to the Gnarlwood in search of the only currency they value: the souls of the living.



The Lumineth Realm-lords have identified Talaxis as a potentially dangerous source of magical power. They will not allow it to fall into the hands of dull-witted barbarians.





Sequitor
Stormcast Eternals Sacrosanct Chamber



Kurnoth Hunter
Sylvaneth



Vanguard-Hunter
Stormcast Eternals Vanguard
Auxiliary Chamber



Grimwrath Berzerker
Fyreslayers



A forest-dwelling gargant looking for a meal stumbles upon a band of Fyreslayer mercenaries, but the flame-haired warriors prove most difficult prey.



Battlemage
Cities of Sigmar



Kharibdyss
Order Monster



BRINGERS OF DEATH

Many and varied undead horrors fight for the dreaded death god Nagash, from fleshless skeletal champions and deranged cannibal troglodytes to the refined vampire aristocrats of Shyish. All are bound by the Great Necromancer's iron will, and carry out his bidding without question.

For a time during the terrible period that has come to be known to history as the Soul Wars, it seemed possible that Nagash would bring all of the realms under his tyrannical control. Empowered by surging death magic, his armies swept across the lands, devouring or destroying the living and growing mightier with each victory. Great stretches of the realms were transformed into barren wastelands, every iota of wonder or beauty crushed to dust beneath the relentless tread of undead armies.

'Losses are unacceptable. Already the forest has claimed more than a dozen maniples. The Mortisans demand more material. Raise the Thondian tithe by three fifths. Take all that the living have; take their pack-beasts, seize their elders and their infirm. Find me more soldiers.'

- Liege-Kavalos
Korech Sul of the
Ivory Host

It was only by the desperate actions of Teclis, Lord of Illumination, that Nagash was at last defeated. During a climactic battle in the Realm of Light, these two ancient foes matched their formidable arcane power against one another in a spellstorm that split the skies and sundered the land. Though both were gravely tested by this duel, it was ultimately Teclis that emerged triumphant. Nagash's

surge of conquests halted and his physical form was shattered into pieces. In the wake of this defeat, the Era of the Beast broke across the realms like a bestial storm. Nagash's conquered territories were suddenly assailed by hordes of hollering, green-skinned warriors intent on smashing everything in their path to rubble.



However, the destruction of his physical form has never been enough to destroy the master of undeath. Though sorely weakened after his magical duel with Teclis, Nagash endures, brooding in his fortress of Nagashizzar, next to the all-consuming Shyish Nadir. While he recuperates and plots a terrible vengeance against all mortals, the Great Necromancer seeks opportunities to expand his influence and secure new sources of arcane power to fuel his inevitable resurgence.

The Ravening Ruin might prove one such powerful source of magic. The Great Necromancer has sensed the realm-altering geomantic forces emanating from its ruined shell, and his servants have stripped many secrets from the souls of those who met their fate in the depths of the Gnarlwood. Eager to seize anything of value before it falls into the hands of his foes, the Great Necromancer has ordered his agents to invade the Gnarlwood, and take control of this mysterious site.

Soul-forged constructs who do not suffer disease, hunger or thirst, the Ossiarch Bonereapers are immune to many of the hazards of the Gnarlwood, and have had some success in breaching its tangled depths. They have established ivory watchtowers around the bone-pits of Yhaaxul, where undead labourers haul the skeletal remains of long-dead behemoths out of the earth, to be used as construction materials in the erection of further fortifications. Yet the Ossiarch armies – masters of the open field – find that their fixed phalanxes of nadirite spears and sweeping cavalry formations are of little use in rough terrain that shifts and changes constantly, and where every cluster of gnarlloaks can hide another rampaging predator or skulking assassin. Thus, the Liege-Kavalos commanders assigned to conquer Talaxis must instead rely upon smaller detachments of infantry and crushing, bone-wrought engines to grind a path through the forest. With brute force and grotesque ingenuity, the Ossiarch war machine has begun to break the Gnarlwood to its will – though not without significant losses.

Gheists spring up everywhere in the Mortal Realms where lives have been cut brutally and tragically short, and the forest surrounding Talaxis has seen far more than its fair share of slaughter. At night, one may glimpse eerie Nighthaunt processions drifting through the swaying trees, and hear their mournful howls and bitter cries of anguish even over the ceaseless cacophony of nature. The Nighthaunt are shock troops and weapons of fear rather than precise tools, and thus their presence in

the Gnarlwood – unlike that of the corporeal undead – is not the result of a direct order from Nagash. Yet there are places deep in the forest where the amethyst energies of Shyish pool and coalesce, sites of hideous massacres or gruesome rituals where the spirits of the unquiet dead manifest, and whence they roam in search of mortal souls to torment.

Who can ever predict the motivations of the Flesh-eater mordants, those deranged cannibals who believe themselves noble knights of yore? There have been sightings of questing packs abroad in the Gnarlwood, scrabbling through the undergrowth in search of fresh meat, shrieking nonsense as they ambush and devour anyone unfortunate enough to stray into their path. Amongst their insane babble, however, one can hear coherent fragments: talk of a ‘font of power’ and a ‘sacred chamber’. Surely this means that the Flesh-eater Courts have set their sights upon Talaxis and the secrets within, but for what reason or purpose, only the mordants know.

Nagash has made his desire to seize Talaxis very clear. There are many members of the vampire aristocracy that see the fulfilment of this wish as a way to ingratiate themselves to the Great Necromancer, and rise far in the byzantine power structures of the Soulblight Gravelords. So it is that these undead nobles assemble their favoured retainers and their most keen-nosed Dire Wolves, and deign to enter the overgrown labyrinth of the Gnarlwood in search of the Ravening Ruin. They soon discover that this will be no leisurely hunt for terrified mortal thralls, such as they might enjoy upon the sprawling grounds of their baronial estates; the rampaging monsters of Ghur are

as content to devour the flesh of the undead as they are that of the living. Furthermore, the potent aura of primal savagery that suffuses the Gnarlwood threatens to peel away a vampire’s veneer of civility, and reveal the ravenous monster beneath. Still, there is no shortage of blood on which to sup, and the promise of earning the favour and recognition of Nagashizzar is too good an opportunity to spurn.





Vampire Lord
Soulblight Gravelords



Kosargi Nightguard
Soulblight Gravelords



Necromancer
Soulblight Gravelords



Deathrattle Skeleton
Soulblight Gravelords



Deadwalker Zombie
Soulblight Gravelords



Wight King
Soulblight Gravelords



Beneath the twisted roots of the Gnarlwood, there are ancient barrows from which Wight Kings emerge to slay and subjugate the living.



Condemned by an ancient curse, this Abhorrant Archregent imagines himself a noble, questing monarch even as he tears his foes apart and feasts upon their flesh.



Crypt Ghoul
Flesh-eater Courts



Crypt Ghast
Flesh-eater Courts



Abhorrant Archregent
Flesh-eater Courts



Crypt Horror
Flesh-eater Courts



Crypt Flayer
Flesh-eater Courts



Mortisan Boneshaper
Ossiarch Bonereapers



Mortisan Soulreaper
Ossiarch Bonereapers



Mortek Hekatos
Ossiarch Bonereapers



Necropolis Stalker
Ossiarch Bonereapers



Mortek Guard
Ossiarch Bonereapers



Terrifying in their macabre splendour, the Ossiarch Bonereapers march forth to extinguish all life in the Gnarlwood at the command of almighty Nagash.



*Dreadwarden
Nighthaunt*



*Chainrasp
Nighthaunt*



*Knight of Shrouds
Nighthaunt*



*Myrmourn Banshee
Nighthaunt*



*Bladegheist Revenant
Nighthaunt*



HARBINGERS OF DESTRUCTION

The Realm of Beasts is home to countless greenskin tribes, worshippers of the warlike deity Gorkamorka. Orruks, grots, ogors and gargants flock to the Ravening Ruin, eager for a good scrap and a spot of looting.

The worshippers of the Great Green God have long held sway in Ghur, a land where savagery and brutality dominate, and the weak are soon left strewn as carrion for the vultures. Since the dawn of the Era of the Beast, however, their numbers have exploded, and barely a day goes by without rumours reaching the free cities of another Dawnbringer Crusade overrun by rampaging orruks, or a border outpost kicked and stamped to rubble by a guffawing band of gargants.

The air of Ghur is rife with crackling Waaagh! energy, as thousands of greenskins join in their voices in a single, ear-bursting war cry heralding another spate of raucous destruction. Nowhere in the Realm of Beasts is safe to travel in this savage era, including the forests surrounding Talaxis.

A swathe of the eastern Gnarlwood is overgrown with creeping fungi and damp, stinking moss, home to skittering, many-legged horrors the size of hunting hounds. Rising from the centre of this slimy tangle is the Great Stinkhorn – a mountainous mushroom that befouls the forest for miles around with its appalling reek. Within its chambered cap dwell hosts of Gloomspite Gitz, spiteful and devious worshippers of the Bad Moon. Several powerful tribes have made their way to Talaxis and its surrounding lands in recent seasons, including the Tonguerippas, the Nosebiterz, the Bad Eggz and the Slasha Mob. They seek precious loonstone, the yellow, magic-devouring rock

from which the Bad Moon itself is formed, and from which they carve their holy shrines. Meteoric shards of this vile substance have rained down across the ruins of Talaxis in great quantities ever since the *Eye of Chotec* crashed to earth, a sure sign – to the grots at least – that the Bad Moon's leering eye is fixed upon the Ravening Ruin. Clearly, the 'Clammy Hand' of the Gloomspite's insane god is urging them to seize control of Talaxis and transform it into a squelchy, twilight haven for grotkind.

The nomadic gluttons of the Ogor Mawtribes were first drawn to the Gnarlwood for the simplest reason of all: they were hungry. Gnarlooks are considered a particular delicacy by many Ghurish ogors; if one can avoid being impaled or lashed to death by whipping tendrils long enough to tear away the tree's bark and tear out a fistful of the fleshy, meaty pulp beneath, they are in for a tasty treat indeed. Moreover, there is an endless variety of beasts – and wandering mortals – to hunt amidst the gloomy boughs of the great forest, such as Ghurish flathorns, giant tentapedes, winged rachnids and slimy slugboles.

There are even rumours of particularly rare morsels hidden in the splintering vaults of Talaxis itself: spawning pools frozen in time, packed with half-formed Seraphon creatures preserved in a rich soup of protean matter. Indeed, such are the culinary treats on offer that the region has drawn forth many of the ogors' strange priests, known as Butchers, whose gastromantic rituals have

opened grinding maws in the earth itself, chomping manifestations of their deity, the ever-ravenous Gulping God.



Ever since the coming of Kragnos, the swamp-dwelling orruks known as Kruleboyz have become ever more aggressive, striking from their dank and stinking lairs to wage a malicious and spiteful war against the civilised races. Many are abroad in the Gnarlwood, creeping through the undergrowth in search of prey to seize and torment for their sadistic amusement, setting cruel spikeplant traps and wired gas-mines to maim the unwary.

The Kruleboyz' strange shamans, the Swampcallas, have shown an interest in the Gnarlwood and particularly the Ravening Ruin, for they have heard tell of the reality-morphing wonders within. Such machines might, they believe, be turned to the Swampcallas' purpose, twisted and manipulated in order to transform the land for leagues around into a great expanse of gloopy, foul-smelling sludge – just like the sucking bogs and marshes that the Kruleboyz call home. Indeed, the Gnarlwood might well become a great paradise for the Kruleboyz tribes, and a staging ground for further conquests.

Though they are no less violent and war-addled than their fellow greenskins, the orruks known as Bonesplitterz have a strong spiritual connection to the bestial soul of Ghur, and are unerringly drawn to those regions where the opportunities for hunting are richest and the chances of a brutal fight are highest. Thus, it is no surprise that many Bonesplitterz tribes thunder through the Gnarlwood, barefoot and bellowing, green flesh emblazoned with smears of lurid war-paint and axes hacking into anything that gets in their way.

These primal greenskins do not wish to claim the arcane engines of Talaxis for themselves; rather, they seek to smash and pound the ancient ruins to rubble, for their Wurrzog Prophets believe that the Seraphon's cosmic technology is an affront to the 'world spirit' of the Amber Realm. In the meantime, there are many great beasts for them to bring to ground with hails of flint-tipped arrows and spears. Every such beast they slay is butchered with impressive speed, its bones cracked open to release the raging beast-essence within.

Far from having an ulterior motive for travelling to the ruins of Talaxis, the metal-clad brutes of the Ironjawz are simply here to fight. These thuggish giants could not care less about 'weird scaly stones' or any of the Ravening Ruin's countless secrets, they just want to prove they are the 'ardest and strongest fighters around. They go about this by rampaging across the Gnarlwood, pulverising anyone and anything that gets in their way. To the Ironjawz' delight, there seems to be an endless stream of worthy opponents flooding into the area, and of all shapes and sizes.

'Great big stinkin' swamps wiv bone-krakka beasts in 'em. Strangly trees, choke-vines and flowers wot spit face-meltin' gunk all over da place. Yes boyz, I fink we're gonna be right 'appy 'ere.'

- Killaboss Krukk of the Face Slashas





Dankhold Troggoth
Destruction Monster



Boggleye
Gloomspite Gitz



Squig Hopper
Gloomspite Gitz

The sadistic orruks known as Kruleboyz launch a sudden ambush upon a warband of Chaos-worshippers foolish enough to stray into their territory.





*Gutrippa
Kruleboyz*



*Hobgrot Slitta
Kruleboyz*



*Leadbelcher
Ogor Mawtribes*



*Mournfang Rider
Ogor Mawtribes*





*Savage Big Boss
Bonesplitterz*



*Butcher
Ogor Mawtribes*



*Savage Boarboy Maniak
Bonesplitterz*



Ogor Butchers have a special fondness for the Gnarlwood, for the great forest provides them with all the fresh meat they can stuff into their oversized mouths.



Lost to the maddening rhythm of Waaagh! energy, this Weirdnob Shaman babbles a stream of indecipherable nonsense as he channels the elemental fury of Gorkamorka.



*Orruk Weirdnob Shaman
Ironjawz*



*Orruk Gore-grunta
Ironjawz*







TAKE UP YOUR BLADE



*'Slay them all!
Leave their
corpses for the
gnarlocks to
feast upon.'*

PLAYING WARCRY

To set foot inside the Gnarlwood is to enter a world where danger lurks beneath the shadow of every twisted bough. To claim the treasures that lie at its heart, you must navigate its many perils and crush your rivals time and time again in glorious battle. This section of the book will act as your guide, providing rules that let you fight Warcry battles with your miniatures and embark on an epic quest to locate fabled Talaxis, the Ravening Ruin.

Over the following pages, you will find all the rules needed to play games of Warcry. The core rules are quick to learn and will allow you to get stuck into the action right away. If you are new to Warcry, we recommend that you play your first few battles using just the core rules. After you have mastered the basics, you will find a host of different ways to play in the later sections of this book, arranged in easy-to-navigate sections.

CORE RULES

The core rules section contains everything you need to know to start playing games of Warcry. It details the rules for setting up a battle between two rival warbands, including how to arrange the battlefield with terrain, set up the

fighters, and determine the victory condition and any twists that will be in play. It also explains how fighters can move, jump, attack and unleash powerful abilities to achieve victory.

THE THREE WAYS TO PLAY

Once you have read the core rules and played a few games of Warcry, the later sections of this book offer three different ways to approach your battles: **open play**, **matched play** and **narrative play**.

OPEN PLAY

Open play is intended for casual gaming that is quick and easy to set up. In this section, you will find rules for playing team battles and frantic free-for-alls between three or four players (pg 84-91).

MATCHED PLAY

Matched play centres around balanced and competitive games of Warcry. The matched play section includes 6 battleplans as well as advice for running a Warcry tournament (pg 92-97).



NARRATIVE PLAY

Narrative play introduces the idea of playing a **campaign**. In a Warcry campaign, each battle you fight will be linked in an ongoing story as your warband ventures further into the depths of the Gnarlwood and unearths its many secrets (pg 98-145).



The battles that rage beneath the gloomy canopy of the Gnarlwood are fast and ferocious. It will take all your cunning and skill to lead your warband to victory.

A WARCRY BATTLE

Warcry is a miniatures skirmish game played between two or more players. Each game of Warcry is referred to as a battle. The steps involved in fighting a battle are summarised below.

1

WARBANDS ARE PICKED

Each player picks a **faction**, and then they pick **fighters** from that faction to make up their **warband**. There are many different factions to choose from and hundreds of different fighters, each with their own unique strengths. Picking the right combination is crucial for victory!

2

BATTLEPLANS ARE DRAWN

Every battle is fought according to a **battleplan**. This determines the battlefield **terrain**, the **deployment** of the warbands, the **victory condition** the warbands must achieve to win, and any **twists** in play, such as treacherous weather or wild magic!

3

THE BATTLE IS FOUGHT

A battle consists of a series of **battle rounds** in which players take it in turns to **activate** fighters from their warband. Once you are familiar with the rules, a battle can be played in under 1 hour.

4

THE VICTOR IS DETERMINED

When the battle ends, one player will be crowned the victor!



Terrain is a crucial element of every Warcry battle. Fighters can scale it, leap from it, take cover behind it, and even fall foul of it!

CORE RULES

The following rules explain how to play a game of Warcry, taking you through every step of fighting a brutal battle within the blood-soaked depths of the Gnarlwood.

FIGHTERS AND WARBANDS

In a Warcry battle, each player controls a group of Citadel Miniatures referred to as **fighters**. Collectively, all the fighters one player controls are referred to as a **warband**, and in a battle, players' warbands are pitched against each other. Most Citadel Miniatures are mounted upon a **base**; a miniature's base is treated as part of the fighter.

FRIENDLY AND ENEMY FIGHTERS

A player considers all fighters in their warband to be **friendly** fighters and all fighters in other warbands to be **enemy** fighters. Likewise, a fighter considers all other fighters in their warband to be friendly fighters, and all fighters in other warbands to be enemy fighters. If a rule for an action or ability (pg 63) performed by a fighter refers to 'other friendly fighters', it means fighters from that fighter's warband, excluding itself.

FIGHTER PROFILES

Each fighter has a **profile**, which details their **characteristics** (their **Move**, **Toughness** and **Wounds**), the **weapons** they are armed with, and the **runemarks** they have. Below you can see two example profiles. Although the format for each is different, the information they contain is the same.

1. Faction runemark
2. Move characteristic
3. Toughness characteristic
4. Wounds characteristic
5. Points value
6. Fighter's first weapon
7. Range characteristics
8. Attacks characteristics
9. Strength characteristics
10. Damage characteristics
11. Fighter's second weapon
12. Runemarks



RUNEMARKS

Many rules in Warcry refer to symbols known as **runemarks**. You can find runemarks in many places; for example, each fighter has a **faction runemark** on their profile to indicate which faction they belong to, and up to 3 other runemarks to determine the abilities they can use and any other rules that apply to them. You can find a list of the different runemarks on pages 78-81.

THE BATTLEFIELD

Warcry battles are fought upon a **battlefield**. This can be any flat surface upon which the fighters can stand. Warcry battlefield mats are 30" in length and 22" in width, and the rules are designed to work especially well with these dimensions, but any flat surface roughly 30" by 22" will be suitable.

The battlefield will be populated with one or more **terrain features**. If a rule refers to the **battlefield floor**, this includes only the flat surface the battle is played upon and not the terrain features. For example, if a rule requires a treasure token (pg 75) to be placed on the battlefield floor, it cannot be placed on a terrain feature. If a rule refers simply to the **battlefield**, this includes both the battlefield floor and the terrain features.

TOOLS OF WAR

In order to fight a Warcry battle, you will need some six-sided dice and a ruler or tape measure marked with inches (").

MEASURING DISTANCES

Distances in Warcry are measured in inches ("), between the closest points of the bases of the fighters you are measuring to and from. If a rule requires something to be within a certain range of something else, they are considered to be **within** if the distance between them is equal to or less than the specified distance. If a rule requires a fighter to be **wholly within**, every part of that fighter's base must be within range.

Usually, measuring distances will take into account both the vertical

and horizontal distance between two models, but in some cases a rule might specify to measure the horizontal distance or the vertical distance only. You can measure distances whenever you wish.

DICE

Warcry uses regular six-sided dice (sometimes abbreviated to **D6**). Some rules refer to 2D6, 3D6 and so on – in such cases, roll that many dice and add the results together. If a rule requires you to roll a **D3**, roll a regular six-sided dice and halve the total, rounding up. If a rule requires a dice roll of, for example, 3 or more, this is often abbreviated to 3+.

D66

Many of the rules in the Narrative Play section will ask a player to roll a **D66**. To do so, roll a six-sided dice twice. The first roll determines the ten, and the second roll determines the unit. For example, if you rolled a 3 followed by a 5, the D66 roll would be 35.

ROLL-OFFS

Sometimes a rule may require the players to make a **roll-off**. When this is the case, each player rolls a dice, and whoever rolls highest wins the roll-off. If there is a tie for the highest roll, make the roll-off again.

RE-ROLLS

Some rules allow you to **re-roll** a dice roll (for example, when making a hit roll), which means you get to roll some or all of the dice again. The rule that allows the re-roll will specify exactly how many of the dice can be re-rolled. A dice roll can never be re-rolled more than once.

VISIBILITY

Many rules in Warcry require one fighter (usually the target of an attack action or ability) to be **visible** to another fighter (usually the fighter making the attack action or using the ability). One fighter is visible to another fighter if a straight line can be drawn between the two fighters without it passing through a terrain feature or another fighter.

If you are unsure whether a fighter is visible, stoop down behind the fighter making the attack action or using the ability to see if any part of the target fighter is visible from any part of the fighter making the attack action.

When checking to see if two fighters are visible to each other, do not include the bases the fighters are mounted upon. Lastly, for rules purposes, fighters are not considered to be visible to themselves.

SEQUENCING

In most cases, rules will be resolved one at a time. However, from time to time, rules may appear to come into play at the same time and it may be unclear as to which is resolved first. If this occurs in the combat phase, the player whose turn it is to activate a fighter chooses the order in which the rules are resolved; in other phases, the player with the initiative chooses. In any other case, the players roll off and the winner chooses.

THE WARBANDS

Before fighting a battle, each player needs to pick their warband. To do so, they must first pick a **faction** for their warband. A list of the different factions and their runemarks can be found on pages 80-81. Then, they must pick the **fighters** they wish to include in their warband whilst following these restrictions:

- The warband must include at least 3 fighters and no more than 15 fighters.
- All fighters in the warband must have the runemark of the faction that was picked for the warband (with the exception of **allies**, **thralls** and **monsters** – see page 76).
- The first fighter included in the warband must have the **Hero** runemark (★). This fighter is the **leader** of the warband.
- No more than 3 fighters with the **Hero** runemark (★) can be included in the warband (including the leader).

- The combined points values of all the fighters in the warband cannot exceed 1000. This is called the **points limit** for the battle.



THE ATTACKER AND THE DEFENDER

Once both players have picked their warbands, they roll off and the winner picks which player is the **attacker** and which player is the **defender**.

BATTLE GROUPS

Battle groups are small groups of fighters that are set up together at the start of the battle. Each warband is divided into three battle groups: the **Dagger**, the **Shield** and the **Hammer**.

The defender divides their warband into battle groups first, followed by the attacker.

When a player divides their warband into battle groups, their fighters must be spread amongst the battle groups as evenly as possible. For example, if their warband had 10 fighters, two of their battle groups would need to have 3 fighters and the other would need to have 4 fighters.







This Horns of Hashut warband is ready for battle. The combined points values of the fighters comes to just under 1000 points, and the warband has been divided into the three battle groups: the **Dagger** (☠), **Shield** (🛡) and **Hammer** (🔨).

THE BATTLEPLAN

Every Warcry battle is played according to a **battleplan**. The battleplan consists of 4 parts: the **terrain map**, the **deployment map**, the **victory condition** and the **twist**. In a standard battle, these 4 parts are generated by drawing **battleplan cards**.

BATTLEPLAN CARDS

The players organise the battleplan cards into the following 4 decks and give each deck a shuffle:

-  TERRAIN DECK
-  DEPLOYMENT DECK
-  VICTORY DECK
-  TWIST DECK

Then, 1 card is drawn from each deck and placed face up. These 4 cards form the battleplan of the battle.

SETTING UP THE BATTLE

Once the battleplan has been generated, follow these steps to set up the battle:

STEP 1 – THE TERRAIN STEP

Players set up the terrain features as shown on the terrain card.

Alternative Terrain Rules

If players do not have a set of battleplan cards or wish to use different terrain features from their collection, the following rules can be used to set up the battlefield terrain instead:

1. One of the players sets up the terrain features on the battlefield in any arrangement they desire.
2. There must be at least 2 terrain features in each quarter of the battlefield.
3. Terrain is set up before any other battleplan cards are drawn.

STEP 2 – THE DEPLOYMENT STEP

The starting positions of fighters are determined by the deployment map. On every deployment map, there are 2 sets of 3 symbols: **Dagger** (†), **Shield** (☉) and **Hammer** (⚒). One set is in red; the other is in blue. These symbols are referred to as **deployment points**.

The deployment map also features an **orientation mark** (↑), as does the terrain map. The deployment map is orientated the same way as the terrain map. When using the alternative terrain rules, the player who did not set up the terrain chooses how the deployment map orientates with the battlefield.



Once the deployment map has been orientated, the players roll off and the winner chooses who will be red and who will be blue.

Next, the attacker sets up their Dagger, followed by the defender. Then, the players set up their Shields in the same order, and finally their Hammers in the same order.

Each time a battle group is set up, all fighters from that battle group must be set up wholly within 3" horizontally of the corresponding deployment point of their colour. Fighters must be set up on the battlefield floor (pg 59) or a platform (pg 72).

Reserve Battle Groups

If a deployment point for a battle group is labelled 'RND2' or 'RND3', this indicates the battle group is in **reserve** and will arrive mid-battle. Do not set up the fighters from reserve battle groups on the battlefield before the battle begins; instead, place them to one side.

STEP 3 – THE VICTORY CONDITION STEP

The victory condition details what the players must do to win the battle and how long the battle will last. If the victory condition instructs players to do things before the battle begins, such as place objective markers or treasure tokens, those things are done in this step.

STEP 4 – THE TWIST STEP

The twist has a special rule that applies to the battle. If the twist instructs players to do things before the battle begins, those things are done in this step.

THE BATTLE BEGINS

Once these 4 steps have been followed, the battle can begin!

The Battleplan Generator

If players do not have access to a set of battleplan cards, they can instead use the battleplan generator on pages 146-155. If they do so, then first, the alternative terrain rules are used (see left). Once the terrain has been set up, one player rolls on the battleplan generator tables to determine the deployment map, victory condition and twist.

FIGHTING THE BATTLE

A Warcry battle is fought in a series of rounds referred to as **battle rounds**, each of which is split into three phases: the **initiative phase**, the **reserve phase** and the **combat phase**. Once all phases have finished, a new battle round begins. The victory condition will dictate after which battle round the battle ends and the winner is decided.

BATTLE ROUND SEQUENCE

1. INITIATIVE PHASE

Players determine who has the **initiative** during the battle round, and then they decide how to use their **wild dice**.

2. RESERVE PHASE

In battle rounds after the first, **reserve** fighters may arrive on the battlefield.

3. COMBAT PHASE

Players take it in turns to **activate** a fighter in their warband.

INITIATIVE PHASE

At the start of the initiative phase, each player rolls 6 dice. These dice are the **initiative dice**. After rolling, each player counts how many **singles** they have. A single is a dice with a score that does not match the score on any other dice in that player's roll.

The player with the most singles has the **initiative**. In the case of a tie, the players roll off and the winner has the initiative.

The remaining dice are referred to as **ability dice**, and can be used to perform **abilities** in the combat phase (pg 63). If 2 of your ability dice have the same score, it is referred to as a **[double]**. If 3 of your ability dice have the same score, it is referred to as a **[triple]**. Finally, if 4 or more of your ability dice have the same score, it is referred to as a **[quad]**.

At the start of each battle round, any remaining singles and ability dice from the previous battle round are discarded.

WILD DICE

After the initiative has been determined, each player receives 1 extra dice known as a **wild dice**. A wild dice can be used during the initiative phase to add to either a player's singles or ability dice.

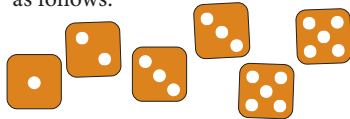
The player with the initiative first declares how they will use each of their wild dice, followed by the player who does not have the initiative.

Wild dice can be used in the following ways:

- A wild dice can be used to add 1 to the number of singles the player has. In this case, it does not matter what the score of the wild dice is. Any number of wild dice can be used in this way and are discarded at the end of the battle round.
- A wild dice can be used to turn 1 of your singles into an ability dice **[double]**, to improve a **[double]** to a **[triple]**, or to improve a **[triple]** to a **[quad]**.

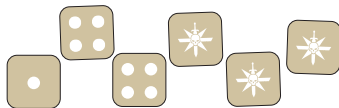
EXAMPLE INITIATIVE PHASE

It is the start of the second battle round. Both players begin the initiative phase by rolling their 6 initiative dice. Player A rolls as follows:



Player A has two singles, a **[double]** with a value of 3, and a **[double]** with a value of 5.

Player B rolls as follows:



Player B has one single, a **[double]** with a value of 4, and a **[triple]** with a value of 6.

Player A has the initiative, and so now chooses how to use their wild dice. They currently have one wild dice, and choose to spend it to turn their **[double]** 5 into a **[triple]** 5. Player A places the wild dice next to their two 5's, with the matching value face-up (shown by the black dice).



Now it's Player B's turn. In the last battle round, they chose not to spend their wild dice, and so now have two wild dice. They spend their first wild dice to turn their **[triple]** 6 into a **[quad]** 6 – the best score possible! They spend their second wild dice to add another single.



Player A and Player B now have an equal number of singles, so there is a chance that Player B will seize the initiative. The players roll off and Player B's gambit pays off – they win the initiative and choose to take the first turn in the combat phase.

In this case, the score of the wild dice is set to match the score of the single or ability dice it is paired with. You cannot add multiple wild dice to the same single or same ability dice (e.g. you cannot turn a [double] into a [quad]). Wild dice that are used in this way and that remain at the end of the battle round are discarded in the same manner as your other ability dice.

- A wild dice can be saved to be used in a later battle round. If you choose to do so, place it to one side. In the next battle round, you can use that wild dice in addition to the one you gain in that battle round. Wild dice can be saved multiple times, and you can save multiple wild dice at once (for example, you could save up all your wild dice until the final battle round and then use them all at once!).

SEIZING THE INITIATIVE

Once both players have declared how they will use their wild dice in the battle round, count the number of singles each player has once more. If the player without the initiative now has more singles than the player with the initiative, they now have the initiative instead. If the number of singles each player has is now tied (and was not previously), the players roll off and the winner has the initiative.

RESERVE PHASE

The reserve phase comes into play in battle rounds after the first. During the reserve phase, fighters in reserve battle groups may be set up on the battlefield. The deployment map will indicate which reserve battle groups come into play and in which battle round: 'RND2' indicates that the specified battle group will arrive in the reserve phase of the second battle round, and 'RND3' indicates it will arrive in the reserve phase of the third battle round.

Starting with the player with the initiative, players set up the fighters from the battle groups that are coming into play in that battle round wholly within 3" horizontally of their deployment point.

Some deployment maps have reserve deployment points that are situated off the battlefield. In these cases, there will be a **deployment line** next to that deployment point. Deployment lines mark either the length of half a battlefield edge or the length of a whole battlefield edge. If a deployment point has a deployment line, fighters from that battle group must be set up wholly within 3" horizontally of the marked portion of the battlefield edge.

If it is ever impossible to set up all the fighters from a reserve battle group (for example, due to the positions of enemy fighters), each fighter from that battle group must be set up one at a time, as close as possible to their deployment point (if it is on the battlefield map) or deployment line.

COMBAT PHASE

In the combat phase, the players take it in turns to **activate** a fighter. The player with the initiative picks which player takes the first turn.

When it is a player's turn, they can activate 1 fighter in their warband. This is referred to as that fighter's **activation**. The player must pick a fighter to activate if they can, but cannot pick a fighter that has already been activated in that phase. If the player cannot pick a fighter (for example, if all their fighters have already been activated in that phase), they must **pass**. Then their opponent can activate a fighter or pass. Keep on taking turns to activate fighters until both players pass consecutively.

ACTIONS

When a player activates a fighter, that fighter makes 2 **actions** chosen by the player from the list below. The player carries out the first action before deciding on the second. The fighter can make the same action twice in a row if the player wishes (for example, a move action followed by a move action).

- MOVE (pg 64)
- ATTACK (pg 68)
- DISENGAGE (pg 69)
- WAIT (pg 69)

Bonus Actions

Certain rules may allow for a fighter to make a **bonus action**. For example the 'Rampage' ability (pg 70) allows a fighter to make a bonus move action and then a bonus attack action. Many lesser artefacts (pg 105), are also used as bonus actions.

A fighter can make any number of bonus actions in addition to their 2 actions.

ABILITIES

In addition to their 2 actions, a fighter can use 1 **ability**. An ability can be used before the fighter's 2 actions, or after either their first or second action. Abilities are explained on page 70.

REACTIONS

Lastly, fighters can make **reactions** during an enemy fighter's activation, such as countering an attack or ducking for cover. Reactions are explained on page 71.

ENDING THE BATTLE

The victory condition will dictate after which battle round the battle ends and which player is declared the winner. When the battle ends, if neither player has achieved the victory condition, the battle is a **draw** and neither player wins.

MOVE ACTIONS

Fighters can move across the battlefield by making a **move action**. Every fighter has a **Move characteristic**, shown on their **profile**, which determines the number of inches a fighter can move in total in a single move action.

When a fighter makes a move action, there are 4 ways in which they can move: **move normally**, **jump**, **climb** and **fly**. A fighter can move in any combination of these ways as part of a single move action, so long as the total distance in inches moved does not exceed the fighter's Move characteristic.

As a fighter moves across the battlefield, they can pivot freely so long as at the end of the move action no part of the fighter is further from its starting position than a number of inches equal to its Move characteristic.

There are general limitations a fighter must adhere to when making a move action:

- A fighter cannot move through other fighters.
- A fighter cannot move through any part of a terrain feature.
- No part of a fighter can move over the battlefield edge.
- A fighter cannot start a move action if they are within 1" of any enemy fighters. They must make a **disengage action** instead if they wish to move away (pg 69).



MOVING NORMALLY

During a move action, a fighter can move normally whenever the centre of their base is on the battlefield floor or on a platform (pg 72). When a fighter moves normally, the centre of their base must remain on the battlefield floor or a platform at all times, unless they are moving over **low terrain** (pg 72).

JUMPING

During a move action, a fighter can **jump**. If they do so, the fighter moves in a straight line horizontally through the air, and can move any distance vertically downwards through the air.

When a fighter jumps, count the horizontal distance moved towards the number of inches that fighter can move in total in that move action as normal, but do not count the distance moved vertically downwards. However, if the fighter moves 2" or more vertically downwards when jumping, they suffer **impact damage** (pg 65) at the end of that move action.

If a fighter finishes their move action still in the air, immediately move them vertically downwards until a part of their base is either on or touching part of a terrain feature or the battlefield floor. If the fighter moves 2" or more vertically downwards in this manner, they suffer **impact damage** (pg 65).

CLIMBING

During a move action, if a fighter is touching a part of a terrain feature that is an **obstacle** (pg 72), they can begin to **climb**. While climbing, a fighter can move vertically up or down through the air as well as horizontally, but they must stay within ½" of the obstacle they are climbing at all times. Once a fighter begins to climb, they are said to be climbing until the centre of their base is on the battlefield floor or a platform, or until they jump or fly. A fighter can finish a move action while climbing, but if they are still climbing when their activation ends, they **fall** (pg 65).

Fighters with the **Mount** runemark (M) cannot climb, with the exception of **climbing stairs** (pg 73).

FLYING

Fighters with the **Fly** runemark (F) can **fly** during a move action. If they do so, the fighter can move through the air vertically and horizontally. Count the horizontal distance moved towards the number of inches that fighter can move in total in that move action as normal, but do not count the distance moved vertically. Flying effectively allows a fighter to pass over terrain features and other fighters.

Once a fighter begins to fly, they are said to be flying until the centre of their base is on the battlefield floor or a platform. A fighter cannot end a move action flying.



*Mirefolk Outcast with
Bilewood Weapons*

Falling

There are a few situations that can cause a fighter to **fall**. Firstly, if a fighter finishes a move action with the centre of their base not on the battlefield floor or a platform, and they are not climbing, that fighter falls.

Secondly, if a fighter is still climbing **when their activation ends**, they fall.

Lastly, fighters may fall as a result of being attacked near the edge of a platform (pg 72).

If a fighter falls, the opposing player picks a point on a platform or the battlefield floor that is within 2" horizontally of the fighter that has fallen and that is vertically lower than the fighter that has fallen. The fallen fighter is then placed with the centre of their base on that point.

The player cannot pick a point that would cause the fallen fighter to be placed on or through another fighter or through a terrain feature. If it is impossible not to do so, and the centre of the base of the fallen fighter is on a platform, they remain where they are. If the centre of the base of the fallen fighter is not on a platform, they are immediately **taken down** (pg 69) instead.

If the fallen fighter is now 2" or more vertically lower than their location before they fell, they suffer impact damage (see right).

Impact Damage

If a fighter suffers **impact damage**, roll a dice. On a 1, allocate 3 damage points to that fighter (pg 69). On a 2-3, allocate 1 damage point to that fighter. On a 4+, nothing happens.

Disallowed Moves

If a fighter's move causes them to break any of the limitations of move actions, it is referred to as a **disallowed move**. For example, if a fighter jumped and the vertical distance moved downwards caused them to pass through another fighter, this would be a disallowed move.

Fighters cannot make disallowed moves. If one occurs during a move action, place the fighter making the move action back at their starting position and choose a new direction for them to move.

Remember – as players are allowed to pre-measure any distances, you can plan your move action ahead to make sure it is not a disallowed move.

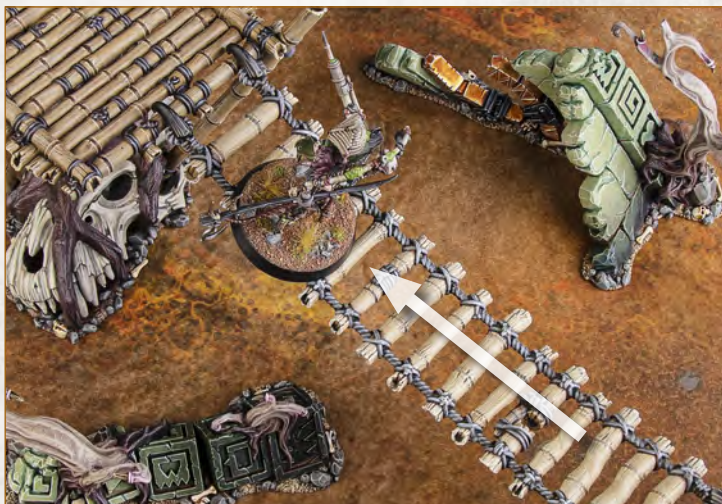


*Ruinator Alpha with
War Bident*



This fighter makes a dramatic jump over an enemy fighter with their first action, ready to strike with their second.

When making the jump, only the horizontal distance counts towards the total distance the fighter can move. However, after the jump, as the fighter has moved more than 2" vertically downwards, they first suffer impact damage.



Although the edge of this fighter's base hangs over the edge of this platform, this is an allowed move because the centre of their base has remained on the platform at all times. This enables models with larger bases to still use walkways and small platforms.



As a fighter can move normally, jump, climb and even fly all in the same move action, it allows players to get creative with their fighter's movement. This fighter climbs up the trunk of this tree before jumping across onto the platform to the right.



When a fighter flies, only the horizontal distance counts towards the total distance they can move. This allows a flying fighter to hop over intervening terrain and other fighters with ease.



Even if one of your fighters is unable to reach an enemy fighter on a platform, they may still be able to attack them. In this example, the Rotmire Creed fighter is blocking the edge of the platform, so the Horns of Hashut fighter uses their first action to climb the tree and ends that action still climbing. They then use their second action to attack the Rotmire Creed fighter. At the end of their activation, the Horns of Hashut fighter falls because they are still climbing, but at least they were able to strike at the enemy beforehand!



Measuring climbs is simple even for obstacles with complex surfaces, such as trees. As the fighter moves through the air, with the only restriction being that they must remain within $\frac{1}{2}$ " of the obstacle they are climbing, you do not have to measure every nook and cranny on the surface of the obstacle the fighter is climbing.

ATTACK ACTIONS

Every fighter has 1 or more **weapons** detailed on their profile, which they use to make **attack actions**. Each weapon has 4 characteristics: **Range**, **Attacks**, **Strength** and **Damage**.

When a fighter makes an attack action, the characteristics of the attack action are determined by the weapon being used for that attack action (for example, the Strength characteristic of an attack action matches the Strength characteristic of the weapon being used).

To make an attack action with a fighter, follow these steps:

1. PICK A WEAPON AND TARGET

Pick 1 of the fighter's weapons to be used and pick 1 visible enemy fighter within range to be the **target** of the attack action.

If there are any enemy fighters within 1" of the attacking fighter, one of those enemy fighters must be picked to be the target. If there are no enemy fighters within 1" of the attacking fighter, you can pick any enemy fighter to be the target as long as they are within range of the weapon being used.

Lastly, missile attack actions (see right) cannot be made against enemy fighters that are within 1" of another fighter from the attacking fighter's warband – the risk of hitting your ally is too great!

Range

The range of an attack action is a number of inches equal to the **Range** characteristic of the weapon being used. For example, if the weapon being used has a Range characteristic of 3, an enemy fighter within 3" of the attacking fighter could be targeted by that attack action.

The Range characteristic of some weapons includes a minimum range and a maximum range. This means the attack action cannot target fighters that are within a certain range of the attacking fighter. For example, if the weapon being used has a Range characteristic of 6-20, the attack action can target a fighter within 20" but not if that fighter is within 6".

Melee Attack Actions vs Missile Attack Actions

There are 2 types of attack actions: **melee attack actions** and **missile attack actions**.

The attack action's type is determined by the Range characteristic of the weapon being used. A melee attack action is an attack action made with a weapon that has a Range characteristic of 3 or less. A missile attack action is an attack action made with a weapon that has a Range characteristic greater than 3.

If the weapon has both a minimum and maximum range, the maximum range is considered to be the Range characteristic when determining if it is a melee attack action or a missile attack action.

2. ROLL TO HIT

Roll a number of dice equal to the **Attacks** characteristic of the weapon being used. Each of these dice rolls is referred to as a **hit roll**.

Next, you will need to determine which of the dice have **missed**, which have scored a **hit** and which have scored a **critical hit**. To do so, compare the Strength characteristic of the weapon being used with the Toughness characteristic of the target fighter and consult the table below:

Strength vs Toughness	Miss	Hit	Critical Hit
Strength is greater than Toughness	1-2	3-5	6
Strength is equal to Toughness	1-3	4-5	6
Strength is lower than Toughness	1-4	5	6

3. TOTAL DAMAGE

The **Damage** characteristic of a weapon has 2 values (divided by a '/'). These determine how many damage points are allocated to the enemy fighter targeted by that attack action. For each **hit**, allocate a number of damage points equal to the first value of the Damage characteristic. For each **critical hit**, allocate a number of damage points equal to the second value of the Damage characteristic.

For example, if a weapon with a Damage characteristic of 1/3 is being used and the attack action scores 2 hits, 1 critical hit and 1 miss, the total number of damage points allocated to the target fighter of that attack action would be 5 (1+1+3+0).

Allocating Damage

Once the damage of an attack action has been determined, the damage is allocated to the target fighter. Fighters can also have damage points allocated to them in other ways such as falling from height. Damage is allocated as follows:

- Damage points are allocated one at a time.
- If the number of damage points allocated to a fighter equals its **Wounds** characteristic, that fighter is **taken down**. Remove that fighter from the battlefield.
- A taken down fighter takes no further part in the battle – they cannot be activated, cannot make actions and cannot use abilities.
- When a fighter is taken down, any leftover damage points from the attack action are discarded.

DISENGAGE ACTIONS

If a fighter is within 1" of an enemy fighter, they can make a **disengage action** to move away. When a fighter makes a disengage action, that fighter can move normally (pg 64) up to 3" in any direction, but they must finish the action more than 1" away from all enemy fighters. If this is impossible, the fighter cannot use the disengage action and must use another action instead.

Disengage Actions vs Move Actions

Although a fighter moves as part of a disengage action, it is not considered to be a move action in any way. This means any abilities or rules that interact specifically with move actions do not interact with disengage actions. In addition, a fighter cannot jump, climb or fly as part of a disengage action.

WAIT ACTIONS

A **wait action** can be used in two ways. If a fighter makes the wait action as their last action in their activation, their activation ends. The wait action is used in this manner simply when the fighter has nothing else to do (for example, if they are not in range to attack and do not wish to move).

Alternatively, if a fighter uses the wait action as their first action in their activation, the fighter is said to be **waiting**. Place a **wait token** (pg 75) by the fighter to indicate they are waiting. If a fighter makes a wait action in this manner, their activation ends, but that fighter can be activated once more later in that combat phase. When that fighter is activated for the second time, they can only make 1 action in that activation.

Wait Actions and Abilities

If a fighter activates for a second time in the combat phase as a result of a wait action, they can use 1 ability in their second activation even if an ability was used the first time they activated. The ability can be used before or after the fighter's action. When a rule or ability refers to 'this fighter's activation', it means the fighter's current activation.

ABILITIES

Every fighter has access to one or more **abilities** as determined by the runemarks (pg 78) on their profile. A fighter can use 1 ability during their activation if the player activating that fighter has sufficient ability dice. The ability can be used either before the first action or after the first or second actions made by that fighter.

Each faction has a set of unique abilities. There are also 5 **universal abilities** that fighters from any warband can use (see below). Each ability requires either a **[double]**, a **[triple]** or a **[quad]** in order to be used (see 'Initiative Phase' on page 62).

Once a fighter has used an ability, discard the ability dice used for that ability. You can use a **[triple]** for an ability that requires a **[double]**, or a **[quad]** for an ability that requires a **[triple]** or **[double]**, but if you do so, all of those ability dice are discarded.

ABILITY VALUES

If a rule refers to the **value** of an ability, this refers to the score shown on the ability dice used for that ability. For example, if a player has a **[double]** consisting of 2 ability dice with the score of '5' shown on each ability dice, the value of that ability is 5.

RUNEMARKS

Many abilities can only be used by fighters with certain runemarks. If this is the case, the runemarks will be shown to the left of the ability on the ability table. For example, the 'Inspiring Presence' ability (see below) can only be used by fighters with the **Hero** runemark (☼). The runemarks a fighter has can be found on their profile (pg 58).



UNIVERSAL ABILITIES

[Double] Rush: Add 1 to the Move characteristic of this fighter until the end of their activation.

[Double] Onslaught: Add 1 to the Attacks characteristic of melee attack actions made by this fighter until the end of their activation.

[Triple] Respite: A fighter cannot use this ability if they are within 1" of any enemy fighters. Remove a number of damage points allocated to this fighter equal to the value of this ability.



[Triple] Inspiring Presence: Pick a visible friendly fighter within 6" of this fighter that has not activated yet this battle round. You can activate that fighter immediately after this fighter's activation ends.

[Quad] Rampage: This fighter can make a bonus move action. Then, they can make a bonus attack action.



These Darkoath Savagers have swayed an Ogroid Myrmidon to join them in obliterating a war-camp of the depraved torturers known as the Unmade.

REACTIONS

Reactions are things a fighter can do during an enemy fighter's activation. There are 3 **universal reactions** that can be made by any fighter, as shown below. In addition, a fighter's runemarks may grant them access to other reactions.

Each reaction states when the fighter can make the reaction. This is also the point when the fighter's player must declare that the fighter will make the reaction. For a fighter to be able to make a reaction, at least one of the following must be true:

1. The fighter has not activated yet in the battle round.
2. The fighter has activated but they are waiting (pg 69).
3. The battle is a **campaign battle** and the fighter has 1 or more **levels of renown** (pg 104).

No more than 1 reaction can be made for each action an enemy fighter makes. Each time a fighter makes a reaction, they forfeit one of their actions in that battle round. If a fighter has not yet activated in a battle round, they can make up to 2 reactions. If they make 1 reaction, when they later activate in that battle round, they can make only 1 action and cannot use the wait action to begin waiting. If they make 2 reactions, they are treated as a fighter that has already activated and cannot be picked to activate in that battle round.



If a fighter is waiting, they can make a reaction, but doing so means that they cannot be picked to activate a second time later in that battle round.

In addition, if the battle is a **campaign battle** (pg 98) and the fighter has 1 or more levels of renown, they can spend 1 level of renown to make a reaction instead of forfeiting one of their actions in that battle round. For example, a fighter with 3 levels of renown could make up to 3 reactions before their activation, and still make 2 actions as normal when they activate in that battle round.

You must decide whether your fighter will spend a level of renown to make a reaction after you declare they will make the reaction but before resolving that reaction.

UNIVERSAL REACTIONS

Counter: A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. For each hit roll from that attack action that misses, allocate 1 damage point to the attacking fighter. For each hit roll of 1, allocate 2 damage points to the attacking fighter instead.

Take Cover: A fighter that is in cover (pg 73) can make this reaction after they are targeted by a missile attack action but before the hit rolls are made. After the hit rolls have been made, roll a dice for each critical hit. On a 4+, that critical hit becomes a hit instead. Fighters with the **Mount** runemark (2B) cannot make this reaction.

Strike Them Down: 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 4+, allocate D6 damage points to that enemy fighter.



TERRAIN

In every Warcry battle, there will be 1 or more **terrain features**. Fighters can interact with terrain features in numerous ways when making move actions (pg 64). This section introduces the other interactions fighters can have with terrain features, and also describes the different types of terrain features.

It is important to note that a terrain feature can be made up of multiple types of terrain as detailed in this section. For example, in the case of a ruined building, its walls would be **obstacles**, the upper floors would be **platforms**, it might have a **door** built into it, and any debris around it would be **low terrain**.

OBSTACLES

The most common type of terrain is an **obstacle**. An obstacle is any part of a terrain feature that prevents a fighter from moving horizontally and that extends vertically 1" or more from the battlefield floor or the platform upon which it is placed. A wall is an example of an obstacle.

LOW TERRAIN

Any part of a terrain feature that extends vertically less than 1" from the battlefield floor or the platform upon which it is placed is known as **low terrain**. When a fighter moves normally, they can move without penalty over low terrain. This means that any vertical distance moved while moving over such a part of a terrain feature does not count against the total number of

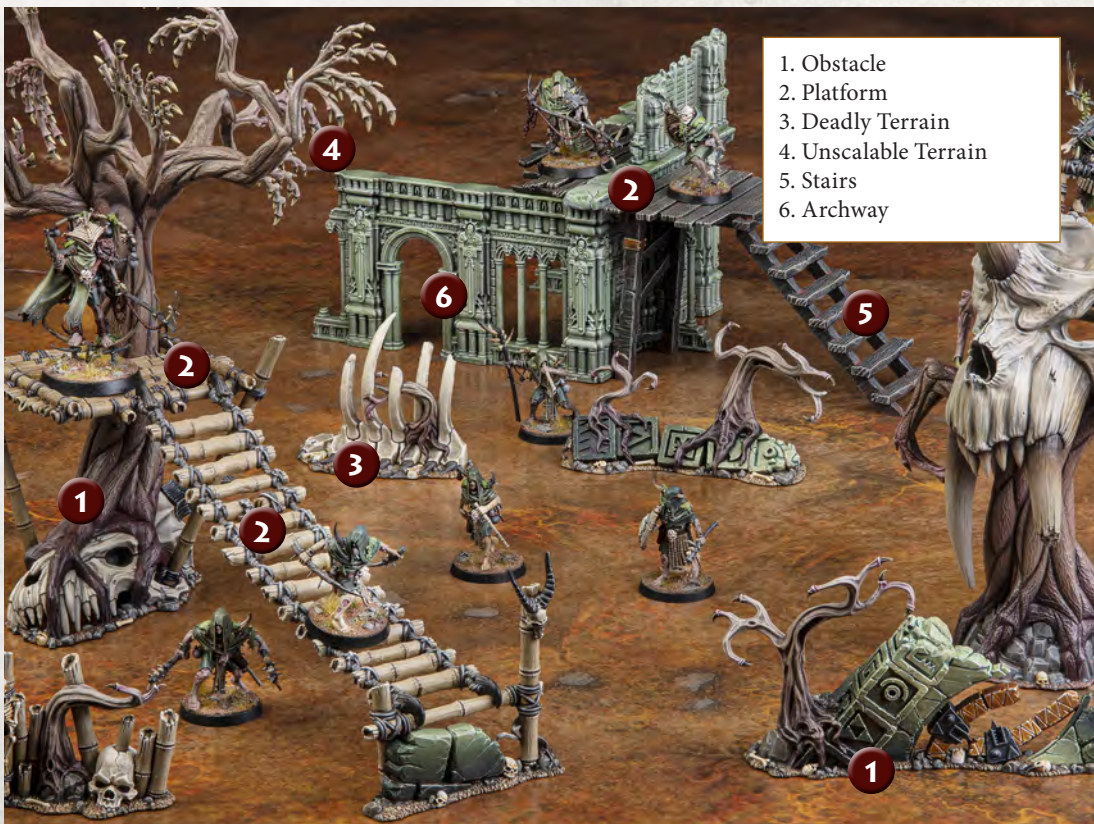
inches fighters can move in that move action. In addition, low terrain is treated as part of the battlefield floor or the platform upon which it is placed.

PLATFORMS

Another common type of terrain feature is a **platform**. A platform is a horizontally flat surface on a terrain feature with a surface area larger than 1" by 1".

FALLING OFF TERRAIN

When a fighter within ½" of the edge of an open platform (i.e. an edge that is not enclosed by an obstacle, such as a wall) is targeted by an attack action, their controlling player must take a **falling test** for them after the attack action has been resolved.



The wilderness of the Gnarlwood is dotted with shattered ruins and the overgrown remnants of old camps, making for a tangled and multi-levelled battlefield.

To take a falling test for a fighter, roll a dice. On a 1, the fighter **falls** (pg 65). This rule does not affect fighters with the **Fly** runemark (✈).

DEADLY TERRAIN

Spiked walls and fences, including those made from jutting rib bones, are **deadly terrain**. Deadly terrain is treated as an obstacle, but when a fighter begins to climb it, allocate D6 damage points to that fighter first. In addition, when a fighter is placed after falling (pg 65), if they are placed within 1" of any deadly terrain, allocate D6 damage points to that fighter.

UNSCALABLE TERRAIN

Another type of terrain is **unscalable terrain**. The following parts of terrain features are unscalable terrain:

- Statues
- Braziers
- Tree branches and foliage
- Fountains

Unscalable terrain is treated as an obstacle with the following exception: fighters cannot climb or move on unscalable terrain. If a fighter ends an action on unscalable terrain, they first suffer **impact damage** and then they **fall**.

STAIRS AND LADDERS

Stairs and **ladders** are treated as obstacles, with the following exceptions:

- Fighters that finish their activation climbing stairs or ladders do **not** fall and can remain part way up (if it is not possible to physically place the fighter in their current location, make a note of where they are).
- When an attack action targets an enemy fighter that has ended their activation climbing stairs or ladders, the target fighter must take a **falling test** after the attack action has been resolved.

- Fighters with the **Mount** runemark (🐾) can climb stairs.

ARCHWAYS AND DOORS

A terrain feature may have **archways** or **doors**.

As part of a move action, if a fighter comes into contact with an archway or a door, that fighter can move normally through it even if the model or its base is too large to physically fit through (or it is blocked completely, as in the case of a closed door). This is an exception to the rule that states that a fighter cannot move through any part of a terrain feature.

To move through an archway or a door, first measure the distance in a straight line through the horizontal centre of the archway or door. If the fighter has sufficient movement to pass through the archway or door and be placed on the other side, they can move through it.

When fighters move through archways and doors, all other movement rules must still be followed (for example, they cannot move through another fighter).

RESTRICTIONS

Fighters with any of the following runemarks cannot move through archways:

- **Monster** (👹)
- **Mount** (🐾)

Fighters with any of the following runemarks cannot move through closed doors:

- **Monster** (👹)
- **Mount** (🐾)
- **Beast** (🐾)

Bespoke Terrain

If you have any unique terrain features in your collection, discuss with your opponent before the battle begins what parts of the terrain feature are obstacles, platforms, unscalable, etc.

COVER

Obstacles and platforms can provide protection to fighters from attacks. When a fighter is targeted by an attack action, players must first determine if they are in **cover**. If a fighter is in cover, add 1 to their Toughness characteristic for the duration of that attack action.

OBSTACLES

To determine if a target fighter is in cover due to any obstacles, draw an imaginary line between the closest points on each fighter's base (for rules purposes, the line is considered to be 1mm wide). If the line passes through an **obstacle**, the target fighter is in cover.

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).



PLATFORMS

When a fighter on a platform is targeted by an attack action, they are in cover if the fighter making the attack action is 2" or more vertically below the target fighter.

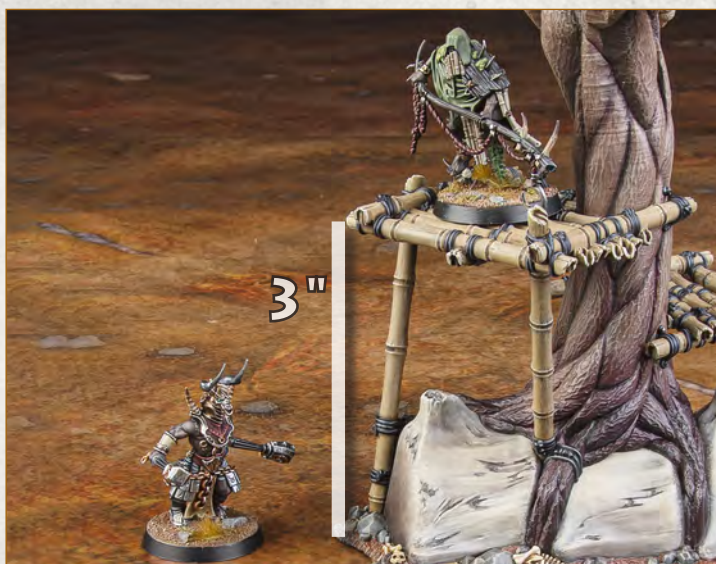
These two fighters are in cover from each other. This is because a straight line drawn between the closest parts of their bases will pass through the skull, which is an obstacle.



It is important to note the line drawn must pass through an obstacle and not simply over it. These two fighters are not in cover from each other because while a straight line drawn between the closest parts of their bases passes over an obstacle, it does not pass through an obstacle.



In this example, the fighter on the platform is in cover from the fighter on the battlefield floor because they are more than 2" vertically higher.



OBJECTIVES AND TREASURE TOKENS

Some victory conditions require the players to place 1 or more **objectives** and/or **treasure tokens**.

Objectives and treasure tokens are treated as part of the battlefield floor or the platform they are placed upon, meaning fighters can move over them and stand upon them. In addition, when measuring distances to and from objectives and treasure tokens, always measure to and from the centre of the marker or token. These rules also apply to all other markers and tokens that players are asked to place on a specific point on the battlefield.

CONTROLLING OBJECTIVES

A player gains **control** of an objective if, at the end of a battle round, they have more friendly fighters within 3" of it than there are enemy fighters within 3" of it. Once a player gains control of an objective, it remains under their control until another player gains control of it.

CARRYING TREASURE

If at any point during a move action a fighter moves within 1" of a treasure token, the fighter can pick up that treasure. Remove the token from the battlefield. That fighter is now carrying that treasure. A fighter cannot pick up treasure if they are already carrying treasure. Fighters with the **Monster** runemark (👹) or **Beast** runemark (🐾) cannot carry treasure.



If a fighter begins a move action carrying treasure, subtract 2 from their Move characteristic for that move action (to a minimum of 3) and they cannot fly during that move action.

In addition, fighters cannot make disengage actions while carrying treasure.

DROPPING TREASURE

A fighter carrying treasure can use an action to **drop** the treasure. If a fighter carrying treasure is taken down, 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.

OTHER TOKENS

Other tokens might be used to help players keep track of the battle. For example, players might use damage tokens to track the damage points allocated to a fighter. If these tokens are placed upon the battlefield, they do not interact with the battle in any way.

1. Activation token	
2. Spent Action token	
3. Wait token	
4. Battlegroup tokens	
5. Objective marker	
6. Treasure tokens	
7. Special tokens	
8. Damage token	

ALLIES, THRALLS AND MONSTERS

This section details 3 special types of fighter that you can include in your warband when picking your warband for battle (pg 60). For players new to Warcry, we recommend you fight a few battles first before using the rules in this section.

ALLIES

Allies are powerful fighters from other factions that can be included in your warband.

You can include any fighter with the **Hero** runemark (★) or the **Ally** runemark (☺) in your warband as an **ally** if they meet the following criteria:

- Their faction runemark is different to the one chosen for your warband.
- Their faction runemark belongs to the same Grand Alliance (pg 80) as your warband's faction runemark.

You can include up to 2 allies in your warband. In addition, if the ally has the **Hero** runemark (★), they also count towards your limit of 3 fighters with the **Hero** runemark (★).

An ally cannot be the leader of your warband, so if your warband includes any allies with the **Hero** runemark (★), you must include at least 1 other fighter with the **Hero** runemark (★) and who is not an ally to be the leader.

ALLIES AND ABILITIES

Allies can use any abilities their runemarks grant them access to, including their faction's abilities.

THRALLS

Thralls are beasts and other creatures a warband can bind to do their bidding. You can include any fighter with the **Thrall** runemark (☹) in your warband as a **thrall** if

their faction runemark belongs to the same Grand Alliance (pg 80) as your warband's faction runemark.

You can include up to 3 thralls in your warband.



THRALLS AND ABILITIES

Thralls can use any abilities their runemarks grant them access to, including their faction's abilities.

MONSTERS

Monsters are gargantuan creatures that rampage across the battlefield.

You can include 1 fighter with the **Monster** runemark (☹) in your warband as a **monster** if their faction runemark belongs to the same Grand Alliance (pg 80) as your warband's faction runemark.

Monsters have special rules that apply to them in battle:

DAMAGE TABLES

Monster profiles often have characteristics marked with * and a corresponding damage table. The value of these characteristics is based on the number of wounds currently allocated to that monster, as show on its damage table.

BATTLE GROUPS

If your warband includes a monster, when dividing the fighters into battle groups, the monster is placed into 1 of the battle groups by itself and the

remaining fighters in the warband are spread amongst the other 2 battle groups as evenly as possible.

DEPLOYMENT

Because of their greater size, when monsters are set up during deployment, they only need to be placed within 3" of their deployment point instead of wholly within 3".

ACTIVATING MONSTERS

A monster is activated 3 times in a battle round instead of only once. However, each time it is activated, it can make only 1 action instead of 2. Each time a monster is activated, it can use 1 ability before or after its action.

If a monster makes a wait action, its activation immediately ends; the monster cannot use a wait action to begin waiting. In addition, monsters cannot make reactions.

MOVE ACTIONS WITH MONSTERS

A monster can climb and jump like any other fighter. However, if at the end of a move action its base is not wholly on a platform or the battlefield floor, it falls. When a monster falls, any part of the monster's base can be placed on the point picked by your opponent instead of just the centre.

MONSTERS AND ABILITIES

If any monsters are in play, all fighters except the monsters themselves and fighters with the **Beast** runemark (☹) can use the **monster-hunting abilities** shown opposite.

Monsters themselves each have their own ability table and cannot use universal abilities. In addition, monsters can use the **monster abilities** shown opposite.

MONSTER-HUNTING ABILITIES

[Double] Binding Ropes: Pick an enemy monster within 1" of this fighter and roll a number of dice equal to the value of this ability. For each 4+, subtract 1 from the Move characteristic of that monster (to a minimum of 3) until the end of the battle.

[Triple] Go for the Eyes: If the next attack action made by this fighter this activation that targets an enemy monster scores any critical hits, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by that monster until the end of the battle.

[Quad] Taunt: Pick a visible enemy monster within 6" of this fighter and roll a number of dice equal to the value of this ability. If a 4+ is rolled on any of the dice, then until the end of the battle round or until this fighter is taken down, attack actions made by that monster must target this fighter.

MONSTER ABILITIES



[Double] Monstrous Reach: Until the end of this monster's activation, do not count the vertical distance when measuring the range for attack actions made by this monster.



[Triple] Drag and Maul: Pick a visible enemy fighter within 6" of this monster. Remove that fighter from the battlefield and set them up within 1" of this monster. Then, roll a number of dice equal to the value of this ability. For each 4+, allocate 3 damage points to that fighter.



[Quad] Demolishing Rampage: Pick a terrain feature within 1" of this monster. In an order of your choice, place each objective, treasure token and fighter that is on that terrain feature, and on any other terrain feature that is on that terrain feature, on the battlefield floor in a location of your choice as close as possible horizontally to its current location. Then, in an order of your choice, each fighter placed on the battlefield in this manner suffers impact damage. Then, remove the terrain feature(s).



Fearsome creatures abound in the Gnarlwood: not just the beasts that call the forest home, but malignant entities of Chaos drawn by the promise of slaughter.

RUNEMARKS

Below you will find a list of the main runemarks used in Warcry. These symbols appear on fighter cards, and they govern which weapons and abilities each warrior can use in battle. They are also found on battleplan cards, where they denote the specific environmental and strategic context of each combat encounter.

FIGHTERS



Agile



Beast



Berserker



Brute



Bulwark



Champion



Sentience



Destroyer



Elite



Fly



Icon Bearer



Hero



Minion



Mystic



Scout



Trapper



Warrior



Monster



Mount



Thrall



Ally



Ferocious



Frenzied



Priest



Terrifying

CHARACTERISTICS



Attacks



Damage



Move



Range



Strength



Toughness



Wounds

WEAPONS



Blast



Axe



*Reach
Weapon*



Claws



Club



Dagger



Fangs



*Ranged
Weapon*



Scythe



Spear



Mace



Sword



Unarmed



Hook



Bident

BATTLEPLAN CARDS



Terrain



Deployment



Victory



Twist



Orientation



Matched Play

TREASURE



Creature



Orrery



Realmstone



Potions



Skull



Supplies



Totem



Weapons

DEPLOYMENT



Dagger



Hammer



Shield

TWISTS



Climate



Environment



Fate



*Magical
Phenomena*



Psychology

FACTION RUNEMARKS

When you pick your warband, you must first pick a faction. Below is a list of all the factions currently in Warcry. Each fighter in Warcry belongs to one of these factions, as denoted by the faction runemark on their profile.

GRAND ALLIANCES

Every faction and fighter in Warcry belongs to one of the four Grand Alliances: Order, Chaos, Death and Destruction. The faction runemarks below are grouped by the Grand Alliance to which they belong. The Grand Alliance of a faction determines which fighters can be included as allies, thralls and monsters (pg 76) in warbands from that faction. Both faction runemarks and Grand Alliance runemarks are used to determine which quests a warband can embark upon in a Warcry campaign (pg 98).

GRAND ALLIANCE ORDER

					
<i>Order</i>	<i>Daughters of Khaine</i>	<i>Idoneth Deepkin</i>	<i>Khainite Shadowstalkers</i>	<i>Kharadron Overlords</i>	<i>Lumineth Realm-lords</i>
					
<i>Fyreslayers</i>	<i>Seraphon</i>	<i>Sylvaneth</i>	<i>Stormcast Eternals Sacrosanct Chamber</i>	<i>Stormcast Eternals Warrior Chamber</i>	<i>Stormcast Eternals Vanguard Auxiliary Chamber</i>
					
<i>Thunderstrike Stormcasts</i>	<i>Cities of Sigmar</i>				

CITIES OF SIGMAR – CITY RUNEMARKS

				
<i>Tempest's Eye</i>	<i>The Living City</i>	<i>The Phoenicium</i>	<i>Anvilgard</i>	<i>Hammerhal</i>
				
<i>Greywater Fastness</i>	<i>Hallowheart</i>			

Cities of Sigmar warbands work slightly differently to other warbands. When you pick a Cities of Sigmar warband, you must also choose the city from which they hail. For more information on City runemarks, see the *Warcry Compendium*.

GRAND ALLIANCE CHAOS



Chaos



Beasts of Chaos



Blades of
Khorne:
Daemons



Blades of
Khorne:
Bloodbound



Disciples of
Tzeentch:
Daemons



Disciples of
Tzeentch:
Arcanites



Maggotkin
of Nurgle:
Daemons



Maggotkin
of Nurgle:
Rotbringers



Hedonites
of Slaanesh:
Daemons



Hedonites
of Slaanesh:
Sybarites



Skaven



Slaves to
Darkness



Iron
Golem



Untamed
Beasts



Corvus
Cabal



Cypher
Lords



The
Unmade



Splintered
Fang



Scions of
the Flame



Spire
Tyrants



Tarantulos
Brood



Darkoath
Savagers



Horns of
Hashut



Rotmire
Creed



Chaos
Legionnaires

GRAND ALLIANCE DEATH



Death



Flesh-eater
Courts



Soulblight
Gravelords



Nighthaunt



Ossiarch
Bonereapers

GRAND ALLIANCE DESTRUCTION



Destruction



Bonesplitterz



Gloomspite
Gitz



Ogor
Mawtribes



Kruleboyz



Ironjawz





BRUTAL CONFLICT



*'We shall tame
this forest in
the God-King's
name or
die in the
attempt.'*

OPEN PLAY

Open play is about exploring new and exciting ways to fight battles of Warcry and about putting as few obstacles as possible between picking your warband and getting stuck into the action.

Throughout the various Warcry books, you will find lots of content under the 'open play' banner. The open play section in this book provides rules for fighting battles with more than two players. In the first part, you will find rules for **Coalition of Death** games, in which two teams of players are pitted against one another in a grand battle. The second part is dedicated to **Triumph & Treachery** games, where it's every warband for themselves and the path to victory is often through forming temporary alliances with other players.

INCLUDING THESE RULES IN A CAMPAIGN

Later in this book, you will find rules for playing through a Warcry **campaign** (pg 98), where each battle is linked into an ongoing story. Both Coalition of Death

team battles and Triumph & Treachery free-for-alls make exciting battles to be fought as part of your campaign. In addition, you may find that some battleplans reference these rules. In either case, to include these types of battle in your campaign, use the following rules.

POINTS LIMIT

The points limit set for the battle cannot be modified. This means that encampment locations that change the points limit of a campaign battle (pg 110) do not change the points limit in a Coalition of Death team battle or a Triumph & Treachery free-for-all.

FLEEING THE BATTLE

A player can flee from the battle as normal (pg 101). If they do so, in a Coalition of Death team battle, they leave their allies to fight without them!

GLORY TABLE

The following glory table is used instead of the table on page 102.

OPEN PLAY GLORY TABLE	
Played a campaign battle	3 glory
Won the battle	2 glory
The battle was drawn	1 glory

CAMPAIGN REWARDS

Some Coalition of Death team battles and Triumph & Treachery free-for-alls may have **campaign rewards**. These are extra bonuses given to the players (usually the battle's winner or the players on the winning team), if the battle is being fought as part of a campaign.

COALITION OF DEATH TEAM BATTLES

In **Coalition of Death**, you fight Warcry battles of epic proportions as teams of multiple warbands are pitted against each other in brutal conflict.

Coalition of Death team battles involve 3 or more players divided into 2 teams. These battles are quick and easy to set up, as the core rules do not need to be changed much to accommodate the extra players. To set up a Coalition of Death team battle, follow the rules on these pages.

WARBANDS

Before players pick their warbands, they are first divided into 2 teams. Then, the players must decide on the points limit for each team. We recommend a points limit of 2000-3000 points. Once the points limit has been decided, each team's points allowance is divided evenly between its warbands.

In this manner, you can easily cater for uneven teams. For example, if you had a team of 3 versus a team of 2, you could set the points limit to 2400 so the players on the team of 3 each had a points limit of 800 and the players on the team of 2 each had a points limit of 1200.

Once the warbands have been picked, 2 nominated players, 1 from each team, roll off and the winner picks which team are the **attackers** and which team are the **defenders**.

Then, the defenders split their warbands into battle groups (pg 60), followed by the attackers.



THE BATTLEPLAN

To fight a Coalition of Death team battle, the players need to first decide upon a battleplan. Over the following pages, you can find 2 battleplans to choose from: **Clash of Might** (pg 87) and **Camp Raid** (pg 88). The battleplan will determine the terrain, deployment map, victory condition and twist in play. If a battleplan has a set deployment map, the players will know in advance of organising their fighters into battle groups, and can use this information to their advantage!

DEPLOYMENT MAPS

Deployment maps used in Coalition of Death team battles may include deployment zones. A **deployment zone** is a marked area of the battlefield. Each deployment zone will show the runemark of a battle group. Fighters in that battle group can be set up anywhere wholly within that deployment zone.

FIGHTING THE BATTLE

A Coalition of Death team battle is fought using the core rules, with the following amendments:

FRIENDLY FIGHTERS

In a Coalition of Death team battle, fighters in a warband consider only fighters in their warband to be **friendly fighters**, but consider all fighters in warbands on the opposing team to be **enemy fighters**. Fighters in different warbands on the same team consider each other to be neither friendly nor enemy fighters. In gameplay terms, this means actions or abilities used by a fighter do not affect fighters from other warbands on the same team.

Optional Rule: Larger Battlefields

If you are playing a Coalition of Death team battle with large teams, you may wish to increase the size of the playing area to accommodate them. A simple way to do so is to place 2 Warcry battlefield mats together to form a battlefield 44" x 30" in size. If you do so, you can draw 2 terrain maps, 1 for each half of the battlefield, and orientate them in the same direction. The teams then roll off and the winner decides how the battlefield orientates with the deployment map.

If you wish to use the alternative terrain rules (pg 61), set up at least 4 terrain features in each quarter of the battlefield instead of 2.

All the other rules in this section accommodate larger battlefields as well as regular-sized battlefields, so no further amendments need be made.

THE INITIATIVE PHASE

In the initiative phase, each player rolls their 6 initiative dice as normal, and then the number of singles for each team is counted. The team with the higher total has the initiative. Each player receives a wild dice and can choose how to spend it. Players cannot spend wild dice to affect their teammates' ability dice.



THE COMBAT PHASE

In the combat phase, the teams take turns rather than the players. The team with the initiative picks which team takes the first turn. When it is a team's turn, each player on that team picks 1 fighter from their warband to activate. This can be done in any order.

If one team has fewer players than the other, each player in the smaller team first picks 1 fighter from their warband to activate as normal. Then, they can activate additional fighters until the number of fighters activated equals the number of players on the larger team.

Once a player has activated all the fighters in their warband, they must pass when it is their team's turn. Only when all players pass in both teams consecutively does the battle round end (i.e. only when all fighters have been activated).

FALLING

If a fighter falls (pg 65), the controlling player of the enemy fighter closest to the falling fighter picks the point where the falling fighter is placed.

Optional Rule: Shared Resources

This is an optional rule that alters the initiative phase in a Coalition of Death team battle. Instead of each player rolling their initiative dice individually, they are instead pooled together. For example, if a team consisted of 3 players, they would roll 18 initiative dice as a team rather than 6 each.

When using this rule, each set of 4 dice with the same score becomes a [quad], and the remaining dice are divided into singles, [doubles] and [triples] as normal. For example, if the team has nine initiative dice with the score of 6. These would be divided into two [quads] and the one remaining dice of 6 would be a single.

When using this rule, wild dice are also pooled together, and the team chooses how to use them.

If the teams are uneven, the team with fewer players has the same number of initiative dice and wild dice as the other team. This means this rule works especially well with battles that have uneven teams, but it is also a lot of fun for teams with the same number of players because it dramatically increases the chances of rolling [quads]!



One wrong step on this rickety, makeshift bridge could lead to this Ogor Breacher tumbling to his death.

COALITION OF DEATH BATTLEPLAN
CLASH OF MIGHT

Trouble has been brewing in the Gnarlwood over the past few weeks, promising to erupt into a grand conflict. Warbands that have been flocking to the banners of two different coalitions now march to battle, ready to defeat the enemy once and for all!

TERRAIN

Set up terrain as normal.

TWIST

Generate a twist as normal.

DEPLOYMENT

Use the deployment map below. The defenders are blue and the attackers are red.

CAMPAIGN REWARDS

If this battle is fought as part of a campaign, in the aftermath sequence of the battle, players from the winning team can re-roll any exploration rolls made for their fighters in step 5.

VICTORY

The battlefield is divided into quarters as shown on the deployment map. At the end of each battle round, if a team has more fighters in a quarter of the battlefield than there are enemy fighters in that quarter, that team captures that quarter. If one team captures more quarters than the other, they win that battle round.

The battle ends after 4 battle rounds. When the battle ends, the team that won the most battle rounds wins the battle.



COALITION OF DEATH BATTLEPLAN

CAMP RAID

The more established camps within the Gnarlwood are usually safe from raiders due to their carefully planned defences, but a coalition of warbands has gathered to attack this particular outpost in force, intent on plunder. However, the defenders will not easily give up their hard-won treasures!

WARBANDS

In this battle, each warband's leader must be placed into their Dagger battle group.

TERRAIN

Set up terrain as normal.

DEPLOYMENT

Use the deployment map below. The defenders are blue and the attackers are red.

VICTORY

6 objectives are placed on the battlefield floor as shown on the deployment map.

The attackers can choose to **burn** any objective they control at the end of a battle round if there are no enemy models within 3" of that objective. If they do so, remove it from play.

If the attackers burn 3 objectives, they win the battle. Otherwise, after the end of the fourth battle round, the defenders win the battle.

TWIST

Generate a twist as normal.

RESERVES

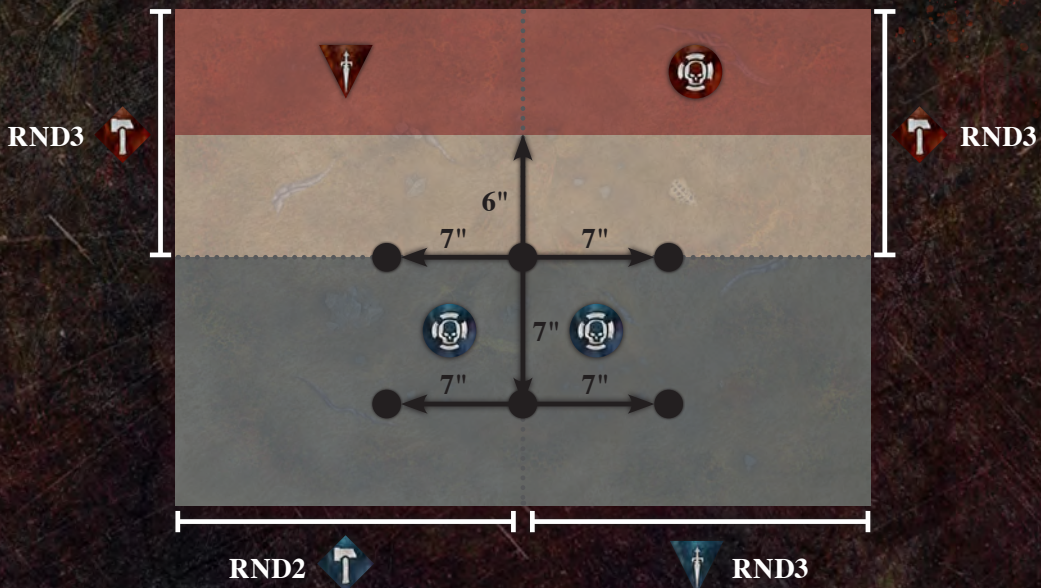
There are 2 deployment lines for the attackers' Hammers. Each fighter from the attackers' Hammers can be set up within 3" of either of these deployment lines when they arrive from reserve.

CAMPAIGN REWARDS

If this battle is fought as part of a campaign, in the aftermath sequence of the battle, players from the winning team receive the following reward depending on whether they were the attackers or defenders:

Attackers: Each player can roll once on the Gnarlwood Lesser Artefacts table (pg 108) in addition to any other rolls they can make on that table.

Defenders: Each player adds 1 to each renown roll they make.



TRIUMPH & TREACHERY FREE-FOR-ALLS

In **Triumph & Treachery**, enemies are plentiful and allies are few. Your warband will face not one but multiple opponents, and to achieve victory over all requires both cunning and strength!

Triumph & Treachery battles are for 3-4 players, with each warband fighting against all of the others. These kinds of battles are often humorously chaotic, as the players are free to form temporary alliances – though whether those alliances are upheld with honour or breached in dastardly acts of backstabbing is anyone's guess!

THE WARBANDS

Each player picks a warband following the core rules, with the exception that the points limit for each warband is 800 points.

Once warbands have been picked, players do not roll to determine the attacker and defender. Instead, the players sort themselves into an order using a series of roll-offs and then divide their fighters into battle groups in that order.

THE BATTLEPLAN

To fight a Triumph & Treachery free-for-all, the players need to first decide upon a battleplan. Over the following pages, you can find 2 battleplans to choose from: **There Can Be Only One** (pg 90) and **Lord of the Tower** (pg 91). The battleplan will determine the terrain, deployment map, victory condition and twist in play.

TERRAIN

If you are using the alternative terrain rules (pg 61), one player sets up the battlefield terrain and then the other players roll off to decide who orientates the battlefield with the deployment map.

DEPLOYMENT POINTS

In Triumph & Treachery free-for-all, there are 4 deployment colours instead of 2: red, blue, green and yellow. In the deployment step, the players sort themselves into an order using a series of roll-offs and then, in that order, each player picks a colour.

FIGHTING THE BATTLE

A Triumph & Treachery free-for-all is fought using the core rules, with the following amendments:

INITIATIVE PHASE

In the initiative phase, an **initiative order** is determined by counting the number of singles each player has.

The player with the most singles is first in the initiative order, the player with the second most is second in the initiative order, and so on through to the player with the least singles, who is last in the initiative order.

If any players are tied for the same place in the initiative order, those players roll off to determine who is before the other in the initiative order. Players declare how they will use wild dice in initiative order.

SEIZING THE INITIATIVE

Players can still attempt to seize the initiative as normal. Once all players have declared how they will use their wild dice in a battle round, count the number of singles each player has once more to redetermine the initiative order. If the number of singles any players have is now tied (and was not previously), those players roll off to determine who is before the other in the initiative order.

Optional Rule: Underhand Dealings

Every Triumph & Treachery battle will involve temporary truces between players as they team up to take down a bigger threat. A player might say, 'You have my word that I will not attack you this battle round if you promise not to attack me.' Not only is this allowed, but it is also encouraged!

In addition, when it is a player's turn to decide how to use their wild dice, other players who have yet to use theirs can choose to give any of their wild dice to that player (usually with some expected consideration, e.g. 'I will give you one of my wild dice if you promise not to attack me this battle round').

Note that any deals made are non-binding; players can choose not to honour them and betray their ally if they wish!

RESERVE PHASE

The reserve phase is resolved in initiative order.

COMBAT PHASE

The players take turns to activate a fighter in initiative order (the player first in the initiative order does not pick which player takes the first turn).

If a fighter **falls** (pg 65), the player next in the initiative order to the player taking their turn picks the point where the falling fighter is placed.

TRIUMPH & TREACHERY BATTLEPLAN
THERE CAN BE ONLY ONE

Power draws power, and as two warbands converge for battle, others are drawn into the fray, each seeking to best their rivals and take all the glory for themselves. Alliances of convenience will be formed and broken, but in the end, there can be only one victor!

WARBANDS

In this battle, each warband's leader must be placed into their Dagger battle group.

TERRAIN

Set up terrain as normal.

DEPLOYMENT

Use the deployment map below.

VICTORY

When a player's leader is taken down, that player is out of the battle and all fighters from their warband are taken down (if you are playing a campaign battle, do not make an injury roll for fighters taken down in this manner).

In addition, at the end of each battle round, if any of the warbands' leaders are within 4" of the battlefield edge, they are taken down (if you are playing a campaign battle, do not make an injury roll for leaders taken down in this manner).

When only one player remains, that player wins the battle.

TWIST

Generate a twist as normal.



TRIUMPH & TREACHERY BATTLEPLAN
LORD OF THE TOWER

Amidst a long-ruined encampment, a lone watchtower stands sentinel at its centre. Four warbands converge on this point, each seeking to scale the tower and learn the lie of the land around it. Claim the highest point of the tower as your own, and defeat any rivals who dare oppose you in your ascent.

TERRAIN

Before the terrain is set up, the players should first agree on a terrain feature to use as the tower. The tower can be represented by any terrain feature that has platforms. The larger the tower, and the higher its highest platform, the more exciting the battle will be. Set up the tower in the centre of the battlefield, then set up terrain as normal, ignoring any terrain that would be set up where the tower is.

DEPLOYMENT

Use the deployment map below.

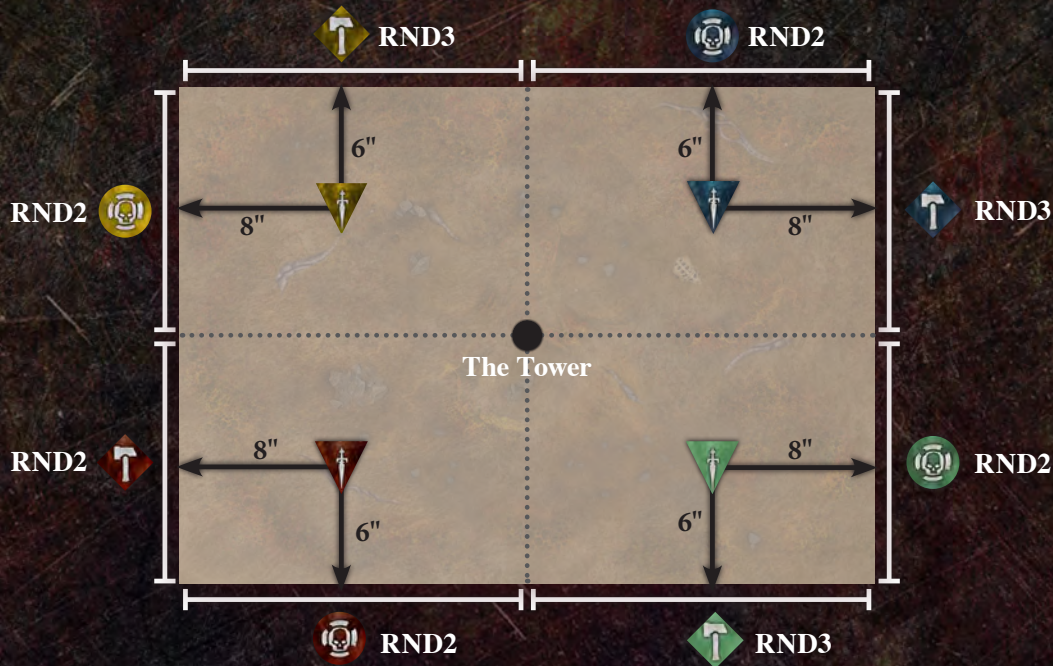
VICTORY

The battle ends after 3 battle rounds. When the battle ends, locate the highest fighter on the tower. That fighter's player wins the battle.

If more than one fighter is tied to be the highest on the tower, the player who has the most tied fighters wins the battle. If there is still a tie, remove all fighters that are lower than the tied fighters, fight another battle round, then check the victory condition again. Repeat this process if need be until there is a winner.

TWIST

Generate a twist as normal.



MATCHED PLAY

Matched play focuses on creating as fair and as level a playing field as possible, giving players the chance to show their tactical acumen.

There are many reasons why a player may wish to fight a matched play battle; for example, they might want to have a grudge-match with a regular gaming buddy to determine who is the better player, or perhaps they seek the chance to prove their skill against multiple opponents in a tournament.

There are two ways to set up a matched play battle. The first is to only use battleplan cards or results on the battleplan generator with the **Matched Play** runemark (☞☞); the second is to use a preset battleplan called a 'matched battleplan'. You can find 6 such battleplans in this section. At the end of this section, you will find guidelines on running a tournament for you and your friends using these rules.

USING THESE RULES IN A WARCRY CAMPAIGN

The rules in this section work just as well as part of a campaign (pg 98), and players are encouraged to use them if they both prefer this style of play to standard battles.

THE MATCHED PLAY RUNEMARK

The first way to set up a matched play battle involves the **Matched Play** runemark (☞☞). If you are using battleplan cards, first remove all the cards in the decks that do not have the **Matched Play** runemark (☞☞), then follow the standard rules for setting up a battle (pg 61). If you are using the battleplan generator (pg 146), when you are rolling for the deployment map and victory condition, simply use table A (all the results in these tables have the **Matched Play** runemark (☞☞)). In both cases, do not generate a twist.

MATCHED BATTLEPLANS

Another way to approach matched play is to use a set battleplan called a **matched battleplan**. In this section you will find 6 matched battleplans. These battleplans each have fixed deployment maps and victory conditions that work especially well together, and each is designed to test your warbands in a different way, with equal focus on treasure grabbing, objective scoring and manoeuvring. In addition, the positions of objectives and treasure tokens are fixed, as shown on the deployment maps.

To set up a battle using a matched battleplan, follow these steps:

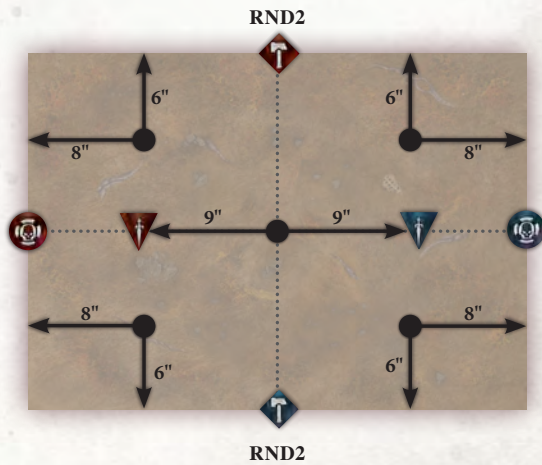
1. Draw a terrain card with the **Matched Play** runemark (☞☞) as normal, or use the alternative terrain rules on page 61.
2. Roll on the Matched Battleplan table on the right to determine the deployment map and victory condition.

3. There is no twist.
4. When placing objectives and treasure tokens, if a terrain feature is blocking the position where an objective or treasure token needs to be placed (as instructed by the battleplan), the players roll off. The winner places that objective or treasure token on the battlefield floor or a platform, within 1" horizontally of the position marked in the battleplan.

D6	MATCHED BATTLEPLAN
1	Treasure Hunters
2	The Cursed Relic
3	No Quarter
4	Reaper
5	Ley Lines
6	The Hidden Vault

TREASURE HUNTERS

DEPLOYMENT MAP



VICTORY CONDITION

This place is replete with treasures from ancient times. Claim them before your rivals do the same.

Before the battle, 5 treasure tokens are placed on the battlefield floor as shown on the deployment map.

The battle ends after 4 battle rounds. When the battle ends, the player who has the most fighters carrying treasure wins.

THE CURSED RELIC

DEPLOYMENT MAP



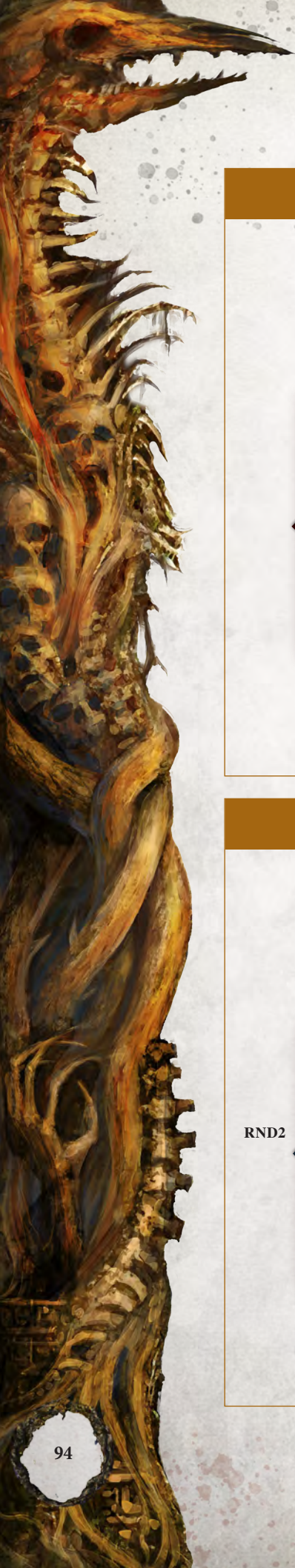
VICTORY CONDITION

This rune-etched treasure is as perilous as it is valuable. Do not let it fall into enemy hands.

Before the battle, 1 treasure token is placed on the battlefield floor as shown on the deployment map.

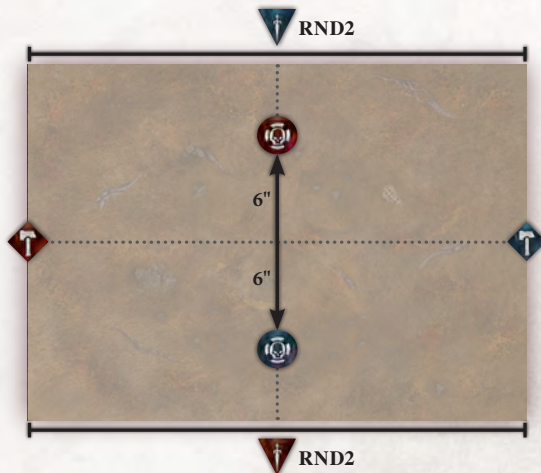
During the battle, if a fighter is carrying the treasure at the end of their activation, allocate D6 damage points to them.

The battle ends after 4 battle rounds. When the battle ends, the player whose fighter is carrying the treasure wins. If no fighter is carrying the treasure, the player who has the most fighters within 3" of the treasure wins.



NO QUARTER

DEPLOYMENT MAP



VICTORY CONDITION

Your enemies close in on territory that is rightfully yours. Give them no quarter and show them no mercy in the fight to come.

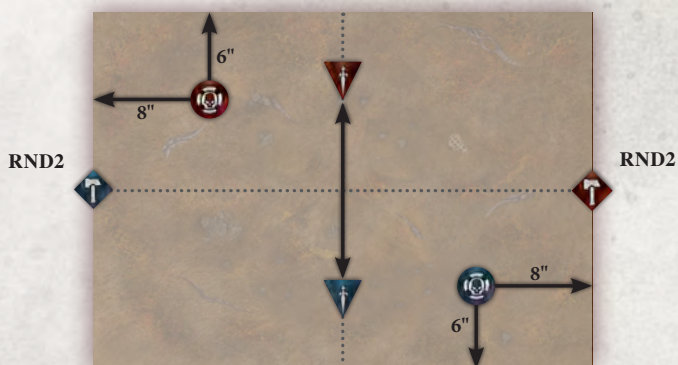
The battlefield is divided into quarters as shown on the deployment map.

The battle ends after 4 battle rounds. When the battle ends, a player captures a quarter of the battlefield if there are any friendly fighters wholly within it and no enemy fighters wholly within it.

The player who captures the most quarters of the battlefield wins.

REAPER

DEPLOYMENT MAP



VICTORY CONDITION

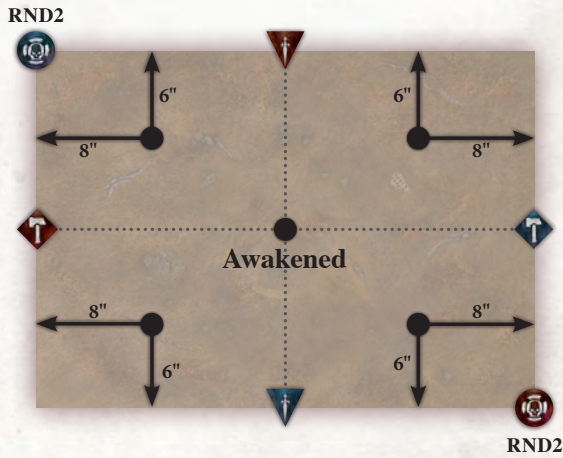
Long have you waited to deliver vengeance upon this foe. Strike fast, and leave none standing.

At the end of each battle round, each player totals the points values of enemy fighters taken down in that battle round. The result is their **blood tally**. If one player has a higher blood tally, that player scores 1 victory point.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle.

LEY LINES

DEPLOYMENT MAP



VICTORY CONDITION

Ley lines of power criss-cross this region. Siphon their energies before your rivals can.

Before the battle, 5 objectives are placed on the battlefield floor as shown on the deployment map.

During the battle, objectives are either **dormant** or **awakened**. At the start of the battle, only the central objective is awakened; the rest are dormant. At the start of each combat phase, the player who does not have the initiative can pick 1 dormant objective to become awakened. At the end of each battle round, each player scores 1 victory point for each awakened objective they control.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle.

THE HIDDEN VAULT

DEPLOYMENT MAP



VICTORY CONDITION

A long-hidden vault lies somewhere in this region. Defeat your rivals and stake your claim.

Before the battle, 3 objectives are placed on the battlefield floor as shown on the deployment map.

At the end of the first battle round, the players roll off. The winner picks 1 objective and removes it from play. At the end of the second battle round, the opposing player does the same.

The battle ends after 4 battle rounds. When the battle ends, the player who controls the remaining objective wins the battle.

RUNNING A WARCRY TOURNAMENT

There are few things more enjoyable than spending the whole day or weekend playing Warcry non-stop, and running a Warcry tournament allows you to do just that! If the thought of organising such an event sounds daunting, do not be discouraged. A tournament can be as small as 4 friends, playing each other in turn and crowning a winner at the end. This section will take you through the steps of organising and running a Warcry tournament.

TOURNAMENT ROSTER

For the duration of a tournament, players are not allowed to change their warband from battle to battle, including how their fighters are organised into battle groups. For a player to win the tournament, they will need to pick a warband that can triumph against any opponent! On page 160, you will find a blank tournament roster.

Before attending the tournament, each player prepares a 1000-point warband following the core rules. They also separate their warband into a Dagger, Shield and Hammer following the core rules, and note down on their tournament roster (pg 160) which fighters are in each of these battle groups. This is set for the duration of the tournament, so players cannot alter their warband or groupings from battle to battle.

TOURNAMENT ROUND

A tournament is typically played in a series of **tournament rounds**, in which each player will fight 1 Warcry battle against another player in the tournament. If you are running a 4-player tournament, 3 rounds is sufficient for each player to fight a battle against every other player. You can see an example tournament schedule below.

If the tournament has more than 4 players, it is assumed that each player will not battle against all other players. Instead, in the first round, the players are randomly sorted into pairs (an extra player may be needed in the case of odd numbers). Then, in each subsequent round, the players are ranked according to the victory points they have each earned so far (see right). The players ranked 1st and 2nd will play each other in that round, as do the players ranked 3rd and 4th, and so on.

In each round, the players should all use the same battleplan. The matched battleplans (pg 92) are ideal for this purpose. The organiser of the tournament could choose the battleplan for each round in advance, or they could roll for them each round with all the players present to add some extra excitement!

EXAMPLE 4-PLAYER WARCRY TOURNAMENT SCHEDULE

Round 1	Round 2	Round 3
Player A vs Player B	Player A vs Player C	Player A vs Player D
Player C vs Player D	Player B vs Player D	Player B vs Player C

Kill Points

If your tournament has 20 or more players, you run the risk of multiple players tying for 1st place. For tournaments of such a size, you can introduce **kill points** as a tiebreaker. After each battle, the players total the points values of all enemy fighters taken down. This score is the number of kill points they earn from that battle. At the end of the tournament, if 2 or more players are tied for tournament victory points, those players are ranked according to their kill points. During a battle, if a player forfeits, their opponent earns kill points as if every enemy fighter had been taken down.

TOURNAMENT VICTORY POINTS

During the tournament, each player will earn **tournament victory points** based on how their warband fared in the battle. At the end of the tournament, the player with the most tournament victory points is crowned the winner. Players earn tournament victory points as shown on the right:



TOURNAMENT QUESTS

Another layer you can add to a Warcry tournament is the inclusion of **tournament quests**. These serve two purposes. Firstly, they offer new challenges for the players to strive for by adding an extra condition to fulfil in battle. Secondly, by awarding a player an additional tournament victory point, they act as a great tiebreaker for players who would otherwise have equal points. For this reason, the larger your tournament, the more important they become!

TOURNAMENT VICTORY POINTS	
Major Victory: Won the battle and less than half of the fighters in your warband were taken down	20 points
Minor Victory: Won the battle but half or more of the fighters in your warband were taken down	15 points
Draw: Drew the battle	10 points
Minor Loss: Lost the battle but half or more of the fighters in your opponent's warband were taken down	5 points
Major Loss: Lost the battle and less than half of the fighters in your opponent's warband were taken down	0 points
Optional: Completed your tournament quest (see below)	1 additional point

There are 6 tournament quests. During the tournament, each player must secretly pick 1 tournament quest at the start of the initiative phase of the first battle round. Each player must record their choice by either writing it down on a piece of paper or placing a card showing its name face down on the table. When you complete the tournament quest, reveal the piece of paper or card to show that it has been completed.

A player cannot choose the same tournament quest twice during the tournament, and any that they have previously chosen must be clearly marked on their tournament roster for their opponents to see. During a battle, if a player forfeits, they do not complete their tournament quest but their opponent does, regardless of the requirements.

TOURNAMENT QUEST THE CHAMPION	TOURNAMENT QUEST FAR AND WIDE	TOURNAMENT QUEST HOLD THE CENTRE
At the end of the battle, you complete this tournament quest if the enemy leader has been taken down but your leader has not.	At the end of the battle, you complete this tournament quest if you have 1 or more fighters within 3" of each battlefield edge.	At the end of the battle, you complete this tournament quest if 1 or more friendly fighters are within 6" horizontally of the centre of the battlefield and no enemy fighters are within 6" horizontally of the centre of the battlefield.

TOURNAMENT QUEST OVERRUN	TOURNAMENT QUEST THE HIGH GROUND	TOURNAMENT QUEST BLUNT
At the end of the battle, you complete this tournament quest if you have 1 or more fighters wholly within each quarter of the battlefield.	At the end of the battle, you complete this tournament quest if 1 or more friendly fighters are vertically 3" above the battlefield floor and no enemy fighters are vertically 3" above the battlefield floor.	At the end of the battle, you complete this tournament quest if your opponent's warband has had half or more of its fighters taken down, but your warband has had less than half of its fighters taken down.



NARRATIVE PLAY

There are many warbands that venture forth into the darkness of the Gnarlwood in search of the treasures of Talaxis. Most do not last their first few nights before they are consumed by the horrors that lurk beyond. Do you have what it takes to survive in the Gnarlwood?

Although playing one-off battles of Warcry is always fun, for many players, the true challenge of the game is to play through a **campaign**. In a campaign, each of your warband's battles are linked in an ongoing narrative where the outcome of one battle directly impacts the next. The story of your warband is told through each glorious victory they earn and stinging defeat they suffer as they explore the depths of the Gnarlwood in search of Talaxis.

In this section you will find rules to take you through every step of playing through an exciting campaign yourself. First it will explain how to complete a

warband roster. This records all the details of your warband, from the fighters that make it up through to the location of your encampment and what powerful artefacts they may have uncovered.

As you play through the campaign, your warband will evolve and change from battle to battle, and you will need to constantly update your warband roster to record their progress. Your fighters may earn **heroic traits** and discover **artefacts of power**, making them even more powerful in battle – but this only scratches the surface of the host of exciting rules your warband will unlock over the course of its campaign.

Great reward does not come without risk, however. Fighters taken down in a campaign battle will have to roll on the Injury table, and might find themselves with an **injury** that they carry with them into the next few battles – or even worse, they might succumb to their wounds and die, meaning they are permanently removed from your warband roster! As you will discover, life as a warrior in the Gnarlwood is harsh and unforgiving, but for those who survive, they will each grow in power and carve out a bloody legend for themselves.

A WARCRY CAMPAIGN

Over the following pages, you will discover in more detail how your warband can embark on its campaign into the darkness of the Gnarlwood. For now, here is a summary of the different elements involved in a Warcry campaign.

Warband Roster

The first step is to complete a **warband roster**. This contains a list of all the fighters in your warband and also other bits of information, such as where their encampment is, how much **glory** they have (a currency used in the campaign to upgrade your warband in various ways), and any **artefacts of power** they have gained. Each time you fight a Warcry battle, the fighters that you include in your warband will be drawn from your warband roster.

The Aftermath Sequence

After each campaign battle, you must resolve a series of steps called the **aftermath sequence**. Here, you will earn glory based on how your warband fared in battle, and you will determine if any of your fighters have suffered injuries or been killed. You will also be able to send fighters forth deeper into the Gnarlwood in search of treasure or a new location for your encampment.

Quests

As you fight campaign battles, you will have the chance to complete quests. There are many different quests to choose from, and each offers a unique reward once completed. For example, you might be able to find an artefact of power, a mighty relic or magical weapon to use. Some quests have unique quest battleplans too, including one that involves tracking down a monster and defeating it in battle before you can add it to your warband roster.

Campaign Arcs

Lastly, campaign arcs are optional layers players can add into their campaigns to further enrich the narrative. Some campaign arcs cater for just 2 players, while others cater for 3 or more. During a campaign arc, the warbands involved will battle each other in a series of linked campaign battles.

CREATING A WARBAND ROSTER

Before your warband's campaign can begin, you will need to complete your **warband roster**. This is a record not only of the fighters in your warband but also of their **encampment**, their **reputation** and **glory**, the **artefacts of power** they have earned, and many other details. During the campaign, your warband roster will constantly be updated as new fighters are added, artefacts of power and other items are discovered, and fighters suffer injuries or are killed.

The warband roster comprises 4 pages, each with various sections. On pages 156-159, you can find a blank warband roster to photocopy and fill in. As the information that you need to record on your roster will change frequently, we recommend filling in the entries in pencil so that you can rub them out and re-fill them as necessary.

To prepare your warband for its first campaign battle, follow these steps:

STEP 1 – CHOOSE YOUR FACTION AND FIGHTERS

The first step is to choose a **faction** for your warband and note it down on your warband roster. You can find a list of the different factions in Warcry and their faction runemark on pages 80-81. Once you have chosen your warband's faction, you can start adding fighters to your warband roster. When doing so, you must follow these restrictions:

1. You must add at least 3 fighters and no more than 15.
2. All fighters you add to your warband roster must have the faction runemark of your warband (allies, thralls and monsters cannot be added at this stage).
3. There must be 1, and only 1, fighter with the **Hero** runemark (✖). This fighter is your leader.
4. The total points cost of the fighters added cannot exceed 1000 points.

STEP 2 – PICK YOUR LEADER'S HEROIC TRAIT

Once you have finished adding fighters to your warband roster, the next step is to pick 1 **heroic trait** for your leader from the table below. Your leader also starts with 1 **level of renown**: note this on your warband roster too. You will find the rules for **levels of renown** and **heroic traits** later in this section (pg 104).

HEROIC TRAITS

Ferocious Combatant: *As battle is joined, this warrior rains a flurry of blows upon any foe in their path.*

Add 1 to the Attacks characteristic of melee attack actions made by this fighter.

Agile Warrior: *With heightened reflexes and a swift pace, this fighter can race across the battlefield.*

Add 1 to the Move characteristic of this fighter.

Hardy Constitution: *This warrior draws upon reserves of strength to stand defiant in the face of the enemy.*

Each time this fighter activates, you can remove D3 damage points allocated to them (including when they are activated for a second time after waiting).

Resourceful: *With a keen mind, this quick-thinking warrior can help turn the tide of battle.*

If this fighter is included in your warband, you gain 1 additional wild dice at the start of the battle.

Thick-skinned: *This hardy fighter shrugs off wounds that would lay low most warriors.*

Each time an attack action scores any critical hits on this fighter, 1 of those critical hits becomes a hit instead.

Skilled Commander: *The warriors of this warband look to this fighter to lead them in battle.*

Once per battle, this fighter can use the 'Inspiring Presence' ability without needing or using any ability dice.



UNIVERSAL QUEST

TREASURES OF THE GNARLWOOD

There are many treasures to be found down the twisting paths of the Gnarlwood, from ancient Seraphon artefacts to items of arcane power brought there by foolhardy explorers that have since met their demise. You have heard rumours of a powerful artefact in the vicinity – seek it out, and take it for your own.

While embarked upon this quest, in step 5 of the aftermath sequence, you can pick up to 3 fighters from your warband roster and **send them forth to search for the artefact**. To do so, roll a dice for each fighter you picked, adding 1 to each roll if you won your last campaign battle. Then, add the rolls together. This score represents your **progress**. Keep a record of your progress in your quest log.

In addition, on an unmodified roll of 1, the fighter being rolled for is attacked by something within the Gnarlwood. Make an injury roll for that fighter.

Once your progress totals 10 or more, you can complete this quest and your warband has discovered the artefact. Roll on the Treasures of the Gnarlwood table (pg 115) to see what you find. If the result you roll is an artefact that a fighter in your warband already bears, roll again until the result is an artefact no fighter in your warband bears.

STEP 3 – CHOOSE YOUR FIRST QUEST

The next step is to choose your warband's first quest. A quest is the goal your warband is currently striving to achieve, and you will be able to complete it by doing certain things either in campaign battles or during the aftermath sequence.

You can find a host of quests to choose from later in this book. There are universal quests – that is, a quest that any warband can choose – on pages 115-117, and quests specific to each of the Grand Alliances on the following pages:

Chaos: pages 120-123

Order: pages 124-127

Death: pages 128-131

Destruction: pages 132-135

In addition to the quests in this book, there are also quests to be found in many other Warcry books. Some will be specific to a certain faction. For example, in *Warband Tome: Rot and Ruin*, you can find quests for Rotmire Creed and Horns of Hashut warbands.

If you are feeling a bit overwhelmed by the sheer number of choices, a good first quest to pick is 'Treasures of the Gnarlwood' above and on

page 115. Completing this quest will grant your warband its first **artefact of power**, a mighty relic one of your fighters will be able to use in battle. Once you have chosen your quest, make a note of it on your **warband roster**.

STEP 4 – FINISHING TOUCHES

Your warband is almost ready to start fighting campaign battles. There are a few finishing touches to be made that are explained below.

ENCAMPMENT LOCATION AND STATE

On your warband roster, note down your encampment location as being the 'Outskirts of the Gnarlwood'. As you fight campaign battles, you will be able to venture further into the Gnarlwood and establish your encampment in different locations. You can learn more about this on page 110, but for now, you need only know that your warband is encamped outside of the Gnarlwood, ready to take its first steps within.

In addition, on your warband roster, there are 3 states that your encampment can be in. At the start of the campaign, your encampment is **secure**. Note this

on your warband roster. You can find out more about encampment states on page 110.

WARBAND'S GLORY

During your campaign, a record of your warband's **glory** is kept on your warband roster. Glory is gained through fighting campaign battles, and is a currency you can spend that represents both your warband's material wealth and standing with their allies. Glory can be spent on upgrading your warband in a number of ways, as detailed later in this section. Your warband begins with **0 glory**.

WARBAND'S REPUTATION

In a similar vein to glory, you also keep track of your warband's **reputation**. This represents their growing notoriety and how feared they are by their enemies. Page 112 details how your warband's reputation is calculated. At the start of a campaign, every warband starts with a **reputation of 2** (1 for your leader and 1 for their heroic trait). Note this down on your warband roster.

Your warband roster is now complete, and you are ready to begin fighting **campaign battles!**

FIGHTING CAMPAIGN BATTLES

Once you have completed your warband roster, you are ready to start fighting **campaign battles**. A campaign battle can be fought against any opponent who has also completed a warband roster for their warband. To fight a campaign battle, follow all the rules for fighting a standard battle (pg 62-63) with the following additions:

- When picking your warband for the battle, all fighters must be drawn from your warband roster.
- You must include your leader, and they are the leader of your warband.
- The points limit for each warband is determined by their encampment location.
- After the battle, each player must complete the **aftermath sequence** (pg 102).

For your first few campaign battles, it is likely that your warband for the battle will include every fighter on your warband roster. As you begin to expand your roster, you may find that you have more than 1000 points' worth of fighters and so have to choose which to include in your warband for each battle. Having a larger roster has a few benefits. Firstly, fighters who do not partake in a battle are more likely to recover from any injuries they have. Secondly, the location of your encampment may allow you to include more than 1000 points' worth of fighters in your warband.

THE UNDERDOG

When fighting a campaign battle, before the battle begins, both players compare the reputation of their warbands. If 1 warband has a greater reputation than the other, the warband with the lesser reputation is the **underdog** for that battle. When a warband faces an opponent with a formidable reputation, they will likely seek to call in favours and draw upon any special resources they have available to even the odds. To represent this, the underdog gains the following bonus:

The Underdog Bonus

The underdog receives 1 additional wild dice in the initiative phase of the first battle round. If their opponent's reputation is greater by 5 or more, the underdog receives 2 wild dice instead. If it is greater by 10 or more, they receive 3 wild dice instead.

In addition to this bonus, the underdog will gain extra glory as detailed in the aftermath sequence (pg 102).

FLEEING THE BATTLE

Playing a Warcry campaign gives you many different things to manage, and as such you may wish for your warband to flee from a losing battle to lessen the impact of injuries. At the start of the initiative phase, if at least half of the fighters from your warband have been taken down, you can choose to **flee from the battle**. If you do so, all fighters in your warband are immediately removed from the battlefield. Fighters removed in this manner are referred to as **fled fighters**.

If there is anything your opponent still needs to achieve (such as fulfilling the criteria of a quest), the remaining battle rounds are played through to their conclusion. If not, the battle immediately ends.

If your warband flees from the battle, **fled fighters** are considered taken down for the purposes of calculating glory and considered taken down for any criteria for your opponent's quest. However, they are not considered taken down for any other rules (for example, you do not need to make injury rolls for them). In addition, your opponent wins the battle regardless of the victory conditions.

THE AFTERMATH SEQUENCE

After a campaign battle has ended, both players must complete a series of steps referred to as the **aftermath sequence**. It is best for both players to do this immediately after the battle has finished, as each player is required to witness the aftermath sequence of the other.

There are 7 steps in the aftermath sequence. The steps must be completed in the following order:

1. Gain Glory

In this step, your warband will gain glory, a currency to spend on upgrading your warband.

2. Suffer Injuries

Fighters that were taken down in battle run the risk of suffering an injury or worse.

3. Earn Renown

Fighters that fought in the battle may earn levels of renown that increase their power in future battles.

4. Further your Quest

In this step, you will check to see if your quest is completed.

5. Send Fighters Forth

Fighters from your warband can be sent into the Gnarlwood, perhaps discovering a new location for your encampment or to further a quest.

6. Manage your Warband

In this step, you will be able to do special things based on the location of your encampment.

7. Make the Encampment Check

The final step is to see if your enemies have discovered the location of your warband's encampment. If they have, your warband will need to move their encampment as soon as possible!

STEP 1 – GAIN GLORY

After fighting a campaign battle, your warband will gain an amount of **glory** based on how they fared in the battle. Glory represents the material wealth and resources of your warband, and is a currency you can use to upgrade and improve them. Consult the glory table below to see how much glory your warband gains (these factors are all cumulative).

GLORY TABLE

Played a campaign battle	3 glory
Won the battle	2 glory
The battle was drawn	1 glory
The leader of your opponent's warband was taken down	1 glory
Half or more of the fighters in your opponent's warband were taken down	1 glory
The reputation of your opponent's warband was greater than yours	Your warband gains: 1 glory if it was greater by 1-4 2 glory if it was greater by 5-9 3 glory if it was greater by 10+



The Hammers of Sigmar face off against the deranged plague-spreaders of the Rotmire Creed.

STEP 2 – SUFFER INJURIES

If a fighter from your warband was **taken down** in the battle, there is a chance the wounds they received will be fatal or that they will suffer

a lasting injury that affects them in later battles. In this step, make an **injury roll** for each fighter that was taken down during the battle by rolling a **D66** and consulting the Injury table below.



INJURY TABLE (D66)

11-13 KILLED

This warrior's saga has come to a sudden end.

Remove this fighter from your warband roster. If they have any lesser artefacts or artefacts of power, these are lost and also removed from your warband roster.

14 GUT WOUND

This warrior has sustained a brutal injury that could yet spell the end of them.

[Injury] Halve the Wounds characteristic of this fighter (rounding up) while they have this injury.

15 CRACKED RIB

Breathing is difficult for this warrior, and even the lightest blow sends pain shooting through them.

[Injury] Subtract 1 from the Toughness characteristic of this fighter (to a minimum of 1) while they have this injury.

16 BLINDED IN ONE EYE

Well-honed senses are vital in battle. To have one brutally impeded can make all the difference.

[Injury] Subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by this fighter while they have this injury.

21 FRACTURED ARM

It is difficult to wield a blade with any great precision when your arm is cracked in three places.

[Injury] Subtract 1 from the Strength characteristic (to a minimum of 1) of melee attack actions made by this fighter while they have this injury.

22 BROKEN LEG

Warriors with a damaged leg must move slowly but surely, rendering them easy prey for swifter foes.

[Injury] Subtract 1 from the Move characteristic of this fighter (to a minimum of 1) while they have this injury.

23 CONCUSSION

This warrior walks through the battlefield as if in a daze, their skill at arms significantly impaired.

[Injury] Subtract 1 from the value of abilities used by this fighter (to a minimum of 1) while they have this injury.

24-36 LOST RENOWN

The gods have watched this warrior's failure with disdain.

This fighter loses a level of renown. If they have none, they suffer no effects.

41-65 FLESH WOUND

Though they have been battered and bloodied, there is no lasting damage and this warrior is soon ready to fight once more.

This fighter suffers no effects.

66 SURVIVE AGAINST THE ODDS

More than luck is behind this warrior's survival.

This fighter gains a level of renown.

INJURIES

Many of the results on the Injury table are marked as an **[injury]**. These results indicate that the fighter has suffered an injury that will affect them in later battles. Each injury has a different effect. Make a note of all injuries a fighter has suffered on your warband roster. Injuries may eventually heal, however: see page 112.

When making an injury roll for a fighter, if you roll an injury that the fighter already has, treat the result as **Flesh Wound** instead.

HEROES AND INJURIES

When you roll the **Killed** result for a fighter with the **Hero** runemark (✱), if they have any levels of renown, you can instead treat the result as **Lost Renown**. These potent fighters can take a bit more punishment before they are slain.

DEATH OF YOUR LEADER

If you roll the **Killed** result for your leader and they have no levels of renown, resolve the **Killed** result for them as you would for any other fighter. After they have been removed from your warband roster, you will need to choose

a new leader for your warband. If you have any other fighters with the **Hero** runemark (✱), excluding allies, you must choose one of these to become your new leader. If you do not have any such fighters, in step 6 of the aftermath sequence, you can add a new fighter with the **Hero** runemark (✱) that is not an ally to your warband roster without spending any glory to do so. This fighter is the new leader of your warband.

Regardless of whether the new leader was an existing fighter from your warband or is a new fighter, if they do not have any levels of renown, they immediately gain 1 level of renown, and if they do not have any heroic traits, they immediately gain 1 chosen from the list on page 116.

STEP 3 – EARN RENOWN

As your warband grows in power, certain fighters will begin to carve their own legends and stand apart as destined for glory.

In this step, you make a **renown roll** for each fighter in your warband that took part in

the battle by rolling a dice. If the fighter was not taken down in the battle, you can add 1 to the roll. On a 6+, the fighter being rolled for earns a **level of renown**. In addition, you can pick 1 fighter in your warband to be **marked for greatness** (even if they were taken down). Make 2 renown rolls for that fighter instead of 1.

LEVELS OF RENOWN

A fighter can have a maximum of 3 levels of renown. Keep a record of the levels of renown each fighter in your warband has on your warband roster.

During campaign battles, fighters with levels of renown can make free reactions as described on page 71.

HEROES, RENOWN AND HEROIC TRAITS

Fighters with the **Hero** runemark (✱) gain an additional benefit from renown in the form of **heroic traits**. Once a fighter with the **Hero** runemark (✱) earns their first level of renown, they can gain a heroic trait too. They do not gain this heroic trait immediately; instead, it must be earned by

completing a relevant quest. Once a hero earns a heroic trait, they keep it forever, even if they later lose all their levels of renown.

The leader of your warband works a little differently. Your leader can gain a maximum of 3 heroic traits. They begin with 1 heroic trait automatically. While they have 2 or more levels of renown, they can gain a second heroic trait (by completing a relevant quest as normal), and while they have 3 levels of renown, they can gain their third and final heroic trait. If your leader later loses any levels of renown, they do not lose any heroic traits they have earned.

STEP 4 – FURTHER YOUR QUEST

In this step, you can check the conditions of the quest your warband is embarked upon to see if it has been completed.

QUEST LOG

On your warband roster is a **quest log**. You will need to record certain things in your quest log, such as your quest progress. Each quest will state whether anything needs to be recorded while your warband is embarked upon it. When you complete a quest or give up a quest, everything in your quest log is removed.

COMPLETING A QUEST

Most quests (but not all) can be **completed** and you will earn a **reward** by doing so. In this step, you can check to see if you have completed your warband's quest. If you have, you earn the reward and can then pick a new quest for your warband following the rules on page 100.

The same quest can be embarked upon and completed multiple times unless it states otherwise.



GIVING UP ON A QUEST

You may find that the quest your warband is embarked upon cannot be completed or is simply too difficult. As a result, you may wish for your warband to pursue a different goal. In both cases, you can decide in this step for your warband to **give up** on the quest they are currently embarked upon. If you do so, your warband does not gain the reward for that quest but you can pick a new quest for them to embark upon following the rules on page 100.

Artefacts

During your campaign, your warband will obtain artefacts that your fighters can bear in battle. There are 2 types of artefacts: **artefacts of power** and **lesser artefacts**. Artefacts of power are typically obtained as a reward for completing a quest and are permanent upgrades, such as magical weapons or enchanted armour. On the other hand, lesser artefacts are typically obtained by sending fighters forth to explore (pg 106) and are temporary upgrades such as potions or trinkets that eventually lose their power.

Each artefact will have a special rule that applies to its **bearer**. You can find out more about lesser artefacts on pages 108-109.

When you obtain an artefact, you must pick 1 fighter in your warband to bear it. A fighter can only bear 1 artefact at a time, regardless of whether it is an artefact or power or a lesser artefact. If you wish to give an artefact to a fighter that already bears an artefact, you must choose to either give the artefact they currently bear to a fighter that bears none or **discard** it from your warband roster (see page 112).

STEP 5 – SEND FIGHTERS FORTH

In this step, you can send fighters forth into the Gnarlwood for various reasons; it may be to have them search for a new location for your encampment or track a monster that you intend to add to your warband. If a rule allows you to **send fighters forth** on certain tasks, it occurs in this step.

The following fighters cannot be sent forth:

- Fighters that were taken down in your last campaign battle.
- Monsters and thralls.

The most common ways a fighter can be sent forth are as follows:

- In each aftermath sequence, you can pick 1 fighter and **send them forth to explore**. This is to search for locations for your encampment and lesser artefacts (see below).
- Certain quests allow you to send fighters forth; for example, the ‘*Hunt the Beast*’ quest (pg 117) allows you to send a fighter forth to track down a monster.

- Other rules may allow you to send a fighter forth; for example, the ‘*Chaotic Nexus*’ encampment location (pg 123) allows you to send a fighter forth to reap the spoils from that location.

An individual fighter can only be sent forth once in each aftermath sequence.

EXPLORING THE GNARLWOOD

In this step, you can pick 1 fighter and **send them forth to explore**. To do so, pick which fighter is being sent forth and make an **exploration roll** by rolling on the Gnarlwood Exploration table overleaf.

Some of the results on the Gnarlwood Exploration table may prompt you to roll on the Gnarlwood Lesser Artefacts table on page 108. Other results are marked as a **[location]**, which means the fighter has discovered a suitable place to which your warband can relocate their encampment.

When a fighter discovers a location, you have the option

to relocate your warband’s encampment to that location or to interact with that location as specified in its rules in the Gnarlwood Exploration table. You can find the full rules for encampments on page 110. If a rule allows you to send forth more than 1 fighter to explore, make all your exploration rolls before deciding whether to relocate to or interact with any location you discover. If you decide to relocate, this must be done after the effects of the other exploration rolls are resolved. In addition, you cannot relocate more than once per aftermath sequence.

RELOCATING YOUR WARBAND’S ENCAMPMENT

If you wish to relocate your warband’s encampment, you must spend the glory required to do so. Relocating your encampment occurs at the very end of this step. This means that your new location bonus (pg 110) does not come into effect until the start of step 6, and any location bonus for your current encampment applies until the end of this step.

GNARLWOOD EXPLORATION TABLE (D66)

11-13 A BATTLE IN THE DARKNESS

Your fighter is attacked in the depths of the Gnarlwood, and if they survive, they come back either with a grievous injury or tales of their heroism.

Roll a dice. On a 1-5, make an injury roll for this fighter. On a 6, this fighter gains 1 level of renown.

14-16 RETURN EMPTY-HANDED

Your warrior returns with nothing of worth.
This result has no effect.

21-46 A DISCOVERED TREASURE

Your warrior returns having found something to aid your warband during their ventures in the Gnarlwood.

Roll once on the Gnarlwood Lesser Artefacts table (pg 108).

51-52 STRANGLEGROVE SWAMP

Your warrior returns with tales of a stretch of swampland that hides glimmering treasures beneath its brackish waters. This could be an advantageous place to set up your encampment.

[Location] Stranglegrove Swamp: This fighter discovers a Stranglegrove Swamp. You can spend **10 glory** to relocate your encampment to this location. Otherwise, this fighter can swim in its depths. If they do so, roll a dice. On a 1-2, make an injury roll for this fighter. On a 3+, roll once on the Gnarlwood Lesser Artefacts table (pg 108).

53-54 FOREBODING WATCHTOWER

Your warrior discovers a watchtower within the Gnarlwood. Moving your encampment here could help you spy the lie of the land around it.

[Location] Foreboding Watchtower: This fighter discovers a Foreboding Watchtower. You can spend **10 glory** to relocate your encampment to this location. Otherwise, this fighter can spy the lands beyond. If they do so, you gain 1 wild dice at the start of your next campaign battle.

55-56 DEAD GNARLOAK GROVE

Your warrior brings news of an abandoned encampment within a grove of dead gnarloaks, one that could be repaired and made secure for your own use.

[Location] Dead Gnarloak Grove: This fighter discovers a Dead Gnarloak Grove. You can spend **10 glory** to relocate your encampment to this location. Otherwise, this fighter can search it. If they do so, roll a dice. On a 1-2, they find nothing. On a 3+, roll once on the Gnarlwood Lesser Artefacts table (pg 108).

61 TIMEWORN RUIN

Your warrior has found an ancient stone temple hidden within the Gnarlwood. It would make a good location to relocate to, and may also house hidden treasures within.

[Location] Timeworn Ruin: This fighter discovers a Timeworn Ruin. You can spend **15 glory** to relocate your encampment to this location. Otherwise, this fighter can search it. If they do so, roll a dice. On a 1-2, they find nothing. On a 3-5, roll once on the Gnarlwood Lesser Artefacts table (pg 108). On a 6, make D3 rolls on that table instead.

62 SCORPID HIVE

Deep in the Gnarlwood, your warrior discovers a network of burrowed tunnels beneath the earth. If your encampment were set up here, you could use them to your advantage.

[Location] Scorpion Hive: This fighter discovers a Scorpion Hive. You can spend **15 glory** to relocate your encampment to this location. Otherwise, this fighter can scout the lands beyond. If they do so, you gain 2 wild dice at the start of your next campaign battle.

63 HIDDEN CAVERN

Further within the Gnarlwood are mountainous regions, and it is here your warrior finds this hidden cavern. There are few places in the Gnarlwood that offer such protection from the horrors that lurk beyond.

[Location] Hidden Cavern: This fighter discovers a Hidden Cavern. You can spend **15 glory** to relocate your encampment to this location. Otherwise, this fighter can search it. If they do so, roll a dice. On a 1, make an injury roll for this fighter. On a 2+, roll once on the Gnarlwood Lesser Artefacts table (pg 108).

64 LEY LINE NEXUS

Your warrior traces a ley line of arcane power through the Gnarlwood and discovers its source. The energies that permeate this place would serve you well.

[Location] Ley Line Nexus: This fighter discovers a Ley Line Nexus. You can spend **20 glory** to relocate your encampment to this location. Otherwise, this fighter can attempt to siphon its power. If they do so, roll a dice. On a 1-3, make an injury roll for this fighter. On a 4+, you do not need to make any **perish rolls** (pg 112) this aftermath sequence.

65 WELLSPRING

Within a secluded grove your warrior finds a wellspring of healing water. This could make a good place to move your encampment to.

[Location] Wellspring: This fighter discovers a Wellspring. You can spend **20 glory** to relocate your encampment to this location. Otherwise, this fighter can gather as much healing water as possible. If they do so, you obtain D3 Flasks of Aqua Ghyranis (pg 109).

66 SHARD OF TALAXIS

Your warrior returns with news most fortuitous. Deep within the Gnarlwood, they have discovered a fragment of ruined Talaxis. Take whatever treasures are held within for your own!

[Location] Shard of Talaxis: This fighter discovers a Shard of Talaxis. You can spend **20 glory** to relocate your encampment to this location. Otherwise, this fighter can search it. If they do so, roll D3 times on the Gnarlwood Lesser Artefacts table (pg 109), but instead of rolling a D66, roll 1 dice and add 60 to the score (giving 1-3 results of 61-66).

LESSER ARTEFACTS AND LESSER ARTEFACTS TABLES
Overleaf you will find the Gnarlwood Lesser Artefacts table. In addition, there are other lesser artefacts tables you may get to roll on (some can be found in the Quests section of this book).

When a result on a lesser artefacts table grants your warband a lesser artefact, follow the rules for artefacts on page 105. Each lesser artefact is marked as either **[consumable]** or **[perishable]**.

[Consumable] lesser artefacts require the bearer to use an action or bonus action for them to take effect. Once the action has

been made, that lesser artefact is immediately removed from your warband roster.

[Perishable] lesser artefacts might also allow a fighter to use them as an action, or they might have a rule that is always in effect and does not require an action to use. In both cases, **[perishable]** lesser artefacts can be used in multiple battles and are not immediately removed after being used. Instead, in step 6 of the aftermath sequence, you must make a **perish roll** for each **[perishable]** lesser artefact on your warband roster to see if it is removed or not (pg 112).

OTHER REWARDS

Lastly, you may find results on lesser artefacts tables that are marked as a **[reward]**. Instead of granting a lesser artefact, these results give a different reward as detailed.



GNARLWOOD LESSER ARTEFACTS TABLE (D66)

11-16 ITXI GRUB

These small, worm-like creatures can be found beneath of the bark of trees deep in the Gnarlwood. Despite their repulsive taste, they are famed for their restorative properties.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, remove D3 damage points allocated to them.

21-23 SWIFTWIND DUST

Naturally found in the Gnarlwood, this silvery powder sparkles like sunlight reflecting on water. When scattered into the air, it summons a magical zephyr that hastens those nearby.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, add 1 to their Move characteristic until the end of their activation.

24-26 GNARLOAK BARK

When cured and worn across the chest, the stripped bark of a gnarloak provides a level of protection comparable to that of a shirt of chainmail.

[Perishable] Add 1 to the Toughness characteristic of the bearer.

31-32 BLIGHT SERPENT VENOM

Taken from the corpse of one of these deadly vipers, this venom eats through flesh and even armour with terrifying ease.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, add 1 to the Strength characteristic of melee attack actions made by them until the end of their activation.

33-34 VIAL OF JABBERSLYTHE BLOOD

You find a vial of this green-brown mucosal substance amidst some ruins. A mere drop is enough to curdle the flesh and blacken the blood of an unfortunate victim.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, add 1 to the damage points allocated by each critical hit from melee attack actions made by them until the end of their activation.

35-36 BLOOD BEETLE

This creature sends anyone who ingests it into a momentary frenzy.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, add 1 to the Attacks characteristic of melee attack actions made by them until the end of their activation.

41-42 ARACHNAROK WEBBING

This incredibly sticky substance can be applied to greaves and boots to allow a fighter to scale a wall in moments.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, until the end of their activation, do not count the vertical distance moved while they are climbing.

GNARLWOOD LESSER ARTEFACTS TABLE CONT. (D66)

43-44 GREATER ITXI GRUB

Despite tasting the foulest of all, every explorer soon learns the bigger the grub, the more of the 'good stuff' lies within.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, remove 2D6 damage points allocated to them.

45-46 CARNOSAUR FANG ELIXIR

Your warrior discovers a dying Carnosaur in the Gnarlwood. The fangs of this great beast can be ground to dust and brewed into a powerful elixir.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, until the end of their activation, melee attack actions made by the bearer score a critical hit on a 5+.

51-56 FLASK OF AQUA GHYRANIS

You find an entire flask of this precious fluid on a fallen warrior. It is famed across the realms for its ability to rapidly heal wounds.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, remove 3D6 damage points allocated to them.

53-54 AMBERBONE

This Ghurish realmstone possesses a primal aura that imbues its bearer with a savage ferocity.

[Perishable] The first time the bearer makes a move action in each battle round, add 1 to the Attacks characteristic of melee attack actions made by them until the end of that battle round.

55-56 VEN TALAX MAP

On the skeletal remains of a long-dead explorer, you discover a rotten map marked with the seal of Ven Talax, hinting of nearby treasure.

[Perishable] If the bearer is sent forth to explore in step 5 of the aftermath sequence, you can re-roll the exploration roll.

61 IDOL OF THE SLANN

A faint trace of sorcery clings to this golden statue, granting the bearer fleeting visions of events yet to pass.

[Perishable] If the bearer is included in your warband, you begin the battle with 1 additional wild dice.

62 STONE SERPENT GLYPHS

When placed together, a burst of celestial energy springs forth from these paired glyphs, healing the wounds of the bearer and those attuned to them.

[Perishable] Once per battle, the bearer can use this lesser artefact as a bonus action. If they do so, roll a dice for each friendly fighter within 9" of them. On a 2-5, you can remove 1 damage point from the fighter being rolled for. On a 6, you can remove up to 3 damage points instead.

63 SACRIFICIAL DAGGER

An unsettling magic clings to the carved obsidian blade of this ancient weapon. While fragile, it can be used to inflict a grievous wound on an enemy.

[Perishable] Once per battle, the bearer can use this lesser artefact as an action. If they do so, pick 1 visible enemy fighter within 1" of them. Allocate D6 damage points to that fighter.

64 CELESTITE DIAL

Strange runes are etched into the segments of this device. When manipulated, the bearer can travel great distances in an eye-blink.

[Perishable] Once per battle, the bearer can use this lesser artefact as an action. If they do so, remove them from the battlefield and set them up again anywhere on the battlefield more than 5" from all enemy fighters.

65 SHARD OF AMYNTOK

Aetheric power coalesces around this crystal, which can be manipulated to shoot lethal, blazing white beams of energy at a foe.

[Perishable] Once per battle, the bearer can use this lesser artefact as an action. If they do so, pick a visible enemy fighter within 9" of them and roll 3 dice. For each 4-5, allocate 1 damage point to that fighter. For each 6, allocate 3 damage points to that fighter.

66 MECHANISM OF THE OLD ONES

When spurred into motion, this strange device slows time around the bearer, allowing them to move with impossible speed.

[Perishable] Once per battle, the bearer can use this lesser artefact to make either a bonus move action or a bonus attack action.

THE ENCAMPMENT

It is no simple thing to find shelter in the Gnarlwood, but places of temporary safety do exist: overgrown ruins, swamplands criss-crossed with navigable paths, or hollows formed from the twisted skeletons of petrified trees. These are places where a warband might snatch a few hours of precious rest, before the ever-hungry forest begins to close in around them.

Every warband has an **encampment**. This is their base of operations and the place where they keep their supplies and resources hidden from their enemies.

At the start of your campaign, the **location** of your warband's encampment is the 'Outskirts of the Gnarlwood', for they are yet to have established a base further within the depths of the forest.

Over the course of your campaign, your warband's encampment will relocate to many different locations as your warriors discover promising sites deep within the Gnarlwood, or your enemies learn of your current encampment's whereabouts.

ENCAMPMENT STATE

Your encampment is always in 1 of 3 states: **secure**, **threatened** or **compromised**. At the start of the campaign, your encampment is secure. In addition, each time you relocate your encampment, it becomes secure once more. You can find out more about your encampment becoming threatened and compromised on page 113.

LOCATION BONUS

Each encampment location has a **location bonus**. Opposite, you can see the 10 most common encampment locations and their location bonuses.

POINTS LIMIT

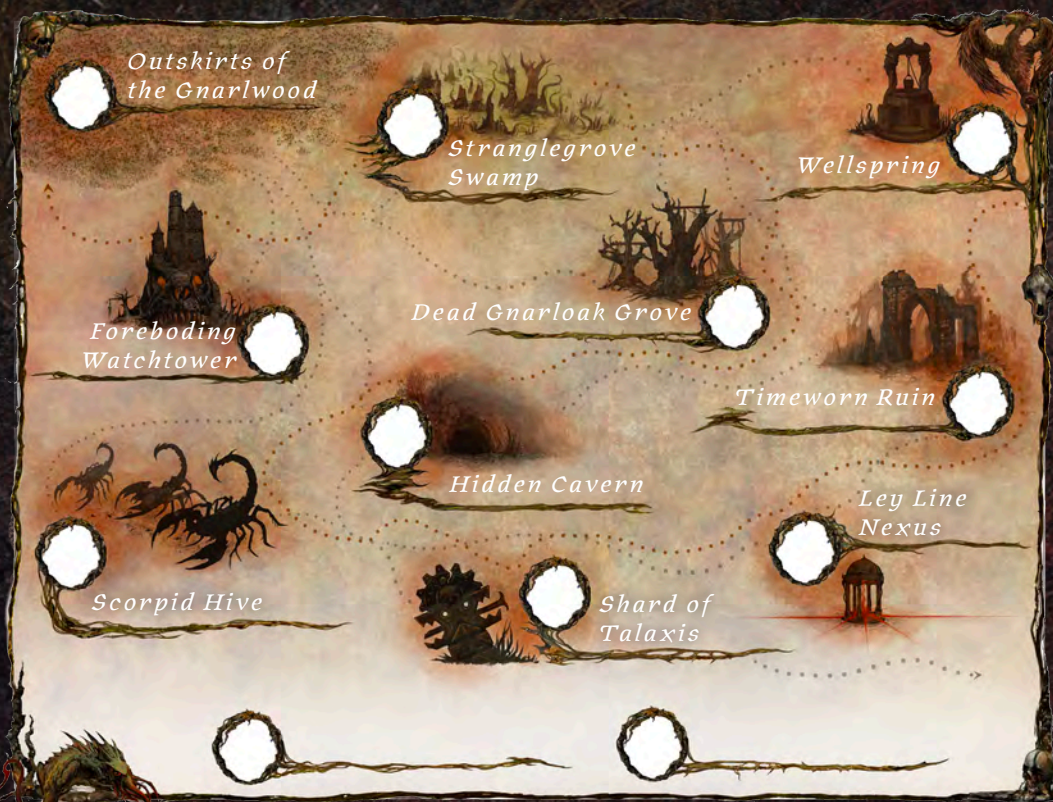
In a campaign battle, the **points limit** of your warband is determined by the location of their encampment.

REPUTATION MODIFIER

Each encampment location has a **reputation modifier**, which will affect your warband's reputation score when it is recalculated in step 6 of the aftermath sequence.

OTHER LOCATIONS

The locations shown opposite are not the only locations you can relocate your encampment to; you will find many others that can be discovered across different Warcry publications. For example, some of the quests in the Quest section of this book (pg 114) grant a unique location to relocate to when that quest is completed.



The encampment roster can be marked in pencil to keep track of where your current encampment is located. There are blank spaces at the bottom where you can record encampment locations that are specific to your warband's Grand Alliance or faction. A copiable version can be found on page 157.

COMMON ENCAMPMENT LOCATIONS

Location	Location Bonus	Points Limit	Reputation Modifier
<p>Outskirts of the Gnarlwood <i>Your warband is yet to establish themselves within the Gnarlwood. You must make haste, before your rivals steal all the glory.</i></p>	Do not make encampment checks for this location.	1000	+0
<p>Stranglegrove Swamp <i>The writhing vines in this swamp stretch out to throttle trespassers. There are many treasure-laden corpses entangled within; perhaps their loot might be recovered, if you are very, very careful?</i></p>	In step 5 of the aftermath sequence, you can pick 1 fighter from your warband and send them forth to explore the swamp . To do so, roll a dice. On a 1-2, make an injury roll for that fighter. On a 3+, roll once on the Gnarlwood Lesser Artefacts table.	1050	+1
<p>Foreboding Watchtower <i>Built into the skull of a colossal beast, this watchtower rises above the canopy of the Gnarlwood, offering a fine vantage point.</i></p>	In step 5 of the aftermath sequence, you can re-roll 1 exploration roll you make.	1050	+1
<p>Dead Gnarloak Grove <i>These petrified gnarloaks have long stood silent. Platforms supported by their branches offer you respite from the horrors below.</i></p>	In a campaign battle, you gain 1 additional wild dice at the start of the battle if you are the defender.	1150	+1
<p>Timeworn Ruin <i>Whichever ancient culture constructed this stone temple perished long ago. Their treasures, however, remain – as do the deadly traps they laid throughout the structure.</i></p>	In step 5 of the aftermath sequence, you can pick 1 fighter from your warband and send them forth to explore the ruins . To do so, roll a dice. On a 1, make an injury roll for that fighter. On a 2+, roll once on the Gnarlwood Lesser Artefacts table.	1100	+2
<p>Scorpid Hive <i>This underground hive was once home to teeming swarms of burrowing scorpids. The flesh-eating creatures are gone, but their winding tunnels stretch far across this region of the Gnarlwood.</i></p>	In a campaign battle, you gain 1 additional wild dice at the start of the battle if you are the attacker. In addition, in step 1 of the aftermath sequence, you gain D6 additional glory if you were the attacker.	1150	+2
<p>Hidden Cavern <i>This secluded cave offers protection few other locations can. With only a handful of warriors needed to defend it, you can bring your full might to bear in battle.</i></p>	In a campaign battle, you gain 1 additional wild dice at the start of the battle if you are the defender.	1250	+2
<p>Ley Line Nexus <i>Geomantic lines of arcane energy converge at this point and can be harnessed for power.</i></p>	In step 6 of the aftermath sequence, add 1 to all perish rolls you make.	1150	+3
<p>Wellspring <i>The restorative properties of this spring aid your warriors in recovering from injuries.</i></p>	In step 6 of the aftermath sequence, add 1 to all recovery rolls you make.	1150	+3
<p>Shard of Talaxis <i>You have discovered a fragment of wreckage from the crashed Seraphon temple-ship, filled with esoteric treasures. Seize them before your rivals learn of this discovery!</i></p>	In step 5 of the aftermath sequence, you can pick 1 fighter from your warband and send them forth to explore the wreckage . To do so, roll a dice. On a 1, make an injury roll for that fighter. On a 2+, roll once on the Gnarlwood Lesser Artefacts table, but instead of rolling a D66, roll 1 dice and add 60 to the score (giving a result of 61-66).	1200	+3

STEP 6 – MANAGE YOUR WARBAND

In this step of the aftermath sequence, you will be able to see if injured fighters recover, see if any [perishable] lesser artefacts have lost their useful properties, and add and remove fighters from your warband roster.

This step comprises 4 sub-steps that can be completed in any order. Once they have been completed, you must recalculate your warband's **reputation**.



SUB-STEP 1: RECOVERY ROLLS

Make **recovery rolls** by rolling a dice for each injury a fighter has, except for injuries suffered in this aftermath sequence. On a 1-3, the injury being rolled for persists and the fighter continues to suffer from its effects. On a 4+, the injury **heals** and is removed from the fighter.

If a fighter was not included in your warband in your last campaign battle, add 1 to recovery rolls made for that fighter's injuries.

SUB-STEP 2: PERISH ROLLS

Make **perish rolls** by rolling a dice for each [perishable] lesser artefact a fighter in your warband bears, except for those obtained in this aftermath sequence. On a 4+, the lesser artefact retains its potency. On a 1-3, it has lost its useful properties and is removed from your warband roster.

SUB-STEP 3: ADDING AND REMOVING FIGHTERS

You can remove any fighters from your warband roster if you wish. If you remove your leader, follow the rules on page 104 to nominate a new leader as if they had been slain. You can also add new fighters to your warband roster. To do so, you will need to spend some of your warband's glory and you must follow the warband restrictions on page 99.

To add a new fighter, consult the Fighter Recruitment table below to see how much glory must be spent. Then add that fighter to your warband roster.

Fighters with the **Hero** runemark (★), allies, thralls and monsters can only be added to your warband roster when you complete a quest that allows you to do so.

FIGHTER RECRUITMENT TABLE	
Fighter's Points Value	Glory Cost
0-50	1
51-100	2
101-150	3
151-200	4
201-250	5
251-300	6
301-350	7
351+	8

WARBAND ROSTER LIMITS

There are limits on the number of fighters and fighters of a certain type that you can add to your warband roster, as shown on the table below.

WARBAND ROSTER LIMITS	
Type of Fighter	Maximum Number
Fighter	20
Hero/Ally	3 (in total)
Monster	1

SUB-STEP 4: MANAGING ARTEFACTS

You can swap around the artefacts borne by the fighters in your warband. Remember, a fighter can only bear 1 artefact at a time (either an artefact of power or a lesser artefact). You can choose to discard any artefacts too. For each artefact of power you discard, you gain 2D6 glory (it is presumed your warband sells it to an ally). Discarding lesser artefacts does not gain you any glory.

RECALCULATE REPUTATION

Once you have completed all the sub-steps in this step of the aftermath sequence, you must recalculate the reputation of your warband according to the modifiers below:

Your Reputation Equals:

- +1 for each fighter in your warband with the **Hero** runemark (★)
- +1 for each heroic trait a fighter in your warband has
- +1 for each artefact of power borne by fighters in your warband
- +1 if your warband includes a monster
- +x according to the Reputation Modifier of your encampment location

STEP 7 – MAKE THE ENCAMPMENT CHECK

The final step of the aftermath sequence is to check to see if the location of your warband's encampment has been discovered by your enemies. Once the location is known, the encampment is under threat of being compromised, at which point it will fall victim to opportunistic raiders and beasts until it has been stripped bare of anything of value. This means a new location for your encampment will need to be sought as soon as possible!

ENCAMPMENT CHECK

In this step, make an **encampment check** by rolling 2 dice. Do not add the scores together; instead, check if either or both of the dice score a 1. Each roll of 1 is a **fail**. The first fail you roll for your encampment changes its state from **secure** to **threatened**. The second fail you roll for your encampment changes its state from **threatened** to **compromised**.

This means that it is possible for a secure encampment to become compromised from the first encampment check made for it. In the Gnarlwood, nowhere is as safe as you think it might be!



THREATENED

When your encampment is **threatened**, it has no direct effect, but it is a sign that you should probably start looking for a location to relocate your encampment to!

COMPROMISED

While your warband's encampment is **compromised**, the following rules apply:

1. The location bonus of your warband's encampment no longer has an effect (its Reputation Modifier still stands, however).
2. Your points limit for each campaign battle is 950.
3. You do not make encampment checks.

RELOCATING WITH HASTE!

Once your warband's encampment is compromised, finding a new location for it to move to is an urgent priority! For this reason, when your encampment becomes compromised, you can choose for your warband to immediately give up their current quest (pg 105) and instead embark upon the 'Explore the Gnarlwood' quest (pg 117).



The Tarantulos Brood are quite at home in the tangled depths of the Gnarlwood, for here can be found many unique specimens for their mutating experiments.

QUESTS

There are many roads to glory hidden within the depths of the Ravening Ruin, and the path your warband takes will be shaped by the decisions you make. Whether you choose for them to raid the territories of others or to pursue some greater purpose whilst doggedly defending their gains, the fate of your warband is in your hands.

On page 95 you will find details about embarking your warband on their first quest, and page 100 explains how you can complete quests and embark on new quests. In this chapter, you will find a host of quests to choose from. They are organised into the following sections:

UNIVERSAL QUESTS

This section includes 6 quests that any warband can embark upon, including 'Hunt the Beast', which allows a player to add a monster to their warband upon its completion.

GRAND ALLIANCE QUESTS

This section contains quests that can be embarked upon by warbands from the appropriate Grand Alliance. There are 12 quests in total, 3 for each Grand Alliance: Order, Chaos, Death and Destruction. The lists on pages 80-81 show you which warbands are from which Grand Alliance.

QUEST BATTLEPLANS

Some quests require a **quest battleplan** to be fought and won before the quest can be completed. For example, the 'Hunt the Beast' quest tells the tale of a warband tracking a monster to its lair and requires the 'Break Its Spirit' quest battleplan (pg 118) to be fought and won by the warband embarked on that quest.

If you and your opponent agree, you can use a quest battleplan for a campaign battle if one of the warbands is embarked on the relevant quest and has met the necessary criteria.

The warband that is embarked on the quest is referred to as the **questing warband** and the player controlling that warband as the **questing player**. Their opponent is referred to as the **adversary player**. This player will either use their warband, in which case it is referred to as the **adversary**

warband, or they will use fighters dictated by the battleplan (for example, in 'Hunt the Beast', the adversary player controls a monster).

When using a quest battleplan for a campaign battle, follow all the rules for a normal campaign battle in addition to those in the quest battleplan. In addition, all players complete the aftermath sequence after the battle.

In the rare case that both warbands are embarked on the same quest and both wish to be the questing warband in the battle, the players roll off and the winner's warband is the questing warband.

Quest battleplans often have fixed deployment maps that players can see before they sort their warband into battle groups. We recommend players use this information to think ahead and plan accordingly!



Merciless and relentless, the Ruinator Alphas of the Horns of Hashut will not stop until their tyrannical deity's demand for desolation has been fulfilled.

UNIVERSAL QUESTS

Over the following pages, you will find 6 quests that can be embarked upon by warbands from any faction.

UNIVERSAL QUEST

TREASURES OF THE GNARLWOOD

There are many treasures to be found down the twisting paths of the Gnarlwood, from ancient Seraphon artefacts to items of arcane power brought there by foolhardy explorers that have since met their demise. You have heard rumours of a powerful artefact in the vicinity – seek it out, and take it for your own.

While embarked upon this quest, in step 5 of the aftermath sequence, you can pick up to 3 fighters from your warband roster and **send them forth to search for the artefact**. To do so, roll a dice for each fighter you picked, adding 1 to each roll if you won your last campaign battle. Then, add the rolls together. This score represents your **progress**. Keep a record of your progress in your quest log.

In addition, on an unmodified roll of 1, the fighter being rolled for is attacked by something within the Gnarlwood. Make an injury roll for that fighter.

Once your progress totals 10 or more, you can complete this quest and your warband has discovered the artefact. Roll on the Treasures of the Gnarlwood table below to see what you find. If the result you roll is an artefact that a fighter in your warband already bears, roll again until the result is an artefact no fighter in your warband bears.

D6	TREASURES OF THE GNARLWOOD
1	Jade Ring: <i>Inset with a gem of Ghyranite cyclestone, this ring boosts one's constitution and holds restorative properties.</i> Add 3 to the Wounds characteristic of the bearer. In addition, once per battle, the bearer can use this artefact as a bonus action. If they do so, remove up to D6 damage points allocated to them.
2	Cursed Blade: <i>There are relics to be found in the Gnarlwood that bear the taint of Chaos. Some shy away from their use, but many more have no qualms about using them to their advantage.</i> Add 1 to the damage points allocated by each hit and critical hit from melee attack actions made by the bearer.
3	Amethyst Amulet: <i>When words of binding are uttered in an old Shyishan tongue by the wearer of this amulet, they disincorporate momentarily before coalescing once more in a new location.</i> Once per battle, the bearer can use this artefact as a bonus action. If they do so, pick a point within 6" of the bearer that is on the battlefield floor or a platform. Remove the bearer from the battlefield and set them up once more with the centre of their base on that point.
4	Ghurish Totem: <i>This amberbone fetish glows and radiates warmth when gripped in a fist, imbuing the bearer with a short burst of speed so long as their intent is to shed blood.</i> Once per battle, the bearer can use this artefact to make a bonus move action but they must finish that move action within 1" of an enemy fighter.
5	Warding Glyph-stone: <i>Found within the shattered ruins of Talaxis, these fist-sized orbs of polished obsidian project a bubble of blue-white energy that repels physical and arcane attacks.</i> Once per battle, the bearer can use this artefact as a reaction after they are targeted by an attack action but before the hit rolls are made. Roll a dice for each hit and critical hit scored from that attack action. On a 4+, a hit becomes a miss and a critical hit becomes a hit instead.
6	Serpent-tongue Sceptre: <i>These golden rods are fashioned in the image of two entwined serpents. They grant the bearer the power to call forth swarms of snakes to attack their foes.</i> Once per battle, the bearer can use this artefact as an action. If they do so, pick 1 visible enemy fighter within 9" of the bearer that is on the battlefield floor. Allocate 2D6 damage points to that fighter. Then, allocate D3 damage points to each other fighter within 3" of that fighter, excluding the bearer.



UNIVERSAL QUEST

ASCENSION TO GLORY

The saga of a warrior is told through their deeds and triumphs. A member of your warband is on the cusp of glory; let them prove themselves in the fires of battle.

Pick a fighter with the **Hero** runemark (✳) in your warband that can gain a heroic trait and note them in your quest log. See page 104 to find out how fighters can gain a heroic trait.

While embarked upon this quest, in step 4 of a campaign battle's aftermath sequence, you can complete this quest if an enemy fighter with the **Hero** runemark (✳) was taken down in that battle by an attack action made or ability used by the fighter noted in your quest log.

When you complete this quest, you can give that fighter one of the heroic traits from the Universal Heroic Traits below.

UNIVERSAL HEROIC TRAITS

Ferocious Combatant: *As battle is joined, this warrior rains a flurry of blows upon any foe in their path.*

Add 1 to the Attacks characteristic of melee attack actions made by this fighter.

Agile Warrior: *With heightened reflexes and a swift pace, this fighter can race across the battlefield.*

Add 1 to the Move characteristic of this fighter.

Hardy Constitution: *This warrior draws upon reserves of strength to stand defiant in the face of the enemy.*

Each time this fighter activates, you can remove D3 damage points allocated to them (including when they are activated for a second time after waiting).

Resourceful: *With a keen mind, this quick-thinking warrior can help turn the tide of battle.*

If this fighter is included in your warband, you gain 1 additional wild dice at the start of the battle.

Thick-skinned: *This hardy fighter shrugs off wounds that would lay low most warriors.*

Each time an attack action scores any critical hits on this fighter, 1 of those critical hits becomes a hit instead.

Skilled Commander: *The warriors of this warband look to this fighter to lead them in battle.*

Once per battle, this fighter can use the 'Inspiring Presence' ability without needing or using any ability dice.

UNIVERSAL QUEST

**SECURE A
POWERFUL ALLY**

To attract powerful warriors to your cause, you must demonstrate your prowess in battle or somehow convince them to join you.

You can complete this quest in step 4 (pg 105) of a campaign battle's aftermath sequence if your warband won that battle or by spending 5 glory.

When you complete this quest, you can add 1 ally, thrall or fighter with the **Hero** runemark (★) to your warband roster (you must still spend the glory required to do so).

UNIVERSAL QUEST

**EXPLORE
THE GNARLWOOD**

The Gnarlwood holds many secrets, and there are many advantageous places to set up your encampment if they can be found.

This is an ongoing quest rather than one that is completed.

While embarked upon this quest, you can pick up to 3 fighters and **send them forth to explore** in step 5 of the aftermath sequence (pg 106) instead of only 1 fighter. For each fighter after the first, however, you must spend 3 glory.

UNIVERSAL QUEST

FIGHT FOR GLORY

Make a reputation for yourself in the Gnarlwood; let your enemies come to fear your name by hunting them without cease and laying them low in battle!

This is an ongoing quest rather than one that is completed.

While embarked upon this quest, you earn 1 additional glory in step 1 of each campaign battle's aftermath sequence for each enemy fighter that was taken down in that battle.

UNIVERSAL QUEST

HUNT THE BEAST

There are many large and dangerous creatures that prowl the depths of the Gnarlwood, but your warriors have found the tracks of one that could be tamed and brought to bear against your enemies. Be warned: to do so is no easy feat. First you must track it to its lair, and once it is cornered, you must break its spirit!

Pick a monster that can be included in your warband and note it in your quest log. See page 76 to find out which monsters can be included in your warband.

While embarked upon this quest, in step 5 (pg 106) of each campaign battle's aftermath sequence, you can pick up to 3 fighters from your warband roster and **send them forth to hunt the monster**. To do so, roll a dice for each fighter you picked, adding 1 to each roll if you won the battle. Then, add the rolls together. This score represents your **progress**. Keep a record of your progress in your quest log.

In addition, on an unmodified roll of 1, the fighter being rolled for is attacked by something within the Gnarlwood. Make an injury roll for that fighter.

Once your progress totals 10 or more, your warband has discovered the monster's lair and you can fight battles using the 'Break Its Spirit' quest battleplan on page 118. If you do so and you win the battle, in step 4 of the aftermath sequence, you can complete this quest.

When you complete this quest, you can add the monster you made a note of when you embarked upon this quest to your warband roster (you must still spend the glory required to do so). If you already have a monster on your warband roster, you can choose to replace it with this new monster.

QUEST BATTLEPLAN

BREAK ITS SPIRIT

You have been tracking a large and powerful creature through the Gnarlwood for the past few weeks. Now you have discovered its lair. Although wild, this monster can be tamed and brought to bear upon your enemies. First, however, you must assert your dominance and defeat it in battle. This will be no easy task!

THE MONSTER

In this battle, the adversary player does not use their warband. Instead, they control the monster picked by the questing player.

ATTACKER AND DEFENDER

In this battle, the questing player is the attacker and the adversary player is the defender.

TERRAIN

Set up terrain as normal.

DEPLOYMENT

Draw 3 deployment maps. The attacker picks 1 of these to use, and chooses who is red and who is blue.

The attacker sets up all their battle groups first. The defender then picks 1 of their deployment points and sets up the monster. They cannot pick a reserve deployment point.

VICTORY

If the monster is taken down, the attacker wins the battle. Otherwise, at the end of the sixth battle round, the battle ends and the defender wins the battle.

TWIST

The following 2 twists are used:

Delayed Reinforcements: In the reserve phase, before the attacker sets up a reserve battle group on the battlefield, they must roll a dice for each fighter in that battle group. On a 1-3, the fighter being rolled for will arrive in the reserve phase of the next battle round instead of this one.

Wild Temperament: At the start of each battle round, D6 damage points are removed from the defender's monster.

THE AFTERMATH SEQUENCE

In the aftermath sequence of this battle, the glory table in step 1 is not used. Instead, both players earn 3 glory and the winner earns an additional 2 glory.

Both players complete all other steps as normal with the exception of step 3 (Earn Renown), which is skipped by the adversary player. In addition, the adversary player does not need to make perish rolls.

Lastly, the adversary player receives the following bonus in the aftermath sequence:

Unopposed Exploration: The adversary player can re-roll 1 exploration roll in this aftermath sequence. If they do so, they must accept the new result.



Even as they attempt to tear one another apart, the warbands battling for control of the Gnarlwood must beware their surroundings: the forest always hungers.





CHAOS QUESTS

Over the following pages, you will find 3 quests that can be embarked upon by warbands with a faction runemark from the Chaos Grand Alliance (pg 81).

CHAOS QUEST

GIFTS OF THE DARK GODS

During the Age of Chaos, the Gnarlwood was assaulted many times by the servants of Chaos, and it bears the wounds of those invasions to this day. In the darkest stretches of the forest can be found all manner of powerful relics, locked away in forsaken vaults or hidden in ruins. Seek them out so that they might aid in the destruction of your enemies.

Pick 1 artefact of power from the Gifts of the Dark Gods table (see below) and note it in your quest log. You cannot pick an artefact of power already borne by a fighter in your warband.

While embarked upon this quest, you must keep track of the **progress** your warband makes, represented by a **progress score**. In step 4 of each campaign battle's aftermath sequence, add 2 to your progress score if you won the battle, and add an additional 2 if you were the attacker (whether you won or not). In addition, you can pick 1 fighter from your warband and **send them forth to search for the artefact**. To do so, roll a dice and add the roll to your progress score. In addition, on a 1, the fighter being rolled for is attacked by something within the Gnarlwood. Make an injury roll for that fighter.

You can complete this quest once your progress score is 15 or more. When you complete this quest, you obtain the artefact of power that was noted in your quest log.

GIFTS OF THE DARK GODS

Ferrium Plate: *Forged in the infernal fires of Axranathos by the weaponsmiths of the Iron Golems, this suit of heavy armour will serve you well in battles to come.*

Add 2 to the Toughness characteristic of the bearer.

Fleshrender: *A demonic entity has been bound within the steel of this blade. Wickedly sharp spikes sprout from its edge, and a singular cruel eye in its hilt ever gazes at mortals with wicked intent.*

Add 3 to the damage points allocated by each critical hit from melee attack actions made by the bearer.

Blade of the Tallyman: *Each time the edge of this pox-ridden weapon is notched with a kill, chaotic energy coalesces in the air around the bearer, imbuing them with dark power.*

Each time an enemy fighter is taken down by a melee attack action made by the bearer, you gain 1 additional wild dice that you can use at the start of the next battle round.

The Eight-horned Helm: *This many-horned helm drives anyone who dons it to commit unrelenting acts of bloodlust.*

Each time an enemy fighter is taken down by a melee attack action made by the bearer, the bearer can make a bonus move action or a bonus attack action.

The Writhing Torc: *Fashioned from still-sentient spawnflesh, this torc feeds off its bearer like a leech, bestowing chaotic power in return.*

Add 3 to the value of abilities used by the bearer (to a maximum of 6).

Flux Stave of Ocladius: *It is said that the deranged sorcerer Ocladius constructed nine of these eldritch staves, which grant the bearer the ability to step outside the immediate flow of time.*

Once per battle, the bearer can use this artefact to make a bonus move action.

CHAOS QUEST
CHAMPION OF CHAOS

To gain the favour of the Dark Gods, you must cast down your enemies in battle with brutal displays of violence.

Pick a fighter with the **Hero** runemark (✱) in your warband that can gain a heroic trait and note them in your quest log. See page 104 to find out how fighters can gain a heroic trait.

While embarked upon this quest, in step 4 of a campaign battle's aftermath sequence, you can complete this quest if an enemy fighter with the **Hero** runemark (✱) was taken down in that battle by an attack action made or ability used by the fighter noted in your quest log.

When you complete this quest, you can give that fighter one of the heroic traits from the Chaos Heroic Traits below.

CHAOS HEROIC TRAITS

Merciless Killer: *Bloodshed alone is enough to satisfy this deadly warrior.*

Once per battle, this fighter can use this heroic trait to make a bonus attack action.

Sharpened Teeth: *This warrior has filed their teeth to points, so that they might tear chunks out of their foes and taste their hot blood.*

After each melee attack action made by this fighter that targets an enemy fighter within 1" of them, if that enemy fighter was not taken down, allocate D3 damage points to that enemy fighter.

Unnatural Vitality: *Like a gnarled and twisted oak that will not fall, this champion stands inviolate against the enemy's pathetic blows.*

Add 5 to the Wounds characteristic of this fighter.

Master of Dark Rituals: *The profane acts performed by this champion ensure that the power of Chaos clings to them like an unholy shroud.*

Each time an enemy fighter is taken down by an attack action made or ability used by this fighter, you gain 1 additional wild dice that can be used in the initiative phase of the next battle round.

Eternal Bloodlust: *This warrior craves the constant thrill of battle and the smell of blood in the air.*

Once per battle, this fighter can use this heroic trait to make a bonus move action, but they must finish that move action within 1" of an enemy fighter.

Strength in Slaughter: *As this warrior's enemies fall, they feel themselves invigorated with sinister energies.*

Each time an enemy fighter is taken down by an attack action made or ability used by this fighter, you can remove D3 damage points allocated to this fighter.



CHAOS QUEST

DESECRATE THE LAND

The gods whisper in your ear. If you can stain the land with enough blood, a fell ritual can be performed to blight the earth and bring the chaotic energies of the Realm of Chaos to bear within the Ravening Ruin itself.

While embarked upon this quest, you must keep track of the blood spilled by your warband with a **blood score**. In each campaign battle, add 1 to your blood score for each enemy fighter taken down by a fighter from your warband.

While your blood score totals 8 or more, you can fight battles using the 'Fell Ritual' quest battleplan. If you do so and you win the battle, in step 4 of the aftermath sequence, you can complete this quest. If you do so, in step 5, you can relocate your warband's encampment to a 'Chaotic Nexus' (see opposite) and do not need to spend any glory to do so.

QUEST BATTLEPLAN

FELL RITUAL

In the name of your dark patrons, you have felled many foes and let their blood trickle down into the soil of these grounds. Now it is time to summon the warping tendrils of Chaos into this land and desecrate it. The day of your fell ritual is nigh; let not your enemies oppose you, and make them your sacrifice instead!

ATTACKER AND DEFENDER

In this battle, the questing player is the defender and the adversary player is the attacker.

TERRAIN

Set up terrain as normal.

DEPLOYMENT

Use the deployment map below. The defender is blue and the attacker is red.

VICTORY

Before the battle, the defender places 3 objectives on the battlefield, each more than 9" from all other objectives and more than 3" from the battlefield edge. The defender then picks 1 objective to be the **primary ritual site**. The other 2 objectives are **secondary ritual sites**.

At the end of each battle round, the defender scores D6 ritual points if they control the primary ritual site and D3 ritual points for each secondary ritual site they control. Then, the defender loses D3 ritual points for each ritual site controlled by the attacker (to a minimum of 0).

The battle ends after 4 battle rounds. If the defender has 16 or more ritual points, they win the battle. Otherwise, the attacker wins.

TWIST

Determine a twist as normal.

THE AFTERMATH SEQUENCE

The adversary player receives the following bonus in the aftermath sequence:

Renown to be Earned: The adversary player adds 1 to each renown roll they make in this aftermath sequence.



ENCAMPMENT LOCATION

Location	Location Bonus	Points Limit	Reputation Modifier
<p>Chaotic Nexus <i>The fallout of your fell ritual has left the landscape a blasted and corrupted wasteland. Not only do the Dark Gods favour you for enacting their will in this place, but its power also draws many tainted denizens who bring treasures and trinkets in tribute.</i></p>	<p>Add 1 to renown rolls you make for fighters from your warband with the Hero runemark (✱). In addition, in step 5 of the aftermath sequence, you can pick 1 fighter from your warband and send them forth to reap the spoils. To do so, roll on the table below.</p>	1150	+3

CHAOS BOONS (D66)

11-16 RETURN EMPTY-HANDED

Your warrior returns with nothing of worth. This result has no effect.

21-26 MEAGRE PICKINGS

Your warrior returns with minor spoils that can be sold or bartered for materials.

[Reward] You receive D6 glory.

31-33 RAW SPAWNFLASH

Your warrior returns with a misshapen, tentacled lump of flesh. Although its effects are far from predictable, in desperation it can be consumed.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, roll a dice. Until the end of the battle, their Toughness characteristic is equal to the roll. In addition, remove a number of damage points allocated to them equal to double the roll.

34-36 BULLGOR HEART

A flock of furies now dwells in your domain. They offer you the heart of a felled Bullgor in tribute.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, until the end of their activation, add 1 to the Attacks and Strength characteristics of melee attack actions made by them.

41-43 SOULROIL SLIME

Only the truly desperate would consume this vial of brackish liquid, but though it sees the guts roil and churn, the benefits it confers on the imbiber's constitution are considerable.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, you can remove 2D6 damage points allocated to them. In addition, add 1 to their Toughness characteristic until the end of the battle.

44-46 SKAVEN DEATHGLOBE

The gaseous contents of this strange orb are volatile but lethal when unleashed.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, pick a visible enemy fighter within 6" of them and roll a dice. On a 1, nothing happens. On a 2-3, allocate D3 damage points to that fighter. On a 4+, allocate 2D6 damage points to that fighter.

51-53 RUSTCHARM RING

This heavily patinated ring can cause the armaments of nearby enemies to rust and corrode at an accelerated pace.

[Perishable] Subtract 1 from the Strength characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 6" of the bearer.

54-56 KARKADRAK SCALE ANKLET

One who wears this sturdy accoutrement finds themselves blessed with the predatory fury of a Karkadrak.

[Perishable] Once per battle, the first time the bearer finishes a move action within 1" of an enemy fighter, the bearer can immediately make a bonus attack action.

61-62 DARK BLESSING

The infernal powers have seen fit to bless this one with a mote of their unholy power.

[Perishable] Add 1 to the Attacks characteristic of melee attack actions made by the bearer.

63-64 THE EYE OF THE GODS


This warrior has captured the gaze of the Dark Gods, however briefly. Time will tell how this ends for them.

[Perishable] Add 1 to renown rolls made for the bearer.

65-66 HELLFORGED TRIBUTE

A band of Chaos-worshipping duardin move through your territory, offering a potent artefact in tribute.

[Reward] Pick 1 artefact of power from the Gifts of the Dark Gods table (pg 120).



ORDER QUESTS

Over the following pages, you will find 3 quests that can be embarked upon by warbands with a faction runemark from the Order Grand Alliance (pg 80).

ORDER QUEST

LOST TREASURES OF ORDER

The dreaded depths of the Gnarlwood have been the doom of many a warrior, and therein can be found tombs, barrows and other resting places of great heroes. You have learned of a valuable relic nearby; seek it out so that it might aid in your quest to locate the ruins of Talaxis.

Pick 1 artefact of power from the Lost Treasures of Order table (see below) and note it in your quest log. You cannot pick an artefact of power already borne by a fighter in your warband.

While embarked upon this quest, you must keep track of the **progress** your warband makes, represented by a **progress score**. In step 4 of each campaign battle's aftermath sequence, add 2 to your progress score if you won the battle, and add an additional 2 if you were the attacker (whether you won or not). In addition, you can pick 1 fighter from your warband and **send them forth to search for the artefact**. To do so, roll a dice and add the roll to your progress score. In addition, on a 1, the fighter being rolled for is attacked by something within the Gnarlwood. Make an injury roll for that fighter.

You can complete this quest once your progress score is 15 or more. When you complete this quest, you obtain the artefact of power that was noted in your quest log.

LOST TREASURES OF ORDER

Stormbringer: *Said to be the weapon of a noble Knight-Questor whose soul was sundered, lightning crackles across this blade of gleaming steel and the skies darken each time it strikes a foe.*

Add 3 to the damage points allocated by each hit and critical hit from melee attack actions made by the bearer.

The Conqueror's Crown: *Inset with a gem of ensorcelled obsidian, this ring magnifies the presence of the one who wears it.*

The bearer counts as 3 friendly fighters instead of 1 when determining control of objectives.

Gromril Plate: *This ancient duardin-forged armour offers great protection in battle.*

Subtract 1 from the damage points allocated by each hit and critical hit from attack actions that target the bearer.

Xintilian Stone: *Fashioned from Hyshian realmstone, this iridescent prism radiates an aura of calm clarity. Merely holding it seems to focus one's mind to a keen edge, allowing even the knottiest problems to be unpicked.*

At the start of each initiative phase, if the bearer is on the battlefield, roll a dice. If the roll is greater than the number of the current battle round, you gain 1 additional wild dice.

Tome of the Illuminate: *This ancient tome was penned by an ancient order of knowledge-seekers known as the Xintil Illuminate. It contains many esoteric musings upon the nature of the arcane, as well as a number of powerful spells of purification and banishment.*

Each time the bearer uses an ability, roll a dice. On a 4+, the ability dice used for that ability are not spent and can be used again in that battle round.

Aetherquartz Ring: *The wearer of this ring finds their reactions boosted considerably, their mastery of the body reaching new heights.*

Add 2 to the Move characteristic of the bearer in the first battle round.

ORDER QUEST

GUARDIAN OF ORDER

Stalwart against the ever-encroaching hordes of Chaos, the heroes of Order stand strong in the face of adversity and swear their lives to the protection of their domain.

Pick a fighter with the **Hero** runemark (★) in your warband that can gain a heroic trait and note them in your quest log. See page 104 to find out how fighters can gain a heroic trait.

While embarked upon this quest, in step 4 of a campaign battle's aftermath sequence, you can complete this quest if an enemy fighter with the **Hero** runemark (★) was taken down in that battle by an attack action made or ability used by the fighter noted in your quest log.

When you complete this quest, you can give that fighter one of the heroic traits from the Order Heroic Traits table below.

ORDER HEROIC TRAITS

Holy Might: *This warrior's blows are bolstered by conviction. Little can stand before their wrath.*

Add 1 to the damage points allocated by each hit and critical hit from melee attack actions made by this fighter.

Chosen Soul: *Somehow, this warrior always seems to come out on top, even in the direst situations.*

Once per battle, at the start of the combat phase, you can declare that the gods are watching this fighter. If you do so, until the end of the battle round, count each critical hit from attack actions that target this fighter as a hit instead.

Unyielding: *Until this warrior draws their last breath, they grant the enemy no quarter in battle.*

If this fighter is within 3" of an objective under your control, your opponent cannot gain control of that objective regardless of the number of fighters from their warband within 3" of it.

Roaring Firebrand: *This warrior is a born orator, legendary for the strength and zeal of their tirades.*

Add 1 to the damage points allocated by each critical hit from melee attack actions made by friendly fighters while they are within 6" of this fighter.

Veteran Ranger: *This fighter is accustomed to living out in the wilds and tracking the movements of dangerous foes.*

If this fighter is set up in reserve, after deployment, you can immediately set them up on the battlefield within 3" of any of your deployment points.

Well of Strength: *In times of strife, this warrior searches within to find the purpose and grit to fight on.*

Once per battle, at the start of this fighter's activation, you can remove 2D6 damage points allocated to them.



ORDER QUEST

ESTABLISH TRADE ROUTE

Due to the ever-shifting canopy of the Gnarlwood, larger settlements and encampments within are always seeking safe trade routes to the outskirts of the forest. Many enterprising warbands seek to actively carve out paths to attract merchants and traders.

While embarked upon this quest, you must keep track of a **search score**. In step 4 of each campaign battle's aftermath sequence, add D6 to your search score if you won that battle. You can also pick up to 3 fighters from your warband and **send them forth to search for a safe route**. To do so, roll a dice for each fighter you picked. Then, add the rolls to your search score. In addition, on a 1, the fighter being rolled for is attacked by something within the Gnarlwood. Make an injury roll for that fighter.

While your search score totals 10 or more, you can fight battles using the 'Scour the Land' quest battleplan. If you do so and you win the battle, in step 4 of the aftermath sequence, you can complete this quest. If you do so, in step 5, you can relocate your warband's encampment to a 'Trade Route' (see opposite) and do not need to spend any glory to do so.

QUEST BATTLEPLAN

SCOUR THE LAND

To carve out an existence in the Gnarlwood, your warband has set about establishing a trade route to the outskirts to provide safe passage for merchants. You have identified a suitable path through the forest, but it passes through the territory of your enemies. Cut them down, claim the route for your own and bring order to this region.

ATTACKER AND DEFENDER

In this battle, the questing player is the attacker and the adversary player is the defender.

TERRAIN

Set up terrain as normal.

DEPLOYMENT

Use the deployment map below. The defender is blue and the attacker is red.

VICTORY

The battlefield is divided into quarters as shown on the deployment map.

The battle ends after 4 battle rounds. When the battle ends, a player captures a quarter of the battlefield if there are any friendly fighters wholly within it and no enemy fighters wholly within it. The player who captures the most quarters of the battlefield wins.

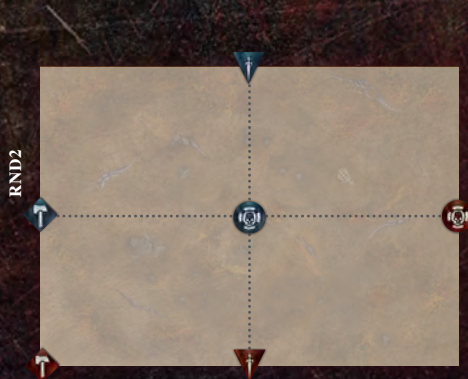
TWIST

Determine a twist as normal.

THE AFTERMATH SEQUENCE

The adversary player receives the following bonus in the aftermath sequence:

Renown to be Earned: The adversary player adds 1 to each renown roll they make in this aftermath sequence.



ENCAMPMENT LOCATION

Location	Location Bonus	Points Limit	Reputation Modifier
<p>Trade Route <i>Your warband has established a trade route from the Gnarlwood's interior to one of the larger settlements beyond its borders. While you keep this route safe, you can procure supplies to aid in your explorations and exact a toll from merchants that use it.</i></p>	<p>Add 1 to renown rolls you make for fighters from your warband with the Hero runemark (✳). In addition, in step 5 of the aftermath sequence, you can pick 1 fighter from your warband and send them forth to toll the merchants. To do so, roll on the table below.</p>	1150	+3

ORDER LESSER ARTEFACTS (D66)

11-16 RETURN EMPTY-HANDED

Your warrior returns with nothing of worth. This result has no effect.

21-26 MEAGRE PICKINGS

Your warrior returns with minor spoils that can be sold or bartered for materials.
[Reward] You receive D6 glory.

31-33 EXCELSIAN GLIMMERING

Mined from the Spear of Mallus off the Coast of Tusks, this mystic gemstone offers prophetic glimpses of the future in its smoky facets.
[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, at the start of the next initiative phase, you gain 1 additional wild dice.

34-36 ALLOPEX EYE

A gift from the otherworldly Idoneth, devouring this gelatinous orb grants some measure of the keen senses enjoyed by undersea predators.
[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, until the end of the battle round, they automatically receive the benefit of cover when they are targeted by an attack action.

41-43 STRANGLEBRIAR SEEDLING

When cast upon the ground and benedictions to Alarielle spoken, grasping thorned tendrils erupt from this seed to strangle and tear at the foe.
[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, pick 1 visible enemy fighter within 6" of them and roll a dice. On a 4+, that fighter cannot make move actions or disengage actions for the rest of the battle round.

44-46 SACRED STARWATER

A Sigmarite priest offers you a vial of starwater in return for provisions. When applied to a weapon, this blessed water can prove the bane of the unholy.
[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, hit rolls for the next attack action made by the bearer score a critical hit on a 5+.

51-53 BUGMAN'S XXXXXX

Passing Kharadron traders gift you a sample of this legendary tippie brewed by the Bugman family. It possesses incredible fortifying properties.
[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, you can remove 2D6 damage points allocated to them. Then, add 3 to the Toughness characteristic of the bearer until the end of the battle.

54-56 CLAW OF URSRICHT

These claw-shaped shards of amberbone are carried by some Stormcasts of the Astral Templars, and are said to grant the bearer the ferocity of a territorial cave bear. This one seems to have lain here for an age, but it still seems to hold some of its power.
[Perishable] Add 1 to the Attacks characteristic of melee attack actions made by the bearer.

61-62 ICON OF THE UR-PHOENIX

This elegant charm, fashioned by the aelven artificers of the Phoenicium, holds potent restorative power.
[Perishable] Each time the bearer activates, you can remove D3 damage points allocated to them.

63-64 STARFORGED TORC

Forged from priceless celestite ore, this angular torc grants the wearer the speed of a shooting comet.
[Perishable] Add 1 to the Move characteristic of the bearer.

65-66 DAWNBRINGER PATHFINDERS

Scouts from a Dawnbringer Crusade passing close to the Gnarlwood bring you a potent gift.
[Reward] Pick 1 artefact of power from the Lost Treasures of Order table (pg 124).



DEATH QUESTS

Over the following pages, you will find 3 quests that can be embarked upon by warbands with a faction runemark from the Death Grand Alliance (pg 81).

DEATH QUEST

TREASURES OF THE GRAVE

In ancient catacombs of long-dead civilisations hidden beneath the Gnarlwood can be found the pooling magic of Shyish. Sealed within these crypts are powerful relics, the rightful claim of all who serve the Great Necromancer. Seek them out, and use them to bring death to your enemies.

Pick 1 artefact of power from the Treasures of the Grave table (see below) and note it in your quest log. You cannot pick an artefact of power already borne by a fighter in your warband.

While embarked upon this quest, you must keep track of the **progress** your warband makes, represented by a **progress score**. In step 4 of each campaign battle's aftermath sequence, add 2 to your progress score if you won the battle, and add an additional 2 if you were the attacker (whether you won or not). In addition, you can pick 1 fighter from your warband and **send them forth to search for the artefact**. To do so, roll a dice and add the roll to your progress score. In addition, on a 1, the fighter being rolled for is attacked by something within the Gnarlwood. Make an injury roll for that fighter.

You can complete this quest once your progress score is 15 or more. When you complete this quest, you obtain the artefact of power that was noted in your quest log.

TREASURES OF THE GRAVE

The Thirsting Blade: *An heirloom of ancient Kastelai lineage, lost within the Gnarlwood centuries ago, this honed rapier ever hungers for the taste of blood.*

Each time an enemy fighter is allocated damage points from a melee attack action made by the bearer, you can remove a number of damage points from the bearer equal to half the number allocated to that enemy fighter (rounding up).

Grave-sand Phylactery: *This arcane device binds the soul of another within. When the bearer would be struck down, the phylactery's victim is consumed in their place.*

At the start of the battle, roll a dice. The score is the phylactery's power. During the battle, each time a critical hit is scored from an attack action that targets the bearer, if the phylactery's power is greater than 0, count that critical hit as a hit instead and reduce the phylactery's power by 1.

Ring of Shadows: *Coiling tendrils of shadow emanate from this ring, shrouding the wearer in darkness.*

The bearer is not visible to enemy fighters more than 12" away from them.

The Macabre Grimoire: *Many lost secrets of necromancy are detailed on the human-skin pages of this tome.*

Once per battle, the bearer can use this artefact as an action. If they do so, pick 1 friendly fighter that has been taken down and roll 4 dice. If the combined score exceeds the Wounds characteristic of the picked fighter, you can set up that fighter on the battlefield within 5" of the bearer and with no damage points allocated to them.

Blade of the Withered Rose: *Said to have been the weapon of a once-noble knight corrupted by Nagash, this ornately crafted blade bears a terrible curse that withers the flesh and saps the strength of those it wounds.*

If a melee attack action made by the bearer scores any critical hits, after that attack action has been resolved, subtract 1 from the Toughness characteristic (to a minimum of 1) of the target fighter until the end of the battle.

The Spectral Shield: *Shimmering with a phantom light, the ancient magic of this shield offers potent protection.*

Add 2 to the Toughness characteristic of the bearer.

DEATH QUEST

LORD OF DEATH

Though he would never risk sharing the secrets of his own power, the Great Necromancer is not blind to the benefits of elevating those who skilfully further his agenda of bringing about the necrotopia.

Pick a fighter with the **Hero** runemark (★) in your warband that can gain a heroic trait and note them in your quest log. See page 104 to find out how fighters can gain a heroic trait.

While embarked upon this quest, in step 4 of a campaign battle's aftermath sequence, you can complete this quest if an enemy fighter with the **Hero** runemark (★) was taken down in that battle by an attack action made or ability used by the fighter noted in your quest log.

When you complete this quest, you can give that fighter one of the heroic traits from the Death Heroic Traits table below.

DEATH HEROIC TRAITS

Gravestench: *This being truly reeks of the grave – a mouldering, rancidly sweet stench that fills their foes with both revulsion and fear.*

Subtract 1 from the Attacks characteristic (to a minimum of 1) of melee attack actions that target this fighter.

Terrifying Visage: *Whether by contorting their face into an image most horrifying or by imposing their iron will with a hypnotic glance, this revenant can temporarily rob a foe of their wits.*

Once per battle, this fighter can use this heroic trait as an action. If they do so, pick a visible enemy fighter within 6" of this fighter and roll a dice. On a 2+, that fighter cannot activate this battle round.

Lingering Curse: *Such is the strength of this creature's bitter hatred that even when struck down they inflict a final vengeful curse upon their foe.*

When this fighter is taken down, before they are removed from play, you can pick a visible enemy fighter within 3" of them. Allocate 2D6 damage points to that fighter.

Soul-leecher: *This warrior drains the animus of all creatures nearby, empowering them with unnatural vitality.*

Each time this fighter is activated, allocate 1 damage point to each other fighter within 3" of them. Then, remove a number of damage points allocated to this fighter up to the number of other fighters within 3" of them.

Immortal: *No matter how many times this deathly champion is apparently destroyed, they always seem to return more powerful than ever.*

Do not make injury rolls for this fighter.

Inescapable: *One might as well attempt to deny the inevitability of death itself as to halt the advance of this wrathful revenant.*

Once per battle, this fighter can use this heroic trait to make a bonus move action.



DEATH QUEST

WHAT LIES BELOW

Before the Gnarlwood took root upon this soil, many ancient civilisations held dominion over these lands. Now, naught but scant ruins remain above ground, but crypts are said to lie below. These chambers have become redolent with Shyishan energies; such a location would make a fine base of operations.

While embarked upon this quest, you must keep track of a **search score**. In step 4 of each campaign battle's aftermath sequence, add D6 to your search score if you won that battle. You can also pick up to 3 fighters from your warband and **send them forth to search for the tomb**. To do so, roll a dice for each fighter you picked. Then, add the rolls to your search score. In addition, on a 1, the fighter being rolled for is attacked by something within the Gnarlwood. Make an injury roll for that fighter.

While your search score totals 10 or more, you can fight battles using the 'Haunted Ground' quest battleplan. If you do so and you win the battle, in step 4 of the aftermath sequence, you can complete this quest. If you do so, in step 5, you can relocate your warband's encampment to an 'Unearthed Tomb' (see opposite) and do not need to spend any glory to do so.

QUEST BATTLEPLAN

HAUNTED GROUND

You have discovered an entrance to ancient catacombs, but it seems that grave robbers are already here. Exterminate these pathetic vermin and recover anything of value.

ATTACKER AND DEFENDER

In this battle, the questing player is the attacker and the adversary player is the defender.

TERRAIN

Set up terrain as normal.

DEPLOYMENT

Use the deployment map below. The defender is blue and the attacker is red.

VICTORY

Before the battle, 1 objective is placed at the centre of the battlefield, then the defender places 1 objective, and then the attacker places 1 objective. Each objective must be placed more than 6" from all other objectives and the battlefield edge.

At the end of the first battle round, the players roll off. The winner picks 1 objective and removes it from play. At the end of the second battle round, the opposing player does the same.

The battle ends after 4 battle rounds. When the battle ends, the player who controls the remaining objective wins.

TWIST

Determine a twist as normal.

THE AFTERMATH SEQUENCE

The adversary player receives the following bonus in the aftermath sequence:

Renown to be Earned: The adversary player adds 1 to each renown roll they make in this aftermath sequence.



ENCAMPMENT LOCATION

Location	Location Bonus	Points Limit	Reputation Modifier
<p>Unearthed Tomb <i>With this ancient crypt under your control, you have a secure foothold from which to launch attacks upon the living. Furthermore, there are many secrets to be found in the connecting catacombs; uncovering them is merely a question of time.</i></p>	<p>Add 1 to renown rolls you make for fighters from your warband with the Hero runemark (✱). In addition, in step 5 of the aftermath sequence, you can pick 1 fighter from your warband and send them forth to explore the catacombs. To do so, roll on the table below.</p>	1150	+3

DEATH BOONS (D66)

11-16 RETURN EMPTY-HANDED

Your warrior returns with nothing of worth. This result has no effect.

21-26 MEAGRE PICKINGS

Your warrior returns with minor spoils that can be sold or bartered for materials.
[Reward] You receive D6 glory.

31-33 BREATH OF THE GRAVE

Used throughout the Mortal Realms in funerary rites and necromantic rituals, this acrid incense can send the undead into a frenzy of bloodshed.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, until the end of the battle round, add 1 to the Strength characteristic of melee attack actions made by friendly fighters while they are within 6" of the bearer.

34-36 SCROLL OF ABASOTH'S WITHERING

When the words of this crumbling scroll are read aloud, the bearer's foes find themselves wracked by a crippling malaise.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, pick a visible enemy fighter within 12" of them. Subtract 1 from the Toughness characteristic of that fighter (to a minimum of 1) until the end of the battle round.

41-43 GRIEFSTONE

Long ago, these carved stones were made as superstitious offerings. Over time, this one has become suffused with the grief of countless souls.

[Perishable] Once per battle, the bearer can use this artefact as an action. If they do so, roll a dice for each visible enemy fighter within 6" of them. On a 4+, allocate D3 damage points to the fighter being rolled for.

44-46 GRAVE-SAND GEM

Formed from vitrified Shyishan realmstone, this opalescent gem constantly bleeds amethyst magic.

[Perishable] Add 1 to the Wounds characteristic of the bearer.

51-53 VIAL OF BEAST-BLOOD

This small bottle contains crimson liquid taken from the cursed waters of Blood Lake. A single draught can fill an undead creature with furious, animal strength.

[Consumable] The bearer can use this artefact as a bonus action. If they do so, until the end of the battle round, add 1 to the Attacks and Strength characteristics of melee attack actions made by them.

54-56 BALEMOON CLOAK

One who dons this ragged shroud can move through solid matter like a gheist.

[Perishable] The bearer can move through any part of a terrain feature but cannot end a move action with any part of them within a terrain feature.

61-62 SCROLL OF MORBID SUMMONATION

The words inked upon this parchment draw the energies of Shyish close around the bearer, allowing them to call servants to their side in an instant.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, pick a friendly fighter on the battlefield that does not have the **Hero** runemark (✱) and is not a monster. Remove that fighter from the battlefield and then immediately set them up wholly within 3" of the bearer and more than 5" from all enemy fighters.

63-64 WITCHLIGHT LANTERN

The smoky light that billows from this lantern invigorates any undead it falls upon.

[Perishable] Each time the bearer activates, you can remove 1 damage point allocated to each friendly fighter within 6" of them.

65-66 ANCIENT SARCOPHAGUS

Within the darkest depths of the crypt, you find the sarcophagus of a long-dead champion...

[Reward] Pick 1 artefact of power from the Treasures of the Grave table (pg 128).



DESTRUCTION QUESTS

Over the following pages, you will find 3 quests that can be embarked upon by warbands with a faction runemark from the Destruction Grand Alliance (pg 81).

DESTRUCTION QUEST

TREASURES OF GORKAMORKA

Your shamans are bombarded with visions of powerful relics that lie hidden close by; one, they say, has been sent to you by Gorkamorka himself so you can clobber his foes. With each enemy warband pounded into the dirt, the visions grow stronger. It's so close now that even you can begin to feel its draw.

Pick 1 artefact of power from the Treasures of Gorkamorka table (see below) and note it in your quest log. You cannot pick an artefact of power already borne by a fighter in your warband.

While embarked upon this quest, you must keep track of the **progress** your warband makes, represented by a **progress score**. In step 4 of each campaign battle's aftermath sequence, add 2 to your progress score if you won the battle, and add an additional 2 if you were the attacker (whether you won or not). In addition, you can pick 1 fighter from your warband and **send them forth to search for the artefact**. To do so, roll a dice and add the roll to your progress score. In addition, on a 1, the fighter being rolled for is attacked by something within the Gnarlwood. Make an injury roll for that fighter.

You can complete this quest once your progress score is 15 or more. When you complete this quest, you obtain the artefact of power that was noted in your quest log.

TREASURES OF GORKAMORKA

The Leering Shield: *This battered skareshield is one of the scariest skareshields you have ever seen. Scary!*

Add 1 to the Toughness characteristic of the bearer. In addition, enemy fighters cannot make disengage actions while they are within 1" of the bearer.

Gristle Grinder: *Once the prized weapon of an ogor Gutlord who met their demise within the Gnarlwood, this massive mace seems to have developed a bad temper in the absence of a decent fight. Time to show it one!*

Add 3 to the damage points allocated by each hit and critical hit from melee attack actions made by the bearer.

Da Nasty Shiv: *A viscous, pungent toxin ever sweats from the blade of this weapon. A wound from its edge can leave the victim sapped of strength and momentarily paralysed.*

After each melee attack action made by the bearer, roll a dice. On a 5+, until the end of the battle round, the target fighter cannot activate.

Bloodchompa: *Fashioned from a great chunk of amberbone laced with veins of bloodstone and lashed to a haft of rough iron, this weapon fills its wielder with an insatiable bloodlust.*

Each time an enemy fighter is taken down by a melee attack action made by the bearer, the bearer can make a bonus move action or a bonus attack action.

Idol of Mork: *Carved from a grunta tusk, this small but exceptionally creepy statue brings luck to the bearer.*

If the bearer is included in your warband, you begin the battle with 1 additional wild dice.

The Scuttlemask: *This many-eyed helm is imbued with a portion of the power of the eight-legged monstrosity from which it was fashioned. When donned, the bearer is blessed with great agility and can traverse difficult terrain at terrifying speed.*

Do not count the vertical distance moved while the bearer is climbing.

DESTRUCTION QUEST
AVATAR OF DESTRUCTION

No matter how many enemies gather on all sides, carve a brutal path of destruction through their ranks and laugh as they cower before you. Soon they will come to fear your name!

Pick a fighter with the **Hero** runemark (✳) in your warband that can gain a heroic trait and note them in your quest log. See page 104 to find out how fighters can gain a heroic trait.

While embarked upon this quest, in step 4 of a campaign battle's aftermath sequence, you can complete this quest if an enemy fighter with the **Hero** runemark (✳) was taken down in that battle by an attack action made or ability used by the fighter noted in your quest log.

When you complete this quest, you can give that fighter one of the heroic traits from the Destruction Heroic Traits table below.

DESTRUCTION HEROIC TRAITS

Dead Fighter: *Nothing can stop this warrior from committing shocking acts of violence – not even death!*

When this fighter is taken down, before they are removed from play, they can make a bonus attack action, interrupting the activation taking place. This fighter is then removed from play as normal.

Dead Sneaky: *This warrior moves unseen through the shadows of the Gnarlwood.*

Each time this fighter activates, they can use this heroic trait to make a bonus move action if there are no visible enemy fighters within 12" of this fighter.

Belligerent Brute: *There is but one thing this fighter relishes: hacking down foes in battle.*

Once per battle, this fighter can use this heroic trait to make a bonus attack action.

Notorious Bully: *Should they meet a foe of equal worth, this warrior will strive all the harder to beat them into submission.*

Attack actions made by this fighter score a critical hit on a 5+ if the target is a fighter with the **Hero** runemark (✳).

Unstoppable Rampager: *Once this warrior has picked up momentum, they hurl themselves into the fray with such ferocity that few can stand in their path.*

Add 2 to the Attacks characteristic of melee attack actions made by this fighter if they have made a move action in the same activation.

Big 'Un: *This warrior is a particularly brawny or corpulent specimen, barely registering the enemy's blows as they are thwarted by knots of iron-hard muscle or thick layers of flab.*

Add 5 to the Wounds characteristic of this fighter.

DESTRUCTION QUEST BRING THE WILD

Your enemies seek to tame the Gnarlwood; in every direction they flock like hungry vultures, setting up defences, felling trees and draining swamps, but they are fools to think the Gnarlwood can change. Smash down their encampments and trample the cowards into the dirt.

While embarked upon this quest, you must keep track of a **search score**. In step 4 of each campaign battle's aftermath sequence, add D6 to your search score if you won that battle. You can also pick up to 3 fighters from your warband and **send them forth to search for a worthy foe**. To do so, roll a dice for each fighter you picked. Then, add the rolls to your search score. In addition, on a 1, the fighter being rolled for is attacked by something within the Gnarlwood. Make an injury roll for that fighter.

While your search score totals 10 or more, you can fight battles using the 'Burst the Dam' quest battleplan. If you do so and you win the battle, in step 4 of the aftermath sequence, you can complete this quest. If you do so, in step 5, you can relocate your warband's encampment to a 'Proper Bog' (see opposite) and do not need to spend any glory to do so.

QUEST BATTLEPLAN

BURST THE DAM

You find a swathe of swampland has been drained and an encampment set up on top of its remnants. Tear down the trappings of civilisation, smash the dam, and crush any who stand in your way!

ATTACKER AND DEFENDER

In this battle, the questing player is the attacker and the adversary player is the defender.

TERRAIN

Set up terrain as normal.

DEPLOYMENT

Use the deployment map below. The defender is blue and the attacker is red.

VICTORY

The defender places 6 objectives on the battlefield, each more than 6" from all other objectives and the battlefield edge.

The attacker can choose to **burn** any objective they control at the end of a battle round if there are no enemy models within 3" of that objective. If they do so, remove it from play.

If the attacker burns 3 objectives, they win the battle. Otherwise, after the end of the fourth battle round, the defender wins the battle.

TWIST

Determine a twist as normal.

THE AFTERMATH SEQUENCE

The adversary player receives the following bonus in the aftermath sequence:

Renown to be Earned: The adversary player adds 1 to each renown roll they make in this aftermath sequence.



ENCAMPMENT LOCATION

Location	Location Bonus	Points Limit	Reputation Modifier
<p>Proper Bog <i>With the dam breached, this area of the Gnarlwood has reverted to wild bogland ripe with fungus, useful wotnots, tasty morsels and all the other ‘good stuff’ that your warband can make use of.</i></p>	<p>Add 1 to renown rolls you make for fighters from your warband with the Hero runemark (✱). In addition, in step 5 of the aftermath sequence, you can pick 1 fighter from your warband and send them forth to search the bog. To do so, roll on the table below.</p>	1150	+3

BOG TREASURES (D66)

11-16 RETURN EMPTY-HANDED

Your warrior returns with nothing of worth. This result has no effect.

21-26 MEAGRE PICKINGS

Your warrior returns with minor spoils that can be sold or bartered for materials.

[Reward] You receive D6 glory.

31-33 TROGGOTH GUTS

Many are the tales of misfortune associated with eating troggoth guts. If you can handle the side effects, however, their regenerative powers are well worth it.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, roll a dice. Until the end of the battle, their Toughness characteristic is equal to the roll. In addition, remove a number of damage points allocated to them equal to double the roll.

34-36 SQUIGGLY MASCOT

This small but ravenous squig has apparently decided to follow you, snapping at your foes with oversized fangs. You’ll feel bad when you eventually decide to eat him. Maybe.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, you can remove D6 damage points allocated to them.

41-43 SWAMP VENOM

Concocted from the foulest sludge, venomous swamp creatures and other nasty ingredients, this toxic slop gives any weapon a deadly bite.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, add 1 to the damage points allocated by each critical hit from attack actions made by the bearer until the end of their activation.

44-46 BATTLE BREW

Gulping down this thick fungal broth is always risky, but you have little time to weigh your options. Besides, when it pays off, the results are terrifyingly apparent.

[Consumable] The bearer can use this lesser artefact as a bonus action. If they do so, roll a dice. Until the end of the battle round, the Attacks characteristic of melee attack actions made by the bearer is equal to the roll.

51-53 STINKCRANNY FUNGUS

This mushroom gives off such a repulsive reek that enemies start retching and convulsing as soon as they get close to the one who bears it.

[Perishable] Subtract 1 from the Attacks characteristic (to a minimum of 1) of melee attack actions that target the bearer.

54-56 GLOWY GREEN TUSK

Taken from the corpse of a boar that had a strange fungus sprouting from it, as soon as you grip this glowing tusk, you can feel its power surge through you.

[Perishable] Add 1 to the damage points allocated by each hit and critical hit from melee attack actions made by the bearer.

61-62 MORK’S EYE PEBBLE

When rubbed, this dark-grey rock produces a swirling bank of thick fog that protects the bearer and their allies from harm.

[Perishable] Once per battle, the bearer can use this artefact as a bonus action. If they do so, until the end of the battle round, subtract 1 from the Attacks characteristic of attack actions (to a minimum of 1) that target friendly fighters within 3" of the bearer.

63-64 IDOL OF KRAGNOS

You don’t know who keeps making these things, but these leering statues thrum with elemental power.

[Perishable] Add 3 to the value of abilities used by the bearer (to a maximum of 6).

65-66 SHINY WOTNOT

Your warrior finds a rabble of grots, worked up and excited over something. After they scatter from your threats of violence, you take the prize for yourself.

[Reward] Pick 1 artefact of power from the Treasures of Gorkamorka table (pg 132).

CAMPAIGN ARCS

This section introduces **campaign arcs**: additional narrative frameworks players can add to their campaign battles. They share some similarities with quests, but whereas quests are solo affairs, campaign arcs involve multiple warbands interweaving their battles with an overarching storyline. Playing through these arcs involves extra rules mechanics and rewards.

Every campaign arc tells a different story; for example, one campaign arc might tell the tale of a warband encroaching on another's territory, whereupon they clash multiple times to determine the victor. Another might pitch multiple warbands against each other as they all search an area of the Gnarlwood for a particularly valuable treasure.

Each campaign arc involves 2 or more warbands and lasts for around 3-5 battles. During the campaign arc, your warband will fight special campaign battles against the other warbands. At the end, one player will be crowned the victor and the warbands will earn rewards.

If a campaign tells the story of your warband, a campaign arc can be likened to a chapter in that story. Over the course of your campaign, your warband can complete as many campaign arcs as you desire. Some players might wish to play the majority of their battles as normal campaign battles and only occasionally choose to play through a campaign arc with their warband. Other players may wish to start a new campaign arc with their warband the moment their current one ends. Both approaches have equal merit; it is up to you to decide how you will play!

There are 2 campaigns arcs in this book, but you will be able to find additional campaign arcs in other Warcry publications. Some can be played through by warbands from any faction; others might be tailored for a specific faction or for warbands from a specific Grand Alliance. In this section you will find all the rules for including campaign arcs in your Warcry campaign and then 2 campaign arcs that can be played through by warbands from any faction: The Path of Ven Talax (pg 138) and The Chotec Valley (pg 142).



EMBARKING ON A CAMPAIGN ARC

The players first need to agree on the campaign arc they wish to play through. Each campaign arc will have a required number of players.

Each player will need a campaign warband that is not on another campaign arc (a warband can only be on 1 campaign arc at a time). There is space on your warband roster to note down the campaign arc your warband is on and any other relevant information.

The campaign arc itself will explain how campaign battles can be fought as part of it. Although these battles will have extra rules, they are otherwise treated as

campaign battles and all the rules that apply to campaign battles apply to these battles too (for example, you resolve the aftermath sequence after each).

While a warband is on a campaign arc, it is still free to fight other campaign battles that are not part of it (including quest battles). Similarly, your warband can play through the same campaign arc multiple times, although certain rewards such as artefacts of power might be limited to one per warband.

PACING YOUR CAMPAIGN ARCS

Campaign arcs are designed to be short; they can usually be fought over 3-5 battles. This makes them perfect for a weekend of gaming with friends or even a single action-packed evening. However, you can certainly play through a campaign arc at a slower pace if you wish. For example, if you had a gaming friend that you only met once a month or so, you could play through a campaign arc each time you met up but fight any number of normal campaign battles in between.



Carrion Catcher with Snatcher-hook

THE PATH OF VEN TALAX

In this campaign arc, one warband has secured a Ven Talax map that tells of a treasure hoard hidden within the depths of the Gnarlwood. As they search for it, their rivals are hot on their heels. This campaign arc is for 2 players and lasts for 3 battles, during which a set sequence of unique battleplans is played through to determine the outcome.



THE CHOTEC VALLEY

In this campaign arc, the shifting canopy of the Gnarlwood has opened a path to a long-lost valley rumoured to hold a shard of Talaxis, the crashed Seraphon temple-ship. This campaign arc is for 4 players and ends in a climactic battle involving all the warbands. Your rivals aren't the only threat, however, as you'll come face to face with the savage Seraphon that fiercely guard these grounds too!



One cannot drop their guard in the Gnarlwood, for enemies lie in wait behind every tangled mass of vines or shattered stone pillar. Only the vigilant will survive.



THE PATH OF VEN TALAX

Every adventurer who has set foot in the Gnarlwood has heard tales of Anorio ven Talax, the human explorer to first find the Seraphon wreck at the forest's centre, and after whom it is named. Upon returning to the Gnarlwood a second time at the head of an army of prospectors set to strip Talaxis of its wealth, Ven Talax found the lie of the land had changed beyond recognition. He was driven insane searching for Talaxis a second time. Yet, in the process he established many encampments deep within the Gnarlwood. Most of these have long since been looted, but some are rumoured to hold treasures to this day.

One group of aspiring plunderers has procured a Ven Talax map at great cost and now searches the Gnarlwood to find one of his encampments. A rival warband is hot on their tail, however, and they intend to steal the camp's wealth for themselves.

INTRODUCTION

The Path of Ven Talax is a campaign arc for 2 players and consists of 3 battles. The warbands of both players are vying to discover the Ven Talax encampment and take any treasure stashed within.

GETTING READY

In this campaign arc, each warband has a pool of resources they can bid in order to gain an advantage in battle. This is represented by a **resource score** that starts at 3. Each player makes a note of this on their warband roster.

PLAYING THROUGH THE CAMPAIGN ARC

The campaign arc lasts for 3 battles. There are 3 unique battleplans that are played in the following sequence:

1. Raid in the Dark (pg 139)
2. Deadly Race (pg 140)
3. Battle at the Encampment (pg 141)

After each battle, the players increase their resource score by 1.

POSSESSION OF THE VEN TALAX MAP

At the start of this campaign arc, it has not yet been determined which of the warbands has the Ven Talax map and which is the rival warband. Instead, this is determined by the players bidding a number of resources. To do so, each player writes down their bid in secret, and then they reveal the bids at the same time. The players cannot bid a number greater than their resource score. The player who bids the higher amount can choose who is the **map-bearer** and who is the **rival**. If the players bid the same amount, they roll off and the winner decides which player is which. In both cases, the amount bid by each player is deducted from their resource score.

PLANNING AHEAD

In this campaign arc, each of the battles has a set battleplan. This means the players will know where their battle groups will deploy before they choose which fighters are in which battle group. We recommend the players take advantage of this and plan accordingly.

ENDING THE CAMPAIGN ARC

The player who wins the third battle, 'Battle at the Encampment', is the victor of the campaign arc.

REWARDS

At the end of the third battle, the victor of the campaign arc receives 5 glory. In addition, each player rolls once on the table below for each fighter from their warband carrying treasure at the end of that battle to determine which additional lesser artefact they receive:

D6	REWARD
1-2	Excelsian Glimmering (pg 127)
3	Idol of the Slann (pg 109)
4	Stone Serpent Glyphs (pg 109)
5	Celestite Dial (pg 109)
6	Mechanism of the Old Ones (pg 109)

RESOURCES

During each battle in this campaign arc, players can use their resources as follows:

Called Favours: In the initiative phase, when it is a player's turn to use their wild dice, they can choose to reduce their resource score by 1 to gain 1 additional wild dice. They can only do this once in each initiative phase.

Hidden Scouts: In the reserve phase, when it is a player's turn to set up reserve battle groups in that battle round, they can choose to reduce their resource score by 1 to allow them to set up 1 fighter that is in any of their reserve battle groups anywhere on the battlefield more than 5" from all enemy fighters. Note that players may wish to spend resources in this manner on a fighter that is already due to arrive in that battle round to allow them to set up that fighter somewhere other than within 3" of their deployment point. They can only do this once in each reserve phase.

CAMPAIGN ARC BATTLEPLAN
DEADLY RACE

After the raid, a bitter race between the two warbands ensues as the one in possession of the map tries to escape. The other warband, intent on not letting their rivals elude them, have sent some of their warriors forward to block any avenues of retreat.

ATTACKER AND DEFENDER

In this battle, the player who won the 'Raid in the Dark' battleplan is the defender and the other is the attacker.

TERRAIN

Set up terrain as normal.

DEPLOYMENT

Use the deployment map below. The defender is blue and the attacker is red.

VICTORY

The northern battlefield edge is the **escape route**. If any of the defender's fighters finish a move action within 1" of the escape route and are more than 3" from all enemy fighters, they escape. Remove those fighters from play but do not count them as being taken down.

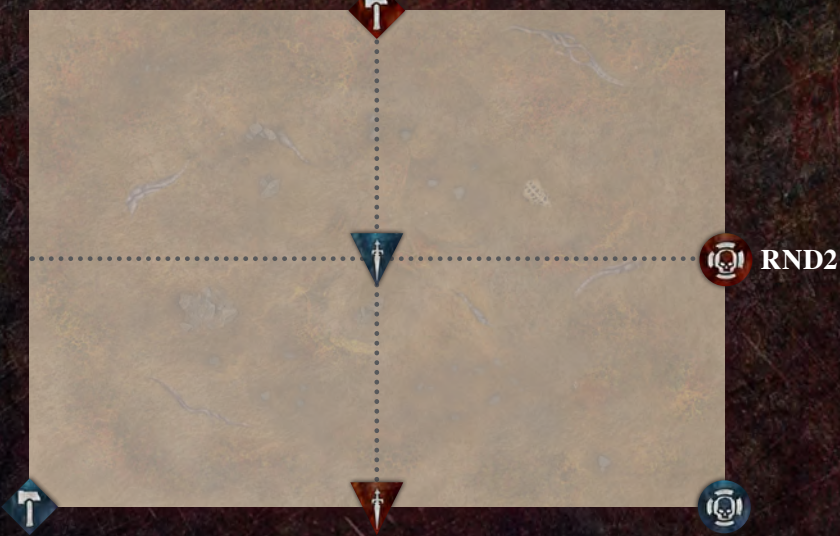
The defender wins the battle as soon as half or more of their fighters have escaped. Otherwise, the attacker wins the battle as soon as half or more of the defender's fighters have been taken down.

TWIST

Generate a twist as normal.

Escape Route

RND3



THE CHOTEC VALLEY

The canopies of the Gnarlwood are ever in a state of flux, as even the plants seek to devour each other in an endless cycle. This shifting of the foliage can lead to new discoveries as previously inaccessible areas of the forest open up.

Recently, news has spread like wildfire amongst the seekers of Talaxis of a newly opened valley deep within the Gnarlwood, said to hold a fragment of the fabled ruin. Even the smallest fragment of wreckage can house relics of immeasurable value, especially one hidden for so long, and so your warband sets forth with haste, eager to be the first to find it.

As you venture deeper and deeper into the Gnarlwood, you learn that your rivals are not far behind. However, this is not the only danger you face, for this valley is the sacred hunting ground of the native Seraphon, and they do not take to trespassers kindly...

INTRODUCTION

The Chotec Valley is a campaign arc for 4 players. Each of the warbands is searching a newly discovered area of the Gnarlwood intent of being the ones to find the shard of Talaxis said to be hidden within. As you fight your way deeper and deeper into this area of unexplored forest, it will not only be your rivals that you will face in battle, but also tribes of savage Seraphon set on driving back any intruders upon their sacred ground.

This campaign arc consists of 4 battles. Your warband will fight each of the others in turn before a final climatic battle is fought between all 4 players!

During the first 3 battles, a record will be kept of each warband's progress towards locating the shard of Talaxis. In the final battle, the players will be ranked according to how much progress they made; those who made more progress will gain bonuses to aid them in the final battle. The winner of the final battle is crowned the victor of the campaign arc, and rewards are given to all the players based on how well their warband fared.

GETTING READY

To play through this campaign arc, you will need the following:

1. 4 players, each with a completed warband roster for a warband that is not currently playing through a campaign arc.
2. A selection of Seraphon miniatures to use as the Savage Seraphon. See page 144 to see which Seraphon miniatures can be used.

PLAYING THROUGH THE CAMPAIGN ARC

This campaign arc comprises 4 battles for each player. Use a series of roll-offs to sort the players into an order. The first player is player A, the second is player B, and so on. The first three rounds of battles are fought as follows:

ROUND 1	ROUND 2	ROUND 3
Player A vs Player B	Player A vs Player C	Player A vs Player D
Player C vs Player D	Player B vs Player D	Player B vs Player C

Each of the battles uses the rules for a normal campaign battle (pg 101). In addition, the rules for the Savage Seraphon (pg 144) are used as an additional twist in each battle.



PROGRESS

During the campaign arc, the players record their progress made towards locating the shard of Talaxis. This is represented by a **progress score**, which is noted in the Campaign Arc section of their warband rosters. Each player begins the campaign arc with a progress score of 0.

In the first three rounds, before each battle is fought, each player must decide whether their warband will **barrel forwards** or **advance cautiously**. This will determine how much progress their warband makes depending on whether they win or lose the battle. As shown in the table below, barrelling forwards will increase a player's progress score by the most if they win the battle but by the least if they lose the battle, whereas advancing cautiously leads to more modest progress in the case of a victory but mitigates the lack of progress in case of a loss.

Each player secretly notes down their decision before the battle begins and then reveals it to their opponent at the beginning of the first battle round. At the end of the battle, the player's progress score increases by the amount shown in the table below.

INCREASE TO PROGRESS SCORE		
	Barrelled Forwards	Advanced Cautiously
Won the Battle	6+D3	4+D3
Drew the Battle	3+D3	3+D3
Lost the Battle	1+D3	2+D3

THE FINAL BATTLE

In the fourth round of the campaign arc, all four players fight each other using the 'Savage Showdown' Triumph & Treachery battleplan (pg 145). This is the final battle of the campaign arc, and its outcome will determine who is declared the victor.

SAVAGE SERAPHON

In the final battle, no roll is made to determine when the **Savage Seraphon** (pg 144) are alerted to the presence of the warbands. Instead, they start arriving from the second battle round onwards.

In the final battle, if the activation roll of a Savage Seraphon fighter is a 1-2, the opponents of the activating player roll off and the winner can activate that Savage Seraphon fighter.

PROGRESS ORDER

At the start of the final battle, the players rank themselves from first to last in order of the progress each has made. This is called the **progress order**. If any players have made equal progress, those players roll off to determine who comes before the other in the progress order.

RESERVES

In each reserve phase of the final battle, players can roll a dice for each of their fighters in reserve that is not due to arrive on the battlefield in that battle round. This is called a **reserve roll**. On a 6+, the fighter can be set up on the battlefield in the current reserve phase rather than later. Set up that fighter within 3" of their deployment point as normal. Each player also receives a bonus to reserve rolls based on where they come in the progress order:

PROGRESS ORDER	BONUS TO RESERVE ROLLS
Last	No bonus
Third	+1
Second	+2
First	+3

REWARDS

After the final battle has been fought, the campaign arc ends and the players receive the rewards described below:

THE WINNER

In step 5 of the aftermath sequence, the winner can relocate their encampment to a Shard of Talaxis (pg 107) and does not need to spend any glory to do so.

THE OTHER PLAYERS

Each of the other players can roll once on the Gnarlwood Lesser Artefacts table (pg 108). When doing so, instead of rolling a D66, they roll 1 dice and add 60 to the score (giving a result of 61-66).

SAVAGE SERAPHON

Each battle fought in 'The Chotec Valley' has an additional twist: **Savage Seraphon** fighters will arrive on the battlefield and attack the warbands indiscriminately. The rules on this page explain how the Savage Seraphon work.

THE HUNT

At the start of each battle in this campaign arc, one player rolls a D3. This determines how many battle rounds are played before the Savage Seraphon are **alerted** to the warbands' presence.

Once the Savage Seraphon are alerted, at the start of each combat phase, the player with the initiative rolls a dice to determine the number of Savage Seraphon fighters that **arrive** on the battlefield in that battle round.

On this page are 5 Savage Seraphon fighter profiles. These fighters do not have points values; instead, each has a **threat value** between 1 and 3 (marked by the number in the top right of the card framed by a skull). The player with the initiative picks a number of Savage Seraphon fighters with a combined threat value equal to or less than the roll. That player then sets them up on the battlefield.

The Savage Seraphon fighters that arrive each battle round must be set up as a single group, each within 1" of at least 1 other fighter from the group and more than 5" from all fighters that are not Savage Seraphon.

PRIMAL INTELLECTS

In battle, the players will have the chance to activate the Savage Seraphon fighters to attack their enemies. When it is a player's turn to choose a fighter from their warband to activate, they can instead choose a Savage Seraphon fighter to activate. When they do so, the player first rolls a dice. On a 3-6, they can activate that Savage Seraphon fighter as normal. On a 1-2, their opponent can instead activate that Savage Seraphon fighter. When this happens, it still counts as the turn of the player who chose the Savage Seraphon fighter, despite their opponent being the one who gets to activate it. Once a Savage Seraphon fighter has been activated, they cannot be picked to activate again.

Once a player has activated all the fighters in their warband, if there are still Savage Seraphon fighters in play that have not yet been activated that combat phase, the player must pick 1 of those Savage Seraphon fighters to activate and cannot pass.

A Savage Seraphon fighter can never use the wait action as its first action in its activation and it cannot make reactions. Savage Seraphon fighters treat all fighters as enemy fighters, except for other Savage Seraphon fighters, which they treat as friendly fighters. When a player activates a Savage Seraphon fighter, they can use any of their ability dice to use abilities with that Savage Seraphon fighter. A Savage Seraphon fighter can use universal abilities (pg 70).

**SAVAGE SKINK
STARPRIEST**

					3
3-7	2	3	3	3/6	

2	3	3	1/4		

Initiative: 6, Threat: 3, Skulls: 18

**SAVAGE SAURUS
OLDBLOOD**

					3
1	3	4	2/4		

4	5	25			

Initiative: 4, Threat: 5, Skulls: 25

**SAVAGE SKINK WITH
MOONSTONE CLUB**

					3
1	3	3	1/3		

6	3	8			

Initiative: 6, Threat: 3, Skulls: 8

**SAVAGE SKINK
WITH BOLTSPIITTER**

					3
12	2	3	1/4		

1	3	3	1/3		

Initiative: 6, Threat: 2, Skulls: 8

**SAVAGE SAURUS
WARRIOR**

					3
1	3	3	1/3		

4	4	10			

Initiative: 4, Threat: 4, Skulls: 10

TRIUMPH & TREACHERY

SAVAGE SHOWDOWN

Four warbands have been ruthlessly searching a newly revealed valley in the Gnarlwood for a rumoured shard of Talaxis, confronted at every turn by groups of native Seraphon intent on driving back any intruders. Now, all four warbands converge and a final battle will be waged to determine who can lay claim to the fragment of the fabled ruin.

TERRAIN

This battleplan uses the Triumph & Treachery free-for-all rules (pg 89), with the exception that each warband's points limit is the same as it is for a normal campaign battle. In addition, if a player has an encampment location that increases their points limit, the increased points limit applies in this battle too.

Rather than rolling to determine initiative order, the initiative order is the same as the **progress order** (pg 143), i.e. the player who made the most progress is first in the initiative order, and so on.

TERRAIN

Set up terrain as normal.

DEPLOYMENT

The players pick their deployment colour in progress order.

VICTORY

Before the battle, 1 objective is placed at the centre of the battlefield. In addition, the player who is first in the progress order sets up a group of Savage Seraphon fighters (pg 144) with a combined threat level of 6 within 3" horizontally of the centre of the battlefield.

At the end of the third or a subsequent battle round, the battle ends if a player controls the objective and there are no enemy fighters within 3" of the objective, including Savage Seraphon fighters. That player is the victor of the campaign arc.

TWIST

Generate a twist as normal.



BATTLEPLAN GENERATOR

If you do not have access to the battleplan cards, you can use the **battleplan generator** included in this section to determine the battleplan instead.

To use the battleplan generator, the alternative terrain rules from page 61 are used to set up terrain. Then, one player determines the Deployment Map, Victory Condition and Twist by rolling on the tables over the following pages.

There are 2 tables for the Deployment Map, 2 tables for the Victory Condition, and 1 table for the Twist. Each table has 12 results. To roll on a table, roll a D66 and look up the result.

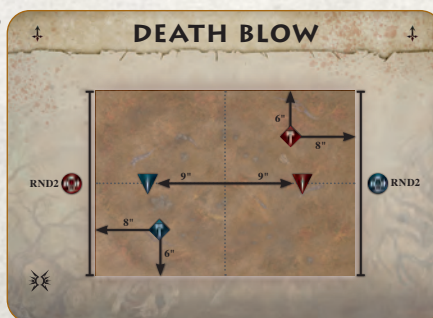
If you are playing a matched play battle (pg 92), use Table A for the Deployment Map and Victory Condition (and do not generate a Twist). Otherwise, before rolling for the Deployment Map and the Victory Condition, the defender picks which table will be rolled on for the Deployment Map and the attacker picks which table will be rolled on for the Victory Condition.

DEPLOYMENT MAP TABLE A

11-13



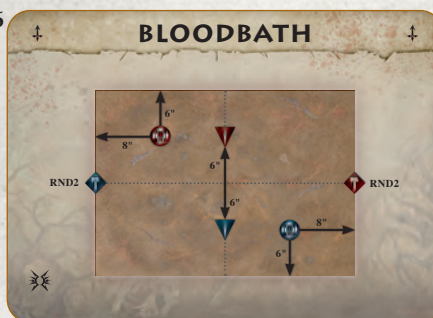
14-16



21-23



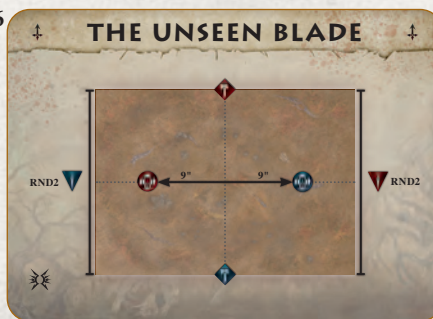
24-26



31-33



34-36



41-43



44-46



51-53



54-56



61-63



64-66





DEPLOYMENT MAP TABLE B

11-13



14-16



21-23



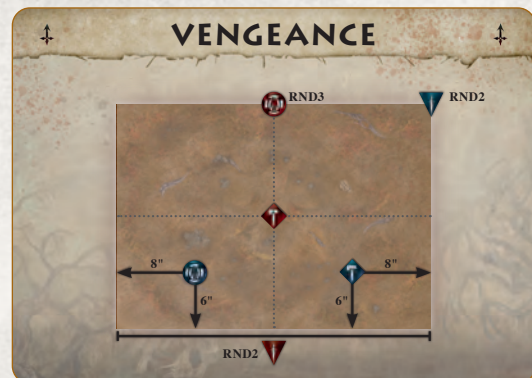
24-26



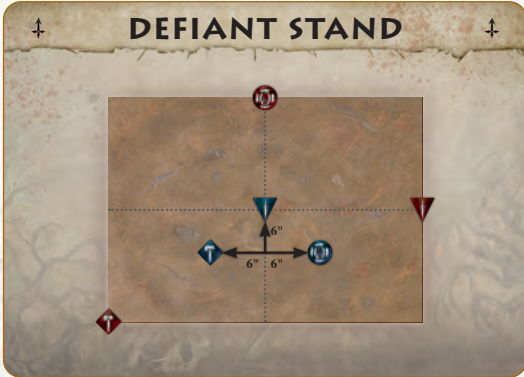
31-33



34-36



41-43



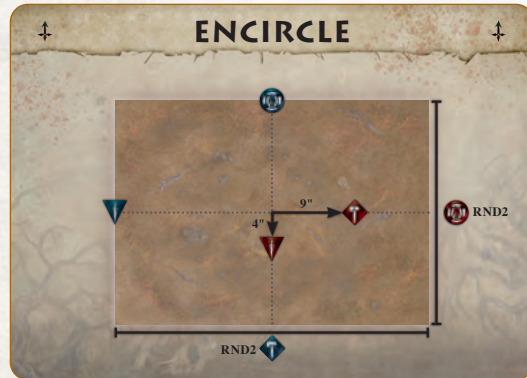
44-46



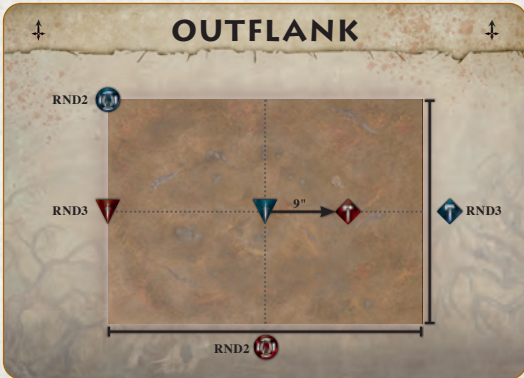
51-53



54-56



61-63



64-66



VICTORY CONDITION TABLE A

11-13

VICTORY

TREASURE HUNTERS

This place is replete with treasures from ancient times. Claim them before your rivals do the same.

Before the battle, 5 treasure tokens are placed on the battlefield. The first is placed by the defender on the battlefield floor or a platform and within 1" horizontally of the centre of the battlefield. Then, the players alternate placing 4 more treasure tokens one at a time, starting with the attacker. Each of these treasure tokens must be placed on the battlefield floor or a platform, within 5" horizontally of the centre of the battlefield and more than 3" horizontally from all other treasure tokens.

The battle ends after 4 battle rounds. When the battle ends, the player who has the most fighters carrying treasure wins.

14-16

VICTORY

THE CURSED RELIC

This rune-etched treasure is as perilous as it is valuable. Do not let it fall into enemy hands.

Before the battle, 1 treasure token is placed on the battlefield by the defender. It must be placed on the battlefield floor or a platform and within 1" horizontally of the centre of the battlefield.

During the battle, if a fighter is carrying the treasure at the end of their activation, allocate D6 damage points to them.

The battle ends after 4 battle rounds. When the battle ends, the player whose fighter is carrying the treasure wins. If no fighter is carrying the treasure, the player who has the most fighters within 3" of the treasure wins.

21-23

VICTORY

GLIMMERS IN THE DARK

Hints of treasure can be spied here. Defeat your rivals and uncover it!

Before the battle, 1 treasure token is placed on the battlefield by the defender. It must be placed on the battlefield floor or a platform and within 1" horizontally of the centre of the battlefield. At the start of each combat phase, the player who does not have the initiative rolls a dice. If the score is equal to or less than the current battle round, they place 1 treasure token on the battlefield, or D3 treasure tokens if the score is 6. On any other result, nothing happens.

Each treasure token must be placed on the battlefield floor or a platform, more than 3" horizontally from all other treasure tokens and the battlefield edge, and more than 3" horizontally from all fighters. If there is no space to place a treasure token, it is not placed.

24-26

VICTORY

NO QUARTER

Your enemies close in on territory rightfully yours. Give them no quarter and no mercy in the fight to come.

The battlefield is divided halfway along its width and length into quarters of equal dimensions.

The battle ends after 4 battle rounds. When the battle ends, a player captures a quarter of the battlefield if there are any friendly fighters wholly within it and no enemy fighters wholly within it. The player who captures the most quarters of the battlefield wins.

31-33

VICTORY

HIGHER GROUND

This territory offers several vantage points that provide clear views of the surrounding landscape. Secure these positions for yourself whilst denying them to the enemy.

If there are no platforms on the battlefield that are at least 2" vertically above the battlefield floor, draw a new victory condition.

At the end of each battle round, each player scores 1 victory point for each fighter from their warband that is on a platform at least 2" vertically above the battlefield floor.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle.

34-36

VICTORY

RAZE

Drive into their lands like a spear into a foe's gut, and burn all you see.

Before the battle, each player picks a different battlefield edge to be their **territory**, starting with the defender.

During the battle, if a fighter finishes a move action within 1" of enemy territory, they can enter it. Remove that fighter from the battlefield but do not count them as being taken down.

The battle ends after 4 battle rounds. When the battle ends, each player counts the number of friendly fighters that entered enemy territory. The player with the most wins the battle.

41-43

VICTORY REAPER



Long have you waited to deliver vengeance upon this foe. Strike fast, and leave none standing.

At the end of each battle round, each player totals the points values of enemy fighters taken down in that battle round. The result is their **blood tally**. If one player has a higher blood tally, that player scores 1 victory point.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle.

44-46

VICTORY CUT OFF THE HEAD



Slay their champion, and leave the leaderless curs to cower.

A player wins the battle as soon as the enemy leader is taken down. During the battle, at the end of each battle round, if either player's leader is within 4" horizontally of the battlefield edge, they are taken down (if you are playing a campaign battle, do not make an injury roll for fighters taken down in this manner).

51-53

VICTORY BLOODMARKED



The gods mark those whose doom draws nigh.

At the start of the combat phase of the first battle round, starting with the player who has the initiative, each player picks one fighter in their warband to be **bloodmarked**. The fighter must be on the battlefield.

A player wins the battle as soon as the enemy bloodmarked fighter is taken down.

At the end of the fourth and each subsequent battle round, bloodmarked fighters within 4" horizontally of the battlefield edge are taken down (if you are playing a campaign battle, do not make an injury roll for fighters taken down in this manner).

54-56

VICTORY LEY LINES



Ley lines of power criss-cross this region. Siphon their energies before your rivals can.

Before the battle, the defender places 5 objectives, each on the battlefield floor or a platform. The first is placed within 1" horizontally of the centre of the battlefield, and the other 4 are each placed within 1" horizontally of the centre of a different quarter of the battlefield.

During the battle, objectives are either **dormant** or **awakened**. At the start of the battle, only the central objective is awakened; the rest are dormant. At the start of each combat phase, the player who does not have the initiative can pick 1 dormant objective to become awakened. At the end of each battle round, each player scores 1 victory point for each awakened objective they control.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins the battle.

61-63

VICTORY THE HIDDEN VAULT



A long-hidden vault lies somewhere in this region. Defeat your rivals and stake your claim!

Before the battle, 3 objective markers are placed on the battlefield. The defender places 1 objective on the battlefield floor or a platform, within 1" horizontally of the centre of the battlefield. Then, players alternate placing 1 objective each, starting with the attacker. Each must be placed on the battlefield floor, within 9" horizontally of the centre of the battlefield and more than 6" horizontally from all other objectives.

At the end of the first battle round, the players roll off. The winner picks 1 objective and removes it from play. At the end of the second battle round, the other player does the same. The battle ends after 4 battle rounds. When the battle ends, the player who controls the remaining objective wins the battle.

64-66

VICTORY THE COMET



Seize the riches that fall from the stars.

At the start of the combat phase of the second battle round, the player with the initiative rolls a dice. On a 1-4, they place 1 objective on the battlefield floor or a platform, within 1" horizontally of the centre of the corresponding quarter of the battlefield, as shown on the map (the top of the map is the northern edge). On a 5-6, they place 1 objective on the battlefield floor or a platform, within 1" horizontally of the centre of the battlefield.

1	2
5-6	
3	4

The battle ends after 4 battle rounds. When the battle ends, the player who controls the objective wins the battle.

VICTORY CONDITION TABLE B

11-13

VICTORY DEFEND THE FIND

The more you possess, the more others will try to take from you. Do not let them!

Before the battle, 4 treasure tokens are placed on the battlefield by the defender. Each must be placed on the battlefield floor or a platform, within 2" horizontally of all the others, and more than 6" horizontally from the battlefield edge.

During the battle, the defender's fighters cannot carry treasure. Starting from the second battle round, if all treasure is being carried by the attacker's fighters at the end of a battle round, the attacker wins the battle. Otherwise, after the end of the fourth battle round, the defender wins the battle.

14-16

VICTORY THE DELIVERY

You have been told of a valuable shipment in this region. Track it down and take the treasure for yourself.

Before the battle, the attacker picks 1 of the battlefield edges to be the **escape route**, then the defender secretly picks 3 fighters in their warband to be carrying treasure (they can be in reserve).

During the battle, the attacker's fighters cannot carry treasure. Starting from the second battle round, at the end of a battle round, any of the defender's fighters that are carrying treasure, within 1" of the escape route and more than 1" from all enemy fighters can escape the battlefield. Remove those fighters from the battlefield but do not count them as being taken down. If 2 or more fighters escape, the battle ends and the defender is the winner. Otherwise, the battle ends after 4 battle rounds. When the battle ends, if fewer than 2 fighters have escaped, the attacker is the winner.

21-23

VICTORY THE TRUE PRIZE

The enemy have invaded your domain seeking plunder. One of your treasures is with more than any other - make sure it is not stolen.

Before the battle, the defender takes 5 treasure tokens and secretly notes down which is the **true prize**. Then, the players alternate placing the treasure tokens on the battlefield one at a time, starting with the attacker. Each of these treasure tokens must be placed on the battlefield floor or a platform, within 5" horizontally of the centre of the battlefield and more than 3" horizontally from all other treasure tokens.

During the battle, at the start of each combat phase, the defender picks 1 treasure token on the battlefield or 1 piece of treasure being carried and removes it from play.

The true prize cannot be picked. The battle ends after 4 battle rounds. When the battle ends, if one of the defender's fighters is carrying the true prize, the defender wins the battle. Otherwise, the attacker wins the battle.

24-26

VICTORY SEIZE TERRITORY

Your rivals claim this place as their own. Seize it by force and send any survivors fleeing.

Before the battle, the defender places 3 objectives on the battlefield floor or a platform, each within 6" horizontally of the centre of the battlefield and more than 6" horizontally from all other objectives.

At the end of the fourth battle round, the player who controls the most objectives wins the battle. If the players control an equal number of objectives, the attacker wins the battle.

31-33

VICTORY THE RAID

Move swift and let the fires of the gods engulf your foes.

Before the battle, the defender places 6 objectives on the battlefield floor or a platform, each within 9" horizontally of the centre of the battlefield and more than 6" horizontally from all other objectives.

The attacker can choose to **burn** any objective they control at the end of a battle round if there are no enemy models within 3" of that objective. If they do so, remove it from play.

If the attacker burns 3 objectives, they win the battle. Otherwise, after the end of the fourth battle round, the defender wins the battle.

34-36

VICTORY THE RITUAL

With each dark syllable uttered, we draw closer to victory.

Before the battle, the defender places 3 objectives on the battlefield floor or a platform, each within 6" horizontally of the centre of the battlefield and more than 6" horizontally from all other objectives. The defender then picks 1 objective to be the **primary ritual site**. The other 2 objectives are **secondary ritual sites**.

At the end of each battle round, the defender scores D6 ritual points if they control the primary ritual site and D3 ritual points for each secondary ritual site they control. Then, the defender loses D3 ritual points for each ritual site controlled by the attacker (to a minimum of 0).

The battle ends after 4 battle rounds. If the defender has 16 or more ritual points, they win the battle. Otherwise, the attacker wins.

41-43

VICTORY

THE GAUNTLET

Escape is the only chance of survival.

Before the battle, the attacker picks one battlefield edge to be the **escape route**. If any of the defender's fighters finish a move action within 1" of the escape route and are more than 3" from all enemy fighters, they escape. Remove those fighters from play but not count them as being taken down.

The defender wins the battle as soon as half or more of their fighters have escaped. Otherwise, the attacker wins the battle as soon as half or more of the defender's fighters have been taken down.

44-46

VICTORY

BRING TO RUIN

A rival encampment lies ahead. Seize it for yourself to send a message to any who doubt your dominance.

Before the battle, the defender picks 1 terrain feature that is 6" wide or more at its widest point. This terrain feature is the **bastion**.

The battle ends after 4 battle rounds. When the battle ends, count the number of fighters from each warband that are within 3" of the bastion. Leaders count as 3 fighters instead of 1. The player with the most fighters within 3" of the bastion wins the battle.

51-53

VICTORY

DRIVE THEM BACK

Your enemies encroach on your territory. Drive them back and send them fleeing.

Before the battle, the defender picks one battlefield edge to be their **territory**.

At the end of each battle round, the defender scores 1 victory point for each fighter from their warband within 6" horizontally of their territory. The attacker scores 2 victory points for each fighter from their warband within 6" horizontally of the defender's territory.

The battle ends after 4 battle rounds. When the battle ends, the player with the most victory points wins.

54-56

VICTORY

ASSASSINATE

This fool's death has been ordained. Let their end be an example to all who would defy you.

The attacker wins the battle as soon as the defender's leader is taken down. Otherwise, the battle ends after 4 battle rounds and the defender is the winner.

During the battle, at the end of each battle round, if any of the defender's fighters are within 4" horizontally of the battlefield edge, they are taken down (if you are playing a campaign battle, do not make an injury roll for fighters taken down in this manner).

61-63

VICTORY

ISOLATED

The foe have strayed far from their comrades. Punish them for their error.

Before the battle, the attacker chooses one of the defender's battle groups that is on the battlefield. All other fighters in the defender's warband are removed from play and removed from reserve (if you are playing a campaign battle, they count as having fought in the battle but do not count as having been taken down).

If all the fighters in the chosen battle group are taken down, the attacker wins. Otherwise, the battle ends after 4 battle rounds and the defender is the winner.

64-66

VICTORY

NO MERCY

Your enemies make a final desperate stand against you. Leave none alive.

The attacker wins the battle as soon as half or more of the defender's fighters have been taken down. Otherwise, the battle ends after 4 battle rounds and the defender is the winner.

During the battle, at the end of each battle round, if any of the defender's fighters are within 4" horizontally of the battlefield edge, they are taken down (if you are playing a campaign battle, do not make an injury roll for fighters taken down in this manner).



TWIST TABLE

11-13

TWIST EERIE SILENCE



Not a single animal cry or rustle of foliage can be heard in this place. The disconcerting silence is broken only by the sudden clash of weapons.

This twist has no effect.

14-16

TWIST LATE ARRIVALS



You have sent warriors to outflank the enemy, but the hour of battle is nigh and still they have not arrived...

In the reserve phase, before a player sets up a reserve battle group on the battlefield, they must roll a dice for each fighter in that battle group. On a 1, the fighter being rolled for will arrive in the reserve phase of the next battle round instead.

21-23

TWIST WARNING CRY



With the enemy in sight, you let loose a war cry to call your warriors to your position.

In the reserve phase of the first battle round, starting with the player with the initiative, the players roll a dice for each of their fighters in reserve. On a 6, the fighter being rolled for must immediately be set up anywhere on the battlefield within 3" of the battlefield edge and more than 5" from all other fighters that were set up in the same phase.

24-26

TWIST CLOYING MISTS



Thick fog obscures the battlefield, masking the movements of the enemy as they stalk the darkness beyond.

Fighters 4" or more from each other are not visible to each other.

At the start of each combat phase starting from the second battle round, one player rolls a dice. If the score is less than the number of the current battle round, the mists clear and this twist no longer has any effect on the battle.

31-33

TWIST SWELTERING HEAT



A sudden heatwave saps the energy from your warriors, rendering them sluggish impairing their reactions in combat.

Once a fighter has made any move actions in a battle round, subtract 1 from that fighter's Toughness characteristic until the end of that battle round.

34-36

TWIST DEAD OF NIGHT



Your rivals close in under the cover of darkness. This night shall taste blood.

Fighters 4" or more from each other are not visible to each other.

41-43

TWIST

RISING HATRED

The animosity between these warbands means that every transgression is repaid in double.

Keep a tally of how many fighters are taken down each battle round. At the end of each battle round, the player who had the most fighters taken down receives 1 additional wild dice. If the players are tied for having the most fighters taken down, neither player receives an additional wild dice.

44-46

TWIST

AT MY COMMAND

The fighters of each warband look to their leader to help them overcome their foe.

Once during the battle, each player can use the 'Inspiring Presence' ability without needing or using any ability dice.

51-53

TWIST

CREATURE IN THE DARK

Something lurks in the shadows beyond, stalking your warriors and waiting to strike...

At the start of the combat phase, starting with the player with the initiative, each player can pick 1 enemy fighter that is more than 3" from all other fighters. Each time a fighter is picked, roll a dice and add 1 to the roll if that fighter is more than 6" from all other fighters. On a 1-5, nothing happens. On a 6+, that fighter is taken down.

54-56

TWIST

MURKY SWAMPLAND

Weeks of endless rain have turned these lands into a thick and squelching quagmire.

If a fighter begins a move action on the battlefield floor, subtract 1 from the Move characteristic of that fighter until the end of that move action. This has no effect on fighters with the Fly runemark (飛).

61-63

TWIST

AZYRITE LIGHTNING STORM

The gloom is punctuated with dazzling flashes as bolts of lightning fork down from the lowering sky. This is surely a war of the gods.

Each time a fighter finishes an activation and their base is not wholly under a platform, roll 2D6. Add 1 to the roll for each whole inch they are vertically above the battlefield floor. On a 10+, that fighter is hit by a bolt of lightning: allocate 2D6 damage points to them.

64-66

TWIST

GAZE OF THE DARK GODS

The skies darken above as the Ruinous Powers take an interest in the battle to come.

Players roll 7 initiative dice in each initiative phase instead of 6.



WARCRY ENCAMPMENT ROSTER





HEROES

Name	Fighter Type	Artefact	Injuries	Levels of Renown
First Heroic Trait		Second Heroic Trait	<input type="checkbox"/>	<input type="checkbox"/>
				Third Heroic Trait

Name	Fighter Type	Artefact	Injuries	Levels of Renown
First Heroic Trait		Second Heroic Trait	<input type="checkbox"/>	<input type="checkbox"/>
				Third Heroic Trait

Name	Fighter Type	Artefact	Injuries	Levels of Renown
First Heroic Trait		Second Heroic Trait	<input type="checkbox"/>	<input type="checkbox"/>
				Third Heroic Trait

Name	Fighter Type	Artefact	Injuries	Levels of Renown
First Heroic Trait		Second Heroic Trait	<input type="checkbox"/>	<input type="checkbox"/>
				Third Heroic Trait



FIGHTERS

Name	Fighter Type	Artefact	Injuries	Levels of Renown	
					<input type="checkbox"/>
					<input type="checkbox"/>
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					<input type="checkbox"/>
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					<input type="checkbox"/>

WARCRY TOURNAMENT ROSTER

Player Name		Warband Faction	
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Fighters

Dagger

Name	Fighter Type	Points

Shield

Name	Fighter Type	Points

Hammer

Name	Fighter Type	Points

Tournament Quests

THE CHAMPION	FAR AND WIDE	HOLD THE CENTRE
OVERRUN	THE HIGH GROUND	BLUNT

Total Points	
---------------------	--



WARCRY



IN THE TANGLED DEPTHS OF THE DEADLY GNARLWOOD, RIVAL WARBANDS BATTLE OVER TERRITORY AND PLUNDER!

Hidden deep amidst the vast forest known as the Gnarlwood, there is a crashed void-ship of enormous size. To those few mortals who have laid eyes upon it and lived to tell the tale, this structure is known as Talaxis, the Ravening Ruin. The rumours that surround it speak of vaults filled with treasures beyond imagination, artefacts of cosmic provenance that can alter the nature of reality itself.

The legend of the Ravening Ruin has summoned forth intrepid warbands from far and wide, who flock to the savage wilds of the Realm of Beasts in search of this fabled location. Many desire nothing more than glory and plunder at any cost. Some are driven by the rapacious desires of malevolent gods, while others wish only to safeguard mortalkind from dangers it cannot hope to comprehend.

These rival warbands face off against one another in desperate skirmishes, brutal struggles for control of vital resources or those few, meagre shelters not yet devoured by the hungry forest. All the while they must drive ever deeper into the Gnarlwood, a tangled and overgrown mass of predatory trees that is home to every form of flesh-eating horror imaginable. Only the strongest can hope to endure such a nightmarish odyssey into the unknown and survive to reach the fabled vaults of Talaxis itself.

Warcry is a tabletop skirmish wargame in which two or more players control rival warbands of Citadel Miniatures, each with their own unique weapons, warriors and abilities. This book contains the core rules for Warcry, as well as rules for open play, narrative play, matched play and more. Inside, you will also find information on the Gnarlwood and the legendary ruin of Talaxis, along with an inspiring miniatures showcase.