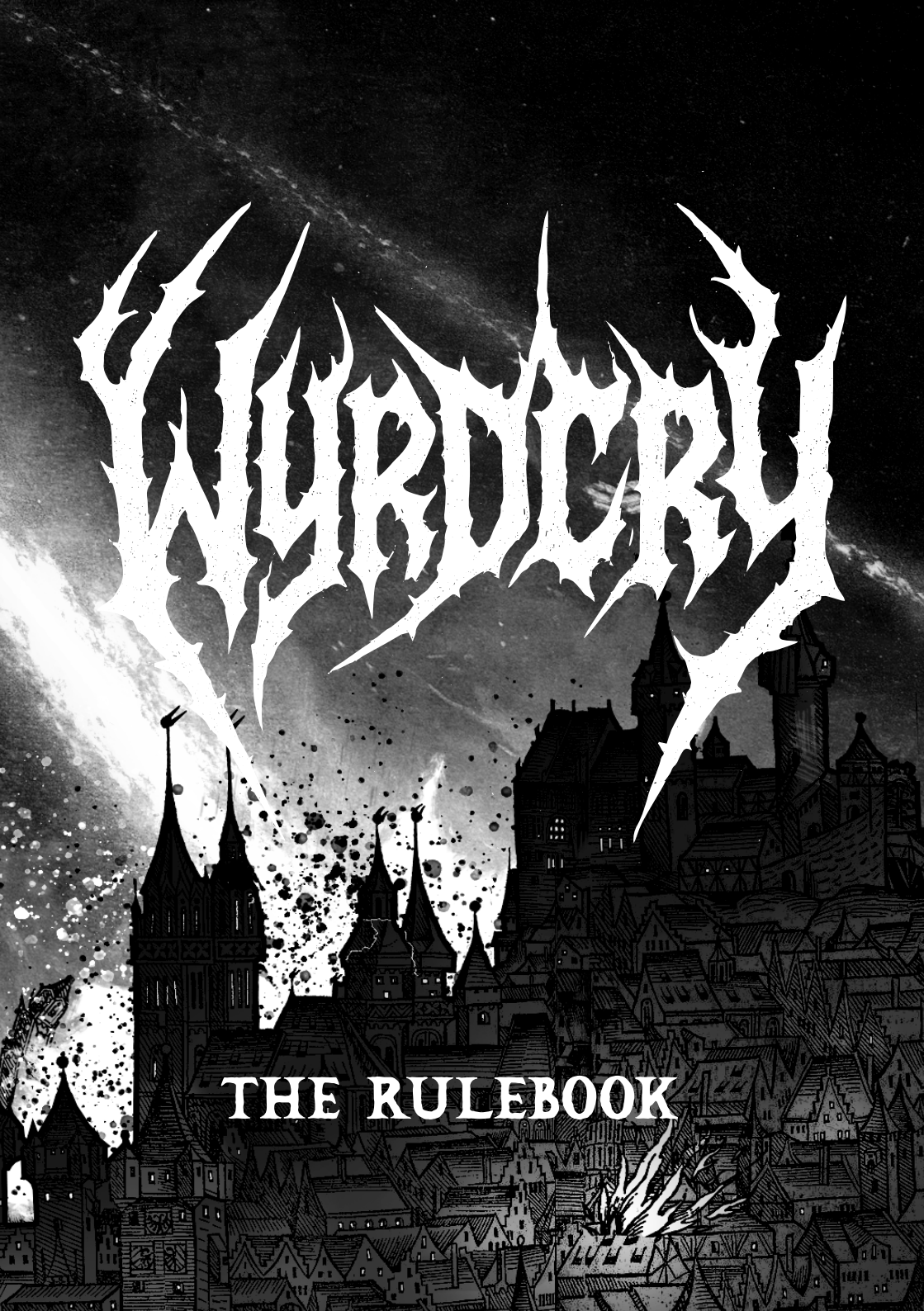
WYRDCRY

THE RULEBOOK



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WYRDCRY

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The whole Wyrdcry ruleset, its factions and a warband builder is available on Wyrdcry.net. Stay up to date with the project through our Discord community. Wyrdcry is a fan hack and will never be monetized. Long live the fighters.

There is something rotten in the state of Ostermark...

When I launched Wyrdcry to the public 7 months ago, I expected a handful of snide comments and a quiet shame about how many hours I'd sunk into the project. Instead, hundreds of you answered the call, from all corners of the world. And you were enthusiastically challenging my every decision.

I've spent months debating cover rules, free Youngbloods (not my proudest moment) and balancing game-breaking warbands (The all-dominating Zombie meta was unalived before it began). You started creating your own faction homebrews (some of them meticulously crafted with sharpies and tape) and suddenly, battle reports started trickling in. Pictures of insane table setups, fatalistic injury rolls and smudged warband rosters.

Seeing your own game played in real life is a special kind of feeling, and I want to express my deepest gratitude to everyone who joined me on that journey. You've been the **HEROES** of my warband, and you're the reason this project is finally setting sail.

To the newcomers – Wyrdcry was born out of my life-long obsession with the cursed city of Mordheim. I wanted to re-invigorate my gaming club with a fast and rules-light hack, with less focus on dice and more on the action. A Mordlike where the battles are just as fun as the campaign mechanics.

If you've got the guts (and a rope and hook), I hope that you're willing to join us as we descend deeper into the madness.







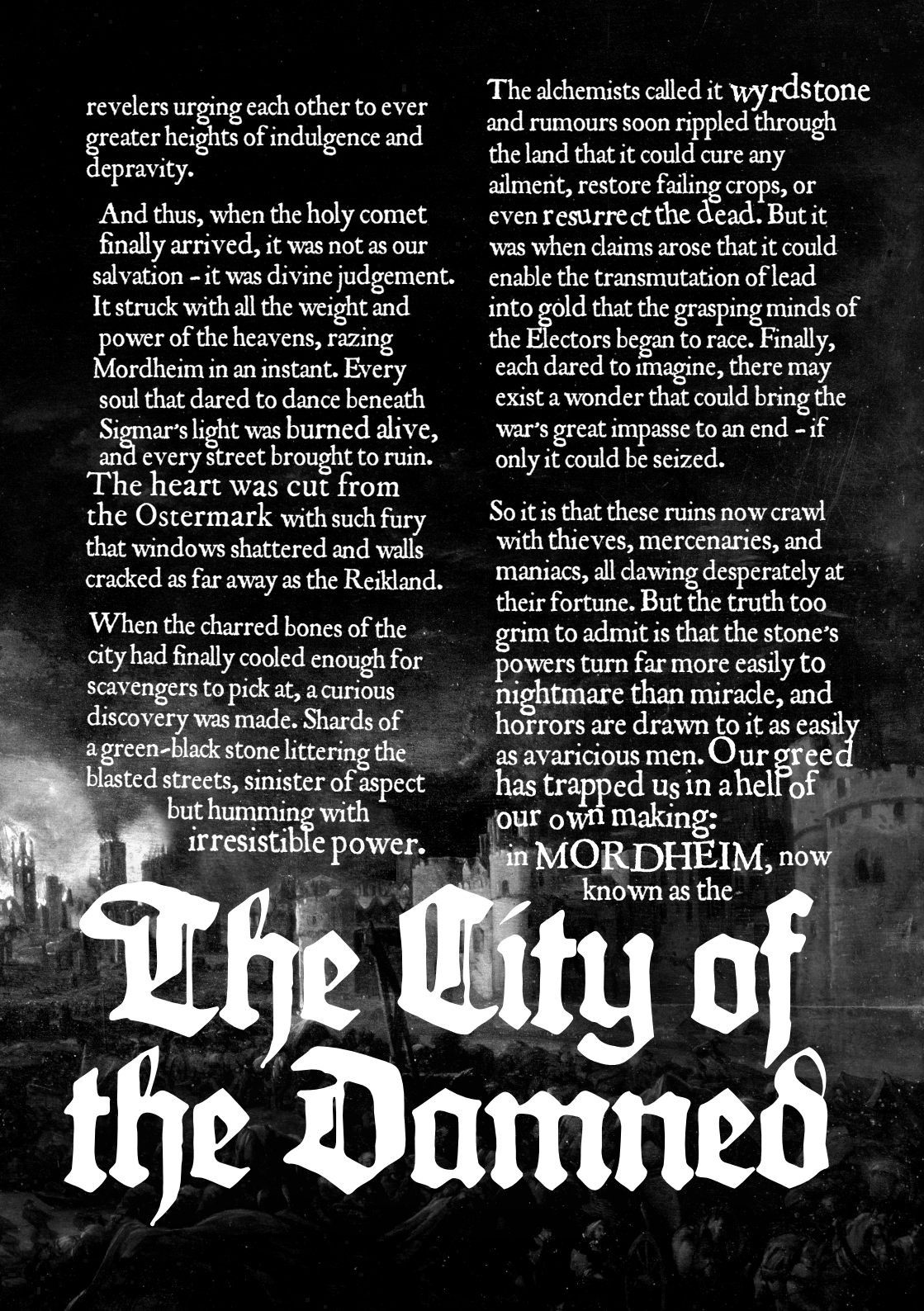
The Empire is in flames, engulfed in a civil war that spreads chaos, plague, and death to every corner. We stagger headlessly to our doom at the mercy of witless Elector Counts, whose stalemate feud prevents the ascension of a new Emperor and an end to the madness.

Prophecy once foretold that in a time of such darkness, our god-king Sigmar would return to us. It seemed a feeble wish, but then, as the century was nearing its end, a twin-tailed comet appeared in the sky, and the people felt a desperate spark of hope.

Scholars predicted that the path of this gleaming star would carry it to the great city of Mordheim, pride of the Ostermark. Pilgrims flocked to witness their savior, and as the spirit of festivity rose, it became feverish. All across the province folk abandoned their lands, their work, their lives to join in the celebration.

The comet's light seemed to banish all darkness as it grew in the sky - but a shadow grew nonetheless in the hearts of men, as worship turned to debauchery. Frenzied crowds packed every street and alley,





The City of the Damned

revelers urging each other to ever greater heights of indulgence and depravity.

And thus, when the holy comet finally arrived, it was not as our salvation - it was divine judgement. It struck with all the weight and power of the heavens, razing Mordheim in an instant. Every soul that dared to dance beneath Sigmar's light was burned alive, and every street brought to ruin. The heart was cut from the Ostermark with such fury that windows shattered and walls cracked as far away as the Reikland.

When the charred bones of the city had finally cooled enough for scavengers to pick at, a curious discovery was made. Shards of a green-black stone littering the blasted streets, sinister of aspect but humming with irresistible power.

The alchemists called it wyrdstone and rumours soon rippled through the land that it could cure any ailment, restore failing crops, or even resurrect the dead. But it was when claims arose that it could enable the transmutation of lead into gold that the grasping minds of the Electors began to race. Finally, each dared to imagine, there may exist a wonder that could bring the war's great impasse to an end - if only it could be seized.

So it is that these ruins now crawl with thieves, mercenaries, and maniacs, all clawing desperately at their fortune. But the truth too grim to admit is that the stone's powers turn far more easily to nightmare than miracle, and horrors are drawn to it as easily as avaricious men. Our greed has trapped us in a hell of our own making: in MORDHEIM, now known as the

Core Principles

The Basics

In Wyrdcry, you control a **warband** battling an **enemy warband** in the ruins of Mordheim. Battles are played according to a **scenario** that decides the **victory conditions** that must be met to win the battle.

Warbands

To play a battle, you and your opponent must **start a warband** by filling in a **warband roster.** The rules for starting a warband are found on page 6 of the Campaign Book.

Fighters

Your warband is made up of models referred to as **fighters**, and their rules are contained in their **fighter profile** (see an example on page 11).

Friendly and enemy fighters

For rules purposes, a fighter considers all fighters in their warband to be **friendly fighters**, and all fighters in your opponent's warband to be **enemy fighters.**

Measuring

The game uses inches (") for measuring distances and you are allowed to measure whenever you want. You must always measure both the vertical and horizontal distance, unless a rule says otherwise.

- When measuring the distance between two fighters you always measure between the closest point of their bases.
- If a rule requires a fighter to be **within** a certain distance of something, the requirement is fulfilled if **any part** of a fighter's base is within that distance.
- If a rule requires a fighter to be **wholly within** a certain distance of something, the requirement is fulfilled if the fighter's **entire base** is within that distance.

The Battlefield

Battles are fought on a flat surface measuring 3 feet by 3 feet, referred to as the **battlefield floor.** This surface is bordered by **battlefield edges** and populated with all manner of ruined buildings, risers and scaffolding called **terrain pieces**. Together, these elements form the **battlefield**.

Visibility

Many rules 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). A fighter is visible to another fighter if a straight line can be drawn between any point of the two fighters without it passing through a terrain piece or another fighter.

If you are unsure whether a fighter is visible, stoop down and see if any part of the target fighter is visible from any part of the fighter making the attack action. Do not include the bases the fighters are mounted upon.

Finally, for rules purposes, fighters are not considered to be visible to themselves.



(PLOT-TWIST: THERE'S THREE SKAVEN IN THIS PICTURE)

Sequencing

Rules are usually resolved one at a time. If rules seem to come into play simultaneously, the player activating a fighter decides the order the rules are resolved. In all other cases, the player with initiative decides.

Dice

The game uses regular six-sided dice (D6) to determine the outcome of rules. Most commonly, you must beat a target number. For example, if a rule requires a roll of 3 or more (usually abbreviated to 3+), every result of 3 or more is a success.

And to keep things simple: it is always better to roll a high result. A 1 is always bad, and a 6 is always good.

D3

If a rule requires you to roll a **D3**, roll a D6 and halve the result, rounding up.

D66

If a rule requires you to roll a **D66**, 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.

Re-Roll

Some rules requires you to re-roll dice, meaning you roll the specified number of dice again. A dice roll can never be re-rolled more than once, and you cannot choose the original result.

Roll-off

Sometimes a rule require the players to **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, roll-off again.

Damage

There are many ways for a fighter to suffer damage in battle, such as being the target of an attack or ability, or falling from a height. Whatever the source, damage is allocated one point at a time.

Wounded

When a fighter has been allocated damage points equal to half their Health characteristic (rounding up), they are considered to be **wounded**. Being wounded does not directly affect a fighter's combat capabilities, but interacts with certain rules and items.

Out of Action

When a fighter is allocated damage points equal to their Health characteristic, they are taken **out of action**: the fighter is removed from the battlefield, and any leftover damage points are discarded.

In a campaign game, a fighter that is taken out of action risks lasting injuries or being killed, as described in the aftermath sequence in the Campaign Book.

EXAMPLE OF A

FIGHTER PROFILE

Warrior 65gc

Disgraced state troopers, murderers and treasure hunters make up the backbone of the warband, driven forwards by the promise of coin.

Move	Fight	Shoot	Armour	Health	Bravery
5”	3	3	0	10	5+
HUMAN | MERCENARIES | HENCHMAN					

[Double] Driven by Greed: A fighter can only use this ability if it is carrying, or is within 1” of a wyrdstone token. Add 1 to the Fight and Attacks characteristics of this fighter’s next melee attack action.

Fighter Characteristics

Move
How fast the fighter can move (measured in inches).

Fight
A fighter’s proficiency in attacking and defending themselves in melee combat.

Shoot
A fighter’s proficiency in hitting a target in ranged combat.

Armour
How much damage the fighter's armour can withstand.

Health
How much damage a fighter can endure before being taken out of action.

Bravery
A fighter's courage and mental resolve when facing the horrors of the city.

Keywords

Each fighter profile includes a set of keywords that describes distinctive features of the fighter, such as their race and faction. When referenced in a rule, keywords are always written in **UPPERCASE**.

A rule that refers to a keyword applies to all fighters with that keyword. If a rule refers to a keyword in the plural (for example, **HEROES**), it is treated as a reference to the singular keyword (**HERO**).

Special Rules

Many fighters have one or more special rules that set them apart from their peers:

Traits represent passive skills or racial quirks whose effects are automatically applied whenever their conditions are met.

Abilities are tricks, spells and manoeuvres that a fighter can use during their activation by spending ability dice (marked as **[Double]**, **[Triple]** or **[Quad]**).

Reactions are things a fighter can do during an enemy fighter's activation, most commonly by spending an action.

Injuries are long-lasting wounds and mental afflictions that impair the fighter.

Recruitment fee

Each fighter has a recruitment fee listed in gold coins (gc).

Equipment, weapons and armour

Fighters may be equipped with all manner of weapons, armour and trinkets, the rules for which are found in the campaign book.

MODIFIERS

Sometimes, a rule will call for the characteristic of a fighter or a weapon to be modified. For example, a rule may add 1 to the Move characteristic of a fighter, or subtract 1 from the Attacks characteristic of a weapon. These modifiers are always cumulative, but unless a rule says otherwise, they can never reduce a characteristic to less than 1 (or, in the case of Bravery, a 6+).

EXAMPLE OF

WEAPON PROFILES

Melee Weapons	Range	Attacks	Damage	Weapon Rules
Sword	1"	3	2/3	Parry
Spear	2"	3	2/3	Unwieldy

Ranged Weapons	Range	Attacks	Damage	Weapon Rules
Bow	1–18”	2	2/3	–
Crossbow	1–24”	2	3/5	Piercing 1, Reload

Weapon Type

All weapons come in two types, **melee weapons** and **ranged weapons.**

Weapon Characteristics

Range

How far the weapon can reach, measured in inches.

Attacks

The amount of dice rolled when making attack actions with the weapon.

Damage

The damage potential of the weapon. The first value represents **hit damage**, and the second value represents **critical damage.**

Weapon Rules

Many weapons have one or more special rules that apply to the bearer of that weapon, and you can find a comprehensive list on page 25.

Examples:

Parry: When the bearer is the target of a melee attack action, add 1 to their Fight characteristic.

Piercing (X): When making an attack action with this weapon, subtract X from the target’s Armour characteristic (to a minimum of 0).

Starting a battle

1) Set up the Battlefield

Both players take turns placing terrain pieces on the battlefield, while agreeing on what types of terrain each piece is made up of. Terrain pieces cannot be placed within 3" of a battlefield edge. See pg 36 for guidelines for setting up terrain.

2) Determine Attacker

The players roll off. The winner decides which player is the attacker and which player is the defender.

3) Present Search Parties

Each player must divide their warband into three search parties as evenly as possible. For example, a warband of 10 fighters would form two search parties of 3 fighters and one of 4.

Starting with the defender, each player then presents their search parties to their opponent, in order: as their first, second and third search party.

4) Determine Scenario

Wyrdcry battles are played according to a scenario, consisting of 3 parts: the **deployment map**, the **victory condition**, and the **twist**. In a standard battle, scenarios are determined by rolling a dice for each table below.

Deployment Map (d6)

1. **Ambush**.....pg 39
2. **Meeting Engagement**.....pg 39
3. **Chance Encounter**..... pg 40
4. **Stand Off**..... pg 40
5. **Pile-in**.....pg 41
6. **The Trap**.....pg 41

Victory Condition (d6)

1. **Occupy**..... pg 42
2. **Escape**..... pg 42
3. **Defend the Find**.....pg 43
4. **Wyrdstone Hunt**.....pg 43
5. **Hidden Vault**.....pg 44
6. **Reckoning**.....pg 44

Twist (d6)

1. **Mad Scribbles**.....pg 45
2. **The Haunt**.....pg 45
3. **Suffocating Smog**.....pg 45
4. **Falling Fish**.....pg 46
5. **Nightfall**.....pg 46
6. **Wyrdcry**.....pg 46

5) Deploy Search Parties

The deployment map features two sets of deployment points, numbered 1 to 3, that determine where each search party is deployed to the battlefield. The white deployment points are for the defender, and the black deployment points are for the attacker.

The defender must decide the orientation of the deployment map, and then deploy their first search party at their first deployment point, followed by the attacker. The players then take turns deploying their remaining search parties at their respective deployment points, until all search parties not in reserve have been deployed.

Each time a search party is deployed, its fighters must be placed wholly within 3" of their deployment point, on the battlefield floor.

Reserve Search Parties

If a deployment point is labelled 'RND 2' or 'RND 3', the search party is in reserve and will arrive in the reserve phase of that battle round. For now, place them to one side of the battlefield.

6) The Victory Condition

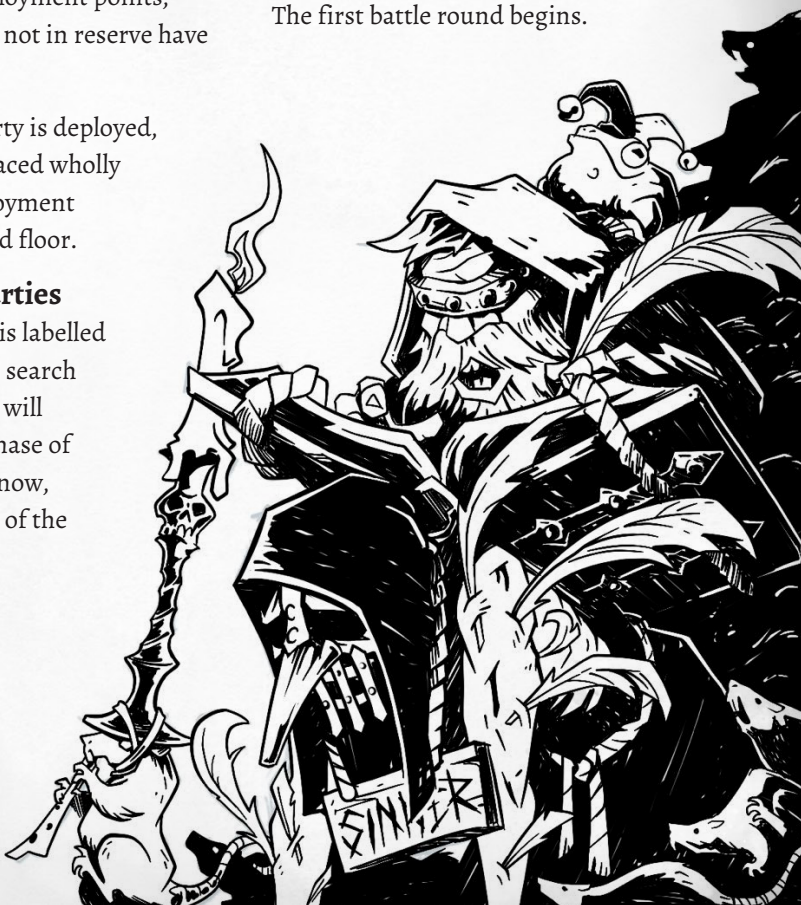
The victory condition specifies what the players must do to win the battle. If the victory condition instructs players to do things before the battle begins, such as placing objective markers or tokens, those things are done in this step.

7) The Twist

Twists are special rules that apply to the battle. If the twist instructs players to do things before the battle begins, those things are done in this step.

8) Start the Battle

The first battle round begins.



The battle round

Battles are fought in a series of rounds referred to as **battle rounds**, each of which is split into four phases.

The initiative phase

The players roll for initiative and gather ability dice.

The reserve phase

Starting in the second battle round, search parties in reserve are deployed to the battlefield.

The combat phase

The warbands clash as the players take turns activating their fighters.

The morale phase

The players check their warband morale before starting a new battle round.

Ending the battle

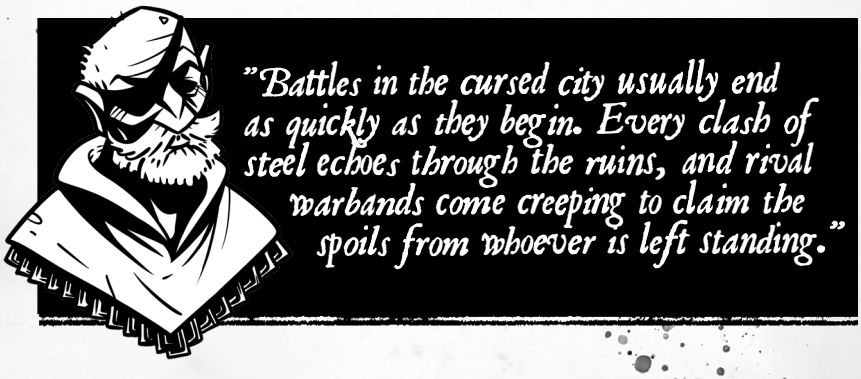
Unless the scenario states otherwise, battles last for at least four battle rounds. At the end of the fourth battle round, roll a dice:

- **On a 1-2:** the battle ends.
- **On a 3+:** the battle continues for a fifth battle round.

When the battle ends, you must check the victory condition of the scenario. If one warband has fulfilled the victory condition, it has won the battle. If not, the battle is a draw.

The aftermath sequence

When a battle ends, both players should resolve an aftermath sequence as detailed on page 8 of the Campaign Book.



The Initiative Phase

1. Determine Initiative

Each player rolls 6 dice and counts the amount of singles they have. A single is a die 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.

If both players are tied for singles, they must roll off. The winner of that roll off has the initiative.

Ability Dice

The players then group all remaining dice by their score. These are **ability dice**, which are used to activate powerful abilities in the combat phase. When referenced in a rule, an ability dice look like this:

- **[Double]** = 2 dice with the same score
- **[Triple]** = 3 dice with the same score
- **[Quad]** = 4 dice with the same score

2. Use Wyrd Dice

Each player then receives 1 **wyrd dice.** Starting with the player with initiative, wyrd dice can be used to add another single, improve a single into a **[Double]** or a **[Double]** into a **[Triple]** (and so on). Set the value of the wyrd dice to the same score as the ability dice being improved.

A player can decide to save wyrd dice for another battle round, and multiple wyrd dice can be used in the same battle round, but ability dice can only be improved once (you cannot turn a **[Double]** into a **[Triple]**, and then into a **[Quad]**).

3: Seize Initiative

When both players have declared how they will use their wyrd dice, count the number of singles each player has again.

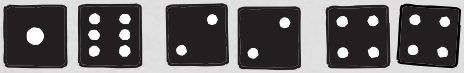
- If the player without initiative now has more singles than the player with initiative, they now have the initiative instead.
- If the number of singles each player has is now tied (and wasn't previously), the players roll off and the winner has the initiative.

EXAMPLE OF AN

INITIATIVE PHASE

DETERMINE INITIATIVE

It is the beginning of the second battle round, and player A and player B are determining initiative by rolling 6 dice each and **comparing their singles.**



Player A gets **2 singles**, a **[double]** with a value of 2, and a **[double]** with a value of 4.



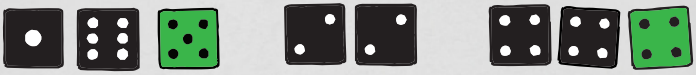
Player B gets **3 singles** and a **[triple]** with a value of 6 and **wins the initiative.**

USE WYRD DICE

Both players gain a wyrd dice. As player B has the initiative, they begin by adding their wyrd dice to their **[triple]**, turning it into a **[quad]** (in the hope of using the Rampage ability with one of their fighters in the combat phase).



Player A doesn't want to be on the receiving end of a rampaging fighter, so they use their wyrd dice to add a single in an attempt to **seize the initiative**. They also have a **saved wyrd dice** from the previous battle round, and use it to turn a **[double]** into a **[triple].**



SEIZE INITIATIVE

Since the players are now tied for singles, they must roll off. Player A rolls higher, and successfully **seizes the initiative** from player B.

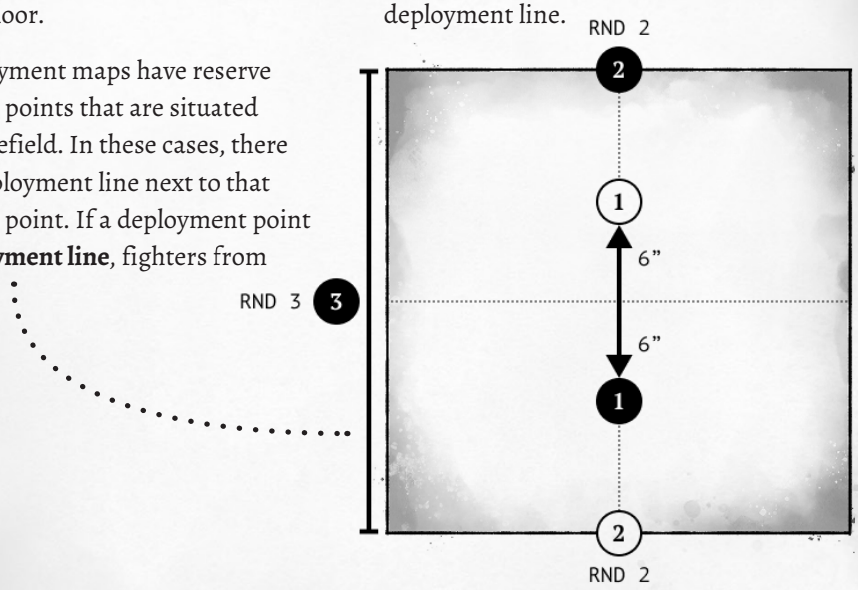
The Reserve Phase

In this phase, **reserve search parties** are deployed to the battlefield. The deployment map will indicate which search parties come into play, and in which battle round they arrive.

Starting with the player with initiative, each player deploys the reserve search parties that arrive this battle round. Fighters must be placed wholly within 3" of their deployment point on the battlefield floor.

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. If a deployment point has a **deployment line**, fighters from that search party must be placed wholly within 3" of the marked portion of the battlefield edge, on the battlefield floor.

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



The Combat Phase

Activating fighters

In the combat phase, players take turns activating their fighters. The player with initiative decides who makes the first activation. A fighter can only be activated once, and when all fighters have been activated, the combat phase ends.

Actions

A fighter can make 2 actions during their activation. The first action must be completed before making the second action. The same action can be made twice in a row (for example, a move action followed by another move action).

Universal actions

These are the most common actions that your fighters will use over the course of a battle.

- **Move** (page 21)
- **Attack** (page 22)
- **Retreat** (page 26)
- **Wait** (page 26)
- **Channel Magic** (page 27)

Scenario actions

Some scenarios include special actions that fighters can make instead of a universal action.

Free actions

Many abilities and reactions allow a fighter or a friendly fighter to make a **free action**. A fighter can make any number of free actions in addition to their 2 actions.

Abilities (page 28)

In addition to actions, a fighter can use 1 ability during their activation by spending ability dice.

Reactions (page 30)

After each action a fighter makes, the opposing player can make a reaction with one of their fighters.

Panic & Bravery (page 32)

As fighters encounter fear-causing enemies and supernatural phenomena, they may be forced to take Bravery tests.

MOVE

Move the fighter up to their Move characteristic in inches, in one or more straight-line increments, while rounding each increment up to the nearest inch.

A Move action can include **climbing**, **jumping**, or **flying**, as long as the total distance does not exceed the fighter's Move characteristic.

- A fighter cannot move through terrain pieces (unless they are insignificant) or the bases of enemy fighters.
- A fighter within 1" of an enemy fighter cannot start a Move action and must make the Retreat action instead.
- A fighter that moves within 1" of an enemy fighter must stop there, unless that enemy is already within 1" of another friendly fighter.

Climbing

A fighter touching an obstacle with its base may climb it, and they can climb both vertically and horizontally when doing so - as long as they stay within ½" of the obstacle.

The fighter is considered to be climbing until their base is placed on the battlefield floor or a platform, or until they jump. A fighter can end a Move action while climbing, but if they are still climbing at the end of their activation, they fall.

Jumping

A fighter can jump from an obstacle or platform. Count the horizontal distance moved as normal. The distance moved vertically is never counted, however far the fighter drops.

If a fighter jumps further than half their Move characteristic (rounding up), they must take a jump test: roll a dice.

- On a 1, the fighter falls.
- On a 2-6, the fighter makes the jump.

A fighter automatically falls if they drop more than 2" vertically or end a Move action while jumping.

Falling

When a fighter falls, the opposing player selects a reasonable position beneath them where they land (don't be a dick!). Allocate D3 damage points to the fighter for every full 2" they fell.

Flying

Some rules allow a fighter to fly during a Move action. Count only the horizontal distance moved, not the distance moved vertically. A flying fighter can pass over terrain pieces and other fighters, but if they end a Move action while flying, they fall.

ATTACK

1. Select a weapon and target

Select one of the fighter's weapons to be used for the attack.

- An attack with a melee weapon is a **melee attack action**
- An attack with a ranged weapon is a **ranged attack action.**

Then, select a visible enemy fighter within range of the weapon to be the **target**.

- If there are any enemy fighters within 1" of the attacking fighter, you must select one of them to be the target of a melee attack action.
- Ranged attack actions cannot target enemy fighters within 1" of a friendly fighter.

2. Make hit rolls

Roll a number of dice equal to the weapon's Attacks characteristic. These are referred to as **hit rolls**. Determining which hit rolls have scored a **hit** or a **critical hit** depends on what kind of attack it is.

2.1 Melee Attack Actions

For melee attack actions, you must compare the Fight characteristic of the attacking fighter (after applying modifiers) with that of the target and consult the melee attack table.

Dual Wielding

A fighter that is dual wielding can make a melee attack action using both of their weapons. When selecting weapons, you must declare which weapon is the **main-hand weapon**, and which weapon is the **off-hand weapon.**

Then, make the hit rolls for the main-hand weapon, followed by a single hit roll from the off-hand weapon (disregarding its Attacks characteristic) and allocate damage from each weapon separately.

2.2 Ranged Attack Actions

For ranged attack actions, you must compare the Shoot characteristic of the attacking fighter (after applying modifiers) with the ranged attack table.

Step 3: Allocate Damage

To determine how much damage is allocated to the target, follow these steps:

- Total up the damage from the hit rolls. For each hit, add the weapon's **hit damage** to the total. For each critical hit, add the weapon's **critical damage** instead.
- Then, reduce the total by the target's Armour characteristic.
- Allocate the resulting damage points (if any) to the target (see page 10).

MELEE ATTACK TABLE AND MODIFIERS

Attacker's Fight vs Target's Fight	Hit	Critical Hit
Twice (or greater)	3+	5-6
Greater	3+	6
Equal	4+	6
Less	5+	6
Half (or less)	5+	-

Attacker is panicked	-1 Fight
Attacker made a diving charge	+1 Fight
Target is flanked	+1 Fight

RANGED ATTACK TABLE AND MODIFIERS

Attacker's Shoot Characteristic	1	2	3	4	5+
Hit	5+	5+	4+	3+	3+
Critical Hit	-	6	6	6	5-6

Attacker is on a platform (at least 2" above target)	+1 Shoot
Attacker is threatened	-2 Shoot
Attacker is panicked	-1 Shoot
Target is at long range	-1 Shoot
Target is in cover	-1 Shoot

Common Attack modifiers

Flanking
If the target of a melee attack action is **flanked**, the attacking fighter may add 1 to its Fight characteristic. To be flanked, at least one friendly fighter must be within 1" of the target, while not being within 1" of other enemy fighters.

Diving Charge
When a fighter makes a melee attack action immediately after a move action that ended with them falling more than 2" vertically, you may add 1 to their Fight characteristic.

Panicked
A fighter that is panicked must subtract 1 from their Fight and Shoot characteristics (see Panic and Bravery on page 32).

Attacking from a Platform
When making a ranged attack action, if the attacking fighter is on a platform (see page 34) that is 2" or more above the target, add 1 to the Shoot characteristic of the attacking fighter.

Long Range
When making a ranged attack action, if the target is more than 12" away, subtract 1 from the Shoot characteristic of the attacking fighter.

Threatened
When making a ranged attack action, if there are any visible enemy fighters within 6" of the attacking fighter that are not within 1" of a friendly fighter, the attacking fighter is **threatened**. Unless one of those enemy fighters is selected as the target, subtract 2 from the Shoot characteristic of the attacking fighter.

Cover
When making a ranged attack action, if the target is in cover, subtract 1 from the Shoot characteristic of the attacking fighter. A fighter is in cover if any of the following are true:

- You cannot draw an imaginary line between the closest points on each fighter's base without it passing through an obstacle. Do not count obstacles within ½" of the fighter making the Attack action (this represents fighters being able to aim around corners and through gaps in nearby terrain, and so on).
- The target is on a platform that is 2" or more above the fighter making the ranged attack action.

Common Weapon Rules

Blessed
When making an attack action against a **VAMPIRE**, **DAEMON** or **THRALL**, add 1 to the Critical Damage characteristic of this weapon.

Brace
When determining how many ranged weapons the bearer is equipped with, two weapons with this special rule count as one.

Brutal
Melee attack actions made with this weapon ignore the **Parry** weapon rule.

Cumbersome
When the bearer is the target of a melee attack action, subtract 1 from their Fight characteristic.

One-use
This weapon can only be used for one attack action each battle.

Parry
When the bearer is the target of a melee attack action, add 1 to their Fight characteristic.

Piercing (X)
When making an attack action with this weapon, subtract (X) from the target's Armour characteristic (to a minimum of 0).

Point Blank
This ranged weapon may be used for melee attack actions: set the weapon's Range characteristic to 1" and use the bearer's Fight characteristic for the hit rolls.

Poisoned
When making an attack action with this weapon, if any damage is allocated to the target, they are poisoned. When a poisoned fighter is activated, roll a dice. On a 1, the fighter is no longer poisoned. On a 2+, allocate 2 damage points to that fighter.

Reload
This weapon must be reloaded after being used for an attack action. A fighter can reload one of their weapons with this special rule when making the wait action.

Two Handed
When determining how many melee weapons the bearer is equipped with, this weapon counts as two.

Unreliable
When making an attack action with this weapon, if any hit rolls result in a 1, all hit rolls are discarded and the attack action ends.

Unwieldy
This weapon cannot be used as part of a dual wielding attack, either as the main hand or the off-hand weapon.

Whipcrack
When making an attack action with this weapon, unless used as an off-hand weapon, the target cannot make reactions.

RETREAT

If a fighter is within 1" of an enemy fighter, they must make a Retreat action to move away. When retreating, a fighter can move normally up to 3" in any direction, but the fighter cannot finish the action within 1" of an enemy fighter. If this is impossible, the fighter cannot make the Retreat action and must make another action instead.

WAIT

The 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. 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 use their second action.



CHANNEL MAGIC

A **WIZARD** can channel magic to generate or upgrade ability dice to be used for magical abilities. When making the Channel action, you may add a new **[Double**] with a value of 3 to your ability dice, or choose one existing ability dice and apply one of the following effects to it:

- Upgrade a **[Double]** to a **[Triple]**, or a **[Triple]** to a **[Quad]**.
- Increase the value of an ability dice by 3 (to a maximum of 6).

Then, you must roll 2D6 and consult the **Magical Calamity** table below. The channeled ability dice must be used for a magical ability during the **WIZARD'S** activation; they cannot be saved for another fighter and are discarded if unused.

A **WIZARD** can channel magic multiple times for the same ability dice (e.g., a **[Double]** can first be upgraded to a **[Triple]**, and then have its value increased).

MAGICAL CALAMITY TABLE

2D6 ROLL	EFFECT
2	**Calamitous Detonation:** Allocate 5 damage points to each fighter within 3" of the **WIZARD**. Then, the **WIZARD** is taken out of action.
3-4	**Miscast:** Allocate 5 damage points to the **WIZARD**. The Channel action ends and no ability dice are added or upgraded.
5-9	**Barely Contained Power:** Allocate 3 damage points to the **WIZARD**.
10-12	**Controlled Channeling:** The **WIZARD** suffers no ill effects



"The treacherous winds of magic are as likely to grant you immense power as tear you apart."

ABILITIES

Abilities are special powers that fighters can unleash by spending the ability dice generated in the Initiative Phase, and range from deadly strikes and cunning tactics to strange mutations and magical spells.

Many fighters have **unique abilities** listed on their fighter profile, and may learn new abilities as they earn Renown.

WIZARDS have **magical abilities**, and may **channel magic** to generate or upgrade ability dice to power them.

Finally, on the next page is a list of **universal abilities** available to fighters from all factions as long as they have the correct keyword. For instance, to use Inspiring Presence, the fighter must be a **HERO**.

Using Abilities

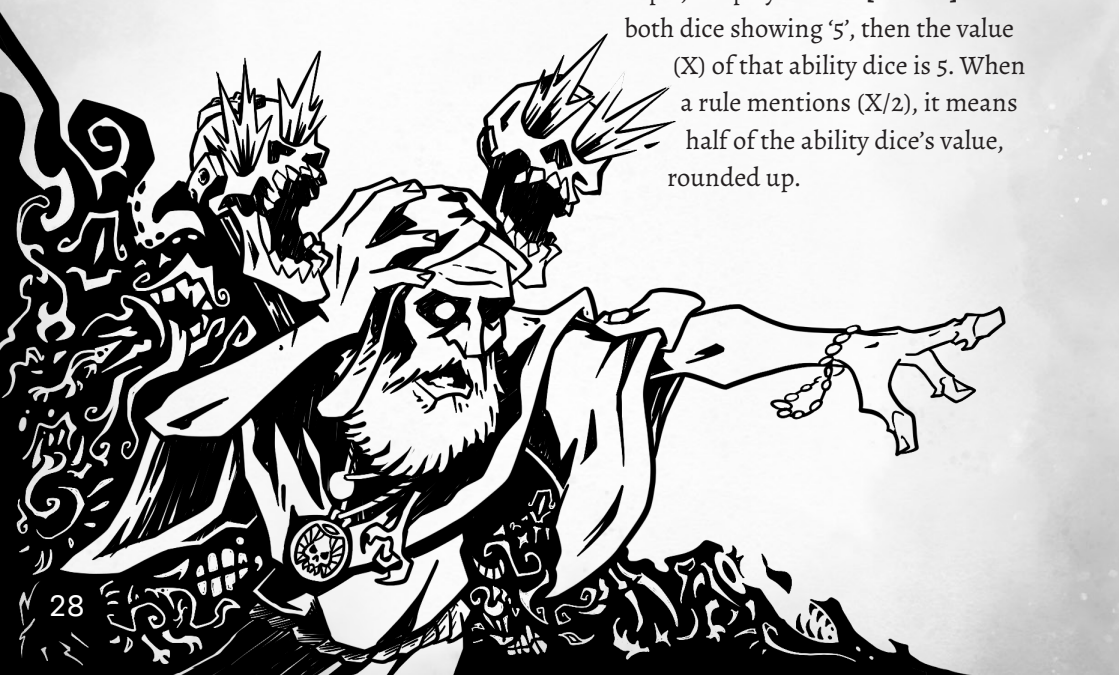
A fighter can use 1 ability per battle round, and only during their own activation. The ability can be used before their first action, or after their first or second action.

To use an ability, you must discard the corresponding ability dice. For example; to use Rampage, you must discard a **[Quad]**.

You can discard 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 Value (x)

When an ability mentions (X), it refers to the value shown on the ability dice combination used for that ability. For example, if a player has a **[double]** with both dice showing '5', then the value (X) of that ability dice is 5. When a rule mentions (X/2), it means half of the ability dice's value, rounded up.



UNIVERSAL ABILITIES

KEYWORD	ABILITY
ANY	**[Double] Rush:** Add 1 to the Move characteristic of this fighter until the end of their activation.
ANY	**[Double] Onslaught:** Add 1 to the Attacks characteristic for this fighter's next melee attack action this activation.
ANY	**[Double] Careful Aim:** Add 1 to the Shoot characteristic of this fighter for its next ranged attack action this activation.
WIZARD	**[Double] Aura of Resistance**: *Magical ability*. Until the end of the battle round, add 2 to this fighter's Armour characteristic.
ANY	**[Triple] Respite:** A fighter cannot use this ability while within 1" of an enemy fighter. Remove D3+3 damage points from this fighter.
WIZARD	**[Triple] Arcane Blast:** *Magical ability*. Select a visible enemy fighter within 12" of this fighter and roll a dice. On a 3+, allocate (X) damage points to that fighter.
WIZARD	**[Triple] Dispel Wyrd:** *Magical ability*. Select a **[double]**, **[triple]** or **[quad]** from your opponent's ability dice. Roll a dice, and add the (X) of this ability to the roll. On a 7+, that [double], [triple] or [quad] is discarded.
HERO	**[Triple] Inspiring Presence:** Select 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.
ANY	**[Quad] Rampage:** This fighter makes a free move action up to (X)". Then, they can make a free attack action.

REACTIONS

Unlike actions and abilities, reactions are things a fighter can do **during an enemy fighter's activation**, allowing them to protect themselves, their allies or even retaliate against an attacker.

On the next page there is a list of **universal reactions** that are available to fighters from all factions. Many fighters are granted additional reactions by their faction, or when earning Renown.

Each reaction states when the controlling player must declare that their fighter will make the reaction. In addition, one of the following must be true:

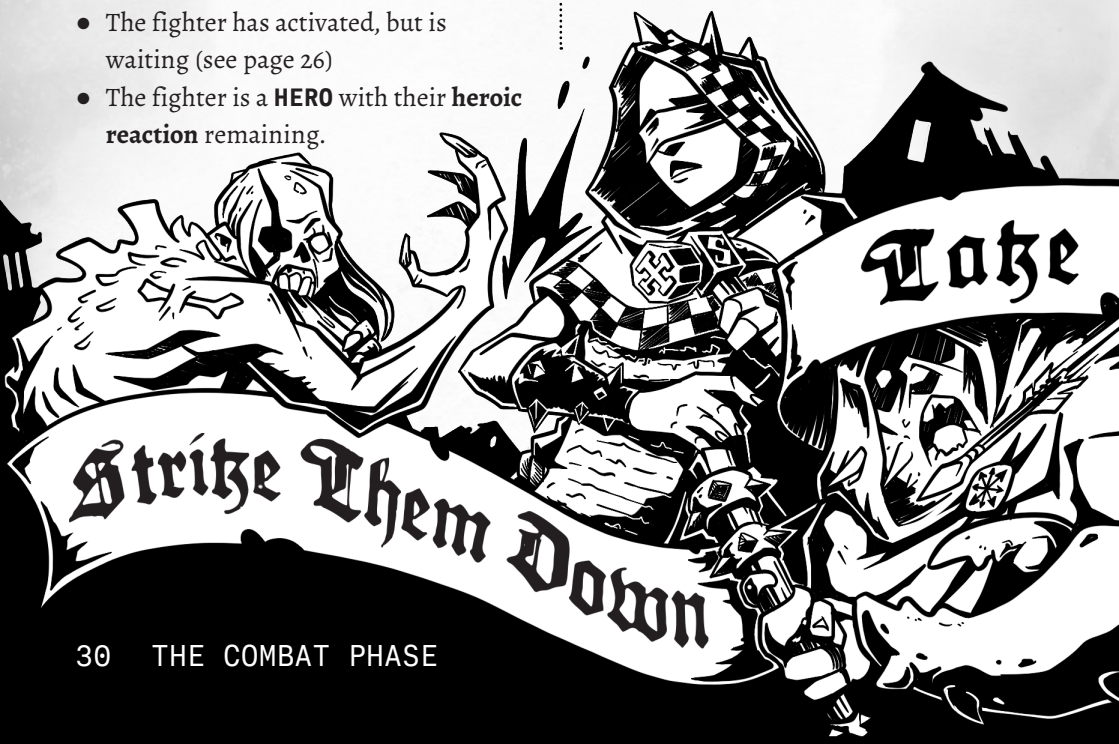
- The fighter has not activated yet in the battle round
- The fighter has activated, but is waiting (see page 26)
- The fighter is a **HERO** with their **heroic reaction** remaining.

Each time a fighter makes a reaction, they forfeit one of their actions in that battle round. If a fighter forfeits all of their actions to make reactions, they are treated as a fighter that has already activated and cannot be picked to activate in the battle round.

Finally, only 1 reaction can be made for each action an enemy fighter makes.

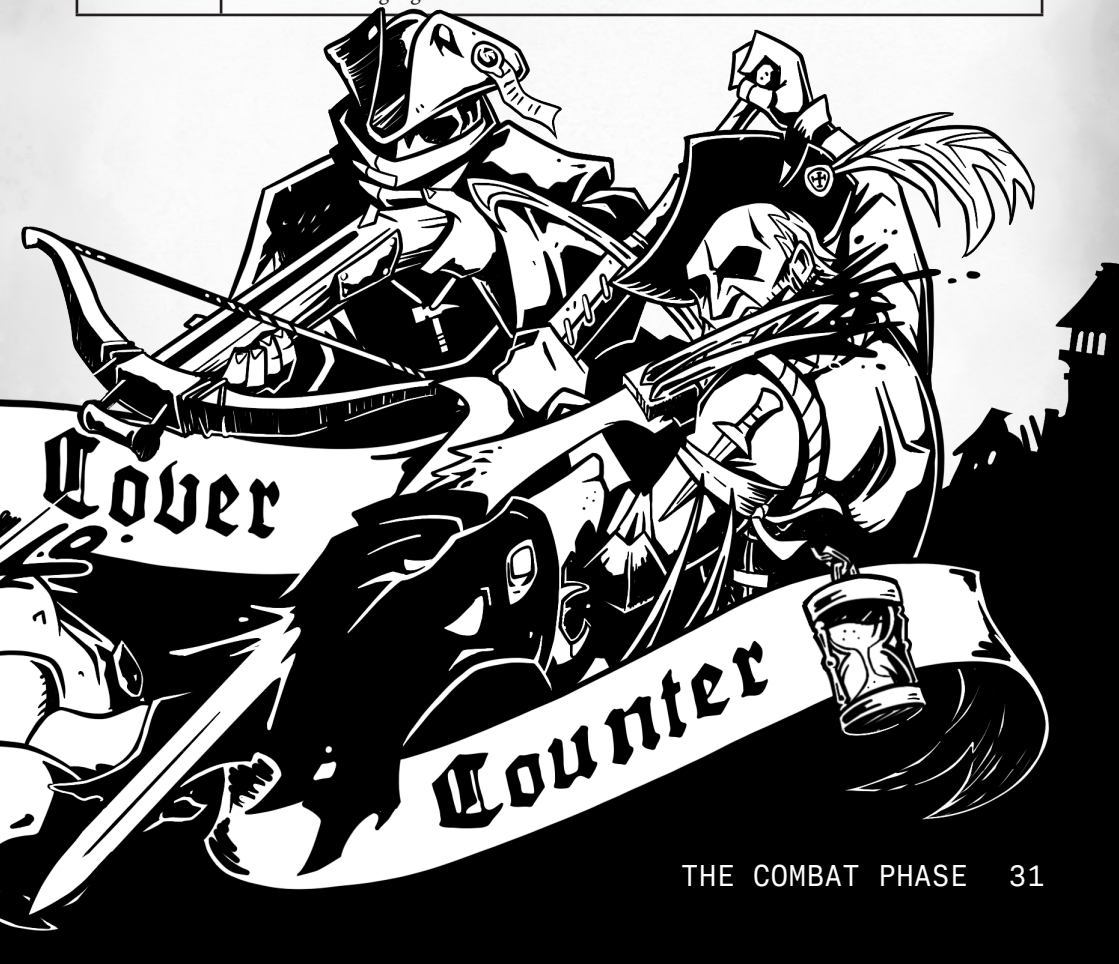
Heroic Reaction

HEROES are extraordinary fighters that have learned to trust their instincts through countless near-death encounters. Once per battle, each **HERO** can make a reaction without spending an action to do so.



UNIVERSAL REACTIONS

KEYWORD	REACTION
ANY	**[Reaction] Strike them down:** A fighter can make this reaction when a visible enemy fighter within 1" of them makes a retreat action. Roll a dice. On a 4+, allocate D6 damage points to that enemy fighter.
ANY	**[Reaction] Take cover:** A fighter that is in cover can make this reaction after they are targeted by a ranged attack action but before the hit rolls are made. Count one critical hit from that attack action as a hit instead.
ANY	**[Reaction] Counter:** A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. If there are any unmodified hit rolls of 1, allocate 2 damage points to the attacking fighter. In addition, if there are 2 or more hit rolls from that attack action that miss, allocate 1 damage point to the attacking fighter.



PANIC & BRAVERY

During battle your fighters will find themselves surrounded by death and terrifying enemies. A fighter's Bravery characteristic reflects their ability to endure such dire encounters, and is tested in game through **Bravery tests.**

Bravery Tests

To take a bravery test, roll a dice and compare the result to the fighter's Bravery characteristic.

- If the result is equal to, or greater than the fighter's Bravery characteristic, the Bravery test has been passed.
- If the result is less than the fighter's Bravery characteristic, the test has failed and the fighter will suffer the consequences as stated in the rule causing the Bravery test.

Warband Leader

A fighter that is within 6" of their **LEADER** may use the **LEADER'S** Bravery characteristic when taking Bravery tests.

Panic

The most common consequence for failing a Bravery test is for a fighter to become **panicked**. While a fighter is panicked, it must subtract 1 from its Fight and Shoot characteristics until the end of the battle round.

Terrifying

When a fighter makes a melee attack action against an enemy fighter with the **TERRIFYING** keyword, they must take a Bravery test or become panicked, unless they are **TERRIFYING** themselves. If the test is passed, that fighter does not have to take further Bravery tests caused by **TERRIFYING** enemies for the remainder of the battle round.



The Morale Phase

Step 1: Check warband morale

In this step, each player must count the number of friendly fighters taken out of action during the battle. If more than half of a warband's fighters (rounding up) have been taken out of action, the warband is **wavering**.

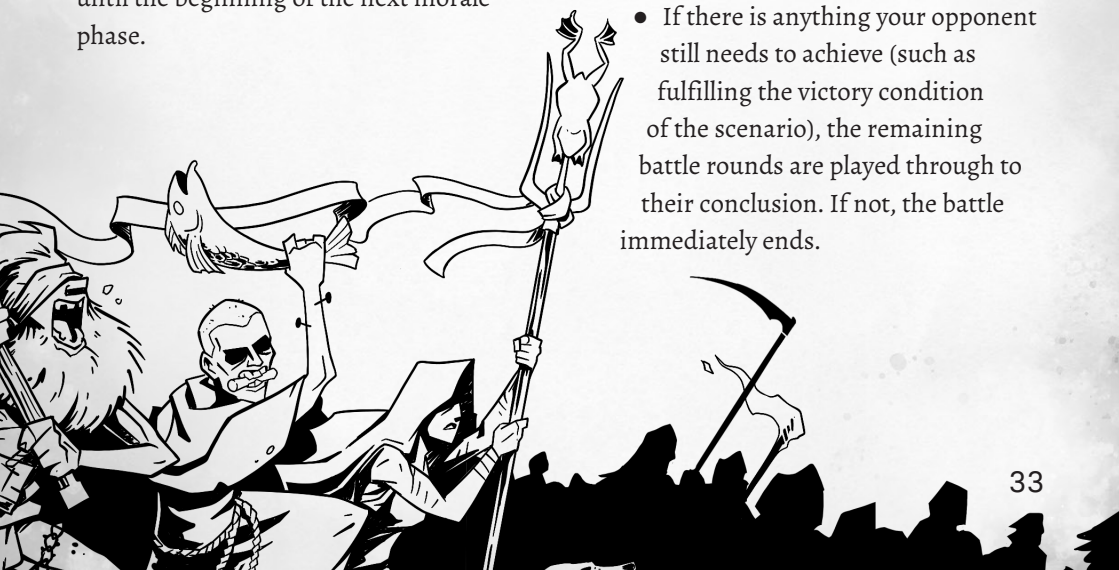
Step 2: Take Bravery Tests

If a warband is wavering, each fighter in that warband must take a Bravery test. If the test fails, that fighter is panicked until the beginning of the next morale phase.

Withdraw from battle

If your warband is wavering, instead of taking bravery tests, you can decide to voluntarily withdraw from the battle:

- Friendly fighters within 1" of enemy fighters immediately drop any wyrdstone tokens they are carrying, and are then removed from the battlefield.
- Fighters removed in this manner are not considered to be taken out of action and do not roll for injuries in the aftermath sequence.
- If there is anything your opponent still needs to achieve (such as fulfilling the victory condition of the scenario), the remaining battle rounds are played through to their conclusion. If not, the battle immediately ends.



Terrain

Battlefields are populated with **terrain pieces** that fighters will need to move over and around, and which can provide cover and block visibility.

Each terrain piece is usually made up of different types of terrain. For example, in the case of the ruined building on the next page, its walls would be **obstacles**, the upper floors would be **platforms**, it has **doors and windows** and is surrounded by rubble and debris (**insignificant** terrain).

❶ Obstacles

Obstacles are any part of a terrain piece that prevents horizontal movement and extends more than ½" vertically from the battlefield floor or from a platform. Their primary function is to provide cover and force fighters to climb over them in order to traverse the battlefield. A wall or fence is an example of an obstacle.

❷ Doors & Windows

Fighters can move freely through doors and windows, even if the door or window on the terrain piece is closed or if the fighter's base does not physically fit, as long as they have enough movement to reach the other side.

If a fighter is within 1" of a closed door or window, they may target an enemy fighter within 1" of the other side with Melee Attack actions.

❸ Obscuring

Some obstacles may feature tiny gaps that a fighter shouldn't be able to see or attack through, such as a crack in a wall or a tiny hole in a roof. Such gaps are obscuring and visibility cannot be drawn through them.

❹ Ladders

Unlike other obstacles, a fighter may end an activation while climbing a ladder. Make a note of the fighter's position to indicate how far it has climbed. If a fighter is allocated damage while climbing a ladder, they may fall (see falling from a platform below).

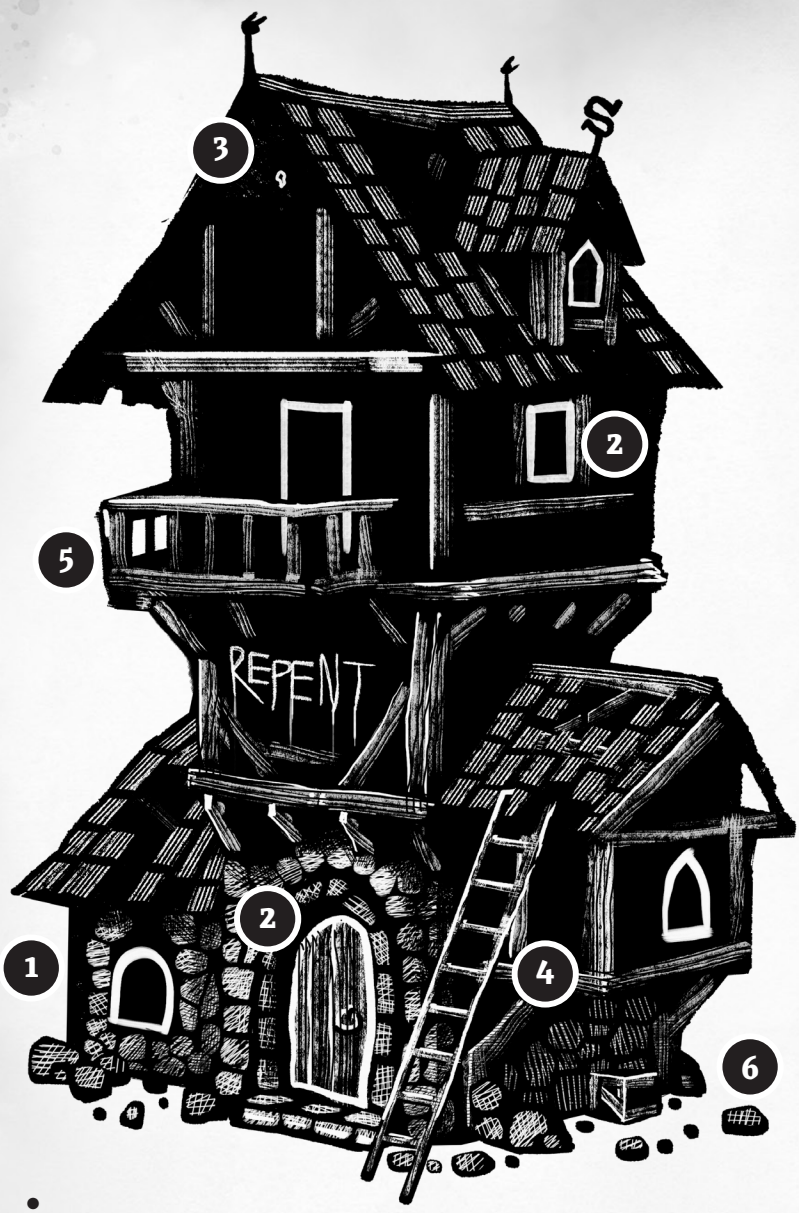
❺ Platforms

Any horizontally flat surface on a terrain piece that is large enough to fit a fighter's base (such as the upper floor of a building or a walkway) is considered to be a platform.

Falling from a platform

Whenever damage is allocated to a fighter that is within ½" of the edge of a platform (or when climbing a ladder), the controlling player must roll a die:

- **On a 1:** The fighter falls (see pg 21)
- **On a 2-6:** Nothing happens



6 Insignificant

Any part of a terrain piece that extends less than ½" vertically from the battlefield floor or platform, such as rubble or debris, is insignificant and has no effect on fighter movement, cover or visibility.

Building the battlefield

The battlefield your warbands fight over is just as important as the warbands themselves. In fact, a good battlefield layout should feel like an ominous third participant, taking turns aiding you or your opponent. Feel free to follow these guidelines when setting up your battlefield.

1: Have enough terrain

The battlefield benefits from a generous amount of terrain, both to prevent a warband being shot off the table in the first battle round, and to create a proper hellscape of dwindling alleyways. As a guideline, each quarter of the table should contain 3 larger terrain pieces (such as ruined buildings). You will also need some scatter terrain (think barricades or low walls), and ladders, allowing fighters to climb terrain quickly.

2: The Centre Piece

The largest, most imposing terrain piece should be set squarely in the middle of the battlefield. It will likely do a better job of blocking visibility, and creates visual interest for the battle.

3: Clustering

Most of the fighting tends to happen near the middle of the battlefield, so the terrain should gravitate inward rather than surrounding it.

4: The 45° rule

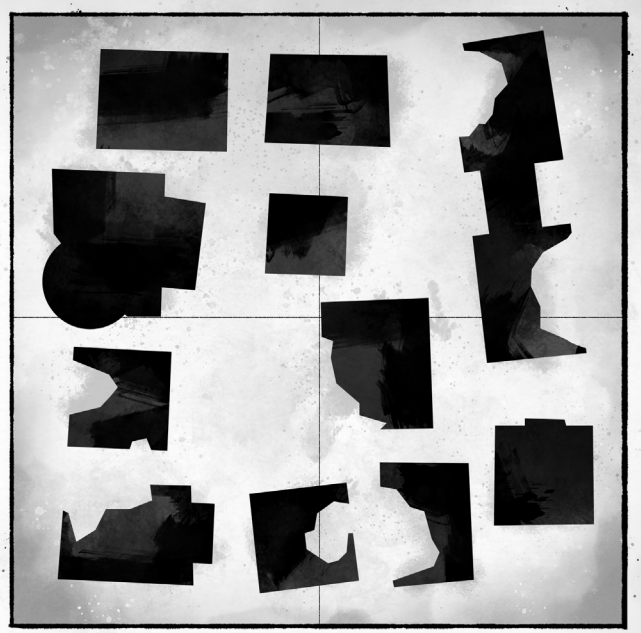
Try placing the terrain at a 45 degree angle to the battlefield edges. Diagonal alleys make it considerably harder for fighters to be picked off early on.

5: Add Scatter

Once both players are happy with the terrain layout, take turns with your opponent to add scatter terrain and ladders. This allows both of you to fine-tune the battlefield layout before the deployment map is randomised.

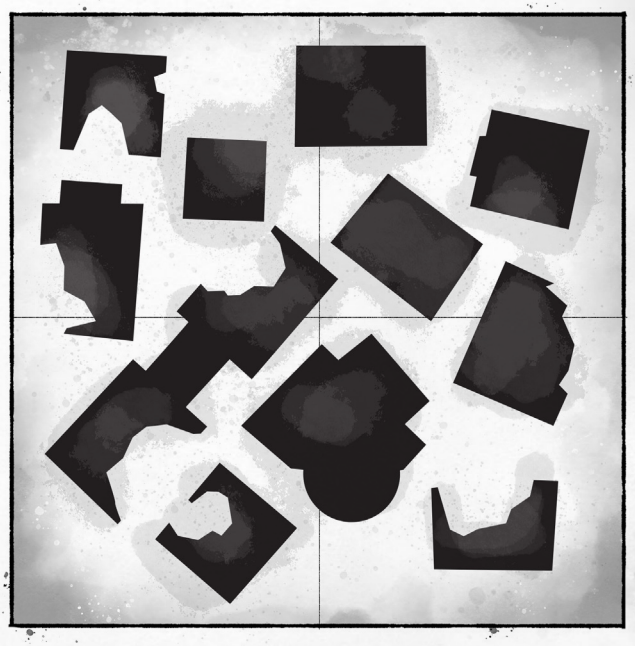
EXAMPLE 1:

Here, most of the terrain pieces sit along the edges and will unlikely see much use, while the open lanes and plazas will favour warbands built around shooting.



EXAMPLE 2:

Here, fighters are forced to actively weave through the alleyways to engage their enemies. Rotating some terrain 45 degrees breaks up firing lanes, allowing fighters to set up ambushes and keeps marksmen constantly on the move.



Scenarios

Markers & Tokens

Many scenarios require the players to place markers or tokens on the battlefield. Markers are static objects representing points of interest, while tokens usually represent wyrdstone and treasure that can be carried by fighters. Neither is part of the battlefield, meaning that fighters can move over them and stand upon them. When measuring distances to a marker or token, measure to and from the centre of the marker or token.

Control

A warband is said to be in control of a marker or token if there are more friendly fighters within 1" of it, than there are enemy fighters within 1" of it. For control purposes, **HEROES** count as two fighters.

Carrying Tokens

A fighter within 1" of a token in its warband's control can pick it up as a free action. Remove the token from the battlefield, or keep it next to the fighter to indicate that it is carried. A fighter cannot carry more than one token.

Fighters with the **BEAST** keyword can never pick up or carry tokens.

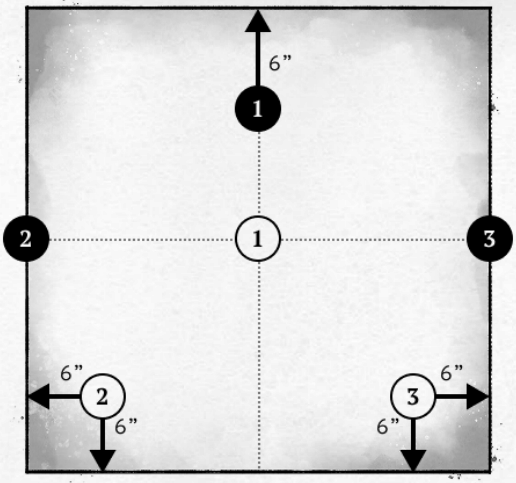
Dropping Tokens

A fighter can use an action to drop a token that they are carrying. The controlling player places the dropped token on the battlefield, within 1" of the fighter. If a fighter carrying a token is taken out of action, they automatically drop the token before being removed from the battlefield.

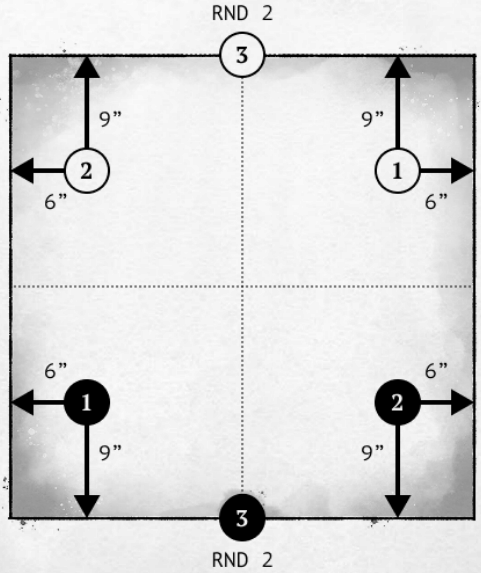
Game state tokens

Tokens may also be used to keep track of special rules affecting a fighter (such as a fighter waiting or being panicked) or faction rules (such as a fighter being condemned). Such tokens have no effect on gameplay.

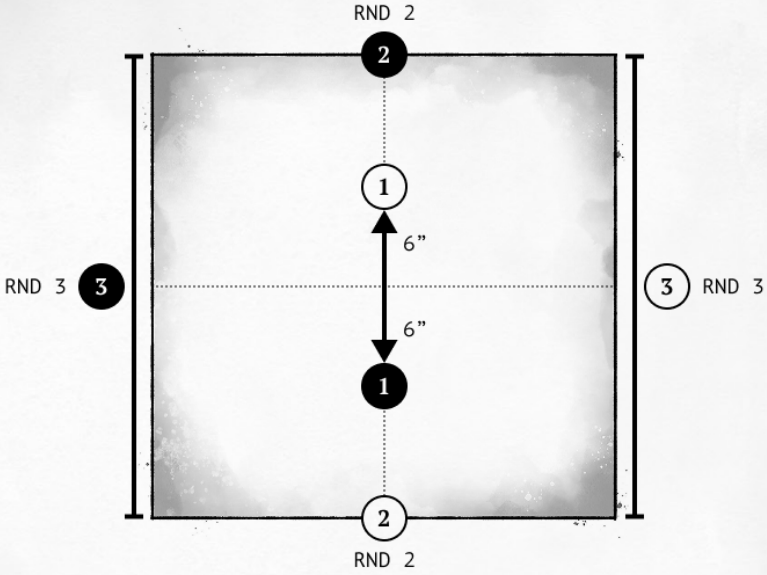
1: AMBUSH



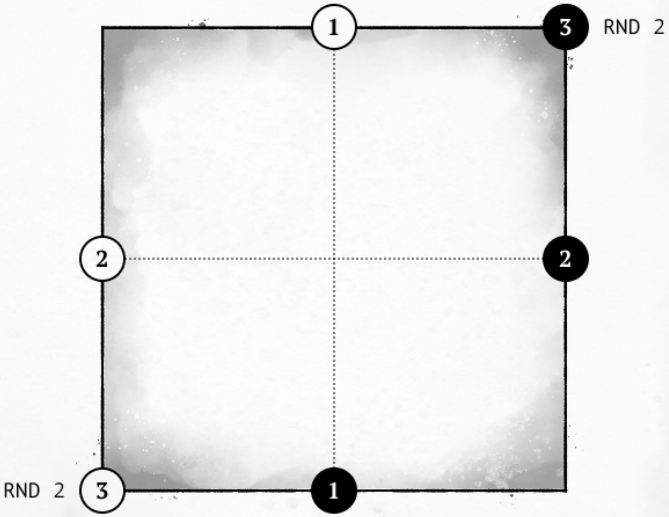
2: MEETING ENGAGEMENT



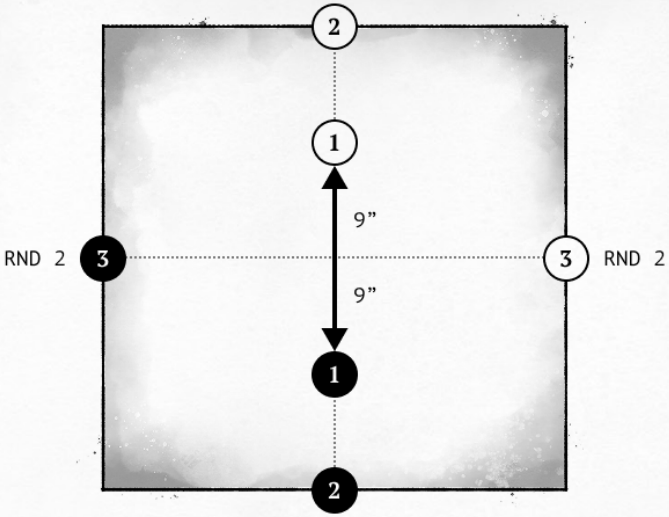
3: CHANCE ENCOUNTER



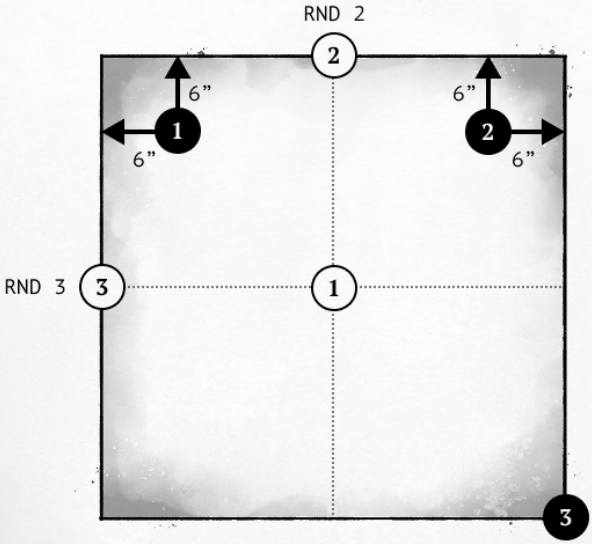
4: STAND OFF



5: PILE-IN



6: THE TRAP



1: OCCUPY

Taking and holding buildings in this neighbourhood all-but guarantees your warband rich pickings. Unfortunately, your opponent has the same idea.

Starting with the defender, the players alternate placing 5 objective markers inside 5 different terrain pieces, at least 6" away from all other objective markers and fighters.

At the end of the battle, the warband controlling the most objective markers is the winner.

Reward: At the end of the battle, roll a dice for each objective marker in a warband's control. On a 2+, the warband gains 1 wyrdstone shard.

2: ESCAPE

Finding wyrdstone is easy - bringing it out of the city alive is not. Burdened by loot, your warriors must fight for their lives as enemies close in from the shadows.

The attacker selects a battlefield edge to represent the **escape route**. Then, the defender distributes 5 wyrdstone tokens among their fighters, including those in reserve. The tokens must be distributed as evenly as possible across the defender's three search parties (for example, 2, 2, and 1).

During the battle, the attacker's fighters cannot pick up or carry wyrdstone tokens. If a defender ends a move action within 1" of the escape route, and is not within 1" of enemy fighters, they escape. Remove the fighter and any wyrdstone tokens they are carrying from the battlefield.

At the end of the battle, if the defender escapes with 3 or more wyrdstone tokens, they win the battle. Otherwise, the attacker wins the battle.

Reward: The defender gains 1 wyrdstone shard for each wyrdstone token carried by a fighter that escaped during the battle. The attacker gains 1 wyrdstone shard for each wyrdstone token on the battlefield floor at the end of the battle.

3: DEFEND THE FIND

Your warband has uncovered a motherlode of wyrdstone shards, but prying them free will take time and effort. As the work drags on, sudden movement stirs among the ruins.

The defender must select a large terrain piece on the battlefield within 3" of the battlefield centre. The defender must place 5 wyrdstone tokens within that terrain piece, on the battlefield floor, within 3" from all other wyrdstone tokens.

During the battle, the defender's fighters cannot pick up or carry wyrdstone tokens.

At the end of the battle, if 3 or more wyrdstone tokens are carried by the attacker's fighters, they win the battle. Otherwise, the defender wins the battle.

Reward: The attacker gains 1 wyrdstone shard for each wyrdstone token carried by one of their fighters at the end of the battle. The defender gains 1 wyrdstone shard for each wyrdstone token not carried by an enemy fighter at the end of the battle.

4: WYRDSTONE HUNT

This neighbourhood is ripe with Wyrdstone shards. By nightfall, it will likely be stripped bare. Gather what you can, and if rival treasure hunters bar your way - cut them down and take their spoils for yourself.

One wyrdstone token is placed by the defender on the tallest platform within 6" horizontally of the battlefield centre. Then, the players take turns placing 4 more wyrdstone tokens, starting with the attacker. Each of these tokens must be placed on the battlefield floor, within 6" horizontally of the centre of the battlefield, and more than 3" from all other wyrdstone tokens.

At the end of the battle, the warband carrying the most wyrdstone tokens wins.

Reward: A warband gains 1 wyrdstone shard for each wyrdstone token carried by a friendly fighter at the end of the battle.

5: HIDDEN VAULT

Rumors speak of a long-lost treasure somewhere below the shattered remains of this district. No one knows exactly where, but the promise of wealth will likely draw other warbands into the area.

Starting with the defender, the players take turns placing objective markers within 9" of the battlefield centre. Each marker must be placed within a terrain piece and at least 6" away from all other objective markers and fighters.

During the battle, if a fighter is within 1" of an objective marker, they may search for the vault as a scenario action. Each objective marker can be searched 3 times, after which it is **fully searched** and cannot be searched again.

Search for the Vault
Roll a dice, and add 1 to the result for each objective marker that has been fully searched. On a 6+, the vault is found, and you must remove all other objective markers. This marker is now referred to as the **vault marker.**

At the end of the battle, the warband controlling the vault marker is the winner. If neither warband is in control of the vault marker, or if the vault isn't found, the battle is a draw.

Reward: At the end of the battle, the warband controlling the vault marker may roll twice on the lesser loot table (see page 24 in the campaign book).

6: RECKONING

Reputation is its own currency in the city of the damned, and the surest way to earn it is over the bodies of those who thought themselves your equal.

If a warband is wavering at the end of a battle round, it flees and the opposing warband wins. If both warbands are wavering at the end of a battle round, or if neither is wavering at the end of the final battle round, the battle is a draw.

Reward: At the end of the battle, a warband gains 1 Favour for each enemy **HERO** taken out of action by one of their fighters during the battle.

1: MAD SCRIBBLES

Starting with the defender, both players take turns selecting a terrain piece on the battlefield. During this battle, that terrain piece is covered with mad scribbles and all fighters have access to the following ability:

[Double] Study the madness: A fighter can use this ability while within one of the selected terrain pieces. Roll (X/2) dice. For each result of 4+, add 1 wyrd dice to your saved wyrd dice. For each result of 1, allocate 2 damage points to the fighter.

2: THE HAUNT

At the end of each battle round, before checking warband morale, each player can pick 1 enemy fighter that is more than 3" from all other visible fighters. Each time a fighter is picked, roll a dice. On a 1-5, nothing happens. On a 6, that fighter is taken out of action.

If a fighter is wounded, they are taken out of action on a 5+.

3: SUFFOCATING SMOG

Fighters 6" or more from each other are not visible to each other. In addition, at the end of each battle round, allocate 1 damage point to each fighter on the battlefield floor.

Starting in the second battle round, at the start of each combat phase, one player rolls a dice. If the score is less than the number of the current battle round, the smog clears and this twist no longer has any effect on the battle.

4: FALLING FISH

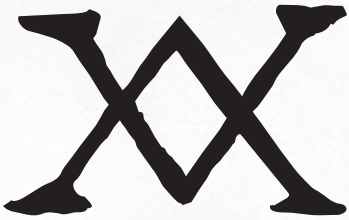
At the end of each battle round, roll a dice for each fighter whose base is not partly underneath a platform. On a 4+, allocate 2 damage points to that fighter.

5: NIGHTFALL

No ability or attack action can be used to target an enemy fighter more than 12" away in the first battle round, 9" away in the second battle round, 6" away in the third battle round, and 3" away in any subsequent battle rounds.

6: WYRDCRY

Players roll 7 initiative dice in each initiative phase instead of 6. In addition, at the end of each combat phase, roll a dice for each wyrdstone token carried by a fighter. On a 1, allocate 3 damage points to that fighter.



MELEE ATTACK TABLE AND MODIFIERS

Attacker's Fight vs Target's Fight	Hit	Critical Hit
Twice (or greater)	3+	5-6
Greater	3+	6
Equal	4+	6
Less	5+	6
Half (or less)	5+	-

Attacker is panicked	-1 Fight
Attacker made a diving charge	+1 Fight
Target is flanked	+1 Fight

RANGED ATTACK TABLE AND MODIFIERS

Attacker's Shoot Characteristic	1	2	3	4	5+
Hit	5+	5+	4+	3+	3+
Critical Hit	-	6	6	6	5-6

Attacker is on a platform (at least 2" above target)	+1 Shoot
Attacker is threatened	-2 Shoot
Attacker is panicked	-1 Shoot
Target is at long range	-1 Shoot
Target is in cover	-1 Shoot