

Introduction

This game is an unofficial fan-made hack of Warcry, dragged through the dirt and madness of Mordheim. Here, you and your friends will lead bands of killers, zealots and ratmen as they fight their way into the cursed city, risking life and sanity for the coveted magical substance known as Wyrystone.

The idea for this hack was born right after the pandemic when I joined a gang of Stockholm misfits running a Warcry campaign. As my warband fought their way through the massive remains of a crashed Seraphon (that's Lizardmen, for you Old World folks) void-ship in search of treasure, suffering injuries and raiding encampments, I started feeling an eerie sense of deja-vu that quickly had me pouring through my old and weathered Mordheim rulebook.

On parental leave at the time (and clearly making questionable life choices), I began experimenting with combining Mordheim's sado-masochistic campaign system with Warcry's fast and cinematic gameplay, and from that unholy union, Wyrdcry was born.

If any of this looks interesting, I welcome you to join the project discord and share your thoughts (or games!). I'm actively looking for more collaborators and maybe together we can wrap this strange fish up and see if it can fly.

Getting Started

To get started, I recommend everyone to go through the [general principles](#) of the game and the rules for [how to play a battle](#).

This will get you up to speed with the basics, and is a good starting point for when you [start your warband](#).

General 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 opponents must **start a warband** by filling in a **warband roster**. The rules for starting a warband are found [here](#).

Fighters

Your warband is made up by models referred to as **fighters**, and their rules are contained in their **fighter profile**. You can find an example of a fighter profile below.

Example Fighter Profile

Warrior

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

Move	Fight	Shoot
5"	3	3
Defense	Health	Bravery
3	10	5+

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

Characteristics

Each fighter has a set of **Characteristics** that describe their physical abilities and are used when making tests and resolving actions

- **Move:** How fast the fighter can move (measured in inches)
- **Fight:** A fighter's skill in close combat
- **Shoot:** A fighter's accuracy
- **Defense:** A combination of a fighter's agility and equipped armour.
- **Health:** How much damage a fighter can endure before taken out of action.
- **Bravery:** A fighter's courage and mental resolve.

Keywords

Keywords describe distinctive features of the fighter, such as their race and faction, or what archetype the fighter is. When referenced in a rule, keywords are always written in **UPPERCASE** . If a rule refers to a keyword in the plural (for example, **HEROES**), it is treated as a reference to the singular keyword (**HERO**).

Talents

Most fighters have one or more **Talents** that shape how they act on the battlefield and set them apart from their peers:

- **Traits** represent passive talents, racial traits and old wounds and their effects are automatically applied whenever their conditions are met.
- **Abilities** represent tricks, spells and manoeuvres that a fighter can use during their activation by spending ability dice (marked as **[Double]**, **[Triple]** or **[Quad]**).
- **Reactions** allow a fighter to respond to the actions of their enemies, most commonly by spending an action.

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**.

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**.

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.

Dice

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

D3

If a rule requires you to roll a **D3**, roll a regular six-sided dice and halve the total, 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 allow you to **re-roll** a dice roll, which means that you get to roll a specified amount of dice again. You can never re-roll a dice roll more than once, and you cannot select the original result even if the new one is worse.

Roll-off

Sometimes a rule requires 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.

Modifiers

Sometimes a rule will alter a fighter's characteristics. These alterations are referred to as modifiers and are always cumulative.

Sequencing

In most cases, rules will be resolved one at a time. If rules appear to come into play at the same time, the player activating a fighter decides in what order the rules are resolved. In all other cases, the player with initiative decides.

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

Damage

There are many ways for a fighter to suffer damage, 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.

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 risk lasting injuries or being killed, as described in the aftermath sequence.

Starting a battle

1. Present warbands

Take turns presenting your warbands to each other by going over your fighters, their equipment and any special rules that might affect them during the battle.

2. Determine attacker

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

3. Select a scenario

Select a scenario from the scenario list. The scenario determines the victory conditions for the battle, as well as any special rules that might come into play.

4. Set up terrain

Take turns placing terrain pieces on the battlefield, while agreeing on what types of terrain each piece is made up of.

If the selected scenario requires objective markers or treasure tokens, those are placed during this step too. It does not matter in which exact order you place terrain pieces, markers and tokens, as the goal is to create an interesting battlefield for the warbands to fight over.

5. Deploy warbands

Unless stated otherwise, both players must divide their warbands into search parties. Then, the defender chooses a battlefield edge and sets up a search party within 3" of it. The opposing player then sets up one search party within 3" of the opposite edge. Players take turns setting up search parties until all fighters are deployed.

Search Parties

Each search party consists of one third of a player's warband, distributed as evenly as possible. For example, a warband of 10 fighters would form two search parties of 3 fighters and one of 4. When deploying a search party, each fighter after the first must be placed within 3" of another fighter in that search party.

6. Optional rules

If both players agree you may add optional rules to the battle, such as twists, contracts or hired swords.

7. The first battle round

After setting up the battlefield and deploying warbands, 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 three phases: the initiative phase , the combat phase and the end of round phase.

The initiative phase

The players roll for initiative and gather ability dice.

The combat phase

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

The end phase

The players check the victory conditions and warband morale, before starting a new battle round.

Battle length

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.

Winning the battle

At the end of the final battle round, you must check the scenario victory conditions. If one warband has fulfilled the victory conditions, it has won the battle. If not, the battle is a draw.

The aftermath sequence

Unless playing a one-off battle, both players should resolve an **aftermath sequence**.

The Initiative Phase

1. Determine Initiative

Each player rolls 6 dice and count 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

Group all remaining dice by their score. These are your ability dice, which are used to activate powerful maneuvers and spells in the combat phase. When referenced in a rule, an ability dice looks 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.

Move

Move the fighter up to their Move characteristic (measured in inches). This must be done in one or more straight-line increments, and increments are always rounded up to the nearest inch.

- A fighter cannot move through **terrain pieces**, unless they are insignificant.
- A fighter cannot move through the base of enemy fighters.
- A fighter cannot start a Move action while within 1" of an enemy fighter, they must make the Retreat action instead.
- A fighter can move within 1" of an enemy fighter, but if they do, they must stop the move action there, unless that enemy fighter is already within 1" of another friendly fighter.

Climbing

A fighter can climb a terrain piece that is an **obstacle** as part of their Move action. Count the vertical distance moved as double (1" of vertical movement counts as 2").

While climbing, they can move vertically up or down through the air, as well as horizontally, but must stay within ½" of the obstacle they are climbing. A fighter is considered to be climbing until their base can be placed on the battlefield floor, on 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 as part of their Move action. Count the horizontal distance moved as normal, but do not count the distance moved vertically.

If a fighter attempts to jump further than half their Move characteristic (rounding up), it must take a **jump test** by rolling a d6:

- **On a 1:** The fighter falls (see below).
- **On a 2-6:** The fighter can jump up to their full Move characteristic.

If a fighter wants to drop down further than 2" vertically, or ends a move action while jumping, they automatically fall.

Falling

When a fighter falls, the opposing player selects a reasonable position underneath the fighter's current position where it lands. Then allocate d3 damage to the fighter for every full 2" it fell.

Flying

Some abilities and traits allow a fighter to fly during a move action. While flying, count the horizontal distance moved as normal, but do not count the distance moved vertically. Flying effectively allows a fighter to pass over terrain pieces and other fighters. A fighter cannot end a Move action while flying.

Attack

1. Select a weapon and target

Select one of the fighter's weapons to be used for the attack. The weapon determines what kind of attack it is:

- 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 to be the **target**. If there are any enemy fighters within 1" of the attacking fighter, one of them must be selected as the target. Ranged Attack actions cannot target enemy fighters within 1" of a friendly fighter (the risk of hitting your ally is too great!)

Weapon Range

The range of an attack action is equal to the weapon's Range characteristic. For example, if the weapon has a Range of 2", an enemy fighter within 2" of the attacking fighter could be targeted by that attack action.

Some weapons include a minimum range and a maximum range. This means that the attack action cannot target fighters within a certain range of the attacking fighter. For example, a weapon with a Range of 3-18" can target a fighter within 18", but not a fighter that is within 3".

2. Roll to hit

Roll a number of dice equal to the weapon's Attacks characteristic. These are referred to as **hit rolls**.

To determine which hit rolls have **missed**, scored a **hit** or a **critical hit**, compare the attacking fighter's combat characteristic to the target's Defense characteristic, apply any relevant modifiers and consult the hit table below.

- For Melee Attack actions, use the Fight characteristic
- For Ranged Attack actions, use the Shoot characteristic.

To-Hit Table

Combat Characteristic vs Defense	Miss	Hit	Critical Hit
Twice (or greater)	1-2	3-4	5-6
Greater	1-2	3-5	6
Equal	1-3	4-5	6
Less	1-4	5	6
Half (or less)	1-4	5-6	-

Common Modifiers

Modifier	Attacker	Defender
Attacker is panicked	-1 Fight / Shoot	-
Weapon is Mighty X	+X Fight / Shoot	-
Target is in cover	-	+1 Defense
Target is flanked	-	-1 Defense

Cover

Obstacles and platforms can provide cover to a fighter that is targeted by Attack actions. While in cover, a fighter may add 1 to their Defense characteristic. 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.

Flanked

When making a Melee Attack action, if one or more friendly fighters are within 1" of the target, and at least one of those fighters is not within 1" of any other enemy fighters - the target is **flanked** and must decrease its Defense characteristic by 1.

3. Allocate damage

For each successful **hit**, allocate damage equal to the first value of the weapon's Damage characteristic to the target.

For each **critical hit**, allocate damage equal to the second value.

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.

Waiting and Abilities

If a fighter activates for a second time in the combat phase as a result of a wait action, they can use another 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.

Channel

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 **[Double]** with a value of 3, 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 a d6 and consult the **Magical Calamity** table below.

A **WIZARD** can make this action multiple times for the same ability dice (e.g., a **[Double]** can first be upgraded to a **[Triple]**, and then have it's value increased).

The channeled ability dice must be used during the **WIZARD**'s activation; it cannot be saved for another fighter and is discarded if unused.

Magical Calamity

D6	Effect
1	Calamitous Detonation: The WIZARD is taken out of action.
2-3	Barely Controlled Power: Allocate (X) damage points to the WIZARD .
4-6	Arcane Surge: The WIZARD suffers no ill effects.

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.

Below 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**.

Many fighters have unique abilities that are listed in their fighter profile, and may learn new ones as they gain Renown.

Using Abilities

A fighter can use 1 ability per activation and the ability can be used either 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] Respite: A fighter cannot use this ability while within 1" of an enemy fighter. Remove (X) damage points from this fighter.

Keyword	Ability
ANY	[Double] Careful Aim: Add 1 to the Shoot characteristic of this fighter for its next Ranged Attack action this activation.
ANY	[Double] Diving Charge: A fighter can use this ability after making a move action where it fell more than 2” vertically. Until the end of their activation, you may add 1 to their Fight characteristic for every full 2” they fell.
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	[Triple] Onslaught: Add 1 to the Attacks characteristic of melee attack actions made by this fighter until the end of their activation.
ANY	[Quad] Rampage: This fighter makes a bonus move action. Then, they can make a bonus 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.

There is a list of **universal reactions** below that are available to fighters from all factions. Many fighters are granted additional reactions by their faction, or when gaining 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**.
- 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] Counter: Use this reaction when targeted by a melee attack action but before the hit rolls are made. If any hit rolls from that attack action misses, inflict 2 damage points to the attacking fighter. If any hit rolls from that attack action is a 1, inflict 3 damage to the attacking fighter instead.
ANY	[Reaction] Take cover: A fighter that is in cover can make this reaction after they are targeted by a missile attack action but before the hit rolls are made. After the

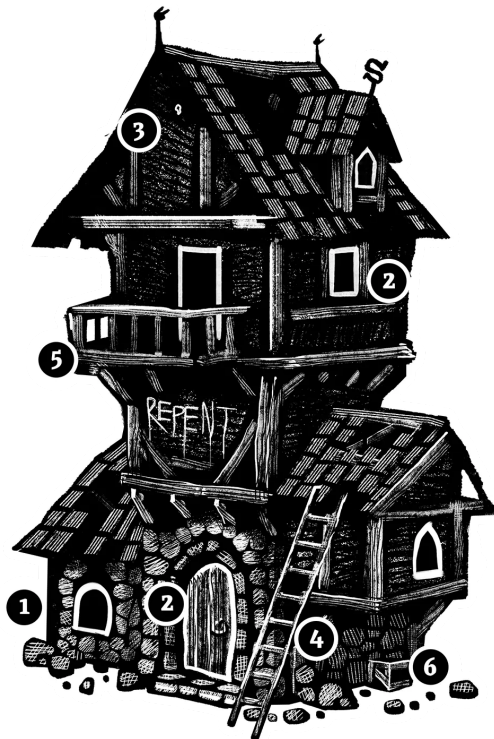
Keyword	Reaction
	hit rolls have been made, roll a dice for each critical hit. On a 4+, that critical hit becomes a hit instead.
ANY	[Reaction] Strike them down: A fighter can make this reaction when a visible enemy fighter within 1" of them makes a disengage action but before that fighter moves away. Roll a dice. On a 4+, allocate D6 damage points to that enemy fighter.

Terrain

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 this ruined building, 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**).

Example



1) 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.

2) 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, it may target an enemy fighter within 1" of the other side with Melee Attack actions.

3) 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.

4) Ladders

Ladders are obstacles that allow fighters to climb more easily. When moving vertically on a ladder, count the vertical distance as half, rounding up.

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 damage is allocated to a fighter climbing a ladder, it risks falling (see below).

5) 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, the controlling player must roll a die:

- **On a 1:** The fighter **falls**
- **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.

Bravery and Panic

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

Bravery Test

To take a bravery test, roll a d6 and compare the result to the fighter's Bravery characteristic.

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

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 an attack action against an enemy fighter with the **TERRIFYING** keyword, they must take a Bravery test or become Panicked. If the test is passed, that fighter does not have to take further Bravery tests caused by Terrifying enemies for the remainder of their activation.

The End Phase

Step 1: Count fighters taken out of action

As your warband suffer casualties in battle, your warband's morale will start to waver, causing fighters to panic and eventually break and run.

The warband morale starts **wavering** once half your fighters (rounding up) has been taken out of action, and will continue to do so until the battle ends. While wavering, your fighters must pass a Bravery test when they are first activated, or become panicked.

Withdraw from battle

If your warband is wavering, instead of starting a new battle round, 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 suffer from injuries.

The battle ends, and the enemy warband is the winner regardless of the victory conditions. Any wyrdstone tokens left on battlefield are recovered by the enemy warband.

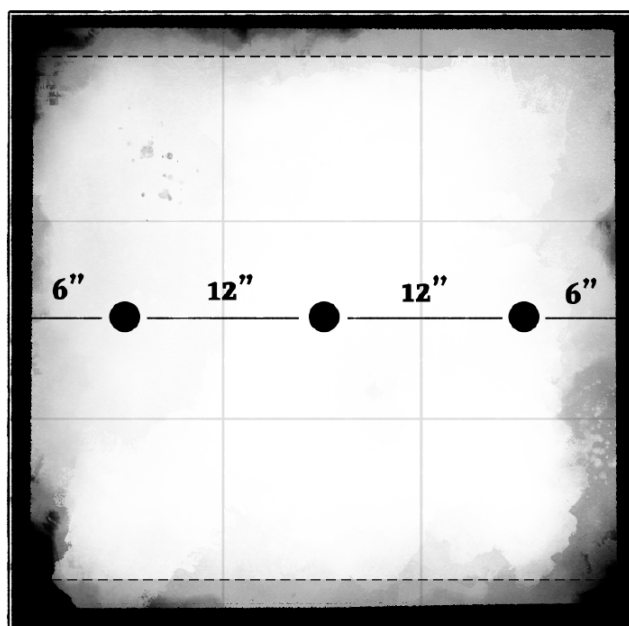
Step 2: Start a new battle round

Wyrdstone Hunt

Most days, hunting for wyrdstone means a bloody scuffle in an alley. You're as likely to pry the shards from a dead man's fingers as from a pile of rubble.

Set Up

Place 3 markers on the battlefield as shown on the map below, representing wyrdstone clusters. A fighter within 1" of a cluster can loot it as an action to pick up a treasure token. A cluster can be looted twice, after which it is removed from the battlefield.



Victory Condition

The warband that is carrying the most treasure tokens at the end of the battle is the winner.

Favor

- 1 for winning the battle.
- 1 for each fighter carrying a treasure token.

Twists

To enter Mordheim is to enter a nightmare realm where the laws of nature have ceased to exist. Twists represent the erratic and cruel whims of the city, and forces you and your opponent to adapt your strategies on the fly.

Selecting a twist

To select a twist for the battle, either agree on one with your opponent or roll a d6 and use the corresponding twist from the list below:

Day 1: Mad Scribbles

We arrived at the Von Unkler tomb at dawn. As expected, old mad eye had bolted, leaving his sticky handwriting still wet on the cold marble.

Starting with the defender, both players take turns selecting a terrain feature on the battlefield. During this battle, that terrain feature 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 (X/2) damage points to the fighter.

Day 2: The Prowler

We found young Leopald's belongings after the fray yet no sign of the boy. I fear that whatever claimed him is still following us

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 has any damage points allocated to them, it is taken out of action on a 5+.

Day 3: Cloying Mists

I've ordered the men to stay together and light their lanterns. These mists make every shadow seem like a ratman.

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 the number of the current battle round, the mists clear and this twist no longer has any effect on the battle.

Day 4: Pelagotheric Manifestation

Another madness. At midday, the clouds turned a bruised purple, and then came the thudding of falling fish.

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

Day 5: Time is running out

We had barely reached the plaza when the sun started setting. Hans led us to a cellar and the men are huddling in the dark as the city screams outside.

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

Day 6: The Presence

The air tastes of sulphur and the very stones are humming. My teeth aches. The men are weeping. Sp%otz is laughing at the sky. Is this the end?

Players roll 7 initiative dice in each initiative phase instead of 6. In addition, both warbands are considered to be wavering.

Keywords

Racial Keywords

These keywords are primarily used when a fighter gains Renown and makes a characteristic increase, but are sometimes used for special rules such as hatred.

Faction Keywords

- WITCH HUNTERS
- SISTERS OF SIGMAR
- MERCENARIES
- SKAVEN
- POSSESSED
- UNDEAD
- HIRED SWORD

Fighter Keywords

- LEADER
 - Friendly fighters within 6" can use the Leader's Bravery characteristic when taking **Panic tests**.
 - If killed, a **new leader must be selected**
- HERO
 - Can use equipment marked with ✚
 - Can make a **Heroic Reaction** once per battle
 - Can make a characteristics increase or select a trait when **gaining renown**
 - Can be sent to find items at the Trading Post
 - Must roll on the **Hero Injury Table** when taken out of action
- WIZARD
 - Can use magical abilities
 - Can make the **Channel Magic** action
 - Cannot be equipped with armour
- HENCHMAN
 - Can make a characteristics increase when **gaining renown**
 - Becomes a **HERO** when reaching 4 renown

- Must roll on the **Henchman Injury Table** when taken out of action

- **BEAST**

- Never gain experience or renown
- Cannot make scenario actions
- Cannot be given equipment, but uses **natural weapons**