

WARCRY: MATCHED PLAY BATTLEPACK

Matched Play battles are designed for balance and have equal victory conditions for both players, creating a perfect setting for gaming clubs and events alike, whether you are looking for a 'pick-up game' or you are attending a tournament of any kind.

The format of a Matched Play battle allows players to test their tactical ingenuity and ability to adapt to the fluctuating fortunes of their warriors even if those players have not previously met or played together before. You can just select a warband in advance according to the core rules plus any rules in the battlepack, turn up at the club or event, find an opponent who has done the same and then play, knowing that the game will be as fair as possible.

The simplicity of these battleplans means that, with a group of experienced players, you can play several games over the course of a day.

EVENTS AND TOURNAMENTS

These battleplans can be used at official Matched Play events for Warcry around the globe, whether they are run by Games Workshop or by independent tournament organisers.

NEW AND CONSOLIDATED RULES

This battlepack takes the best Matched Play content that has been released for Warcry so far, updates it with balance changes and adds six new battleplans, for a total of 12.

DIVINE BLESSINGS

This Matched Play battlepack uses the additional rules for Picking Divine Blessings shown below.

PICKING DIVINE BLESSINGS

When you fill out your warband's roster, you can increase a fighter's points value by the amount listed beside the blessing. For a fighter whose Wounds characteristic is 22 or less, use the first value (regular), and for a fighter whose Wounds characteristic is 23 or more, use the second value (elite).

BLESSING OF...	EFFECT	REGULAR POINTS VALUE	ELITE POINTS VALUE
Swiftness	Add 1 to the Move characteristic of this fighter.	15	25
Resilience	Add 1 to the Toughness characteristic of this fighter.	15	20
Fortitude	Add 4 to the Wounds characteristic of this fighter.	20	20
Ferocity	Add 1 to the Attacks characteristic of one of this fighter's melee weapons.	30	40
Might	Add 1 to the Strength characteristic of one of this fighter's weapons.	15	20
Brutality	Add 1 to the first Damage characteristic of one of this fighter's melee weapons	30	40
Savagery	Add 1 to the second Damage characteristic of one of this fighter's melee weapons	10	10
Heroism	This fighter can use the 'Inspiring Presence' ability as if they had the Hero (✱) runemark.	10	10
Spite	This fighter can make up to one 'free' reaction per battle round as if spending a level of renown.	30	30
Destiny	If this fighter is included in your warband, you begin the battle with 1 additional wild dice.	40	40

UNIVERSAL ABILITIES

These updated Universal Abilities are for use in Matched Play games of Warcry. These abilities replace those found on page 70 of the Core Rules.

UNIVERSAL ABILITIES	
	[Double] Rush: Add 1 to the Move characteristic of this fighter until the end of their activation.
	[Double] Respite: A fighter cannot use this ability if they are within 1" of any enemy fighters. Remove a number of damage points allocated to this fighter equal to the value of this ability.
	[Triple] Onslaught: Add 1 to the Attacks characteristic of melee attack actions made by this fighter until the end of their activation.
	[Triple] Inspiring Presence: Pick a visible friendly fighter within 6" of this fighter that has not activated yet this battle round. You can activate that fighter immediately after this fighter's activation ends.
	[Quad] Reckoning: If half or more of the fighters in your warband are taken down, this fighter can make a bonus move action of a number of inches up to the value of this ability. Then, if they are within 1" of any enemy fighters, they can make a bonus attack action.

UNIVERSAL REACTIONS

This Universal Reactions table includes the updated 'Counter' wording for ease of reference.

UNIVERSAL REACTIONS	
	Counter: A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. 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.
	Take Cover: A fighter that is in cover (pg 73) can make this reaction after they are targeted by a missile attack action but before the hit rolls are made. After the hit rolls have been made, roll a dice for each critical hit. On a 4+, that critical hit becomes a hit instead. Fighters with the Mount runemark () cannot make this reaction.
	Strike Them Down: A fighter can make this reaction when a visible enemy fighter within 1" of them makes a disengage action but before that fighter moves away. Roll a dice. On a 4+, allocate D6 damage points to that enemy fighter.

BATTLE TRAITS

Warbands entering the Gnarlwood are comprised of warriors brought together by common purpose, ideology and unique methods of making war – by necessity, their methods must evolve to meet new challenges. Battle traits introduce all-new enhancements to increase the potency of your warbands.

Each faction runemark and each Grand Alliance runemark has a corresponding battle trait. If each fighter in a warband has the same faction and/or Grand Alliance runemark, then starting with the defender, that player picks one of those runemarks. The warband, and each fighter in that warband, are said to have the corresponding battle trait.

Battle traits do not use ability dice, and fighters do not have to forfeit an action to use a battle trait in the same manner as reactions, unless specified otherwise.

If two or more battle traits would be resolved at the same time (for example, at the start of a battle round or the end of the combat phase) the players whose warbands have those battle traits roll off, and the winner chooses the order in which those battle traits are resolved.

SENTINELS OF ORDER	
Trait Runemark	Trait
 ORDER	Courageous Defenders: When a friendly fighter with this battle trait makes the ‘Take Cover’ reaction, critical hits become hits on a 3+ instead of a 4+.
 CITIES OF SIGMAR	Dawnbringer Zealots: At the end of each battle round, pick a friendly fighter with this battle trait that is on the battlefield. You can remove up to D3 damage points allocated to that fighter. Remove 1 additional damage point if that fighter is within 3" of an objective, carrying treasure and/or within 1" of an obstacle.
 DAUGHTERS OF KHAINE	Jubilant Bloodletting: When a friendly fighter with this battle trait makes a melee attack action, after the hit rolls have been made, if you scored a critical hit and any hits or additional critical hits, you can pick a [double], [triple] or [quad] you have. Add 2 to the value of those ability dice, to a maximum of 6.
 FYRESLAYERS	Runic Momentum: After a friendly fighter with this battle trait uses an ability, add 1 to their Move characteristic for the next move action they make this activation.
 HUNTERS OF HUANCHI	Hidden Hunters: After deployment, each player whose warband has this battle trait can pick a friendly fighter with this battle trait from each friendly battle group that is on the battlefield. One at a time, remove those fighters from the battlefield and pick a different battle group. Then deploy that fighter as if it were part of that battle group.
 IDONETH DEEPKIN	Power of the Tides: In battle rounds 1 and 2, add 1 to the Move characteristic of friendly fighters with this battle trait. In battle rounds 3 and 4, add 1 to the Strength characteristic of melee attack actions made by friendly fighters with this battle trait.
 KHAINITE SHADOWSTALKERS	Swarming Shadows: At the end of each battle round, you can pick 2 friendly fighters that are within 9" of each other, more than 3" from each enemy fighter. Place each friendly fighter in the position the other fighter was in when they were picked.

SENTINELS OF ORDER	
Trait Runemark	Trait
 KHARADRON OVERLORDS	A Good Deal: Once per battle round, after a friendly fighter with this battle trait is targeted by an attack action but before the hit rolls are made, you can make a deal. If you do so, add 1 wild dice to your opponent's saved wild dice. Then subtract 2 from the damage points allocated to that fighter by each hit and each critical hit from that attack action (to a minimum of 1).
 LUMINETH REALM-LORDS	Aetherquartz Reserves: At the start of the first battle round, each player whose warband has this battle trait can pick a friendly fighter. That fighter has an aetherquartz reserve. Once per battle, that fighter can use their aetherquartz reserve. When they do so, the next time that fighter uses an ability, you can treat one [double] you have as a [triple], or one [triple] you have as a [quad].
 SERAPHON	After you pick your warband, pick either Coalesced or Starborne and gain the corresponding battle trait listed below: Coalesced: Friendly fighters with this battle trait can add 1 to the value of any [triple] spent to use the 'Tearing Bite' ability, to a maximum of 6. Starborne: Fighters with this battle trait can make the 'Starborn' reaction when they are targeted by melee and missile attack actions.
 STORMCAST ETERNALS QUESTOR	Heroes Without Limits: Fighters with this battle trait can use multiple abilities each activation. Such fighters can use the same ability more than once and can use multiple abilities when they would normally only be able to use one. Where abilities grant bonus actions, such abilities are used one at a time and are fully resolved before another ability can be used.
 STORMCAST ETERNALS	Scions of the Storm: After deployment, you can pick a friendly fighter with this battle trait. If that fighter is on the battlefield, remove them from the battlefield. At the start of the second battle round onwards, starting with the attacker, you can place that fighter on the battlefield more than 5" from each enemy fighter and more than 3" from each objective and treasure token.
 SYLVANETH	Spirit Pathways: Once per battle, a friendly fighter with this battle trait can use the 'Walk The Spirit Paths' ability without needing or spending any ability dice and as if they had the Warrior (♠) runemark.
 TWISTWEALD	Ravaged by Corruption: At the end of each battle round, you can choose a friendly fighter with this battle trait that is within 1" of any enemy fighters and roll a dice. On a 2+, allocate 1 damage point to that friendly fighter. If that friendly fighter is not taken down, pick 1 of those enemy fighters. Allocate D3 damage points to that enemy fighter.
 WILDERCORPS HUNTERS	Point-blank Volley: Once per battle round, before a friendly fighter with this battle trait makes a missile attack action, you can have them make a point-blank volley. When they do so, you can treat the minimum range of that weapon as 1.
 VULKYN FLAMESEEKERS	Friendly fighters with the Berserker (♣) runemark can use the following ability: [Triple] Reborn in Flame: Pick a friendly fighter with the Beast (♠) runemark that has been taken down. Set up that fighter on a platform or the battlefield floor wholly within 3" of this fighter. That fighter no longer counts as being taken down. Remove each damage point allocated to that fighter.
 YDRILAN RIVERBLADES	The River Winds Its Way: Add 1 to the Move characteristic of friendly fighters with this battle trait that start a move action within 1" of a terrain feature and on the battlefield floor until the end of that activation.

AGENTS OF CHAOS	
Trait Runemark	Trait
 CHAOS	Aspire to Glory: Once per battle round, add 1 to the damage points allocated by the first critical hit from a melee attack action made by any friendly fighter with this battle trait that has a points cost of 125 or less.
 BEASTS OF CHAOS	Beastman Ambush: After deployment, you can pick a friendly fighter from each battle group that is on the battlefield. Remove those fighters from the battlefield. At the start of battle rounds 2, 3 and 4, you can place 1 of those fighters on the battlefield, more than 6" from each enemy fighter and wholly within 3" of any battlefield edges.
 BLADES OF KHORNE: DAEMONS	Blood Calls To Blood: If there are any friendly fighters with this battle trait on the battlefield, at the end of each battle round, you can pick an enemy fighter with any damage points allocated to them. Roll 2D6. On an 8+, allocate 3 damage points to that fighter.
 BLADES OF KHORNE: BLOODBOUND	No Respite: When a friendly fighter with this battle trait is taken down, before they are removed from play, pick a visible enemy fighter within 1" of them and roll a dice. On a 4+, allocate D3 damage points to that fighter.
 CHAOS LEGIONNAIRES	Master Manipulators: When determining who has the initiative, but not when seizing the initiative, if there is a tie, do not roll off. Instead, the player of this warband chooses which tied player has the initiative. If multiple warbands have this battle trait, the players of those warbands roll off, and the winner chooses which tied player has the initiative.
 CLAWS OF KARANAK	No Claw Unbloodied: Each time an enemy fighter makes a disengage action, roll a dice. On a 2+, allocate 1 damage point to that enemy fighter for each friendly fighter with this battle trait within 1" of that enemy fighter.
 CORVUS CABAL	Plunging Killers: Add 2 to the Strength characteristic of melee attack actions made by friendly fighters with this battle trait if they finished a move action 2" or more vertically lower than their starting position this activation.
 CYPHER LORDS	Matchless Acrobats: After a friendly fighter with this battle trait uses an ability, roll a dice. On a 5+, add 1 wild dice to your saved wild dice.
 DISCIPLES OF TZEENTCH: DAEMONS	Warp Destiny: After the initiative phase, each player whose warband has this battle trait can pick any 2 [doubles], [triples] or [quads] they have. Swap the values of those ability dice.
 DISCIPLES OF TZEENTCH: ARCANITES	Warp Fate: After the initiative phase, starting with the attacker, each player of a warband with this battle trait can roll 1 dice for each [double], [triple] or [quad] they have. On a 4+, change the value of those ability dice to 6.
 DARKOATH SAVAGERS	Seeking Glory: After an enemy leader has been taken down by a melee attack action made by a friendly fighter with this battle trait, add two wild dice to your saved wild dice.
 HEDONITES OF SLAANESH: DAEMONS	Lure of the Missing God: After the initiative phase, you can pick an enemy fighter within 1" of any friendly fighters with this battle trait and then roll a dice. On a 3+, until the end of the battle round, that fighter cannot make disengage actions.
 HEDONITES OF SLAANESH: SYBARITES	Pain-fuelled Rapture: After a friendly fighter with this battle trait is allocated any damage points by an attack action or reaction, you can choose for that fighter to enter a pain-fuelled rapture. If they do so, allocate 3 damage points to that friendly fighter, and then add 2 to the Attacks characteristic of the next attack action made by this fighter in this battle round.

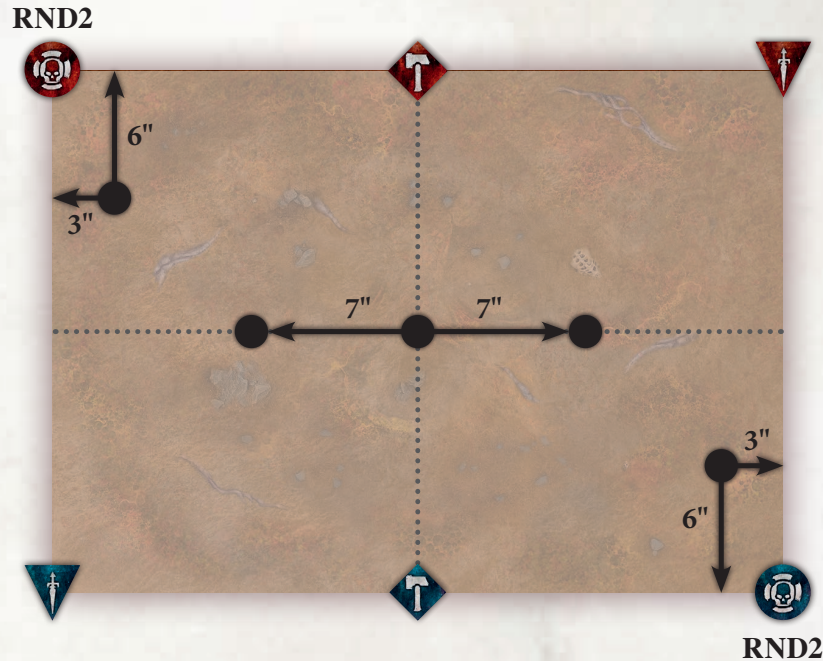
AGENTS OF CHAOS	
Trait Runemark	Trait
 HORNS OF HASHUT	A Realm of Fire and Ash: If any friendly fighters with this battle trait are on the battlefield, each time an enemy fighter suffers impact damage, subtract 2 from the dice roll, to a minimum of 1.
 IRON GOLEM	We Make War: After the initiative phase, starting with the attacker, each player whose warband has this battle trait can pick a [double] , [triple] or [quad] they have. Change the value of those ability dice to 6.
 MAGGOTKIN OF NURGLE: DAEMONS	Infection Vectors: At the start of each battle round, roll a dice for each enemy fighter within 1" of any friendly fighters. On a 5+, allocate 1 damage point to that fighter. Enemy fighters with this battle trait or the 'Disease-ridden' battle trait cannot be affected.
 MAGGOTKIN OF NURGLE: ROTBRINGERS	Disease-ridden: At the start of each battle round, you can pick 1 enemy fighter within 1" of any friendly fighters and roll a dice. On a 5+, that fighter cannot use abilities or reactions this battle round. Enemy fighters with this battle trait or the 'Infection Vectors' battle trait cannot be affected.
 ROTMIRE CREED	Waiting for Lord Leech: Enemy fighters that are within 1" of two or more friendly fighters with this battle trait cannot make disengage actions.
 SCIONS OF THE FLAME	Seared Wounds: Each time any damage points allocated to an enemy fighter would be removed, subtract 1 from the total to be removed, to a minimum of 0.
 SKAVEN	There are Always More: At the end of battle rounds 2 and 3, you can pick a friendly fighter with this battle trait that is taken down and has a points cost of 70 or less. At the start of the next battle round, you can place that fighter on a platform or on the battlefield floor, more than 6" from each enemy fighter, objective and treasure token, and within 3" of any battlefield edges.
 SLAVES TO DARKNESS	For the Glory of the Dark Gods: While more enemy fighters are taken down than friendly fighters with this battle trait are taken down, add 3 to the value of your ability dice, to a maximum of 6.
 SPIRE TYRANTS	Entertain Me! Once per battle round, a friendly fighter with this battle trait within 1" of any enemy fighters can pick 1 of those enemy fighters to duel. When they do so, each time that friendly fighter makes an attack action that targets that enemy fighter, you can change the Strength characteristic of that attack action to equal the Toughness characteristic of that enemy fighter.
 SPLINTERED FANG	Weapons Dripping with Poison: Once per battle round, a friendly fighter with this battle trait can use the 'Poisoned Attacks' ability without needing or spending any ability dice. Treat the value of that ability as 6.
 TARANTULOS BROOD	Eightfold Allies: Once per battle, a friendly fighter with this battle trait can use the 'Creeping Summons' ability without needing or spending any ability dice and as if they had the Hero (✱) runemark.
 THE JADE OBELISK	Blessings of the Speaker: The first time this battle that a friendly fighter with this battle trait uses the 'Bloody Tribute' ability, you can remove each damage point allocated to 1 friendly fighter with the Icon Bearer (✱) runemark.
 THE UNMADE	Shared Bliss: Once per battle, after an enemy fighter is taken down by damage points allocated by the 'Shared Pain' reaction, you can choose to gain a [quad] with a value of 1.
 UNTAMED BEASTS	Worthy Prey: At the start of each battle round, if no enemy fighters are your worthy prey, pick an enemy fighter. That fighter is your worthy prey. While that fighter is your worthy prey, abilities that target that fighter are treated as having a value of 6.

BRINGERS OF DEATH	
Trait Runemark	Trait
 DEATH	Deathless Minions: Once per battle round, count the first critical hit from a missile attack action that targets a friendly fighter with this battle trait that has the Minion (✦) runemark as a hit instead.
 ASKURGAN TRUEBLADES	Worthy Draught: After an enemy fighter with the Hero (✧) runemark and/or that has a Wounds characteristic of 20 or greater has been taken down by a melee attack action made by a friendly fighter with this battle trait, remove D6 damage points allocated to that friendly fighter.
 FLESH-EATER COURTS	Form a Lance: Add 1 to the Move characteristic of friendly fighters with this battle trait that were within 1" of two or more other friendly fighters with this battle trait at the start of their activation. Add 1 to the Strength characteristic of melee attack actions made by friendly fighters with this battle trait while they are within 1" of two or more other friendly fighters with this battle trait.
 NIGHTHAUNT	Wave of Terror: Add 1 to the Strength characteristic of melee attack actions made by friendly fighters with this battle trait if they made a move action this activation.
 OSSIARCH BONEREAPERS	Ranks Unbroken By Dissent: If a friendly fighter with this battle trait uses an ability that requires the Ossiarch Bonereapers (☉) runemark and has a range, add 1" to the range of that ability.
 PYREGHEISTS	Pyres of Victory: At the end of each battle round, each player whose warband has this battle trait can roll a dice for each friendly Pyre token on the battlefield. For each roll of 3+, add 1 wild dice to that player's saved wild dice.
 ROYAL BEASTLAYERS	The Hounds Bay: After an enemy fighter has been taken down by a melee attack action made by a friendly fighter with this battle trait that has the Beast (☉) runemark, pick another fighter in your warband. That fighter can make a bonus move action of up to 3".
 SOULBLIGHT GRAVELORDS	Sanguine Glory: Each time a friendly fighter with this battle trait uses the 'Thirst for Blood' ability, if that value of that ability is 1 or 2, increase the value of that ability to 3.
 TERATIC COHORT	Predatory Outriders: Before deployment, you can pick a friendly battle group that is not in reserve. Fighters from that battle group can deploy within 6" of their deployment point, but if they do so, must be deployed more than 6" from each enemy fighter.

HARBINGERS OF DESTRUCTION	
Trait Runemark	Trait
 DESTRUCTION	Relentless Destroyers: When a friendly fighter with this battle trait makes a melee attack action, the target cannot add 1 to their Toughness characteristic for being in cover.
 BONESPLITTERZ	Primal Beliefs: When a player whose warband has this battle trait makes an initiative roll, before initiative is determined, they can re-roll each result of 1.
 GLOOMSPITE GITZ	Da Bad Moon Rises: After the initiative phase, each player whose warband has this battle trait can roll a dice, starting with the attacker. On a 2+, pick 1 of your opponent's or your own [doubles] , [triples] or [quads] . Change the value of those ability dice to the result of the dice roll.
 GORGER MAWPACK	Ravenous Gorging: After an enemy fighter has been taken down by a melee attack action made by a friendly fighter with this battle trait, remove D3 damage points allocated to that friendly fighter.
 IRONJAWZ	Enough Messin': Each time an enemy fighter makes a wait action, each player whose warband has this battle trait can pick 1 friendly fighter. That fighter makes a bonus move action of up to 3".
 KRULEBOYZ	Stick 'Em Good and Quick: Once per battle round, pick a friendly fighter with this battle trait. For that battle round, after that fighter's activation, you can pick an enemy fighter that was allocated any damage points by a melee attack action made by the fighter you picked. Allocate D3 damage points to that enemy fighter.
 KRULEBOYZ MONSTA-KILLAZ	'Orrible Trap: When a friendly fighter with this battle trait uses the 'Krule Trap' reaction, if the enemy fighter has the Monster (👹) runemark, add 2 to the roll.
 OGOR MAWTRIBES	Friendly fighters with this battle trait and the Brute (👹) or Agile (🐉) runemark can make the following action: Devour Corpse: Pick an enemy fighter that is taken down and roll a dice. Remove a number of damage points from this fighter equal to the roll. An enemy fighter cannot be picked as the target of this action more than once per battle.

LIGHTNING RAID

DEPLOYMENT MAP



Battle erupts over scant resources, some more valuable than others.

PRIMARY

At the end of each battle round, each player scores 1 victory point:

- If they control any objective.
- If they control two or more objectives.
- If they control more objectives than their opponent.

Fighters cannot control more than 1 objective at a time in this battleplan. If a fighter is within 3" of multiple objectives, starting with the player who took the first activation that battle round, players decide which objectives all of such friendly fighters are controlling.

SECONDARY

Devastate their Ranks: At the end of each battle round, each player determines the total Wounds characteristic of enemy fighters that are taken down. This is their devastation total. The player whose devastation total is higher scores 2 victory points.

TWIST

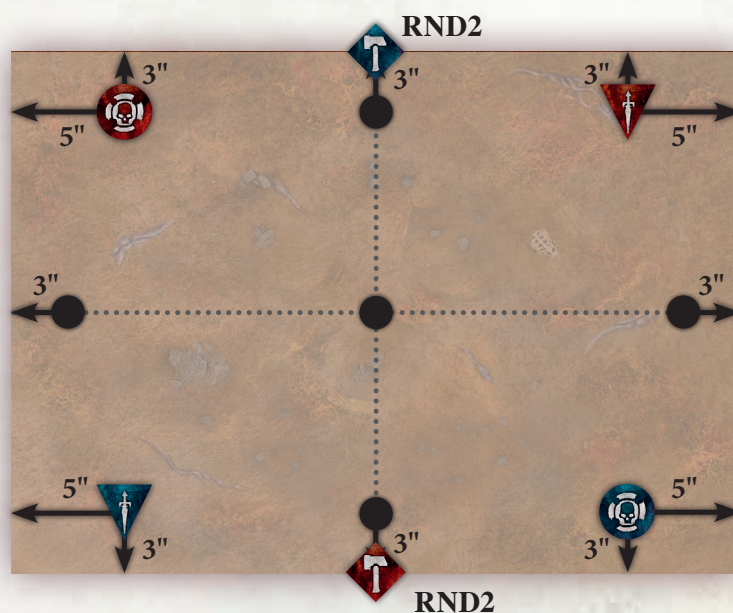
Glittering Hoard: After the initiative phase each battle round, if one player has fewer victory points, that player picks an objective. The player who controls that objective at the end of that battle round scores 1 additional victory point.

VICTORY

The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.

RAZE TO THE GROUND

DEPLOYMENT MAP



There are valuable artefacts to gather, but if you can't have them, no one will.

PRIMARY

At the end of each battle round, each player scores 1 victory point:

- If they control any objective.
- If they control two or more objectives.
- If they control more objectives than their opponent.

Fighters cannot control more than 1 objective at a time in this battleplan. If a fighter is within 3" of multiple objectives, starting with the player who took the first activation that battle round, players decide which objectives all of such friendly fighters are controlling.

SECONDARY

Held in a Bloody Fist: The first time in a battle round that a fighter within 3" of an objective is taken down, the opponent of that fighter's controlling player scores 2 victory points.

TWIST

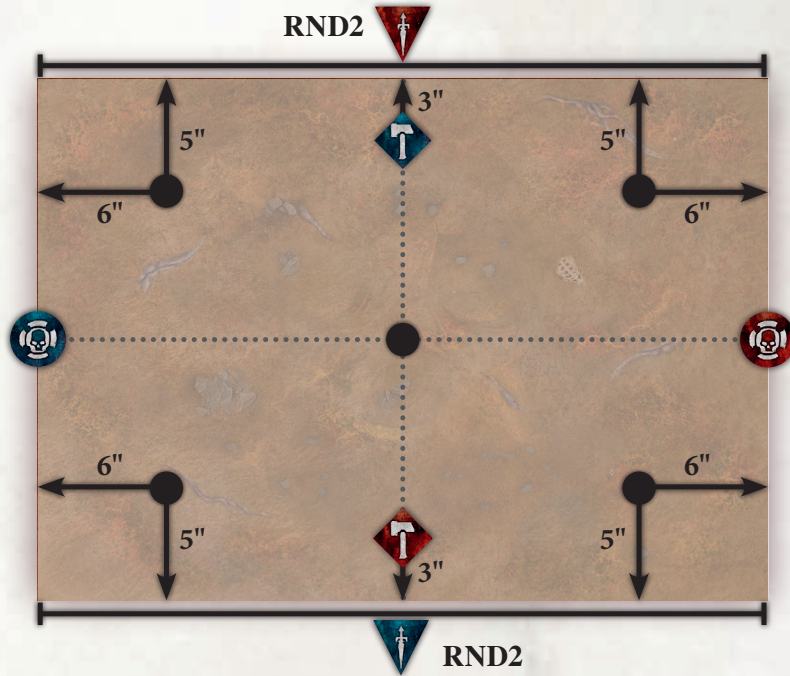
Raze to the Ground: After the initiative phase each battle round, if one player has fewer victory points, that player can pick an objective. Remove that objective from the battlefield.

VICTORY

The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.

MYSTIC GLADE

DEPLOYMENT MAP



A glade brimming with arcane potential. Who better than you to drain it of its mystical powers to further your ambitions?

PRIMARY

At the end of each battle round, each player scores 1 victory point:

- If they control any objective.
- If they control two or more objectives.
- If they control more objectives than their opponent.

Fighters cannot control more than 1 objective at a time in this battleplan. If a fighter is within 3" of multiple objectives, starting with the player who took the first activation that battle round, players decide which objectives all of such friendly fighters are controlling.

SECONDARY

Might Makes Right: The first time in a battle round that a fighter is taken down by an attack action made by a fighter within 3" of them, that fighter is bloodgifted for the rest of the battle round. After determining control of objectives in the same battle round, if a bloodgifted fighter is within 1" of an objective their controlling player controls, that player scores 2 victory points.

TWIST

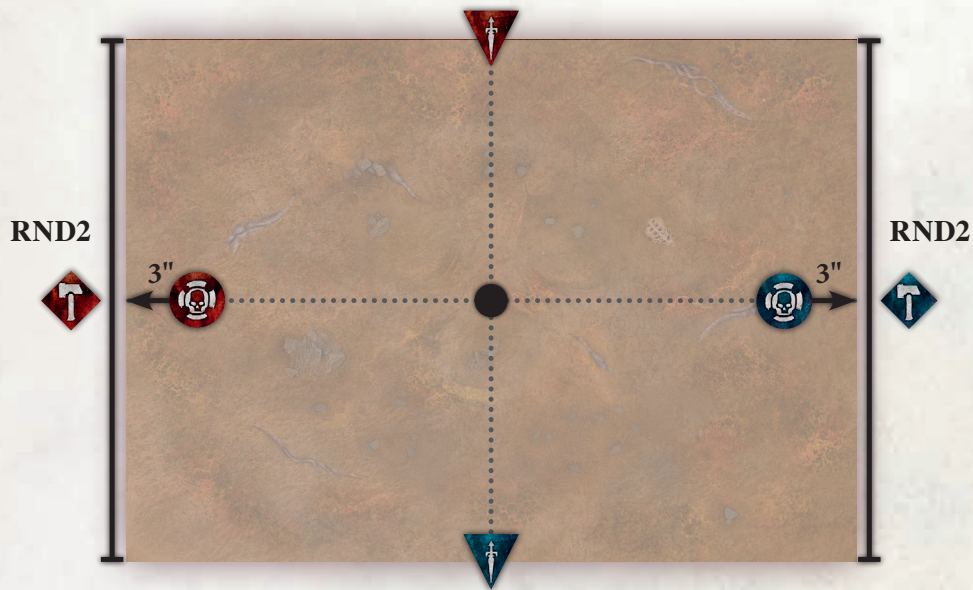
Pulsing Power: Before the initiative phase each battle round, if one player has fewer victory points, that player gains a number of wild dice equal to the difference in victory points between those players. Those additional wild dice are discarded after that initiative phase.

VICTORY

The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.

A TITHE OF BLADES

DEPLOYMENT MAP



The time has come to put the unworthies of the realm to the blade. Allow none to shirk their duties, and let fewer still escape your wrath.

PRIMARY

At the end of each battle round, each player scores 1 victory point:

- If any enemy fighters were taken down in that battle round.
- If more enemy fighters than friendly fighters were taken down in that battle round.
- For each enemy fighter with the **Hero** (★) runemark that is taken down.*
- For each enemy fighter with the **Ally** (♠) and/or **Monster** (👹) runemarks that is taken down.*

*These victory points can be scored in battle rounds subsequent to the ones in which those fighters were taken down. For example, if an enemy fighter with both the **Ally** (♠) and **Hero** (★) runemarks was taken down in the first battle round, you would score 8 victory points for having done so by the end of the battle (unless that fighter was somehow returned to the battlefield).

SECONDARY

Take Their Measure: After the initiative phase each battle round, if one player has fewer victory points, that player places 1 objective on a platform or the battlefield floor and more than 6" from the battlefield edge. At the end of the battle round, a player scores 2 victory points if they control that objective. That additional objective is then removed from the battlefield.

TWIST

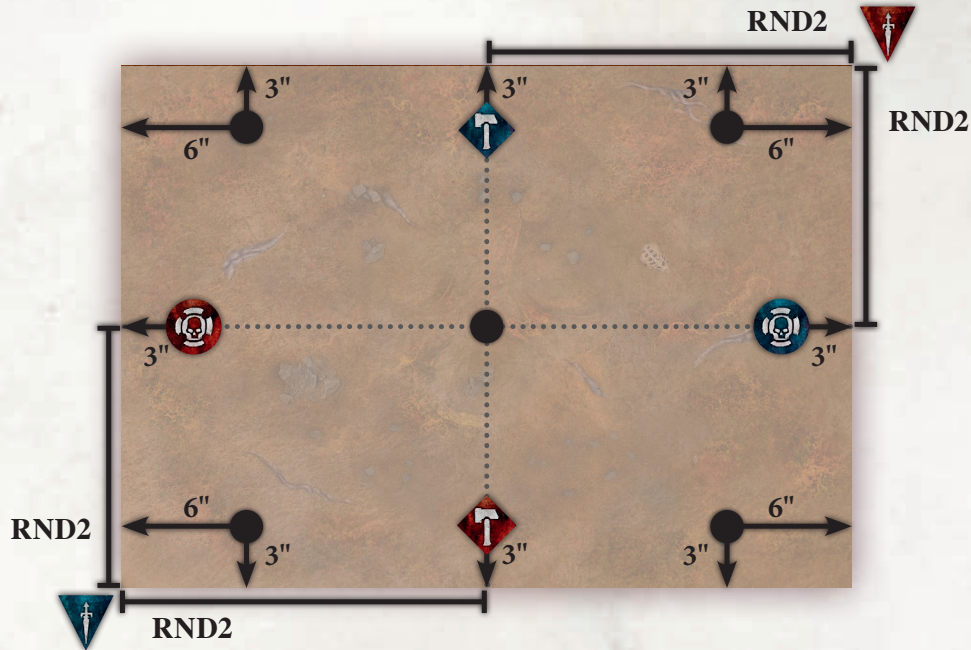
Grim Resolve: After the initiative phase each battle round, if one player has fewer victory points, that player can pick a friendly fighter and/or an enemy fighter on the battlefield. For the rest of the battle round, that friendly fighter is ignored for the purposes of the primary victory condition and that enemy fighter cannot control objectives.

VICTORY

The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.

ENDLESS STRUGGLE

DEPLOYMENT MAP



Towards the end of a long and bitter campaign, two warbands tear into each other with all the bitterness a long rivalry can kindle. The fighters are worn and weary, and they must be careful they do not let their exhaustion overcome them.

PRIMARY

At the end of each battle round, each player scores 1 victory point:

- If any enemy fighters were taken down in that battle round.
- If more enemy fighters than friendly fighters were taken down in that battle round.
- For each enemy fighter with the **Hero** (★) runemark that is taken down.*
- For each enemy fighter with the **Ally** (♠) and/or **Monster** (👹) runemarks that is taken down.*

*These victory points can be scored in battle rounds subsequent to the ones in which those fighters were taken down. For example, if an enemy fighter with both the **Ally** (♠) and **Hero** (★) runemarks was taken down in the first battle round, you would score 8 victory points for having done so by the end of the battle (unless that fighter was somehow returned to the battlefield).

SECONDARY

Flickering Shrines: When the battle begins, each objective is inactive. After the initiative phase each battle round, if one player has fewer victory points, that player picks an inactive objective. That objective is active until the end of the battle. At the end of each battle round, a player scores 2 victory points if they control more active objectives than their opponent.

TWIST

Suffer No Weakness: After the initiative phase each battle round, if one player has fewer victory points, that player picks an enemy fighter. That fighter is exhausted until the end of that battle round. Exhausted fighters are not affected by abilities used by other fighters in their warband. Subtract 2 from the Toughness characteristic of exhausted fighters. If an exhausted fighter is not taken down by the end of a battle round, their player scores 1 victory point.

VICTORY

The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.

BRUTAL ENCOUNTER

DEPLOYMENT MAP

RND2



RND2

You have happened upon an enemy warband deep within no man's land. In order to claim this area of relative safety, you must drive them back.

PRIMARY

At the end of each battle round, each player scores 1 victory point:

- If any enemy fighters were taken down in that battle round.
- If more enemy fighters than friendly fighters were taken down in that battle round.
- For each enemy fighter with the **Hero** (★) runemark that is taken down.*
- For each enemy fighter with the **Ally** (♠) and/or **Monster** (👹) runemarks that is taken down.*

*These victory points can be scored in battle rounds subsequent to the ones in which those fighters were taken down. For example, if an enemy fighter with both the **Ally** (♠) and **Hero** (★) runemarks was taken down in the first battle round, you would score 8 victory points for having done so by the end of the battle (unless that fighter was somehow returned to the battlefield).

SECONDARY

Control Ground: At the end of each battle round, a player scores 2 victory points if they control more table quarters (as shown on the deployment map) than their opponent. To control a table quarter, a player must have more fighters wholly within that table quarter than their opponent.

TWIST

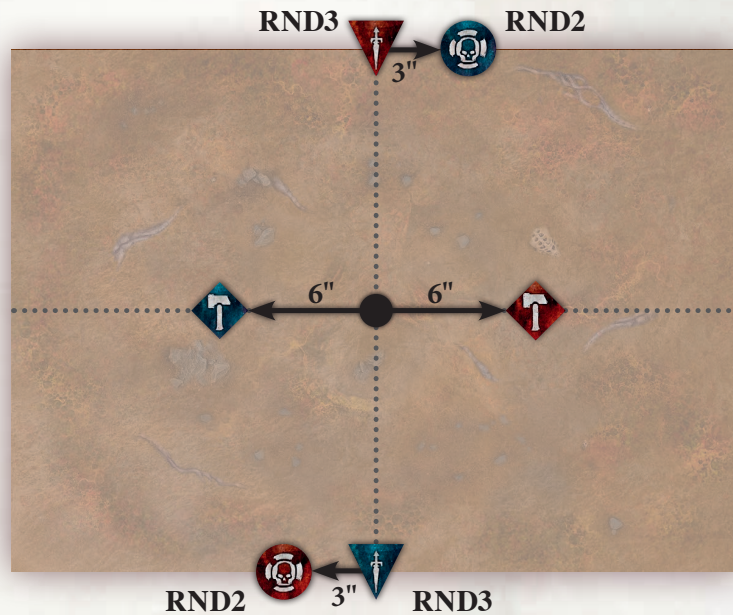
Tangled Roots: After the initiative phase each battle round, if one player has fewer victory points, that player picks an enemy fighter. That fighter cannot use abilities for the rest of the battle round.

VICTORY

The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.

A RECKONING FOR THE AGES

DEPLOYMENT MAP



A command, a prophecy or a treasure map has led two warbands to the same location. Being dire enemies, battle erupts on the spot.

PRIMARY

At the end of each battle round, each player scores 1 victory point:

- If any enemy fighters were taken down in that battle round.
- If more enemy fighters than friendly fighters were taken down in that battle round.
- For each enemy fighter with the **Hero** (★) runemark that is taken down.*
- For each enemy fighter with the **Ally** (♠) and/or **Monster** (👹) runemarks that is taken down.*

*These victory points can be scored in battle rounds subsequent to the ones in which those fighters were taken down. For example, if an enemy fighter with both the **Ally** (♠) and **Hero** (★) runemarks was taken down in the first battle round, you would score 8 victory points for having done so by the

end of the battle (unless that fighter was somehow returned to the battlefield).

SECONDARY

Battlefield Supremacy: At the end of each battle round, a player scores 2 victory points if they control more places of power than their opponent. A place of power in this battleplan is a terrain feature that has any platforms in its rules entry and that is touching the battlefield floor. Control of places of power is determined in the same manner as it is for objectives.

TWIST

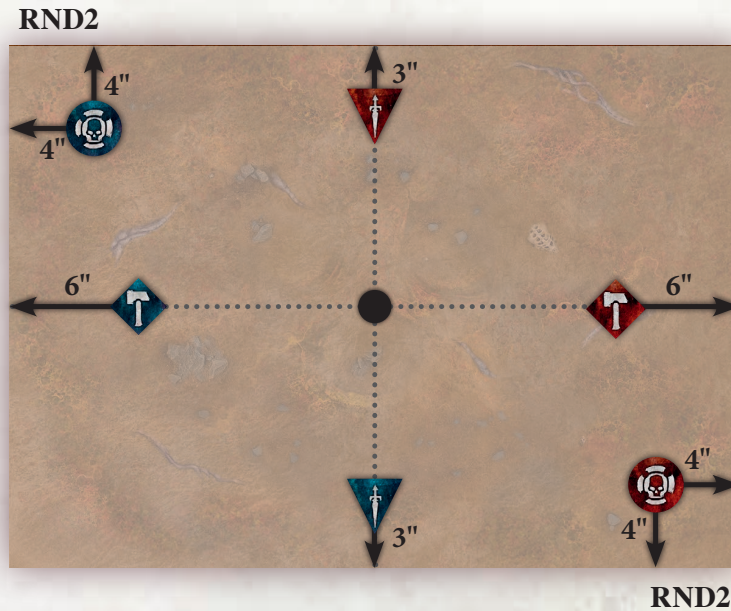
Worthless Ruin: After the initiative phase each battle round, if one player has fewer victory points, that player picks a terrain feature. That terrain feature cannot be controlled for the rest of the battle.

VICTORY

The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.

UNCOMPROMISING SLAUGHTER

DEPLOYMENT MAP



There can be no mercy in war, and even less in battle. Two forces, desperate to control a vital area of the battlefield for high command, are left struggling in the dirt with their enemies.

PRIMARY

At the end of each battle round, each player scores 1 victory point:

- If any enemy fighters were taken down in that battle round.
- If more enemy fighters than friendly fighters were taken down in that battle round.
- For each enemy fighter with the **Hero** (★) runemark that is taken down.*
- For each enemy fighter with the **Ally** (♠) and/or **Monster** (👹) runemarks that is taken down.*

*These victory points can be scored in battle rounds subsequent to the ones in which those fighters were taken down. For example, if an enemy fighter with both the **Ally** (♠) and **Hero** (★) runemarks was taken down in the first battle round, you would score 8 victory points for having done so by the end of the battle (unless that fighter was somehow returned to the battlefield).

SECONDARY

Control Ground: At the end of each battle round, a player scores 2 victory points if they control more table quarters (as shown on the deployment map) than their opponent. To control a table quarter, a player must have more fighters wholly within that table quarter than their opponent.

TWIST

No Quarter: After the initiative phase each battle round, if one player has fewer victory points, that player picks a table quarter. Ignore that table quarter for the purposes of Control Ground this battle round.

VICTORY

The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.

BLOOD ON THE FOREST FLOOR

DEPLOYMENT MAP



Vicious outbreaks of violence are commonplace in the Gnarlwood, and this battle is no exception.

PRIMARY

At the end of each battle round, each player scores 1 victory point:

- If any enemy fighters were taken down in that battle round.
- If more enemy fighters than friendly fighters were taken down in that battle round.
- For each enemy fighter with the **Hero** (★) runemark that is taken down.*
- For each enemy fighter with the **Ally** (♣) and/or **Monster** (👹) runemarks that is taken down.*

*These victory points can be scored in battle rounds subsequent to the ones in which those fighters were taken down. For example, if an enemy fighter with both the **Ally** (♣) and **Hero** (★) runemarks was taken down in the first battle round, you would score 8 victory points for having done so by the end of the battle (unless that fighter was somehow returned to the battlefield).

SECONDARY

Half the Battle: At the end of each battle round, a player scores 2 victory points if they control more of the large table halves shown in red and blue on the deployment map than their opponent. To control a table half, a player must have more fighters wholly within that table half than their opponent.

TWIST

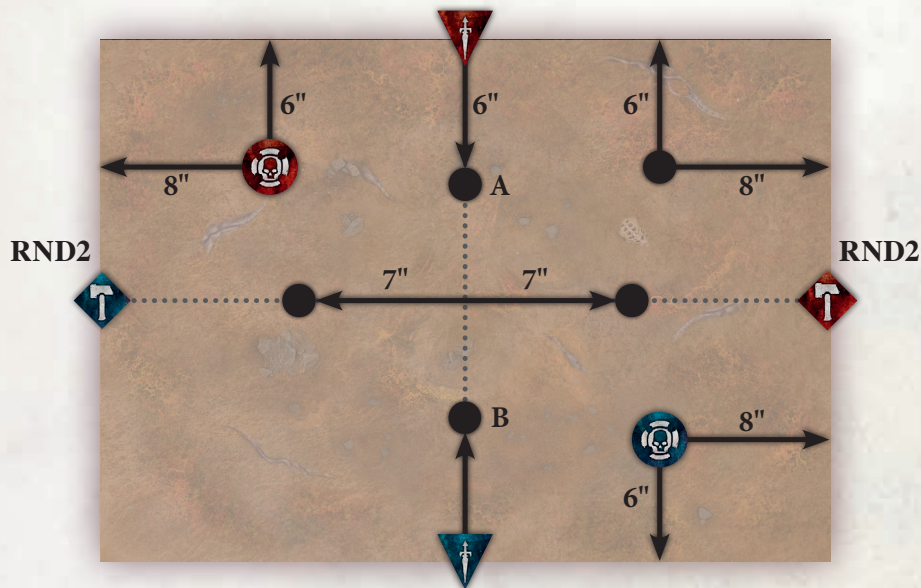
No Half Measures: After the initiative phase each battle round, if one player has fewer victory points, that player picks a large table half. For the rest of the battle round, when determining control of that table half, halve the number of fighters in their opponent's warband in that table half, rounding down.

VICTORY

The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.

PLUNDERED SPOILS

DEPLOYMENT MAP



Two warbands emerge from the ruins of a larger battle, and loot remains scattered about. What is important, however, is not that which comes easily but the amount of the foe's blood that can be spilled!

PRIMARY

At the end of each battle round, each player scores 1 victory point for each of the following that is true:

- They control any objective.
- They control two or more objectives.
- If the player who used the red deployment points controls the objective marked B.
- If the player who used the blue deployment points controls the objective marked A.

Fighters cannot control more than 1 objective at a time in this battleplan. If a fighter is within 3" of multiple objectives, starting with the player who took the first activation that battle round, players decide which objectives all of such friendly fighters are controlling.

SECONDARY

What's Yours Should Be Mine: At the end of the battle round, players score 2 victory points if any enemy fighters within 3" of an objective marker were taken down in that battle round.

TWIST

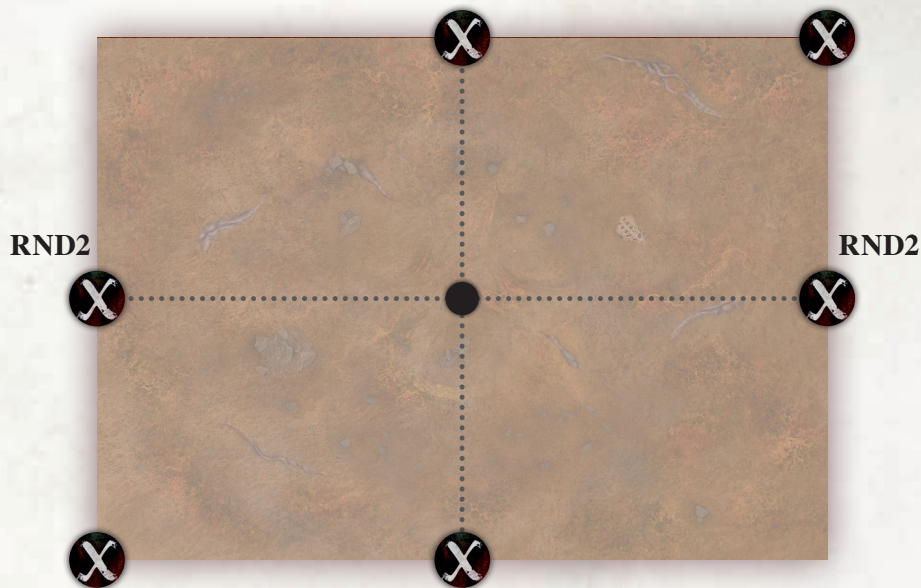
Desperate Strength: After the initiative phase each battle round, if one player has fewer victory points, that player picks an objective. Add 1 to the Strength characteristic of attack actions made by that player's fighters if the target fighter is within 3" of that objective.

VICTORY

The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.

A WAR OVER NOTHING

DEPLOYMENT MAP



Battle erupts over scant resources, some more valuable than others.

DEPLOYMENT

During the deployment step, after the players roll off, instead of setting up their fighters, the players alternate picking a deployment point from the map above and then setting up a battle group of their choice wholly within 3" of that point or off the battlefield in reserve if appropriate. Note a player could be forced to deploy 2 battle groups in reserve, so be careful!

OBJECTIVES

First, place an objective in the centre of the battlefield. Then, starting with the player who finished deployment first, players alternate placing 1 objective each. Each objective must be more than 6" from all other objectives and more than 3" from the battlefield edge.

PRIMARY

At the end of each battle round, each player scores 1 victory point:

- If they control any objective.
- If they control two or more objectives.

- If they control more objectives than their opponent.

Fighters cannot control more than one objective at a time in this battleplan. If a fighter is within 3" of multiple objectives, starting with the player who took the first activation that battle round, players decide which objectives all of such friendly fighters are controlling.

SECONDARY

It's Ours!: At the end of each battle round, each player scores 1 victory for each objective they control that they did not control at the start of that battle round.

TWIST

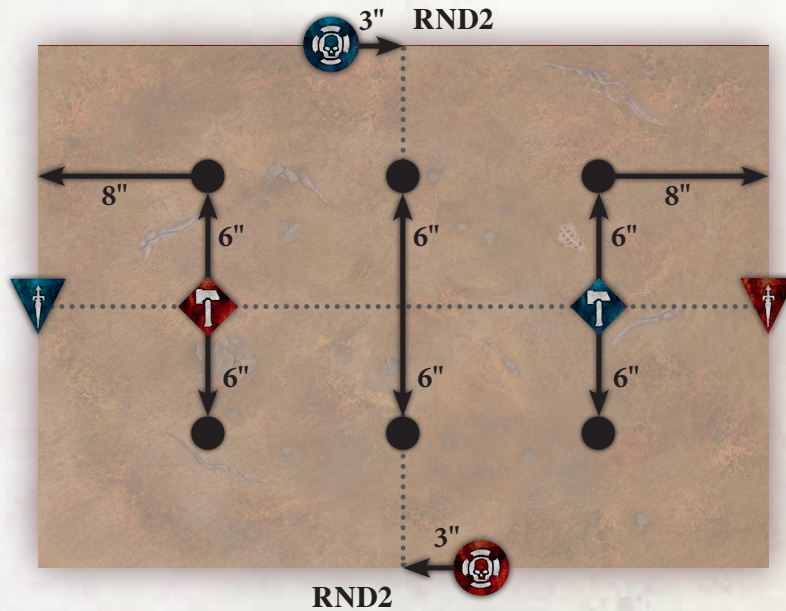
It Ain't Worth It: After the initiative phase each battle round, if one player has fewer victory points, that player picks an objective. Ignore that objective for the purposes of the primary and secondary victory conditions for the rest of that battle round.

VICTORY

The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.

RUNNING OUT OF TIME

DEPLOYMENT MAP



Wars have been fought for the treasures this battlefield holds. Now, two warbands clash for the right to take anything of value and strip the area down to the bone.

PRIMARY

At the end of each battle round, each player scores 1 victory point:

- If they control any objective.
- If they control two or more objectives.
- If they control more objectives than their opponent.

Fighters cannot control more than 1 objective at a time in this battleplan. If a fighter is within 3" of multiple objectives, starting with the player who took the first activation that battle round, players decide which objectives all of such friendly fighters are controlling.

SECONDARY

A Worthy Foe: At the end of each battle round, each player determines the fighter with the highest points value in their warband on the battlefield. If there is a tie, their opponent picks which fighter it is. If that fighter is taken down in the next battle round, their opponent scores a number of victory points equal to that fighter's points value divided by 100, rounded up.

TWIST

Nothing Left Worth Looting: After the initiative phase each battle round, if there are 4 or more objectives on the battlefield, both players must pick an objective they control. Remove those objectives from the battlefield. If one player has fewer victory points, that player instead picks 1 objective and 1 objective their opponent controls, and they remove those objectives from the battlefield.

VICTORY

The battle ends after 4 battle rounds. The player with the most victory points wins the battle. Any other result is a draw.