

WARCROW

RULES UPDATE

1.5



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WARCROW

The contents of this document override any conflicting rules found in the August 2024 Warcrow rulebook.

CONFLICT BETWEEN RULES

[...]

- Unit game profiles take precedence over the rules in this manual.
- If the conflict occurs during the activation of a unit, the controlling player decides in which order they should be resolved.
- In any other case, the player with the initiative has the last word.

SIMULTANEOUS EFFECTS

When two or more effects are applied simultaneously, the player resolving the activation must determine how to resolve them.

PERMANENT

Passive skills and command skills with the *Permanent* property apply their effects even if the unit is not present on the battlefield; whether it is off the table due to *Ambusher* or *Scout*, after it has been destroyed, or, in the case of a *Character*, after they join a unit (even if the skill is not present in their unit game profile).

Scout or *Ambusher* units with a *Permanent* ability, which are not on the battlefield, can decide to apply it (revealing their existence to the opponent) or not to do so (remaining hidden).

GAME ROUNDS. START OF THE ROUND

CHECK EFFECTS OF THE TINGE

In this step, each unit that has at least one tinge token in its profile must create a tinge roll from the tinge tokens it has. If you get at least one [Especial hueco] when you roll, you must face the effects of the tinge. Consult the tinge effects table and, starting with the first row, apply, in ascending order, the effects of as many rows as the amount of tinge your unit has. (See “Magic. Effects of the tinge”).

GAME ROUNDS. END OF THE ROUND

REDUCE STRESS

[...]

CHECK EFFECTS OF THE TINGE

Units that have at least one ✖ token in their profile must face the effects of the tinge (see “Tinge Effects”).

GAME ROUNDS. PASS

If you have already activated all the units you have on the battlefield (without taking into account demoralized units), you can choose to pass and not activate a unit. [...]

If none of your units can activate, you must pass.

ACTIVATE A UNIT

[...]

You can declare up to two actions that your unit will perform during its activation. Choose between:

During its activation, your unit may perform:

- Up to two **simple actions**. Any combination of them. The only simple action you can repeat is move.
 - » [...]
 - » Perform a Tinge skill.
- A **Long action**:
 - » [...]

DECLARING AN ACTION

The first step in performing an action is **declaring** it. The requirements of an action must be fulfilled in order to declare it. Effects that refer to the declaration of an action must be resolved before any impact of the action can be applied.

Examples:

- A charging unit must execute two simple actions that will be declared when performed: move and attack (melee).
- **Pioneers. Mortar.** When resolving the ranged attack, the action “attack” (ranged) is declared.

Important: If the effects of a simple action include performing—and therefore declaring—another action, that second one does not count toward the “up to two simple actions” limit.

Example: Darach may perform a ranged attack and the skill Fury of the Great Forest in a single activation. Even if Fury of the Great Forest allows him to perform an attack, it counts as the “perform a skill” simple action.

LINE OF SIGHT (LOS)

[...]

When calculating LoS, keep in mind that:

- A **troop** **always** has LOS towards itself and adjacent troops.

MOVE

[...]

Keep in mind that:

- Your unit can perform the move action and **stand still not advance (travel distance 0).**

MOVE. ENGAGE IN COMBAT

[...] Unless indicated in its profile, the only actions a unit engaged in combat can perform are:

- Attack the enemy unit it is engaged with.
- Move to disengage.
- Cast a spell, only if the spell is targeted against the caster themselves or the enemy unit with which they are engaged.
- **Perform a skill, only if the target is itself or the enemy unit with which it is engaged.**
- **Perform a tinge skill, only if the target is itself or the enemy unit with which it is engaged.**

ATTACK. MULTIPLE COMBATS

In the event that your unit is engaged with more than one enemy unit, you must choose one of them as the target of your attack and resolve it in the normal way. ~~After resolution, your opponent can make an opportunity attack with the rest of their units that are engaged with yours, as long as they are only engaged with your unit.~~

Additionally, if your unit is engaged with more than one enemy unit, its performance will be penalized. When you gather your attack or defense roll, you must cancel one die or automatic symbol ~~for each enemy unit engaged with you above the first.~~ You can decide which die or symbol you cancel.

ATTACK. RANGE ATTACK ON CHARACTERS

~~You cannot range attack a Character if it is within 5 strides of a Large enemy unit or one that has at least 2 troops.~~

ATTACK. COMBAT RESULT

[...]

If your unit has suffered more damage (at least 1♦), it has lost the combat or is the defeated unit. Also, your unit is stressed ~~at the end of the activation.~~

[...]

ATTACK. PUSH BACK THE DEFEATED UNIT

[...]

The winning unit shoves the defeated unit at a distance equal to the defeated unit's first MOV value. If the move cannot be fully completed (due to the defeated unit colliding with or engaging an enemy unit), the winning unit must choose a new direction that maximizes the distance between the two units.

CHARACTERS. CHARACTERS JOINING A UNIT

SCOUT AND AMBUSER UNITS

Whenever you want to join a *Character* to a unit with the keywords *Scout* or *Ambusher*, you leave their miniature outside the battlefield and place their profile card underneath the designated unit. When the unit is deployed, the *Character* must also be deployed, joined to the unit.

In cases where the *Character* has the keyword *Scout* or *Ambusher* and the unit they are joining gains the same keyword due to a skill the *Character* provides, leave both outside the battlefield and place the *Character* profile card underneath the designated unit. When the unit is deployed, the *Character* must do so as well, already joined to the unit.

DAMAGE, STRESS, STATES AND OTHER TOKENS

[...]

- **✖ tokens.** Compare the amount of ✖ tokens between the Character and the unit. Leave the higher of the two on the unit.

CHARACTERS AS MEMBERS OF A UNIT

[...] *Characters inherit all keywords of the unit they join since, for all intents and purposes, you play with the unit's profile while the Character is included in it.*

A joining Character is no longer considered a unit, and does not share its characteristics and keywords with the unit it is joined to, which retains its own characteristics and keywords.

For example, the following skills cannot be used on Characters that are joined to units:

- “When an enemy unit declares an attack against another Character allied unit within 10 strides, you may exchange your position with them and become the target of the attack.”
- “All allied units within 5 strides of a forest or an allied Nemorous unit may ignore 1♦ in each activation.” (Characters that have Nemorous do not trigger the ability if they are joined to a unit).

CHARACTERS LEAVING THEIR UNIT

At the beginning of their activation, your Character may abandon the unit they are joined to following these steps:

- Declare to your opponent that your Character is leaving the unit. From this moment they are not joined to the unit, so you have to manage the assignment of stress, state or damage tokens (see next section).
- Activate your Character.
- In the event that your Character is an Officer, place the unit's troop leader in the position the Officer was in at the start of their activation.

Your Character cannot abandon a unit that is engaged in combat.

DAMAGE, STRESS, STATES AND OTHER TOKENS

If the unit has tokens on its profile, do the following for each type of token:

- **Damage tokens.** The unit keeps all damage tokens. The Character only keeps the damage tokens they had before joining the unit.
- **Stress tokens.** The Character receives the same level of stress as the unit.

- **State tokens.** Place the same state tokens on your Character as the unit has.
- **Demoralized unit token.** If the unit is demoralized, the Character receives their own demoralized unit token (place the corresponding token on the turn counter in the same position as the unit's token).
- **Effects tokens.** The unit keeps all effect tokens.
- **✖ tokens.** The Character receives the same quantity of ✖ the unit has.

STRESS AND MORALE

A unit is stressed if:

- ~~Its activation ends~~ **It activates** and it was already activated previously during the current round. (See “Activate a unit”).

STRESS AND MORALE. EFFECTS OF STRESS

As long as your unit has an activation token and at least as much stress as its MOR, you can only activate it to perform the ►►Rest action.

STRESS AND MORALE. DEMORALIZED UNIT

If your unit is stressed beyond its MOR value, you must perform a WP test at the end of the current activation. If you do not pass it, your unit will become **demoralized** and must flee immediately. (See “Flee”).

If the level of stress of your unit exceeds its MOR value by 2 or more, then you will require 2★ to pass the WP roll to avoid being demoralized and required to flee (for example, if you have MOR 2 and 4 levels of stress, you must get 2★ on your WP roll).

[...]

DEMORALIZED UNIT

If your unit is demoralized:

- It **cannot** be activated in any way.
- It **cannot** stress itself in any way and **cannot** reduce its stress.
- It **cannot** control objectives (we consider its conquest value null).
- If it participates in combat, it will always flee after the result. (See “Melee Attack”).
- It **cannot** activate its command abilities.

STATES



Frightened When making a WP test, your unit must reroll the dice on which it rolls at least one ★. Remove this state after making a willpower test.



Slowed. Your unit can only use one of the two MOV values when performing the move and assault actions. Additionally, you must subtract 4 strides from your charge movement (up to a minimum value of 0). For example, if your unit has movement 3-2 (9), it can only move 3 and can only move 5 when it charges

Remove this state at the end of the activation in which your unit performs the action move, charge or assault.



Disarmed. Your unit must cancel one die from its attack rolls in which it has obtained at least one ★. In the case of multiple dice, your opponent will choose which one. You must apply this effect after rolling the dice (with all possible repetitions), but just before starting the Switches step.

You cannot add modifiers to your attack rolls.

Remove this state at the end of the resolution of a roll in which you have applied its effects (if you have not been able to cancel any dice, the state is considered to remain active).



Vulnerable. Your unit must cancel one die from its defense rolls in which it has rolled at least one ★. In the case of multiple dice, your opponent will choose which one. You must apply this effect after rolling the dice (with all possible repetitions), but just before starting the Switches step.

You cannot add modifiers to your defense rolls.

Remove this state at the end of the resolution of a roll in which you have applied its effects (if you have not been able to cancel any dice, the state is considered to remain active).

IMMUNITY TO A STATE

If your unit receives a condition to which it is immune, do not place the token on its profile and ignore its effects completely.

If your unit gains immunity to a state it already has, remove it immediately.

DAMAGE

[...] When the total of tokens is equal to or greater than the value of your Wounds attribute (W), one of your troops will be taken out of combat. Immediately remove the model from the battlefield and remove from its game profile as many damage tokens as its W value.

When removing troops from a unit engaged in combat, you may not remove troops that cause your unit to no longer be engaged with the unit that has inflicted damage. If necessary, exchange the troop leader with another troop of the unit before removing it.

MAGIC

CASTING A SPELL

The cast a spell action is considered declared if all conditions are met during step 3.

1. Select one of your spells and declare that you are casting it.
2. Decide if you are going to alter the spell's properties, and then declare what alterations you will apply.
3. Check that all requirements for casting the spell are met, taking into account any properties altered during the previous step (for example, the spell might have more range). If any requirement is not met, you will not be able to cast the spell, so you will have to select another one or perform a different action.
4. If your opponent has any units that can block your spell, make their blocking roll in this step (see "Block a spell").
5. Roll your Spellcaster WP. If your opponent tries to block your spell, make a Face to Face roll between your WP and the blocking roll. Once, during the switches step of the roll, your Spellcaster unit can receive 1 ✕ to add 1 ★.

6. If you succeed in casting it, apply the effects of the spell considering any altered properties.
7. If you succeed in casting it, perform the Tinge roll (see "Tinge roll").

TINGE ROLL

If you have successfully cast the spell gaining ✂ or have applied alterations ♦ you will have to face the dangers of tinge. In that case, follow these steps:

1. Create your **tinge roll**. Take as many ♦ as indicated by the cost of the applied alterations. ~~The first 3 dice of the tinge roll will be ♦, the next 3 dice will be ◆, and the last 3 will be ◇. You cannot roll more than 9 dice on a tinge roll.~~
2. Roll the tinge roll. For each □ rolled, your Spellcaster unit receives 1 ✂.
3. If your Spellcaster unit has ✂, apply the tinge effects. (See "Tinge Effects").

TINGE ALTERATIONS

Some Spellcaster units may alter their spells spending ✂. These alterations are indicated using the ✂ icon instead of the black die. If you are successful during step 5 of casting a spell, spend the required ✂ tokens to apply the alteration at that moment and then continue with the normal process.

You **cannot** declare the application of an alteration if you do not have enough ✂ tokens to spend on it.

Remember that you cannot apply the same alteration twice.

BLOCK A SPELL

When your opponent declares they are casting a spell, you can try to block the attempt if you have at least one Spellcaster unit **on the battlefield**.

To block the spell you must follow these steps:

1. Declare your intention to block the spell in step 4 of the casting.
2. Form the blocking roll: Take 3 black dice and roll them. The result will face off against the enemy Spellcaster unit's WVP roll during step 5 (each ■ will cancel 1 ★ of your opponent).
3. For each □ you obtain, your Spellcaster unit will receive a tinge token.
4. If you roll at least one □, the effects of the tinge will manifest at the end of the activation. (See "Tinge Effects").

You **cannot** attempt to block a spell more than once or with more than one unit.



✖ TINGE SKILLS

Tinge skills can only be used during your activation, and they are a **simple action**. To activate them, you must meet all the requirements, spend 1 ✖ token and apply the corresponding effects.

TINGE EFFECTS

When your unit must face the consequences of the tinge, consult the following table and apply the effects from the row corresponding to the amount of tinge your unit has.

TINGE EFFECTS TABLE	
TINGE	EFFECTS
1-4	Suffer 1 stress.
5-6	Suffer 1 stress and 1 🩸.
7+	The unit is destroyed. All units within 5 strides receive 1 ✖.

TABLA DE EFECTOS POR MÁCULA PARA VÁSTAGOS DE YALDABAOTH	
TINGE	EFFECTS
1	Nothing happens.
2-7	Roll 1 🎲 and apply the effects corresponding exactly to the result: <ul style="list-style-type: none"> • ★ : Suffer 1 stress • ★! : Receive 1 ✖ • ★/ : Receive the slowed state • ☆! : Displace (3) • / : Heal 1 🩸 • / : Suffer 1 🩸
8+	The unit is destroyed. All units within 5 strides receive 1 ✖.

CHECK THE EFFECTS OF THE TINGE AT THE **END OF THE ROUND**

At the **end** of each round, units that have at least one ✖ token in their profile must ~~make a tinge roll based on the tinge tokens they have. If they obtain at least one / they must~~ face the effects of the tinge as described in the previous entry.

REPEAT A DIE

[...] A die can only be repeated once per effect.

SHOVE, ATTRACT, PLACE OR DISPLACE

You **cannot** shove, attract, place or displace a unit to make them leave the battlefield.

COLLIDE

When a shoved, **attracted** or displaced unit stops its movement by coming into contact with a **unit** or an **Impassable** terrain element, we say that they **collide**.

KEYWORDS

BLOODLUST (X)

If your unit is not engaged in combat when activated, it is forced to ►►Charge **or** ►►Assault an enemy unit indicated by 'X', whenever possible.

[...]

If your unit charges **or assaults** due to its *Bloodlust*, it can re-roll all of its attack rolls **during the activations it is engaged with the enemy unit (including an activation when assaulting or charging)**.

[...]

DISPEL (D)

When this unit is targeted by a spell it can attempt to block it **without suffering stress**. The 'D' value indicates the dice or automatic symbols that must be rolled to block the spell. This unit does not gain tinge for ☐ obtained. Remember that you cannot attempt to block a spell more than once or with more than one unit.

ELITE

Once the dice have been rolled (rerolls included) and before advancing to the switches step, your unit may replace any ☆ with ★, any ☐ with ■, and any ♢ with ♣.

These rules apply to WP rolls, attack (melee and ranged), defense, and the effects of skills and spells of the unit. They do not apply to other rolls (such as tinge or spell-blocking rolls, including *Dispel*).

INTIMIDATING (N)

When this unit **engages or is engaged** in combat, the enemy unit must perform a WP test in which they must obtain at least as many ★ as indicated by 'N' to avoid stress. For every unobtained ★, they'll have to gain stress.

A unit can only suffer the effects of *Intimidating* once per activation.

PREFERRED TERRAIN (E)

[...]

Additionally, if your unit is adjacent to the terrain element at the start of its activation, add 2 strides to its first MOV value and its charge movement.

For example, if your unit has MOV 4-3 (10), it will have MOV 6-3 (12) during the activation that begins adjacent to its preferred terrain.

SCOUT

[...]

The restrictions to deploy it are as follows:

DEPLOYMENT ON THE BATTLEFIELD

Your *Scout* units must always follow these rules:

- You may deploy it anywhere in your deployment zone (it **cannot** engage in combat by deploying).
- You can deploy your *Scout* unit adjacent to one of the battlefield edges, as long as you do not enter your opponent's deployment zone and no enemy units within 12 strides have Line of Sight to it.

ACTIVATE A SCOUT UNIT ONCE THE BATTLE HAS STARTED

- You can activate your *Scout* unit once the game has started by following these steps:
- Deploy the unit following the previous section's requirements.
- Then, activate your unit. You will only be able to use a simple action since deployment is considered to consume one movement action.

TINGE

Your unit receives 1 ✂ token at the beginning of the round.

CHARACTERS WITH TINGE JOINING UNITS

It is considered the unit gains *Tinge* while the *Character* is joined. Thus, the unit will receive 1 ✂ at the beginning of the round.

UNIT OUTSIDE THE BATTLEFIELD

If your unit is outside the battlefield, it does not receive 1 ✂ token at the beginning of the round (nor will it have to check its effects).

TINGE SWITCHES

Some switches are signalled with the ✂ symbol. This indicates you must spend the required ✂ tokens to activate the switch and apply its effects.

TINGE MODIFIERS

Some modifiers include the ✂ symbol, indicating that your unit receives a ✂ token when you activate them.

BASIC TERRAIN ELEMENTS

RUGGED TERRAIN ROUGH TERRAIN

[...]

Note: Rugged always refers to the terrain keyword.



FOG

Fog in *Warcrow* is represented using the Fog markers. A unit that ends its activation within 4 strides of a Fog marker will receive 1 ✂. Fog markers do not block LoS and they do not interrupt movement. A unit cannot place a Fog marker within 10 strides of another.

KEYWORDS AND TERRAIN ELEMENTS

LETHAL (X : D)

The moment a unit defined by 'X' comes into contact with this terrain element, it will suffer an attack with a 'D' roll. The terrain element **cannot** take damage and will not push back units. [...]

TRAP

This terrain element has been created by a unit using a skill or spell. Units that can remove traps can remove this terrain element from the battlefield.

PLACE TRAPS

All units that place a *Trap* must follow these rules:

- Unless specified otherwise, the *Trap* element must have a diameter of 6 strides.
- You **cannot** place it atop *Impassable* terrain elements.
- Units are not terrain elements, therefore you can place a *Trap* below them. Take their current position as a point of reference, lift the unit up, place the *Trap* under it and then place the unit back down on top of it, maintaining as closely as possible the previous placement of the troops on the battlefield.

NEUTRAL UNITS

Neutral units are neither allies nor enemies of yours, so you cannot target them with your attacks, abilities, or spells unless they have the *Hostile* keyword. *Hostile* neutral units are enemies of all units of any faction, including other neutral units.

