

WARCROW

THE MINIATURES COMBAT GAME



RULEBOOK



CORVUS BELLI

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GAME SUMMARY

Warcrow is a miniatures game set in the fantastical world of Lindwurm. In this setting you control a small military force made up of warriors, creatures and wizards, who fight skirmishes pursuing the interests of your faction.

Before starting the game, you must select a scenario to play. Each of the *Warcrow* scenarios describes the conditions and requirements necessary to achieve victory. Once you have chosen the scenario, prepare the gaming table and deploy the indicated terrain elements: hedges, forests, buildings... Some of them will be very favorable to your faction. Once you have understood all the details of the scenario, choose your faction and create the company list that best suits your strategy and victory plans. The game begins with the deployment of the troops, following the instructions stipulated in the scenario rules.

Warcrow scenarios have a variable length of game rounds, which continue until the end-of-game conditions are met. Each round, you and your opponent will take alternating turns activating your units. You can move them around the battlefield, attack your opponent, cast powerful spells... until you achieve the objectives of the scenario. To win, you must have accumulated more Victory Points (VP) than your opponent at the end of the game.

WHAT DO YOU NEED TO PLAY?

In order to start playing *Warcrow* you will need:

- This rulebook.
- Miniatures from Corvus Belli's *Warcrow* range to represent your units.
- The profile cards of your units.
- A gaming table of at least 90 cm x 90 cm (3' x 3'). Although *Warcrow* can be played on other sized surfaces, these are the standard dimensions for the battlefield.
- A complete set of *Warcrow* dice.
- The two *Warcrow* distance templates. It is recommended that each player have their own.
- The turn counter.
- The tokens and markers.
- Terrain elements like those included in the battle box.





MINIATURES. TROOPS AND UNITS

Every warrior and creature participating in the battle is represented on the gaming table by a **miniature**. In Corvus Belli's *Warcrow* range you will find high quality miniatures, sculpted in great detail to show the dynamism and tension of combat, the personality of the leaders and the equipment they carry.

The rules contained in this manual explain how to move and fight with your miniatures, as well as how they interact with terrain elements.

All miniatures must be mounted on the **bases** that accompany them in the product box. These represent the space occupied by the miniature, although their size may vary. Under **no** circumstances can bases overlap during the course of the game.

From now on, we will refer to all individual models as **troops**. Thus, a horse-mounted Hetman of the Hegemony, an Orc Hunter, and a Rock Troll are troops.

We will call groups made up of one or more troops **units**.

The set of units under your control is your **company**, the military force that will face your opponent to achieve victory on the battlefield. (See "Recruit your company").

NUMBER OF MODELS PER UNIT

Each Warcrow box contains exactly the models and profile card required to form a unit and play with them. You cannot join miniatures from two or more boxes to create a larger unit, with more troops, regardless of them being the same type. You must only use the number of models provided by the boxes.

TROOP LEADER

Your units must have a designated troop leader at all times. The main function of the unit's troop leader is to be the reference point for determining movement, as well as indicating which troops are in formation and what actions the unit is performing.

Models that make up a solo unit are considered their own troop leader.

FOLLOW THE LEADER

All troops in the unit must at all times replicate what their troop leader does. If the leader charges into combat, the other troops charge against the same target. If the leader does not engage in combat with the enemy, none of the troops in its unit will be able to do so. If the leader cannot fire on a target, because it is not in range or does not have Line of Sight (LoS) towards it, the unit will not fire, even if some of its troops do have the target within range and LoS.

GAME PROFILE

Each unit has its own game profile, printed on a card, which contains the set of values, keywords and rules necessary to be able to play with it during the game.

1. **Name** of the unit.
2. **Cost.** This is the army point value of the unit. (See “Preparing for the game. Recruit your company”).
3. **Attributes.** These values define the basic traits of each of the troops that make up the unit.
 - » **MOV** (Movement). The “A-B” value pair indicates the maximum distance the unit can travel when moving normally. The number in parentheses “(C)” is the charge move (see “»Charge”). All values are in **strides**, the unit of measurement in *Warcrow*. (See “Distances and measurements”).
 - » **W** (Wounds). This value indicates the maximum amount of damage (♠) that each troop in the unit can suffer. When the total damage tokens equal this value, a troop is **out of combat**. When the number of troops in a unit decreases to half its initial number, its combat performance declines. (See “Combat Panel”).
 - » **WP** (Willpower). This roll of dice (identified by colored icons) represents determination, willpower and mental toughness. It is also the value that *Spellcaster* units use to cast spells. (See “Magic”).
 - » **MOR** (Morale). The morale value indicates the maximum amount of stress the unit can withstand. Whenever the accumulated stress exceeds this value, the unit must pass a Willpower test to avoid becoming demoralized. (See “Willpower Test” and “Stress and Morale”).
 - » **AVB** (Availability). This value determines the maximum number of units with this profile that you can add to your company, as long as you do not exceed the total cost in army points agreed upon for the game.



4. **Characteristics** (first line) and **Keywords** (second line). Characteristics are descriptive labels (for example, *Dwarf*) that are used to refer to units that share that characteristic. Thus, a spell could, for example, only affect units with the *Dwarf* characteristic. Keywords are terms that refer to special rules that indicate how the unit behaves (for example, *Scout*). (See “Keywords”).
5. **Characters** can be of two types: *Officer* or *Support* (in this example we have an *Support* type *Character*).



Support Character Example

CHARACTERS WITH TWO GAME PROFILES

Some *Characters* are sold accompanied by two game profiles: theirs, and an additional profile for you to have the chance to play with the standard version of the troop. Thus, for instance, with the same miniature of Drago you may use the “Hetman” profile.

GAME PROFILES TEXT

The rules and effects of the game profiles are written in the second person (you), referring to the unit that owns them, to make them more direct, simple and enjoyable. For example, the restriction “during your activation” refers to the activation of the unit, not your turn to activate as an individual.



6. Number of **command tokens** that the unit contributes to your company at the start of the game. (See “Command tokens”).
7. **Combat panel.** Shows the unit’s attack and defense values during combat, as well as its ability to take objectives.
 - » **A. Members.** Units made up of multiple models have two entries on their combat panel. Depending on the number of troops remaining, their attack and defense rolls, as well as their modifiers, may be different. The first entry represents the performance of the unit while the majority of its troops are still standing, and the second is used when its number of troops drops by half. (See “Damage. Heal and repair”).

- » **B. Attack.** We distinguish between ranged attacks (projectile attacks) and melee attacks. In the case of ranged attacks, the range in strides at which the target must be, to be able to shoot, is indicated. Attacks can have one or more switches associated with them. (See “Switches”). If the unit has more than one attack available to it, it can only use one of them during its activation. (See “Attack”).
- » **C. Defense.** This roll represents the unit’s ability to avoid being damaged by an attack, whether due to its armor, its ability, or a mixture of both. It may have one or more switches associated with it. (See “Switches”).
- » **D. Modifiers.** The unit can add dice and automatic symbols to its attack and defense rolls by making extra effort. (See “Attack” and “Stress and morale”).
- » **E. Conquest.** This value is taken into account when disputing control of the objectives of a scenario with your opponent. (See “Scenarios”).

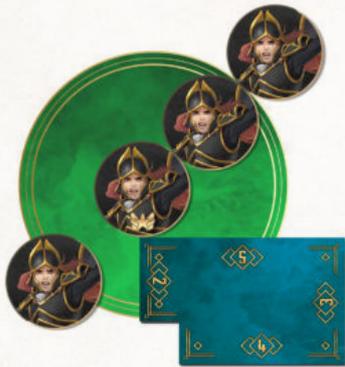
8. The following may be available to a unit:
 - » ☆ **Skills** of their own they can perform (See “Activate a unit”).
 - » ✨ **Spells** to cast during their activation (See “Magic”).
 - » ⚔ **Passive skills.** Integral effects, always active and available to the unit.
 - » ⚙ **Command skills.** These abilities do not require any action to apply their effects, only the expenditure of a command token and the fulfillment of their requirements. (See “Command tokens”). In the case of units with more than one troop, their abilities are always available, no matter the number of miniatures that form it.
9. Game profile of **Character in unit.** These are the values and abilities that the *Character* brings to the unit he joins. (See “Characters”).



ALLIED, ENEMY AND NEUTRAL UNITS

All units of your company, controlled by you, are **allies** of each other. All units controlled by your opponent are **enemies** of all your units.

In some scenarios it is possible for **neutral** units to be deployed or appear, which have their own profile, but do not belong to any side. The rules on their use are described in their profile or the scenario itself. 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. Learn more about them in the “Scenarios” chapter.



UNITS AND FORMATION

All troops in a unit, whenever possible, must be in formation. Troops are in formation with their unit if:

- They are at most 2 strides from their troop leader.
- They have Line of Sight (LoS) toward their troop leader (see “Line of Sight”).



In the example on the left, all the troops in the Black Legion Bucklermen unit are in formation, since they are 2 strides or less from their troop leader and have Line of Sight towards them. In the example on the right, Bucklerman A is not in formation, since although she is 2 strides from his troop leader, there is an element that blocks her Line of Sight towards him.

BROKEN FORMATION

As soon as at least one of the troops in your unit is more than 2 strides from the troop leader or no longer has LoS towards them, we say that the formation is broken.

When you activate a unit with a broken formation, you can only perform the move action with the troops that are further than 2 strides from the leader, until all its troops are back in formation. If the first move action is sufficient, then you can then declare any other action as usual. (See “Activate a unit” and “Attack”). If this first movement is not enough, your second action must be moving again.”

Troops in a unit cannot break formation voluntarily. If it is impossible for a troop to be in formation, they must be positioned as close as possible to the troop leader.

BASIC CONCEPTS

HOW TO RESOLVE CONTRADICTIONS

In the event that two or more rules contradict each other, apply the following contradiction resolution guide ordered from highest to lowest priority:

1. If a rule indicates that an effect **cannot** be applied (written in bold), then this prohibition takes precedence over everything else.
2. The scenario rules take precedence over unit game profiles and the rules in this manual.
3. Unit game profiles take precedence over the rules in this manual.

DISTANCES AND MEASUREMENTS

Distances in *Warcrow* are expressed in **strides**.

Two templates are used in *Warcrow* to measure distances: the short template and the long template. All measurements between two game elements are made on the battlefield from base to base, in the case of miniatures, or using the edge of their base in the case of a terrain element.

SHORT TEMPLATE

This template is used to measure short distances comfortably and to resolve the movement of units. (See “Move”).



One stride is equivalent to the radius of an infantry base (15 mm).

LONG TEMPLATE

This template is used to measure long distances, such as the range of ranged weapons or spells. It is also used to perform movements of more than 5 strides.



You can measure the distance between game elements at any time and for any reason.

LINE OF SIGHT (LoS)

A unit's **Line of Sight (LoS)** represents everything it can see on the battlefield.

Your unit has LoS to another unit if your troop leader can draw a straight line between its base and the base of at least half of the other unit's troops (rounded up). This line is not valid if it passes through any game element that blocks the Line of Sight (for example, the models of other units or a building).

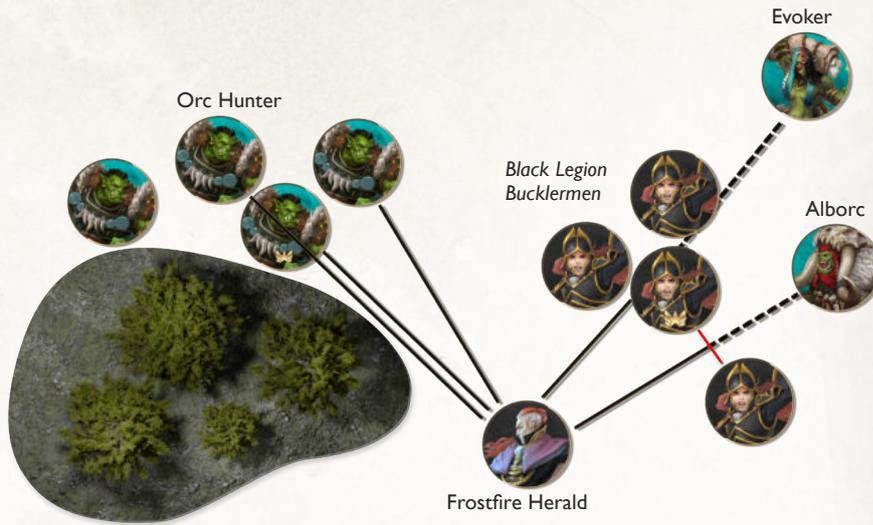
When calculating LoS, keep in mind that:

- A unit **always** has LoS towards itself.
- The troops that make up a unit do not block the LoS to their companions.
- Other units (friendly, enemy and neutral) block LoS.
- Miniatures have a 360° angle of vision, so you can trace LoS from any point on their base.
- The lines that join the center of the bases of the troops of the same unit block the LoS towards other game elements.
- Terrain features with the “Block LoS” keyword prevent the tracing of a LoS through them. (See “Terrain”)

- When calculating the LoS to a unit, the troops that make it up do not block the LoS to other members of the same unit. For example, when tracing LoS over an Orc Hunter unit, those in front do not block the LoS to those behind.

Your unit has LoS to a terrain element if your troop leader can draw a straight line from any point on their base to any point on the terrain element's base.

You and your opponent can check LoS at any time to prevent actions from being declared against targets you don't have LoS to.



The Frostfire Herald has LoS to the Black Legion Bucklermen unit. Although the forest has the Block LoS keyword, he has LoS to the Orc Hunter unit, as he can draw a straight line to at least half of its troops (the lead troop does not block LoS to the Orc Hunter behind it). He has no LoS towards the Evoker, because the Black Legion Bucklermen unit blocks his LoS. And he also does not have LoS towards Alborc because, when drawing LoS towards him, the space between the Bucklermen unit prevents it.



OFFENSIVE AND DEFENSIVE DICE

Red , orange , and yellow  are the three **offensive dice**. All three colors of offensive dice offer the opportunity to roll  symbols, which represent successful results, either in an attack or in an ability check.

Green , blue , and black  are the **defensive dice**. These dice have  symbols which represent successful defense results.

Special  symbols offer the chance for your troops to activate special abilities or other interactions (See “Switches”).

The hollow versions    of the symbols are only valid under certain conditions, like Switches (See “Switches”).

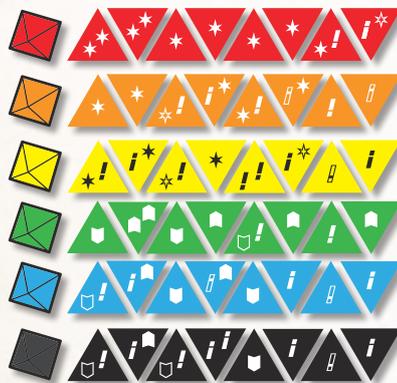
In *Warcrow* we distinguish between two types of rolls: when only you roll the dice (**simple roll**) and when you and your opponent roll the dice at the same time with the intention of mutually influencing the outcome of your rolls (**Face to Face roll**).

DICE AND SYMBOLS

Warcrow uses a series of eight-sided dice, differentiated by color, which contain the following symbols:

 - Success	 -Hollow Success
 - Block	 - Hollow Block
 - Special	 - Hollow Special

These are the *Warcrow* dice and the symbols that can be obtained on them:



DICE POOLS

Some attributes or values such as the attack and defense values of units are represented by a dice pool that you gather and roll. For example,    means you must roll two orange dice and one blue dice.

Automatic symbols may appear next to these icons, which you will have to add to the result obtained. For example,   means you must roll an orange die and add a  to the result.

You **cannot** roll more than 3 dice of the same color under any circumstances.

SIMPLE ROLL

In a simple roll only you participate. Follow these steps to resolve it:

1. **Gather your dice pool.** If a rule or effect allows you to add more dice or forces you to remove some of them, do so now.
2. **Roll the dice.**
3. Add **automatic symbols** if any require adding.
4. **Switches.** In this step you can spend any number of symbols obtained on your dice to activate the switches that your roll has available. (See “Switches”).
5. **Resolution.** The symbols that you have not spent in your switches are the ones that you finally get in your roll. If there is at least one  among them, we say that you were **successful** or that the **roll was successful**.

WILLPOWER TEST (WP)

A **WP (Willpower) test** is a simple roll that uses your unit’s WP value. We say you **pass the test** if you get at least one . Otherwise, we say you have failed the test.

Some rules or effects may indicate that more than one  is necessary to pass a Willpower test, for example, Intimidating (See “Keywords, Intimidating”).

FACE TO FACE ROLL

In a Face to Face roll, you and your opponent participate at the same time, so that your rolls affect one another. Follow these steps to resolve it:

1. **Gather your respective dice pools.** If any rule or effect allows you to add more dice or forces you to remove them, do so now.
2. **Roll the dice** at the same time.
3. Add the **automatic symbols** to your rolls if there are any to add.
4. **Switches.** The player with the current Activation can spend whatever symbols they want from

their roll to apply any number of switches they have available for this roll. Their opponent will then have the same opportunity to apply their switches. (See “Switches”).

5. **Resolution.** Cancel as many ★ from your opponent’s roll as there are ♠ left in your roll. And vice versa, your opponent cancels as many ★ of your roll as ♠ remain in theirs. You and your opponent can then apply the effects that are activated by the symbols that remain in your rolls.

After the resolution, the attacker may also take damage, not just the defender.



Alborc attacks Drago The Anvil, resulting in a Face to Face roll between Alborc's attack roll and Drago's defense roll. They both roll their dice, getting what is shown in the example. During the switches step, Alborc spends his two ♠ to inflict 1 ♠ on Drago and spends ♠ to give the Officer the disarmed status. Since Drago has no switches, we advance to the resolution step of the Face to Face roll: Alborc has a total of ★★★ and Drago ♠♠♠. Drago's blocks cancel two of Alborc's successes, causing him to suffer 1 ♠ for Alborc's uncancelled ★.

Sometimes you will have to resolve Face to Face rolls “against the system.” For example, combat against a neutral Hostile unit or when casting a spell. In this case, your opponent must roll the dice on behalf of the system.



PREPARE THE GAME

We recommend that, as far as possible, you have enough space on the table to accommodate the battlefield as well as this rules manual, profile cards, dice, markers, tokens, turn counter, and even the miniatures that will abandon the gaming table as casualties.



Before starting to play, you need to make the following preparations in the order shown:

1. Prepare the gaming table.
2. Choose the scenario.
3. Recruit your company.
4. Form your command tokens reserve.
5. Decide who has the initiative.
6. Prepare the terrain elements.
7. Choose the deployment zone.
8. Deploy your units.

Once finished, you can start playing the first round. (See “Game Rounds”).

1. PREPARE THE GAMING TABLE

The first thing you need to play a game of *Warcrow* is a firm surface on which to arrange all the game elements, which we call the **gaming table**. You must define the **battlefield** upon it, which is the area in which the game will take place. The standard size for playing *Warcrow* is 90cm x 90cm (3' x 3').

If the table is larger than the battlefield, you must clearly define the limits to fit the established size. For this you can use a mat that has standard measurements. If you don't have one, you can use colored tape, thread, string, books, boxes... or even draw the boundaries (assuming it is possible to do so on the surface you use to play).

2. CHOOSE THE SCENARIO

Agree with your opponent to choose a scenario from those proposed within this rules manual, or among those that we will publish for free on the official Warcrow website: <https://warcrow.com/resources/warcrow>

All scenarios contain the information necessary to configure unit deployment zones, the specific use of terrain elements and, most importantly, the victory and end-of-game conditions. In the “Scenarios” section of this manual you will find all this detailed information.

It is essential that you and your opponent have a good understanding of the rules and victory conditions of the scenario. If necessary, clarify in advance any doubts about the application of the rules of your units to anticipate discussions that could break the good atmosphere and rhythm of the game.

3. RECRUIT YOUR COMPANY

Once the characteristics of the scenario are known, it is time to recruit the units that will make up your company. Always keep in mind the characteristics of the scenario and what strategy you plan to follow to achieve victory.

AGREE ON THE SIZE OF THE GAME

You and your opponent must agree on the number of army points available to recruit your companies. In the case of a **standard** Warcrow game, this will be **250 points**. When you have enough experience in the game you may want to try playing at more or less points.

All scenarios published in this manual are designed to be played at 250 points. In the event that you agree on another amount for the game, we advise you to adapt the duration of turns per round of the scenario.

CHOOSE FACTION

The first thing you have to do is select a faction. Each one has its own style of play and offers different tools to achieve victory in each scenario. Choose the one that best suits your play style or whose aesthetics you have fallen in love with. After all, assembling and painting miniatures is an essential part of this hobby, so we recommend that you choose the faction that most visually appeals to you.

SELECT A COMMANDER

From among all the different *Characters* with the type *Officer* in your faction, you must select one and appoint them as commander of your company. (See “Characters”). Some Characters have the *High Command* characteristic, which means that if you include one of them in your company, they automatically become your commander.

You **cannot** add two or more *Characters* with *High Command* to your company.

Deduct the cost of your commander from the total army points available to recruit your company.

ADD THE REST OF THE UNITS

Once your commander is selected, you can add as many units as you want by paying their cost in army points, as long as you meet the following requirements:

- The sum of all unit costs in your company must be equal to or less than the agreed upon total army points for the game (250 points for the standard game).
- You **cannot** include more copies of the same unit in your company than its availability value (AVB).

You don't need to spend exactly the total army points. For example, for a 250 point game, you can create a company with a total cost of 240 points.

Command tokens allow your units to activate command abilities, powerful effects that can sometimes unbalance the outcome of a battle. You will have to manage them wisely, since, once spent, you will not recover them unless the effects of one of your units or the scenario allow it. (See “Command tokens”).

NUMBER OF TERRAIN ELEMENTS

We can't give strict rules about how many terrain elements to deploy on the battlefield and their characteristics, because we don't want to limit your imagination when creating your own or using those you already have at home. Following are some tips in this regard that can serve as a guide in your first games:

- Place at least two terrain elements whose bases have an area equivalent to a square 7 to 10 strides a side, that affect movement or Line of Sight. For example: forests, hills, a lake or ruins.
- Place up to two buildings or up to four small structures.
- Place up to four hedges, barricades or walls.

In the “Terrain” chapter you will find more information on how to define your terrain elements and the recommended dimensions.

4. FORM YOUR COMMAND TOKEN RESERVE (COM)

Add up the total COM (Command) value of all the units you have recruited into your company. Take as many command tokens as the total you have obtained and group them together. This is known as your command token reserve.

5. DECIDE WHO HAS THE INITIATIVE



In this step you must decide together with your opponent who will start the game in possession of the **initiative token**:

- If you have initiative, you will decide who starts by deploying their first unit onto the battlefield and who starts by activating each turn of the round in play.
- If you do not have the initiative, you will decide who starts by placing the first terrain element and select a deployment area.

To determine who will have the initiative, do the following:

- Gather into your hand.
- Add up separately the total COM (command) value of all your units. If you have more total COM than your opponent, add to your roll.
- Resolve a Face to Face roll. Whoever obtains the most decides whether to keep the initiative token or give it to their rival. In case of a tie, repeat the roll until someone gets more .

6. PREPARE THE TERRAIN ELEMENTS

Whoever **does not have the initiative** must decide who will start by placing the first terrain element on any point on the battlefield. You and your opponent must place at least one of them. You will then alternate and continue placing terrain elements until there is a satisfactory amount or you have placed all the available ones.

DISTANCE BETWEEN TERRAIN FEATURES

Arrange the terrain elements so that the resulting scenario is practicable for both companies. Creating dead ends or overlapping elements can detract from your gaming experience. This is why terrain elements should be spaced at least 2 strides apart, with the exception of walls and hedges. However, it isn't a problem if you and your opponent agree to take on these types of challenges.

It is also advisable not to place terrain elements less than 5 strides from the scenario objectives, since these are points where most of the miniatures will gather. (See “Scenarios”).

7. CHOOSE THE DEPLOYMENT ZONE

Whoever **does not have the initiative** must select the deployment area they will use to place their units on the battlefield. Your opponent will use the deployment zone you discard.

8. DEPLOY YOUR UNITS

Whoever **has the initiative** must decide which side deploys one of its units first. You and your opponent must take turns deploying one unit at a time until all have been deployed.

To deploy a unit, place all its models within the boundaries of your deployment zone. That is, all their bases must be completely within your deployment zone and the boundaries of the battlefield. All troops in the unit must be in formation. (See “Units and formation”).

SPECIAL DEPLOYMENT

Some units, such as *Scouts* and *Ambushers*, can deploy at different times during the game. We explain in detail how these types of units are deployed in the “Keywords” chapter.

PLAY THE GAME

The battlefield is prepared, the objectives are clear, and you have recruited the company that will achieve victory. It’s time to roll the dice!

A game of *Warcrow* takes place over a series of **game rounds** (or simply rounds), divided into turns in which you and your opponent alternate activating your units.

The game will end when you or your opponent meet the victory requirements or have played the maximum number of rounds indicated by the scenario.

GAME ROUNDS

Each round consists of the following phases:

- Start of the round
- Turns phase
- End of the round

“Round” and “turn” are two different concepts. A round consists of several turns.

TURN COUNTER



The turn counter has 10 numbered positions that correspond to one game turn each. The central dial indicates the position of the current game turn.

We use this counter to know when the round ends, when possible scenario events take place, how long spell effects last, and when broken units can rally. All of these effects are each represented by a token that you place on the turn counter when the rules tell you to do so. When you have to place a token on a position which already contains another, place it on top, forming a stack. The only exception is the “End of the round” token, which is always placed in the last position (at the bottom), since it is the only one that must be managed at the end of the game turn.

START OF THE ROUND

First, place the “End of round” token on the turn counter in the position indicated by the scenario rules. For example, if the scenario indicates that each round consists of 4 turns, place the “End of round” token in position 4. If it is the first round of the game, place the turn marker pointing to position 1.

“END OF ROUND” TOKEN



This token indicates in which turn the current round will end, after player activations and the resolution of events or effects. Its position is determined at the beginning of the game by the scenario. (See “Scenarios”).

Next, all those effects that indicate that they apply “at the beginning of the round” take place. Each effect must be applied and resolved in order, one after the other. You must first apply the scenario effects and then resolve the effects of both companies. If you and your opponent have effects to apply, whoever has the initiative decides which side executes all of their effects first. You determine the order in which your effects are applied.

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 $\frac{1}{2}$ 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”).

TURNS PHASE

Each round consists of a number of **game turns** in which you and your opponent will alternate activating your units. If it is the first turn of the round, whoever has initiative must decide who activates a unit first and who activates second. This activation order will remain until the end of the round. The number of turns is indicated by the position of the “End of Round” token on the turn counter. When you finish resolving the game turn in which this token is found, the round ends. (See “Turn counter”).

GAME TURNS

Each game turn has the following structure:

1. Start of turn. Effects that activate “at the start of the turn” are applied.
2. Company A activates one of its units.
3. Company B activates one of its units.
4. End of turn. Effects that activate “at the end of the turn” are applied.

ACTIVATION TOKENS



When your unit activates for the first time during the current game round, place an activation token on its profile card. If your unit activates more times during the same round, it will become stressed, which may even end up demoralizing it and forcing it to flee. (See “Stress and morale”).

When you and your opponent have resolved your activations, check the turn counter for any unresolved effects and advance the turn counter marker one position. If one of the effects indicated by the turn counter is the “End of Round” token, the current round ends. (See “End of the round”). If not, resolve another game turn.

PASS

If you have already activated all the units you have on the battlefield, you can pass the activation of a unit at least once. If your opponent also passes, advance the marker on the turn counter to the position where the “End of Round” token is located (activating all effects in its path). Treat this game turn as the last of the current round.

If your opponent does not pass, you will once again have the opportunity to activate a unit or pass on the next game turn.

EVENTS

In this step you must check if events are activated on the turn counter, as well as manage active effects or demoralized units. Check if there are any tokens in the current position, resolve or activate their effects, and remove them (except the “End of Round” token). If there is more than one token forming a stack, apply their effects one after the other, starting with the top one, and remove them until the position is empty or only the “End of the round” token remains.

Whenever a turn ends, do the following:

Resolve one by one the effects indicated by the tokens in the current position (the one indicated by the dial of the turn counter).

If the “End of Round” token is in the current position, always resolve it last. Apply all the steps of the “End of the round” phase to solve it. If the requirements to conclude the game are not met, a new round begins.

Advance the dial one position. If it is in position 10, that means moving it to position 1.

EVENT TOKENS



The scenario may indicate that at the end of some turns, events will be triggered. To manage them, we will use event tokens. These are placed in the turn counter position indicated by the scenario and, when activated, the associated event takes effect (see “Scenarios”).



For example, the scenario tells us that on the sixth turn the “Rain” event is activated, so we place an event token on position 6 of the turn counter. At the end of game turn 6, we remove the event token and apply the effects indicated in the scenario under the heading “Rain”.

DEMORALIZED UNIT TOKENS



Each of these tokens on the turn counter corresponds to a unit that is demoralized. When you resolve this token, the associated unit will attempt to rally or must flee again. (See “Stress and morale. Demoralized unit”).

END OF THE ROUND

In this phase all those effects that apply “at the end of the round” take place. Each effect must be applied and resolved in order, one after the other. First you apply the scenario effects and then the effects of both companies are resolved.

If you and your opponent have effects to apply, whoever has the initiative decides which side executes all of their effects first. You determine the order in which your own effects are applied.

Once all the effects that occur “at the end of the round” have been resolved, execute the following steps in order:

GET YOUR VICTORY POINTS

You will earn Victory Points (VP) by taking objectives or fulfilling scenario requirements. Calculate your total VP at this point and check if you have achieved victory to end the game. (See “Scenarios”).

REDUCE STRESS

Reduce stress on **non-demoralized** units in your company. (See “Stress and morale”).

- First reduce the stress of units that did not activate during the round by a maximum of 2 levels. They do not have an activation token on their profile.
- Then, reduce the stress of the units that were activated by 1 level (they have an activation token).

NO ONE GETS LEFT BEHIND

Whoever has the initiative must decide who performs this step first. All units on the battlefield that do not have an activation token on their profile can perform the move action once (see “Activate a unit. Move”) or ►► Rest if they meet these requirements:

- They are not demoralized.
- They are not engaged in combat.

REMOVE YOUR ACTIVATION TOKENS

Remove activation tokens from all your units.

The marker does not reset to the initial position at the end of a round, but continues to advance clockwise.

CHANGE OF INITIATIVE

If you have fewer Victory Points (VP) than your opponent, you will have the initiative during the next round. In the event of a tie, the initiative token changes hands.

ADVANCE THE “END OF THE ROUND” TOKEN

If the requirements to conclude the game are not met, a new round begins. Advance the piece as many positions as the scenario indicates in turns per round, and the game continues.

END OF THE GAME

When you or your opponent meet the requirements that end the scenario, or when the maximum number of rounds indicated have been played, the game ends. The side that has accumulated the most Victory Points will be the winner. In case of a tie, the scenario will tell you how to resolve it, if possible.

ACTIVATE A UNIT

When you declare one of your units activated, place an activation token on its profile. If it's already assigned one, your unit gets stressed instead. (See “Stress and morale”).

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

- **A. Two simple actions.** Any combination of the following as long as at least one is move (you can perform the move action twice):
 - » Move
 - » Attack
 - » Perform a skill
 - » Cast a spell
- **B. A single **»»**Long action:**
 - » **»»**Assault
 - » **»»**Charge
 - » **»»**Rest
 - » A **»»**Long action described in your profile

MOVE

To perform this action, you must pay attention to the two “A-B” values of the movement attribute (MOV) of your unit. Each of these two numbers represents a distance, measured in strides, that your unit can travel in any order you want. For example, if your unit has MOV 3-2, you can move first 3 strides and then 2 strides or the other way around: first 2 strides then 3 strides.

It is not mandatory that you complete each distance completely. In the example, MOV 3-2, you can move up to 3 strides and then up to 2 strides (and vice versa). The distance you do not cover during the first distance is not saved for the next one.

»»LONG ACTION

These actions, always preceded by the **»»** icon, consume all of your unit's activation, so they **cannot** be combined with any other action.

Units can have skills or even spells with the **»»** icon. In this case, executing the ability or casting the spell uses up all of the unit's activation.

TEMPLATES

To move your unit, place the short template touching the edge of the base. Make sure you are using the side corresponding to the troop movement. You can move from zero strides to the end of the selected distance.



Alborc has MOV 3-2. To move 3 strides, Alborc can travel the entire distance (first case) or just a section (second case).

The unit must be able to travel in a straight line without obstacles. That is, its base must be able to move without colliding with the base of an enemy unit, a neutral unit or the base of a terrain element that prevents movement (*Impassable*).



To perform movements of more than 5 strides, you must use the long template. In the same way as with the short template, place the base touching the edge. Then, move the miniature until it is right at the end of the distance.

Alborc has MOV 3-2 (10). When he charges, he may move up to 10 strides.



Notice that movement is from the “front” part to the “back” part of the base. Bear in mind that the amount of movement indicated is not the total amount that your unit travels, since this distance is the one you interpose between the initial position and the end of your movement. To calculate the total distance you have to add the diameter of the base itself (marked on the long template).



UNITS COMPOSED OF SEVERAL TROOPS

To move a unit consisting of two or more troops, follow these steps:

- Move the troop leader.
- Place the other troops of the unit in formation (maximum 2 strides from the troop leader and with line of sight towards them).

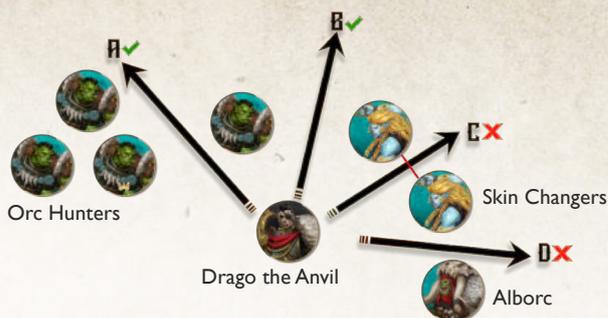


The Black Legion Bucklermen unit moves 3-2. Your troop leader moves first. Once his movement is complete, the rest of the unit's troops move into formation.

If your troop leader ends their movement on one of the troops in their unit, withdraw the troop first, resolve the troop leader's movement, and then place the withdrawn troop back into formation with the others.

Remember that:

- Your unit can perform the move action and not advance (travel distance 0).
- Your unit can move through any terrain element that does not have the *Impassible* keyword. Keep in mind that other keywords can reduce your unit's movement ability. (See "Terrain. Keywords").
- Your unit **cannot** end its movement on terrain features with the *Impassible* keyword. (See "Terrain. Keywords").
- Your unit **cannot** end its movement in contact with other units. The only way to come into contact with an enemy unit is through the **Assault** and **Charge** actions. (See "Assault" and "Charge").
- Your unit **cannot** pass through the troops that form a unit (as long as their members are in formation).



Case A. Drago can move through the Orc Hunters unit because the Hunter on the right is not in formation.

Case B. Drago can move between the Orc Hunters and the Skin changers because they are two different units.

Case C. Drago cannot move through the Skin Changers because they are in formation and he cannot cross the line joining their bases.

Case D. Drago cannot move between Alborc and the Skin changers because his base does not fit.

ENGAGE IN COMBAT

Your unit is **engaged in combat** with an enemy unit whenever at least one of its troops is in base-to-base contact with one or more troops of the enemy unit.

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 himself or the enemy unit with which they are engaged.

OPPORTUNITY ATTACK

If you declare the move action with a unit that is engaged in combat, the enemy unit will have a chance to stress itself to make an **opportunity attack** against your unit **before** you move.

In the case that your opponent decides to make the opportunity attack, resolve a Face to Face roll between your defense roll and your opponent's attack roll. This is not considered as an Attack action, so you will not be able to apply modifiers to your rolls or activate any switches available to you. Your opponent will receive as much damage as there are successes left on your roll and vice versa, your unit will receive as much damage as there are successes left on your opponent's roll.

Once you have resolved the Face to Face roll, your unit will make the movement you declared, unless, during the Face to Face roll, your unit's position has changed (for example, it has been displaced). In that case you must continue moving but you can modify your trajectory.

Keep in mind that this opportunity attack does not initiate any combat, so there is no winning or defeated unit. (See "Attacking melee").

The enemy unit **cannot** make an opportunity attack if it is demoralized or if it is engaged, in turn, with another unit other than the one that is moving.



The Orc Hunters unit declares a move to disengage from the Black Legion Bucklermen unit. As these are in turn engaged with Alborc, they cannot make an opportunity attack against the orcs, so the Orcs move away freely.

ATTACK

All units have at least one attack in their profile:



1. **Type.** Attacks can be of two types: ranged attacks (projectile attacks) or melee attacks.
2. **Range.** Distance within which the target of your ranged attack must be.
3. **Attack dice pool.** These are the dice you must roll when you make the attack (they may be accompanied by automatic symbols).
4. **Modifier.** Your unit can be stressed to add the modifier value to the roll when you create it. (See "Face to Face roll. Step 1"). Keep in mind that your unit must be able to be stressed, that is, have less stress than its MOR value.
5. **Switches.** Offer the possibility of spending some of the symbols obtained in the attack roll to apply various effects

SWITCHES

Every time you make a roll, you will get a series of symbols to which are added the automatic symbols that your roll may have. Switches give you the chance to spend some of the symbols to apply various effects before resolving the roll.

Switches are available in your unit profile in the following format:



You can activate the same switch multiple times, as long as you have enough symbols to spend each time.

It is essential that you spend the symbols indicated as a **requirement** (1) to activate the switch and apply its **effects** (2). Spent symbols will no longer be available for further switches and will not count during the *Resolution* step of the roll.

You don't have to be able to apply the effect of a switch to activate it. For example, you can activate a switch with an effect that heals you 1 even if you don't have any to heal.

The switch can apply different effects when activated. In this case, apply each effect in the order they are described. For example: "Remove a from your target and add to your roll." Even if your opponent has not obtained any to cancel, you can add to your roll.

MELEE ATTACK

In order for your unit to make a melee attack against an enemy unit, your unit must be engaged in combat with it. When you attack a unit in melee we say that a **combat** begins. Until the end of the action, your unit is the **attacking** unit and the enemy unit is the **defending** unit.

COMBAT

Follow these steps to resolve the combat:

1. Your unit must perform positioning maneuvers if any of its troops are not engaged in combat. (See section "Positioning maneuvers").
2. Select a melee attack from your unit profile.
3. All troops in your unit participate in the attack, just as all troops in the enemy unit defend.
4. Your opponent makes the defense roll indicated on their combat panel based on the number of troops in their unit. If the unit includes a Character, it may add dice or automatic symbols to the roll. (See "Characters"). At this point they must declare whether their unit is stressed to add their modifier to the defense roll. If your opponent decides not to do this, they **won't be able** to change their mind later.
5. Gather your attack dice pool. Take the dice indicated on your unit's combat panel based on the number of troops currently in it. If your unit includes a *Character*, they may add dice or automatic symbols to the roll. (See "Characters"). Declare now if your unit is stressed to add the modifier to its attack roll.
6. Resolve a Face to Face roll between your attack roll and your opponent's defense roll.
7. Your opponent receives as much damage as ★ remains on your roll and vice versa, your unit receives as much damage as ★ remains on your opponent's roll.

COMBAT RESULT

To determine who won the fight, compare the total damage inflicted by each side:

- If your unit has inflicted more damage (at least 1 ♠), we say that it has **won the combat** or that it is the **winning unit**.
- 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 activation.
- If both units have suffered the same amount of damage, there is no winner or loser and both units remain in contention.

Units that are stressed beyond their MOR value must pass a WP test at the end of the activation to avoid becoming demoralized and fleeing. (See "Stress and morale").

PUSH BACK THE DEFEATED UNIT

If your unit has won the combat and is still engaged, you can push back the enemy unit to force it to abandon its position. If you want to push back the enemy unit, your opponent will have the option to prevent this by stressing his unit, to do this he must be eligible to stress his unit. (See "Stress and morale").

The pushed back unit must make a move using only its first MOV value in any direction, as long as it places as much distance as possible between itself and the winning unit.

PURSUE THE PUSHED BACK UNIT

If you have pushed back the defeated unit, you can pursue it by moving your first MOV value in its direction, even engaging in combat if your troop leader manages to reach base-to-base contact with any of its troops (you are not considered to have charged).

Push back and pursuit movements do not provoke opportunity attacks .

DESTROYED UNIT ADDITIONAL MOVEMENT

If you have completely eliminated the enemy unit, your unit can perform the move action once for free (it does not count as an activation).

END OF COMBAT

At the end of combat, if your unit is engaged with the unit targeted by your attack, it must carry out positioning maneuvers if any of its troops are not engaged. (See "Positioning maneuvers").

POSITIONING MANEUVERS

All troops in your unit are required to assist their companions when your unit attacks a target. These maneuvers represent the efforts of the attacking unit trying to gain ground on the defending unit. To perform positioning maneuvers, your unit must be engaged in combat. Follow these steps:

- Starting with your troop leader, you must place unengaged troops in your unit in contact with at least one enemy troop. Remember that they must always be in formation. In order to adapt to each situation and maintain your unit's formation, you can exchange your troop leader for any troop engaged with the enemy.
- If it is impossible for you to engage a troop in combat (because it does not have space or because in doing so you break formation), you

must place it in contact with your troop leader or, failing that, with any other troop in your unit, as close as possible to any enemy troop of the defending unit.

- If it is not possible to fulfill any of the above points, place the troop as close to your troop leader as possible.

◆ Positioning maneuvers do not generate opportunity attacks.



EXAMPLE OF A MELEE ATTACK



It is the turn of the Hegemony of Embersig. The Black Legion Bucklermen unit activates and performs the attack action against the Orc Hunters unit, starting a combat. Consulting the attack and defense values for 3 Black Legion Bucklermen and 4 Orc Hunters, both sides create their rolls, roll the dice at the same time and obtain the symbols shown in the graph.

During the resolution step, the Hunters cancel two ★ of their enemies and their unblocked ★ inflicts 1 ♠ to the Bucklermen. Finally, the Bucklermen inflict 3 ♠ to the Hunters. Since the Wounds value (W) of the Hunters is 2, they must remove a miniature and add the extra ♠ on their profile.

The Hunters decide to activate their switch, so they spend one of their ♠ to add ★ to their roll. The Bucklermen, on their end, don't have symbols to activate any of their switches. Thus, these are the symbols that remain after the switches step.

HUNTERS **BUCKLERMEN**
 3 ♠ = 1 CASUALTY + 1 ♠ 1 ♠

The Bucklermen are the unit that wins the combat and the Hunters must stress at the end of the activation. Since the Bucklermen are still engaged in combat with the Hunters, they decide to push them back to force them to abandon their position. The orcs don't want to receive any more stress in this activation, so they accept being pushed back.

HUNTERS
 ★ ♠ ♠ ♠ !!

BUCKLERMEN
 ★ ★ ★ ★ ★ !



The Orc Hunters have MOV 3-2, so they move 3 strides away from the Black Legion Bucklermen unit, who now have the option of whether or not to pursue the orcs. The Hegemons decide to pursue the Hunters and move 3 strides (they have MOV 3-2) towards them.



The troop leader of the Black Legion Bucklermen unit fails to engage in combat with the orcs with his movement, so the combat ends. The Black Legion Bucklermen's attack action ends. They could still take a move action, but it wouldn't allow them to engage the Orc Hunters again, so they decide to end their activation. At this moment, the orcs are stressed from having been defeated in combat. If the stress level exceeds their MOR value, they must pass a WP test or become demoralized and must flee.



If you eliminate one of the enemy units your unit is engaged with, you cannot use the destroyed unit additional movement, if your own unit prevails engaged in combat.

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 opportune 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 dice or symbols you cancel. *For example, if your unit is locked with 3 enemy units, you must cancel 2 dice or automatic symbols from your roll.*

When defending against opportune attacks launched by units you are engaged with during a multiple combat, you must also cancel one die or automatic symbol for each enemy unit above the first.



RANGED ATTACKS

In order for your unit to perform a ranged attack against an enemy unit, you must meet the following requirements:

- Your unit **cannot** be engaged in combat.
- Your unit must have LoS to the target unit.
- The target unit must be within range of your unit's ranged attack.

Remember that your unit has LoS to another unit if your troop leader can draw a straight line between their base and the base of at least half of the opposing unit's troops (rounded up). (See "Line of Sight").

Until the end of the action, your unit is the **attacking** unit and the enemy unit is the **defending** unit. Follow these steps to resolve the attack:

1. Your opponent gathers his defense roll. If the unit includes a *Character*, it may add dice and automatic symbols to the roll. (See "Characters"). At this point your opponent must declare whether they wish to stress their unit to add the modifier to the defense roll. If your opponent decides not to do so, they **won't be able** to change their mind later.

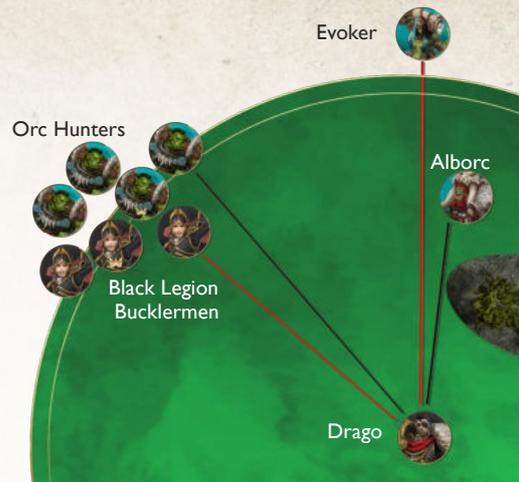
The defending unit can only use the defensive dice (green, blue and black) and the automatic symbols , ; other dice and automatic symbols are ignored.

2. Form your ranged attack roll. If your unit includes a *Character*, they may add dice and automatic symbols to the roll. (See "Characters"). Declare at this time whether you want to stress your unit to add the modifier to its ranged attack roll.
3. Make a Face to Face roll between your ranged attack roll and your opponent's defense roll.

The unit defending from a ranged attack **cannot** activate its switches; the attacking unit, however, can.

4. Your opponent takes as much damage as  remains in your roll.

EXAMPLE OF A RANGED ATTACK



Drago wants to make a ranged attack with his pistol, which has a range of 8 strides. The Evoker is out of range, so she cannot be targeted. He does not have LoS to the Orc Hunters, since he can only trace LoS to one of them. Alborc is in range and there is LoS to him, so Drago declares a ranged attack against the orc warlord.



They both form their ranged attack and defense rolls respectively. Drago has no switches to apply, so Alborc's  cancel out Drago's . The attack ends without consequences.

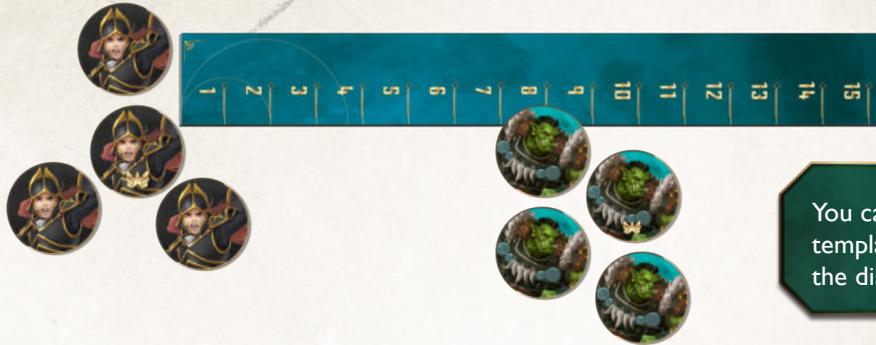
RANGE

All ranged attacks, as well as some actions and spells, indicate a range at which the target must be. When checking the distance between your unit and another game element, always measure the distance from your unit's troop leader .

distance between the bases of your troop leader and the nearest troop of the target unit.

If the target is a terrain element, measure the shortest distance between your troop leader and the base of the terrain element.

If the target element is a unit, measure the shortest



You can use either template to measure the distance.

The Orc Hunters unit is located 7 strides from the Black Legion Bucklermen unit.

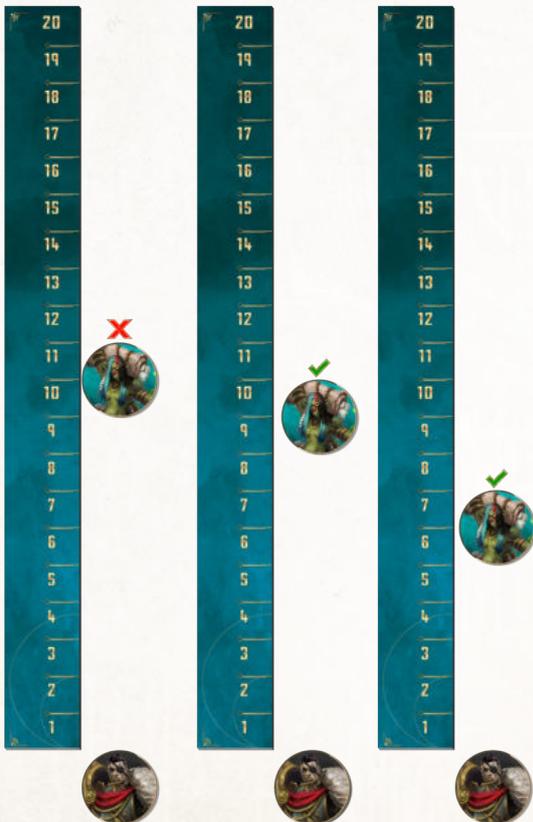
TARGET "WITHIN X STRIDES"

When it is indicated that the target of an effect must be "within X strides", the distance must be between 0 and X strides.

ADJACENT

A game element is adjacent to another if the distance between them is 0.

A unit is **adjacent** to a terrain element if its troop leader's base is in contact with the element's base.



Drago's ranged attack has range 8, so his target must be within 8 strides away. The Evoker is out of range in the first case, but is within 8 strides away in the next 2.



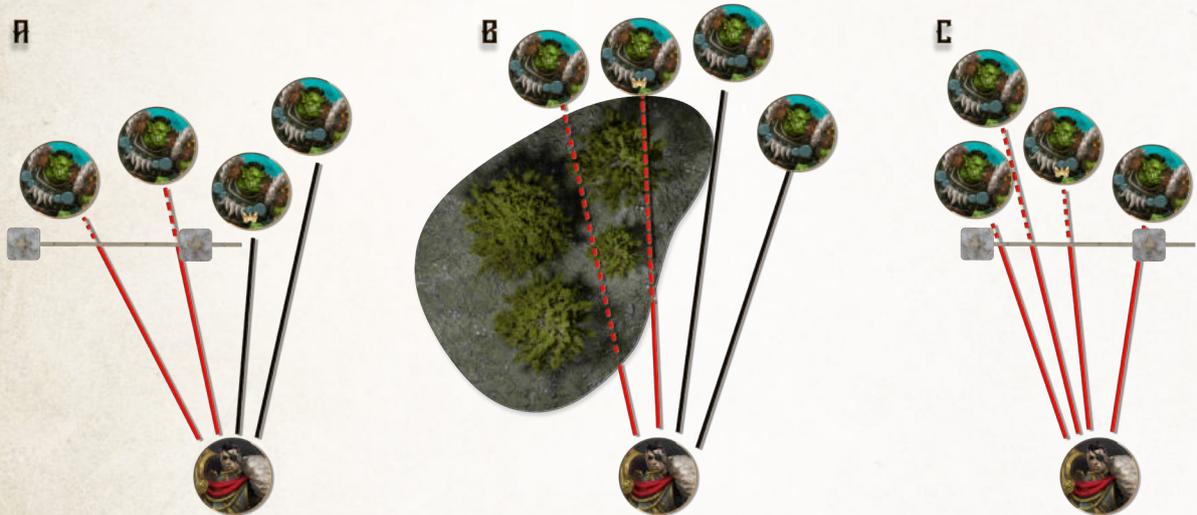
COVER

When your unit is the target of a ranged attack, it can benefit from **cover** if it is **adjacent** to a game element (another unit or a terrain element) with the **Cover (D)** keyword. Additionally, another condition must be met depending on whether the game element blocks LoS or not:

Cover (D). The 'D' value indicates the dice or automatic symbols that your unit adds to its defense roll against the ranged attack.

- **Block LoS** (for example, a miniature or a building). Your unit is in cover if the element blocks LoS to at least half of your unit's troops (rounded up).
- **Doesn't block LoS** (for example, a fence or hedge). Your unit is in cover if when you draw LoS to at least half of your troops (rounding up) it has to pass through the element.

If your unit can benefit from multiple cover values, you should choose one.



Draco The Anvil has LoS to the Orc Hunters unit in all three cases. In cases A, B and C, terrain features have the Cover keyword (◆). In case A, the orcs benefit from cover, since they are adjacent to the terrain element and, when LoS is drawn from Draco, it must inevitably pass through it to reach half of the unit's troops. In case B, the forest blocks LoS, so Draco only has LoS to half the orcs. As the Hunters are adjacent to the forest, they benefit from cover. In case C, Draco must trace LoS through the terrain element to all troops in the Orc Hunter unit. However, these are not adjacent to the terrain element because their troop leader is not; therefore, they cannot benefit from cover.



RANGED ATTACK ON A COMBAT

You can make a ranged attack against an enemy unit that is engaged in combat with a friendly unit. In this case, you must consider your own unit to be a game element that provides *Cover* (◆), only in this case, following the LoS and Cover rules. Additionally, the friendly unit will become stressed at the end of the activation.

Remember that the lines joining the center of the allied unit's troop bases block the LoS to the enemy unit's troops.

DAMAGE

When your unit **takes damage** or is **caused** or **dealt** X amount of damage by something, place that same amount (X) of damage tokens on its profile. If the number of tokens equals or exceeds its Wounds (W) value, a troop is taken **out of combat**. Remove the model from the battlefield and remove as many damage tokens equal to W from its profile. Repeat this process until there are fewer damage tokens left on its profile than its W value.

When removing miniatures from a unit, follow this order:

- Troops
- Troop leader

Supports can be removed instead of a troop. (See "Characters").

▶▶ ASSAULT

This action allows your unit to move to engage an enemy unit and attack. When you declare it, you must select a target enemy unit. This long action is made up of two simple actions that you must execute one after the other in this order:

1. **Move.** Your unit's troop leader must be able to move, using the unit's two MOV values, until engaged in combat with the target unit. Otherwise, you will not be able to perform this action. Move the troop leader and place the other troops in your unit into formation. (See "Move").

This step 1 move is an exception to the rule that a unit executing a "Move" cannot engage another.

It is not necessary for your unit to have LoS to the enemy unit at the start of the action in order to assault it.

2. **Attack** the target unit in melee. Your unit starts a combat with the enemy unit that is resolved by applying all the rules described in "Attacking in melee".

▶▶ CHARGE

This action allows your unit to move in a straight line to engage an enemy unit and attack. When you declare it, you must select a target enemy unit that you have LoS to. This long action is made up of two simple actions that you must execute in the following order:

1. **Move.** Your unit's troop leader must be able to move in a straight line, using the unit's charging movement, until engaged in combat with the target unit. Otherwise, you will not be able to perform this action. Move the troop leader and place the other troops in the unit into formation. At this point your unit is considered to **have charged**.

Your unit must be able to engage using its movement after applying the effects of terrain elements it must pass through.

This step 1 move is an exception to the rule that a unit executing a "Move" cannot engage another.

Some units can activate their own effects when charging or when they are the target of a charge.

Note that **Charge** requires LoS, while **Assault** does not.

2. **Attack** the target unit in melee. Your unit starts a combat with the enemy unit that is resolved by applying all the rules described in "Attacking in melee"

For having charged, your unit can re-roll its attack roll.

HOLD AND SHOOT

The moment your opponent declares a charge against a unit of yours with a ranged attack (and you verify that it is feasible), you can declare that you apply this rule only if:

- Your unit has not been activated yet during the current round (it does not have an activation token on its profile).
- Your unit has LoS towards the enemy unit.

In case of applying hold and shoot, follow these steps:

- Place an activation token on the unit's profile.
- Make a ranged attack against the enemy unit before it moves. Your unit must meet all the requirements to attack at range, except range, as the shot is considered to occur at any time during the charger's path. (See "Attacking at Range").
- Once the ranged attack is resolved, the enemy unit continues with its charge action.

Your unit **cannot** activate the switches from its attack roll when holding and shooting.

*The most common requirements are:

- **Target.** When it is indicated that the ability targets another unit or a terrain element, your unit must always have LoS unless otherwise indicated by the term *No LoS*.
- **Timing.** The ability can indicate when it can be used or express how often it is available, for example, "once per round" or "once per game."

PERFORM A SKILL

Your unit must have at least one skill in its profile to perform this action.

Skills are presented in the following format:

1 **FIRST AID.** Target: allied unit within 5 strides
Reduce by 1 the target's stress. Roll . You may heal 1 from the target per each obtained. You may apply the switch:

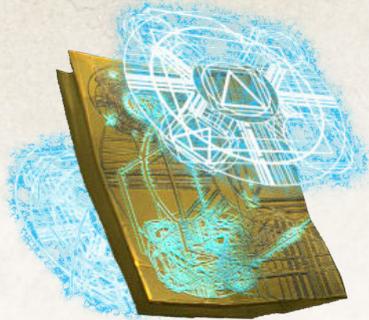
2 Reduce 1 the target's stress

3

1. **Name.** If the name is preceded by **(>>)** it means that the ability is a long action which consumes all of the unit's activation.
2. **Requirements** (optional) that you must meet to be able to perform the skill and **properties** that indicate how it functions.
3. **Effects.** This text describes the rules that must be applied once the skill requirements, if any, have been met (range, target, or successful roll).

CAST A SPELL

Units with the *Spellcaster* keyword have the ability to cast spells. Go to the “Magic” chapter of this manual to learn everything about spellcasting.



▶▶ REST

When your unit performs this action, you can use as many of the following options as you like:

- Eliminate all of the unit’s stress.
- Remove any state from your profile.
- Perform a move using only your second MOV value.

Even if it has already been activated during this round, your unit does not become stressed by performing this action.

Your unit **cannot** ▶▶ Rest if it is demoralized or engaged in combat.

CHARACTERS

Characters are single miniature units that feature the *Character* keyword in their profile. Depending on the strength of their leadership or their role in your company, we distinguish between **Officers** and **Supports**.

OFFICERS AND SUPPORTS

The type of Character a unit is is indicated by an icon on its profile:



Officer



Support

In addition to fighting individually like any unit, Characters can join allied units to lead them, improve their capabilities, or give them unique abilities.

JOIN A UNIT

Characters with the ability to join a unit have it indicated in their profile using the keyword *Join (X)*, where “X” can be the name of a unit, a characteristic, a keyword or several groups of them separated by lines. (“|”). In the latter case, the target unit must have all the keywords or characteristics, or be named as at least one of the groups.

Characters who do not have the *Join (X)* keyword **cannot** join any unit in any way.

Examples:

- *Join (Infantry)*. The Character can join a unit with the *Infantry* characteristic.
- *Join (Orc Hunters)*. The Character can only join a unit of “Orc Hunters”.
- *Join (Infantry, Varank)*. The Character can join a unit that has the *Infantry* and *Varank* characteristics.
- *Join (Infantry, Ghent | Scout)*. The character can join a unit that has the *Infantry* and *Ghent* characteristics; or a unit with the *Scout* keyword.

A unit **cannot** include more than one Character.

CHAIN OF COMMAND

Officer type Characters automatically become the troop leader of the unit they join.



CHARACTERS JOINING A UNIT

You can join a *Character* to a unit during deployment or during its activation.

A. JOIN DURING DEPLOYMENT

When you are going to deploy your *Character*, select one of your units that is already deployed (that meets the requirements of its keyword *Join* and in which there is no other *Character*) and declare to your opponent that your *Character* is joining the unit. Then place the *Character* on the battlefield in formation with the unit (you can reposition troops to make room for them and ensure the unit is in formation).

Remember that if the *Character* is of the *Officer* type they become the troop leader, so the unit's troops must have LoS towards them and be within 2 strides.

If you want to deploy your *Character* with a unit that is deployed at another time in the game (for example, *Scout* and *Ambusher* units), you must reserve them hidden and deploy them at the same time you deploy the unit.

B. JOIN DURING ACTIVATION

During activation, your *Character* can join a unit (that meets the requirements of its *Join* keyword) as long as:

- There are no other *Characters* in the unit.
- The unit is not demoralized.

If these requirements are met, declare to your opponent that the *Character* is joining the unit. The only action your *Character* can perform is move (you can move twice) and they must finish their activation in formation with their new unit (having LoS and being 2 strides from the troop leader).

At the end of their activation, in the case of an *Officer*, your *Character* automatically becomes the troop leader, so you can exchange their position with the previous troop leader of the unit so that all the troops are in formation with the *Character*.

DAMAGE, STRESS, STATES AND OTHER TOKENS

If your *Character* has tokens on their profile, do the following for each type of token:

- **Damage tokens.** The *Character* keeps their damage tokens on their own profile. While joined to a unit they will be ignored. Damage tokens are only be taken into account again if the unit is destroyed or the *Character* abandons it.
- **Stress tokens.** Compare the stress level between the *Character* and the unit and leave the higher of the two on the unit.
- **State tokens.** Place the *Characters* state tokens on the unit. Since you can only have one token of each state, remove any repeated states. (See “States”).
- **Effects tokens.** If the *Character* has any number of effects tokens assigned to them (for example, spells), they are transferred to the unit's profile.
- **Activation token.** Remove the activation token from the *Character*.

CHARACTER GAME PROFILE IN UNITS

When a *Character* has joined a unit, you must use their “*Character* in Unit” game profile. The unit will make use of the values that the *Character* shares (for example, in the case of *Officers*, their WP).

To manage this union more comfortably, we have designed the cards with the game profiles so that you can place the *Character* card under the unit card, and therefore have both profiles grouped together.



When these values are absolute, they will replace those of the unit, while if they are modifiers (they are preceded by “+”) they are added to those of the unit (even if it has no value). Remember that when modifying a roll you **cannot** roll more than 3 dice of the same color, so ignore all dice of a color that exceed that amount.

COMBAT

Characters participate with their unit in combat, providing their corresponding modifiers and switches if they have them.

CHARACTERS AS MEMBERS OF A UNIT

Officer type *Characters* count as another member of the unit when determining the number of troops participating in a combat (attacking and defending), as well as to quantify the unit's conquest value (although the *Officer Character* can modify it).

Supports do not count towards the number of troops in the 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.

SKILLS, PASSIVE SKILLS, AND SPELLS

The unit can use the skills, command skills, passive skills and spells present in the "Character in unit" profile as if they were its own, since it is the unit that activates and performs the actions.

Although there are only two Hunters left in the unit, Alborc counts as one more (he is an Officer Character), so the unit will use the attack, defense and conquest values of the profile "3+".

CHARACTERS LEAVING THEIR UNIT

To have your *Character* leave their unit, follow these steps:

- Declare to your opponent that your *Character* is leaving the unit.
- Your *Character* can perform the move action up to two times (this movement does not generate opportunity attacks)
- Your *Character* has been activated, so place an Activation token on their profile.
- If the *Character* is an *Officer*, you can place the unit's troop leader in the position the *Character* was in so that all other troops are in formation.

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.
- **Effects tokens.** The unit keeps all effect tokens.

Characters cannot leave and join a unit (and vice versa) during the same activation.

When a *Character* leaves a unit, the unit regains the original values of its attributes. If its stress level exceeds its original MOR, take a WP test. If you do not pass it, the unit is **demoralized** and must flee immediately. (See "Stress and morale. Flee").

Remember, every time a *Character* leaves their unit (or is removed from the game because they are eliminated), you must designate a new leader troop for the unit.

ASSIGN DAMAGE TO UNITS WITH *CHARACTERS*

Officer Characters that are part of a unit are the last to suffer damage, since they are the troop leader.

Support Characters that are part of a unit can be eliminated like any other troop. When the damage suffered equals the unit's *W* (Wounds) value, you can remove the *Support Character* instead of a trooper.

CHARACTERS AND DESTROYED UNITS

When all the troops of a unit are taken out of combat, deal the remaining damage to the *Character*. Since the unit has been destroyed, the *Character* is no longer part of it. Before removing the unit from the battlefield perform the following actions:

- Separate the *character* and unit profile cards.
- Transfer the corresponding tokens from the unit to the *Character* as indicated in the "Damage, Stress, Status, and Other Tokens" section.

Once these steps are completed, you can remove all of the unit's gaming elements from the game.

STRESS AND MORALE

Stress in Warcrow represents the tension of combat, physical fatigue and mental exhaustion to which your troops are subjected.

A unit is stressed if:

- Its activation ends and it was already activated previously during the current round. (See "Activate a unit").
- It uses its modifier on the attack or defense roll. (See "Attack").
- It loses in melee. (See "Combat result").
- It decides not to be pushed back at the end of a fight in which it has lost. (See "Push back the defeated unit").
- The effects of a skill, passive skill, attack, spell, or switch cause stress.
- In the case of a *Spellcaster* unit, to avoid canceling a spell that remains active. (See "Magic").

Place 1 stress token on the unit's profile each time it suffers from stress. The stress tokens are numbered to indicate the **level of stress** (or total stress) the unit has using a single token.

MORALE (MOR)

Your unit's MOR value indicates the maximum level of stress it can handle before its nerves are put to the test. If at the end of the current activation your unit has a stress level higher than its MOR, it must pass a WP test to avoid becoming demoralized. Following this, you will have to remove all the stress tokens exceeding the MOR value.

EFFECTS OF STRESS

As long as your unit's stress equals its MOR, you can only activate it to perform the **Rest** action (see "**Rest**").

If your unit has as much stress as its MOR, you **cannot** voluntarily stress it, so you **cannot** apply any effects or rules that require it to be stressed. For example, stress it to add a modifier to its attack or defense roll; or stress it so that it is not pushed back at the end of a combat.

If at any time your unit is stressed above its MOR value, it must pass a WP test at the end of the current activation or else it will be **demoralized** and must flee.



INCREASE AND REDUCE STRESS LEVELS

When is indicated for a unit to reduce its stress, subtract 1 from its current stress level.

When a unit is indicated to be stressed by X levels, add X to its stress level. When a unit is indicated to reduce X stress levels, subtract X from its current level (a unit's stress cannot fall below zero).

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”).



The moment your unit becomes demoralized, do the following:

- Place a demoralized unit token (small) on their profile.
- Take the corresponding broken unit token (large, with the same number) and place it on the turn counter two positions ahead of the current turn.



The Black Legion Bucklermen unit is stressed at the end of its activation. Since its stress level exceeds its MOR value (1), they must make a WP test in which they do not obtain any ★, so the Bucklermen unit becomes demoralized. As it is turn 1 of the round, a demoralization token is placed on the turn counter and another on their profile (both with the same number). At the end of turn 3, the Bucklermen unit will have the opportunity to rally. The excess stress (a stress token) is then removed.

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”).

DEMORALIZED UNIT TOKENS



These counters have a unique numbering system to easily identify units that are demoralized. They come in pairs with the same number: a smaller one that is assigned to the unit and a larger one that is placed on the turn counter so we know at the end of which turn the unit will try to rally.

FLEE

If your unit flees, you must immediately move it using both of its MOV values towards your deployment zone, following the shortest possible path and, if it is already there, move it towards the nearest edge of the battlefield. When a fleeing unit comes into contact with one of the battlefield edges, remove it. The unit will count as eliminated for all purposes.

For a unit to be considered to have entered your deployment zone, all its troops must have bases completely within the zone’s limits. It is enough for one of them to touch the border of the battlefield for the unit to leave the battlefield.

Flee movement does not generate an opportunity attack.

It is possible for a broken unit to make more than one rally test in the same round if, having failed a test and after advancing the broken unit counter, the token remains positioned before the “End of Turn Token.”

RALLY A DEMORALIZED UNIT

When the turn counter marker activates your unit’s broken unit token, you must make a WP check to rally:

- **A. If you pass the test:**
 - » Your unit is no longer demoralized. Remove the broken unit tokens from the turn counter and their game profile.
 - » Reduce the unit’s stress level to its MOR value minus 1.
 - » You can perform the move action once.
- **B. If you don’t pass the test:**
 - » Advance the demoralized unit token two positions on the turn counter.
 - » Your unit flees.

If an effect or rule allows you to automatically rally a unit (even before the broken unit marker activates), follow the steps as if it had passed the WP test. (See “A. If you pass the test”).

REDUCE STRESS

At the end of each round, reduce the stress of each of your stressed units that are **not demoralized**. (See “End of the round”).

- First reduce a maximum of 2 stress levels of units that were not activated during the round (they do not have an activation token).
- Then, reduce the stress of the units that were activated by 1.

COMMAND TOKENS



Command tokens represent the leadership capacity of some units in your company.

Your command reserve is formed at the start of the game by adding the COM of all units in your company and taking that number of command tokens.

Command tokens allow your units to activate their command abilities.

COMMAND SKILLS

To perform these skills you do not have to take any action. You just need to meet the requirements and spend a command token.

Spent command tokens are not recovered (unless the effects of one of your units or the scenario allow it).

If you and your opponent want to use command skills at the same time, whoever has Initiative decides who spends their command tokens and applies their skills first.

STATES

States are represented by their respective tokens. When your unit suffers a state, place the corresponding token on its profile. The effects of the state apply immediately and last until it is removed.

Your unit can only have one token of the same state. If you receive a state you already have, do not place a new token.

These are the states, the effects they cause, when they should be applied and when they are removed:



Frightened. Your unit must re-roll all of its successful Willpower Tests (maximum once per test). Remove this state when you pass a willpower test.



Slowed. Your unit cannot use its second movement value (MOV) 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 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.

Remove this state at the end of the activation 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.

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

Even if, due to a switch, you receive the unarmed and vulnerable states, they will not take effect until the next attack or defense roll you make. If your unit has the Elite keyword, you must apply the unarmed and vulnerable effects before replacing the hollow symbols. (See “Terms and keywords. Elite”).

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.



DAMAGE

Your units can take damage from an attack, as well as from the effects of an ability, passive ability, spell, or terrain element. When your unit **takes damage** or is **dealt** or **inflicted X** amount of damage by something, place that same X amount of damage tokens on your unit's profile. 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.

A **unit is destroyed** when the last troop that composed it is out of combat. Remember that the Character that joined it does not count. Remove all tokens and markers that the unit has assigned to its profile.

Units made up of multiple models have two entries on their combat panel. The first represents the performance of the unit when it has all or most of its troops, and the second represents the combat capacity of the unit when its number of troops drops by half.

Remember that *Officer type Characters* count towards the total number of troops in their unit.

Remember that *Officer type Characters* count towards the total number of troops in their unit.

HEAL

If an effect allows you to “heal X” from a unit, remove a maximum number of damage tokens from it as indicated by ‘X’.

RECOVER

If an effect allows you to “recover X troops” from a unit, take as many models that are out of combat as indicated by X and place them on the battlefield in formation with their unit.

A unit **cannot** recover troops above its starting number (should the unit have a *Character* joined, do not include them in the counting).



When the *Orc Hunters* unit has 3 or more troops, it will use the attack roll, defense roll, and conquest value of the first entry on its combat panel (3+). When the number of troops in it decreases to 2 or 1, it will use the corresponding values from the second entry (2-).

MAGIC

THE PRICE OF MAGIC

In *Warcrow*, using magical forces comes at a high cost. Only those who have an iron will and years of study can manipulate it without suffering serious consequences. Magic negatively affects those who use it intensely and/or for a long time. It causes them to lose their minds, and even causes mutations and physical changes in their body, which are known in Lindwurm as the **tinge**.

Those who venture to use magic in any of its many forms must confront the adversity and darkness inherent in it with their knowledge and mental integrity.

TINGE

Tinge is the negative effect of the intensive practice of magic. It manifests itself physically by a cracking of the skin with accompanying dark spots and suppurations that expand over the body, a reflection of the psychological degeneration that accompanies the abuse of such powers.

SPELLCASTERS AND SPELLS

Units with the *Spellcaster* keyword have the ability to manipulate magical energy to cast the spells listed on their game profile.

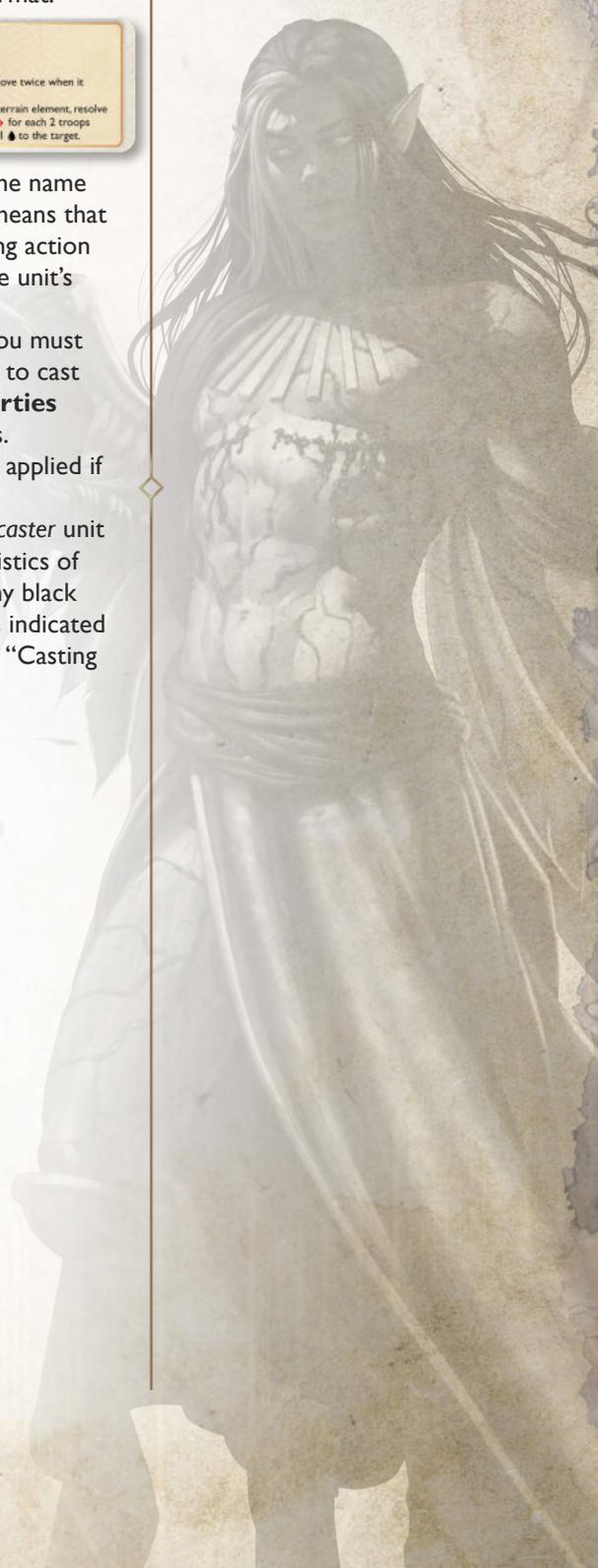
If your unit only has the *Spellcaster* keyword, it can only cast the spells described in its game profile.

Spells have the following format:

1. **Name** of the spell. If the name is preceded by (≫) it means that casting the spell is a long action that consumes all of the unit's activation.
2. **Requirements** that you must comply with to be able to cast the spell and its **properties** indicating how it works.
3. **Effects** which must be applied if the spell is successful.
4. **Alterations.** The *Spellcaster* unit can alter the characteristics of the spell, adding as many black dice to the tinge roll as indicated by each alteration. (See "Casting a Spell").



In *Warcrow* tinge is represented by **tinge tokens**, which affect both spellcasting and the *Spellcaster* unit.



CASTING A SPELL

In order to apply the effects of a spell, your *Spellcaster* unit must be successful with a Face to Face roll between its WP and the tinge roll that is created from the amount of tinge it has.

Follow these steps to cast a spell:

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.

ALTER A SPELL

Spells can offer different **alterations**, which are modifications to their effects or properties. You can select as many alterations as you wish for the same casting, a maximum of once each.

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. Create your **tinge roll**. Take one **◆** for each tinge token your *Spellcaster* unit has. Additionally, each selected alteration adds as many **◆** as its cost indicates. 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.
5. Resolve a Face to Face roll between the WP value of your *Spellcaster* unit and the tinge roll (your opponent rolls the dice). As with any Face to Face roll, the **■** obtained on the tinge roll will cancel the **★** you roll on your WP roll.
6. Your *Spellcaster* unit can receive a tinge token in exchange for adding a **★** to its WP roll (only once per roll).
7. If after the resolution you keep at least one **★** on your roll, apply the spell's effects taking into account any altered properties.
8. For each **□** rolled on the tinge roll, your *Spellcaster* unit receives one tinge token.
9. If at least one **∕** was rolled on the tinge roll, the effects of the tinge will manifest at the end of the activation. (See "Tinge Effects").

REQUIREMENTS AND PROPERTIES

These are the requirements and properties that are involved with spells:

- **Automatic.** The spell does not require a Willpower roll, is always cast successfully, and **cannot** be blocked. (See "Blocking a spell").
- **Target.** The spell requires selecting a target on which its effects are applied. Your unit must have LoS to the target unless otherwise indicated by the term *No LoS*.
- **Target within X strides.** You can select any valid target that is within a maximum distance of 'X' strides from your *Spellcaster* unit. This is equivalent to saying that the spell has 'range X strides'.
- **No LoS.** The spell can affect a target that is in range whether the *Spellcaster* unit has Line of Sight to it or not.
- **Remain active.** The spell remains active once it has been successfully cast. (See "Active Spells").
- **Duration.** The spell's effects are applied for a number of turns after being cast. (See "Spells with duration").

Unless noted in the requirements as *No LoS*, all spells that affect a target require the *Spellcaster* unit to have LoS to it.

BLOCK A SPELL

When your opponent declares they are casting a spell, and resolves the Face to Face roll between his WP and tinge roll, you can try to block the attempt if you have at least one *Spellcaster* unit within 20 strides of the casting enemy. Blocking a spell is resolved before determining if the spell is successfully cast and applying the spell's effects. (See "Casting a Spell, Step 8").

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

To block the spell you must follow these steps:

- Stress your *Spellcaster* unit.
- Choose how many black dice to roll, from 1 to 3.
- For each **■** you roll, you cancel one **★** from your opponent's WP roll.
- For each **□** you obtain, your *Spellcaster* unit will receive a tinge token.

- If you roll at least one \mathbb{H} and your *Spellcaster* unit has at least one tinge token, the effects of the tinge will manifest at the end of the activation. (See “Tinge Effects”).

Remember that you cannot voluntarily become stressed if your stress level is equal to your MOR. If this is the case you **cannot** block a spell.



TINGE EFFECTS

When at least one \mathbb{H} is rolled in the tinge roll, your *Spellcaster* unit must face the consequences of the tinge. Consult the following 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. For example, if your unit has 3 tinge tokens you must apply the effects of rows 1, 2 and 3 in order.

TINGE EFFECTS TABLE	
TINGE	EFFECT
1	The unit is stressed
2	All units within 5 strides of this unit must pass a WP test or receive the Frightened state.
3	The unit receives 1 tinge token.
4	The unit gains <i>Intimidating</i> (★★). All units within 8 strides must pass a WP check with at least 2 ★ or receive the Frightened state.
5+	The unit is destroyed. All units within 2 strides must pass a WP test with at least 2 ★ or they suffer 1 \heartsuit for every two troops in the unit (rounded up).

CHECK THE EFFECTS OF THE TINGE AT THE START OF THE ROUND

At the beginning of each round, units that have at least one tinge token in their profile must make a tinge roll based on the tinge tokens they have. If they obtain at least one \mathbb{H} they must face the effects of the tinge as described in the previous entry.

ACTIVE SPELLS

Some spells remain active. The same *Spellcaster* unit **cannot** keep more than one spell active at a time. An active spell can be voluntarily canceled at any time. When you cast a spell that remains active, place an effect token on your *Spellcaster* unit's spell and its corresponding pair on the target's profile.



EFFECTS TOKENS



The effect tokens are numbered on one side to make it easier to associate them with spells that share the same numbering.

A spell that remains active is immediately canceled in the following situations:

- Whenever you voluntarily choose to cancel it.
- When you declare the casting of another spell that remains active with the same *Spellcaster* unit, any active spell that they have already cast is automatically canceled.
- When the *Spellcaster* unit is demoralized or eliminated.
- When the *Spellcaster* unit performs any action other than moving or resting. In this case, you can prevent the cancellation of the active spell by stressing your *Spellcaster* unit at the end of its activation.
- When the *Spellcaster* unit takes any amount of damage. In the case of not being taken out of the game due to damage, you can prevent the cancellation of the active spell by stressing your *Spellcaster* at the end of the current activation.

When the spell that remains active is canceled, remove the effect token from your *Spellcaster's* profile and its corresponding partner from the target's profile.

SPELLS WITH DURATION

Some spells indicate their duration in turns. When you cast a spell with a duration, place an effect token on the turn counter, as many places ahead of the current turn as the duration of the spell. Then, place its corresponding pair on the profile of the target or on the spell card itself if it does not require a target.

When the turn in which the effect token is placed ends, remove it along with its corresponding pair.

A spell with a duration is not the same as a spell that remains active.

SPELLS IN COMBAT

You can cast spells against an enemy unit that is engaged in combat with a friendly unit. If the spell requires your *Spellcaster* unit to have LoS to the target, calculate the LoS following the rules described in the "Line of Sight" section.



The Evoker casts the *Spirit of the Thermapleurus* spell on the Orc Hunters unit on turn 1, which lasts 4 turns. To identify it, effects tokens numbered with a "1" are used, which correspond to the spell number. One goes to the Hunters unit's profile and the other is placed on the turn counter. Since the spell lasts 4 turns, the effects token is placed three positions on from the current one.

TERMS AND KEYWORDS

Below are the details of the most common game terms and keywords used in this manual and in the game profiles.

ROLLS, DICE AND SYMBOLS

CANCEL A DIE

When a rule allows you to cancel a die from a roll, select the desired die from all those rolled and remove it before proceeding to the switches step. All symbols rolled on the selected die are completely ignored, as if it had not been rolled.

CANCEL A SYMBOL

When a rule allows you to cancel a symbol from a roll, select the one you want from all the symbols obtained when rolling the dice (including automatic symbols) before proceeding to the switches step. The selected symbol should be ignored as if it had not been obtained.

REPEAT A DIE

When a rule or effect allows you to reroll a die from your roll, you can reroll any die you want. You will need to do this after rolling the dice for the first time and before advancing to the switches step.

When a rule or effect forces you to reroll a die, you must reroll a die that meets the indicated requirements.

REPEAT A ROLL

A rule or effect can allow or force you to reroll a roll. In that case, roll all the dice again, before advancing to the switches step.

FIX A DIE

When an effect allows you to “fix a die”, before rolling your dice, you may select one of your die sides. You then roll the rest of your dice pool and calculate the result, using the chosen face on your fixed die as if that die had rolled that face naturally.

SHOVE, ATTRACT, PLACE AND DISPLACE

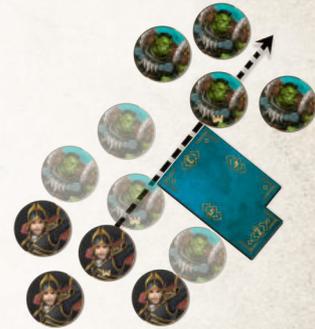
The effects of some of your unit’s actions, switches, spells, abilities, and passive abilities can shove, attract, position, and displace a target unit.

SHOVE (X)

The target unit must distance itself from your unit by making a movement of X strides in the direction that joins the center of the opponent’s troop leaders base to the center of your troop leaders base. This movement does not cause an opportunity attack.

If the target unit comes into contact with a unit or an *Impassable* terrain element while moving, it will stop its movement right at that point.

This move allows the target unit to engage in combat (it is not considered to have charged).



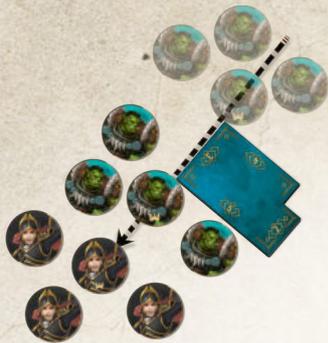
The Black Legion Bucklermen unit shoves (3) the Orc Hunters.

ATTRACT (X)

The target unit must approach your unit by making a movement of X strides in the direction that joins the center of the opponents troop leaders base to the center of your troop leaders base. This movement does not cause an opportunity attack.

If the target unit comes into contact with a unit or an *Impassable* terrain element while moving, it will stop its movement right at that point.

If the targeted unit gets in touch with your unit, they will be engaged in combat (but we do not consider it has charged).



The Black Legion Bucklermen unit attract (3) the Orc Hunters.

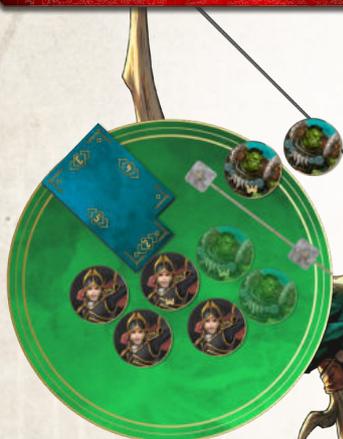
PLACE (X)

Indicate a point on the battlefield X strides from your unit's troop leader. Whoever controls the target unit must take their troop leader and place it on the designated point. You must then place the rest of the target unit's troops into formation with it.

The placed unit does not provoke opportune attacks.

Remember that you **cannot** place models on top of other models, and you **cannot** place a unit on an *Impassable* terrain feature.

You can place the target unit engaged in combat with another unit (it is not considered to have charged).



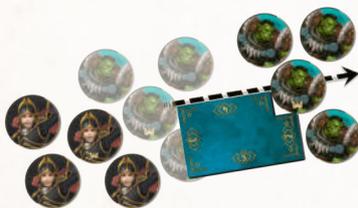
The Black Legion Bucklermen unit place (5) the Orc Hunters.

DISPLACE (X)

The unit you displace must make a straight movement of X strides in the direction you indicate. The effects of Terrain elements **cannot** affect this move (except *Impassable*). This movement does not cause an opportunity attack.

If when displacing the unit it comes into contact with a unit or an *Impassable* terrain element, stop its movement right at that point.

You can displace a unit to engage it in combat (it is not considered to have charged).



The Black Legion Bucklermen unit displace (4) the Orc Hunters.

COLLIDE

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

KEYWORDS

These are the keywords used in the profiles:

AIM

Your unit can re-roll its ranged attack rolls. The target unit of your ranged attack **cannot** benefit from *Cover(D)*.

AMBUSER

Ambusher units wait in hiding, ready to move into action once the battle has already started, striking by surprise. If you want, you can keep your *Ambusher* units secret and not deploy them until after you have started the game.

You can activate your *Ambusher* unit during your turn instead of activating another unit, as if your *Ambushers* were on the battlefield. In this case, do the following:

- Deploy it on the battlefield:
 - » At any point in your deployment area. You can deploy it engaged in combat with an enemy unit. It is considered to have charged, but the enemy unit **cannot** hold and fire.
 - » Anywhere on the battlefield, except your opponent's deployment zone, and as long as no enemy units within 10 strides have Line of Sight to it.
- Then activate it.





Lady Télia is activated and deployed using the Ambusher unit rules. The selected point on the battlefield is correct, since the Evoker is the only unit that has LoS to her, and she is more than 10 strides away. Alborc and the Orc Hunters are less than 10 strides away, but neither unit has LoS to Lady Télia.

BERSERKER RAGE

Your unit can inflict 1  on itself to add a symbol of your choice to an attack, defense, or willpower roll. You must do this after rolling the dice and before advancing to the switches step.

You **cannot** deal damage if it means eliminating the unit. This damage is not taken into account when resolving a combat.

BLOODLUST (X)

If your unit is not engaged in combat when activated, it is forced to  Charge an enemy unit indicated by 'X', whenever possible. 'X' can be the name of a unit, a keyword or groups of them separated by lines ("|"). If no 'X' value is specified, this unit must  Charge the nearest enemy unit.

If your unit charges due to its *Bloodlust*, it can re-roll all of its attack rolls while engaged with the enemy unit (not just while charging).

At the beginning of its activation, your unit can ignore the effects of *Bloodlust* until the end of its activation by passing a WP test.

COVER (D)

Units adjacent to this unit (allied or not) can benefit from cover against a ranged attack. (See "Attacking at a distance. Cover"). The 'D' value indicates the automatic dice or symbols that adjacent units add to their defense roll.

DISPEL (D)

When this unit is targeted by a spell it can attempt to block it. The 'D' value indicates the dice or automatic symbols that must be rolled to block the spell. This unit does not gain tinge by  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 .

This effect applies to any rolls your unit makes.

FEARLESS

Your unit ignores the effects of *Intimidating* and is immune to the frightened status.

GOLEM

- Your unit ignores the effects of *Intimidating*.
- Your unit is immune to the effects of the frightened state.
- Your unit **cannot** be demoralized. If you are stressed above your MOR value, you ignore the excess stress.

IMMOVABLE

Your unit **cannot** be attracted, shoved, placed, displaced, or pushed back unless you want it to.

INTIMIDATING (N)

When this unit engages 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.

For example, if a unit with Intimidating (2) becomes engaged by charging an enemy unit and this enemy unit only gets 1  on its WP check, it will be stressed once. If it doesn't get any , it will become stressed twice.

LARGE

- Large units can move through units that are not Large. The unit you move through must pass a WP test to avoid stress. In addition, the unit through which it has moved must Face to Face roll its defense against as many  as there are troops in said unit (up to a maximum of 3) and will suffer as much damage as  not canceled.
- Even if engaged in combat, your unit can charge a different unit if it has LoS to it and can move to engage. This charge move will provoke an opportune attack.
- Only other Large units and terrain elements with the LoS Block keyword can block LoS to Large units.
- Large units are *Immovable*.

MANNED

- Your unit ignores the effects of *Intimidating*.
- It only becomes stressed when activated more than once during the same round.

PREFERRED TERRAIN (E)

Your unit can ignore the effects of any keywords on terrain elements indicated by 'E', which can indicate one type of terrain element, one keyword, or several groups of them separated by lines ("|").

For example, preferred terrain (Forest, Rugged | Lake) would allow your unit to ignore the effects of any keywords from all forests with the Rugged keyword or from all lakes.

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.

RAGING

Your unit adds ★ to its attack rolls when it charges.

SCOUT

Scout units can deploy right after all other units on both sides have finished deploying. In this way, they represent that they are advance guards that have recognized the terrain or the enemy and choose the best position.

If your opponent also has Scout units, whoever has the initiative decides who deploys one of their Scout units first. You and your opponent must alternate until you have deployed all of them.

You can also keep your Scout unit secret and deploy it once the game has started. The restrictions to deploy it are as follows:

- You can deploy your Scout unit anywhere in your deployment zone (it cannot be deployed engaged in combat).
- 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.

If you decide to deploy it once the game has started, you must activate it immediately and consume one of the two actions for its activation. Thus, it will only be able to perform one action that is not long.



TERRAIN

Terrain elements represent the landscape, structures, etc. that are part of the battlefield and with which units can interact.

You are free to use any terrain elements you want. A complete set of scenery is provided in the *Warcrow* starter box. The most important rule when including

a terrain element of your own construction is that before starting the game, you and your opponent agree on the element's keywords that define how it should be interacted with during the battle.

TERRAIN ELEMENT BASE

Although not necessary, it is highly recommended that terrain elements be mounted on a base that clearly defines the area where their effects are applied, to facilitate gameplay when a unit is inside the element and for

the purposes of measuring the distance to it.

In the case of choosing not to use a base (for example, a building), the structure itself must be used as a reference (for example, the walls). If the element does not

consist of a single structure, but is composed of several (for example, three trees forming a forest), it is important that you agree with your opponent how to determine its boundaries (for example, by drawing a straight line between its components).

UNIT INSIDE A TERRAIN ELEMENT

A unit is **inside** a terrain element if its troop leader is entirely within the area bounded by the element's base.

UNIT WITHIN "X" STRIDES FROM A TERRAIN ELEMENT

A unit is within **X strides** from a terrain element if the distance between the base of its troop leader and the base of the element is between 0 and X strides.

The units that are inside the element are also within X strides (they are considered to be at 0 strides, so the X value does not matter).

UNIT ADJACENT TO A TERRAIN ELEMENT

A unit is **adjacent** to a terrain element if its troop leader's base is in contact with the element's base. It is also considered adjacent if the base is partially or completely within the terrain element.



The *Orc Hunters* unit, the *Evoker*, and *Alborc* are adjacent to the forest. The *Skinchanger* unit is not, since the base of its troop leader is not in contact with the base of the terrain element.

KEYWORDS AND TERRAIN ELEMENTS

Each terrain feature can have one or more of the following keywords:

BLOCK LOS

The element blocks all Lines of Sight drawn through it, as well as LoS drawn from within it and those drawn into it. Unless a terrain feature has this keyword, it is never considered to block LoS.

Terrain features do not block LoS unless they have the Block LoS keyword.

COVER (D)

Units adjacent to this terrain feature can benefit from cover from a ranged attack. (See “Attacking at a distance. Cover”). The ‘D’ value indicates the automatic dice or symbols that adjacent units add to their defense roll.

IMPASSABLE

Units cannot move through this terrain feature or end their movement on it. If an element gains the Impassable characteristic during battle (for example, as a result of a spell), units within it must move to become adjacent.

LETHAL (X : D)

Units defined by ‘X’, which are adjacent to this element at the beginning of their activation, suffer a melee attack with a ‘D’ roll. The terrain element **cannot** take damage and will not push back units.

“X” can be the name of a unit, a characteristic, a keyword, or several groups of them separated by lines (“|”). (See examples in “Characters. Join a unit”). If no ‘X’ value is specified, the effect is applicable to all units.

RUGGED (X)

Units defined by ‘X’ receive the slowed state at any moment they are adjacent to the terrain element during their activation. In addition, these units **cannot** declare charge if the charge movement would take the unit adjacent to the terrain element at any point of its trajectory.

“X” can be the name of a unit, a characteristic, a keyword, or several groups of them separated by lines (“|”). (See examples in “Characters. Join a unit”). If no ‘X’ value is specified, the effect is applicable to all units.

SINISTER (X)

Units defined by ‘X’ that are within 4 strides of this element at the start of their activation must pass a WVP test or become stressed.

“X” can be the name of a unit, a characteristic, a keyword, or several groups of them separated by lines (“|”). (See examples in “Characters. Join a unit”). If no ‘X’ value is specified, the effect is applicable to all units.

TRAP

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

BASIC TERRAIN ELEMENTS

Below we offer you a list of the basic elements for any *Warcrow* game. We recommend using the characteristics and dimensions indicated, but you are free to use the scenery you want and assign the keywords that best define it. Remember that the most important thing is that both you and your opponent understand well how to interact with each element before starting the game.

TERRAIN ELEMENT	KEYWORDS	DIMENSIONS
Fence/ Barricade	Cover(◆)	Base between 4 and 13 strides long and no more than 1 stride wide.
Wall	Cover(◆)	Base between 4 and 13 strides long and no more than 1 stride wide.
Small structure	Block LoS, Cover(◆), Impassable	Base with a surface equivalent to a square measuring between 4 and 7 strides a side.
Building	Block LoS, Cover(◆), Impassable	Base with a surface equivalent to a square measuring between 7 and 10 strides a side.
Light forest	Block LoS, Cover(◆)	Base with a surface equivalent to a square measuring between 7 and 10 strides a side.
Dense forest	Rugged (Cavalry, Golem), Block LoS, Cover(◆)	Base with a surface equivalent to a square measuring between 7 and 10 strides a side.
River	Rugged	Base between 4 and 13 strides long and no more than 7 strides wide.
Lake	Impassable	Base with a surface equivalent to a square measuring between 7 and 10 strides a side.
Ruins	Rugged, Cover(◆)	Base with a surface equivalent to a square measuring between 7 and 10 strides a side.
Rugged terrain	Rugged	Base with a surface equivalent to a square measuring between 7 and 10 strides a side.

HEDGES, BARRICADES AND WALLS

These are terrain features with a height equal to or less than half the height of a humanoid model.

SMALL STRUCTURES

These are small constructions or individual elements that are especially relevant. For example: a well, a fountain, a statue, a store or an ancient tree.

BUILDINGS

Skirmishes in *Warcrow* take place in border areas or away from large towns, so the most common buildings may be farms, mills, inns, watchtowers or hermitages.

FORESTS

The easiest way to represent a forest terrain feature is to place two or three model trees on a base. If you also create a small base for each tree so that it fits at the base of the forest, you can remove them so that they do not disturb or take up space if there are many units in the forest interacting with each other.

You can also place the trees so that the line joining their bases defines the area where the forest effects should be applied. However, we do not recommend this system because it is more cumbersome when interacting with the terrain element.

RIVERS AND LAKES

Although the base of this type of terrain represents the limits where water begins and ends, the entire element applies the rules of its keywords. Your unit does not need to be completely “in deep water” to apply the *Rugged* terrain effects, nor does it need to be placed on the edge of an *Impassable* lake.

RUINS

This type of terrain makes it difficult for units to advance. The ruins may be the remains of a building or structure belonging to the ancient Empire of Gae Assail. They could also be the remains of a natural disaster, such as a fire or an earthquake.

RUGGED TERRAIN

This type of terrain includes all types of areas of the battlefield that make it difficult for units to advance on it, such as, for example, a scree or a quagmire.



SCENARIOS

Armies in *Warcrow* represent small forces or warbands that the lords and leaders of Lindwurm gather for specific purposes. Although you can easily play a battle in which both sides fight until the rival is annihilated, it is much more interesting and fun to have objectives, since they give meaning to the role of your units and the company you compose to obtain victory.

The scenarios provide the context that puts your company and that of your rival in a conflicting situation, as well as the specific rules for playing, the victory conditions and the end-of-game conditions.

It is important that both you and your opponent understand the rules and how to obtain Victory Points for the selected scenario. If necessary, clarify in advance any doubts about the application of the rules of your units to anticipate discussions that could break the rhythm and good atmosphere of the game.

All scenarios have the following structure in common, with all the information necessary to play them:

PREPARATION

This section provides instructions using an image to define the deployment zones, and indicates where you should place the event tokens on the turn counter and the use of specific scenery elements.

INITIATIVE

The scenario can determine which side has the initiative, so it will not be necessary to resolve the fifth step of game preparation. (See “Preparing the game”).

ROUNDS

In this point it is indicated how many game turns make up each round.

SCORING

This section explains when and how Victory Points (VP) are earned..

END OF THE GAME

The scenario is played until one of the armies meets the requirements that end the scenario, or until the maximum number of rounds indicated has been played.

The rules of the scenario may include other sections with differing instructions and explain which rules are necessary to play it.

OBJECTIVES

The scenarios often involve confrontations between companies for control of important strategic points on the battlefield. These strategic points of great value constitute the objectives, and are represented on the battlefield by markers with the diameter of an infantry base (2 strides).

Objectives are terrain features with the keywords *Impassible* and *Block LoS*, although each scenario can include different ones.

CONTROL AN OBJECTIVE

All objectives start free from the control of both sides at the start of the scenario. When one of your units ends its activation within 3 strides of an objective, you take control of it. You then place a conquest marker with your color on the objective to indicate it is under your control.

COLORED OBJECTIVES



In some scenarios, objectives are deployed with the same color as one of the deployment zones. This means that they are the company with that color's own objectives, it does not, however, mean that they begin under that company's control.

For example, if you select deployment zone A in the "Take positions" scenario, the color red corresponds to you. The objectives in red represent strategic points for your company, but that does not mean that you start off with them controlled. You must take them with one of your units and then mark them using a conquest marker of the same color (red).

If both you and your opponent have at least one unit within 3 strides of an objective, you must add up the conquest value of your units. Whoever has the highest value will control the objective. In the event of a tie, the objective maintains the conquest marker it had, if any.

Once you have control of an objective, you do not need to keep any units within 3 strides of it; it will remain under your control as long as your opponent does not take it away from you.

CONQUEST MARKERS

When you control an objective, place a conquest marker on it of the same color as that of your deployment zone.



The Black Legion Bucklermen unit finishes its activation in control of the objective, since it is 3 strides away. Since no one has previously claimed it, place a conquest marker with the color that identifies the Hegemony in this game.

NEUTRAL UNITS

In some scenarios it is possible that **neutral** units with their own profile that do not belong to any side may appear or be deployed.

Their gaming profile is very similar to that of any unit, with the addition of an initiative attribute (INI) and a table to interpret its behavior when it is activated:

- **Initiative (INI).** When the neutral unit is deployed, place an event token in the turn counter position indicated by the scenario. If none is indicated, place it as many positions ahead as the INI value. When this event token is activated, the neutral unit is activated, applying its behavior. Once its activation is complete, the event card advances as many positions as its INI.
- **Behaviour.** This consists of a table that indicates what objective the unit will take and what actions it will perform, whether it has an objective or not. In the case of random behavior, a dice roll may be set to determine what the neutral unit will do.

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.

TAKE POSITIONS



PREPARATION

Place 4 objective markers on the battlefield with the colors shown in the diagram.

ROUNDS

Each round lasts for **5 turns**.

SCORING

At the end of each round, you obtain:

- 1 VP for each objective you control with your opponent's color.
- 1 VP if your opponent doesn't control any of the objectives of your color.

END OF THE GAME

The game ends at the end of round 3 or when one of the companies has no units left on the battlefield.

If you have more Victory Points than your opponent at the end of the game, you win. If you and your opponent have the same number of Victory Points, the result will be a tie.

CONSOLIDATED PROGRESS



PREPARATION

Place 5 objective markers on the battlefield with the colors shown in the diagram.

ROUNDS

Each round lasts for **5 turns**.

SCORING

At the end of each round, you obtain:

- 1 VP if you control the central objective
- 1 VP if you control your opponent's objective (1)
- 2 VPs if you control your opponent's objective (2)
- 1 VP if your opponent controls neither of your objectives (1 and 2)

END OF THE GAME

The game ends at the end of round 3 or when one of the companies has no units left on the battlefield.

If you have more Victory Points than your opponent at the end of the game, you win. If you and your opponent have the same number of Victory Points, the result will be a tie.

FOG OF DEATH



PREPARATION

Place an objective marker in the center of the battlefield, as shown in the diagram. This marker represents an ancient and powerful arcane artifact capable of manipulating the fog that surrounds the companies.

The player who deploys first must place a conquest marker (showing its color) adjacent to the objective marker. This marker indicates which side controls the artifact at all times, so it begins under the control of the first company to deploy.

Place the four Fog markers each in one corner of the battlefield, as shown in the diagram.

Place an event token on position 3 of the turn counter.

ROUNDS

Each round lasts for **4 turns**.

EVENT

When the event is activated do the following:

- Displace all Fog markers Displace 10 strides in the direction of the conquest marker.
- All units within 8 strides of any of the Fog markers must resolve a “Fog Effects” roll for each Fog marker within 8 strides of them. Whoever has the initiative decides which side resolves all their rolls first.
- Advance the event token 3 positions on the turn counter.

ARCANE ARTEFACT

Company units in control of the objective, which are within 3 strides of it, can perform the action:

Control energy. *Take a WP test. If you succeed, move the conquest marker in the desired direction 5 strides for each ★ obtained.*

CONQUEST MARKER

The conquest marker must always show the color of the side that controls the objective.

At the end of each turn, whoever controls the artifact (target) can move the conquest marker 2 strides in any direction. This marker can **never** end on units or terrain elements.



FOG EFFECTS

When the event is activated, units within 8 strides of a Fog marker must roll ◆ and apply the effects from the following table according to the result obtained. Units must resolve as many rolls as there are Fog markers within 8 strides.

RESULT	EFFECT
★	The unit must face to face roll its defense roll against as many ★ as there are troops in it and suffers as much damage as ★ not canceled.
★!	The unit must face to face roll its defense roll at 2 ★ for each troop that is part of it and suffers as much damage as ★ not canceled.
★/	The unit must face to face roll its defense roll against as many ★ as there are troops in it and suffers as much damage as ★ not canceled. The unit is stressed.
★!	The unit must face to face roll its defense roll at ★★ and takes as much damage as ★ not canceled.
!	The unit must face to face roll its defense roll at ★★ and takes as much damage as ★ not canceled. The unit becomes stressed
/	Disoriented. The unit must make a move using its first MOV value in the direction indicated by its opponent.

SCORING

You gain 1 VP if you control the artifact (objective) and a Fog marker comes into contact with the conquest marker. In this case, remove the Fog marker from the game.

At the end of each round, you get:

- 2 VPs if you control the artifact (objective)

END OF THE GAME

The game ends at the end of round 3 or when one of the companies has no units left on the battlefield.

◆ If you have more Victory Points than your opponent at the end of the game, you win. If you and your opponent have the same number of Victory Points, the result will be a tie.



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