



WARCRY

KILLING GROUNDS

Campaign System Overhaul

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v. 1.0

INTRODUCTION

The idea for the supplement you have in your hands was born after looking at the core Warcry rules for fighter advancement. I found the campaign and progression rules to be dull and simplistic, so I decided to come up with the following system to enhance the base game experience and hopefully make it more enjoyable. If you're the kind of person that really likes telling the story of your miniatures, and watching your fighters grow into mighty champions or die a horrible death, I'm certain you'll enjoy KILLING GROUNDS

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FEEDBACK

If you use this ruleset, please hit me up on FB , Discord, or Reddit with your playtest feedback and opinions! I want to make this ruleset better and I'm very open to receive suggestions from players.

DISCLAIMER

I CANNOT ASSURE YOU THAT THE FOLLOWING CHANGES AND ADDITIONS TO THE WARCRY CORE RULES ARE BALANCED (ALTHOUGH I HAVE TRIED MY BEST TO ENSURE THAT IS THE CASE).

I CANNOT CLAIM THESE MODIFICATIONS MAKE FOR AN INHERENTLY BETTER GAMING EXPERIENCE FOR EVERYONE (ALTHOUGH THEY DO FOR ME AND MY GAMING GROUP). THIS IS A FANMADE EXPANSION, WITH NO INTENT TO PLAGIARIZE, DEMERIT, OR PROFIT FROM THE ORIGINAL IP BY GAMES WORKSHOP

QUALITY OF LIFE RULES CHANGES:

The following rules changes are meant to enhance the Warcry playing experience, and replace the relevant section of the core rules.

TREASURE TOKENS

The desolate ruins hide many treasures, some of which are better left unclaimed.

A fighter can only pick up a treasure token AT THE END of a move action, instead of “at any point during a move action”.

A fighter with the **THRALL**  or **BEAST**  runemarks can never pick up or carry treasure.

A fighter can only pick up a treasure token if it has line of sight to the treasure token in question.

INJURY ROLLS

Brutal injuries and terrible casualties are the norm in this blasted wasteland

The “Make Injury Rolls” of the Aftermath Sequence is carried out at the start of the Aftermath Sequence rather than at step number 2.

EARN & SPEND GLORY POINTS

Blood & Glory are the only currency with any value in the Bloodwind Spoil

A warband that loses a campaign battle gets 2 Glory Points for doing so.

WARBAND MANAGEMENT

The following section outlines a new way of creating and managing a Warcry Warband. These rules aim to enhance the sense of progression and put an emphasis on starting out small and growing in power over time.

STARTING OUT

The Bloodwind Spoil calls, and from every corner of the realms, the followers of Chaos answer. Most new warbands start small, but the most cunning and brutal leaders see their strength quickly rise.

Follow all the restrictions outlined in the Core Rules, and add the following:

Your initial warband roster may **only include** up to 1,000 points worth of fighters. Any points left over after warband creation are converted to Recruitment Points, as described below.

PURCHASING ADDITIONAL FIGHTERS

As a warband seizes control of a region, new followers flock to its banners

You can purchase additional fighters during the Add & Remove Fighters step of the Aftermath Sequence. Purchasing fighters requires **RECRUITMENT POINTS**. Keep a record of your Recruitment Points in your Warband Roster. There's three main ways to obtain Recruitment Points

When you create your warband, any points left over from your starting 1,000 points allowance are immediately converted into Recruitment Points.

Whenever you spend Glory Points to dominate a territory, and the rules of your campaign quest allow you to increase the total points for mustering your warband (usually by 50), you also receive that many Recruitment Points.

During the Earn & Spend Glory of the Aftermath sequence, You can also convert Glory Points into Recruitment Points on a 1-100 basis (1 Glory Point = 100 Recruitment Points). Keep in mind this does not increase the total points you have available for mustering your warband the way controlling territory does. (continues on the next page)


During the Add & Remove fighters step, you can spend your Recruitment Points to add any number of fighters to your Warband Roster, To do so, you must spend Recruitment points equal to the Points Value of the fighters you wish to add. You must still follow the restrictions on page 64 of the core rules when adding new fighters.

INJURY ROLLS

Life in the Bloodwind Spoil is cheap, and indeed many followers of chaos see their unholy quest cut short by talon or blade.

Replace the Injury Table in the core rules with the following:

2D6	Result
3 or less	Slain: The fighter is dead and is permanently removed from the roster, all artifacts of power or destiny levels assigned to him are lost.
4-5	Lost Favor: The fighter loses D3 Favor Points unless doing so would bring him down to a lower Destiny Level, in which case this result is treated as a Full Recovery instead.
5-11	Full Recovery: The fighter suffers no ill effects.
12	What doesn't kill you...: The fighter suffers no ill effects, additionally, the fighter immediately gains a Favor point.

Intolerable Damage: If the fighter rolling on the injury table was taken down by an attack with a strength of 6 or more, or by an attack or ability from a fighter with the GARGANTUAN  runemark, subtract 1 from the Injury Roll.

REPLACING DEAD FIGHTERS

A warband must manage attrition by inducting new recruits and replacing their losses quickly if they want to stay ahead of their many enemies.

Dead fighters are not automatically replaced as they are in the Core Rules, instead, players must spend Recruitment Points to replace fighters who die.

Immediately after the “Make Injury Rolls” step of the Aftermath Sequence, you can choose to replace a dead fighter in your warband . To do so, simply chose a fighter that’s available for your warband, and pay a number of recruitment points equal to their points value. Add the new fighter to your roster.

FIGHTER ADVANCEMENT:

The following rules outline an entirely revamped progression system to make your fighters grow in power as they gain experience.

DESTINY LEVELS & FAVOR OF THE GODS

For those warriors that can prove themselves through bloodshed and battle, the rewards of chaos are plentiful

Replace the Destiny Levels section of the core rules with the following:

Every Fighter in your Warband can rise to prominence and gain the favor of the gods. Their progress is represented through “Favor points”. You must keep track of the favor points earned by each fighter in your roster. You can do this by whichever means you prefer, although we suggest using tick boxes.

When a fighter gains a certain number of Favor Points, he or she gains a Destiny Level.

Note: Fighters with the THRALL, ALLY or GARGANTUAN runemarks cannot gain Destiny Levels.

GAINING FAVOR POINTS

At the end of every campaign battle, roll a dice for each fighter that is still on the battlefield. On a 6+, that fighter gains a Favor Point. Add the following modifiers to the roll (All modifiers are cumulative):

Modifier	Condition
+1	The fighter took down 1 or more enemy fighters
+1	The fighter took down the enemy Leader
+1	The fighter took down an enemy with the GARGANTUAN Runemark
+1	The fighter finished the battle carrying a treasure token
+1	The fighter is the only member of his warband that wasn't taken down

GAINING DESTINY LEVELS

A fighter will gain a Destiny Level once he or she accumulates the necessary favor points according to the following table:

Favor Points	Destiny Level
2	1
6	2
12	3
20	4

Whenever a fighter gains a Destiny Level, you must roll on the IMPROVEMENT TABLE

2D6	IMPROVEMENT
2-9	The fighter gains a Skill out of those available to its RUNEMARKS
10	The fighter can choose between gaining a Skill as above, Adding +1 to its MOVEMENT, or Adding +3 to its WOUNDS
11	The fighter can choose between gaining a Skill as above, or Adding +1 to its TOUGHNESS
12	The fighter can choose between gaining a Skill as above, or Adding +1 to the STRENGTH of a single weapon it is equipped with.

SKILLS AND RUNEMARKS:

Whenever a Fighter gains a skill, you can choose one of the skill tables available to that fighter. Roll a D6 and check the chosen table to discover what skill the fighter learns. If a fighter rolls a skill he already has, simply reroll until you get a new skill.

The skills available to any given fighter depend on its runemarks and the weapons the fighter is equipped with. The Skill tables section of this document presents every available skill, alongside the conditions required to roll on that table.

ADDITIONAL TERRITORY RULES:

Instead of the Territory Rules presented in the core book, use the following:

A Warband can spend 10 Glory Points to Dominate a Territory. Follow all the rules for dominating territory described in that particular warband's campaign quest. A Territory Dominated this way is called a NORMAL TERRITORY. When a warband Dominates a NORMAL TERRITORY, they also gain 50 Recruitment Points, as described in the "recruitment points" section.

Additionally, every OTHER territory a warband controls can be a SPECIAL TERRITORY. Special Territories grant additional benefits on top of the normal territory bonuses. When you dominate a Special Territory, you must choose one of the following options:

Fighting Pits

These bloody arenas are greatly coveted by Chaos warlords as a way to both hone the skills of their champions and assert their dominance over rival warbands.

At the start of the Roll for Destiny Levels step of the Aftermath Sequence, you can declare you'll send one of your fighters to the Fighting Pits for every Fighting Pit Territory you dominate.

Roll a D6 to determine their fate: On a 1, that fighter must immediately roll for Injury, treating results of "Full Recovery" as "Lost Favor" instead. On a 2-3, nothing happens. On a 4-5, that fighter gains a Favor Point. On a 6, the fighter gains D3 Favor Points.

Monster's Lair

Controlling the territory surrounding a Monster's Lair is the first step towards binding the beast to your will.

Dominating a Monster's Lair allows you to add a monster to your warband following the rules for Monsters and Campaign Play described in the Monsters & Mercenaries Expansion. You must still defeat the monster in a challenge battle before being able to add it to your warband.

Bloodpact Monolith

These malevolent structures represent a dark pact or terrible bargain between a warband and a powerful ally.

For every Bloodpact Monolith you dominate, you can add a single Ally to your warband following all the rules for Allies and Campaign Play described in the Monsters & Mercenaries Expansion. Adding this Ally to your roster does not cost you any Recruitment Points.

Conscription Grounds

All those under your rule must serve. Willingly, or by force.

At the start of the Add & Remove Fighters step of the Aftermath Sequence, if any of your fighters were slain, you can add a single fighter with a cost of 100 points or less to your warband without spending any recruitment points.

Hunting Grounds

These desolate plains house many fearsome predators, but they also hide some of the greatest treasures in the spoil.

If your warband has access to Thralls, When you muster your warband for a campaign battle, you can include up to 3 thralls for every Hunting Grounds territory you dominate.

If your warband doesn't have access to Thralls, you can instead scour the land for treasures. If you do so, you can reroll a single Search for Treasure roll in every Aftermath Sequence for every Hunting Grounds territory you control.

Forbidden Temple

The Bloodwind Spoil houses many ruins better left unexplored.

At the start of the "Search for Lesser Artifacts" step of the Aftermath Sequence, you can declare you'll send one of your fighters into the Forbidden Temple to search for treasure. You can do this once for every Forbidden Temple you dominate.

Roll a D6 to determine the fate of the fighter: On a 1, that fighter must immediately roll for Injury, treating results of "Full Recovery" as "Lost Favor" instead. On a 2-3, nothing happens. On a 4-5, generate a random Lesser Artifact and give it to that fighter. On a 6, choose one Lesser Artifact from the Lesser Artifacts table and give it to that fighter.

ALLEGIANCE TERRITORIES

Aside from the 6 Special Territories. Every Grand Alliance can build a special Allegiance Territory instead of a Special Territory if they so wish. Allegiance Territories grant all the bonuses of Normal Territories on top of their special rules. You can never build more than one Allegiance Territory in a given Campaign Quest.

Sacrificial Altar (Chaos Allegiance)

This ancient altar allows those who present a worthy offering to commune directly with the pantheon of chaos.

During the “Injury Rolls” step of the Aftermath Sequence, if an enemy fighter was taken down that battle and rolled a “Slain” result on the Injury Chart, you can attempt to offer it as a sacrifice to the dark gods. To do so, roll a D6 and consult the table below:

- 1 **Unworthy Offering:** You immediately lose D3 Glory Points.
- 2-3 **The Gods are Silent:** Nothing happens.
- 4-6 **Dark Sacrifice:** You immediately gain D3 Glory Points.
- 7+ **Dark Pact:** You immediately gain D6 Glory Points.

Add 1 to the roll for every 100 points in the slain fighter’s Points Value.

Azyrite Waystone (Order Allegiance)

This relic dating back to the age of myth is a welcome sight to the warriors of Order, as it provides healing and restoration to those attuned to its magic.

At the start of every Aftermath Sequence, choose one of the following effects:

Healing Aura: During the “Injury Rolls” step of the Aftermath Sequence, you can reroll a single Injury Roll, but must keep the new result.

Arcane Aura: Once per Aftermath Sequence, when rolling to see if a Perishable lesser artifact loses its power, you can reroll the dice, but must keep the new result.

Soulsnare Syphon (Death Allegiance)

This arcane construct ensnares the souls of the dead to give them new purpose.

During the “Injury Rolls” step of the Aftermath Sequence, you can trap the souls of dead fighters to increase your own strength.

Add up the points values of any enemy fighters that were taken down and rolled a “Slain” result on the Injury Chart. You immediately gain that many Recruitment Points.

Pile o’Looted Gubbinz (Destruction Allegiance)

This veritable mountain of loot can only be acquired through relentless pillaging, looting and fighting.

When you defeat a warband that controls any territory in a campaign battle, you can choose to loot one of that warband’s territories.

If it’s a Normal Territory, you can make 1 additional Search Roll in that Aftermath Sequence without having to spend any Glory Points.

If it’s a Special Territory, the Pile o’Looted Gubbinz confers the benefits of that Special Territory until the start of your next campaign battle.

This ability has no effect on Allegiance Territory.

MONSTERS AND MERCENARIES

The following rules complement those present in the Monsters and Mercenaries Expansion.

MONSTERS

You can Fight a Challenge Battle against a Monster following the normal rules for Monsters in Campaign Play.

However, if you win the battle, you can only choose to Add the Monster to your Warband if you have dominated at least one Monster's Lair Special Territory. As detailed in the Special Territories section of these rules.

MONSTERS can never gain Favor Points, Destiny Levels, carry any Artifacts, or be chosen as a Favored Warrior. Additionally, If a MONSTER is taken down during a battle, you must roll on the Monster Injury Table, presented below:

2D6	Monster Injury
3 or less	Slain: The Monster is dead and is permanently removed from the roster.
4-5	Out of Control: Roll a dice, adding the number of friendly fighters other than the monster that survived the battle. On a 1-3. Count this result as "Slain". On a 4+, Count this result as a "Full Recovery" Instead
5-12	Full Recovery: The Monster suffers no ill effects.

ALLIES

You DO NOT get an ally on your Warband Roster for every Territory you dominate. Instead, you can add an Ally to your Warband Roster for every Bloodpact Monolith Special Territory you dominate. As detailed in the Special Territories section of these rules.

ALLIES can never gain Favor Points, Destiny Levels, carry any Artifacts or be chosen as a Favored Warrior. Additionally. If an ALLY is taken down during a battle, you must roll on the Ally Injury Table, presented below.

2D6	Ally Injury
3 or less	Grievous Wound: The Fighter cannot take part in your next campaign battle as it recovers from a serious injury.
4-12	Full Recovery: The Fighter suffers no ill effects.

SKILL TABLES:

The following section details all the different Skill Tables & Skills used for fighter advancement. There are 12 Skill Tables, each one specifying what conditions have to be met to roll on that table.



GENERAL SKILLS

Available to any fighter, regardless of runemarks.

D6	Skill
1	COMBAT MASTER <i>This fighter has learnt to take on many enemies at once and use the enemy's movements to his advantage.</i> Once per activation, when this fighter makes an attack action while within 1 inch of 2 or more enemy fighters, you can reroll 1 hit roll for that attack action.
2	WEAPON MASTER <i>This fighter has become an expert with his chosen weapon.</i> Pick a weapon this fighter is armed with, whenever this fighter makes an attack action using that weapon, you can reroll a single hit roll of 1.
3	GROUP ATTACKER <i>This fighter works best when supported by his fellow warband members.</i> Once per activation, when this fighter makes an attack action that targets an enemy within 1 inch of another friendly fighter, you can reroll 1 hit roll.
4	COUNTER-ATTACK <i>This fighter responds violently to the enemies who dare attack him.</i> Once per activation, when this fighter makes an attack action that targets an enemy who attacked this fighter earlier in the round, you can reroll 1 hit roll.
5	OPPORTUNITY ATTACK <i>This fighter is not one to let his enemies escape without a scratch.</i> Once per battle round, when an enemy fighter takes the move or disengage action while within 1 inch of this fighter, this fighter can make a bonus attack action against that enemy fighter.
6	CHOSEN RETAINER <i>This fighter is trained to guard the life of his leader at all costs.</i> Whenever this fighter takes damage from an attack while within 3" of a fighter from his own warband with the LEADER runemark, you can roll a dice for every point of damage inflicted. on a roll of 6, that point of damage is negated.



SHOOTING SKILLS

Available only to fighters armed with a weapon with a minimum range

D6	Skill
1	MARKSMAN <i>This fighter has incredible accuracy and deadly aim.</i> Whenever this fighter makes an attack action using a weapon with a minimum range, you can reroll a single hit roll of 1
2	EAGLE-EYED <i>This fighter can place shots with unerring precision.</i> When this fighter makes an attack action using a weapon with a minimum range, the target cannot claim the benefit of cover. Additionally, this fighter ignores range penalties imposed by twist cards with the CLIMATE runemark.
3	ROOFTOP MARKSMAN <i>This fighter has improved accuracy when attacking from a vantage point.</i> Once per activation, when this fighter makes an attack with a weapon with a minimum range that targets an enemy vertically lower than himself, you can reroll a single hit roll.
4	QUICK DRAW <i>This fighter can fire effectively even in the confines of close-quarters combat.</i> This fighter can ignore the minimum range of any weapons he is armed with
5	HEADSHOT <i>This fighter is trained to aim for the head with deadly precision.</i> Add 1 to the damage of critical hits from this fighter inflicted using a weapon with minimum range.
6	TAKE AIM <i>Allowing this fighter to aim his weapons is equivalent to a death sentence.</i> whenever this fighter takes a Wait Action, he is said to be Taking Aim. The next time in the round this fighter attacks with a weapon with a minimum range, treat the strength of the weapon as being higher than the toughness of the target.



STRENGTH SKILLS

Available only to fighters with the BRUTE and DESTROYER runemarks

D6	Skill
1	FURIOUS CHARGE <i>This fighter rushes towards the foe with great momentum</i> If this fighter makes an attack action using a weapon with a range of 3 or less immediately after making a move action, he can add 1 to his strength characteristic for that attack action.
2	STUNNING STRIKE <i>This fighter's blows can cripple and confound its opponents.</i> Once per activation, whenever this fighter makes an attack action with a range of 3 or less and scores at least 1 critical hit, you can choose to use this ability. If you do so, the enemy targeted by the attack cannot make disengage actions for the rest of the battle round.
3	CLEAVING BLOWS <i>This fighter's attacks can cut through multiple enemies with ease</i> When this fighter takes out an enemy fighter with an attack action using a weapon with a range of 3 or less, don't discard excess damage points inflicted. Instead, allocate damage points equal to the excess damage to another enemy fighter within range of the weapon used.
4	MAKE WAY <i>This fighter can smash through walls and rubble to get to his foes.</i> Once during this fighter activation, when performing a MOVE action, this fighter may move through a single obstacle as if it was open ground.
5	BRUTAL STRIKES <i>This fighter attacks with tremendous force.</i> Add 1 to the damage of critical hits from this fighter inflicted using a weapon with a range of 3 or less.
6	THICK SKULL <i>This fighter can take a punch with little consequence.</i> whenever this fighter takes damage from an attack with a range characteristic of 3 or less, you can roll a dice for every point of damage inflicted. on a roll of 6, that point of damage is negated.



TOUGHNESS SKILLS

Available only to fighters with the BULWARK or ICON BEARER runemarks

D6	Skill
1	PARRY <i>This fighter can block incoming attacks with ease.</i> Whenever this fighter is targeted by an attack with a range of 3 or less, you can choose to parry the attack. Pick one of the enemy hit rolls and roll a dice, if your result is equal or higher than the hit roll, the hit inflicts no damage.
2	MISSILE BLOCK <i>This fighter is adept at shielding himself from incoming missiles.</i> Whenever this fighter is targeted by an attack with a minimum range while not within 1 inch of an enemy, you can choose to block the attack. Pick one of the enemy hit rolls and roll a dice, if your result is equal or higher than the hit roll, the hit inflicts no damage.
3	STONESKIN <i>This fighter is impervious to harm from small arms.</i> Whenever this fighter is targeted by an attack with a base damage characteristic of 1, you can you can force the attacking fighter to reroll a single hit roll.
4	SECOND WIND <i>This fighter can tap into a deep well of stamina to replenish his strength</i> Whenever this fighter uses the Respite universal ability, add 1 to the value of the ability, to a maximum of 6.
5	DIE HARD <i>This fighter can survive grievous wounds that would kill any other</i> Whenever this fighter rolls on the Injury table, you can roll twice and apply the result of your choosing.
6	UNFLINCHING <i>This fighter is incredibly resistant to pain.</i> Whenever this fighter takes damage you can roll a dice for every point of damage inflicted. on a roll of 6, that point of damage is negated.



AGILITY SKILLS

Available only to fighters with the AGILE & FLY runemarks

D6	Skill
1	DODGE <i>This fighter's uncanny reflexes make him incredibly hard to hit.</i> Whenever this fighter is targeted by an attack action, you can declare he will dodge. If you do so, roll a dice for every attack that hits this fighter, on a roll of a 6, that hit inflicts no damage. (Roll separately for critical hits)
2	ACROBATIC RETREAT <i>This fighter can leap away from danger with remarkable grace</i> Whenever this fighter makes a disengage action, he can jump as if he was making a move action, and move through other fighters as if they were not there.
3	SPRINT <i>This fighter is incredibly nimble.</i> Whenever this fighter uses the Rush universal ability, he can add 2 to its move characteristic instead of 1.
4	SPIDER CLIMB <i>This fighter can climb up ruins & chasms with great skill.</i> Whenever this fighter climbs, he counts every inch of vertical movement as half an inch.
5	PERFECT BALANCE <i>This fighter can keep his footing even under extreme circumstances</i> This fighter automatically succeeds at falling tests.
6	FELINE AGILITY <i>To this fighter, jumping and tumbling around rooftops is second nature</i> This fighter subtracts 1 from all Impact Damage checks.

*Fighters with the FLY runemark only roll a D3 instead of a D6 when rolling on this Improvement Table. Meaning they can only get the "Dodge", "Acrobatic Retreat" and "Sprint" skills.



FEROCITY SKILLS

Available to fighters with the BERZERKER runemark

D6	Skill
1	FRENZIED CHARGE <i>This fighter is most at home rushing the enemy lines headfirst.</i> If this fighter makes an attack action with weapon with a range of 3 or less immediately after making a move action, he can reroll hit rolls of 1 for that attack action
2	ALL OUT ATTACK <i>This fighter strikes with great ferocity.</i> Whenever this fighter uses the Onslaught universal ability, he can also reroll hit rolls of 1 for every attack action he takes during that activation.
3	BRUTAL DEFIANCE <i>This fighter fights all the harder when defeat looks imminent</i> Once per activation, when this fighter makes an attack action with less than half of his health remaining, he can reroll a single failed hit roll
4	DEATH FRENZY <i>This fighter is murderous to his last breath.</i> Whenever this fighter is taken down while within 3 inches of an enemy, he can immediately make a bonus attack action with a weapon with a range characteristic of 3 or less.
5	MURDEROUS RAMPAGE <i>This fighter is not one to let his enemies escape without a scratch.</i> If this fighter takes down an enemy fighter with an attack action with a range of 3 or less, he can reroll hit rolls of 1 for attack actions with a range of 3 or less the rest of the battle.
6	OBLIVIOUS TO PAIN <i>This fighter can keep fighting through grievous wounds out of sheer spite.</i> whenever this fighter takes damage while within 1 inch of an enemy fighter, you can roll a dice for every point of damage inflicted. on a roll of 6, the damage is negated



SCOUTING SKILLS

Available to fighters with the SCOUT & TRAPPER runemarks

D6	Skill
1	SHROUDED IN SHADOWS <i>This fighter hides in the shadows to avoid incoming attacks.</i> This fighter is always considered to gain the benefit of cover as long as he is more than 3 inches away from the attacker.
2	VANGUARD <i>This fighter is quick to engage and often advances ahead of his warband.</i> At the start of the battle, before rolling for initiative, if this fighter is on the battlefield it can move up to 4 inches in any direction, as long as he doesn't end this move within 1 inch of an enemy fighter.
3	ACUTE SENSES <i>This fighter knows how to spot a trap, and often gets the drop on enemies.</i> If this fighter is on the battlefield at the start of the battle, you can add 1 to the number of singles you have on your first Initiative Roll. Having multiple fighters with this ability is not cumulative.
4	SCOUT AHEAD <i>This fighter often forages ahead of the warband to warn them from incoming danger.</i> If this fighter is on the battlefield, you can redraw the Twist card for the battle (you must choose to redraw before resolving the originally drawn card, and must keep the second result.)
5	BOOBY TRAPS <i>This fighter is known to litter the field of battle with deadly traps.</i> At the start of the battle before the first turn begins, if this fighter is on the battlefield you can choose a single terrain feature that has no enemy fighters within 1 inch and write it down in secret. The first time an enemy fighter finishes an activation within 1 inch of that terrain feature, the fighter must make an impact damage roll with a +2 modifier. Additionally, if the result of this roll is a 6+, that fighter cannot take MOVE actions for the rest of the battle round.
6	SCAVENGER <i>This fighter is an expert at picking clean the enemies corpses and searching for treasure among the timeworn ruins</i> If at the end of the battle this fighter is not taken down, you can reroll a single search for treasure roll.



MAGIC SKILLS

Available only to fighters with the MYSTIC runemark.

D6	Skill
1	PRECOGNITION <i>This fighter can sense incoming danger using its arcane abilities</i> Once per battle, you can force an enemy attacking this fighter to reroll a single critical hit roll
2	ELDRITCH SIGHT <i>This fighter's strikes are guided by magical forces</i> Once per battle round, you can reroll a single hit roll made for an attack with this fighter.
3	HEALING ANIMUS <i>This fighter can use his magical powers to mend flesh and bone.</i> If this fighter is on the battlefield at the end of the battle, you can reroll a single injury roll for a fighter that was taken down during the battle, but must keep the second result.
4	ARCANE RESTORATION <i>This fighter knows how to tend to magical items to preserve their powers for longer.</i> If this fighter is on the battlefield at the end of the battle, you can reroll a single dice roll to check if a perishable lesser artifact is destroyed.
5	RITUAL MASTER <i>This fighter knows how to conduct rituals that draw the attention of the gods.</i> If this fighter is on the battlefield at the end of the battle, you can add 1 to the number of glory points earned for the battle. Having multiple fighters with this ability is not cumulative.
6	SORCEROUS SMITE <i>This fighter can infuse his strikes with eldritch energy.</i> Add 1 to the damage inflicted by critical hits from this fighter.



VETERAN SKILLS

Available only to fighters with the ELITE, WARRIOR and CHAMPION runemarks

D6	Skill
1	PARRY <i>This fighter can block incoming attacks with ease.</i> Whenever this fighter is targeted by an attack with a range of 3 or less, you can choose to parry the attack. Pick one of the enemy hit rolls and roll a dice, if your result is equal or higher than the hit roll, the hit inflicts no damage.
2	DISARM <i>This fighter is trained to disarm and neutralize the opposition.</i> Once per activation, when this fighter makes an attack action, if he scores at least 1 critical hit, the target of the attack must subtract 1 from the attacks characteristic of any weapons it is armed with until the end of the battle round. A fighter can only be affected by this ability once per round.
3	DUELLIST <i>This fighter fights best one-on-one, where his martial skill is unparalleled</i> Whenever this fighter makes an attack action while within 1 inch of only one enemy fighter, you can reroll a single hit roll.
4	WEAPON MASTER <i>This fighter has become an expert with its chosen weapon</i> Choose one weapon this fighter is armed with, whenever this fighter makes an attack action with that weapon, you can reroll a single hit roll of 1
5	KILLING BLOW <i>A single strike from this fighter's weapon can effortlessly sever a limb</i> Add 1 to the damage inflicted by critical hits from this fighter.
6	COMBAT MASTER <i>This fighter has learnt to take on many enemies at once and use their numbers to his advantage.</i> whenever this fighter makes an attack action while within 1 inch of 2 or more enemy fighters, you can reroll hit a single hit roll.



BESTIAL SKILLS

Available only to fighters with the BEAST runemark.

D6	Skill
1	PACK TACTICS <i>This fighter works in tandem with others to hunt down prey.</i> Once per activation, when this fighter makes an attack action that targets an enemy within 1 inch of another friendly fighter with the same combination of runemarks, you can reroll 1 hit roll
2	KEEN CLAWS <i>This fighter's attacks rend flesh with horrifying ease.</i> Whenever this fighter makes an attack action, you can reroll a single hit roll of 1
3	TERRITORIAL PREDATOR <i>This fighter reacts aggressively when faced with other bestial intellects.</i> Once per activation, if this fighter makes an attack action that targets a fighter with the BEAST or CHAOTIC BEAST runemarks, you can reroll 1 hit roll.
4	INTIMIDATING GROWL <i>The beasts of the Bloodwind Spoil recoil in fear at the sight of this fighter</i> Once per battle round, when you make Bestial Intellect roll to activate a chaotic beast within 6 inches of this fighter, you can add 1 to the roll.
5	SCENT OF BLOOD <i>When this fighter smells blood, nothing can quell its thirst for murder</i> Once per activation, when this fighter attacks a fighter that has less than half of its wound remaining, you can reroll a single hit roll.
6	SAVAGE <i>This fighter's claws and teeth inflict terrible damage</i> Add 1 to the damage inflicted by critical hits from this fighter.



CUNNING COMMANDER SKILLS

Available to fighters with the LEADER runemark

D6	Skill
1	BOOMING VOICE <i>This fighter's voice can be heard even over the clamor of battle.</i> Whenever this fighter uses the Inspiring Presence Universal ability, add 6" to its range
2	STAUNCH DEFENDER <i>This fighter will never surrender ground to the enemy</i> Whenever this fighter is counted towards controlling an objective, he counts as 2 models instead of 1
3	FORTUNATE <i>This fighter has the luck of the gods on his side</i> If this fighter is on the battlefield in your hero phase, you can reroll a single Initiative Dice before any wild dice are spent, but must keep the new result.
4	QUICK WITTED <i>This fighter thinks fast on his feet and can adapt to any situation.</i> At the start of the battle, before rolling for the first round initiative, this fighter can redeploy himself while adhering to all the conditions outlined in the deployment map.
5	TENACIOUS <i>This fighter's resolve can push away the pain.</i> Whenever this fighter takes damage, you can roll a dice for every point of damage inflicted. on a roll of 6, the damage is negated.
6	CUNNING STRATEGIST <i>This fighter can predict the enemy's movements and lay careful ambushes</i> At the start of the battle, before rolling for the first round initiative, this fighter can use this ability to swap the battle group of a single friendly fighter. That fighter must switch places with a fighter from the battle group it wishes to swap to. If either of the fighters is on the battlefield, they must be placed as close as possible to the original location of the fighter they're swapping places with.



BRUTAL WARLORD SKILLS

Available to fighters with the LEADER runemark

D6	Skill
1	BRUTAL RAMPAGE <i>This fighter can unleash all his might in a fearsome display of brutality</i> Once per battle, before this fighter makes an attack action, you can declare you're using this ability, if you do so, you can reroll all hit rolls for that attack action.
2	LEGENDARY FIGHTER <i>This fighter's combat skills are absolutely unmatched</i> Whenever this fighter makes an attack action, you can reroll a single failed hit roll
3	KILL THE WEAK <i>This fighter has unfathomable disdain for the unworthy</i> Whenever this fighter makes an attack action targeting a fighter with a wounds characteristic of 10 or less, you can reroll hit rolls of 1.
4	MONSTER HUNTER <i>This fighter has trained to bring down the largest beasts of the Bloodwind Spoil.</i> Whenever this fighter makes an attack action targeting a fighter with a wounds characteristic of 20 or more, you can reroll hit rolls of 1
5	HEADTAKER <i>This fighter has a penchant for slaying enemy heroes.</i> When this fighter attacks a fighter with the LEADER or ALLY runemark, he can reroll hit rolls of 1. If he already has an ability conferring this effect, he can instead reroll all hit rolls.
6	INDOMITABLE <i>This fighter's will to fight can push away even deadly injuries.</i> The first time in the battle this fighter would be taken down, roll a dice. On a 4+, this fighter remains on the battlefield with D3 wounds remaining.