



Dodge and Defend!

This unofficial rules supplement adds a way for fighters to avoid or reduce incoming damage without compromising on the simplicity that makes Warcry such a great ruleset.

Reactions

This supplement adds reactions to the game. A reaction is a special action that a fighter can perform during the enemy's activation. A fighter can make a reaction if:

1. The fighter has not yet used all its actions in the current round.
2. The fighter has not already used a reaction in the current round.
3. The reaction's trigger condition matches what is currently happening in the game.

To use a reaction, declare that you intend to do so as soon as the reaction's trigger condition is met, then follow the instructions on how to resolve it. The step during which the reaction is resolved is not an activation, but the fighter is considered to have made a wait action. If they have not yet activated in the current round, place a wait token next to them. Otherwise place an activation token next to them.

The following reactions, Dodge and Defend, are available to all fighters.

Dodge

Trigger Condition: A friendly fighter is the target of an attack action, before any dice are rolled. In addition, it must be possible for the friendly fighter to make a dodge move (see below).

For the duration of the attack action, the attacker's attacks characteristic is halved (rounding up). If the friendly fighter receives no damage, they must make a dodge move. Do not make a dodge move if the fighter received any damage.

To make a dodge move, a fighter makes a normal move of exactly 1". The fighter must finish the move more than 1" away from any enemy fighters, and further away from the attacking fighter than it was at the start of the move. A dodge move does not count as a move action or disengage action in any way. A fighter may not jump, climb or fly as part of a dodge move.

Defend

Trigger Condition: A friendly fighter is the target of an attack action, before any dice are rolled.

For the duration of the attack action, the attacker's damage and critical damage characteristics are both reduced by 1 (to a minimum of 1).

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