

Warcry at the Gathering

In this campaign, you build a warband of fighters that will venture into a mysterious ruined city in search of magical artefacts. Your warband will fight against the other warbands looking for the same things.

Each player builds a warband from their collection that adds up to 1000 points using the standard warband creation system in the Warcry core rules.

The narrative rules for Warcry will be in play.

Name your warband and your fighters.

Your fighters will be able to earn magic items, traits and injuries as the campaign progresses.

As you win battles, you will venture deeper into the city and set up a camp which will have bonuses and risks with it.