



Official Errata and FAQs, Version 1.0

This document presents amendments to the rules of *Warhammer Underworlds: Shadespire* and our responses to players' frequently asked questions. When changes are made, the version number will be updated and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 14 – Game Sequence

Add the following section:

Sequencing

If a player has two or more abilities that would resolve at the same time (e.g. at the beginning of the action phase) they choose in which order they are resolved. If two players have abilities that would resolve at the same time, they roll off (see below). The winner resolves an ability first, then the loser of the roll-off resolves an ability. They keep resolving abilities in the same order until all abilities they wish to resolve have been resolved. A player can choose not to resolve an ability at this point but if they do they cannot resolve any further abilities at this point.

Note that there are different rules for reactions, many of which would be resolved at the same time but only one of which may be played at any such point (see page 24).

Page 17 – Place the Fighters

Add the following sentence to the end of the paragraph: 'A fighter cannot be placed in a hex that is already occupied by another fighter, either at this point or at any time during the game.'

Page 20 – Critical Successes

Add the following sentence to the end of the last paragraph in this box:

'If the Attack action succeeds, it also results in a critical hit.'

Page 27 – Multiplayer

Add the following section:

Sequencing

If two or more players have abilities that would resolve at the same time, they roll off. The winner resolves an ability first, then the loser of the roll-off resolves an ability. (If there are three or four players with

abilities that would resolve at the same time, the losers roll off again until a first, second and third loser are established, and they resolve one ability each in that order). They keep resolving abilities in the same order until all abilities they wish to resolve have been resolved. A player can choose not to resolve an ability at this point but if they do they cannot resolve any further abilities at this point.

FAQs

GENERAL

Q: Should the discard pile be face up, or can it be face down?

A: It should be face up.

Q: Can a fighter attack on multiple activations in a single action phase if it hasn't made a Charge action and it has a valid target?

A: Yes.

Q: Can I activate a fighter that made a Charge action to put them on Guard?

A: No. A fighter that made a Charge action cannot be activated again for the remainder of the phase.

Q: If I roll more than one success with an Attack action, do I deal damage more than once?

A: No. Each successful Attack action only deals damage once, regardless of the number of successes rolled.

UNIVERSAL CARDS – UPGRADES

Total Offence (#431)

Q: If my fighter is upgraded with Total Offence, can I use the bonus attack dice when making an Attack action that targets more than one fighter? If so, how does it work?

A: You can use the bonus attack dice when making an Attack action that targets more than one fighter, but you will only have the bonus attack dice for the first Attack action you make this way (i.e. against the first of the fighters you target).

STEELHEART'S CHAMPIONS – FIGHTER CARDS

Angharad Brightshield

Q: If Angharad Brightshield is attacked, and becomes Inspired as a result of her defence roll, can she use her Furious Parry Reaction if the attack fails?

A: No. She only becomes Inspired after the Attack action is resolved, which means the opportunity to react with Furious Parry has already passed.

STEELHEART'S CHAMPIONS – OBJECTIVE CARDS

Sigmar's Bulwark (#37)

Q: Can I score Sigmar's Bulwark if one of my fighters was damaged and then healed for the full amount (and all other fighters were unharmed)?

A: No.

Q: Can I score Sigmar's Bulwark following an action phase where none of my fighters were alive?

A: Yes.