



Official Errata and FAQs, Version 1.3

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 14 – Re-rolls and Roll-offs

Replace the second paragraph with the following: 'Roll-offs are used at various points (e.g. to decide who places a board first). When the rules tell you to roll off, each player takes any four dice, rolls them, and counts the number of critical successes (the ☼ symbols). The player who rolls the highest number of ☼ wins. If more than one player is tied for the highest number of ☼, or if no player has rolled any ☼, the tied players count the number of ♣ they have rolled. The tied player who rolled the highest number of ♣ wins. If there is still a tie, the tied players then count the number of ♠ they have rolled. The tied player who rolled the highest number of ♠ wins. If there is still a tie, the tied players re-roll. Do this as many times as is necessary to establish a winner.'

Page 16 – Place the Objective Tokens

Replace the second paragraph with the following: 'Shuffle the objective tokens face down and place them next to the battlefield. Whichever player chose the first game board takes an objective token and places it (without looking at the other side) face down on any complete hex on the battlefield, other than a starting hex, a blocked hex or an edge hex (the outermost complete hexes around the edge of the battlefield). The players then take it in turns to place the remaining objective tokens in the same way, with the additional restriction that no objective token can be placed within two hexes of another objective token. The final objective token, and any other token that cannot be placed because of these restrictions, is placed following the same rules, except that it can be placed on an edge hex. Once all objective tokens have been placed, turn them over, revealing the numbered side.'

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 21 – Out of action

Replace the first paragraph with the following: 'Once a fighter has sustained damage equal to or greater than their Wounds characteristic (shown by wound tokens on their card), they are taken out of action. Remove them and their tokens from the battlefield and clear all tokens from their fighter card. The other player gains one glory point (pg 30) – they take a glory point token.'

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.’

Page 31 – Roll-offs

Replace this text with the following:

‘When the rules tell you to roll off, each player takes any four dice, rolls them, and counts the number of critical successes (the  symbols). The player who rolls the highest number of  wins. If more than one player is tied for the highest number of , or if no player has rolled any , the tied players count the number of  they have rolled. The tied player who rolled the highest number of  wins. If there is still a tie, the tied players then count the number of  they have rolled. The tied player who rolled the highest number of  wins. If there is still a tie, the tied players re-roll. Do this as many times as is necessary to establish a winner.’

FAQs

GENERAL

Q: How do you define ‘unique’ for the purposes of deck construction? Can I include two Healing Potions in my deck if they have different art?

A: A card’s uniqueness is determined by the name of that card. Each card in your power and objective decks must be the only card in that deck with that name: for example, you cannot include two Healing Potions in the same deck. Note that cards that have the same name but in different languages count as the same card: a deck could not include both the English ‘Healing Potion’ and the French ‘Potion de Soin’ for example.

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

A: It should be face up. The cards in the discard pile are ‘open information’ – if your opponent asks, you must show them the cards in your discard pile.

Q: When do re-rolls happen?

A: If a rule grants you a re-roll, unless stated otherwise you use it immediately after making a roll. For example, if a player is making an Attack action, and both they and the player whose fighter is targeted have a rule allowing them to re-roll one dice, the attacking player makes their roll, then if they wish they re-roll one of those dice, then the defending player makes their roll, and then if they wish they re-roll one of the dice. The attacker cannot wait until after their opponent rolls to decide whether or not to use a re-roll.

Q: How does it work if I have multiple rules allowing me to re-roll a dice?

A: You can only ever re-roll any particular dice once. However, if for example you have two rules allowing you to re-roll a dice when a fighter makes an Attack action and you roll at least two dice for that Attack action, you can re-roll two of the dice. As these are separate abilities, you can roll the attack dice, then you can re-roll one of the dice, and then you can re-roll one of the dice not already re-rolled.

Q: What is an empty hex?

A: An empty hex is one that does not contain a fighter and is not blocked.

Q: If a hex has an objective token in it, does it count as occupied?

A: No.

Q: Does the edge of the battlefield block line of sight?

A: No. Line of sight is blocked by blocked hexes, but not by the edge of the battlefield. However, when counting hexes to see if an Attack action is in range, you can only count complete hexes.

Q: What do ‘away’ and ‘further away’ mean?

A: When a rule tells you to push or move a fighter (or objective) ‘away’ or ‘further away’ from a hex, fighter, or objective, it means that the hex they end this push or move in must be further from that hex, fighter or objective than the hex they begin the push or move in. This distance is counted in hexes (by the shortest route, even if that means counting a blocked hex).

Q: Can I apply an upgrade to an enemy fighter?

A: No.

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: When a fighter moves (or charges, or is put on Guard), is taken out of action, and returned to the battlefield in the same Action phase, are they still considered to have moved (or charged, or been put on Guard)?

A: Yes.

Q: Do cards that change the distance a fighter can move in a Move action – for example Danse Macabre (#71) – affect the distance that fighter can move with a Charge action?

A: Yes. A Charge action is a Move action followed by an Attack action. The Move action is made in the same way as a normal Move action, and is subject to the same modifiers.

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.

Q: When a fighter is driven back, is that part of the Attack action, or is it a new action?

A: When a fighter is driven back by an Attack action, that happens within that Attack action (the Attack action is not over until after the fighter has been driven back).

Q: Can a fighter be trapped by the edge of the battlefield?

A: Yes. Nothing can be moved into the incomplete hexes that surround the battlefield, so a fighter cannot be driven back into them, and may be trapped as a result.

Q: Does the push from Knockback have to be in the same direction as the original push from driven back?

A: Yes.

Q: If something happens during my fighter's Charge action that means it cannot be resolved (e.g. my opponent makes a reaction that moves the target out of range of my fighter's Attack action), does my fighter still count as having made a Charge action?

A: Yes.

Q: How do ploys that grant extra actions work?

A: Some ploy cards allow you to make extra actions with your fighters. They can do so in two ways: either they specify an action or actions (e.g. Ready for Action – **Reaction:** Play this after you upgrade a fighter in an action phase. They can make a Move or Attack action.) or they allow a fighter an unspecified action (e.g. Time Trap – 'Choose a fighter. They can take an action...'). When using cards like this, remember that actions and activations are different things, and while a Charge action forbids further activations of a fighter in that round, a ploy card that grants an extra action to a fighter is not an activation of that fighter.

When a ploy specifies an action, or actions, a fighter can make those actions even if the rules of the game would normally not allow it. In the case of Ready for Action, a fighter could make a Move action even if they had already made a Move or Charge action in the current round.

When a ploy allows a fighter to make an action, but does not specify an action, the fighter cannot make an action that would not normally be allowed by the rules of the game. In the case of Time Trap, if the fighter chosen had already made a Move action in the round, they could not make a Move or Charge action, as the rules forbid a fighter from making two Move actions in a round (and a Charge action always includes a Move action). However, if the fighter had made a Charge action earlier in the round, this ploy would still allow them to make an Attack action or go on Guard, for example.

Q: If both my opponent and I want to play a ploy at the same time (e.g. we both want to play Confusion) do the sequencing rules from the errata come into play?

A: No. The power step is played in a specific order, so you will each have an opportunity to play your ploy, and that opportunity is decided by the order of the players' activations (see page 22 of the rules).

Q: When a fighter makes an action as part of an activation, and the end of that action is the end of the activation (e.g. if the fighter simply makes a Move action), could the players play both a reaction that is triggered after an action and a reaction that is triggered after an activation?

A: No. The action and the activation end simultaneously, so only one reaction can be played. That reaction could be triggered either by the action or the activation.

Q: If both my opponent and I want to play a reaction at the same time (e.g. we both want to play Fuelled by Slaughter) do the sequencing rules from the errata come into play?

A: No. Each player has a reaction opportunity in turn, starting with the player whose activation is next (see page 24 of the rules).

Q: Some objectives refer to 'all fighters', or 'all surviving fighters', or 'all objectives' or similar, but also specify a number in brackets, like '(at least five)'. Can I score these objectives if I only meet the part of the condition in brackets, or do I have to meet the whole condition?

A: You have to meet the whole condition. For example, you can only score March of the Dead if all of your surviving fighters made a Move action in the preceding action phase, and if you also have at least five surviving fighters.

GARREK'S REAVERS – FIGHTERS

Q: Which fighters count towards Garrek's Reavers' Inspired condition?

A: 'Fighter' refers to both friendly and enemy fighters, unless one or the other is specified. Garrek's Reavers become Inspired when any three fighters are out of action. Note that fighters that have been returned to the battlefield are no longer out of action, and are not counted.

GARREK'S REAVERS – PLOYS

Blood Rain (#11)

Q: When Blood Rain has been used, do Attack actions with the ⚔ Dice characteristic count as having the ✂ Dice characteristic instead of the ⚔ Dice characteristic, or in addition to it?

A: They replace the existing Dice characteristic – all Attack actions in the next activation use the ✂ Dice characteristic (and only that characteristic), even if they would normally use the ⚔ Dice characteristic instead.

Rebirth in Blood (#18)

Q: How does it work if my fighter has Soultrap and I have Rebirth in Blood in my hand? Can I use both cards?

A: Soultrap's reaction triggers during the Attack action, and Rebirth in Blood triggers after the Attack action. If you react during the Attack action with Soultrap, then fail the roll, you can then react after the Attack action with Rebirth in Blood (as long as the conditions are met).

GARREK'S REAVERS – UPGRADES

Ever-Advancing (#23)

Q: Does this upgrade let you push Garrek or the attacking fighter?

A: Garrek.

STEELHEART'S CHAMPIONS – FIGHTERS

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.

Q: With Angharad's Furious Parry and Shield Bash: when do you check if the enemy's Attack action is successful? Before or after Angharad is driven back?

A: Before. If the Attack action is not successful based on the attack and defence dice rolled (so before you check if the target is trapped) you can make either of these reactions.

STEELHEART'S CHAMPIONS – OBJECTIVES

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.

STEELHEART'S CHAMPIONS – PLOYS

Tireless Assault (#45)

Q: How do I use Tireless Assault with an Attack action that targets more than one enemy, such as Severin Steelheart's Mighty Swing?

A: An attack that targets more than one enemy is treated as a number of individual Attack actions performed one after the other, and each of those Attack actions is judged as succeeding or failing based on whether or not its target is damaged. If one of the Attack actions made as part of a Mighty Swing fails, you can play Tireless Assault (this can interrupt the Mighty Swing, and indeed will, unless the Attack action you are reacting to is the final Attack action made as part of Mighty Swing) to make another Attack action that targets the same fighter. This could be another Mighty Swing (allowing you to target other fighters as well). Once you have

resolved the reaction, if it interrupted Mighty Swing, you would then finish resolving Mighty Swing (unless that was no longer possible).

STEELHEART'S CHAMPIONS – UPGRADES

Fatal Riposte (#52)

Q: If I use Fatal Riposte against an enemy fighter who is using an Attack action that targets multiple fighters, and it takes that enemy fighter out of action or drives them back so that they are not within range of their remaining targets, what happens to the rest of their Attack action?

A: As they can no longer resolve their action, it ends without being resolved any further.

Lightning Blast (#56)

Q: Where Lightning Blast says 'When they make a critical hit', does 'they' refer to Obryn?

A: Yes.

SEPULCHRAL GUARD – FIGHTERS

Q: Can the Sepulchral Warden become Inspired by raising the same fighter twice?

A: He can become Inspired by the same fighter being returned to the battlefield twice (whether with his action or the Restless Dead ploy).

Q: When playing against the Sepulchral Guard, does a player score glory points for taking a fighter out of action a second or third time after they have been revived?

A: Yes.

SEPULCHRAL GUARD – OBJECTIVES

Battle Without End (#59)

Q: Can I score Battle Without End if I returned the same fighter to the battlefield twice in the same phase, or does it have to be two different fighters?

A: You can score it by returning the same fighter to the battlefield twice.

Claim the City (#60)

Q: Can I score Claim the City if an objective token has been removed from the battlefield (e.g. by Desecrate) as long as I hold all remaining objectives?

A: Yes.

SEPULCHRAL GUARD – PLOYS

The Necromancer Commands (#77)

Q: The Necromancer Commands allows a fighter, having failed an Attack action, to 'make the Attack action again'. How does that interact with an Attack action that targets more than one enemy, such as the Harvester's Whirling Scythe?

A: An attack that targets more than one enemy is treated as a number of individual Attack actions performed one after the other, and each of those Attack actions is judged as succeeding or failing based on whether or not its target is damaged. If one of the Attack actions made as part of the Whirling Scythe Attack action fails, you can play The Necromancer Commands to make that single Attack action targeting the same fighter again.

IRONSKULL'S BOYZ – PLOYS

Leadin' By Example (#103)

Q: Where Leadin' By Example refers to a fighter that has not already made a Move or Charge action, does it mean in this phase or in the whole game?

A: This phase.

SPITECLAW'S SWARM

Q: How does the Inspire condition for Spiteclaw's Swarm work?

A: Each fighter from Spiteclaw's Swarm becomes Inspired when they are chosen by a ploy. A fighter is only 'chosen' by a ploy if that ploy contains the word 'choose' and tells you to choose one or more fighters, and you choose that fighter. For example, if you play Confusion, you choose two adjacent fighters. If either of those is a fighter from Spiteclaw's Swarm, they become Inspired. However, if you play Aversion to Death, the friendly fighters you push are not Inspired, as you do not 'choose' them. Similarly, if you play Earthquake, no fighters from Spiteclaw's Swarm would become Inspired, as you do not 'choose' any fighters.

SPITECLAW'S SWARM – PLOYS

Nervous Scrabbling (#160)

Q: Can I use Nervous Scrabbling to Inspire a fighter from Spiteclaw's Swarm even if there are no adjacent fighters?

A: Yes.

SPITECLAW'S SWARM – UPGRADES

Expendable (#167)

Q: When I use Expendable to remove my fighter from the battlefield, does my opponent gain a glory point?

A: No. However, from that point on the fighter is considered in every way to be out of action (e.g. for the purposes of enumerating fighters out of action and for determining which fighters can be returned to the battlefield with Skritch's Action).

Flee! (#169)

Q: Can I use the Flee! upgrade's action to make a Move action with Skritch and an adjacent fighter, even if one or both of them have a Move or Charge token?

A: Yes, as long as you have a way to take the action on the upgrade card (i.e. Skritch hasn't made a Charge action in this phase, or you have a way to grant him an action regardless of whether or not he has made a Charge action).

Q: Can I use the Flee! upgrade's action even if there is no adjacent friendly fighter?

A: No.

Skitter-scurry (#170)

Q: Does Skitter-scurry allow me to push the upgraded fighter twice when I make a Charge action?

A: Yes. You can push the fighter once after the Move action, and once after the Attack action (as long as your opponent does not play a reaction first). Note that the Move action must still end with your fighter in range to make an Attack action (before the push) or the Charge action cannot be made. Similarly, if the push takes your fighter out of range to make the Attack action, that Attack action cannot be resolved.

Q: Does Skitter-scurry allow me to push the upgraded fighter after each separate Attack action in an Attack action that targets multiple fighters (e.g. Whirling Halberd), assuming my opponent does not play a reaction first?

A: Yes. However, the only fighters you can target are those who were adjacent at the start of the action, and your fighter must be in range of each of those fighters to make an Attack action against them. If the fighter is pushed in such a way that they are not able to make an Attack action against any of their remaining targets, no further Attack actions are resolved.

Sneaky Stab-stab (#171)

Q: Does Sneaky Stab-stab allow me to push the upgraded fighter before each separate Attack action in an Attack action that targets multiple fighters (e.g. Whirling Halberd)?

A: Yes. However, the only fighters you can target are those who were adjacent at the start of the action (i.e. after the initial push, if you choose to use it), and your fighter must be in range of each of those fighters to make an Attack action against them. If the fighter is pushed in such a way that they are not able to make an Attack action against any of their remaining targets, no further Attack actions are resolved.

Q: Can I use Sneaky Stab-stab to make an Attack action when my fighter is not in range?

A: Yes, but only if the one hex push takes your fighter into a hex where they have line of sight to and are in range of the target. You cannot use Sneaky Stab-stab if you can't push the fighter within range to make their Attack action with the one hex push granted by Sneaky Stab-stab.

If something happens (e.g. a Reaction to the push) so that the fighter is no longer in range to make the Attack action, the Attack action is not made (it does not fail or succeed) and the activation ends. No reactions can be made that are triggered by an Attack action and it does not count towards objectives that count Attack actions made (because the Attack action is not made).

UNIVERSAL CARDS – OBJECTIVES

Conquest (#247)

Q: Can I score Conquest if all of my fighters are out of action?

A: No.

Contained (#248)

Q: Can I score Contained if there are no surviving enemy fighters?

A: No.

UNIVERSAL CARDS – PLOYS**Dual Strike (#319)**

Q: Can you stack Assumed Command or Scrag 'Em with Dual Strike, so that one fighter counts as more than two supporting fighters?

A: No.

Earthquake (#321)

Q: How do I resolve the pushes when I play Earthquake?

A: Choose a direction, then push every fighter in that direction simultaneously. Any fighters that cannot be pushed in that direction (because of a blocked hex, another fighter that cannot be pushed, the edge of the battlefield or a rule that prevents them being pushed) are not pushed. As pushing every fighter at once is a little tricky to do with more than a few fighters on the battlefield, it is fine to push the fighters one at a time, so long as you bear in mind that all of the pushes happen simultaneously as far as the game is concerned (so, for example, a reaction to Earthquake – or any push made because of Earthquake – can only be made after all of the pushes from Earthquake have been resolved).

Forceful Denial (#324)

Q: When Forceful Denial is played in response to a ploy with a chance of failure (or a degree of success), like Daylight Robbery or Healing Potion, can it be played after it has been determined that the ploy (or how much the ploy) has succeeded?

A: No, it must be played before the success or failure of that card is determined.

Q: Can I use Forceful Denial in response to a ploy played as a reaction?

A: Yes – the trigger for Forceful Denial is your opponent playing a ploy, which is a different trigger to the one they played their reaction against.

Last Chance (#336)

Q: Could Last Chance and The Necromancer Commands be triggered by the same Attack action?

A: Yes. Last Chance is a reaction taken during an Attack action that lets you ignore the damage caused by the Attack action. Only Attack actions that cause damage are successful, so the Attack action fails. At that point, if the attacking fighter was one of the Sepulchral Guard, their player could play The Necromancer Commands, which is a reaction taken after an Attack action that fails.

Mighty Swing (#339)

Q: What happens when I use Shadeglass Sword with the ploy Mighty Swing, targeting more than one enemy fighter?

A: You make the Attack action against each fighter in turn, in the order you choose. After the first of these Attack actions to be successful, you discard the upgrade, which means you cannot resolve the Attack action against any remaining targets.

Q: What happens when I use Daemonic Weapon with the ploy Mighty Swing, targeting more than one enemy fighter?

A: The fighter suffers 1 damage before making each Attack action, so they would suffer 1 damage, then (assuming they survive) make their first Attack action, then suffer 1 more damage and then (assuming they survive) make their second Attack action and so on. If they are taken out of action, you cannot resolve the Attack action against any remaining targets.

Misdirection (#341)

Q: If a fighter from Spiteclaw's Swarm is chosen by a ploy, but that fighter's player uses Misdirection to change which fighter is chosen, which of the friendly fighters becomes Inspired?

A: Only the fighter chosen by Misdirection.

Q: If my opponent plays Confusion and chooses one of their fighter and one of my fighters, can I play Misdirection and choose a different pair of fighters (as long as one was theirs and one was mine)?

A: No. You could only use Misdirection to choose another friendly fighter (instead of the friendly fighter originally chosen by the ploy) that is also adjacent to the enemy fighter chosen by the ploy.

Momentary Madness (#342)

Q: If I play Momentary Madness, does the enemy fighter I choose become a friendly fighter for the duration of the ploy?

A: No.

Shardfall (#355)

Q: Can Shardfall be played on an unoccupied hex with an objective token in it?

A: Yes.

Shattering Terrain (#357)

Q: When does the fighter suffer damage as a result of Shattering Terrain – before or after they are moved? If the damage would take a fighter out of action, in which hex would that happen, the starting or ending hex?

A: After they are moved – if the damage would take them out of action, this happens in the ending hex.

Q: If a fighter from Ironskull's Boyz who is not Inspired makes a Charge action after Shattering Terrain has been played, do they suffer damage (and therefore become Inspired) after finishing the whole Charge action, or after the Move action and before the Attack action?

A: They are damaged (and therefore Inspired) after their Move action and before their Attack action.

Q: Who gains a glory point if a fighter is taken out of action as a result of Shattering Terrain?

A: In a two-player game, when a player's fighter is taken out of action their opponent gains a glory point. In a three- or four-player game, if you play Shattering Terrain and the damage it deals takes an enemy fighter out of action, you gain a glory point; if it takes one of your own fighters out of action, no one gains a glory point.

Shifting Shards (#359)

Q: Can Shifting Shards be used to move an objective to a starting hex?

A: Yes. It is still a starting hex.

Q: Can Shifting Shards be used to move an objective to a blocked hex?

A: Yes.

Sprint (#363)

Q: When characteristics are modified, does multiplication happen before or after addition? For example, if a fighter with a Move characteristic of 3 has Great Speed, giving them +1 Move, and you play Sprint, can they move 7 or 8 hexes?

A: Multiplication (and division) happen before addition (and subtraction). The fighter in your example moves up to 7 hexes.

Time Trap (#368)

Q: Time Trap instructs you to skip your next activation. Does this mean you have to take a Pass on your next activation, or do you get an extra activation and therefore change the turn order?

A: When you use Time Trap you take an extra action (not an activation). This action happens in the power step, and you do not flip an activation token when you take the action. You cannot use this action to do something you could not normally do (e.g. make a Charge action with a fighter that has already made a Move action in this phase). Once you have taken the action, the power step continues. You must take the 'Pass' player activation as your next activation, which will be followed by the power step as normal. Time Trap does not change the turn order.

UNIVERSAL CARDS – UPGRADES

Blessed Armour (#377)

Q: When a fighter with Blessed Armour is targeted by an attack do you roll a single dice separately to see if you roll a ❸ to heal or does it refer to the defence roll? If the latter, can you heal multiple wounds with multiple ❸?

A: This card uses the dice you roll for the fighter's defence. You heal as many wounds as you roll ❸.

Daemonic Weapon (#382)

Q: When does the fighter suffer the wound from using Daemonic Weapon?

A: The wound is suffered before the Attack action.

Shardcaller (#416)

Q: If both my opponent and I have upgraded a fighter with Shardcaller, whose Shardcaller works first at the beginning of an action phase?

A: These upgrades would resolve simultaneously, so use the sequencing rules from the errata to determine which Shardcaller upgrade takes effect first.

Swift Strike (#423)

Q: How do I resolve Swift Strike?

A: Choose a fighter with this upgrade that is able to make an Attack action (it does not need to be in Range when you do so). Push this fighter one hex (as a reaction) and then make the Swift Strike Attack action with this fighter.

You can use Swift Strike even without an enemy model in range and line of sight, if the one hex push granted by Swift Strike would take your fighter into a hex where they have line of sight to and are within range of the target. Whenever you use Swift Strike the fighter must end the push in a hex in which they can make the Attack action. You cannot use Swift Strike if you can't push the fighter within range to make their Attack action with the one hex push granted by Swift Strike.

If something happens (e.g. a reaction to the push) so that the fighter is no longer in range to make the Attack action, the Attack action is not made (it does not fail or succeed) and the activation ends. No reactions can be made that are triggered by an Attack action (because it is not made) and it does not count towards objectives like Let the Blood Flow (because the Attack action is not made).

Swift Strike does not change how Charge actions work – at the end of a Charge action's Move action your fighter must have a valid target for one of their Attack actions within range and line of sight.

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).