



## Designer's Commentary, November 2018

The following commentary is intended to complement Warhammer Underworlds. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players, and the answers are provided by the rules writing team and explain how the rules are intended to be used.

The *Warhammer Underworlds: Nightvault* rules replace the *Warhammer Underworlds: Shadestpire* rules and the *Warhammer Underworlds: Nightvault* Official Errata and this commentary replace the *Warhammer Underworlds: Shadestpire* Official Errata and FAQs.

Our commentaries are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the stated date has a note, e.g. 'Regional update', this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

### FAQs

*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: When I choose a game board, can I choose one from my opponent's collection?*

A: No.

*Q: When I place the last objective token, can I place it in an edge hex even if there is a hex, other than an edge hex, that I could place it in?*

A: Yes.

*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: 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: When a card refers to 'enemy territory' (e.g. Advancing Strike), what does it mean?*

A: It means any hex that is neither your territory or no one's territory.

*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: If a card says to push a fighter up to two hexes, what does that mean?*

A: You can leave the fighter where they are (a push of 0 hexes, in which case the fighter is not considered to have been pushed), you can push them one hex or you can push them two hexes; note that you cannot push them back into the hex they began in.

*Q: Is a warband considered to have dealt the damage caused by a lethal hex?*

A: No.

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

A: No.

*Q: Can a fighter make an Attack action on multiple activations in a single action phase if it hasn't got a Charge token and it has a valid target?*

A: Yes.

*Q: Can I activate a fighter that has a Charge token to put them on Guard?*

A: No. A fighter that has a Charge token cannot be activated.

*Q: When a fighter with a Move token, Charge token or Guard token is taken out of action, and returned to the battlefield in the same Action phase, do they still have those tokens?*

A: No.

*Q: Do cards that change the distance a fighter can move in a Move action – for example Danse Macabre – 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: Are magic dice considered to be attack dice when you make a spell Attack action?*

A: No. Cards that specify 'attack dice' do not interact with magic dice (for example, Awakened Weapon or Fuelled by Fury would not allow a wizard to re-roll a magic dice when making a spell Attack action). You cannot roll attack dice when attempting to cast a spell Attack action (so for example Light Armour would not affect spell Attack actions). However, cards that affect the Dice characteristic do affect spell Attack actions. For example, Army of One would give a wizard another magic dice for their spell Attack actions, as would Sphere of Hysh, while Crippling Doubt would mean they only had one magic dice. If Blood Rain is in effect when a spell Attack action is made, it has a ✕ characteristic but the player still rolls magic dice, meaning that they will need rolls of 6 to have any hope of success.

*Q: If a card provides a bonus to an Attack action with 'Range 1 or 2', could it be used with a Range 3 attack being used from a distance of one or two hexes?*

A: No. 'Range' always refers to the characteristic of an Attack action, and a fighter's distance from a target does not change that characteristic.

*Q: If a player rolls one 6 for their fighter's Attack action, and no other successes, and the target's player rolls one 6 for the target of that Attack action, and no other successes, what happens?*

A: The attack and defence totals are equal, so the Attack action fails. The player whose fighter made the Attack action rolled at least one success, so they have the option to drive the target fighter back.

*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: If one of my fighters makes a spell Attack action that fails because of my opponent's defence roll, did my fighter cast that spell?*

A: No.

*Q: When a fighter has one or more wound tokens and then their Wounds characteristic is reduced by a modifier, what happens?*

A: The modifier has no effect on the wound tokens on that fighter's fighter card. Once the modifier is applied, check to see if the wound tokens on the fighter card equal or exceed its new Wounds characteristic. If they do, the fighter is taken out of action. Changing a fighter's Wounds characteristic does not damage them.

*Q: When is your warband considered to have dealt damage or taken a fighter out of action (e.g. for the purposes of Assassinate or Multiple Fronts)?*

A: Your warband is your fighters and your cards, so if you use a ploy to damage a fighter or take a fighter out of action (e.g. Death Throes, Trap or Shattering Terrain), your warband has dealt that damage or taken that fighter out of action.

*Q: When is a fighter considered to have dealt damage or taken a fighter out of action (e.g. for the purposes of Massive Assault or Precise Use of Force)?*

A: The fighter is considered to have dealt the damage caused by any Attack action they make, including the effect of upgrades and ploys that increase that damage (e.g. Great Strength, the extra damage to adjacent fighters from Lightning Blast, or Twist the Knife). Fighters (and their Attack actions) are not considered to have dealt damage directly caused by ploys (e.g. Death Throes, Trap or Shattering Terrain). **Fighters are considered to have dealt damage directly caused by gambit spells** (e.g. Curse of da Bad Moon, Ravenous Flame or Sphere of Azyr).

*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 token means that you cannot activate that fighter, 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 a Move token.

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 a Move token, they could not make a Move or Charge action, as the rules forbid a fighter with a Move token from making a Move action (and a Charge action always includes a Move action). However, if the fighter had a Charge token, this ploy would still allow them to make any action, as a Charge token simply prevents that fighter from being activated.

*If a fighter makes an action granted by a ploy that would normally gain them a token (e.g. a Move token for making a Move action) they still gain that token.*

*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 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 come into play?*

A: No. Each player has a reaction opportunity in turn, starting with the player whose activation is next (see page 23 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.

*Q: Do gambits count as ploys (e.g. for objectives that require a certain number of ploys to be played)?*

A: Gambits are either ploys or spells. Gambit spells do not count as ploys, and will not satisfy the conditions of objectives that require ploys to be played.

*Q: Can you score a 'score this immediately' objective if you draw that objective after having previously satisfied the conditions of that objective?*

A: It depends on the objective. For some 'score this immediately' objectives, you check what has happened so far in the phase. Blood for the Blood God! and Massive Assault are examples of this. You can score these in a phase after drawing them, even if the condition was met earlier in the phase, as long as that condition is still met. This is because the condition can be satisfied at any point during that phase. (So, for Blood for the Blood God!, as long as three friendly fighters have made a Charge action in the phase, you can score it even if you draw it after those Charge actions). Note that, if you draw the objective because you just scored an objective, you must wait until after the next activation to score the new objective.

Most 'score this immediately' objectives, however, are scored at the moment you meet the condition. Precise Use of Force and Victorious Duel are examples of this. You can only score these objectives if they are in your hand at the point that you meet the condition. Victorious Duel is scored when your leader takes an enemy leader out of action. If the enemy leader is already out of action when you draw Victorious Duel, you cannot score it.

### **STORMSIRE'S CURSEBREAKERS – GAMBITS**

#### **Chain Lightning (#11)**

*Q: If Chain Lightning's chain passes over the same enemy fighter more than once, does it deal more than 1 damage to them?*

A: No.

#### **Empathic Conduction (#13)**

*Q: Can I choose for a fighter with no adjacent friendly fighters to cast Empathic Conduction?*

A: Yes. If cast, the spell will have no effect (but will still have been cast).

#### **Gather the Storm (#14)**

*Q: How long does this ploy persist for?*

A: It persists until the next spell your warband attempts to cast.

### **THORNS OF THE BRIAR QUEEN – FIGHTERS**

*Q: When do the fighters in the Thorns of the Briar Queen Inspire?*

A: At the start of your activation (regardless of the fighter you activate, if you activate a fighter), any friendly fighters adjacent to one or more enemy fighters become Inspired.

*Q: Can the fighters in the Thorns of the Briar Queen be pushed through blocked or occupied hexes?*

A: No. They can move through those hexes when making a Move action (including as part of a Charge action) but they cannot be pushed (or driven back) into a blocked or occupied hex.

### **THORNS OF THE BRIAR QUEEN – OBJECTIVES**

#### **Take the City (#35)**

*Q: Are objectives that are half on your game board and half on your opponent's game board (because they are in no one's territory) considered to be on both of those boards?*

A: Yes.

### **THORNS OF THE BRIAR QUEEN – GAMBITS**

#### **Sudden Appearance (#47)**

*Q: Can Sudden Appearance be used to place a fighter that is out of action on the battlefield?*

A: No.

### **ZARBAG'S GITZ – FIGHTERS**

*Q: When does Snirk Sourtongue become Inspired?*

A: You can take the reaction on Snirk Sourtongue's fighter card after any activation (yours or an opponent's – it does not have to be after Snirk's activation). When you do, Snirk becomes Inspired.

*Q: Is the Action on Sourtongue Inspired's fighter card a Move, Charge or Attack action?*

A: No.

### **UNIVERSAL CARDS – OBJECTIVES**

#### **Extreme Flank (#317)**

*Q: Do both fighters need to be on the furthest opposite edge from each other?*

A: No. The second fighter must be on the furthest opposite edge from the first fighter.

#### **Keep Them Guessing (#340)**

*Q: What are the actions I must take to score this objective?*

A: At least four different actions from this list:

- Move (other than as part of a Charge)
- Attack (other than as part of a Charge)
- Charge
- Guard
- Another action on a fighter card

Note that 'another action on a fighter card' is counted as a single type of action, so even if you have more than one other action on a fighter card available to you, only one will be counted.

### **UNIVERSAL CARDS – GAMBITS**

#### **Abasoth's Withering (#389)**

*Q: If I cast this on a 4 wound fighter that has 3 wound tokens, what happens?*

A: The fighter is taken out of action. Note that the spell is not considered to have taken them out of action. In a two-player game, you will still gain a glory point, but your warband is not considered to have taken that fighter out of action.

#### **Mirror Move (#432)**

*Q: If I use this as a reaction to Earthquake, what happens?*

A: All of the pushes made during Earthquake are made simultaneously. After those pushes, you can play Mirror Move to choose any fighter and push them one hex.



## UNIVERSAL CARDS – UPGRADES

### Faneway Crystal (#499)

*Q: Can a fighter with this upgrade make a normal Move action?*

A. No.

*Q: When a fighter with this upgrade makes a Charge action how does it work?*

A: The fighter does not move normally. Instead, you place them on any objective token. Note that you must still follow the other rules for making a Charge action, so there must be an enemy fighter within range and line of sight of one or more of the moving fighter's Attack actions at the end of its move.

## Warhammer Underworlds: Shadespire FAQs

The following FAQs relate to cards from *Warhammer Underworlds: Shadespire*.

### 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.

*Q: When Blood Rain has been used, is it impossible to cast a spell Attack action?*

A: No – remember that ✨ is always a success, so it is still possible (though difficult!) to cast a spell Attack action in that situation.

#### Insensate (#16)

*Q: If a fighter is affected by Insensate, can anything increase the damage they suffer beyond 1 damage in that activation (e.g. if Shattering Terrain is also in effect or if I play the Trap ploy)?*

A: No.

#### 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.

*Q: Can Angharad's Furious Parry be used in the same way as other Attack actions, or can it only be used as a reaction?*

A: It can be used in the same way as other Attack actions.

## **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**

### **Sigmarite Wall (#42)**

*Q: Can I play this ploy if I do not have two friendly fighters adjacent to each other?*

A: No. You cannot choose two adjacent friendly fighters in that situation, so you cannot meet the condition for the card to be played.

### **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.

*Q: If I use Fatal Riposte and Steelheart has an Attack action that targets all adjacent fighters (e.g. his Mighty Swing) can I use that Attack action rather than an Attack action that only targets the attacker?*

A: Yes, as long the attacker is one of the targets.

### **Lightning Blast (#56)**

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

A: Yes.

### **Righteous Strike (#57)**

*Q: If I make the Righteous Strike Attack action and target an enemy leader, and the attack fails, I can make a reaction to make the Attack action again. If it fails a second time, can I make that reaction again (as it is triggered by the new Attack action's failure)?*

A: Yes (assuming that an opponent doesn't make a reaction after the Attack action).

## **SEPULCHRAL GUARD – FIGHTERS**

*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**

### **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.

### **March of the Dead (#62)**

*Q: If a fighter, in a single action phase, makes a Move action, is taken out of action and returned to play, is it still considered to have made a Move action in that phase, even though it no longer has a Move token?*

A: Yes.

*Q: If a fighter made a Move action as part of a Charge action, are they still counted for March of the Dead?*

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 – OBJECTIVES

### Too Dumb to Die (#96)

*Q: If one of Ironskull's Boyz is dealt 3 damage by an Attack action, is there a window where I can score Too Dumb to Die before my opponent plays Trap as a reaction to the successful Attack action and takes my fighter out of action?*

A: No.

*Q: If one of Ironskull's Boyz is dealt 2 damage by an Attack action and the attacking player plays Trap to deal 1 damage, can I score Too Dumb to Die?*

A: No. The damage dealt by Trap is separate from the damage dealt by the Attack action.

## IRONSKULL'S BOYZ – PLOYS

### Kunnin' But Brutal (#101)

*Q: Can I play Kunnin' But Brutal as a reaction to a Move action I have made with Quick Thinker, itself made as a reaction to the Move action made by another fighter as part of a Charge action?*

A: Yes.

### Last Lunge (#102)

*Q: Can I use the Last Lunge reaction even if my fighter doesn't have an Attack action with a Range characteristic high enough for them to target their attacker?*

A: Yes. If you do so you will not be able to resolve the Attack action (but you will still have used that reaction opportunity).

*Q: If my fighter is taken out of action by a ploy and I use Last Lunge, can I choose any target for my fighter's Attack action?*

A: Yes (as long as they are within range and line of sight).

### 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, regardless of the tokens they have?*

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

*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.

### Masterstroke (#273)

*Q: Can you score Masterstroke with damage caused by Twist the Knife or Trap?*

A: You can score it with Trap (the reaction deals the damage that takes the enemy fighter out of action) but not Twist the Knife (the reaction does not deal damage, it simply increases the Damage characteristic of the Attack action).

## UNIVERSAL CARDS – PLOYS

### Cruel Taunt (#312)

*Q: If I play Cruel Taunt on a fighter, can that fighter later be Inspired by a ploy card that Inspires them (e.g. Inspiration Strikes)?*

A: No.

*Q: Can I play Cruel Taunt on a fighter that is not yet Inspired?*

A: Yes.

### 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.

### Fuelled by Fury (#327)

*Q: Which dice can I re-roll using Fuelled by Fury?*

A: Any of the attack dice that you choose. You could re-roll one or more specific dice, or all of the dice.

### Hidden Paths (#331)

*Q: Hidden Paths says that the fighter is considered to have made a Move action. Does this count towards triggering cards like Quick Thinker, Kunnin' But Brutal, and March of the Dead?*

A: The fighter gains a Move token but Hidden Paths is not a Move action (or, indeed, an action of any kind). This means that Quick Thinker and Kunnin' But Brutal cannot be triggered by Hidden Paths (because there was no action to make the reaction to), and you cannot score Cover Ground from Hidden Paths (because it isn't a Move action). However, as the fighter is considered to have made a Move action in that round, that fighter does count for March of the Dead when you check that in the end phase.

### Improvisation (#333)

*Q: Can Improvisation be used if you have no power cards in your hand to discard?*

A: Yes.

### Inspiration Strikes (#334)

*Q: Can I play Inspiration Strikes on a fighter that is already Inspired?*

A: Yes.



### **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.

*Q: What does 'normally' mean for Last Chance? Does it take the fighter's situation (including supporting fighters, relevant upgrades and ploys) into account, or is it based on the fighter's Defence characteristic?*

A: It is simply based on the Defence characteristic of the fighter – if, for example, the fighter has a Defence characteristic of ❹, a roll of anything other than ❹ or ❺ will work for Last Chance.

*Q: If an enemy fighter would be taken out of action by my fighter's Attack action, but my opponent uses Soultrap or Last Chance so that they are not taken out of action, can I still drive that fighter back?*

A: Yes.

*Q: If a fighter suffers damage from an Attack action, and then a player plays Trap to inflict an extra 1 damage on that fighter (that would take that fighter out of action), can Last Chance be played?*

A: No. Last Chance is played when an Attack action would take a fighter out of action, and Trap is not an Attack action.

*Q: Can any combination of the reactions on Last Chance, Last Lunge and Soultrap be made during the same Attack action?*

A: No.

### **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.

*Q: If I use Momentary Madness and the fighter I choose has the Trophy Hunter upgrade, do I earn the extra glory point if that fighter takes another model out of action?*

A: No.

### **My Turn (#343)**

*Q: Can the damage my fighter suffers from using Daemonic Weapon trigger My Turn, and if so in what order is it resolved?*

A: Yes. You would play My Turn after resolving the Daemonic Weapon Attack action.

*Q: Can the damage my fighter suffers from Shattering Terrain while making a Charge action trigger My Turn, and if so how is this resolved?*

A: Yes. You would play My Turn after the Move action taken as part of the Charge action (this is when Shattering Terrain damages the fighter), resolve My Turn and then (assuming you still could) resolve the Attack action taken as part of the Charge action.

### **No Time (#344)**

*Q: If No Time is played in the final power step of an action phase, can players play upgrades in the following end step?*

A: No.

### **Rebound (#349)**

*Q: Who has dealt the damage dealt by Rebound?*

A: The damage is dealt by the warband of the player who played Rebound.

### **Second Wind (#354)**

*Q: Does this card let me activate a friendly fighter in an opponent's activation?*

A: No. It lets you activate a friendly fighter (in your activation) that you would not normally be able to activate (because they have a Charge token). If you play this card in the power step following your activation, it will have no effect.

### **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.

*Q: How much damage does a fighter driven back by an Attack action with Knockback suffer from Shattering Terrain, if it is in effect?*

A: 1 damage.

*Q: If a fighter both moves and is pushed while Shattering Terrain is in effect, how much damage do they suffer, and when?*

A: They suffer 1 damage after the first move or push. They do not suffer any damage for subsequent moves or pushes in the same activation.

### **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: No.

### **Spectral Wings (#361)**

*Q: Can Spectral Wings add 2 to a fighter's Move action made as part of a Charge action?*

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 Move action with a fighter that has already has a Move token). 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.

### **Trap (#369)**

*Q: If a fighter is taken out of action by Trap, does that happen before or after they are driven back?*

A: After.

*Q: If a fighter is driven back by an Attack action that was not successful, and then Trap is played to deal damage to that fighter, is the Attack action considered to be successful?*

A: No. The damage is dealt by the ploy, not the Attack action.

*Q: I make an Attack action with my fighter, and after the dice are rolled it is determined that the Attack action is successful and will cause damage. My opponent plays Rebound as a reaction, but fails the roll so nothing happens. We continue to resolve the Attack action: my fighter deals the damage, and I choose to drive the target fighter back. Can I now play the Trap reaction?*

A: Yes. The trigger for Trap is after the fighter is driven back, which is a different trigger to when the Attack action is determined to be successful or not.

## **UNIVERSAL CARDS – UPGRADES**

### **Katophrane Relics**

*Q: How many times can I use the draw cards reaction on a model with 4+ Katophrane Relics making a Charge action?*

A: You can take the reaction after each of the fighter's actions (assuming your opponent doesn't play a reaction at the same opportunity), so normally you can use the reaction twice for a Charge action: once after the Move action and once after the Attack action. If the Attack action targets more than one enemy fighter, you can use the reaction after each of the Attack actions made as part of that Attack action.

*Q: If I take an activation to put a fighter on Guard, is that considered to be that fighter's action for the purposes of the Katophrane Relic draw cards reaction?*

A: Yes.

#### **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.

*Q: Who has dealt the 1 damage suffered by a fighter making an Attack action with the Daemonic Weapon upgrade?*

A: That fighter.

#### **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 to determine which Shardcaller upgrade takes effect first.

#### **Soultrap (#420)**

*Q: Can Soultrap still be used if the attacking player used Twist the Knife?*

A: Yes. Twist the Knife is used when it is determined that the Attack action will succeed, to increase the amount of damage the Attack action deals. Soultrap is used when the fighter is taken out of action (so when the damage is dealt).

*Q: Can Soultrap still be used if either player used Rebound?*

A: Yes. Rebound is used when it is determined that the Attack action would succeed. Soultrap is used when the fighter is taken out of action (so when the damage is dealt).

*Q: If an enemy fighter would be taken out of action by my fighter's Attack action, but my opponent uses Soultrap or Last Chance so that they are not taken out of action, can I still drive that fighter back?*

A: Yes.

*Q: Can any combination of the reactions on Last Chance, Last Lunge and Soultrap be made during the same Attack action?*

A: No.

#### **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.

#### **Trickster's Charm (#432)**

*Q: Does Trickster's Charm work before or after the roll-off at the beginning of the action phase to determine which player takes the first activation?*

A: After the roll-off. If more than one player has a fighter with a Trickster's Charm, use the sequencing rules to determine which player resolves their ability first.

#### **Vampiric Weapon (#435)**

*Q: I have a fighter equipped with Vampiric Weapon and I play Last Lunge when that fighter would be taken out of action. If that fighter takes an enemy fighter out of action with the Attack action granted by Last Lunge, removing a wound token from my fighter, what happens?*

A: If, after the Attack action, the fighter has fewer wound tokens on their fighter card than their Wound characteristic, they are not taken out of action and your opponent does not gain a glory point.