WARHAMMER UNDERWORLDS: WINTERMAW

Rules Update, July 2024

This is a rules update for Warhammer Underworlds: Wintermaw, bringing you the latest improvements to the rules of the game.

The Warhammer Underworlds: Wintermaw rules replace the Warhammer Underworlds: Deathgorge rules and this document replaces the Warhammer Underworlds: Deathgorge Errata.

Game updates are released regularly; when changes are made any changes from the previous version will be highlighted in magenta. Where the 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.

CORE RULES UPDATES

BROKEN
Add the following to the advanced rules for Broken (pg 27):
'Some older abilities tell you to discard an upgrade that has been given to a fighter. This is the same as breaking that upgrade.'

OUT OF ACTION
Change the last sentence in the second paragraph of the advanced rules for Out of Action (pg 36) as follows:
'Unless specifically stated otherwise, fighters that are out of action (including that fighter's upgrades) do not count towards satisfying the condition(s) on objective cards.'

REACTIONS
In the Reactions diagram (pg 49), add a Reaction window icon (◈) following 'Power card is resolved' and 'Gambit spell is resolved'.

OBJECTIVE CARD TYPES
Change the fourth and fifth sentences under 'Surge Objective Cards and the Surge Step' (pg 50) to read:
'When the condition on a surge objective card is met, the player may reveal that card. Once revealed, they will score that card in the next surge step.'

GLOSSARY
Delete the following text in the entry for 'Spell Attack action' (p40):
'Only wizards can use these Attack actions.'

Change the Snare Hex entry to read:
'A type of hazard hex. When a fighter moves, is pushed, driven back or placed into a snare hex, or when a feature token in the same hex as a fighter becomes a snare token, the fighter is staggered.'

TRAITS, KEYWORDS AND GRAND ALLIANCES UPDATES
This section brings the traits, keywords and Grand Alliances of older cards up to date with the latest version of the rules.

FIGHTER TRAITS AND KEYWORDS
The following fighters from older warbands gain the additional traits and/or keywords listed here. Where relevant, the trait or keyword replaces a similar ability on their fighter card: from now on these abilities all work in the same way.

SHADESPIRE

Steelheart's Champions
  Steelheart Inspired
    Mighty Swing - Scything
  Obryn the Bold - Brawler

Garrek's Reavers
  Each fighter - Khorne
  Karsus the Chained - Brawler
  Karsus Inspired
    Savage Whirl - Scything
  Arnulf - Assassin
    Piercing Blade and Axe - ☼ Grievous 1

Ironskull's Boyz
  Each fighter - Brawler

The Chosen Axes
  Each fighter - Brawler

Magore's Fiends
  Each fighter - Khorne
  Riptooth - Hunter

NIGHTVAULT
Eyes of the Nine
   Each fighter - Tzeentch
   Blue Horror/Brimstone Horrors - Minion

Godsworn Hunt
   Shond - Assassin
   Jagathra - Hunter
   Ollo - Hunter
   Grawl - Beast, Companion: Ollo

Thundrik's Profiteers
   Khazgan Drakkskewer - Flying
   Garodd Alensen - Assassin

Ylthari's Guardians
   Gallanghan of the Glade - Brawler
   Gallanghan Inspired
      Whirling Glaive - Scything
   Ahnslaine, Revenant Archer - Hunter

CHAMPIONS OF DREADFANE
Ironsoul's Condemnors
   Each fighter - Brawler

Lady Harrow's Mournflight
   Each fighter - Flying
   The Maiden Inspired
      Lethal Chill Blade - ☼ Grievous 1

BEASTGRAVE
Skaeth's Wild Hunt
   Lighaen - Beast, Companion: Sheoch

Grashrak's Despoilers
   Draknar - Brawler

The Grymwatch
   Master Talon - Minion
   Royal Butcher - Minion
   Night's Herald - Minion
   The Duke's Harriers - Flying, Beast, Companion: Master Talon

Morgwaeth's Blade-Coven
   Morgwaeth the Bloodied - Priest
   Kyrssa - Assassin
   Kyrssa
      Sacrificial Knives - ☼ Grievous 1
   Lethyr - Assassin

Hrothgorn's Mantrappers
   Quiv - Minion
   Luggit and Thwak - Minion
   Bushwakka - Minion
   Thrafnir - Beast

The Wurmspat
   Each fighter - Nurgle
   Fecula Inspired - Leader
   Ghulgoch - Brawler

Morgok's Krushas
   'Ardskull - Brawler

STARTER SET (2020)
Drepur's Wraithcreepers
   Each fighter - Flying

DIRECHASM
Myari's Purifiers
   Bahannar - Brawler
   Senaela
      Auralan Bow (Aimed) - ☼ Grievous 1

Dread Pageant
   Each fighter: Slaanesh
   Glissete - Brawler

Khagra's Ravagers
   Dour Cragan - Assassin
   Razek Godblessed - Brawler

The Starblood Stalkers
   Kixi-Taka, the Diviner - Priest
   Klaq-Trok - Brawler
   Otapatl - Assassin

The Crimson Court
   Ennias Inspired - Flying

Hedkrakka's Madmob
   Toofdagga - Brawler
   Toofdagga Inspired
      Toofdagga's Daggas - ☼ Grievous 1
   Wollop da Skul - Brawler

Elathain's Soulraid
   Fuirann - Brawler
   Duinclaw - Beast

HARROWDEEP
Blackpowder's Buccaneers
   Mange - Companion: Kagey, Peggz
   Shreek - Companion: Blackpowder

GRAND ALLIANCE
Each warband belongs to one the Grand Alliances: Order, Chaos, Death or Destruction. If a warband's Grand Alliance symbol is not found on their fighter cards, it is listed here.

ORDER
   Elathain's Soulraid
   Ironsoul's Condemnors
   Morgwaeth's Blade-coven
   Myari's Purifiers
   Skaeth's Wild Hunt
   Steelheart's Champions
   Storm of Celestus
   Stormsire's Cursebreakers
   The Chosen Axes
   The Starblood Stalkers
   Thundrik's Profiteers
   Ylthari's Guardians

CHAOS
    Eyes of the Nine
    Garrek's Reavers
    Godsworn Hunt
    Grashrak's Despoilers
    Khagra's Ravagers
    Magore's Fiends
    Spiteclaw's Swarm
    The Dread Pageant
    The Wurmspat

DEATH
    Drepur's Wraithcreepers
    Kainan's Reapers
    Lady Harrow's Mournflight
    The Crimson Court
    The Grymwatch
    Thorns of the Briar Queen

DESTRUCTION
    Hedkrakka's Madmob
    Hrothgorn's Mantrappers
    Ironskull's Boyz
    Mollog's Mob
    Morgok's Krushas
    Rippa's Snarlfangs
    Zarbag's Gitz

POWER CARD TRAITS AND KEYWORDS

The following power cards gain the traits and/or keywords listed here. The trait or keyword replaces the similar ability on that card, where relevant, but does not affect the other rules on that card (for example, the Shadeglass Dagger is discarded when the Attack action is successful).

MAP
    Waterlogged Map (Harrowdeep #306)
    Shifting Map (Nightvault #538)

ENSNARE
    Chill Touch (Nightvault #49)
    Inescapable Grasp (Nightvault #284)
    Seeking Blade (Nightvault #536)
    Seeking Stones (Nightvault #537)
    Spitethorn Arrow (Power Unbound #24)

FLYING
    Blessing of Behemat (Direchasm: Arena Mortis #22)
    Cloak of Feathers (Direchasm #121)
    Fading Form (Nightvault #498)
    Incredible Agility (Beastgrave #212)
    Incredible Leap (Nightvault #423)
    Lightning Step (Nightvault #16)
    Silent Bracers (Direchasm #482)

✿ GRIEVOUS 1
    Biting Axe (Direchasm #427)
    Blades of Putrefaction (Beastgrave #141)
    Fiery Brand (Nightvault #109)
    Fighter's Ferocity (Nightvault #501)
    Keila's Choking Coil (Beastgrave #410)

Lightning Blade (Shadespire #55)
Returning Axe (Shadespire #144)
Savage Bolt (Beastgrave #30)
Shadeglass Axe (Shadespire #409)
Shadeglass Dagger (Shadespire #410)
Shadeglass Darts (Shadespire #411)
Shadeglass Hammer (Shadespire #412)
Shadeglass Spear (Shadespire #413)
Shadeglass Sword (Shadespire #414)
Shond's Path (Nightvault #201)
Soultooth Dagger (Direchasm #488)
Vicious Darts (Beastgrave #64)
Vindictive Glare (Nightvault #115)
Voidsphere (Direchasm #499)

SCYTHING
    Brutal Swing (Shadespire #110)
    Deadly Spin (Shadespire #22)
    Great Swing (Shadespire #140)
    Mighty Swing (Shadespire #339)
    Spinning Strike (Shadespire #230)
    Swarm of Rats (Shadespire #172)
    Warding Blast (Nightvault #29)
    Whirling Halberd (Shadespire #174)

OTHER RULES UPDATES

This section collects the other rules updates for Warhammer Underworlds, organised by season starting with the most recent.

ALL SEASONS & STARTER SETS
Change all instances of 'Charge action' on fighter cards, power cards and objective cards to read 'Charge superaction'.

WINTERMAW
BRETHREN OF THE BOLT – UPGRADES
Holy Spasms (Brethren of the Bolt #28)
Change this card to read as follows:
Use this after this fighter is Inspired or un-Inspired. **Push** this fighter 1 hex.

THE SKINNERKIN – OBJECTIVES
Sing While You Work (The Skinnerkin #9)
Change this card to read as follows:
'Score this immediately after a friendly fighter's **Attack action** if:
That was the third or subsequent Range 1 or Range 2 **Attack action** made by a friendly fighter in the same phase
And: Three or more of those **Attack actions** were made in a different activation step.'

UNIVERSAL – OBJECTIVES
Deadly Influence (Hungering Parasite #4)
Change this card to read as follows:
'**Surge**: Score this immediately after an activation step in which the fighter that has your warband's Bane of Heroes upgrade was given a Stagger token or **dealt** damage by a **lethal hex**.'

UNIVERSAL – GAMBITS
Puncturing Ice Shards (Rimewyrm's Bite #19)
Change this card to read as follows:
'**Domain**
Choose a fighter within 1 hex of a **hazard hex**. **Deal** 1 damage to the chosen fighter. Then pick an opponent. That opponent can **choose** a fighter within 1 hex of a **hazard hex** and/or feature token. If they do, **deal** 1 damage to that fighter.'

The Right Bait (Rimewyrm's Bite #21)
Change this card to read as follows:
'**Choose** a friendly fighter and an enemy fighter, each of which is adjacent to the other chosen fighter. **Deal** 1 damage to each fighter. If either chosen fighter is within 1 hex of a **hazard hex**, stagger each fighter.'

UNIVERSAL – UPGRADES
Thunderstomp (Rimewyrm's Bite #30)
Change this card to read as follows:
'This cannot be given to a **Large** fighter.
Action: Scatter X from this fighter's hex, where X is this fighter's Wounds characteristic. **Deal** 1 damage to each fighter in the chain, then **break** this card.'

Frenetic Efforts (Hungering Parasite #26)
Change this card to read as follows:
'**Reaction**: Use this after this fighter makes a **Stun action** that was not made as part of a superaction. **Push** this fighter 1 hex. After that **push**, if this fighter has one or more Bane of Heroes upgrades, this fighter makes a Range 1 **Attack action**.'

Tenacious Resilience (Hungering Parasite #30)
Change this card to read as follows:
Use this after you give this upgrade to a fighter that has one or more Bane of Heroes upgrades. **Break** this fighter's Bane of Heroes upgrades.

When this fighter is given a Bane of Heroes upgrade, immediately **Heal** (2) this fighter, then **break** this card. If this fighter is **Large**, immediately **Heal** (1) this fighter instead, then **break** this card.

RIVALS OF THE MIRRORED CITY (2024)
SPITECLAW'S SWARM – UPGRADES
Skitter-scurry (Spiteclaw's Swarm #31)
Change this card to read as follows:
Reaction: Use this after this fighter's action. **Push** this fighter 1 hex. If this reaction is used during a friendly fighter's superaction, that superaction ends.

DEATHGORGE
DAGGOK'S STAB-LADZ – FIGHTERS
Hurrk da Howla and Hurrk Inspired
Change the Roar of Kragnos ability to read as follows:
Reaction: After this fighter's activation, **give** this fighter one Roar counter. While this fighter has one or more Roar counters, this fighter supports other friendly fighters within 2 hexes. Clear this fighter's Roar counters at the end of the phase.

UNIVERSAL – OBJECTIVES
Eager for the Fight (Breakneck Slaughter #3)
Change this card to read as follows:
'**Hybrid:** Score this in an end phase if each surviving friendly fighter has one or more Charge tokens
Or: Is within 2 hexes of one or more enemy fighters and each surviving friendly fighter is not in your territory.'

Rapid Strike (Breakneck Slaughter #9)
Change this card to read as follows:
'Score this in an end phase if the number of enemy fighters out of action is greater than the round number (e.g. two or more enemy fighters out of action in round 1).'

Chill of the Grave (Force of Frost #4)
Change this card to read as follows:
Score this in an end phase if three or more enemy fighters are out of action.

Feast of Violence (Malevolent Masks #5)
Change this card to read as follows:
Surge, Dual: Score this immediately after a friendly fighter's **Attack action** if:
That was the third or subsequent Range 1 or Range 2 **Attack action** made by a friendly fighter in the same phase
And: Three or more of those **Attack actions** were made in a different activation step.

UNIVERSAL – UPGRADES
Headlong Sprinter (Breakneck Slaughter #24)
Change this card to read as follows:
'+2 Move
After this fighter's first **Move action** in an activation step, **give** this fighter two Momentum counters.'

Living Hurricane (Breakneck Slaughter #27)
Change this card to read as follows:
'This fighter's Range 1 and Range 2 **Attack actions** have **Stagger**.
After this fighter's first **Move action** in an activation step, **give** this fighter one Momentum counter.'

Moving Mark (Breakneck Slaughter #28)
Change this card to read as follows:
'While this fighter has one or more Move and/or Charge tokens, this fighter's Defence characteristic is 2 🛡 and this fighter cannot be on Guard.
After this fighter's first **Move action** in an activation step, **give** this fighter one Momentum counter.'

Frostwyrm Cloak (Force of Frost #28)
Change this card to read as follows:
You cannot give this to a **Large** fighter.
-1 Damage, to a minimum of 1, from **Attack actions** that target this fighter while the attacker is not adjacent to this fighter and this fighter has one or more Ice counters.
Reaction: After this fighter's activation, **give** this fighter one Ice counter.

Vytrix's Eye (Malevolent Masks #32)
Change this card to read as follows:
Mask
When a fighter has two **Mask** upgrades, **break** one.
Piercing Stare (Action): This fighter makes the following **Attack action**. This is not a superaction.

Designer's Note: *The Attack action profile on this card is unchanged.*

UNIVERSAL – GAMBITS
Abasoth's Avalanche (Force of Frost #13)
Change this card to read as follows:
'Gambit Spell (◉): If **cast**, remove one Ice counter from this fighter. Then **deal** 1 damage to each fighter in the same territory as the caster and then **place** up to one available feature token in an **empty** hex in that territory.'

Freeze-thaw Finish (Force of Frost #17)
Change this card to read as follows:
Gambit Spell (◉): If **cast**, **place** up to one available feature token in an empty hex within 3 hexes of the caster, then **choose** an enemy fighter within 1 hex of one or more **blocked** hexes and/or that feature token. **Deal** 1 damage to the chosen fighter.

WYRDHOLLOW
EPHILIM'S PANDAEMONIUM – PLOT CARD
Change point 2 of the Change sequence to read:
'2: Pick an opponent. That opponent chooses a surviving **changer** from your warband that has not been chosen this round. **Stagger** the chosen **changer**.'

Change point 4 of the Change sequence to read:
'4: Pick an opponent. That opponent chooses a surviving **changer** from your warband that has not been chosen this round. That opponent **pushes** the chosen **changer** 1 hex.'

EPHILIM'S PANDAEMONIUM – FIGHTERS
Ephilim the Unknowable
Change the Power Leech ability to read as follows:
'+1 wizard level while this fighter is within 2 hexes of two or more friendly **changers**.'

Ephilim Inspired
Change the Power Leech ability to read as follows:
'+1 wizard level while this fighter is within 2 hexes of two or more friendly **changers**.'

Flamespooler
Change the Warpsplash ability to read:
'**Reaction:** After the deal damage step of this **Attack action**, give each fighter within 1 hex of the target one warping counter.'

Add the following ability to Flamespooler's fighter card:
'**Wyrdflame:** At the start of a round, deal 1 damage to each fighter with one or more warping counters, then **remove** that fighter's warping counters. This ability must be used, even if this fighter is out of action.'

Flamespooler Inspired
Change the Warpsplash ability to read:
'**Reaction:** After the deal damage step of this **Attack action**, give each fighter within 1 hex of the target one warping counter.'

Add the following ability to Flamespooler's fighter card:
'**Wyrdflame:** At the start of a round, deal 1 damage to each fighter with one or more warping counters, then **remove** that fighter's warping counters. This ability must be used, even if this fighter is out of action.'

EPHILIM'S PANDAEMONIUM – OBJECTIVES
Arcane Mastery (Ephilim's Pandaemonium #2)
Change this card to read as follows:
Surge: Score this immediately after the second or subsequent spell **cast** by the same friendly fighter in the same phase.

Glorious Change (Ephilim's Pandaemonium #5)
Change this card to read as follows:
Dual: Score this in an end phase if:
Two or more surviving friendly **changers** each have one or more upgrades
And: Two or more enemy fighters each have two or more wound counters and/or are out of action.

Rampant Spellcasting (Ephilim's Pandaemonium #9)
Change this card to read as follows:
Dual: Score this in an end phase if:
Your warband **cast** three or more spells in the preceding action phase
And: You have no power cards in your hand and three or more gambits in your power discard pile.

EPHILIM'S PANDAEMONIUM – UPGRADES
The Fires of Change (Ephilim's Pandaemonium #30)
Change this card's reaction to read as follows:
'**Reaction:** Use this during this **Attack action**, after the deal damage step. For each fighter adjacent to the target, pick one: **deal** 1 damage to that fighter or **Heal (1)** that fighter.'

DOMITAN'S STORMCOVEN – FIGHTERS
Each fighter
Change the Harness the Aether ability to read as follows:
'After another friendly fighter's activation, one un-Inspired friendly fighter with this ability must use it.
Reaction: After another friendly fighter's activation, Inspire this fighter, then un-Inspire each other friendly fighter.'

DOMITAN'S STORMCOVEN – GAMBITS
Pillar of Lightning (Domitan's Stormcoven #20)
Change this card to read as follows:
'**Gambit Spell** (⚡): If cast, pick a feature token within 4 hexes of this fighter. Enemy fighters treat the hex that feature token is in as a lethal hex, in addition to other hex types. This effect persists until the end of the round, or until that lethal hex deals damage to an enemy fighter.'

SKABBIK'S PLAGUEPACK – FIGHTERS
Skritter
Change the Worthless ability to read as follows:
'This fighter cannot be dealt damage by gambits. If this fighter would be taken out of action, **remove** it from the battlefield and clear all counters and persisting effects from this fighter; it is not taken out of action.'

Skritter Inspired
Change the Worthless ability to read as follows:
'This fighter cannot be dealt damage by gambits. If this fighter would be taken out of action, **remove** it from the battlefield and clear all counters and persisting effects from this fighter; it is not taken out of action.'

UNIVERSAL – OBJECTIVES
Supreme Savagery (Tooth and Claw #11)
Change this card to read as follows:
Surge, Dual: Score this immediately after a **savage** friendly **leader**'s **Attack action** if:
The target was taken out of action
And: That was the second or subsequent fighter that same **leader** has taken out of action.

Carve a Path (Toxic Terrors #2)
Change this card to read as follows:
Surge: Score this immediately after the same friendly **leader**'s second or subsequent **Attack action** in the same phase.

Gain 1 additional glory point if one or more of those **Attack actions** were successful and made in enemy territory.

Mass Poisoning (Toxic Terrors #8)
Change this card to read as follows:
Surge: Score this immediately after the same friendly fighter with one or more **poison** upgrades makes a second or subsequent successful **Attack action** in the same phase.

THE HEADSMEN'S CURSE – FIGHTERS
Sharpener of the Blade
Change the Whet the Blade ability to read as follows:
'**Action: Give** this fighter or a friendly adjacent Wielder of the Blade 1 Whetted counter.

Add the following ability to the Sharpener of the Blade's fighter card:
'**Death's Edge:** +1 Damage to a fighter's next successful Range 1 **Attack action** for each of that fighter's Whetted counters, and then **remove** that fighter's Whetted counters. This ability can be used even if this fighter is out of action.'

Sharpener of the Blade Inspired
Change the Whet the Blade ability to read as follows:
'**Action: Give** this fighter or a friendly adjacent Wielder of the Blade 1 Whetted counter.

Add the following ability to the Sharpener of the Blade's fighter card:
'**Death's Edge:** +1 Damage to a fighter's next successful Range 1 **Attack action** for each of that fighter's Whetted counters, and then **remove** that fighter's Whetted counters. This ability can be used even if this fighter is out of action.'

UNIVERSAL – UPGRADES
Voidcursed Thralls Plot card
Change the third sentence on this card to read:
'**Voidcursed** fighters cannot make actions other than **Move actions**, **Attack actions**, **Stun actions**, **Barge superactions** and **Charge superactions**.'

STARTER SET (2023)
THE FARSTRIDERS – UPGRADES
Overcharged Boltstorm Pistol (The Farstriders #30)
Add the 'Attack action' keyword to this card.

GNARLWOOD
SONS OF VELMORN – FIGHTERS
King Morlak Velmorn
Change the Deadly Command reaction to read as follows:
'**Reaction:** Use this in the first reaction step of each action phase and/or after each of this fighter's activations. **Give** this fighter one Command counter. While this fighter has one or more Command counters, it is **supporting** each friendly **Grave Guard**. Clear these counters at the end of the action phase.'

Velmorn Inspired
Change the Deadly Command reaction to read as follows:
'**Reaction:** Use this in the first reaction step of each action phase and/or after each of this fighter's activations. **Give** this fighter one Command counter. While this fighter has one or more Command counters, it is **supporting** each friendly **Grave Guard**. Clear these counters at the end of the action phase.'

GRINKRAK'S LOONCOURT – FIGHTERS
Grinkrak the Great
Change the Dub reaction to read as follows:
'**Reaction:** Use this after you score a non-**Quest** objective or after an activation step in which this fighter made one or more actions and is holding an objective. **Choose** one other surviving friendly fighter. Inspire the chosen fighter.'**Grinkrak Inspired**

Change the Dub reaction to read as follows:
'**Reaction:** Use this after you score a non-**Quest** objective or after an activation step in which this fighter made one or more actions and is holding an objective. **Choose** one other surviving friendly fighter. Inspire the chosen fighter.'

GNARLSPIRIT PACK – FIGHTERS
Each fighter (Inspired and un-Inspired)
Change the Struggle ability to read as follows:
'After this fighter's activation, you can give this fighter one Spirit counter. At the start of this fighter's activation, you can remove this fighter's Spirit counters.'

GRYSELLE'S ARENAI – FIGHTERS
Each fighter (Inspired and un-Inspired)
Change the Acrobatic ability to read as follows:
'When this fighter is **dealt** damage by an **Attack action**, reduce that damage by 1, to a minimum of 0, for each ⚡ in the defence roll.'

UNIVERSAL – GAMBITS
Tanglebriar (Fearsome Fortress #22)
Change this card to read as follows:
'**Place** one available feature token in a hex within 1 hex of one or more friendly fighters. The hex that contains that token is a snare hex in addition to other hex types – this effect persists until the end of the round.'

Savage Their Eyes! (Beastbound Assault #18)
Change this card to read as follows:
'Choose an enemy fighter within 2 hexes of one or more friendly fighters that are beasts, companions, minions and/or have one or more Denizen upgrades.
-1 Dice, to a minimum of 1, from Attack actions made by the chosen fighter. This effect persists until the end of the round or until after the chosen fighter's next Attack action.'

Savage Season (Tooth and Claw #22)
Change this card to read as follows:
Choose one or more friendly fighters. If a chosen fighter has one or more wound counters, Heal (1) and stagger that fighter. Otherwise, stagger that chosen fighter.

NETHERMAZE
SKITTERSHANK'S CLAWPACK – FIGHTERS
Kreep Kinwhisper
Change the Barbs reaction to read as follows:
'**Reaction:** After this **Attack action**, if it succeeded, give the target one net counter.'

Add the following ability to Kreep Kinwhisper's fighter card:
'**Rip Free:** After an enemy fighter with one or more net counters makes a **Move action**, **deal** 1 damage to that fighter and **remove** that fighter's net counters. At the end of the round, clear all net counters. This ability must be used, even if this fighter is out of action.'

Kinwhisper Inspired
Change the Barbs reaction to read as follows:
'**Reaction:** After this **Attack action**, if it succeeded, give the target one net counter.'

Add the following ability to Kreep Kinwhisper's fighter card:
'**Rip Free:** After an enemy fighter with one or more net counters makes a **Move action**, **deal** 1 damage to that fighter and **remove** that fighter's net counters. At the end of the round, clear all net counters. This ability must be used, even if this fighter is out of action.'

GORECHOSEN OF DROMM – GAMBITS
Call of Blood (Gorechosen of Dromm #112)
Change this card to read as follows:
'**Prayer**
Choose up to two fighters. Push each chosen fighter 1 hex towards the nearest fighter from an enemy warband. If a chosen friendly fighter has one or more blood tithe counters, you can remove one of that fighter's blood tithe counters. If you do, push the chosen fighter up to 2 hexes towards the nearest fighter from an enemy warband instead.'

HEXBANE'S HUNTERS – GAMBITS
By Hook or By Crook (Nethermaze #77)
Change this card to read as follows:
'**Reaction:** Play this during a deal damage step in which a friendly hunter with one or more upgrades is dealt damage. Reduce that damage by 1, to a minimum of 1.'

Circle of Silvered Gravesalt (Nethermaze #79)
Change the last paragraph to:
'This effect persists until the end of the round, until a lethal hex deals damage to an enemy fighter, until a friendly fighter makes a Move action, or until another Domain gambit is played.'

Lead the Crusade (Nethermaze #81)
Change the last sentence on this card to read:
'Draw one power card and Inspire that hunter in the next Inspire step.'

UNIVERSAL – OBJECTIVES
A War in the Shadows (Nethermaze #189)
Replace the words 'activation step' with 'action phase'.

Blood in the Deeps (Nethermaze #191)
Replace the words 'activation step' with 'action phase'.

UNIVERSAL – GAMBITS
Drifting Tides (Nethermaze #239)
Replace the word 'Reaction:' with 'You cannot play this in the final power step of the action phase.'

HARROWDEEP
BLACKPOWDER'S BUCCANEERS – FIGHTERS
Each fighter other than Blackpowder
Change the Light-fingered reaction to read as follows:
'**Reaction:** After a friendly fighter's successful Attack action that targets a fighter adjacent to this fighter, gain one Swag counter. In addition, you can pick one of the target's upgrades and break that card.'

BLACKPOWDER'S BUCCANEERS – UPGRADES
Liberated Map (Harrowdeep #89)
Add the 'Map' keyword to this card.

THE EXILED DEAD – FIGHTERS
Deintalos the Exile
Change the Danse Dynamic ability to read as follows:
'**Action:** Pick Move or Attack. Each friendly **conductive** fighter can make one action or superaction (if it is a Scything **Attack action**) of that kind. Then **place** up to one friendly out of action **conductive minion** in an adjacent hex 2 or more hexes from each enemy fighter and **give** that **minion** one Raise counter.'

Deintalos Inspired
Change the Danse Dynamic ability to read as follows:
'**Action:** Pick Move or Attack. Each friendly **conductive** fighter can make one action or superaction (if it is a Scything **Attack action**) of that kind. Then **place** up to one friendly out of action **conductive minion** in an adjacent hex 2 or more hexes from each enemy fighter and **give** that **minion** one Raise counter.'

Prentice Marcov
Change the Puppeteer ability to read as follows:
'**Action:** This fighter and a friendly Regulus can each make one action or superaction other than this action. Then **place** up to one friendly out of action Regulus in an empty hex within 2 hexes and **give** that Regulus one Raise counter.'

Marcov Inspired
Change the Puppeteer ability to read as follows:
'**Action:** This fighter and a friendly Regulus can each make one action or superaction other than this action. Then **place** up to one friendly out of action Regulus in an empty hex within 2 hexes and **give** that Regulus one Raise counter.'

UNIVERSAL – UPGRADES
Shadow Keeper (Harrowdeep #299)
Add the following to this card:
'ILLUSION
Do not spend any glory points when you play this card. At the end of the action phase, or when this fighter is chosen by a gambit or is dealt damage, break this card.'

STARTER SET (2020)
DREPUR'S WRAITHCREEPERS – FIGHTERS
The Patrician
Change the Deathbeat reaction to read:
'**Deathbeat**
Reaction: Use this after an opponent's power step. Choose one friendly fighter in friendly territory. Push that fighter 1 hex towards the nearest enemy fighter.'

The Patrician Inspired
Change the Deathbeat reaction to read:
'**Deathbeat**
Reaction: Use this after an opponent's power step. Choose one or two friendly fighters in friendly territory. Push each chosen fighter 1 hex towards the nearest enemy fighter.'

DIRECHASM
KHAGRA'S RAVAGERS – FIGHTERS
Change the Inspire condition on each fighter card to read:
'There are two or more Desecration tokens on the battlefield.'

Dour Cragan, Razek Godblessed
Change the Despoil ability to read:
'**Despoil:** Immediately after the final power step of the round, **desecrate** an objective this fighter is holding (see *Desecration Tokens*)'.

Cragan Inspired, Razek Inspired
Change the Despoil ability to read:
'**Despoil:** Immediately after the final power step of the round, **desecrate** an objective this fighter is holding (see *Desecration Tokens*)'.

BEASTGRAVE
MORGOK'S KRUSHAS - FIGHTERS
Morgok, Thugg, 'Ardskull
Change the Inspire condition to read as follows:
'In an Inspire step, you can remove two Waaagh! counters from this card. If you do, Inspire this fighter.'

SKAETH'S WILD HUNT – FIGHTERS
Karthaen
Change the Hunting Horn Action to read:
'**Hunting Horn (Action):** Put a Horn counter on this card. When there are one or more Horn counters on this card, **re-roll** any number of dice in the next attack roll made for a friendly fighter's **Attack action**, then **remove** the Horn counters.'

RIPPA'S SNARLFANGS – FIGHTERS
Rippa Narkbad
Change the Inspire condition on this card to read:
'This fighter has two or more upgrades, other than **Illusions**.'

HROTHGORN'S MANTRAPPERS – UPGRADES
Toughened Hide (Beastgrave #191)
Change the restriction on this card to 'Thrafnir'.

UNIVERSAL – GAMBITS
Bitter Memories (Arena Mortis #3)
Remove the word 'Reaction:' from this card.

NIGHTVAULT
STORMSIRE'S CURSEBREAKERS – FIGHTERS
Ammis Dawnguard, Rastus the Charmed
Add the following sentence to the Empower spell action on both sides of each fighter card.
'In addition, if this spell is cast, this fighter cannot take this action again in this phase.'

GODSWORN HUNT – FIGHTERS
Change the Inspire condition on each card to read:
'An upgrade other than an Illusion is given to this fighter.'

UNIVERSAL – OBJECTIVES
Keep Them Guessing (Nightvault #340)
Change the condition on this card to read:
'Score this in an end phase if your warband made at least four different actions from the following list in the preceding action phase: Move (other than as part of a Charge), Attack (other than as part of a Charge), Charge, Guard, another action on a fighter card (other than a reaction).'

Swift Beheading (Nightvault #375)
Change the condition on this card to read:
'Score this in an end phase if your warband took an enemy leader out of action in the preceding action phase, and that leader was the first fighter taken out of action in this game.'

UNIVERSAL – GAMBITS
Irresistible Prize (Nightvault #426)
Change this card to read:
'Choose an objective token. Push all fighters that are within 2 hexes 1 hex so that they are standing on or closer to that token in an order you choose.'

UNIVERSAL – UPGRADES
Prized Vendetta (Power Unbound #54)
Change this card to read:
'When you give a fighter this upgrade, choose an enemy fighter.

You can re-roll any number of dice in this fighter's attack rolls for Attack actions that target the chosen fighter.'

Crown of Avarice (Nightvault #489)
Change this card to read:
'**Reaction:** During an opponent's gambit or during an enemy fighter's Attack action that will take this fighter out of action, after the deal damage step, pick one opponent and take up to one of their unspent glory points.'

Tome of Healing (Nightvault #547),

Tome of Insight (Nightvault #549)
Add the '**Katophrane Tome**' keyword to these cards.

SHADESPIRE
UNIVERSAL – GAMBITS
Second Wind (Shadespire #354)
Change this card to read:
'Choose a friendly fighter that has one or more Charge tokens. In the next activation, treat the chosen fighter as if they had one fewer Charge tokens than they have, and one more Move token than they have.'

UNIVERSAL – UPGRADES
Katophrane's Belt (Shadespire #396),
Katophrane's Boots (Shadespire #397),
Katophrane's Gloves (Shadespire #398),
Katophrane's Hood (Shadespire #399),
Katophrane's Locket (Shadespire #400),
Katophrane's Plate (Shadespire #401),
Katophrane's Ring (Leaders #51)
Add the following sentence to each of these cards:
'A player can only play this card by spending two glory points (instead of one) and applying the upgrade card to an eligible fighter.'

Tethered Spirit (Shadespire #424)
Change the second sentence to read:
'If you roll a 🛡 or ✳ place them on any starting hex in your territory, ignore the damage and discard this upgrade (they cannot be driven back).'

Total Offence (Shadespire #431)
Change the text on this card to read:
'When this fighter makes their first Attack action in an activation or power step (other than an Attack action made as part of a Charge action), you can choose for that Attack action to have +2 Dice. If you do, this fighter cannot be activated again this phase.'