



Relic Format – Designer’s Commentary, November 2019

The following commentary is intended to complement games of Warhammer Underworlds played in the Relic format. 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: Beastgrave* rules replace the *Warhammer Underworlds: Nightvault* rules and the *Warhammer Underworlds: Beastgrave* Errata and this commentary replace the *Warhammer Underworlds: Nightvault* Errata and Designer’s Commentary when playing in the Relic format.

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.

Warhammer Underworlds FAQs

The following FAQs relate to all games of *Warhammer Underworlds*.

Q: How do you define ‘unique’ for the purposes of deck construction? Can I include two Great Strengths 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 Great Strengths 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 ‘Great Strength’ and the French ‘Force Accrue’ for example. Similarly, where there is more than one printing of a card (e.g. if it was printed in both Nightvault and Beastgrave) each printing counts as the same card.

Q: Once the battlefield has been set up, can I use the board my opponent picked as my territory?

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: If an objective token is flipped, does it count as being removed from the battlefield for the purposes of cards like *Scorched Earth*?*

A: No.

Q: Can I use a do-over more than once?

A: No.

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 happens first, the roll-off to see which player goes first in an action phase, or abilities that are resolved at the start of an action phase?

A: The roll-off.

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 token, it means that each hex they move into or are pushed into as part of that push or move must be further from that hex, fighter or token than the hex they just left. 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: If a fighter is pushed a distance of 0 hexes, are they considered to have been pushed?

A: No.

Q: Is a fighter within 0, 1, 2, 3 etc. hexes of themselves, for the purposes of cards with a range (e.g. Sphere of Ghur, Sphere of Chamon)?

A: Yes.

Q: Can a fighter be adjacent to themselves?

A: No.

Q: Does a fighter take damage from a lethal hex if they are standing in the hex when it becomes a lethal hex?

A: No.

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

A: No.

Q: When a fighter is taken out of action, do their upgrades go in the discard pile?

A: No. They still have their upgrades.

Q: If my fighter has a reaction that works after an Attack action that targets them (e.g. the reaction on Spiteful Charm), can I use that reaction if the Attack action takes my fighter out of action?

A: Not unless explicitly stated otherwise.

Q: If a fighter is out of action, can they become Inspired?

A: No.

Q: If a fighter with a Move token makes another Move action (e.g. with Combat Drill) do they gain another Move token?

A: Yes.

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 a player declare that their fighter is making a charge action and then move that fighter in such a way as to have them taken out of action by a lethal hex and still be considered to have made a charge action?

A: No.

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: What is the difference between a fighter having a Guard token and a fighter being on Guard?

A: A fighter with one or more Guard tokens is on Guard, but there are other ways for a fighter to be on Guard (e.g. with the Survival Instincts upgrade).

A fighter that is on Guard counts both  and  as successes in their defence rolls. In addition, they cannot be driven back.

A fighter that makes a Charge action loses their Guard tokens, but if they are on Guard for a reason other than their Guard tokens (e.g. because they have the Survival Instincts upgrade) then they are still on Guard after the Charge action.

Some older cards tell you to 'put' a fighter on Guard, or that a fighter 'goes' on Guard. In both cases this means that you give that fighter one Guard token.

Q: Can a fighter that is on guard ever be trapped?

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 Range, Dice, Damage, Move, Defence and Wounds the same thing as Range characteristic, Dice characteristic, Damage characteristic, Move characteristic, Defence characteristic and Wounds characteristic?

A: When the term is capitalised, yes. For example, +1 Move means 'increase this fighter's Move characteristic by 1'. A fighter whose printed Move characteristic is 3 and who has +1 Move (e.g. from Great Speed) has a Move characteristic of 4. In another example, if a Damage 1 Attack action has +1 Damage (e.g. from Gloryseeker), that Attack action's Damage characteristic is 2.

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 makes a Scything Attack action that targets multiple fighters, normally each of those targets will be supporting the others. If a target is taken out of action during the Attack action, does that target still provide support to the others while the remainder of the Scything Attack action is resolved?

A: No.

Q: Step 4 of the Combat Sequence says that an Attack action is determined to be successful if you rolled more successes than the target's player. The glossary says under "Succeeds (Attack action)" that "An Attack action that succeeds deals damage." If something happens to negate the damage of an attack action that would succeed (such as the card Dark Destiny) is the attack considered to have failed or succeeded for game purposes?

A: It is considered to have failed, with the exception of a successful Wall of Force Attack action, which does not deal damage when it is successful.

Q: If my fighter makes a Scything Attack action, must they target all adjacent enemy fighters, or can I choose to only target some of them?

A: You can choose which adjacent enemy fighters they target.

Q: Are spell Attack actions also considered to be Attack actions?

A: Yes.

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. You cannot roll attack dice when attempting to cast a spell Attack action. However, cards that affect the Dice characteristic do affect spell Attack actions. For example, Sphere of Hysh would give a wizard another magic dice for their spell Attack actions, while Fumble would mean they had one fewer 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 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: If my fighter attempts to cast a spell that requires two ⚡ symbols, and I roll a single ⚡ symbol, is that one critical success enough to cast the 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 a fighter's reaction deals damage, who is considered to have dealt that damage?

A: That fighter.

Q: If my Attack action with Knockback succeeds, do I have to drive the enemy fighter back the full distance?

A: No. For example, if your Attack action with Knockback 2 succeeds, you can choose not to drive the enemy fighter back, or to drive them back 1, 2 or 3 hexes.

Q: When a fighter is driven back more than one hex by an Attack action with Knockback, does that still allow reactions to a fighter being driven back? (E.g. Pit Trap).

A: Yes.

Q: If my opponent does something 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: 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 26 of the rules).

Q: For reactions taken during an Attack action, are 'before any dice are rolled' and 'before the attack roll' the same reaction window (e.g. for Potion of Rage and Aggressive Defence)?

A: Yes.

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: Do reactions that happen after the last action in an activation happen in that activation or in the power step?

A: Neither. These reactions happen after the activation and before the power step.

Q: Can reactions that happen after an activation (such as Snirk's inspire reaction) block the reaction window of reactions that take place after an attack action (such as Pit Trap, or Skhathael's Reaction) if that attack action is the last action of the activation and the player with the 'after an activation' reaction has reaction priority?

A: Yes.

Q: Do reactions that happen after Attack actions (e.g. Pit Trap) share a reaction window with reactions like My Turn since they both happen after the Attack action, despite the fact they have different conditions (Pit Trap requiring a fighter to be driven back, and My Turn requiring the Attack action to have done damage)?

A: Yes.

Q: Which comes first after an activation: scoring of any Surge objectives scored during that activation; inspiring of any fighters inspired during that activation; or reactions to that activation or the last action in that activation?

A: First any relevant fighters are inspired, then there is the reaction window. After any reaction (and reactions to that reaction) Surge objectives are scored. Note that ‘during an activation/action’ reactions happen before any of these.

Q: If a fighter is not in a scoring position at the end of an action that is also the last action of an activation but is moved into a scoring position with a reaction to that action such as the one from Duellist’s Speed or Double Time, do they count as having completed the objective “after an activation” for the purposes of cards like In the Name of the King, Scrum, or Swift Capture?

A: Yes.

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 29 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: When I score objectives in the end phase, are they scored simultaneously or one after the other, in an order of my choosing?

A: One after another, in an order of your choosing.

Q: Which ‘score immediately’ objectives can be scored if you draw them after meeting the condition to score them (rather than having them in your hand when you score them)?

A: The norm is that a ‘score immediately’ objective must be in your hand when you meet the condition for you to score it. If you draw the objective after meeting the condition, you must meet the condition again before you can score the objective.

The following is a list of every exception to this norm. For the cards in this list, if you draw them after meeting the condition, you can score them immediately following the next action, reaction or gambit.

Blood for the Blood God
(Shadespire #2 / Nightvault #118)

Draw the Gaze of Khorne
(Shadespire #4 / Nightvault #120)

Let the Blood Flow (Shadespire #8 / Nightvault #124)

Awe-Inspiring (Shadespire #30 / Nightvault #146)

Call of the Waaagh! (Shadespire #30)

Khorne Sees Us (Shadespire #178)

No Escape (Shadespire #180)

Ranger Strike (Shadespire #211)

Concerted Attack (Shadespire #246)

Massive Assault (Shadespire #271)

Drawing Focus (Leaders #18)

Great Slayer (Leaders #20)

Linchpin (Leaders #22)

Slayer (Leaders #25)

Drag Them Down (Nightvault #32)

Swarming Spirits (Nightvault #34)

Master of Magic (Nightvault #64)

Q: Are all cards which say ‘score this immediately’ Surge objectives?

A: Yes.

Q: If I meet the condition of a Surge or ‘score immediately’ card during an activation, the Beastgrave rules state that I score that card after the activation. Is that true even if by the end of the activation the scoring condition is no longer met (e.g. for Death Sentence, if by the end of the activation the enemy fighter is taken out of action)?

A: Yes. ‘Score immediately’ cards that do not specify a scoring window can be completed at any point, but must still be scored after an activation or power card is resolved in the same way as other Surge objectives.

Q: Exactly when do Surge cards that score “After an activation” such as Scrum and Swift Capture check to see if they have been scored?

A: Check to see if they are scored after the activation and any reactions to that activation/the last action in that activation, at the same time as Surge objectives completed during that action/activation.

Q: When do I score the glory points from upgrades that give you glory in the third end phase (such as the ‘key’ upgrades and Shifting Map)?

A: At the beginning of the third end phase, before any player scores objectives. If more than one player has these upgrades, all glory points scored from these upgrades are scored simultaneously (and before any player scores objectives).

Q: Some cards use the word ‘additional’, for example Danse Macabre (one additional hex for a Move action). Do these cards work if the value being added to is 0 (e.g. if a fighter with a Move characteristic of 0 was affected by Danse Macabre)?

A: Yes.

Q: When I resolve an ability that returns a card from my discard pile to my hand, do I have to show the card I return from the discard pile to my opponent?

A: Yes.

Q: When are spells that persist put in the discard pile?

A: When their effect ends. Until then they are in play (it is often helpful to place them next to the fighter card of the fighter they are affecting) and not in a discard pile.

Warhammer Underworlds Warbands FAQs

The following FAQs relate to warband cards from each season of Warhammer Underworlds.

SKAETH'S WILD HUNT – OBJECTIVES

Kurnoth's Snare (Beastgrave #37)

Q: Can I score this even if the enemy fighter treats lethal hexes as normal hexes? (E.g. Thorns of the Briar Queen.)

A: Yes.

THE GRYMWATCH – FIGHTERS

Q: Can Duke Crakmarrow make the Ghoul Call action (with or without the Muster ability) if there are no friendly Crypt Ghouls out of action?

A: No.

Q: When using Ghoul Call, if the game boards are set up diagonally the line drawn from the Scatter token can leave and reenter the battlefield. When this happens, which hex do I place the Crypt Ghoul in?

A: The furthest empty hex in the direction drawn, which can be after the line has left and reentered the battlefield.

Q: When using Ghoul Call, what happens if I cannot place the Crypt Ghoul (because there are no empty hexes in the direction rolled).

A: You cannot place the Crypt Ghoul.

Q: When using Ghoul Call, can the Scatter token be in the furthest empty hex from the Scatter token (e.g. if I place it in an edge hex)? In other words, can I place a Crypt Ghoul in the same hex as the Scatter token?

A: No.

THE GRYMWATCH – UPGRADES

Seized Weapon (Beastgrave #94)

Q: Does Seized Weapon deal damage when it is applied during the end phase?

A: Yes.

Q: If Seized Weapon takes an enemy fighter out of action in the end phase, can objectives such as Defending the Hearth be scored if they are in hand?

A: Yes. Only Surge objectives can be scored in this way.

STORMSIRE'S CURSEBREAKERS – FIGHTERS

Q: How does Cleave work against Ammis and Rastus from Stormsire's Cursebreakers when they are Inspired?

A: When an Attack action has Cleave, the target cannot count  symbols as successes in their defence roll. This means that Ammis and Rastus, once Inspired can use  and  symbols (and any relevant support symbols) but not  symbols as successes when they are the target of an Attack action with Cleave.

STORMSIRE'S CURSEBREAKERS – GAMBITS

Chain Lightning (Nightvault #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 (Nightvault #13)

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

A: No.

Gather the Storm (Nightvault #14)

Q: How long does this ploy persist for?

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

STORMSIRE'S CURSEBREAKERS – UPGRADES

Corposant Staff (Nightvault #21)

Q: If I cast the spell from the Corposant Staff upgrade on the same fighter more than once, what happens?

A: That fighter's Attack actions with a single target have +1 Range for each time the spell is successfully cast on them, until the end of the round.

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.

Q: Do the fighters in the Thorns of the Briar Queen always treat lethal hexes as normal hexes?

A: Yes.

THORNS OF THE BRIAR QUEEN – OBJECTIVES

Take the City (Nightvault #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

Drifting Advance (Nightvault #39)

Q: When I play Drifting Advance, do I have to push all friendly Chainrasps?

A: No (you can choose to push a Chainrasp 0 hexes, which is effectively the same as not pushing them). In addition, you cannot push a Chainrasp that is already adjacent to an enemy fighter, as they cannot be pushed closer to an enemy fighter (this doesn't stop you playing the card, it simply means that it won't affect that Chainrasp).

Q: Can I play Drifting Advance if there are no enemy fighters?

A: No.

Sudden Appearance (Nightvault #47)

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

A: No.

THORNS OF THE BRIAR QUEEN – UPGRADES

Inescapable Vengeance (Nightvault #55)

Q: If the Briar Queen has a Move characteristic of 0, can she still make a Move action to be placed on any starting hex using Inescapable Vengeance?

A: Yes.

EYES OF THE NINE – FIGHTERS

Q: Is the action on Vortemis' card to summon the Blue Horror a spell?

A: No.

Q: Does K'charik become Inspired if he is adjacent to Turosh, Narvia or a Horror when they make a successful Attack action?

A: No – their Attack actions are not spells.

Q: Does K'charik become Inspired if he is adjacent to an enemy wizard that casts a spell?

A: Yes.

Q: Can the Blue Horror ever be taken out of action? Can a player gain a glory point for taking the Blue Horror out of action? Can objectives connected with taking fighters out of action be scored by taking the Blue Horror out of action?

A: No. When the Blue Horror would be taken out of action, it is replaced by the Brimstone Horrors. It is never taken out of action.

Q: If a Blue Horror with the Crown of Avarice upgrade card is taken out of action, do I take one of my opponent's unspent glory points?

A: This situation cannot arise – a Blue Horror is never taken out of action.

Q: When the Blue Horror becomes the Brimstone Horrors, are they considered to be the same fighter (e.g. for the purposes of objectives like Heroic Effort)?

A: Yes.

Q: If a Blue Horror would be taken out of action by damage during its Move or Charge action (e.g. because of a lethal hex), what happens?

A: The Blue Horror miniature is replaced with the Brimstone Horrors miniature in the hex in which the Blue Horror would have been taken out of action. Clear all tokens from the fighter. If the fighter has not yet moved a number of hexes equal to their Move characteristic, they can continue that Move action. If the fighter was making a Charge action, they finish resolving that Charge action. In either case, the fighter gains one Move or Charge token as normal.

EYES OF THE NINE – UPGRADES

Fateward (Nightvault #81)

Q: If K'charik has the Fateward and Trusted Defender upgrades, how do I resolve his defence rolls?

A: When you have made his defence roll, you can re-roll all of the defence dice (using Fateward) or one of the defence dice (using Trusted Defender). You cannot do both, as you cannot re-roll a re-roll.

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.

Q: When I use Snirk Inspired's special action, do I push him 1 hex at a time, resolving the effects on other fighters after each push, or all 3 hexes at once after pushing any fighters out of the way?

A: 1 hex at a time. Note that this is an exception to how a fighter pushed with Scatter normally works (in which case they are pushed the full distance all at once), to allow for the impact that Snirk has on other fighters. Also note that Snirk's push is not complete until he has been pushed 3 hexes or his push is prevented as described on his fighter card. This means that you cannot, for example, play the reaction on Lurker as a reaction to Snirk's push until Snirk's push is complete.

Q: When Snirk would scatter into a fighter that cannot be pushed, how much damage is each fighter dealt in total?

A: Snirk is dealt 1 damage, and the fighter that cannot be pushed is dealt 1 damage.

Q: How does Mirror Move interact with Snirk Inspired's special action?

A: The Mirror Move reaction can be taken after any other fighter is pushed by Snirk (in which case it is a push of 1 hex) or after Snirk's action is complete (in which case it is a push of the same number of hexes that Snirk was pushed).

Q: Do I have to push Snirk Inspired 3 hexes when I use his special action, or can I choose to only push him 2, 1 or even 0 hexes?

A: You have to push him 3 hexes, unless the push is prevented as described on his fighter card.

Q: If Snirk is pushed during Snirk Inspired's special action by something other than his special action (e.g. by Mirror Move), can I continue to resolve his special action afterwards?

A: No.

Q: Can Snirk Inspired's special action create a chain that extends into an incomplete hex?

A: No. Snirk is not dealt damage when this happens.

Q: Can a gambit let Sourtongue Inspired make a Move, Charge or Attack action, or be on Guard?

A: No.

Q: Can Drizgit use the action on his fighter card to make a Move action himself, even if there are no adjacent or even surviving friendly Squigs

A: If he has no Move or Charge tokens, yes.

Q: When Drizgit uses the action on his fighter card to allow himself and adjacent friendly Squigs to make a Move action, which order are the Move actions resolved in?

A: One at a time, in the order of Drizgit's player's choice.

Q: How does the action on Drizgit's fighter card interact with Scurry?

A: When Drizgit makes a Move action using the action on his fighter card, this can trigger an adjacent friendly fighter's Scurry reaction.

MOLLOG'S MOB – FIGHTERS

Q: With the errata to Mollog Inspired, can Mollog Inspired be activated if he has one Charge token and one or more Move tokens?

A: Yes, but if he has one Charge token and one or more Move tokens he cannot make Move or Charge actions.

Q: Can Stalagsquig use Faneway Crystal to make a Move action?

A: No. Stalagsquig cannot make Move actions.

Q: Can Stalagsquig make a Move action using Ready for Action?

A: No.

Q: Can Stalagsquig's position be changed using Hidden Paths?

A: Yes. Hidden Paths is not a Move action.

Q: When setting up the Stalagsquig, do you first roll off to determine who gets to decide who goes first in the first turn, or do you place the Stalagsquig, and then roll off?

A: Place the Stalagsquig, then the players roll off.

Q: When more than one player has a Stalagsquig, how do you determine which is set up first?

A: Use the Sequencing rules from the rulebook.

GODSWORN HUNT – FIGHTERS

Q: If I give Theddra the Arcane Savant upgrade before she is Inspired, what happens?

A: She becomes a level 2 wizard because of Arcane Savant (her wizard level +1), is then Inspired because she has an upgrade, at which point she becomes a level 3 wizard (her wizard level +1). She keeps the Arcane Savant upgrade.

GODSWORN HUNT – OBJECTIVES

Q: What does it mean on the 'Oath' objective cards when it says to reveal them?

A: If you wish, at the start of your first activation in the action phase, you can reveal any 'Oath' objective cards to your opponent. This means that you show those cards to your opponent – you should give them time to read the card or cards in their entirety if they wish. Once they are satisfied, return the card to your hand, concealing it once more from your opponent.

GODSWORN HUNT – GAMBITS

Brutal Sacrifice (Nightvault #184)

Q: When I play Brutal Sacrifice in a two-player game and take one of my fighters out of action, does my opponent gain a glory point?

A: Yes.

THUNDRIK'S PROFITEERS – FIGHTERS

Q: When do I use Thundrik's Promotion ability?

A: After you score an objective and before you draw a replacement objective card.

THUNDRIK'S PROFITEERS – OBJECTIVES

Headshot (Nightvault #235)

Q: Does my fighter's Attack action need to succeed for me to score Headshot?

A: Yes.

Live by the Code (Nightvault #237)

Q: Are scored objectives considered to be discarded for the purposes of Live by the Code?

A: No.

THUNDRIK'S PROFITEERS – GAMBITS

Toxic Gases (Nightvault #250)

Q: When Toxic Gases is played, who pushes the fighter?

A: The player who played Toxic Gases.

Q: If you play Toxic Gases and choose a fighter that cannot be pushed, what happens?

A: That fighter's player gets to decide: either nothing happens (they choose the push, which cannot be resolved) or their fighter is dealt 1 damage.

YLTHARI'S GUARDIANS – FIGHTERS

Q: Can Tainted Vitality or Lifesurge Inspire a fighter from Ylthari's Guardians if that fighter does not have a wound token on their fighter card?

A: No.

Q: How does the text in parentheses in Ylthari's Guardians' Inspire condition work?

A: This allows players to use an ability that removes wound tokens from a fighter to Inspire a fighter from Ylthari's Guardians even if that fighter has no wound tokens on their fighter card. For example, Healing Pulse or Healing Amphora can both be used to Inspire fighters from that warband even if the affected fighter has no wound tokens on their fighter card. Note that cards like Lifesurge only affect fighters that have wound tokens on their fighter cards, so these cards will not Inspire Ylthari's Guardians unless they have wound tokens on their fighter cards.

Q: Does the 'taking' of wound tokens from one of Ylthari's Guardians after successful casting of Empathic Exchange trigger their Inspire condition of 'when a wound token would be 'removed'?'

A: Yes. In this instance the words 'taking' and 'removed' are interchangeable.

YLTHARI'S GUARDIANS – OBJECTIVES

Glade's Last Hope (Nightvault #263)

Q: Do wound tokens cleared from a fighter's fighter card when they are taken out of action count towards scoring Glade's Last Hope?

A: No. (The distinction is between tokens **removed** from a fighter card by effects like Healing Pulse, and tokens **cleared** from a fighter card which is what happens when that fighter is taken out of action.)

Reclaim the Lamentiri (Nightvault #266)

Q: Can I score Reclaim the Lamentiri without holding any objectives in a territory, if there are no objectives in that territory?

A: No.

GARREK'S REAVERS – FIGHTERS

Q: Which fighters count towards Garrek's Reavers' Inspire 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 – GAMBITS

Blood Rain (Shadespire #11 / Nightvault #127)

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 (Shadespire #16 / Nightvault #132)

Q: If a fighter is affected by Insensate, can anything increase the damage they suffer beyond 1 damage in that activation?

A: No.

Q: Does Insensate affect damage caused by reactions played after the last action in an activation?

A: No.

Rebirth in Blood (Shadespire #18 / Nightvault #134)

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 (Shadespire #23 / Nightvault #139)

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

A: Garrek.

Frenzy (Shadespire #24 / Nightvault #140)

Q: If my fighter has Frenzy and an Attack action that targets all adjacent enemy fighters, does the extra attack dice apply to each Attack action made during their Charge action?

A: Yes.

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 (Shadespire #37 / Nightvault #153)

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 – GAMBITS

Sigmarite Wall (Shadespire #42 / Nightvault #158)

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

A: No.

Tireless Assault (Shadespire #45 / Nightvault #161)

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 (Shadespire #52 / Nightvault #168)

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 (Shadespire #56 / Nightvault #172)

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

A: Yes.

Righteous Strike (Shadespire #57 / Nightvault #173)

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 subsequent time after they have been revived?

A: Yes.

SEPULCHRAL GUARD – OBJECTIVES

Claim the City (Shadespire #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 (Shadespire #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 – GAMBITS

The Necromancer Commands (Shadespire #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.

SEPULCHRAL GUARD – UPGRADES

Deathly Charge (Shadespire #80)

Q: If my Champion has the Deathly Charge upgrade, and makes a Charge action, does the +1 Damage apply to their Attack actions with a Range of 1 or 2 for the rest of the action phase?

A: Yes. Note that if the Champion makes another Charge action later in the phase, there is no additional modifier from Deathly Charge.

Fatal Strike (Shadespire #81)

Q: Can Fatal Strike and Bone Shrapnel be triggered by the same Attack action?

A: Yes. Fatal Strike has a reaction that happens during an Attack action, and Bone Shrapnel is a reaction that happens after an Attack action.

IRONSKULL'S BOYZ – OBJECTIVES

Too Dumb to Die (Shadespire #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 – GAMBITS

Last Lunge (Shadespire #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 (Shadespire #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 – GAMBITS

Nervous Scrabbling (Shadespire #160)

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

A: No.

SPITECLAW'S SWARM – UPGRADES

Black Hunger (Shadespire #165)

Q: If my fighter has Black Hunger, can it make an Attack action that targets a friendly fighter and no enemy fighters?

A: Yes.

Q: If my fighter has Black Hunger, can it make a Charge action that includes a Move action that ends adjacent to a friendly fighter and no enemy fighters? And do I then need to make my fighter's Attack action?

A: Yes and yes.

Bodyguard for a Price (Shadespire #166)

Q: During an action phase, if Krrk is adjacent to Skritch, has the upgrade 'Bodyguard for a Price' and is pushed away from

Skritch, is Skritch still on Guard ?

A: No.

Flee! (Shadespire #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 (Shadespire #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 (Shadespire #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).

MAGORE'S FIENDS – FIGHTERS

Q: Can Ghartok ever be driven back?

A: No.

Warhammer Underworlds: Beastgrave FAQs

The following FAQs relate to universal cards from Warhammer Underworlds: Beastgrave.

UNIVERSAL CARDS – GAMBITS

Exhaustion (Beastgrave #338)

Q: Does Exhaustion count each action in a superaction individually?

A: Yes.

Q: Does Exhaustion count Duke Crakmarrow's Muster ability, or a Ghoul Call made as part of the Muster ability?

A: No. The Muster ability is not part of an activation.

Madness Dart (Beastgrave #355):

Q: Does the effect of Madness Dart also apply to Attack actions the fighter gains from upgrade cards?

A: Yes.

Q: Can Madness Dart affect spell Attack actions?

A: Yes. Bear in mind that a ✨ is always a success, so it will still be possible (if difficult) to make that spell Attack action.

Snare (Beastgrave #368)

Q: Can I use Snare during an Attack action and Pit Trap after that Attack action?

A: Yes.

Q: Do Snare and Mirror Move share the same reaction window when Mirror Move is used as a reaction to a fighter being driven back?

A: Yes.

UNIVERSAL CARDS – UPGRADES

Larval Lance (Beastgrave #411)

Q: Can the damage dealt by this Attack action be reduced? (e.g. by Hale Charm or Impervious Delusion?)

A: Yes. These cards reduce the damage dealt, not the Damage characteristic. Enfeeble, on the other hand, does not affect Larval Lance.

Q: Can the Dice characteristic of this Attack action be changed (e.g. by Madness Dart)?

A: No.

Survival Instincts (Beastgrave #431)

Q: When I give a fighter Survival Instincts, do I give them a Guard token.

A: No. If that fighter is a Quarry, they are simply on Guard.

Q: Can I give Survival Instincts to a fighter that already has one or more Guard tokens?

A: Yes.

Warhammer Underworlds: Nightvault FAQs

The following FAQs relate to universal cards from Warhammer Underworlds: Nightvault and Power Unbound.

UNIVERSAL CARDS – OBJECTIVES

Calculated Risk (Nightvault #302)

Q: To score Calculated Risk, does my fighter only have to move into a lethal hex and survive, or do they have to move into a lethal hex, out of that lethal hex, and survive?

A: The latter.

Q: Can I score Calculated Risk if the fighter's Move action takes them through a lethal hex (which they survive) and then back into that lethal hex so that it takes them out of action?

A: No.

Q: Can I score Calculated Risk if the fighter's Move action takes them through a lethal hex (which they survive) and then into a second lethal hex that takes them out of action?

A: Yes.

Charmed Life (Nightvault #304)

Q: My Blue Horror has 3 or more wound tokens on its fighter card (e.g. because of an Attack action with a Damage characteristic of 3). It is replaced with the Brimstone Horrors, its fighter card is turned over and its tokens are removed. Can I then score Charmed Life in the following end phase (assuming that the Brimstone Horrors are not taken out of action)?

A: Yes.

Q: My Sepulchral Guard fighter is taken out of action in Round 1. I return them to the battlefield in Round 2. Can I score Charmed Life in the end phase (assuming that the fighter is not taken out of action)?

A: No. The wound tokens are cleared from that fighter's fighter card when they are taken out of action in Round 1.

Finish Them (Nightvault #318)

Q: Can I score this if my Damage 1 Attack action's Damage characteristic is increased in any way? (E.g. with Gloryseeker or Inspired Attack).

A: No.

Get Thee Hence (Nightvault #322)

Q: Can I score the Get Thee Hence objective card with the Stumble ploy card (after an Attack action).

A: Yes.

Q: If my fighter's Attack action drives an enemy fighter back 2 or more hexes, but in the second or subsequent of these hexes the enemy fighter is taken out of action by a lethal hex, can I still score Get Thee Hence?

A: Yes.

Keep Chopping (Nightvault #338)

Q: Do Attack actions made outside of activations (e.g. as reactions such as My Turn or Aggressive Defence or from cards like Ready for Action in the power step) count towards Keep Chopping?

A: No.

Longstrider (Nightvault #343)

Q: Can you score Longstrider by playing Hidden Paths to change a fighter's position and then making a Move action with that fighter (e.g. if that fighter is Mollog)?

A: Yes.

Martyred (Nightvault #347) / Strong Start (Nightvault #373)

Q: If I draw Martyred or Strong Start during a round, after the condition to score them has been met, can I score them?

A: No. You must have these cards in your hand at the time the condition is met to score them. Note that the conditions on Martyred and Strong Start can be met in each round, so if you keep the card in your hand after drawing it you may have the opportunity to score it in later rounds.

Q: If both an enemy fighter and a friendly fighter are taken out of action at the same time (e.g. by Shardgale), and those are the first fighters taken out of action in a round, can either player score Martyred and/or Strong Start?

A: No. There is no single first fighter taken out of action in that example.

Nowhere to Go (Nightvault #354)

Q: Do incomplete hexes count as occupied, blocked or lethal hexes for the purposes of scoring Nowhere to Go?

A: No. Incomplete hexes are not hexes.

One Fate (Nightvault #356)

Q: If I make a casting roll for a spell Attack action on three dice and then use Tome of Incantations to change one of the results so that they all match, can I then score One Fate?

A: Yes.

Q: If I make a casting roll for a spell Attack action on three dice and they all match, and then I use Tome of Incantations to change one of the results, can I then score One Fate?

A: No.

Q: Are Innate results considered as dice rolled for the purposes of scoring objectives like One Fate?

A: No.

Sorcerous Retort (Nightvault #370)

Q: If a spell Attack action made with Ready for Action succeeds, can the player whose fighter made that Attack action score Sorcerous Retort?

A: Yes.

Shortcut (Power Unbound #32)

Q: Can I use Hidden Paths to change the position of a fighter so that I can score Shortcut?

A: Yes.

Q: Can I use Faneway Crystal to change the position of a fighter so that I can score Shortcut?

A: No. Faneway Crystal changes how a fighter makes a Move action, but it is still a Move action.

UNIVERSAL CARDS – GAMBITS

Abasoth's Withering (Nightvault #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.

Countercharge (Nightvault #404)

Q: When an enemy fighter makes a Charge action and ends their Move action adjacent to one of my fighters, can I play Countercharge and push my friendly fighter so that they are adjacent to another enemy fighter, thereby avoiding the charging fighter?

A: No. 'The enemy fighter' on Countercharge refers to the charging enemy fighter.

Q: If my opponent uses Countercharge to bring an enemy fighter adjacent to my fighter during my fighter's Charge action, can I pick that fighter as the target of my fighter's Attack action?

A: Yes.

Entropic Curse (Nightvault #413)

Q: If an enemy fighter is taken out of action by my fighter's Entropic Curse, and the caster is at least 3 hexes from that fighter, can I score Death from Afar?

A: Yes.

Q: If an enemy fighter is taken out of action by my fighter's Entropic Curse, and the caster is out of action, can I score Death from Afar?

A: No.

Ghoulish Pact (Nightvault #417)

Q: Can I play My Turn or Ready for Action as a reaction after my Ghoulish Pact resolves?

A: Yes. You can play either of these reactions (but not both).

Q: Can I play Ghoulish Pact if I don't have any upgrades in my hand?

A: No.

Mirror Move (Nightvault #432)

Q: If my opponent plays a card that pushes more than one fighter (like Earthquake or Vile Invaders) can I play this card as a reaction after any of those fighters is pushed? And if so, which fighter can I push?

A: You can play this card as a reaction after an opponent pushes any fighter, even if they are partway through resolving a rule that pushes more than one fighter. When you do so, you can push any fighter other than the one that was just pushed (the one you are reacting to), even if the fighter you push was already pushed by the rule your opponent is resolving or if that fighter is going to be pushed by the rule your opponent is resolving.

Q: Can I play Mirror Move when a fighter from my opponent's warband drives a fighter back during an Attack action?

A: Yes.

One Step Ahead (Nightvault #434)

Q: When I play One Step Ahead, do I name an objective card or an objective token?

A: An objective card.

Q: Does the player using this card have to give the full name of the objective card in order to stop the opponent from scoring that objective card?

A: Yes.

Pit Trap (Nightvault #436)

Q: Can Trap and Pit Trap be triggered by the same Attack action?

A: Yes. Trap is a reaction that happens during an Attack action, and Pit Trap is a reaction that happens after an Attack action.

Revoke (Nightvault #443)

Q: Can Revoke remove the effects of Cruel Taunt?

A: No.

Sphere of Aqshy (Nightvault #451)

Q: If the damage from Sphere of Aqshy is reduced by 1 to 0 by Magical Damping, was Sphere of Aqshy still cast successfully?

A: Yes.

Strategic Sorcery (Nightvault #462)

Q: If I use the Strategic Sorcery gambit spell to retrieve an objective card which is scored immediately, and it is on the list of cards from the Designer's Commentary that can be scored retroactively, do I immediately score it again?

A: Yes, after taking a subsequent action, reaction or gambit, as long as the conditions for that objective are still met.

Q: If I use the Strategic Sorcery gambit spell to retrieve an objective card and I score that objective card twice, how many objective cards does it count towards when scoring Superior Tactician?

A: One.

Two Steps Forward (Power Unbound #47):

Q: Can I play Two Steps Forward if there is only one or no surviving friendly fighters?

A: No.

Q: Can I play Two Steps Forward if there are no surviving enemy fighters, or can I choose an opponent who has no surviving enemy fighters?

A: No.

UNIVERSAL CARDS – UPGRADES**Arcane Familiar (Nightvault #473)**

Q: When called upon to roll a magic dice can I use the Arcane Familiar upgrade card to change the result of the roll, even if it is not specifically a casting roll?

A: No.

Champion's Fortitude (Nightvault #486)

Q: Do Champion's Fortitude and Trusted Defender have the same effect?

A: Yes. If a fighter has both upgrades, you can re-roll up to two defence dice in their defence rolls (but not the same dice twice).

Crown of Avarice (Nightvault #489)

Q: Does the Crown of Avarice upgrade card reaction window occur before or after my opponent has scored a glory point for taking the fighter with this upgrade out of action?

A: Before.

Disturbing Presence (Nightvault #492)

Q: If my fighter makes a Charge action and ends their Move adjacent to a fighter with Disturbing Presence, does that prevent them from completing their Charge action?

A: No.

Q: If I push or Move my fighter with Disturbing Presence adjacent to an enemy fighter with a reaction during that enemy's Charge action, does that prevent them from completing their Charge action?

A: No.

Faneway Crystal (Nightvault #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.

Q: Can a fighter with a Move characteristic of 0 still use Faneway Crystal to Move to an objective token?

A: Yes (with the exception of fighters that cannot make Move actions, like the Stalagsquig).

Fated Blade (Nightvault #500)

Q: Must I play the Rebound ploy card before my opponent rolls to see what the Damage characteristic of the Fated Blade upgrade card is?

A: Yes.

Q: Following the previous FAQ, if I play the Rebound ploy card before the Fated Blade's upgrade card's Damage characteristic is rolled for, what is the Damage characteristic of the Fated Blade?

A: As Rebound causes the attack to fail, it cannot be rolled for, and therefore the Fated Blade upgrade card at that point has a Damage characteristic of 0.

Q: Does the way the Damage characteristic is determined by the Fated Blade upgrade card prevent me from using the Dark Destiny ploy card to prevent my fighter from being taken out of action?

A: No.

Q: Can the Damage characteristic of Fated Blade be modified?

A: Yes.

Potion of Rage (Nightvault #529)

Q: If I use my Potion of Rage during an Attack action that targets all adjacent fighters, does the +2 Dice apply to each of those Attack actions, or just one of those Attack actions?

A: Just one – the one in which you take the reaction.

Quick Learner (Nightvault #530)

Q: If I have a fighter with both Quick Learner and Daemonic Weapon, can the damage dealt by Daemonic Weapon trigger Quick Learner?

A: No.

Reinforced Armour (Nightvault #533)

Q: If a fighter takes no damage from an attack action as a result of the Reinforced Armour upgrade card, is the Attack action still successful?

A: No.

Voidsceptre (Nightvault #555)

Q: Can Voidsceptre remove the effect of Frozen in Time or Cruel Taunt?

A: No.

Wall of Force (Power Unbound #60)

Q: Can Wall of Force result in a successful Attack action even when it deals no damage?

A: Yes.

Q: Can Wall of Force be modified to deal damage?

A: No.

Warhammer Underworlds: Shadespire FAQs

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

UNIVERSAL CARDS – OBJECTIVES

Concerted Attack (Shadespire #246)

Q: Does the Concerted Attack objective card require three different friendly fighters?

A: Yes.

Conquest (Shadespire #247)

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

A: No.

Contained (Shadespire #248)

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

A: No.

Cover Ground (Shadespire #249)

Q: If my fighter moves with Faneway Crystal or Inescapable Vengeance, and ends that Move 6 or more hexes from their starting position, can I score Cover Ground?

A: Yes.

Dauntless (Shadespire #251)

Q: Can I score Dauntless if I have no surviving friendly fighters?

A: No. Dauntless only counts surviving fighters.

Escalation (Shadespire #257)

Q: Do upgrades applied due to Spoils of Battle or Ghoulish Pact count towards scoring Escalation?

A: Yes.

Masterstroke (Shadespire #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 – GAMBITS

Cruel Taunt (Shadespire #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.

Curious Inversion (Shadespire #313)

Q: Which rolls does Curious Inversion affect?

A: Only attack rolls and defence rolls.

Desperate Gambit (Shadespire #317)

Q: Do players make attack or defence rolls for the first Attack action made in an activation when Desperate Gambit is in effect?

A: No.

Q: If I make a successful Attack action thanks to Desperate Gambit, can I drive the enemy fighter back?

A: Yes.

Dual Strike (Shadespire #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.

Duel of Wits (Shadespire #320)

Q: When do I play Duel of Wits?

A: When your opponent plays a ploy, before that ploy is resolved. This is a different reaction window to reactions that are played after a ploy.

Earthquake (Shadespire #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 (Shadespire #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 (Shadespire #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 (Shadespire #331)

Q: Hidden Paths says that the fighter is considered to have made a Move action. Does this count towards triggering cards like 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 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.

Q: If my fighter hasn't made a Move action but has one or more Move tokens (e.g. if they were chosen by Transfixing Stare), can I still use Hidden Paths on them?

A: Yes.

Improvisation (Shadespire #333)

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

A: Yes.

Inspiration Strikes (Shadespire #334)

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

A: Yes.

Invisible Walls (Shadespire #335)

Q: How do Move modifiers interact with Invisible Walls?

A: Invisible Walls sets all fighters' Move characteristics to 1, then any modifiers are applied to those characteristics of 1. For example, if a fighter has the Great Speed upgrade, in the activation in which Invisible Walls is in effect that fighter would have a Move of 2.

Q: How does Spectral Wings interact with Invisible Walls?

A: If both of these cards are played in the same power step, in any order, the first fighter to make a Move action in the next activation has a Move characteristic of 3.

Mighty Swing (Shadespire #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 (Shadespire #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 (Shadespire #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.

Q: If I use Momentary Madness to make an Attack action with an enemy fighter, can I use that fighter's other upgrades (e.g. Potion of Rage) when doing so?

A: Yes.

My Turn (Shadespire #343)

Q: Can my opponent drive my fighter back with an Attack action before I make the reaction on My Turn?

A: Yes. The reaction on My Turn happens after an Attack action, and if a fighter is driven back as part of an Attack action this happens during that Attack action.

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.

Q: Can the damage that a wizard suffers when there are two or more ☞ symbols in their casting roll trigger the reaction on My Turn?

A: If the spell they were attempting to cast was a spell Attack action, then yes. My Turn would be resolved after the spell is cast or after the spell fails.

Q: I play My Turn, and push my fighter one hex, preparing to take an Attack action as granted by the card. My opponent plays Mirror Move – does the push granted by Mirror Move occur before or after the attack from My Turn?

A: Before – it is a reaction to the push, and the push is completed before the Attack action.

Q: Do abilities (other than Attack actions) on fighter cards that cause a fighter to be damaged, e.g. Thundrik's reaction, allow me to play My Turn?

A: No.

No Time (Shadespire #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.

Q: If my opponent plays No Time, can I play gambits that are reactions during the next activation?

A: No. You can however use gambits that are reactions after that activation (e.g. Grievous Riposte).

Ready for Action (Shadespire #348)

Q: Can Ready for Action be used to perform a spell Attack action?

A: Yes.

Rebound (Shadespire #349)

Q: Who has dealt the damage dealt by Rebound?

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

Q: If a player plays Rebound during an Attack action and successfully rolls a ☛ or ☞ for that reaction, is the Attack action considered to have failed?

A: Yes.

Second Wind (Shadespire #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 (Shadespire #355)

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

A: Yes.

Shattering Terrain (Shadespire #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: 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.

Q: What happens if Shattering Terrain is in play and a fighter is driven back into a lethal hex, and then I play Trap and Pit Trap?

A: The fighter is dealt any damage by the Attack action first, then 1 damage by the lethal hex, then 1 damage by Shattering Terrain, then you can play Trap to deal 1 damage to that fighter, and after the Attack action is resolved you can play Pit Trap to deal 1 damage to that fighter.

Shifting Shards (Shadespire #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 (Shadespire #361)

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

A: Yes.

Q: How does Spectral Wings interact with Invisible Walls?

A: If both of these cards are played in the same power step, in any order, the first fighter to make a Move action in the next activation has a Move characteristic of 3.

Stumble (Shadespire #364)

Q: Can the use of the Stumble card cause a fighter to become Trapped?

A: No.

Trap (Shadespire #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: When a fighter is driven back into a lethal hex, do they suffer the damage from the lethal hex before I can play Trap?

A: Yes.

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.

Q: Can Trap and Pit Trap be triggered by the same Attack action?

A: Yes. Trap is a reaction that happens during an Attack action, and Pit Trap is a reaction that happens after an Attack action.

Twist the Knife (Shadespire #372)

Q: Which reactions can be played in the same reaction window as Twist the Knife (thereby preventing the attacking player playing Twist the Knife)?

A: Rebound, No Retreat and the reaction on Unflinching Guardian.

Quick Advance (Leaders #42)

Q: When I play Quick Advance, do I have to be able to choose two friendly fighters other than my leader, and do I have to push them if I play the card?

A: You do not have to be able to choose two friendly fighters other than your leader to play the card – you can play this card even if the only friendly fighter on the battlefield is your leader. When you play the card, you can choose to push the chosen fighters 0 hexes.

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.

Q: Can Spoils of Battle, Ghoulish Pact, Trading Up or Brutal Sacrifice be used to equip a Katophrane Relic?

A: No. The only way to play a Katophrane Relic is to spend two glory points.

Q: Can Legacy be used to transfer a Katophrane Relic from one fighter to another?

A: Yes.

A Destiny to Meet (Shadespire #373)

Q: When do I score the glory point from A Destiny to Meet?

A: At the end of the last action phase, before the third end phase.

Acrobatic (Shadespire #374)

Q: If a character with a ☞ Defence characteristic has the Acrobatic upgrade, do they have to be on Guard to get the extra dice?

A: No.

Q: What happens if a fighter has both the Acrobatic and Ethereal Shield upgrades?

A: The fighter's Defence characteristic is 0. They will only get an extra dice from Acrobatic if they are on Guard.

Blessed Armour (Shadespire #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 6 to heal or does it refer to the defence roll? If the latter, can you heal multiple wounds with multiple 6s?

A: This card uses the dice you roll for the fighter's defence. You heal as many wounds as you roll 6s.

Daemonic Weapon (Shadespire #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.

Flickering Image (Shadespire #387)

Q: Does Flickering Image allow me to push the upgraded fighter after each separate Attack action in an Attack action that targets multiple fighters (e.g. Whirling Club)?

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.

Shardcaller (Shadespire #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 (Shadespire #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 so that they are not taken out of action, can I still drive that fighter back?

A: Yes.

Q: If I use the reaction on Tethered Spirit or Soultrap during an Attack action to save my fighter, is the Attack action successful?

A: No.

Q: If I've made a successful Attack action, but the enemy fighter is saved by Soultrap, meaning that my Attack action fails, what happens if that enemy fighter would then be driven back but is Trapped as described in the rules?

A: The Attack action becomes successful and damages that fighter (who will probably be quite dizzy by this point). This is because Soultrap is discarded after negating the damage when the Attack action was initially successful and has no further effect.

Swift Strike (Shadespire #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.

Tethered Spirit (Shadespire #424)

Q: If I use the reaction on Tethered Spirit or Soultrap during an Attack action to save my fighter, is the Attack action successful?

A: No.

Trickster's Charm (Shadespire #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.

Trusted Defender (Shadespire #433)

Q: Do Champion's Fortitude and Trusted Defender have the same effect?

A: Yes. If a fighter has both upgrades, you can re-roll up to two defence dice in their defence rolls (but not the same dice twice).

Q: Which rolls does Trusted Defender affect?

A: Only defence rolls.

Vampiric Weapon (Shadespire #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.