Official Errata, November 2018

The following errata correct errors in Warhammer Underworlds.

The *Warhammer Underworlds: Nightvault* rules replace the *Warhammer Underworlds: Shadespire* rules and these errata and the Warhammer Underworlds: Nightvault Designer's Commentary replace the *Warhammer Underworlds: Shadespire* Official Errata and FAQs.

The errata are updated 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 or other minor correction.

ERRATA

Page 17 – Pushes and other exceptions
Change the first two sentences of this paragraph to read:

'When a rule tells you to push a fighter, simply push their miniature into an adjacent hex the number of times specified by the rule, in any direction each time (unless specified otherwise). Note that a fighter cannot be pushed into or through a hex that is blocked or occupied.'

Pages 20 and 30 – Guard Actions
Add the following sentence to the end of this rule:
'A fighter that is already on Guard cannot take an action to go on Guard.'

SEPULCHRAL GUARD – FIGHTERS
Sepulchral Warden
Change the Sepulchral Warden's Inspire condition to read:
'You return a friendly fighter to the battlefield, and you have already returned a friendly fighter to the battlefield.'

SEPULCHRAL GUARD – OBJECTIVES
Battle Without End (Shadespire #59)
Change this card to read:
'Score this in an end phase if one or more friendly fighters returned to the battlefield in the preceding action phase, and a friendly fighter had already returned to the battlefield in that phase.'

SPITECLAW'S SWARM – OBJECTIVES
Lives are Cheap (Shadespire #152)
Change this card to read:
'Score this in an end phase if one or more friendly fighters were taken out of action in the preceding action phase, and a friendly fighter had already been taken out of action in that phase.'

UNIVERSAL – OBJECTIVES
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 – 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.'