



Official Errata, June 2019

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 13 – Casting spells

Add the following sentences to the first paragraph of this section.

'Some spells require you to choose one or more fighters, cards, spells, objective tokens or hexes. If, when you would resolve the spell, you cannot (e.g. because there are no enemy fighters within a certain number of hexes) the spell fails. In addition, if a spell requires you to choose a fighter or fighters, the caster must have line of sight to the fighter or fighters you choose (the caster is considered to have line of sight to themselves). If they do not, they cannot attempt to cast that spell (and in the case of a gambit spell, you cannot play that card).'

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 to 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.'

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.'

MOLLOG'S MOB – FIGHTERS

Mollog Inspired

Add the following sentence to the beginning of this fighter's ability:

'When this fighter has a single Charge token, it can still be activated.'

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.'

Change this fighter's second ability to read:

'**Action:** Choose two other friendly fighters that have no Move or Charge tokens. Make one Move action with each of the chosen fighters.'

The Warden Inspired

Change this fighter's second ability to read:

'**Action:** Choose two other friendly fighters that have no Move or Charge tokens. Make one Move action with each of the chosen fighters.'

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.'

SEPULCHRAL GUARD – UPGRADES

Ancient Commander (Shadespire #78)

Change this card to read:

'**Action:** Choose three other friendly fighters that have no Move or Charge tokens. Make one Move action with each of the chosen fighters.'

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

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

Centre of Attention (Nightvault #400)

Change this card to read:

‘Choose a fighter and push all other fighters that are within 2 hexes 1 hex so that they are closer to that fighter in an order you choose.’

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.’

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

Tome of Healing (Nightvault #547),

Tome of Insight (Nightvault #549)

Add the ‘**Katophrane Tome**’ keyword to these cards.



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.’