

# WARHAMMER UNDERWORLDS DIRECHASM

## Official Errata and Beta Rule, May 2021

The following errata correct errors in Warhammer Underworlds.

The *Warhammer Underworlds: Direchasm* rules replace the *Warhammer Underworlds: Beastgrave* rules and these errata replace the *Warhammer Underworlds: Beastgrave* Errata.

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

#### SKAETH'S WILD HUNT – FIGHTERS

##### Karthaen

Change the Hunting Horn Action to read:

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

#### THE WURMSPAT – FIGHTERS

##### Fecula Inspired

Add the Leader 'Crown' icon to this side of Fecula's fighter card.

#### 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.'

#### THORNS OF THE BRIAR QUEEN – FIGHTERS

##### Varclav

Change Varclav's action on both sides of the fighter card to read:

**'Action:** Push all friendly Chainrasps up to 2 hexes. This fighter can only make this action once per round.'

#### MOLLOG'S MOB – FIGHTERS

##### Mollog Inspired

Change Mollog's ability on the Inspired side to read: **'This fighter can make a Move or Charge action even if it has one Move token. In addition, when this fighter has one Charge token, it can still be activated, but cannot make superactions.'**

#### 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.'

## SPITECLAW'S SWARM – UPGRADES

### Expendable (Shadespire #167)

Change this card to read:

'**Reaction:** During an enemy fighter's Attack action that targets this fighter, after the determine success step, if the Attack action is successful, deal 1 damage to the attacker. Then the Attack action fails, the combat sequence ends, and this fighter is taken out of action. No player gains a glory point for this fighter being taken out of action in this way.'

## 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

### Prized Vendetta (Power Unbound #54)

Change this card to read:

'When you give a fighter this upgrade, choose an enemy fighter. You can re-roll any number of dice in this fighter's attack rolls for Attack actions that target the chosen fighter.'

### Crown of Avarice (Nightvault #489)

Change this card to read:

'**Reaction:** During an opponent's gambit or during an enemy fighter's Attack action that will take this fighter out of action, after the deal damage step, pick one opponent and take up to one of their unspent glory points.'

### Tome of Healing (Nightvault #547),

### Tome of Insight (Nightvault #549)

Add the 'Katophrane Tome' keyword to these cards.

### 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.'

## BETA RULE

A beta rule is one that we want to test with the community to be sure that we're making the best possible ruling before we set anything in stone. You don't have to use this rule in your games, but if you do, we're looking for your feedback on how this change affects you. Let us know your thoughts, alternative ideas and feedback from your games at our official feedback inbox, [whunderworlds@gwplc.com](mailto:whunderworlds@gwplc.com)

## KHAGRA'S RAVAGERS – FIGHTERS

Change the Inspire condition on each fighter to read: 'After an activation, there are two or more Desecration tokens on the battlefield'