Official Errata, October 2021

The following errata correct errors in Warhammer Underworlds.

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

FIGHTER TRAITS
In Warhammer Underworlds: Harrowdeep, two fighter traits were added: beast and flying. The following fighters from older warbands gain the additional traits listed here. In each case the trait replaces a similar ability on their fighter card: from now on these abilities all work in the same way.

Thorns of the Briar Queen
Each fighter	Flying

Zarbag's Gitz
Gobbaluk	Beast
Bonekrakka	Beast

Godsworn Hunt
Grawl	Beast

Mollog's Mob
Bat Squig	Flying, Beast
Spiteshroom	Beast
Stalagsquig	Beast

Thundrik's Profiteers
Khazgan Drakkskewer	Flying

Lady Harrow's Mournflight
Each fighter	Flying

Skaeth's Wild Hunt
Lighaen	Beast

The Grymwatch
The Duke's Harriers	Flying, Beast

Hrothgorn's Mantrappers
Thrafnir	Beast

Drepur's Wraithcreepers
Each fighter	Flying

Elathain's Soulraid
Duinclaw	Beast
Spinefin	Beast

GRAND ALLIANCE
In Warhammer Underworlds: Harrowdeep, each warband belongs to one the Grand Alliances: Order, Chaos, Death or Destruction. The Grand Alliances contain the following older warbands, respectively.

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

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

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

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

CHAOS KEYWORDS
In Warhammer Underworlds: Harrowdeep, a fighter's devotion to one or another of the Chaos Gods can have an affect in the game. Fighters in the following older warbands gain the additional keywords listed here.

Garrek's Reavers	Khorne
Magore's Fiends	Khorne
Eyes of the Nine	Tzeentch
The Wurmspat	Nurgle
Dread Pageant	Slaanesh

OTHER ERRATA
DREPUR'S WRAITHCREEPERS - FIGHTERS
The Patrician
Change the Deathbeat reaction to read:
'**Deathbeat**
Reaction: Use this after an opponent's power step. **Choose** one or two friendly fighters in your territory. **Push** that fighter 1 hex towards the nearest enemy fighter.'

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

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'

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 towards the nearest enemy fighter. This fighter can only make this action once per round.'

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

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

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.'