Once these conditions are checked, allocate the Primacy token using the following rules:

If only one player meets any of these conditions and this player does not have the Primacy token, they gain the Primacy token.

If both players meet one or more of these conditions and one of them has the Primacy token, the player without the Primacy token gains the Primacy token. This is because a player cannot gain the Primacy token if they already have it.

If both players meet one or more of these conditions and neither player has the Primacy token, a roll-off takes place as described in the sequencing rules in the rulebook. The winner of the roll-off chooses which player gains the Primacy token first. That player gains the Primacy token, then the other player gains the Primacy token.

Q: If neither player has a card relating to Primacy tokens in their decks, can either player gain the Primacy token?
A: No.

Q: If one player has one or more Primacy cards in their deck, and their opponent has none, can that opponent gain the Primacy token?
A: Yes.

Q: If I have the Primacy token, and I give the Primacy token to another player, have I also discarded the Primacy token?
A: No.

Q: Can I meet the conditions to gain the Primacy token at the end of an activation by taking an enemy fighter out of action with an Attack action generated by a reaction after that activation?
A: No.

Q: If I have the Primacy token at the end of an activation and both my opponent and I satisfy the conditions for gaining the Primacy token, what happens?
A: You cannot gain the Primacy token, so your opponent gains the Primacy token. However, if you have Swelling Pride in your hand, you can still score that objective even though you will no longer have the token when it comes to scoring the objective.
Q: Can I play Feign Strength, Invincible Aspect, More Muscle or Thrill of the Hunt if I have the Primacy token?
A: No. You cannot gain the Primacy token if you already have it, so the conditions of these ploys cannot be fulfilled.

Q: Do I not have the Primacy token and in an activation a friendly fighter takes an enemy leader out of Action with an Attack action. Can I play Thrill of the Hunt and score Swelling Pride?
A: Yes. Thrill of the Hunt is a reaction after the end of the activation, meaning it is resolved before you check which players satisfy the Primacy conditions after the activation.

Q: Can I play Untapped Resources if I have the Primacy token to score Swelling Pride?
A: No. If you have the Primacy token you must choose to draw three power cards.

Q: Can I play Claim to Domination or Claim to Supremacy if I have the Primacy token?
A: Yes.

Q: Can I score Punctured Pride if a friendly fighter takes an enemy fighter out of action that has the Dominant Defender upgrade if my opponent had the Primacy token when I declared the Attack action?
A: Yes. The Primacy token is discarded after the enemy fighter is taken out of action, so the scoring conditions are met.

Q: A player with the Primacy token plays Puffed Up and then one of their fighters subsequently makes an Attack action that fails. When is the Primacy token discarded?
A: Discard the Primacy token after step 4 of the combat sequence during that failed Attack action.

Q: I use Feign Strength to gain the Primacy token. Later in the round I qualify to gain the Primacy token again. Do I score a spent glory point at the end of the round or must I still discard the Primacy token due to the effect of Feign Strength?
A: The persistent effect of Feign Strength requires the Primacy token to be discarded. This will occur even if, after gaining the Primacy token due to Feign Strength and then discarding the Primacy token, the Primacy token is gained again by meeting a different condition.

OTHER FAQS
Q: Can I or my fighters use a card, ability or action that I cannot fully resolve?
A: No. For example, a fighter that cannot go on Guard cannot make the Guard action. Similarly, the reaction on Crown of the Dead instructs a player to draw two power cards, but that reaction cannot be taken if the player has zero or one power cards in their power deck. Similarly, if an ability or card specifies that you must discard a particular number of cards, counters or tokens and you cannot, you cannot use that ability or use that card.

Note that if a card, ability or action gives you a choice about how to resolve it, as long as you can resolve it at least one way you can use that card, ability or action. However, when you do so you must choose to resolve it that way.

Q: A card has a Heal (X) effect, but due to circumstances, it results in a Heal (0). Can this card be played on a fighter with no wound counters? In addition, does the fighter count as having been healed?
A: No in all cases.

Q: I play a card that has a Heal (X) effect, but due to circumstances, it results in a Heal (0). I have no legitimately targetable fighters that have one or more wound counters. What happens?
A: The ploy cannot be resolved and is discarded.

Q: I play a card that has a Heal (X) effect, but due to circumstances, it results in a Heal (0). I choose a fighter with one or more wound counters as the target of the effect. What happens?
A: The fighter is not healed and the ploy is discarded.
Q: Does ‘until the start of the next round’ include the start of the next round?
A: No. ‘Until the start of the next round’ has the same meaning as ‘until the end of the round.’

Q: If a card gives an effect on a roll of a specific symbol, such as 7, 6, or 9, does that mean that a roll of 1 will also give the bonus (e.g. Deadly Embrace)?
A: No.

Q: Are Cleave, Knockback, and Ensnare ‘modifiers’?
E.g.: Could Klaq-troq’s Powerful Jaws Attack action ever have Cleave?
A: Cleave, Knockback and Ensnare are not modifiers. In the example given, Klaq-troq’s Powerful Jaws Attack action could have Cleave.

Q: Are cards that have the same name but in different languages counted as the same card for deck building purposes (e.g. Great Strength and Force Accrue)?
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: If a fighter is pushed a distance of 0 hexes, are they considered to have been pushed?
A: No.

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: Can a fighter pushed by Scatter end that push in the hex the push started in?
A: Yes.

Q: Can a fighter have both the Hunter and Quarry keywords?
A: Yes.

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: Do upgrades given to a fighter still apply when that fighter is out of action? For example, does the Wounds modifier from Great Fortitude still apply, and does the Quarry keyword from Survival Instincts still apply?
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: 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 as defined in the glossary, but there are other ways for a fighter to be on Guard (e.g. with the Survival Instincts upgrade).
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: 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.

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: 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?
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.
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 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 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: 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.

Q: Are all cards which say ‘score this immediately’ surge objectives?
A: Yes.

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.

For the following cards, if you draw them after meeting the condition, you can score them in the next surge step. These are the only exceptions to the norm.

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)
Drag Them Down (Nightvault #32)
Swarming Spirits (Nightvault #34)
Master of Magic (Nightvault #64)

Q: If I meet the condition of a surge objective during an activation, the rules state that I score that card in the next surge step. Is that true even if by that time 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. Surge objectives that do not specify a scoring window can be completed at any point during the action phase, but must still be scored in a surge step in the same way as other surge objectives.

Q: If a surge objective card with no specific scoring window, such as One Will, is drawn as an action during an activation and the scoring condition is met at that time, can you score that card at that time?
A: Yes.

Q: If a surge objective card which is scored after an activation, such as Swift Capture or Temporary Victory, is drawn as an action during an activation and the scoring condition is met at that time, can you score that card after that activation?
A: Yes.

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

ELATHAIN’S SOULRAID – FIGHTERS
Q: Does Spinefin begin the game out of action if you choose not to set it up?
A: Yes.

Q: Can a player pick the first option on Spinefin’s reaction if there are no friendly shoal tokens on the battlefield?
A: Yes.

Q: If two fighters from Elathain’s Soulraid have one or more wound counters, and Spinefin is dealt damage that would take it out of action, do the Wurmspat Inspire?
A: Yes.

ELATHAIN’S SOULRAID – GAMBITS
Q: If my opponent plays a card that gives me the option to discard cards to prevent an effect, such as Forgotten Nightmares, Fury of the Storm, Lurelight, or Crushing Pressure, what happens if I cannot discard the required cards?
A: If you cannot discard the required number of cards, you must pick a different option.

ELATHAIN’S SOULRAID – UPGRADES
Forgotten Nightmares (Direchasm #241)
Q: How does Forgotten Nightmares interact with Attack actions with the Scything keyword?
A: When an enemy fighter makes a Scything Attack action while your Forgotten Nightmares card is in effect, determine how many fighters would normally be targeted. Your opponent resolves that many Attack actions for the attacker, one at a time, and each time must discard one power card or allow you to choose the target of that Attack action (this could be the same fighter more than once).

THE CRIMSON COURT – GAMBITS
Bestial Transformation (Direchasm #141)
Q: Can a fighter with no upgrades be chosen for the Bestial transformation gambit?
A: Yes.

HEDKRAKKA’S MADMOB – FIGHTERS
Q: If a friendly Madmob fighter takes an enemy leader out of action with an Attack action during an activation can they claim the Primacy token twice in a row - once for taking an enemy leader out of action and once for their Primal surge reaction, and therefore score Swelling Pride as a result?
A: Yes. These two simultaneous abilities are resolved as described in the Sequencing rules in the rulebook.

HEDKRAKKA’S MADMOB – GAMBITS
Primal Brutality (Direchasm #178)
Q: Can I play Primal Brutality if I have the Primacy token to score Swelling Pride?
A: No. If you have the Primacy token and you play Primal Brutality, you must choose to discard the Primacy token.

KHAGRA’S RAVAGERS – FIGHTERS
Q: Does flipping an objective with cards like Symbiote’s Call count towards Khagra’s Ravagers Inspire condition?
A: No.

MORGWAETH’S BLADE COVEN – FIGHTERS
Q: If Khamyss has the Prescient Blow upgrade can she use her Bladed Buckler Attack action after making the Prescient Blow Attack action? And if so does that attack happen before or after her opponent’s Attack action is resolved?
A: Yes. Both Attack actions occur before the enemy Attack action is resolved.

STARBLOOD STALKERS – OBJECTIVES
Seeking the Heart (Direchasm #104)
Q: Can I score the second condition on this objective card if there are 0 objective tokens in enemy territory?
A: No.

STARBLOOD STALKERS – GAMBITS
Invisible Hunter (Direchasm #111)
Q: Invisible Hunter specifies that Otapatl is not out of action when you remove them from the board. Does this mean Otapatl counts as a surviving fighter whilst not on the board for the purposes of scoring objectives like Ahead of the Hunt?
A: No. ‘A surviving fighter’ is another way of saying ‘A fighter on the battlefield.’

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.
Q: If a hex contains the Trap, does that stop it being an empty hex?
A: No.

Q: Can Bushwakka place the Trap in the same hex as an objective, or in a lethal hex, or in the same hex as another Trap?
A: Yes.

Q: What happens when a fighter enters a hex that contains the Trap and is a lethal hex?
A: That fighter is dealt 2 damage by the Trap and then, if the fighter was not taken out of action, 1 damage by the lethal hex.

Q: What happens when a fighter enters a hex that contains two or more Trap models?
A: Use the sequencing rules.

Q: Can the Trap damage fighters that are not affected by lethal hexes?
A: Yes.

Q: When Bushwakka is taken out of action, does the Trap remain on the battlefield? Does it still work as described on Bushwakka’s fighter card?
A: Yes.

Q: If the targeted fighter survives the Attack action but is taken out of action during a reaction made during that Attack action or by being driven into a lethal hex, can this card be scored?
A: No.

Q: If the targeted fighter survives the Attack action but is taken out of action during a reaction after the Attack action, such as Pit Trap, can this card be scored?
A: Yes.

THE WURMSPAT – OBJECTIVES
Blessed Endurance (Beastgrave #129)

Q: If a fighter is pushed with Stench of Victory after the attack is successful, but before the deal damage step, are they still considered a supporting fighter for the purposes of cards like Low Cunning (to boost the damage about to be dealt) or Bravely Done!?
A: Yes.

Q: If a fighter is pushed with Stench of Victory after the attack is successful, but before the deal damage step, are they still considered a supporting fighter for the purposes of cards like Low Cunning (to boost the damage about to be dealt) or Bravely Done!?
A: Yes.

THE WURMSPAT – UPGRADES
Living Plague (Beastgrave #154)

Q: Can I use this reaction if the Attack action took my fighter out of action?
A: No.

Q: If a fighter is pushed with Stench of Victory after the attack is successful, but before the deal damage step, are they still considered a supporting fighter for the purposes of cards like Low Cunning (to boost the damage about to be dealt) or Bravely Done!?
A: Yes.

Q: If a fighter is pushed with Stench of Victory after the attack is successful, but before the deal damage step, are they still considered a supporting fighter for the purposes of cards like Low Cunning (to boost the damage about to be dealt) or Bravely Done!?
A: Yes.
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), check which friendly fighters are adjacent to one or more enemy fighters. These fighters will become Inspired at the next Inspire step.

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.

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

Maddening Cackle (Nightvault #43)
Q: What happens when Maddening Cackle is played during Skaeth’s/Stabbit’s/Sepsimus’ Scything Attack action before they have resolved an Attack action against each adjacent enemy fighter? Does it prevent that fighter making their remaining Scything Attack actions?
A: Yes.

Sudden Appearance (Nightvault #47)
Q: Can Sudden Appearance be used to place a fighter that is out of action on the battlefield?
A: No.
THORNOS 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 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.

Q: Does the Blue Horror/Brimstone Horrors begin the game out of action?
A: Yes.

Q: Do the Blue Horrors and Brimstone Horrors count as being two fighters out of action at the beginning of the game, or one?
A: One.

ZARBAG’S GITZ – FIGHTERS

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: 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: 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.
Q: Is Drizgit’s Action that allows him and adjacent friendly Squigs to make Move actions a superaction?
A: Yes.

MOLLOG’S MOB – FIGHTERS
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.

YLTHARI’S GUARDIANS – FIGHTERS
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 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.

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.

THUNDRIK’S PROFITEERS – OBJECTIVES
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Q: Does my fighter’s Attack action need to succeed for me to score Headshot?
A: Yes.

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: The chosen fighter is dealt 1 damage.

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 – 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: The chosen fighter is dealt 1 damage.

GODSWORN HUNT – 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.)

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, does the extra attack dice apply to each Attack action in a Scything 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 at the next Inspire step after the Attack action is resolved, which means the opportunity to react with Furious Parry has already passed.

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 a Scything Attack action, such as Severin Steelheart’s Mighty Swing?
A: A Scything Attack action is treated as a number of individual Attack actions performed one after the other, and each of those Attack actions is separately judged as succeeding or failing. 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 and Steelheart has a Scything Attack action (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, 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 in the same reaction step).

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.

Q: Is the Warden’s Action that allows two friendly fighters to make Move actions a superaction?
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.
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 a Scything Attack action, such as the Harvester's Whirling Scythe?
A: A Scything Attack action is treated as a number of individual Attack actions performed one after the other, and each of those Attack actions is separately 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.

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, can I score Too Dumb to Die even if my opponent then plays Trap as a reaction to the successful Attack action and takes my fighter out of action?
A: Yes.

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: No.

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 in the Inspire step that follows them being 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.

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.

There Are Always More (Shadespire #164)
Q: Is the fighter chosen by There Are Always More Inspired?
A: Yes.

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. you can activate Skritch, or you have another way to grant him an action).

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 in the same reaction step). 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.
**Warhammer Underworlds: Direchasm FAQs**

The following FAQs relate to universal cards from Warhammer Underworlds: Direchasm and the Silent Menace pack.

### UNIVERSAL CARDS – OBJECTIVES

**Lie in Wait (Direchasm #290)**

Q: To score this objective, does each friendly fighter holding an objective need to be a Quarry (even if there are more than two holding objectives)?

A: Yes.

**Prize Beyond Measure (Direchasm #309)**

Q: To score this objective, does each friendly fighter holding an objective have to have three or more upgrades (even if there is more than one holding an objective)?

A: Yes.

**Supreme Confidence (Direchasm #325)**

Q: Would I score Supreme Confidence if I used the Master of Ways upgrade to place my fighter on an objective token in enemy territory?

A: No, unless another friendly fighter is already holding an objective in enemy territory when your fighter makes the Master of Ways action.

Q: Can I score Supreme Confidence at the end of the round after discarding the Primacy token in order to gain 1 glory point?

A: No.

### UNIVERSAL CARDS – GAMBITS

**Feign Strength (Direchasm #359)**

Q: Can you play Feign Strength if you already have the Primacy token?

A: No.

**Ferocious Resistance (Direchasm #363)**

Q: When I play Ferocious Resistance can I choose a fighter with no wound counters to apply the effects of the card to?

A: Yes. In this instance, the card says to remove a number of wound counters equal to the number of \(n\) rolled. Because this does not specify a minimum (e.g. one or more) the number of wound counters removed in this instance can be 0. Remember that if no wound counters are removed from the fighter card, the fighter will not be said to have been healed, as noted in page 23 of the rulebook.

**Hunting Season (Direchasm #375)**

Q: If Hunting Season is in play, does it apply to all fighters, or only surviving fighters?

A: Hunting Season applies to each surviving fighter and each fighter that is out of action.

**Punching Up (Direchasm #398)**

Q: If there are multiple fighters who are tied for lowest Wounds characteristic of any surviving fighters, can I choose one of those fighters to benefit from the effects of the Punching Up gambit?

A: Yes.
UNIVERSAL CARDS – UPGRADES

Armor of Disdain (Direchasm #424), Substance Siphon
(Direchasm #430)
Q: How do Armour of Disdain and Substance Siphon interact when given to the same fighter?
A: Substance Siphon will have no effect.

Experienced Eye (Direchasm #439)
Q: A fighter with Experienced Eye targets a fighter with Strength of Terror with an Attack action. How many attack dice can the attacker re-roll?
A: Two.

Q: A fighter with Experienced Eye targets Hrothgorn Mantrapper (who has no upgrades), with an Attack action. How many attack dice can the attacker re-roll?
A: One.

Q: A fighter with Experienced Eye targets a fighter with Experienced Eye with an Attack action. How many attack dice can the attacker re-roll?
A: One.

Hunger for Success (Direchasm #450)
Q: Can you react multiple times in a row with Hunger for Success if you fail multiple attacks in a row (provided you have enough hunger counters to react and the damage has not taken the attacker out of action)?
A: Yes.

Proud Runner (Direchasm #469)
Q: If a fighter with this upgrade card is taken out of action during the action phase, do I discard the Primacy token at the end of the action phase?
A: No.

Rampaging Killer (Direchasm #470)
Q: If a member of the Chosen Axes warband has the Rampaging Killer upgrade, makes a Scything attack, misses an enemy fighter and I decide to play Oathsworn to retry the attack, what happens?
A: If the final Attack action of the Scything Attack action is the first Attack action to fail in that superaction, the superaction is complete and the Chosen Axes fighter is dealt 2 damage before Oathsworn can be used. If the fighter survives that damage, and the player uses Oathsworn to have that fighter make another Scything Attack action, the Chosen Axes fighter is again dealt 2 damage once that fresh superaction is complete.

If an Attack action other than the final Attack action from the Scything superaction fails, then when the Oathsworn reaction is used, the Chosen Axes fighter makes a new Scything Attack action and the original Scything Attack action is ‘on hold’ (see the rulebook). Once the Attack action made using Oathsworn has been resolved, the Chosen Axes fighter is dealt 2 damage. Then the original Scything Attack action continues. Once that Attack action has been resolved, the Chosen Axes fighter is dealt another 2 damage.

Ravening Stone (Direchasm #471)
Q: If a friendly fighter has the Ravening Stone, how does it interact with the Inspire/Bloodthirst conditions of the Crimson Court?
A: Follow the sequencing rules in the rulebook. In this instance, if the Ravening Stone is on a friendly fighter in the Crimson Court, the controlling player chooses the order in which they apply ‘at the end of the action phase’ abilities. If the Ravening Stone is on an enemy fighter, the players roll off to determine whose ability is used first, as described in the sequencing rules.

Savage Visage (Direchasm #479)
Q: How many re-rolls does Savage Visage itself provide?
A: One.

Q: Does the Hunter restriction keyword on an upgrade like Hunter’s Talisman count as an ‘instance of the Hunter keyword’ for the purposes of gaining a re-roll from Savage Visage?
A: Yes.

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