

# WARHAMMER UNDERWORLDS HARROWDEEP

## Official Errata, January 2022

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.

### INSPIRE STEPS

In addition to the Inspire steps listed in the Harrowdeep rulebook, there is one Inspire step at the start of the action phase (Elathain's Soulraid and Morgwaeth's Blade Coven use this Inspire step) and one Inspire step at the end of the action phase (the Chosen Axes, the Farstriders, Skaeth's Wild Hunt, the Grymwatch and the Crimson Court use this Inspire step).

### FIGHTER TRAITS AND KEYWORDS

In Warhammer Underworlds: Harrowdeep, two fighter traits were added: **beast** and **flying**. In addition, several keywords have been added in the last few seasons that are not reflected on older fighter cards. The following fighters from older warbands gain the additional traits and/or keywords 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.

#### Steelheart's Champions

Obryn the Bold      Brawler

#### Garrek's Reavers

Karsus the Chained      Brawler  
Arnulf      Assassin

#### Sepulchral Guard

The Harvester      Brawler  
Petitioner      Minion

#### Ironskull's Boyz

Each fighter      Brawler

#### The Chosen Axes

Mad Maegrim      Brawler

#### Spiteclaw's Swarm

Lurking Skaven      Assassin, Minion  
Hungering Skaven      Minion  
Festering Skaven      Minion

#### Magore's Fiends

Riptooth      Hunter

#### The Farstriders

Each fighter      Hunter  
Elias Swiftblade      Assassin

#### Thorns of the Briar Queen

Each fighter      Flying  
Chainrasp      Minion

#### Eyes of the Nine

Blue Horror/  
Brimstone Horrors      Minion

#### Zarbag's Gitz

Prog da Netter      Hunter  
Dibbz      Hunter  
Redkap      Hunter  
Stikkit      Hunter  
Gobbaluk      Beast  
Bonekrakka      Beast

#### Godsworn Hunt

Shond      Assassin  
Jagathra      Hunter  
Ollo      Hunter  
Grawl      Beast, Companion: Ollo

#### Mollog's Mob

Bat Squig      Flying, Beast, Minion  
Spiteshroom      Beast, Minion  
Stalagsquig      Beast, Minion

#### Thundrik's Profiteers

Khazgan Drakkskewer      Flying  
Garodd Alensen      Assassin

### Ylthari's Guardians

Gallaghan of the Glade      Brawler  
Ahnsleine, Revenant Archer      Hunter

### Ironsoul's Condemnors

Each fighter      Brawler

### Lady Harrow's Mournflight

Each fighter      Flying

### Skaeth's Wild Hunt

Lighaen      Beast, **Companion: Sheoch**

### Grashrak's Despoilers

Draknar      Brawler

### The Grymwatch

Master Talon      Minion  
Royal Butcher      Minion  
Night's Herald      Minion  
The Duke's Harriers      Flying, Beast, **Companion:**  
Master Talon

### Morgwaeth's Blade-coven

Morgwaeth  
the Bloodied      Priest  
Kyrssa      Assassin  
Lethyr      Assassin

### Hrothgorn's Mantrappers

Quiv      Minion  
Luggit and Thwak      Minion  
Bushwakka      Minion  
Thrafnir      Beast

### The Wurm spat

Ghulgoch      Brawler

### Morgok's Krushas

'Ar skull      Brawler

### Drepur's Wraithcreepers

Each fighter      Flying

### Myari's Purifiers

Bahannar      Brawler

### Dread Pageant

Glissete      Brawler

### The Starblood Stalkers

Kixi-Taka, the Diviner      Priest  
Klaq-Trok      Brawler  
Otopatl      Assassin

### Khagra's Ravagers

Dour Cragan      Assassin  
Razek Godblessed      Brawler

### Hedkrakka's Madmob

Toofdagga      Brawler  
Wollop da Skul      Brawler

### Elathain's Soulraid

Fuirann      Brawler  
Duinclaw      Beast  
Spinefin      Beast

### GRAND ALLIANCE

In Warhammer Underworlds: Harrowdeep, each warband belongs to one of 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 Wurm spat

#### 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.

<b>Garrek's Reavers</b>	Khorne
<b>Magore's Fiends</b>	Khorne
<b>Eyes of the Nine</b>	Tzeentch
<b>The Wurmspat</b>	Nurgle
<b>Dread Pageant</b>	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 friendly fighter in friendly 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 friendly 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.'

### RIPPA'S SNARLFANGS – FIGHTERS

#### Rippa Narkbad

Change the Inspire condition on this card to read: 'This fighter has two or more upgrades, other than **Illusions**.'

### THE WURMSPAT – FIGHTERS

#### Fecula Inspired

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

### HROTHGORN'S MANTRAPPERS – UPGRADES

#### Toughened Hide

Change the restriction on this card to 'Thrafnir'.

### 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 (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.'