

WARHAMMER UNDERWORLDS NETHERMAZE

Official Errata and Beta Rules, September 2022

The following errata correct errors in Warhammer Underworlds.

The *Warhammer Underworlds: Nethermaze* rules replace the *Warhammer Underworlds: Harrowdeep* rules and these errata replace the *Warhammer Underworlds: Harrowdeep* 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 Nethermaze 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. Where relevant, the trait or keyword replaces a similar ability on their fighter card: from now on these abilities all work in the same way.

Steelheart's Champions

Steelheart Inspired (Mighty Swing)	Scything
Obryn the Bold	Brawler

Garrek's Reavers

Karsus the Chained	Brawler
Karsus Inspired (Savage Whirl)	Scything
Arnulf	Assassin
Arnulf (Piercing Blade and Axe)	Grievous

Sepulchral Guard

The Harvester	Brawler
The Harvester (Whirling Scythe)	Scything
Petitioner	Minion

Ironskull's Boyz

Each fighter	Brawler
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The Chosen Axes

Mad Maegrim	Brawler
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Spiteclaw's Swarm

Lurking Skaven	Assassin, Minion
Hungering Skaven	Minion
Festering Skaven	Minion

Magore's Fiends

Riptooth	Hunter
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The Farstriders

Each fighter	Hunter
Farstrider Inspired (Star Falcon)	Grievous
Elias Swiftblade	Assassin

Thorns of the Briar Queen

Each fighter	Flying
Chainrasp	Minion

Eyes of the Nine

Blue Horror/ Brimstone Horrors	Minion
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Zarbag's Gitz

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

Godsworn Hunt

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

Mollog's Mob

Mollog the Mighty (Whirling Club)	Scything
Bat Squig	Flying, Beast, Minion
Spiteshroom	Beast, Minion
Spiteshroom (Choking Cloud)	Scything
Stalagsquig	Beast, Minion

Thundrik's Profiteers

Khazgan Drakkskewer	Flying
Garodd Alensen	Assassin

Ylthari's Guardians

Gallanghan of the Glade	Brawler
Gallanghan Inspired (Whirling Glaive)	Scything
Ahnslaine, Revenant Archer	Hunter

Ironsoul's Condemnors

Each fighter	Brawler
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Lady Harrow's Mournflight

Each fighter	Flying
The Maiden Inspired (Lethal Chill Blade)	Grievous

Skaeth's Wild Hunt

Lighaen	Beast, Companion: Sheoch
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Grashrak's Despoilers

Draknar	Brawler
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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
Kyrssa (Sacrificial Knives)	Grievous
Lethyr	Assassin

Hrothgorn's Mantrappers

Quiv	Minion
Luggit and Thwak	Minion
Bushwakka	Minion
Thrafnir	Beast

The Wurm spat

Ghulgoch	Brawler
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Morgok's Krushas

'Ar skull	Brawler
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Drepur's Wraithcreepers

Each fighter	Flying
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Myari's Purifiers

Bahannar	Brawler
Senaela (Auralan Bow (Aimed))	Grievous

Dread Pageant

Glissete	Brawler
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The Starblood Stalkers

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

Khagra's Ravagers

Dour Cragan	Assassin
Razek Godblessed	Brawler

Hedkrakka's Madmob

Toofdagga	Brawler
Toofdagga Inspired (Toofdagga's Daggas)	Grievous
Wollop da Skul	Brawler

Elathain's Soulraid

Fuirann	Brawler
Duinclaw	Beast
Spinefin	Beast

GRAND ALLIANCE

In Warhammer Underworlds each warband belongs to one the Grand Alliances: Order, Chaos, Death or Destruction.

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, 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 Wurm spat	Nurgle
Dread Pageant	Slaanesh

POWER CARD TRAITS AND KEYWORDS

Some fighter traits and keywords are not reflected on some older power cards. The following power cards gain the traits and/or keywords listed here. The trait or keyword replaces the similar ability on that card but does not affect the other rules on that card (for example, the Shadeglass Dagger is discarded when the Attack action is successful).

Map

Waterlogged Map (Harrowdeep #306)
Shifting Map (Nightvault #538)
Liberated Map (Harrowdeep #89)

Ensnare

Chill Touch (Nightvault #49)
Inescapable Grasp (Nightvault #284)
Seeking Blade (Nightvault #536)
Seeking Stones (Nightvault #537)
Spitethorn Arrow (Power Unbound #24)

Flying

Blessing of Behemat (Direchasm: Arena Mortis #22)
Cloak of Feathers (Direchasm #121)
Fading Form (Nightvault #498)
Incredible Agility (Beastgrave #212)
Incredible Leap (Nightvault #423)
Lightning Step (Nightvault #16)
Silent Bracers (Direchasm #482)

Grievous

Biting Axe (Direchasm #427)
Blades of Putrefaction (Beastgrave #141)
Fiery Brand (Nightvault #109)
Fighter's Ferocity (Nightvault #501)
Keila's Choking Coil (Beastgrave #410)
Lightning Blade (Shadespire #55)
Returning Axe (Shadespire #144)
Savage Bolt (Beastgrave #30)
Shadeglass Axe (Shadespire #409)
Shadeglass Dagger (Shadespire #410)
Shadeglass Darts (Shadespire #411)
Shadeglass Hammer (Shadespire #412)
Shadeglass Spear (Shadespire #413)
Shadeglass Sword (Shadespire #414)
Shond's Path (Nightvault #201)
Soultooth Dagger (Direchasm #488)
Vicious Darts (Beastgrave #64)
Vindictive Glare (Nightvault #115)
Voidsphere (Direchasm #499)

Scything

Brutal Swing (Shadespire #110)
Deadly Spin (Shadespire #22)
Great Swing (Shadespire #140)
Mighty Swing (Shadespire #339)
Spinning Strike (Shadespire #230)
Swarm of Rats (Shadespire #172)
Warding Blast (Nightvault #29)
Whirling Halberd (Shadespire #174)

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

Black Hunger (Shadespire #165)

Change this card to read:

'This fighter's Range 1 Attack actions have +1 Damage and Scything. While this fighter makes a Range 1 Attack action, other friendly fighters are considered to be enemy fighters, and fighters in your warband cannot be supported.'

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

Shadow Keeper (Harrowdeep #299)

Add the following to this card:

'ILLUSION

Do not spend any glory points when you play this card. At the end of the action phase, or when this fighter is chosen by a gambit or is dealt damage, break this card.'

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 RULES

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

THE EXILED DEAD – FIGHTERS

Deintalos the Exile

Delete the sentence that reads:

'Reactions cannot be used during this action.'

Deintalos Inspired

Delete the sentence that reads:

'Reactions cannot be used during this action.'

Prentice Marcov

Delete the sentence that reads:

'Reactions cannot be used during this action.'

Marcov Inspired

Delete the sentence that reads:

'Reactions cannot be used during this action.'

MORGOK'S KRUSHAS – FIGHTERS

On each fighter card, change the Inspire condition to read as follows:

'In an Inspire step, you remove two Waaagh! counters from this card.'

ZARBAG'S GITZ

Zarbag, Snirk Sourtongue, Drizgit da Squig Herder, Prog da Netter, Stikkit, Redkap, Dibbz

Change the Inspire condition on these fighter cards to read as follows:

'You have 4 or more glory points.'