

WARHAMMER UNDERWORLDS WYRDHOLLOW

PREVIOUS SEASONS DESIGNER'S COMMENTARY, **SEPTEMBER 2023**

The following commentary is intended to complement games of Warhammer Underworlds. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players relating to previous seasons of Warhammer Underworlds, and the answers are provided by the game development team and explain how the rules are intended to be used.

The Warhammer Underworlds: Wyrdhollow rules replace the Warhammer Underworlds: Gnarlwood rules and the Warhammer Underworlds: Wyrdhollow Rules Update and these Designer's Commentaries replace the Warhammer Underworlds: Gnarlwood Errata and Designer's Commentary.

Our commentaries are updated regularly; when changes are made any changes from the previous version will be highlighted in **magenta**. Where the stated 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.

FAQS

The following FAQs relate to all games of Warhammer Underworlds, and are arranged in sections according to the order they are mentioned in the core rules.

TERMINOLOGY

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.'

ATTACK ACTIONS

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.

MODIFIERS

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.

END PHASE

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).

OBJECTIVES

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 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.

SEASON BY SEASON FAQs

The following FAQs relate to each previous season of Warhammer Underworlds, starting with the most recent.

GNARLWOOD

THE SONS OF VELMORN

Praetorian (The Sons of Velmorn #30)

Q: I use the Praetorian reaction to force an opponent to target Jedran instead of Velmorn. As a reaction, my opponent pushes the attacker out of range of Jedran. Can the Attack action target Velmorn again?

A: Yes.

GNARLSPIRIT PACK

True Selves (Gnarlspirit Pack #12)

Q: Can I score this objective if some of my fighters are beasts and some are inspired?

A: Yes.

The Binding (Gnarlspirit Pack #20)

Q: Can I remove a Spirit counter from a fighter that I cannot Heal when I play this card?

A: Only if you also remove a Spirit counter from one or more fighters that you can Heal.

GRINKRAK'S LOONCOURT

Grinkrak

Q: Can I use the Dub reaction in the end phase?

A: No.

Quest Objectives

Q: Can I score a Quest objective that I have not given to a friendly fighter?

A: No.

Q: Can I discard a Quest objective that I have given to a friendly fighter?

A: No.

Q: Do Quest objectives that I have given to friendly fighters count as objective cards in my hand?

A: No.

Q: In the end phase, do I draw objective cards until I have three in my hand, regardless of the number of Quest objectives that my fighters have?

A: Yes.

Q: When I score a surge Quest objective, do I draw another objective card even if I have three objective cards in my hand?

A: Yes.

GRYSELLE'S ARENAI

Unquenchable Fervour (Gryselle's Arenai #22)

Q: If I play this, and a friendly fighter is dealt precisely 1 damage, is this ploy discarded?

A: No. This ploy persists until the end of the phase or until it reduces damage.

UNIVERSAL CARDS

Walking Wall (Fearsome Fortress #32)

Q: If a friendly fighter has this upgrade, can I use Redeploy (Fearsome Fortress #20) to push them in any direction?

A: Yes.

Q: If a friendly fighter has this upgrade and Bold Engineer (Fearsome Fortress #23), can I use the reaction on Bold Engineer?

A: No.

Sudden Demise (Daring Delvers #9)

Q: Can I score this objective through damage dealt by an Attack action on a gambit (e.g. Making a Point)?

A: No.

Q: Can I score this objective if an enemy fighter is taken out of action by a gambit spell?

A: Yes.

Prospector (Daring Delvers #32)

Q: If I use the ability on this upgrade to place a snare hex under a fighter, is that fighter staggered?

A: No.

Call to Heel (Tooth and Claw #14)

Q: Can I use this gambit to push a fighter that is adjacent to a single friendly fighter so that it is still adjacent to that single friendly fighter?

A: Yes.

Q: If I use the first 'mode' of this card, do I have to push the chosen fighter adjacent to a friendly fighter?

A: Yes.

Beast Claws (Tooth and Claw #23)

Q: Does the Flurry ability on this card only affect the Attack action on this card?

A: Yes.

Mark of the Stampede (Tooth and Claw #30)

Q: What happens when a fighter with this card that is not savage is staggered?

A: The fighter is now savage, has one stagger token but is not affected by the Stagger rule. This means the fighter remains savage and is not staggered, but may allow for interaction with certain cards that require fighters to have stagger tokens.

Train Them Up (Beastbound Assault #9)

Q: When a fighter makes a Charge superaction, how many actions is that counted as for this objective?

A: It is counted as a Move action and an Attack action. That fighter will need to make an additional action if you want to score this objective.

Winds of Wrath (Beastbound Assault #22)

Q: Does this affect both friendly and enemy fighters?

A: Yes.

Countless Familiars (Beastbound Assault #24)

Q: If a friendly fighter with one upgrade card is given this upgrade (and who therefore now counts as having 2 upgrades and 1 additional Denizen upgrade), can I score the Well-rewarded (Gnarlspirit Pack #11) surge objective?

A: No. Well-rewarded specifically demands that the fighter in question be given a third or subsequent upgrade. The Familiar counter is not an upgrade that is given to the fighter.

Q: If a friendly fighter that only has this upgrade is given another upgrade can I score the Well-rewarded (Gnarlspirit Pack #11) surge objective?

A: Yes. Well-rewarded specifically demands that the fighter in question be given a third or subsequent upgrade. As the fighter is considered to have 2 upgrades, the next upgrade to be given to them would be a third.

Q: In an end phase, does the Familiar counter granted by this upgrade count as an upgrade for objective cards that require a fighter to have a certain number of upgrades? For example: *Generous Blessings* (Harrowdeep #145).

A: Yes. Remember that if a fighter is taken out of action, counters are cleared from their upgrades.

Inspiring Mascot (Beastbound Assault #28)

Q: Can the ability on this upgrade be used if the fighter that has this upgrade cannot heal or be healed?

A: No.

Kindred Affinity (Beastbound Assault #29)

Q: If I draw a Denizen upgrade that cannot be given to a fighter with this upgrade, what happens to that card?

A: Add the card to your hand.

Vicious Familiar (Beastbound Assault #32)

Q: Does ignoring one dice from the attack roll prevent me from scoring objectives like *Branching Fate*, that concern the contents of a roll?

A: No.

NETHERMAZE

SKITTERSHANK'S CLAWPACK

Q: When does *Kreep Kinwhisper* become Inspired?

A: In the Inspire step that follows his Inspire condition being met.

THE SHADEBORN

Q: If my fighter has a shadow counter or the *Darkening Stone*, can I use their *Shadow Ambush* ability to place them in a hex that is neither a cover hex nor an edge hex?

A: No.

Q: Can *Sylarc's Dark Lamprey* action be used to choose an enemy fighter within 4 hexes that is not on a cover hex?

A: Yes.

Q: If my fighter has a shadow counter, are they considered to be in a cover hex for the purposes of abilities, power cards and surge objective cards?

A: Yes.

HEXBANE'S HUNTERS

You Stand Accused (Nethermaze #86)

Q: Does this ploy persist until the chosen fighter ends their activation in your territory, or until any activation which ends with the chosen fighter in your territory?

A: The latter.

Cold Iron Nails (Nethermaze #89)

Q: What does 'cannot be Raised' mean on this card?

A: Abilities which would result in the affected fighter being given one or more Raise counters cannot affect that fighter.

GORECHOSEN OF DROMM

Q: Do I have to use *Herax's Bloodchains* ability?

A: No.

Q: When do I use *Herax's Bloodchains* ability?

A: At the start of the Declare Action step.

Q: Can I make a Charge action with *Herax* in which *Herax* ends his Move action 2 hexes from an enemy fighter, as long as I'm able to use his *Bloodchains* ability in the subsequent Attack action?

A: Yes.

Domain of Fury (Nethermaze #114)

Q: When this card refers to 'enemy fighter', whose enemy does it mean?

A: The enemy of the fighter making the Move action.

Powerful Hatred (Nethermaze #124)

Q: Can a fighter with this upgrade support their own Attack actions?

A: No.

UNIVERSAL AND GRAND ALLIANCE CARDS

Weighty Blessing (Nethermaze #153)

Q: Does this ploy persist?

A: Yes. It persists until the end of the game.

Forbidden Ground (Nethermaze #160)

Q: If I hold each objective in my territory but there are no objectives in no one's territory, or I hold each objective in no one's territory but there are no objectives in my territory, can I score this card?

A: Yes.

Barging Forward (Nethermaze #231)

Q: If the fighter is not pushed, can this card still deal damage?

A: No.

Darkwater Draught (Nethermaze #237)

Q: How is this card resolved?

A: Roll all three dice together. Then, in an order of your choice, resolve the results of ☉ and ☿ one by one. There is an out of action check step after each point of damage is dealt.

Depth Charging (Nethermaze #238)

Q: When I play this card, does it affect all fighters, or only my fighters?

A: Only your fighters.

Q: How does this card work?

A: While it persists, when a friendly fighter makes a Move action, they can make that Move action with +1 Move as long as they end that Move action in enemy or no one's territory.

Lurking Horror (Nethermaze #292)

Q: Does the first ability of this upgrade work with Attack actions that do not use attack dice (e.g. spell Attack actions)?

A: No.

HARROWDEEP

Q: Some cards refer to 'you' (i.e. the player) flipping a feature token, and some refer to 'your warband' flipping a feature token. Are these the same thing?

A: Yes.

Q: When a fighter with one or more *Illusion* upgrades is chosen with a ploy, do the upgrades break before or after that ploy is resolved?

A: Before.

Q: Is a gloom hex token a feature token?

A: Yes.

DA KUNNIN' KREW

Q: Mannok's Kunnin' Kommand ability refers to 'this fighter'. Does that mean Mannok?

A: Yes.

BLACKPOWDER'S BUCCANEERS

Q: Can the fighters with the Light-fingered reaction use that reaction if the target of their Attack action was taken out of action?

A: Yes.

Q: Can the fighters with the Light-fingered reaction use that reaction if the target of their Attack action is no longer adjacent to them?

A: Yes.

Q: If I use Makeshift Munitions while my friendly Blackpowder is already equipped with Scavenged Shot, do I still take 1 damage even if he is not on a feature token not in my territory?

A: No

THE EXILED DEAD

Q: When Prentice Marcov makes the Puppeteer action, can the action Regulus makes be a Charge action, even if Regulus has one or more Move tokens?

A: No.

Q: When Prentice Marcov makes the Puppeteer action, can the action Regulus makes be a Charge action, even if Regulus has one or more Charge tokens?

A: Yes.

UNIVERSAL AND GRAND ALLIANCE CARDS

Cautious Manoeuvre (Harrowdeep #135)

Q: What happens if I use Cautious Manoeuvre and choose a fighter with the Spinning Menace upgrade (Direchasm: Arena Mortis #32)?

A: When you have made the scatter roll for the chosen fighter, if you can resolve that scatter ability in a way that satisfies the condition for Cautious Manoeuvre, do so. Otherwise, the gambit has no effect and is discarded.

Path of Death (Harrowdeep #163)

Q: Can I score this if there are one or more enemy fighters in my territory, but not in no one's territory, or if there are one or more enemy fighters in no one's territory, but none in my territory?

A: No.

Troggoth's Blood (Harrowdeep #186)

Q: Can I use the reaction on this upgrade when I give this upgrade to a fighter?

A: Yes.

Contest of Equals (Harrowdeep #191)

Q: Can I score Contest of Equals if I rolled one normal success and my opponent rolled a critical success?

A: Yes. The number of successes is the same, it doesn't matter if they are normal or critical successes as long as the Attack action fails.

Cover of Darkness (Harrowdeep #233)

Q: If I play Cover of Darkness in the final power step of Round 3 and pick the persisting effect, does it persist until the end of the game?

A: Yes

Darkening Stone (Harrowdeep #276)

Q: If a fighter has the Darkening Stone upgrade, can I use the Cover of Darkness ploy to push that fighter into a hex that is not a cover hex at the start of that push?

A: No.

Q: If my fighter has the Darkening Stone, are they considered to be in a cover hex for the purposes of abilities, power cards and objective cards?

A: Yes.

DIRECHASM

Primacy

For warband specific queries relating to the Primacy token, see later in this document under that warband's specific FAQs.

Q: When exactly does a player gain the Primacy token after an activation? What happens if both players can claim the Primacy token?

A: The Primacy token allocation is resolved after any reactions to the end of the activation, before scoring surge objectives.

After reactions to the end of the activation are resolved, players check whether they have met any conditions to gain the Primacy token.

These conditions are:

- (i) the three conditions specified in the Primacy rules card
- (ii) conditions generated by the following cards and abilities: Dominant Defender, Primal Surge, Claim to Domination, Claim to Supremacy, and Proud Runner.

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: I do 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: A friendly fighter with the Haughty Resistance upgrade is taken out of action by an Attack action. Do I still gain the Primacy token from the Haughty Resistance upgrade?

A: Yes.

Q: If I have the Primacy token when I play Claim to Domination or Claim to Supremacy and I still have the Primacy token at the end of the Activation, can I score Swelling Pride?

A: Yes.

Q: A fighter with Dominant Defender obtains no successes in a defence roll. When is the Primacy token discarded?

A: Discard the Primacy token after step 3 of the combat sequence.

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 and they rolled no successes in the defence roll?

A: No. The Primacy token is discarded before the enemy fighter is taken out of action, so the scoring conditions are not met.

Q: A fighter with Master Commander, Master Duellist, Master of Spoils or Master of Ways is taken out of action by an attack action. When is the Primacy token discarded?

A: Discard the Primacy token after step 6 of the combat sequence.

Q: A fighter with Master of Spoils takes an enemy fighter out of action with an Attack action. When does their player gain the Primacy token?

A: Gain the Primacy token after step 6 of the combat sequence.

Q: Can I score Punctured Pride if a friendly fighter takes an enemy

fighter that is equipped with Master Commander, Master Duellist, Master of Spoils or Master of Ways out of action 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.

DREAD PAGEANT

Q: When I use Shared Pain to redirect damage, what is considered to have dealt that damage?

A: The attacker.

KHAGRA'S RAVAGERS

Q: Does flipping an objective with cards like Symbiote's Call count towards Khagra's Ravagers Inspire condition?

A: No.

STARBLOOD STALKERS

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.'

THE CRIMSON COURT

Bestial Transformation (Direchasm #141)

Q: Can a fighter with no upgrades be chosen for the Bestial transformation gambit?

A: Yes.

HEDKRAKKA'S MADMOB

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.

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.

ELATHAIN'S SOULRAID

Q: Can I push a fighter that cannot be driven back when I use Tammael's Riptide ability?

A: Yes.

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 Wurm spat Inspire?

A: Yes.

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.

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).

UNIVERSAL CARDS

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.

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 \mathcal{W} 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.

Hunting Season (Direchasm #375)

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

surviving fighters?

A: Hunting Season only applies to surviving fighters.

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.

Armour 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.

ESSENTIAL CARDS PACK

Duellist's Speed (Essential Cards Pack #45)

Q: Can I use this reaction during an enemy fighter's superaction?

A: No.

BEASTGRAVE

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

A: Yes.

SKAETH'S WILD HUNT

Kurnoth's Snare (Beastgrave #37)

Q: Can I score this even if the enemy fighter has the flying trait or can't be dealt damage by lethal hexes?

A: Yes.

THE GRYMWATCH

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.

Stench of Victory (Beastgrave #85)

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.

Hunter's Nose (Beastgrave #91)

Q: If Valreek has this upgrade, how does it work?

A: While Valreek is on the battlefield with this upgrade, each enemy fighter has the Quarry keyword, even if that enemy fighter is out of action. While Valreek is out of action, the upgrade has no effect.

Seized Weapon (Beastgrave #94)

Q: Does Seized Weapon deal damage when it is played during the end phase?

A: Yes.

RIPPA'S SNARLFANGS

Loaded with Plunder (Beastgrave #104)

Q: Can you score Loaded with Plunder using a fighter with 3 or more upgrades that is out of action?

A: No.

Q: Can you score Loaded with Plunder if the upgrades are spread across two or more fighters?

A: No.

Narrow Escape (Beastgrave #112)

Q: When is the reaction window for this card?

A: After the determine success step of an Attack action that would damage this fighter, or after a gambit that would damage this fighter is played.

Circling Hunter (Beastgrave #121)

Q: Can the reaction be used after a fighter performs a Charge superaction?

A: Yes.

THE WURMSPAT

Blessed Endurance (Beastgrave #129)

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 made after the Attack action, such as Pit Trap, can this card be scored?

A: Yes.

Blessing of Rust (Beastgrave #142)

Q: Does this change the number of dice rolled in the enemy fighter's defence rolls?

A: No.

Hulking Physique (Beastgrave #153)

Q: How do I apply the -1 Move from this upgrade if Fecula has the Conqueror's Circlet?

A: The fighter with the upgrade has a Move characteristic equal to Fecula's -1 (so if Fecula had a Move characteristic of 4, the fighter would have a Move characteristic of 3).

HROTHGORN'S MANTRAPPERS

Q: How does Hrothgorn's ability to make each enemy fighter a

Quarry work?

A: While Hrothgorn is on the battlefield, each enemy fighter has the Quarry keyword, even if that enemy fighter is out of action. While Hrothgorn is out of action, the ability has no effect.

Q: Does Bushwakka take damage if he enters the same hex as his Trap?

A: No.

Q: Does Bushwakka take damage if he enters the same hex as another Bushwakka's Trap?

A: Yes.

Q: Is the Trap a lethal hex or feature token?

A: No.

Q: Is the Trap model considered to be a fighter?

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.

MORGWAETH'S BLADE COVEN

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.

UNIVERSAL CARDS

Brought to Bay (Beastgrave #270)

Q: This card refers to enemy territory – does that mean the territory of any player other than the attacker?

A: Yes.

Blindside (Beastgrave #322)

Q: Can you push a fighter with this card if they are already currently a supporting fighter as long as they still are after the push?

A: No.

Q: Can you push a fighter with Blindside if that fighter is supporting

via Spiritbond?

A: No.

Exhaustion (Beastgrave #338)

Q: Does Exhaustion count each action in a superaction individually?

A: Yes.

Q: Does Exhaustion count Duke Crakmarrow's Muster ability, or a Ghoul Call made as part of the Muster ability?

A: No. The Muster ability is not part of an activation.

Lucky Escape (Beastgrave #354)

Q: If damage dealt to a fighter is modified to 1 by abilities like Eldritch Ward or the Wurmspat's ability, can you still react with this card?

A: Yes.

Q: If this card is used as a reaction to an Attack action that deals 1 damage, does the Attack action fail?

A: Yes.

Q: If this card is used as a reaction to an Attack action that deals 1 damage, can the target still be driven back by that attack action?


A: Yes.

Madness Dart (Beastgrave #355):



Q: Does the effect of Madness Dart also apply to Attack actions the fighter gains from upgrade cards?

A: Yes.

Q: Can Madness Dart affect spell Attack actions?

A: Yes. Bear in mind that a  is always a success, so it will still be possible (if difficult) to make that spell Attack action.

Wildform (Beastgrave #378)

Q: If I roll one  and one  in the casting roll for this spell, is it cast?

A: No.

Q: Does an Innate symbol count towards one of the symbols needed to cast this card?

A: Yes.

Larval Lance (Beastgrave #411)

Q: Can the damage dealt by this Attack action be reduced? (e.g. by Hale Charm or Impervious Delusion?)

A: Yes. These cards reduce the damage dealt, not the Damage characteristic. Enfeeble, on the other hand, does not affect Larval Lance.

Q: Can the Dice characteristic of this Attack action be changed (e.g. by Madness Dart)?

A: No.

Quintok's Combative Cantrip (Beastgrave #420)

Q: Can my fighter cast this spell even if there is no adjacent enemy fighter?

A: No.

Survival Instincts (Beastgrave #431)

Q: When I give a fighter Survival Instincts, do I give them a Guard token?

A: No. If that fighter is a Quarry, they are simply on Guard.

Q: Can I give Survival Instincts to a fighter that already has one or more Guard tokens?

A: Yes.

Distraction (Beastgrave Gift Pack #14)

Q: After I play Distraction, can I choose a fighter that cannot be pushed?

A: No.

Rebound (Beastgrave Gift Pack #21)

Q: If a successful Rebound ends the combat sequence, is there an opportunity to react with “during an Attack action that fails” reactions such as Gorefist?

A: No.

Q: When can I play Rebound?

A: After step 3 of the combat sequence.

A Risky Prospect (Beastgrave – Arena Mortis #1)

Q: Can you clarify how the damage is dealt by this gambit for the purposes of damage reducing cards like Toughened Hide or Sickening Resilience?

A: Deal 1 damage to the fighter for each roll of \mathcal{A} – in other words, the damage is dealt on an individual basis and so cards like Toughened Hide would have no effect.

Crown of the Dead (Beastgrave – Arena Mortis #37)

Q: Can you draw cards with the Crown of the Dead reaction even if you have only one card left in your power deck?

A: No.

Vision of Glory (Beastgrave – Arena Mortis #39)

Q: Is it possible to use the reaction on the Vision of Glory upgrade if that fighter has no Move or Charge tokens (to score Instinctive Tactics)?

A: No.

CHAMPIONS OF DREADFARE

IRONSOUL’S CONDEMNORS

Outflank (Champions of Dreadfare #18)

Q: Does this card allow you to push the chosen fighter, or both fighters?

A: The chosen fighter.

Lady Harrow’s Mournflight

Q: How does Lady Harrow Inspired’s reaction work during an enemy fighter’s Scything attack superaction that doesn’t target her?

A: When each Attack action within that superaction is resolved, if that Attack action doesn’t target Lady Harrow, you can use her reaction.

One Will (Champions of Dreadfare #42)

Q: Can I score this card if I meet the condition after I push my fighter with the Quickenings Greaves upgrade?

A: Yes.

Frightful Aspect (Champions of Dreadfare #50)

Q: Can this card push a fighter that cannot be chosen by gambits?

A: Yes.

NIGHTVAULT

STORMSIRE’S CURSEBREAKERS

Q: How does Cleave work against Ammis and Rastus from Stormsire’s Cursebreakers when they are Inspired?

A: When an Attack action has Cleave, the target cannot count \mathcal{H} symbols as successes in their defence roll. This means that Ammis and Rastus, once Inspired, can use \mathcal{C} and \mathcal{S} symbols (and any relevant support symbols) but not \mathcal{H} symbols as successes when they are the target of an Attack action with Cleave.

Q: If one of my fighters casts a spell, when does that fighter become Inspired?

A: In the Inspire step after the spell has been resolved.

In the case of a spell that remains in effect until a particular event, such as Sphere of Ghur, that spell is not considered to be resolved until after that event, and the fighter will not be Inspired until the Inspire step that follows that point.

In the case of the Empower spell action, and spells that persist, such as Eldritch Haze, these spells are considered to be resolved once they have been cast, meaning that the fighter is Inspired in the first Inspire step after they cast the spell.

Q: Is the ability on the Inspired side of Rastus and Ammis’ fighter cards a modifier to their Defence characteristic?

A: No.

Chain Lightning (Nightvault #11)

Q: If Chain Lightning’s chain passes over the same enemy fighter more than once, does it deal more than 1 damage to them?

A: No.

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.

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

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.

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.

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

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

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: 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: 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.

GODSWORN HUNT

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.

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.

MOLLOG'S MOB

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.

THUNDRIK'S PROFITEERS

Q: When do I use Thundrik's Promotion ability?

A: After you score an objective and before you draw a replacement objective card.

Headshot (Nightvault #235)

Q: Does my fighter's Attack action need to succeed for me to score Headshot?

A: Yes.

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.

YLTHARI'S GUARDIANS

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.

UNIVERSAL CARDS

Calculated Risk (Nightvault #302)

Q: To score Calculated Risk, does my fighter only have to move into a lethal hex and survive, or do they have to move into a lethal hex, out of that lethal hex, and survive?

A: The latter.

Q: Can I score Calculated Risk if the fighter's Move action takes them through a lethal hex (which they survive) and then back into that lethal hex so that it takes them out of action?

A: No.

Q: Can I score Calculated Risk if the fighter's Move action takes them through a lethal hex (which they survive) and then into a second lethal hex that takes them out of action?

A: Yes.

Charmed Life (Nightvault #304)

Q: My Blue Horror has 3 or more wound tokens on its fighter card (e.g. because of an Attack action with a Damage characteristic of 3). It is replaced with the Brimstone Horrors, its fighter card is turned over and its tokens are removed. Can I then score Charmed Life in the following end phase (assuming that the Brimstone Horrors are not taken out of action)?

A: Yes.

Q: My Sepulchral Guard fighter is taken out of action in Round 1. I return them to the battlefield in Round 2. Can I score Charmed Life in the end phase (assuming that the fighter is not taken out of action)?

A: No. The wound tokens are cleared from that fighter's fighter card when they are taken out of action in Round 1.

Finish Them (Nightvault #318)

Q: Can I score this if my Damage 1 Attack action's Damage characteristic is increased in any way? (E.g. with Gloryseeker or Inspired Attack).

A: No.

Get Thee Hence (Nightvault #322)

Q: Can I score the Get Thee Hence objective card with the Stumble play card (after an Attack action).

A: Yes.

Q: If my fighter's Attack action drives an enemy fighter back 2 or more hexes, but in the second or subsequent of these hexes the enemy fighter is taken out of action by a lethal hex, can I still score Get Thee Hence?

A: Yes.

Keep Chopping (Nightvault #338)

Q: Do Attack actions made outside of activations (e.g. as reactions such as My Turn, or from cards like Ready for Action in the power step) count towards Keep Chopping?

A: No.

Longstrider (Nightvault #343)

Q: Can you score Longstrider by playing Hidden Paths to change a fighter's position and then making a Move action with that fighter (e.g. if that fighter is Mollog)?

A: Yes.

Martyred (Nightvault #347)

Strong Start (Nightvault #373)

Q: If I draw Martyred or Strong Start during a round, after the condition to score them has been met, can I score them?

A: No. You must have these cards in your hand at the time the condition is met to score them.

Q: If both an enemy fighter and a friendly fighter are taken out of action at the same time (e.g. by Shardgale), and those are the first fighters taken out of action in a round, can either player score *Martyred* and/or *Strong Start*?

A: No. There is no single first fighter taken out of action in that example.

Nowhere to Go (Nightvault #354)

Q: Do incomplete hexes count as occupied, blocked or lethal hexes for the purposes of scoring *Nowhere to Go*?

A: No. Incomplete hexes are not hexes.

One Fate (Nightvault #356)

Q: If I make a casting roll for a spell *Attack* action on three dice and then use *Tome of Incantations* to change one of the results so that they all match, can I then score *One Fate*?

A: Yes.

Q: If I make a casting roll for a spell *Attack* action on three dice and they all match, and then I use *Tome of Incantations* to change one of the results, can I then score *One Fate*?

A: No.

Q: Are *Innate* results considered as dice rolled for the purposes of scoring objectives like *One Fate*?

A: No.

Sorcerous Retort (Nightvault #370)

Q: If a spell *Attack* action made with *Ready for Action* succeeds, can the player whose fighter made that *Attack* action score *Sorcerous Retort*?

A: Yes.

Countercharge (Nightvault #404)

Q: When an enemy fighter makes a *Charge* action and ends their *Move* action adjacent to one of my fighters, can I play *Countercharge* and push my friendly fighter so that they are adjacent to another enemy fighter, thereby avoiding the charging fighter?

A: No. 'The enemy fighter' on *Countercharge* refers to the charging enemy fighter.

Q: If my opponent uses *Countercharge* to bring an enemy fighter adjacent to my fighter during my fighter's *Charge* action, can I pick that fighter as the target of my fighter's *Attack* action?

A: Yes.

Entropic Curse (Nightvault #413)

Q: If an enemy fighter is taken out of action by my fighter's *Entropic Curse*, and the caster is at least 3 hexes from that fighter, can I score *Death from Afar*?

A: Yes.

Q: If an enemy fighter is taken out of action by my fighter's *Entropic Curse*, and the caster is out of action, can I score *Death from Afar*?

A: No.

Ghoulish Pact (Nightvault #417)

Q: Can I play *My Turn* or *Ready for Action* as a reaction after my *Ghoulish Pact* resolves?

A: Yes. You can play either of these reactions (but not both).

Q: Can I play *Ghoulish Pact* if I don't have any upgrades in my hand?

A: No.

Mirror Move (Nightvault #432)

Q: If my opponent plays a card that pushes more than one fighter (like *Earthquake* or *Vile Invaders*) can I play this card as a reaction after any of those fighters is pushed? And if so, which fighter can I push?

A: You can play this card as a reaction after an opponent pushes any fighter, even if they are partway through resolving a rule that pushes more than one fighter. When you do so, you can push any fighter other than the one that was just pushed (the one you are reacting to), even if the fighter you push was already pushed by the rule your opponent is resolving or if that fighter is going to be pushed by the rule your opponent is resolving.

Q: Can I play *Mirror Move* when a fighter from my opponent's warband drives a fighter back during an *Attack* action?

A: Yes.

One Step Ahead (Nightvault #434)

Q: When I play *One Step Ahead*, do I name an objective card or an objective token?

A: An objective card.

Q: Does the player using this card have to give the full name of the objective card in order to stop the opponent from scoring that objective card?

A: Yes.

Revoke (Nightvault #443)

Q: Can *Revoke* remove the effects of *Cruel Taunt*?

A: No.

Sphere of Aqshy (Nightvault #451)

Q: If the damage from *Sphere of Aqshy* is reduced by 1 to 0 by *Magical Dampening*, was *Sphere of Aqshy* still cast successfully?

A: Yes.

Strategic Sorcery (Nightvault #462)

Q: If I use the *Strategic Sorcery* gambit spell to retrieve an objective card which is scored immediately, and it is on the list of cards from the *Designer's Commentary* that can be scored retroactively, do I immediately score it again?

A: Yes. You score it in the next surge step.

Q: If I use the *Strategic Sorcery* gambit spell to retrieve an objective card and I score that objective card twice, how many objective cards does it count towards when scoring *Superior Tactician*?

A: One.

Arcane Familiar (Nightvault #473)

Q: When called upon to roll a magic dice can I use the *Arcane Familiar* upgrade card to change the result of the roll, even if it is not specifically a casting roll?

A: No.

Champion's Fortitude (Nightvault #486)

Q: Do *Champion's Fortitude* and *Trusted Defender* have the same effect?

A: Yes. If a fighter has both upgrades, you can re-roll up to two defence dice in their defence rolls (but not the same dice twice).

Crown of Avarice (Nightvault #489)

Q: Does the Crown of Avarice upgrade card reaction window occur before or after my opponent has scored a glory point for taking the fighter with this upgrade out of action?

A: Before.

Disturbing Presence (Nightvault #492)

Q: If my fighter makes a Charge action and ends their Move adjacent to a fighter with Disturbing Presence, does that prevent them from completing their Charge action?

A: No.

Q: If I push or Move my fighter with Disturbing Presence adjacent to an enemy fighter with a reaction during that enemy's Charge action, does that prevent them from completing their Charge action?

A: No.

Faneway Crystal (Nightvault #499)

Q: Can a fighter with this upgrade make a normal Move action?

A: No.

Q: When a fighter with this upgrade makes a Charge action, how does it work?

A: The fighter does not move normally. Instead, you place them on any objective token. Then the fighter makes an Attack action.

Q: Can a fighter with a Move characteristic of 0 still use Faneway Crystal to Move to an objective token?

A: Yes (with the exception of fighters that cannot make Move actions, like the Stalagsquig).

Fated Blade (Nightvault #500)

Q: If I play the Rebound ploy card before the Fated Blade's upgrade card's Damage characteristic is rolled for, what is the Damage characteristic of the Fated Blade?

A: As Rebound causes the attack to fail, it cannot be rolled for, and therefore the Fated Blade upgrade card at that point has a Damage characteristic of 0.

Q: Can the Damage characteristic of Fated Blade be modified?

A: Yes.

Potion of Rage (Nightvault #529)

Q: If I use my Potion of Rage during a Scything Attack action, does the +2 Dice apply to each of the Attack actions made during that superaction, or just one of those Attack actions?

A: Just one – the one in which you take the reaction.

Quick Learner (Nightvault #530)

Q: If I have a fighter with both Quick Learner and Daemonic Weapon, can the damage dealt by Daemonic Weapon trigger Quick Learner?

A: No.

Voidsceptre (Nightvault #555)

Q: Can Voidsceptre remove the effect of Frozen in Time or Cruel Taunt?

A: No.

Shortcut (Power Unbound #32)

Q: Can I use Hidden Paths to change the position of a fighter so that I can score Shortcut?

A: Yes.

Q: Can I score this card with gambits that use the word 'switch' to change two fighters' positions (i.e. even though they do not use the word 'place')? E.g. Nervous Scrabbling or Bound by Fate?

A: Yes.

Q: Can I use Faneway Crystal to change the position of a fighter so that I can score Shortcut?

A: No. Faneway Crystal changes how a fighter makes a Move action, but it is still a Move action.

Two Steps Forward (Power Unbound #47):

Q: Can I play Two Steps Forward if there is only one or no surviving friendly fighters?

A: No.

Q: Can I play Two Steps Forward if there are no surviving enemy fighters, or can I choose an opponent who has no surviving enemy fighters?

A: No.

Quickening Greaves (Power Unbound #55)

Q: If I use the push at the start of a round to hold three objectives, having previously only held two, and end the action phase holding three objectives, can I score Dug In?

A: Yes.

Q: Which happens first: the push at the end of a round from Quickening Greaves, or checking the condition on Cryptic Companion to determine if I gain 1 glory point?

A: Use the sequencing rules.

Wall of Force (Power Unbound #60)

Q: Can Wall of Force result in a successful Attack action even when it deals no damage?

A: Yes.

Q: Can Wall of Force be modified to deal damage?

A: No.

SHADESPIRE**GARREK'S REAVERS****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).

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

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.

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.

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).

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, I can make a reaction to make the Attack action again. If it fails a second time, can I make that reaction again (as it is triggered by the new Attack action's failure)?

A: Yes.

SEPULCHRAL GUARD

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 raised?

A: Yes.

Q: Is the *Warden's Action* that allows two friendly fighters to make *Move* actions a *superaction*?

A: Yes.

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.

IRONSKULL'S BOYZ

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.

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.

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.

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.

Q: Does Skitter-scurry allow me to push the upgraded fighter after each separate Attack action in an Attack action that targets multiple fighters (e.g. Whirling Halberd)?

A: Yes. However, the only fighters you can target are those who were adjacent at the start of the action, and your fighter must be in range of each of those fighters to make an Attack action against them. If the fighter is pushed in such a way that they are not able to make an Attack action against any of their remaining targets, no further Attack actions are resolved.

Sneaky Stab-stab (Shadespire #171)

Q: Does Sneaky Stab-stab allow me to push the upgraded fighter before each separate Attack action in an Attack action that targets multiple fighters (e.g. Whirling Halberd)?

A: Yes. However, the only fighters you can target are those who were adjacent at the start of the action (i.e. after the initial push, if you choose to use it), and your fighter must be in range of each of those fighters to make an Attack action against them. If the fighter is pushed in such a way that they are not able to make an Attack action against any of their remaining targets, no further Attack actions are resolved.

Q: Can I use Sneaky Stab-stab to make an Attack action when my fighter is not in range?

A: Yes, but only if the one hex push takes your fighter into a hex where they have line of sight to and are in range of the target. You cannot use Sneaky Stab-stab if you can't push the fighter within range to make their Attack action with the one hex push granted by Sneaky Stab-stab.

If something happens (e.g. a reaction to the push) so that the fighter is no longer in range to make the Attack action, the Attack action is not made (it does not fail or succeed) and the activation ends. No reactions can be made that are triggered by an Attack action and it does not count towards objectives that count Attack actions made (because the Attack action is not made).

UNIVERSAL CARDS

Katophrane Relics

Q: How many times can I use the draw cards reaction on a model with 4+ Katophrane Relics making a Charge action?

A: You can take the reaction after each of the fighter's actions, so normally you can use the reaction twice for a Charge action: once after the Move action and once after the Attack action. If the Attack action targets more than one enemy fighter, you can use the reaction after each of the Attack actions made as part of that Attack action.

Q: Can Spoils of Battle, Ghoulish Pact, Trading Up or Brutal Sacrifice be used to equip a Katophrane Relic?

A: No. The only way to play a Katophrane Relic is to spend two glory points.

Q: Can Legacy be used to transfer a Katophrane Relic from one fighter to another?

A: Yes.

Concerted Attack (Shadespire #246)

Q: Does the Concerted Attack objective card require three different friendly fighters?

A: Yes.

Conquest (Shadespire #247)

Q: Can I score Conquest if all of my fighters are out of action?

A: No.

Contained (Shadespire #248)

Q: Can I score Contained if there are no surviving enemy fighters?

A: No.

Cover Ground (Shadespire #249)

Q: If my fighter moves with Faneway Crystal or Inescapable Vengeance, and ends that Move 6 or more hexes from their starting

position, can I score Cover Ground?

A: Yes.

Dauntless (Shadespire #251)

Q: Can I score Dauntless if I have no surviving friendly fighters?

A: No. Dauntless only counts surviving fighters.

Escalation (Shadespire #257)

Q: Do upgrades applied due to Spoils of Battle or Ghoulish Pact count towards scoring Escalation?

A: Yes.

Masterstroke (Shadespire #273)

Q: Can you score Masterstroke with damage caused by Twist the Knife or Trap?

A: You can score it with Trap (the reaction deals the damage that takes the enemy fighter out of action) but not Twist the Knife (the reaction does not deal damage, it simply increases the Damage characteristic of the Attack action).

Cruel Taunt (Shadespire #312)

Q: If I play Cruel Taunt on a fighter, can that fighter later be Inspired by a ploy card that Inspires them (e.g. Inspiration Strikes)?

A: No.

Q: Can I play Cruel Taunt on a fighter that is not yet Inspired?

A: No.

Curious Inversion (Shadespire #313)

Q: Which rolls does Curious Inversion affect?

A: Only attack rolls and defence rolls.

Desperate Gambit (Shadespire #317)

Q: Do players make attack or defence rolls for the first Attack action made in an activation when Desperate Gambit is in effect?

A: No.

Q: If I make a successful Attack action thanks to Desperate Gambit, can I drive the enemy fighter back?

A: Yes.

Dual Strike (Shadespire #319)

Q: Can you stack Assumed Command or Scrag 'Em with Dual Strike, so that one fighter counts as more than two supporting fighters?

A: No.

Earthquake (Shadespire #321)

Q: How do I resolve the pushes when I play Earthquake?

A: Choose a direction, then push every fighter in that direction simultaneously. Any fighters that cannot be pushed in that direction (because of a blocked hex, another fighter that cannot be pushed, the edge of the battlefield or a rule that prevents them being pushed) are not pushed. As pushing every fighter at once is a little tricky to do with more than a few fighters on the battlefield, it is fine to push the fighters one at a time, so long as you bear in mind that all of the pushes happen simultaneously as far as the game is concerned (so, for example, a reaction to Earthquake – or any push made because of Earthquake – can only be made after all of the pushes from Earthquake have been resolved).

Fuelled by Fury (Shadespire #327)

Q: Which dice can I re-roll using Fuelled by Fury?

A: Any of the attack dice that you choose. You could re-roll one or more specific dice, or all of the dice.

Hidden Paths (Shadespire #331)

Q: Hidden Paths says that the fighter is considered to have made a Move action. Does this count towards triggering cards like Kunnin' But Brutal and March of the Dead?

A: The fighter gains a Move token but Hidden Paths is not a Move action (or, indeed, an action of any kind). This means that Kunnin' But Brutal cannot be triggered by Hidden Paths (because there was no action to make the reaction to), and you cannot score Cover Ground from Hidden Paths (because it isn't a Move action). However, as the fighter is considered to have made a Move action in that round, that fighter does count for March of the Dead when you check that in the end phase.

Improvisation (Shadespire #333)

Q: Can Improvisation be used if you have no power cards in your hand to discard?

A: Yes.

Inspiration Strikes (Shadespire #334)

Q: Can I play Inspiration Strikes on a fighter that is already Inspired?

A: No.

Mighty Swing (Shadespire #339)

Q: What happens when I use Shadeglass Sword with the ploy Mighty Swing, targeting more than one enemy fighter?

A: You make the Attack action against each fighter in turn, in the order you choose. After the first of these Attack actions to be successful, you discard the upgrade, which means you cannot resolve the Attack action against any remaining targets.

Q: What happens when I use Daemonic Weapon with the ploy Mighty Swing, targeting more than one enemy fighter?

A: The fighter suffers 1 damage before making each Attack action, so they would suffer 1 damage, then (assuming they survive) make their first Attack action, then suffer 1 more damage and then (assuming they survive) make their second Attack action and so on. If they are taken out of action, you cannot resolve the Attack action against any remaining targets.

Misdirection (Shadespire #341)

Q: If a fighter from Spiteclaw's Swarm is chosen by a ploy, but that fighter's player uses Misdirection to change which fighter is chosen, which of the friendly fighters becomes Inspired?

A: Only the fighter chosen by Misdirection.

Q: If my opponent plays Confusion and chooses one of their fighter and one of my fighters, can I play Misdirection and choose a different pair of fighters (as long as one was theirs and one was mine)?

A: No. You could only use Misdirection to choose another friendly fighter (instead of the friendly fighter originally chosen by the ploy) that is also adjacent to the enemy fighter chosen by the ploy.

Momentary Madness (Shadespire #342)

Q: If I play Momentary Madness, does the enemy fighter I choose become a friendly fighter for the duration of the ploy?

A: No.

Q: If I use Momentary Madness and the fighter I choose has the Trophy Hunter upgrade, do I earn the extra glory point if that fighter takes

another model out of action?

A: No.

Q: If I use Momentary Madness to make an Attack action with an enemy fighter, can I use that fighter's other upgrades (e.g. Potion of Rage) when doing so?

A: Yes.

My Turn (Shadespire #343)

Q: Can the damage my fighter suffers from using Daemonic Weapon trigger My Turn, and if so in what order is it resolved?

A: Yes. You would play My Turn after resolving the Daemonic Weapon Attack action.

Q: Can the damage my fighter suffers from Shattering Terrain while making a Charge action trigger My Turn, and if so how is this resolved?

A: Yes. You would play My Turn after the Move action taken as part of the Charge action (this is when Shattering Terrain damages the fighter), resolve My Turn and then (assuming you still could) resolve the Attack action taken as part of the Charge action.

Q: Can the damage that a wizard suffers when there are two or more ⚡ symbols in their casting roll trigger the reaction on My Turn?

A: If the spell they were attempting to cast was a spell Attack action, then yes.

Q: Do abilities (other than Attack actions) on fighter cards that cause a fighter to be damaged, e.g. Thundrik's reaction, allow me to play My Turn?

A: No.

No Time (Shadespire #344)

Q: If No Time is played in the final power step of an action phase, can players play upgrades in the following end step?

A: No.

Q: If my opponent plays No Time, can I play gambits that are reactions during the next activation?

A: No. You can however use gambits that are reactions after that activation (e.g. Grievous Riposte).

Ready for Action (Shadespire #348)

Q: Can Ready for Action be used to perform a spell Attack action?

A: Yes.

Second Wind (Shadespire #354)

Q: Does this card let me activate a friendly fighter in an opponent's turn?

A: No. It lets you activate a friendly fighter in your turn that you would not normally be able to activate (because they have a Charge token).

Shardfall (Shadespire #355)

Q: Can Shardfall be played on an unoccupied hex with an objective token in it?

A: Yes.

Shattering Terrain (Shadespire #357)

Q: When does the fighter suffer damage as a result of Shattering Terrain – before or after they are moved? If the damage would take a fighter out of action, in which hex would that happen, the starting or ending hex?

A: After they are moved – if the damage would take them out of action, this happens in the ending hex.

Q: How much damage does a fighter driven back by an Attack action with Knockback suffer from Shattering Terrain, if it is in effect?

A: 1 damage.

Q: If a fighter both moves and is pushed while Shattering Terrain is in effect, how much damage do they suffer, and when?

A: They suffer 1 damage after the first move or push. They do not suffer any damage for subsequent moves or pushes in the same activation.

Q: What happens if Shattering Terrain is in play and a fighter is driven back into a lethal hex, and then I play Trap and Pit Trap?

A: The fighter is dealt any damage by the Attack action first, then 1 damage by the lethal hex, then 1 damage by Shattering Terrain, then you can play Trap to deal 1 damage to that fighter, and after the Attack action is resolved you can play Pit Trap to deal 1 damage to that fighter.

Shifting Shards (Shadespire #359)

Q: Can Shifting Shards be used to move an objective to a starting hex?

A: Yes. It is still a starting hex.

Trap (Shadespire #369)

Q: If a fighter is taken out of action by Trap, does that happen before or after they are driven back?

A: After.

Q: When a fighter is driven back into a lethal hex, do they suffer the damage from the lethal hex before I can play Trap?

A: Yes.

A Destiny to Meet (Shadespire #373)

Q: When do I score the glory point from A Destiny to Meet?

A: At the end of the last action phase, before the third end phase.

Acrobatic (Shadespire #374)

Q: If a character with a 🐾 Defence characteristic has the Acrobatic upgrade, do they have to be on Guard to get the extra dice?

A: No.

Q: What happens if a fighter has both the Acrobatic and Ethereal Shield upgrades?

A: The fighter's Defence characteristic is 🛡️. They will only get an extra dice from Acrobatic if they are on Guard.

Blessed Armour (Shadespire #377)

Q: When a fighter with Blessed Armour is targeted by an attack do you roll a single dice separately to see if you roll a 🎲 to heal or does it refer to the defence roll? If the latter, can you heal multiple wounds with multiple 🎲?

A: This card uses the dice you roll for the fighter's defence. You heal as many wounds as you roll 🎲.

Daemonic Weapon (Shadespire #382)

Q: When does the fighter suffer the wound from using Daemonic Weapon?

A: The wound is suffered before the Attack action.

Flickering Image (Shadespire #387)

Q: Does Flickering Image allow me to push the upgraded fighter after each separate Attack action in an Attack action that targets multiple fighters (e.g. Whirling Club)?

A: Yes. However, the only fighters you can target are those who were adjacent at the start of the action, and your fighter must be in range of each of those fighters to make an Attack action against them. If the fighter is pushed in such a way that they are not able to make an Attack action against any of their remaining targets, no further Attack actions are resolved.

Soultrap (Shadespire #420)

Q: If an enemy fighter would be taken out of action by my fighter's Attack action, but my opponent uses Soultrap so that they are not taken out of action, can I still drive that fighter back?

A: Yes.

Swift Strike (Shadespire #423)

Q: How do I resolve Swift Strike?

A: Choose a fighter with this upgrade that is able to make an Attack action (it does not need to be in Range when you do so). Push this fighter one hex (as a reaction) and then make the Swift Strike Attack action with this fighter.

You can use Swift Strike even without an enemy model in range and line of sight, if the one hex push granted by Swift Strike would take your fighter into a hex where they have line of sight to and are within range of the target. Whenever you use Swift Strike the fighter must end the push in a hex in which they can make the Attack action. You cannot use Swift Strike if you can't push the fighter within range to make their Attack action with the one hex push granted by Swift Strike.

If something happens (e.g. a reaction to the push) so that the fighter is no longer in range to make the Attack action, the Attack action is not made (it does not fail or succeed) and the activation ends. No reactions can be made that are triggered by an Attack action (because it is not made) and it does not count towards objectives like Let the Blood Flow (because the Attack action is not made).

Trusted Defender (Shadespire #433)

Q: Do Champion's Fortitude and Trusted Defender have the same effect?

A: Yes. If a fighter has both upgrades, you can re-roll up to two defence dice in their defence rolls (but not the same dice twice).

Q: Which rolls does Trusted Defender affect?

A: Only defence rolls.

Vampiric Weapon (Shadespire #435)

Q: I have a fighter equipped with Vampiric Weapon and I play Last Lunge when that fighter would be taken out of action. If that fighter takes an enemy fighter out of action with the Attack action granted by Last Lunge, removing a wound token from my fighter, what happens?

A: If, after the Attack action granted by Last Lunge has been resolved, the fighter has fewer wound tokens on their fighter card than their Wound characteristic, they are not taken out of action and your opponent does not gain a glory point.

Quick Advance (Leaders #42)

Q: When I play Quick Advance, do I have to be able to choose two friendly fighters other than my leader, and do I have to push them if I play the card?

A: You do not have to be able to choose two friendly fighters other than your leader to play the card – you can play this card even if the only friendly fighter on the battlefield is your leader. When you play the card, you can choose to push the chosen fighters 0 hexes.