

# WARHAMMER UNDERWORLDS WYRDHOLLOW

## RULES UPDATE, MAY 2023

This is a rules update for Warhammer Underworlds: Wyrdhollow, bringing you the latest improvements to the rules of the game.

The Warhammer Underworlds: Wyrdhollow rules replace the Warhammer Underworlds: Gnarlwood rules and this document replaces the Warhammer Underworlds: Gnarlwood Errata.

Game updates are released 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.

### CORE RULES UPDATES

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#### BROKEN

Add the following to the advanced rules for Broken (pg 25):

'Some older abilities tell you to discard an upgrade that has been given to a fighter. This is the same as breaking that upgrade.'

#### OUT OF ACTION

Add the following to the advanced rules for Out of Action (pg 34):

'A fighter that is out of action (including that fighter's upgrades) is not counted for the purposes of scoring an objective, unless that objective specifically says otherwise.'

### TRAITS, KEYWORDS AND GRAND ALLIANCES UPDATES

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This section brings the traits, keywords and Grand Alliances of older cards up to date with the latest version of the rules.

#### FIGHTER TRAITS AND KEYWORDS

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.

##### SHADESPIRE

###### STEELHEART'S CHAMPIONS

**Steelheart Inspired**

Mighty Swing - Scything

**Obryn the Bold - Brawler**

###### GARREK'S REAVERS

**Each fighter - Khorne**

**Karsus the Chained - Brawler**

**Karsus Inspired**

Savage Whirl - Scything

**Arnulf - Assassin**

Piercing Blade and Axe - ☠️ Grievous 1

###### SEPULCHRAL GUARD

**The Harvester - Brawler**

Whirling Scythe - Scything

**Petitioner - Minion**

###### IRONSKULL'S BOYZ

**Each fighter - Brawler**

###### THE CHOSEN AXES

**Each fighter - Brawler**

###### SPITECLAW'S SWARM

**Lurking Skaven - Assassin, Minion**

**Hungering Skaven - Minion**

**Festering Skaven - Minion**

###### MAGORE'S FIENDS

**Each fighter - Khorne**

**Riptooth - Hunter**

###### THE FARSTRIDERS

**Each fighter - Hunter**

**Farstrider Inspired**

Star Falcon - ☠️ Grievous 1

**Elias Swiftblade - Assassin**

## NIGHTVAULT

### THORNS OF THE BRIAR QUEEN

- Each fighter - Flying
- Chainrasp (not including the Ever-hanged) - Minion

### EYES OF THE NINE

- Each fighter - Tzeentch
- Blue Horror/Brimstone Horrors - Minion

### ZARBAG'S GITZ

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

### GODSWORN HUNT

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

### MOLLOG'S MOB

- Mollog the Mighty
  - Whirling Club - Scything
- Bat Squig - Flying, Beast, Minion
- Spiteshroom - Beast, Minion
- Spiteshroom
  - Choking Cloud - Scything
- Stalagsquig - Beast, Minion
- (Note that this fighter still cannot make Move or Charge actions or be pushed.)*

### THUNDRIK'S PROFITEERS

- Khazgan Drakkskewer - Flying
- Garodd Alensen - Assassin

### YLTHARI'S GUARDIANS

- Gallanghan of the Glade - Brawler
- Gallanghan Inspired
  - Whirling Glaive - Scything
- Ahnsleine, Revenant Archer - Hunter

## CHAMPIONS OF DREADFANE

### IRNSOUL'S CONDEMNORS

- Each fighter - Brawler

### LADY HARROW'S MOURNFLIGHT

- Each fighter - Flying
- The Maiden Inspired
  - Lethal Chill Blade - ☠️ Grievous 1

## BEASTGRAVE

### SKAETH'S WILD HUNT

- Lighaen - Beast, Companion: Sheoch

### GRASHRAK'S DESPOILERS

- Draknar - Brawler

## THE GRYMWATCH

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

### MORGWAETH'S BLADE-COVEN

- Morgwaeth the Bloodied - Priest
- Kyrssa - Assassin
- Kyrssa
  - Sacrificial Knives - ☠️ Grievous 1
- Lethyr - Assassin

### HROTHGORN'S MANTRAPPERS

- Quiv - Minion
- Luggit and Thwak - Minion
- Bushwakka - Minion
- Thrafnir - Beast

### THE WURMSPAT

- Each fighter - Nurgle
- Fecula Inspired - Leader
- Ghulgoch - Brawler

### MORGOK'S KRUSHAS

- 'Ar skull - Brawler

## STARTER SET

### DREPUR'S WRAITHCREEPERS

- Each fighter - Flying

## DIRECHASM

### MYARI'S PURIFIERS

- Bahannar - Brawler
- Senaela
  - Auralan Bow (Aimed) - ☠️ Grievous 1

### DREAD PAGEANT

- Each fighter: Slaanesh
- Glissete - Brawler

### KHAGRA'S RAVAGERS

- Dour Cragan - Assassin
- Razek Godblessed - Brawler

### THE STARBLOOD STALKERS

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

### THE CRIMSON COURT

- Ennias Inspired - Flying

### HEDKRAKKA'S MADMOB

- Toofdagga - Brawler
- Toofdagga Inspired
  - Toofdagga's Daggas - ☠️ Grievous 1
- Wollop da Skul - Brawler

### ELATHAIN'S SOULRAID

- Fuirann - Brawler
- Duinclaw - Beast

## HARROWDEEP

### BLACKPOWDER'S BUCCANEERS

Mange - Companion: Kagey, Peggz

Shreek - Companion: Blackpowder

## GRAND ALLIANCE

Each warband belongs to one the Grand Alliances: Order, Chaos, Death or Destruction. If a warband's Grand Alliance symbol is not found on their fighter cards, it is listed here.

### ORDER

Elathain's Soulraid

Ironsoul's Condemners

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

## POWER CARD TRAITS AND KEYWORDS

The following power cards gain the traits and/or keywords listed here. The trait or keyword replaces the similar ability on that card, where relevant, 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)

### 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 1

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 RULES UPDATES

This section collects the other rules updates for Warhammer Underworlds, organised by season starting with the most recent.

### GNARLWOOD UNIVERSAL – GAMBITS

#### Savage Their Eyes! (Beastbound Assault #18)

Change this card to read as follows:

‘Choose an enemy fighter within 2 hexes of one or more friendly fighters that are beasts, companions, minions and/or have one or more Denizen upgrades.  
-1 Dice, to a minimum of 1, from Attack actions made by the chosen fighter. This effect persists until the end of the round or until after the chosen fighter’s next Attack action.’

### NETHERMAZE HEXBANE’S HUNTERS – GAMBITS

#### By Hook or By Crook (Nethermaze #77)

Change this card to read as follows:

‘**Reaction:** Play this during a deal damage step in which a friendly hunter with one or more upgrades is dealt damage. Reduce that damage by 1, to a minimum of 1.’

#### Circle of Silvered Gravesalt (Nethermaze #79)

Change the last paragraph to:

‘This effect persists until the end of the round, until a lethal hex deals damage to an enemy fighter, until a friendly fighter makes a Move action, or until another Domain gambit is played.’

#### Lead the Crusade (Nethermaze #81)

Change the last sentence on this card to read:

‘Draw one power card and Inspire that hunter in the next Inspire step.’

### UNIVERSAL – OBJECTIVES

#### A War in the Shadows (Nethermaze #189)

Replace the words ‘activation step’ with ‘action phase’.

#### Blood in the Deep (Nethermaze #191)

Replace the words ‘activation step’ with ‘action phase’.

### UNIVERSAL – GAMBITS

#### Drifting Tides (Nethermaze #239)

Replace the word ‘Reaction:’ with ‘You cannot play this in the final power step of the action phase.’

### HARROWDEEP

#### BLACKPOWDER’S BUCCANEERS – UPGRADES

##### Liberated Map (Harrowdeep #89)

Add the ‘Map’ keyword to this card.

### 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.’

### 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.’

### STARTER SET

#### 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.’

### DIRECHASM

#### KHAGRA’S RAVAGERS – ALL FIGHTERS

Change the Inspire condition on each fighter to read:

‘After an activation, there are two or more Desecration tokens on the battlefield’

### BEASTGRAVE

#### 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**.’

#### HROTHGORN’S MANTRAPPERS – UPGRADES

##### Toughened Hide (Beastgrave #191)

Change the restriction on this card to ‘Thrafnir’.

### UNIVERSAL – GAMBITS

#### Bitter Memories (Arena Mortis #3)

Remove the word ‘Reaction:’ from this card.

## NIGHTVAULT

### 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.'

### THORNS OF THE BRIAR QUEEN – OBJECTIVES

#### **Deathly Clutches (Power Unbound #4)**

Change the condition of this card to:

'Score this immediately when two or more friendly fighters become Inspired in the Inspire step after your activation step.'

### 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.'

### 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

#### **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.'

### UNIVERSAL – UPGRADES

#### **Prized Vendetta (Power Unbound #54)**

Change this card to read:

'When you give a fighter this upgrade, choose an enemy fighter. You can re-roll any number of dice in this fighter's attack rolls for Attack actions that target the chosen fighter.'

#### **Crown of Avarice (Nightvault #489)**

Change this card to read:

'**Reaction:** During an opponent's gambit or during an enemy fighter's Attack action that will take this fighter out of action, after the deal damage step, pick one opponent and take up to one of their unspent glory points.'

#### **Tome of Healing (Nightvault #547),**

#### **Tome of Insight (Nightvault #549)**

Add the 'Katophrane Tome' keyword to these cards.

## SHADESPIRE

### 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. During steps 1-5 of this fighter's Range 1 Attack actions, 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 – GAMBITS

#### 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

**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

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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](mailto:whunderworlds@gwplc.com)

### GNARLSPIRIT PACK

#### Each fighter

Change the Struggle ability to read as follows:

'After this fighter's activation, you can give this fighter one Spirit counter.

At the start of this fighter's activation, you can remove this fighter's Spirit counters.'

### BLACKPOWER'S BUCCANEERS

#### Each fighter other than Blackpowder

Change the Light-fingered reaction to read as follows:

**Reaction:** After a friendly fighter's successful Attack action that targets a fighter adjacent to this fighter, gain one Swag counter.

In addition, you can pick one of the target's upgrades and break that card.'

### MORGOK'S KRUSHAS

#### Morgok, Thugg, 'Arduksull

Change the first ability to read as follows:

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

### ZARBAG'S GITZ

#### Zarbag, 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.'