

# WARHAMMER UNDERWORLDS WYRDHOLLOW

## RULES UPDATE, **SEPTEMBER 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: Gnarwood rules and this document replaces the Warhammer Underworlds: Gnarwood 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

#### **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.'

#### **CHARGE ACTIONS**

Change all instances of 'Charge action' in the rulebook to read 'Charge superaction'.

#### **DAMAGE – ADVANCED RULES: WHO DEALT DAMAGE?**

Change the second bullet point to read:  
'If a gambit spell or backlash (pg 37) deals damage, the wizard that was casting the spell and that gambit are said to have dealt that damage, and, if relevant, to have taken that fighter out of action.'

#### **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.'

#### **GLOSSARY**

Delete the following text in the entry for 'Spell Attack action' (p54):  
'Only wizards can use these Attack actions.'

Change the entry for 'Charge action' to read:  
Charge superaction (pg 36): A superaction that lets you make a Move action followed by an Attack action with a single fighter. A fighter that makes a Charge superaction is given a Charge token, instead of a Move token, after the Move action.

### TRAITS, KEYWORDS AND GRAND ALLIANCES UPDATES

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

###### **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**

###### **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 (2020)

### 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  
Otopatl - 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 Condemnors  
Morgwaeth's Blade-coven  
Myari's Purifiers  
Skaeth's Wild Hunt  
Steelheart's Champions  
Storm of Celestus  
Stormsire's Cursebreakers  
The Chosen Axes  
The 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  
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.

### ALL SEASONS & STARTER SETS

Change all instances of 'Charge action' on fighter cards, power cards and objective cards to read 'Charge superaction'.

### WYRDHOLLOW

#### EPHILIM'S PANDAEMONIUM – FIGHTERS

##### Ephelim the Unknowable

Change the Power Leech ability to read as follows:

'+1 wizard level while this fighter is within 2 hexes of two or more friendly changers.'

##### Ephelim Inspired

Change the Power Leech ability to read as follows:

'+1 wizard level while this fighter is within 2 hexes of two or more friendly changers.'

#### EPHILIM'S PANDAEMONIUM – UPGRADES

##### The Fires of Change (Ephelim's Pandaemonium #30)

Change this card's reaction to read as follows:

'Reaction: Use this during this Attack action, after the deal damage step. For each fighter adjacent to the target, pick one: deal 1 damage to that fighter or Heal (1) that fighter.'

#### DOMITAN'S STORMCOVEN – GAMBITS

##### Pillar of Lightning (Domitan's Stormcoven #20)

Change this card to read as follows:

'Gambit Spell (⚡): If cast, pick a feature token within 4 hexes of this fighter. Enemy fighters treat the hex that feature token is in as a lethal hex, in addition to other hex types. This effect persists until the end of the round, or until that lethal hex deals damage to an enemy fighter.'

### STARTER SET (2023)

#### THE FARSTRIDERS – UPGRADES

##### Overcharged Boltstorm Pistol (The Farstriders #30)

Add the 'Attack action' keyword to this card.

### GNARLWOOD

#### GNARLSPIRIT PACK – FIGHTERS

##### 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.'

#### 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.'

##### Savage Season (Tooth and Claw #22)

Change this card to read as follows:

Choose one or more friendly fighters. If a chosen fighter has one or more wound counters, Heal (1) and stagger that fighter. Otherwise,

stagger that chosen fighter.

### NETHERMAZE

#### GORECHOSEN OF DROMM – GAMBITS

##### Call of Blood (Gorechosen of Dromm #112)

Change this card to read as follows:

##### 'Prayer

Choose up to two fighters. Push each chosen fighter 1 hex towards the nearest fighter from an enemy warband. If a chosen friendly fighter has one or more blood tite counters, you can remove one of that fighter's blood tite counters. If you do, push the chosen fighter up to 2 hexes towards the nearest fighter from an enemy warband instead.'

#### 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 – FIGHTERS

##### 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.'

#### 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 (2020)

#### 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

#### MORGOK'S KRUSHAS - FIGHTERS

##### Morgok, Thugg, 'Ardskull

Change the Inspire condition to read as follows:

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

#### 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

#### ZARBAG'S GITZ - FIGHTERS

##### 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.'

#### 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

### 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 Offense (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.’