

WARHAMMER UNDERWORLDS WYRDHOLLOW

DESIGNER'S COMMENTARY, MAY 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 that relate to the current season of Warhammer Underworlds, and the answers are provided by the game development team and explain how the rules are intended to be used. For questions relating to previous seasons of Warhammer Underworlds, see the accompanying Previous Seasons Designer's Commentary.

The Warhammer Underworlds: Wyrdhollow rules replace the Warhammer Underworlds: Gnarlwood rules and the Warhammer Underworlds: Wyrdhollow Rules Update and 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: When a rule refers to an activation, is that the same thing as an activation step?

A: Yes.

Q: Are Range, Dice, Damage, Move, Defence and Wounds the same thing as Range characteristic, Dice characteristic, Damage characteristic, Move characteristic, Defence characteristic and Wounds characteristic?

A: When the term is capitalised, yes.

Q: Some cards use the word 'additional'. Do these cards work if the value being added to is 0?

A: Yes.

INSPIRE

Q: How do Inspire conditions that trigger at the start or end of the round work?

A: Fighters that Inspire at the start of the round do so in the first Inspire step of the action phase, which happens before the activation step of the first player's turn (Elathain's Soulraid and Morgwaeth's Blade Coven use this Inspire step). Fighters that Inspire at the end of the action phase do so in the final Inspire step of the action phase, which follows the final power step of the action phase (the Chosen Axes, the Farstriders, Skaeth's Wild Hunt, the Grymwatch and the Crimson Court use this Inspire step).

Q: How do the Inspire conditions for the Thorns of the Briar Queen and Drepur's Wraithcreepers work?

A: The fighters in these warband become Inspired in the Inspire step that follows the activation in which their Inspire condition was met.

Q: How do the abilities which Inspire fighters in Thundrik's Profiteers, Morgwaeth's Blade-coven and Hedkrakka's Madmob work?

A: These abilities work as written – when you use the ability, the chosen fighter is Inspired immediately (you do not need to wait for the next Inspire step).

ABILITIES

Q: Can I or my fighters use a card, ability or action that I cannot fully resolve?

A: No. For example, a fighter that cannot go on Guard cannot make the Guard action. Similarly, the reaction on Crown of the Dead instructs a player to draw two power cards, but that reaction cannot be taken if the player has zero or one power cards in their power deck.

Similarly, if an ability or card specifies that you must discard a particular number of cards, counters or tokens and you cannot, you cannot use that ability or use that card.

Note that if a card, ability or action gives you a choice about how to resolve it, as long as you can resolve it at least one way you can use that card, ability or action. However, when you do so you must choose to resolve it that way.

An exception to this rule is a card, ability or action that affects 'each fighter' and its variations, e.g. 'each friendly fighter', 'each enemy fighter' or 'each other fighter'. In these cases, as long as you can resolve that card, ability or action for at least one fighter, you or your fighters can use that card, ability or action.

Another exception is where a card, ability or action directs you to remove 'all' of a particular type of counter or token (e.g. Shifting Currents), or an undefined number of counters or tokens (e.g. Blood Chalice), or to break 'all' or an undefined number of upgrades. If there are none of those counters or tokens to remove, or upgrades to break, that number can be zero as long as the card, ability or action still has an effect. You cannot do this if the card, ability or action would have no effect (e.g. Berserk Strength, if the friendly fighter has no Waaagh! counters).

Q: If a card gives an effect on a roll of a specific symbol, such as ✕, ♣ or Ⓞ, does a roll of 𐄎 also give the effect?

A: No.

Q: When an ability triggers after an action, does that ability resolve before or after the reaction step that follows an action?

A: After.

OBJECTIVE TOKENS

Q: If an objective token is flipped, does it count as being removed from the battlefield?

A: No.

SNARE HEXES

Q: Do snare hexes stagger Flying fighters?

A: Yes.

Q: If a snare hex is moved into or placed in the same hex as a fighter, does it stagger that fighter?

A: No.

DISCARD

Q: When I resolve an ability that returns a card from my discard pile to my hand, do I have to show the card I return from the discard pile to my opponent?

A: Yes.

PUSH

Q: If a fighter is pushed a distance of 0 hexes, are they considered to have been pushed?

A: No.

Q: If a card says to push a fighter up to 2 hexes, what does that mean?

A: You can leave the fighter where they are (a push of 0 hexes, in which case the fighter is not considered to have been pushed), you can push them 1 hex or you can push them 2 hexes; note that you cannot push them back into the hex they began in.

Q: Can a fighter pushed by Scatter end that push in the hex the push started in?

A: Yes.

ATTACK ACTIONS

Q: If I roll more than one success with an Attack action, do I deal damage more than once?

A: No. Each successful Attack action only deals damage once, regardless of the number of successes rolled.

Q: When a fighter makes a Scything Attack action that targets multiple fighters, normally each of those targets will be supporting the others. If a target is taken out of action during the Attack action, does that target still provide support to the others while the remainder of the Scything Attack action is resolved?

A: No.

Q: Can you use a reaction during an Attack action 'after the determine success step' if the Attack action misses?

A: No.

HEAL

Q: A card has a Heal (X) effect (and no other effect), but due to circumstances, it results in a Heal (0). What happens?

A: The ploy cannot be resolved and is discarded.

Q: Can I play a card that tells me to Heal (1) a fighter (and another effect) if the fighter has no wound counters?

A: No.

OUT OF ACTION

Q: If my fighter has a reaction that works after an Attack action that targets them, can I use that reaction if the Attack action takes my fighter out of action?

A: Not unless explicitly stated otherwise.

Q: Do keywords and modifiers on upgrades given to a fighter still apply when that fighter is out of action?

A: Yes.

GUARD

Q: What is the difference between a fighter having a Guard token and a fighter being on Guard?

A: A fighter with one or more Guard tokens is on Guard as defined in the rules, but there are other rules that can make a fighter on Guard (for example, on upgrades) whether or not they have a Guard token.

Q: Can a fighter that is on Guard ever be trapped?

A: Only if the Attack action has Knockback.

Q: If a fighter on Guard is the target of a successful Attack action with Knockback, does being on Guard reduce the distance they are driven back?

A: No.

Q: Can I use an ability to give a Guard token to a fighter that cannot be on Guard?

A: No.

Q: If a fighter has an ability which means they are on Guard, can they be staggered?

A: Yes. When this happens, they will be on Guard and staggered.

Q: When a fighter is on Guard, can I give them an upgrade that says that fighter cannot be on Guard?

A: Yes. The fighter will no longer be on Guard. If that fighter has any Guard tokens, they will still have those Guard tokens.

Q: When a fighter cannot be on Guard, can I give them an upgrade that says that fighter is on Guard?

A: Yes. The fighter will not be on Guard.

KNOCKBACK X

Q: When an Attack action with Knockback X results in a draw and the target is on Guard, can the target be driven back X additional hexes?

A: No.

PLUNDER

Q: Can I use Plunder to place a feature token that does not have an objective token side?

A: No. Plunder is useful when one or more warbands have a way to remove feature tokens from the battlefield – feature tokens removed this way become available feature tokens.


DELVE

Q: Can I delve a feature token if the fighter on that feature token cannot be staggered?

A: No.

MODIFIERS

Q: Are Cleave,  Grievous X, Knockback, and Ensnare modifiers?

A: No. However, the additional damage from  Grievous X does not affect Attack actions that cannot be modified.

Q: Are Innate symbols modifiers?

A: Yes.

SCATTER

Q: Do cards and/or abilities that use the scatter token but do not specifically Scatter X count as playing a scatter card or using a scatter ability (such as Ghoul Call)?

A: No. A card or ability must contain the terminology 'Scatter X' in order for it to count as a scatter card or ability.

END OF THE ACTION PHASE

Q: When do I resolve abilities which happen at the end of the action phase?

A: After the surge step and any additional reaction steps that follow the last power step of the action phase.

OBJECTIVES

Q: If an objective can be scored 'after an activation', when can you satisfy the conditions for that objective?

A: Any time from the end of the activation to the beginning of the surge step that follows that activation.

Q: If an objective can be scored 'after a power step', when can you satisfy the conditions for that objective?

A: Any time from the end of the power step to the beginning of the surge step that follows that power step.

Q: What happens if I meet the conditions to score a surge objective in the end phase?

A: Reveal the surge objective when the conditions are met, and score that objective in the next surge step (which will be in the first turn of the next round, before the activation step). If you meet the conditions in the third end phase, you will not get an opportunity to score the objective.

Q: Some objectives refer to 'all fighters', or 'all surviving fighters', or 'all objectives' or similar, but also specify a number in brackets, like '(at least five)'. Can I score these objectives if I only meet the part of the condition in brackets, or do I have to meet the whole condition?

A: You have to meet the whole condition.

Q: If an objective requires 'X or more fighters' to meet a condition, and also that 'each of those fighters' meets another condition, does each fighter that meets the first condition need to meet the second condition for me to score the card?

A: Yes.

Q: If an objective requires 'X or more fighters' to meet a condition, and also that 'Y or more of those fighters' meets another condition, does each fighter that meets the first condition need to meet the second condition for me to score the card?

A: No, as long as at least Y of those fighters meets the second condition.

Q: If I meet the condition of a surge objective during an activation, do I score that card in the next surge step even if by that time the scoring condition is no longer met?

A: Yes.