

WARHAMMER UNDERWORLDS DEATHGORGE

RULES UPDATE, OCTOBER 2023

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

The Warhammer Underworlds: Deathgorge rules replace the Warhammer Underworlds: Wyrdhollow rules and this document replaces the Warhammer Underworlds: Wyrdhollow 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.'

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
Ahnslaine, 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
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 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

SONS OF VELMORN – FIGHTERS

King Morlak Velmorn

Change the Deadly Command reaction to read as follows:
'**Reaction:** Use this once per round in the first reaction step of the action phase. Give this fighter one Command counter. While this fighter has one or more Command counters, it is **supporting** each friendly **Grave Guard**. Clear these counters at the end of the action phase.'

GRINKRAK'S LOONCOURT – FIGHTERS

Grinkrak the Great

Change the Dub reaction to read as follows:
'**Reaction:** Use this after you score a non-Quest objective or after an activation step in which this fighter made one or more actions and is holding an objective. Choose one other surviving friendly fighter. Inspire the chosen fighter.'

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 tithes counters, you can remove one of that fighter's blood tithes 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, ‘Ards skull

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 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.’