Rules Update, December 2023, Version 1.1

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.'

REACTIONS
In the Reactions diagram (pg 49), add a Reaction window icon (◆) following 'Power card is resolved' and 'Gambit spell is resolved'.

OBJECTIVE CARD TYPES
Change the fourth and fifth sentences under 'Surge Objective Cards and the Surge Step' (pg 50) to read:
'When the condition on a surge objective card is met, the player may reveal that card. Once revealed, they will score that card in the next surge step.'

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

Ironsoul'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
'Ardskull - 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 Wurmspat

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'.

DEATHGORGE

UNIVERSAL – UPGRADES

Headlong Sprinter (Breakneck Slaughter #24)

Change this card to read as follows:

'+2 Move

After this fighter's first **Move action** in an activation step, **give** this fighter two Momentum counters.'

Living Hurricane (Breakneck Slaughter #27)

Change this card to read as follows:

'This fighter's Range 1 and Range 2 **Attack actions** have **Stagger**.

After this fighter's first **Move action** in an activation step, **give** this fighter one Momentum counter.'

Moving Mark (Breakneck Slaughter #28)

Change this card to read as follows:

'While this fighter has one or more Move and/or Charge tokens, this fighter's Defence characteristic is 2 🛡 and this fighter cannot be on Guard.

After this fighter's first **Move action** in an activation step, **give** this fighter one Momentum counter.'

UNIVERSAL – GAMBITS

Abasoth's Avalanche (Force of Frost #13)

Change this card to read as follows:

'**Gambit Spell (◉):** If **cast**, remove one Ice counter from this fighter. Then **deal** 1 damage to each fighter in the same territory as the caster and then **place** up to one available feature token in an **empty** hex in that territory.'

WYRDHOLLOW

EPHILIM'S PANDAEMONIUM – PLOT CARD

Change point 2 of the Change sequence to read:

'2: Pick an opponent. That opponent chooses a surviving **changer** from your warband that has not been chosen this round. **Stagger** the chosen **changer**.'

Change point 4 of the Change sequence to read:

'4: Pick an opponent. That opponent chooses a surviving **changer** from your warband that has not been chosen this round. That opponent **pushes** the chosen **changer** 1 hex.'

EPHILIM'S PANDAEMONIUM – FIGHTERS

Ephilim 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**.'

Ephilim 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**.'

Flamespooler

Change the Warpsplash ability to read:

'**Reaction:** After the deal damage step of this **Attack action**, give each fighter within 1 hex of the target one warping counter.'

Add the following ability to Flamespooler's fighter card:

'**Wyrdflame:** At the start of a round, deal 1 damage to each fighter with one or more warping counters, then **remove** that fighter's warping counters. This ability must be used, even if this fighter is out of action.'

Flamespooler Inspired

Change the Warpsplash ability to read:

'**Reaction:** After the deal damage step of this **Attack action**, give each fighter within 1 hex of the target one warping counter.'

Add the following ability to Flamespooler's fighter card:

'**Wyrdflame:** At the start of a round, deal 1 damage to each fighter with one or more warping counters, then **remove** that fighter's warping counters. This ability must be used, even if this fighter is out of action.'

EPHILIM'S PANDAEMONIUM – UPGRADES

The Fires of Change (Ephilim'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 – FIGHTERS

Each fighter

Change the Harness the Aether ability to read as follows:

'After another friendly fighter's activation, one un-Inspired friendly fighter with this ability must use it.

Reaction: After another friendly fighter's activation, Inspire this fighter, then un-Inspire each other friendly 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.'

SKABBIK'S PLAGUEPACK – FIGHTERS

Skritter

Change the Worthless ability to read as follows:

'This fighter cannot be dealt damage by gambits. If this fighter would be taken out of action, **remove** it from the battlefield and clear all counters and persisting effects from this fighter; it is not taken out of action.'

Skritter Inspired

Change the Worthless ability to read as follows:

'This fighter cannot be dealt damage by gambits. If this fighter would be taken out of action, **remove** it from the battlefield and clear all counters and persisting effects from this fighter; it is not taken out of action.'

THE HEADSMEN'S CURSE – FIGHTERS
Sharpener of the Blade
Change the Whet the Blade ability to read as follows:
'**Action: Give** this fighter or a friendly adjacent Wielder of the Blade 1 Whetted counter.

Add the following ability to the Sharpener of the Blade's fighter card:
'**Death's Edge:** +1 Damage to a fighter's next successful Range 1 **Attack action** for each of that fighter's Whetted counters, and then **remove** that fighter's Whetted counters. This ability can be used even if this fighter is out of action.'

Sharpener of the Blade Inspired
Change the Whet the Blade ability to read as follows:
'**Action: Give** this fighter or a friendly adjacent Wielder of the Blade 1 Whetted counter.

Add the following ability to the Sharpener of the Blade's fighter card:
'**Death's Edge:** +1 Damage to a fighter's next successful Range 1 **Attack action** for each of that fighter's Whetted counters, and then **remove** that fighter's Whetted counters. This ability can be used even if this fighter is out of action.'

UNIVERSAL – UPGRADES
Voidcursed Thralls Plot card
Change the third sentence on this card to read:
'**Voidcursed** fighters cannot make actions other than **Move actions**, **Attack actions**, **Stun actions**, **Barge superactions** and **Charge superactions**.'

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 in the first reaction step of each action phase and/or after each of this fighter's activations. **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.'

Velmorn Inspired
Change the Deadly Command reaction to read as follows:
'**Reaction:** Use this in the first reaction step of each action phase and/or after each of this fighter's activations. **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.'

Grinkrak Inspired
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 (Inspired and un-Inspired)
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.'

GRYSELLE'S ARENAI – FIGHTERS
Each fighter (Inspired and un-Inspired)
Change the Acrobatic ability to read as follows:
'When this fighter is **dealt** damage by an **Attack action**, reduce that damage by 1, to a minimum of 0, for each ◖ in the defence roll.'

UNIVERSAL – GAMBITS
Tanglebriar (Fearsome Fortress #22)
Change this card to read as follows:
'**Place** one available feature token in a hex within 1 hex of one or more friendly fighters. The hex that contains that token is a snare hex in addition to other hex types – this effect persists until the end of the round.'

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
SKITTERSHANK'S CLAWPACK – FIGHTERS
Kreep Kinwhisper
Change the Barbs reaction to read as follows:
'**Reaction:** After this **Attack action**, if it succeeded, give the target one net counter.'

Add the following ability to Kreep Kinwhisper's fighter card:
'**Rip Free:** After an enemy fighter with one or more net counters makes a **Move action**, **deal** 1 damage to that fighter and **remove** that fighter's net counters. At the end of the round, clear all net counters. This ability must be used, even if this fighter is out of action.'

Kinwhisper Inspired
Change the Barbs reaction to read as follows:
'**Reaction:** After this **Attack action**, if it succeeded, give the target one net counter.'

Add the following ability to Kreep Kinwhisper's fighter card:
'**Rip Free:** After an enemy fighter with one or more net counters makes a **Move action, deal** 1 damage to that fighter and **remove** that fighter's net counters. At the end of the round, clear all net counters. This ability must be used, even if this fighter is out of action.'

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 tithe counters, you can remove one of that fighter's blood tithe 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 Deeps (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
Change the Danse Dynamic ability to read as follows:
'**Action:** Pick Move or Attack. Each friendly **conductive** fighter can make one action or superaction (if it is a Scything **Attack action**) of that kind. Then **place** up to one friendly out of action **conductive minion** in an adjacent hex 2 or more hexes from each enemy fighter and **give** that **minion** one Raise counter.'

Deintalos Inspired
Change the Danse Dynamic ability to read as follows:
'**Action:** Pick Move or Attack. Each friendly **conductive** fighter can make one action or superaction (if it is a Scything **Attack action**) of that kind. Then **place** up to one friendly out of action **conductive minion** in an adjacent hex 2 or more hexes from each enemy fighter and **give** that **minion** one Raise counter.'

Prentice Marcov
Change the Puppeteer ability to read as follows:
'**Action:** This fighter and a friendly Regulus can each make one action or superaction other than this action. Then **place** up to one friendly out of action Regulus in an empty hex within 2 hexes and **give** that Regulus one Raise counter.'

Marcov Inspired
Change the Puppeteer ability to read as follows:
'**Action:** This fighter and a friendly Regulus can each make one action or superaction other than this action. Then **place** up to one friendly out of action Regulus in an empty hex within 2 hexes and **give** that Regulus one Raise counter.'

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 – FIGHTERS
Change the Inspire condition on each fighter card to read:
'There are two or more Desecration tokens on the battlefield.'

Dour Cragan, Razek Godblessed
Change the Despoil ability to read:
'**Despoil:** Immediately after the final power step of the round, **desecrate** an objective this fighter is holding (see *Desecration Tokens*)'.

Cragan Inspired, Razek Inspired
Change the Despoil ability to read:
'**Despoil:** Immediately after the final power step of the round, **desecrate** an objective this fighter is holding (see *Desecration Tokens*)'.

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:** Choose one or more friendly Chainrasps. Push the chosen 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.'