

WARHAMMER UNDERWORLDS HARROWDEEP

Official Errata, January 2022

The following errata correct errors in Warhammer Underworlds.

The *Warhammer Underworlds: Harrowdeep* rules replace the *Warhammer Underworlds: Direchasm* rules and these errata replace the *Warhammer Underworlds: Direchasm* Errata.

The errata are updated 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 or other minor correction.

INSPIRE STEPS

In addition to the Inspire steps listed in the Harrowdeep rulebook, there is one Inspire step at the start of the action phase (Elathain's Soulraid and Morgwaeth's Blade Coven use this Inspire step) and one Inspire step at the end of the action phase (the Chosen Axes, the Farstriders, Skaeth's Wild Hunt, the Grymwatch and the Crimson Court use this Inspire step).

FIGHTER TRAITS AND KEYWORDS

In Warhammer Underworlds: Harrowdeep, two fighter traits were added: **beast** and **flying**. In addition, several keywords have been added in the last few seasons that are not reflected on older fighter cards. The following fighters from older warbands gain the additional traits and/or keywords listed here. In each case the trait replaces a similar ability on their fighter card: from now on these abilities all work in the same way.

Steelheart's Champions

Obryn the Bold Brawler

Garrek's Reavers

Karsus the Chained Brawler
Arnulf Assassin

Sepulchral Guard

The Harvester Brawler
Petitioner Minion

Ironskull's Boyz

Each fighter Brawler

The Chosen Axes

Mad Maegrim Brawler

Spiteclaw's Swarm

Lurking Skaven Assassin, Minion
Hungering Skaven Minion
Festering Skaven Minion

Magore's Fiends

Riptooth Hunter

The Farstriders

Each fighter Hunter
Elias Swiftblade Assassin

Thorns of the Briar Queen

Each fighter Flying
Chainrasp Minion

Eyes of the Nine

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

Bat Squig Flying, Beast, Minion
Spiteshroom Beast, Minion
Stalagsquig Beast, Minion

Thundrik's Profiteers

Khazgan Drakkskewer Flying
Garodd Alensen Assassin

Ylthari's Guardians

Gallangan of the Glade Brawler
Ahnsleine, Revenant Archer Hunter

Ironsoul's Condemnors

Each fighter Brawler

Lady Harrow's Mournflight

Each fighter Flying

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
Lethyr Assassin

Hrothgorn's Mantrappers

Quiv Minion
Luggit and Thwak Minion
Bushwakka Minion
Thrafnir Beast

The Wurmspat

Ghulgoch Brawler

Morgok's Krushas

'Ar skull Brawler

Drepur's Wraithcreepers

Each fighter Flying

Myari's Purifiers

Bahannar Brawler

Dread Pageant

Glissete Brawler

The Starblood Stalkers

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

Khagra's Ravagers

Dour Cragan Assassin
Razek Godblessed Brawler

Hedkrakka's Madmob

Toofdagga Brawler
Wollop da Skul Brawler

Elathain's Soulraid

Fuirann Brawler
Duinclaw Beast
Spinefin Beast

GRAND ALLIANCE

In Warhammer Underworlds: Harrowdeep, each warband belongs to one the Grand Alliances: Order, Chaos, Death or Destruction. The Grand Alliances contain the following older warbands, respectively.

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 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 Wurmspat

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

CHAOS KEYWORDS

In Warhammer Underworlds: Harrowdeep, a fighter's devotion to one or another of the Chaos Gods can have an affect in the game. Fighters in the following older warbands gain the additional keywords listed here.

Garrek's Reavers	Khorne
Magore's Fiends	Khorne
Eyes of the Nine	Tzeentch
The Wurm spat	Nurgle
Dread Pageant	Slaanesh

OTHER ERRATA

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.'

KHAGRA'S RAVAGERS – FIGHTERS

Change the Inspire condition on each fighter to read: 'After an activation, there are two or more Desecration tokens on the battlefield'

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**.'

THE WURMSPAT – FIGHTERS

Fecula Inspired

Add the Leader 'Crown' icon to this side of Fecula's fighter card.

HROTHGORN'S MANTRAPPERS – UPGRADES

Toughened Hide

Change the restriction on this card to 'Thrafnir'.

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.'

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.'

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

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 – 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

Bitter Memories (Arena Mortis #3)

Remove the word 'Reaction:' from this card.

Centre of Attention (Nightvault #400)

Change this card to read:

'Choose a fighter and push all other fighters that are within 2 hexes 1 hex so that they are closer to that fighter in an order you choose.'

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.'

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

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.

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.'