WARHAMMER UNDERWORLDS

RULES UPDATES

DECEMBER 2025

CONTENTS

RULES UPDATES

This document contains **rules updates** and **frequently asked questions** for Warhammer Underworlds. Rules updates improve game balance, enhance clarity and correct any errors, while frequently asked questions explain how the rules are intended to be used. This document is updated regularly.

VERSIONS

Updates to digital files are identified by a **version number** that can be found on their respective downloads. The version number is found next to the warband name on updated warscroll cards and in the bottom-left corner of updated fighter cards.

New versions always take precedence over earlier versions. If a card does not include a version number, it is version 1.0. You can download the most up-to-date versions of these digital files from warhammer-community.com.

THE THRICEFOLD DISCORD (v1.1)

Warscroll card

v1.1 | ©GW 2025

Fighter card

WARHAMMER UNDERWORLDS

RULES UPDATES

DECEMBER 2025

CORE RULES (v1.3)

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

WEAPONS (Printed pg 8, Digital pg 4)
Change the second and third paragraphs to:
'Weapons with the ⚔ runemark are **melee weapons**. Attacks made with melee weapons are **melee Attacks**.

Weapons with the 🏹 runemark are **ranged weapons**. Attacks made with ranged weapons are **ranged Attacks**.'

4. PLACE TREASURE TOKENS (Printed pg 11, Digital pg 7)
Change to:
'The player who did not pick their territory shuffles the feature tokens with the numbered side face down. Following the restrictions below, players then place their feature tokens as follows:
The player who did not pick their territory places 1 feature token numbered side down in an empty hex. ~~The other player then places 1 feature token numbered side down in an empty hex in neutral territory.~~ Then, players alternate placing feature tokens numbered side down in empty hexes.

RESTRICTIONS
♦ Feature tokens cannot be placed in starting hexes, blocked hexes, stagger hexes, edge hexes or within 2 hexes of another feature token.
♦ If it is otherwise impossible to place a feature token, it can be placed in an edge hex.
♦ After 5 feature tokens have been placed, there must be a minimum of 1 feature token in each player's territory.

Once 5 feature tokens have been placed, flip them to reveal their numbered side. Feature tokens displaying their numbered side are **treasure tokens**.'

THE UNDERDOG (Printed pg 12, Digital pg 8)
Change to:
'If one player's slain friendly fighters have a greater combined Bounty characteristic than their opponent's, that player is the underdog. Otherwise, there is no underdog. Certain abilities can only be used if a player is the underdog.'

DRIVE BACK (Printed pg 16, Digital pg 12)
Change to:
'If the number of successes in an Attack roll is equal to or greater than the number of successes in the Save roll, and there are any successes in that Attack roll, the attacker's player can use the following ability:'

PERSISTING ABILITIES (Printed pg 22, Digital pg 17)
Add the following bullet point:
'Abilities found on warscroll cards and Plot cards persist for the duration of the game, unless specified otherwise.'

NEMESIS DECK BUILDING (Printed pg 23 only)
Change the first bullet point to:
♦ Pick 2 different Rivals decks. ~~Only one Rivals deck with a Plot card (pg 20) can be picked to be one of your chosen decks.~~

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

ABILITIES
Q: The Core Rules state that 'An Action step ends after the chosen Core ability is resolved'. What happens if a player uses a Surge ability that allows a friendly fighter to Attack again after a failed Attack? Does this new Attack happen in the same Action step or after it?
A: That second Attack is part of a Surge ability and is resolved after the Action step.

Q: Can you explain how 'Sequencing Abilities' and 'Playing Surge Abilities' interact with each other?
A: These rules explain how abilities that can be played at the same time are played and then subsequently resolved. If both players have multiple Surge abilities that can be played at the same time, the players take it in turns to play their abilities one at a time until both players pass. Then, the player whose turn it is resolves all of their own Surge abilities first, then their opponent does the same.

RULES UPDATES

DECEMBER 2025

Q: What happens when multiple Surge abilities have been played and any of those abilities can no longer be resolved due to a change in the game's state?
A: If the ability's conditions can no longer be met, the ability has no effect but it still counts as having been used.

Q: If a card has more than one ability on it (e.g. 'Ominous Rumbling') but only one of those abilities can be resolved due to the game's state, can I still play that card?
A: Yes.

Q: If an ability says 'Use this in a Power step' but does not give a specific timing, when can I use that ability?
A: When it is your turn to do so in that Power step – see 'Power Step' in the Core Rules.

Q: Can I play a card that requires a specific condition (like two fighters being adjacent) when that condition is not part of the current game state, even if a Surge effect that would resolve before that card would create the required condition? For instance, can I play 'Confusion' when there are no fighters adjacent but the effect of 'Canny Sapper' would make two fighters adjacent?
A: No.

Q: Can I use abilities with the timing 'after a Core ability' after the Move or Attack parts of a Charge?
A: No. A Charge is defined as a single Core ability that contains a Move and an Attack. Although Move and Attack are each Core abilities when used independently, they are the Charge Core ability when used together.

'BUT MY CARD SAYS…'
Q: Does the 'But my card says…' section of the Warhammer Underworlds rulebook apply to abilities on a warband's warscroll card?
A: Yes.

Q: If an ability on a card or warscroll card says a fighter can use a Core ability (e.g. 'That fighter immediately Moves/Attacks/Charges etc.), can a fighter with a Charge token use that ability even if there are other friendly fighters that don't have Charge tokens?
A: Yes.

DETERMINE WHO TAKES FIRST TURN
Q: When determining which player takes the first turn, which player (the player referred to as 'the other player') draws 1 Power card?
A: The player who lost the roll-off.

INFLICTING DAMAGE
Q: If a Surge Ploy or Surge Ability gives an Attack 'Grievous' and the modified Damage of that weapon is enough to slay the target, who dealt the damage?
A: The attacker.

Q: Can damage inflicted on a fighter be reduced to 0?
A: No, unless an ability states otherwise.

Q: Can fighters be allocated more damage points than their Health characteristic?
A: Yes. There is no limit to how many damage points can be allocated to a fighter beyond their Health characteristic.

BOUNTY
Q: For the purposes of Objective cards that count the Bounty value of slain fighters, do Raised fighters revert to their printed Bounty characteristic if they are slain again?
A: Yes.

PLAYING PLOYS
Q: Can you define when a Ploy card has been 'played'?
A: A Ploy card is played when it is revealed.

DELVE
Q: If a fighter cannot be given Stagger tokens (through a card effect or warscroll ability), can that fighter Delve?
A: No.

SURGE OBJECTIVE CARDS
Q: If the same player has a Surge Objective card and a Surge ability that both have the same timing, what order are they resolved in?
A: That player decides.

TREASURE TOKENS
Q: Can a player check the value of a face-down treasure token at any time?
A: Yes, except during the 'Setting Up' sequence.

NEMESIS
Q: When playing Nemesis format, what should be revealed at the start of the game?
A: Your warband and your two Rivals decks.

WARHAMMER UNDERWORLDS

RULES UPDATES

DECEMBER 2025

SPITEWOOD EXPANSION

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

NEW

Q: *Do players place Aqua Ghyranis feature tokens even when playing on boards that are not from the Spitewood expansion?*
A: Yes.

NEW

Q: *Can Aqua Ghyranis feature tokens be Delved?*
A: Yes.

NEW

Q: *When deploying fighters, which player places the first fighter?*
A: The player who placed the last Aqua Ghyranis feature token.

NEW

Q: *Do Aqua Ghyranis feature tokens count as feature tokens for the purposes of any cards or abilities that refer to feature tokens (e.g. for advancing the Cataclysm tracker at the end of the battle round)?*
A: Yes.

WARHAMMER UNDERWORLDS®

RULES UPDATES

DECEMBER 2025

PRINTED WARBANDS

BLACKPOWDER'S BUCCANEERS

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

SWAG BLAST AND SWAG MORTAR
Change to:

⚙ **Swag Blast:** *By crushing a handful of swag in his fist, Blackpowder creates a crumpled but effective cannonball for his grunderbuss.*

That weapon has +1 Damage and Cleave (⚔) for that Attack. If the target is driven back, give the target a Stagger token.

⚙ **Swag Mortar:** *By aiming his grunderbuss high, nowhere is safe from Gorlok's rain of red-hot loot.*

That weapon has +1 Damage and +X Range for that Attack, where X is the number of swag tokens you removed.

BORGIT'S BEASTGRABBAZ

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

DREGG FIGHTER CARD
Change the weapon profiles to:

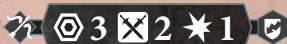| Uninspired	Inspired
🗡 ⬡3 ⊠2 ✶1 🛡	🗡 ⬡3 ⊠3 ✶1 🛡

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: If a friendly minion is slain by an Attack made by an adjacent enemy fighter and the Attack roll contained more critical successes than the Save roll, will 'Da Bait' or 'Overrun' resolve first?
A. The ability belonging to the active player.

WARHAMMER UNDERWORLDS

RULES UPDATES
DECEMBER 2025
## THE CRIMSON COURT

RULES UPDATES
The following rules updates improve game balance, enhance clarity and correct any errors.

SAVAGE BLOODTHIRST
Replace this ability with 'The Curse', 'The Hunger' and 'Bloodthirst' as shown.

INSPIRE, BESTIAL TRANSFORMATION, VAMPIRIC MIGHT
Change as shown.

THE CRIMSON COURT

☀ INSPIRE
At the end of each battle round, Inspire each friendly fighter that has no hunger tokens.

THE CURSE
Each friendly fighter starts the game with 2 hunger tokens. At the start of the second and third battle rounds, give each friendly fighter 1 hunger token.

⚕ THE HUNGER
Immediately after a friendly fighter's successful Attack, remove 1 of that fighter's hunger tokens. If the target of that Attack was slain, remove all of that fighter's hunger tokens instead.

BLOODTHIRST
While a friendly fighter has 3 or more hunger tokens, they are bloodthirsty. Bloodthirsty friendly fighters have +1 Move and any Guard tokens they have have no effect.

⚕ Bestial Transformation: *Bones crack and flesh melts as the vampire assumes a dire new form.*

Use this immediately after you pick a friendly fighter to use a Core ability. Discard that fighter's Upgrades. Until the end of the battle round, that fighter's melee weapons have +1 Attack dice. If that fighter is bloodthirsty, they also have +1 Move until the end of the battle round. You can only use this ability once per game.

⚕ Vampiric Might: *Drawing upon the power of their curse, the vampire strikes with lethal accuracy and strength enough to shatter stone.*

Use this immediately after you pick a weapon as part of a bloodthirsty fighter's Attack. That weapon has Cleave (🗡) and Ensnare (🗡) for that Attack. You can only use this ability once per game.

⚕ Tenebrous Form: *The vampire becomes one with the shadows.*

Use this immediately after an Inspired friendly fighter is picked to be the target of an Attack. That fighter's Save characteristic is 🌙 3 for that Attack. You can only use this ability once per game.

⚕ Dark Transfusion: *Life force is ripped from the victim as the vampire feeds.*

Pick a friendly fighter to use this Core ability. Pick an enemy fighter within 1 hex of that fighter. You can pick an enemy fighter within 2 hexes instead if that friendly fighter is Inspired. Inflict 1 damage on that enemy fighter and then heal that friendly fighter. You can only use this ability once per game.

FREQUENTLY ASKED QUESTIONS
In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: Can I pick a friendly fighter that has no Upgrades equipped to use 'Bestial Transformation'?
A: Yes.

WARHAMMER UNDERWORLDS®

RULES UPDATES

DECEMBER 2025

ELATHAIN'S SOULRAID

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

> **NEW**
>
> **PHANTASMAL FORMS**
> Change to:
>
> > ⚙ **Phantasmal Forms:** *Even Akhelian nobles such as Fuirann will use illusion and trickery to avoid the brute enemy.*
> >
> > Immediately after the Determine Success step of a successful Attack that targets a friendly Fuirann, that friendly Fuirann can use Stand Fast. You can only use this ability once per battle round.

THE EMBERWATCH

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

> Q: *Can I use 'Alone I Stand!' if there is only one friendly fighter on the battlefield?*
> A: Yes.

THE EXILED DEAD

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

> **OVERLOAD**
> Change to:
>
> > **OVERLOAD**
> > Friendly conductive (�) fighters cannot hold treasure tokens or Delve. Friendly conductive (�) fighters' melee weapons (excluding Upgrades) have Grievous (☄) if the target has any Stagger tokens.

WARHAMMER UNDERWORLDS

RULES UPDATES

DECEMBER 2025

GORECHOSEN OF DROMM

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.


ENRAGE AND FINAL FRENZY
Change to:

Enrage: *Once Khorne has claimed dominion over a place, few have the strength to deny his call to slaughter.*

Use this in a Power step. Discard 8 blood tithe tokens, then pick an enemy fighter. Your opponent resolves a Charge for that fighter. You can only use this ability once per game.

⊗ **Final Frenzy:** *Warriors of Khorne can ignore the most grievous of wounds in a frenzy of bloodletting.*

Use this immediately after damage is inflicted on a friendly fighter if that fighter would be slain. Discard any of your blood tithe tokens. Roll an Attack dice for each token discarded in this way. On any ⚔, remove damage tokens from that fighter until they are vulnerable. That fighter is slain at the end of the battle round. You can only use this ability once per game.

GRANDFATHER'S GARDENERS

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: *If a friendly fighter from the Grandfather's Gardeners has damage inflicted on them that is exactly the amount required to slay them, and the warscroll tracker advances to the 'Reap a Harvest' space as a result of that inflicted damage, can I heal that friendly fighter before they are slain?*
A: Yes.

Q: *If an Uninspired fighter from the Grandfather's Gardeners takes 2 damage during a turn, can other Uninspired fighters from the same warband still take damage in that turn?*
A: Yes.

WARHAMMER UNDERWORLDS

RULES UPDATES

DECEMBER 2025

GRINKRAK'S LOONCOURT

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

> **QUESTS**
> Change to:
>
> > ☼ **QUESTS**
> > Before a friendly fighter uses a Core ability, you can pick a quest to attempt that you have not already attempted. After you complete that quest, immediately use its Reward ability. You cannot attempt multiple quests at the same time. You can abandon a quest in a Power step instead of playing a Power card.

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: *If I pick a Quest, then use a Core ability, but fail the Quest, can I complete the Quest in another turn, as long as I do not abandon the Quest?*
A: Yes.

Q: *For the 'Slay da Horde' Quest, can I pick and complete the Quest if any enemy fighters with a total Bounty characteristic of 2 or more are already slain?*
A: Yes.

Q: *For the 'Slay da Scary Fing' Quest, can I pick and complete the Quest if an enemy fighter with a Bounty characteristic of 2 or more is already slain?*
A: Yes.

WARHAMMER UNDERWORLDS

RULES UPDATES

DECEMBER 2025

THE GRYMWATCH

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

IN THE NAME OF THE KING!
Change to:

> **IN THE NAME OF THE KING!**
> Once per battle round, in a Power step, if your leader (♛) is on the battlefield, you can use 1 of the following abilities:
> • Pick a friendly fighter. Inspire that fighter.
> • Pick a slain friendly fighter. Raise them and place them in an empty edge hex.
> If you are the underdog (🐾), you can use both abilities instead.

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: When a Grymwatch player who is the underdog uses 'In The Name of the King!', what order are the effects resolved in?
A: That player decides.

HEXBANE'S HUNTERS

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

LOYAL HOUNDS
Change to:

> ⚙ **Loyal Hounds:** *Ratspike and Grotbiter are as loyal as they come.*
>
> Use this immediately after a friendly Agent Azyrite (⚔) Moves. Pick a friendly minion (☠) with no Charge tokens. That fighter can Move.

WARHAMMER UNDERWORLDS

RULES UPDATES

DECEMBER 2025

THE JAWS OF ITZL

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

**PREDATORY FIGHTERS**
Change to:

> ⚡ **PREDATORY FIGHTERS**
> *With bladed shields and vice-like jaws, the saurus are just as deadly on the defence as they are on the attack.*
>
> Use this immediately after an enemy fighter's failed melee Attack if the target was a friendly saurus (🐾) and the Save roll contained any 🛡. Inflict 1 damage on that enemy fighter.

SAVAGE MAULING
Change to:

> **Savage Mauling:** *When severed from the influence of their masters, saurus revert to their feral instincts, using natural weapons to tear apart prey in sprays of blood and viscera.*
>
> Use this in a Power step. Pick an enemy fighter adjacent to a damaged friendly saurus (🐾) that has no Charge tokens. Roll an Attack dice for each damage token that friendly fighter has. Inflict an amount of damage on that enemy fighter equal to the number of ⚔ and ✸ rolled. You can only use this ability once per game. Each time an enemy fighter is slain by this ability, you can use this ability once more this game.

KAINAN'S REAPERS

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

MORTEK ADVANCE
Change to:

> ⚡ **MORTEK ADVANCE**
> *At a gesture, the Ossiarchs march forward in lockstep.*
>
> Use this immediately after your Action step if a friendly Kainan or Khenta used a Core ability in that Action step. Each friendly minion (☠) can Move, but each must end that Move adjacent to 1 or more friendly minions (☠).

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

> Q: *Can I inspire Nohem after my first Action step by removing 0 bone-tithe tokens?*
> A: Yes.

WARHAMMER UNDERWORLDS®

RULES UPDATES

DECEMBER 2025

KNIVES OF THE CRONE

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: After I make a prophecy roll, how many bullet points from 'Rituals of Prophecy' can I pick to be applied to the roll to determine how many prophecies are fulfilled?
A: One.

Q: Can 'Foretold Protection' allow you to re-roll multiple Save dice in the same Save roll if it is used multiple times before a friendly fighter is Attacked?
A: Yes.

DA KUNNIN' KREW

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

INSPIRE
Change to:

> ☼ **INSPIRE**
> After a friendly fighter's successful Attack, if the target was slain, Flanked or Surrounded, Inspire the attacker and each friendly fighter adjacent to the target.

A KUNNIN' PLAN
Change to:

> ⚡ **A Kunnin' Plan:** *Mannok is an inspiringly kunnin' orruk, and anyone who says otherwise gets chopped.*
>
> Use this immediately after an Action step if your leader (👑) is on the battlefield. Push each friendly minion (⚙) up to a number of hexes equal to the battle round number. You can only use this ability once per game.

WARHAMMER UNDERWORLDS

RULES UPDATES
DECEMBER 2025

MORGOK'S KRUSHAS

RULES UPDATES
The following rules updates improve game balance, enhance clarity and correct any errors.

GET A MOVE ON, YA GITZ!
Change to:

> **Get a Move On, Ya Gitz!:** *The other Krushas know full well that if they don't get stuck in, Morgok will put the boot in.*
>
> Use this in a Power step. Give your leader (♛) a Charge token. Then, push each other friendly fighter up to a number of hexes equal to the battle round number. You can only use this ability once per game.

FREQUENTLY ASKED QUESTIONS
In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: What happens if I say that my fighter is going to Charge a target that is out of range of my fighter's normal Move characteristic, then I play 'Wings of War' so they can reach the target, but my opponent uses 'Shut It, Pipsqueak!' to stop the effect of the Ploy?
A: That fighter cannot Charge and must use the Move Core ability instead.

Q: When does an ability like 'Shut It, Pipsqueak!' stop the effect of a Ploy?
A: It stops the effect when the Ploy is revealed and before it is resolved.

THE SHADEBORN

FREQUENTLY ASKED QUESTIONS
In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

NEW

Q: Can 'Shadow Ambush' be used as part of a Charge ability? If so, do you give the fighter a Move token, a Charge token or both?
A: Yes, it can. You would give the fighter both tokens: a Move token as part of the 'Shadow Ambush' ability and a Charge token as part of the 'Charge' ability.

NEW

Q: After 'Shadow Ambush' is used and the friendly fighter is placed in an empty edge hex in enemy territory and given a Move token, can they then complete their Move?
A: Yes.

NEW

Q: Can my fighter Charge if there are no targets for their Attack within range before using the 'Shadow Ambush' ability?
A: Yes, but the fighter must still Attack after using the 'Shadow Ambush' ability.

NEW

Q: Can 'Shadow Ambush' be used in conjunction with the Core ability on the 'Barge' Upgrade? If so, what tokens do you give the fighter?
A: Yes, it can. You would give the fighter a Move token as part of the 'Shadow Ambush' ability and both a Move token and a Charge token as part of the 'Barge' Core ability.

WARHAMMER UNDERWORLDS

RULES UPDATES
DECEMBER 2025

THE SONS OF VELMORN

RULES UPDATES
The following rules updates improve game balance, enhance clarity and correct any errors.

NEW

JEDRAN FIGHTER CARD
Change the Inspired weapon profile to:

⚔ ⬡1 🗡2 ✦3

NEW

INSPIRE
Change to:

☀ **INSPIRE**
After a friendly fighter's successful Attack, Inspire the attacker and each friendly fighter that was adjacent to the target when the Attack roll was made.

THE STARBLOOD STALKERS

RULES UPDATES
The following rules updates improve game balance, enhance clarity and correct any errors.

NEW

KIXI-TAKA FIGHTER CARD
Change the Inspired weapon profiles to:

⚔ ⬡2 🗡2 ✦2
🏹 ⬡3 🗡3 ✦1

THE WURMSPAT

RULES UPDATES
The following rules updates improve game balance, enhance clarity and correct any errors.

NEW

BLADES OF PUTREFACTION
Change to:

Blades of Putrefaction: *Vile slime and liquid agues drip from the edges of the Wurmspat's blades.*

Use this in a Power step. Friendly fighters' melee weapons have Grievous (🐾) in addition to any other Weapon abilities in the next turn. You can only use this ability once per game.

RULES UPDATES
DECEMBER 2025
YLTHARI'S GUARDIANS

RULES UPDATES
The following rules updates improve game balance, enhance clarity and correct any errors.

INSPIRE
Change to:

> ☼ **INSPIRE**
> After a friendly fighter uses a Core ability, you can place 1 Power card from your hand or the top card from your Power deck face down next to this warscroll, to a maximum of 3. These cards are no longer in your hand or Power deck and cannot be revealed.
>
> At the end of your turn or after an enemy fighter is slain, you can place 1 growth token on each of those cards. After the fifth growth token is placed on the same card, pick a friendly fighter. Inspire that fighter, remove those growth tokens, and then add that card to your hand.

SURGE ABILITY INSTRUCTIONS
Change to:

> You can use 1 of the following abilities once per battle round.

WARHAMMER UNDERWORLDS

RULES UPDATES
DECEMBER 2025

ZARBAG'S GITZ

RULES UPDATES
The following rules updates improve game balance, enhance clarity and correct any errors.

INSPIRE, VOLLEY, SLIPPERY GITZ, FUNGAL BURST, MAKE SOME NOISE!
Change as shown.

ZARBAG'S GITZ

☀ INSPIRE
Each time you gain a sixth or subsequent Glory point, Inspire a friendly fighter.

SQUIG HERDER
After you deploy a friendly Drizgit, you must immediately place each friendly Squig (⬤) in an empty hex adjacent to them that is not a starting hex and that does not contain a feature token.

SPINNIN'
Snirk cannot be given Guard tokens.
Each time a fighter is placed in, is pushed into or enters a hex adjacent to a friendly Snirk, inflict 1 damage on that fighter.

VOLLEY
If a friendly fighter's weapon has the ⚑ runemark, you have access to the following Weapon ability:

Volley (⚑): Immediately after the Attack, if it was successful, you can pick another friendly fighter whose weapon has Volley (⚑). That fighter Attacks with that weapon. You can only use this ability once per turn.

⊘ Slippery Gitz: *Grots are hard to pin down at the best of times – and Zarbag's Gitz especially so.*

Use this immediately after you pick a friendly fighter to Move. Pick a friendly Grot (🐗) with no Move or Charge tokens adjacent to them. After the first fighter Moves, that friendly Grot (🐗) can Move. You can only use this ability once per turn.

⊘ Fungal Burst: *Grots often carry bunches of mushrooms that, when struck, release clouds of poisonous spores.*

Use this immediately after a friendly Grot (🐗) is slain by an attacker adjacent to them. Give the attacker a Stagger token. You can only use this ability once per game.

Gang Up: *Zarbag's Gitz have heard about fighting fair. They just choose not to.*

Use this in a Power step. In the next turn, friendly fighters' melee weapons have +1 Attack dice for each other friendly Grot (🐗) adjacent to the target. You can only use this ability once per game.

Make Some Noise!: *There are few better ways to rile up a squig than making a racket.*

Use this in a Power step. Push each friendly Squig (⬤) up to 2 hexes. For the rest of the battle round, those Squigs (⬤) cannot hold treasure tokens or Delve. You can only use this ability once per game.
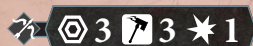
ZIKKIT'S TUNNELPACK

RULES UPDATES
The following rules updates improve game balance, enhance clarity and correct any errors.

NEW

KRITTATOK FIGHTER CARD
Change the weapon profiles to:

Uninspired	Inspired
⚔ ⬡1 ▨3 ✦1	⚔ ⬡1 ▨3 ✦2

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RULES UPDATES
DECEMBER 2025
DIGITAL WARBANDS

BRETHREN OF THE BOLT (v1.0)

FREQUENTLY ASKED QUESTIONS
In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: *Does the 'Holy Capacitors' ability still have to use the shortest distance per the Core Rules?*
A: Yes.

Q: *Can I use 'Heaven's Charge' and pick a friendly fighter who is Uninspired?*
A: Yes.

Q: *Does an ability picked with 'Fulminating Hymn' at the start of a combat phase persist until the end of the game?*
A: Yes, as long as there are 2 or more friendly fighters remaining.

CYRENI'S RAZORS (v1.1)

RULES UPDATES
The following rules updates improve game balance, enhance clarity and correct any errors.

HAMMERTIDE
Change to:
'You can use this ability if your leader (♛) is on the battlefield and has no Charge tokens. Draw a straight line from the centre of your leader's (♛) hex that passes through the centre of an adjacent hex and goes all the way to the edge of the battlefield. Inflict 1 damage on the first enemy fighter in a hex that line crosses and give that fighter a Stagger token. The line ends if it touches a blocked hex.'

DAGGOK'S STAB-LADZ (v1.1)

RULES UPDATES
The following rules updates improve game balance, enhance clarity and correct any errors.

DAGGOK FINKSTEALA FIGHTER CARD, INSPIRED
Change the Ranged (⤢) runemark on the second weapon to the Melee (✕) runemark.

KRULE STAB
Change to:
'A friendly fighter with no Charge tokens can use this immediately after your Action step. Pick an enemy fighter that is not vulnerable that is adjacent to that friendly fighter and roll an Attack dice. On a ⭢ or ✷, inflict 1 damage on that enemy fighter. The same fighter cannot use this ability more than once per turn.'

RULES UPDATES

DECEMBER 2025

THE FARSTRIDERS (v1.1)

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

FARSTRIDER FIGHTER CARD, UNINSPIRED

Change the Dice symbol on the first melee weapon from Swords (✗) to Hammer (⏏).

IRONSOUL'S CONDEMNORS (v1.1)

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

AETHERICALLY CHARGED SHIELD

Change to:

'Use this immediately after your opponent picks a weapon as part of an Attack that targets a friendly shield aetheric (⛨). Weapon abilities cannot be used for that Attack. You can only use this ability once per game.'

MOLLOG'S MOB (v1.1)

The downloadable version of Mollog's Mob is no longer valid for tournament and league play. It has been superseded by the printed Mollog's Mob warband from the *Warhammer Underworlds: Spitewood* season.

RULES UPDATES
DECEMBER 2025

THE SEPULCHRAL GUARD (v1.2)

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

BONE SHRAPNEL
Change to:
'Use this immediately after a friendly fighter with no Raise tokens is slain by a melee Attack made by an enemy fighter. Inflict 1 damage on that enemy fighter. You can only use this ability once per game.'

ARISE!
Change to:
'Pick your leader (♛) to use this ability if they have no Charge tokens. Pick up to 2 slain friendly fighters. Raise those fighters and place them on different empty starting hexes in your territory.'

RELENTLESS BLOWS
Replace this ability as follows:
'**Startling Reformation:** *The Sepulchral Warden is never far behind his cursed minions…*

Use this in your Power step. Remove your leader (♛) from the battlefield and place them in an empty hex adjacent to 2 friendly fighters. Then, give your leader (♛) a Charge token. You can only use this ability once per game.'

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: Can I use the 'Forward!' ability to make two other friendly fighters that already have Charge tokens Move?
A: Yes. See 'But My Card Says…'.

THE SKINNERKIN (v1.1)

The downloadable version of the Skinnerkin is no longer valid for tournament and league play. It has been superseded by the printed Skinnerkin warband from the *Warhammer Underworlds: Spitewood* season.

SPITECLAW'S SWARM (v1.1)

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

THE LURKING SKAVEN, THE HUNGERING SKAVEN AND THE FESTERING SKAVEN FIGHTER CARDS
Add the Minion (☣) runemark.

THORNS OF THE BRIAR QUEEN (v1.0)

The downloadable version of the Thorns of the Briar Queen is no longer valid for tournament and league play. It has been superseded by the printed Thorns of the Briar Queen warband from the *Warhammer Underworlds: Spitewood* season.

WARHAMMER UNDERWORLDS

RULES UPDATES

DECEMBER 2025

THE THRICEFOLD DISCORD (v1.2)

The downloadable version of the Thricefold Discord is no longer valid for tournament and league play. It has been superseded by the printed Thricefold Discord warband from the *Warhammer Underworlds: Spitewood* season.

ZARBAG'S GITZ (v1.2)

The downloadable version of Zarbag's Gitz is no longer valid for tournament and league play. It has been superseded by the printed Zarbag's Gitz warband from the *Warhammer Underworlds: Spitewood* season.

ZONDARA'S GRAVEBREAKERS (v1.1)

RULES UPDATES
The following rules updates improve game balance, enhance clarity and correct any errors.

> **UNDYING LOVE**
> Remove the Surge icon (⚡) from this ability.
>
> Then, change to:
> 'Use this in a Power step. Pick 2 friendly destined (✵) fighters. Heal 1 of those fighters and push the other fighter up to 3 hexes towards the other fighter. You can only use this ability once per game.'

WARHAMMER UNDERWORLDS

RULES UPDATES
DECEMBER 2025
RIVALS DECKS

BLAZING ASSAULT

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: Does 'Wings of War' grant +2 Move when a fighter makes a Move as part of a Charge ability?
A: Yes.

Q: Can I make a Charge if I don't have any viable targets for my Attack within range before using 'Wings of War'?
A: Yes.

Q: Can the 'Branching Fate' and 'Critical Effort' Objective cards be scored before re-rolling dice for things like Stagger or other Surge abilities that allow re-rolls?
A: No, the new result replaces the old roll. See 'Re-roll' in the Core Rules.

Q: Can I score 'Get Stuck In' if the target of the attack was not in enemy territory before the attack?
A: No.

COUNTDOWN TO CATACLYSM

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

PLOT CARD
Change to:

> RIVALS DECK
> ## COUNTDOWN TO CATACLYSM
>
> While using this Rivals deck, during the Muster Warbands step of 'Setting Up', place a generic token on the 1st step on the countdown card included in this deck. This token is your Cataclysm tracker.
>
> You must advance your Cataclysm tracker 1 step the first time a friendly fighter is slain in each combat phase, and you must advance your Cataclysm tracker 1 step after the last power step in each battle round for each feature token that has no enemy fighters on it.
>
> While your tracker is:
>
> on the 1st to 5th step, your Cataclysm value is 1.
>
> on the 6th to 9th step, your Cataclysm value is 2.
>
> on the 10th to 13th step, your Cataclysm value is 3.
>
> on the final step, your Cataclysm value is 4.
>
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WARHAMMER UNDERWORLDS

RULES UPDATES

DECEMBER 2025

DEADLY SYNERGY

## RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

NEW

BATTERING RAM POWER CARD
Change to:

BATTERING RAM
Attack rolls made for this fighter as part of melee Attacks always count as having more ✹ than the Save roll for the purposes of Stand Fast and Overrun.

Subtlety is often overrated on the battlefield.

1

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

NEW

Q: If a fighter equipped with the 'Battering Ram' Upgrade Attacks a target using the 'Manipulated Fate' or 'Phantasmal Forms' abilities, does the target still Stand Fast?
A: Yes.

NEW

Q: For the 'Closed Down' Objective, does a treasure token count as having been held by an enemy fighter if that fighter moved over the token but did not end their move on the token?
A: No.

NEW

Q: Does the attacking fighter need to have a melee weapon to pick (either on their fighter card or as an Upgrade) prior to using 'Brother-in-Arms'?
A: Yes.

NEW

Q: An attacking fighter picks another friendly fighter's melee weapon using 'Brother-in-Arms'. The fighter whose melee weapon is being used (not the attacking fighter) is equipped with the 'Keen Eye' Upgrade. Does the weapon still have +1 Attack dice for that Attack?
A: No.

RULES UPDATES

DECEMBER 2025

EDGE OF THE KNIFE

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: Can I score 'Calm Before the Storm' as long as no damaged fighters are adjacent to each other, even if they are adjacent to undamaged fighters?
A: Yes.

Q: To score 'Power in Numbers' when you are not the underdog, does each tempered fighter need to be adjacent to the other 2 tempered fighters (i.e. in a triangle)?
A: Yes.

EMBERSTONE SENTINELS

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: Can 'Aggressive Defender' be scored if a friendly fighter uses either the 'Swift Step' or 'Duellist' Upgrade to push them onto a treasure token after the Attack was made?
A: No.

Q: Does the 'Unassailable' Objective card require the target of the Attack to be holding a treasure token at the time of the Attack?
A: No.

Q: Does the 'Unassailable' Objective card require the target of the Attack to be holding a treasure token after the Attack is resolved?
A: Yes.

HUNTING GROUNDS

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

NEW

Q: 'Crippling Blow' gives the target a Move token if they are in friendly territory. When do we check which territory they are in, before or after driving them back?
A: Before.

PILLAGE AND PLUNDER

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: Can I score 'Lost in the Depths' if no surviving friendly fighters are adjacent to each other, but they are adjacent to enemy fighters?
A: Yes.

WARHAMMER UNDERWORLDS

RULES UPDATES

DECEMBER 2025

RAGING SLAYERS

RULES UPDATES

The following rules updates improve game balance, enhance clarity and correct any errors.

INTO THE FIRE OBJECTIVE CARD
Change to:

INTO THE FIRE

Score this in an end phase if your leader (♛) is in enemy territory and within 2 hexes of 2 or more other fighters.

'They would burn every forest in the fires of their ambition. Let it consume them first.'
– Ylthari

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: *How does the 'Haymaker' Upgrade work with damage reduction? For example, if you Attacked a target using a Damage 3 weapon that has Lethal, and the target either had the 'Desperate Defence' Upgrade or used Stand Fast to subtract 1 from the Damage characteristic, would you inflict 4 damage or 3 damage?*
A: 4 damage. Apply all modifiers first (+2 Damage, -1 Damage), and then apply the damage cap afterwards.

REALMSTONE RAIDERS

FREQUENTLY ASKED QUESTIONS

In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: *Can I raid after a successful melee Attack against a Raised enemy fighter?*
A: No, their Bounty characteristic is 0.

Q: *If 'Raider's Rapture' is in effect, when I raid, can I reveal a number of additional cards equal to the target's Bounty characteristic? And are each of those cards considered to have been raided?*
A. Yes to both.

Q. *Does 'Brightstone Vigour' check the Damage and Save characteristics during the combat sequence?*
A. No.

Q. *To score 'Pillage', do you have to raid 2 different Emberstone cards after the same melee Attack?*
A: Yes.

Q: *Can you clarify the conditions for scoring 'Realmstone Raid'?*
A: 'Realmstone Raid' can be scored in an end phase if you raided 3 or more times and those raids happened after the Attacks of at least 2 different friendly fighters.

WARHAMMER UNDERWORLDS®

RULES UPDATES
DECEMBER 2025

RECKLESS FURY

RULES UPDATES
The following rules updates improve game balance, enhance clarity and correct any errors.

CATCH WEAPON, LOST LEGACY AND OVER TO YOU POWER CARDS
Add the Surge icon (⚡) to these abilities:

⚡ CATCH WEAPON ⚡
Play this immediately after a fighter's successful Attack. Give that fighter a Charge token.

Trap an enemy's blade and you seriously hamper their ability to cause you lethal harm.

⚡ LOST LEGACY ⚡
Play this immediately after you discard a slain friendly fighter's Upgrades. Pick 1 of those Upgrades, put it in your hand and then draw 1 Power card.

Whether taken from the living or wrenched from the clutches of the dead, nothing ought to be wasted.

⚡ OVER TO YOU ⚡
Play this immediately before removing a slain friendly fighter's tokens if that fighter was slain by an attacker and had any Move, Charge, Guard and/or Stagger tokens. Pick a friendly fighter or the attacker. Give the fighter you picked all of the slain fighter's Move, Charge, Guard and Stagger tokens.

FREQUENTLY ASKED QUESTIONS
In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: *Does 'Fury of Aqshy' allow an adjacent fighter to Charge even if they have one or more Charge tokens?*
A: No.

Q: *Does 'Reckless Attitudes' allow a fighter to Charge even if they have one or more Charge tokens?*
A: No.

Q: *Can I use Core abilities that are used by the player and not a fighter, such as 'Hammertide', while 'Reckless Attitudes' is in effect?*
A: Yes.

Q: *Can you clarify the conditions of 'Vicious Brawl'?*
A: If you are not the underdog, each fighter with a Charge token must be adjacent to at least two other fighters with Charge tokens.

Q: *To score 'Vicious Brawl' when you are not the underdog, does each fighter with Charge tokens need to be adjacent to the other 2 fighters with Charge tokens (i.e. in a triangle)?*
A: Yes.

Q: *Can a fighter equipped with 'Bellowing Tyrant' use the Upgrade's Core ability if they have no Charge tokens?*
A: No.

WRACK AND RUIN

FREQUENTLY ASKED QUESTIONS
In this series of questions and answers, the rules-writing team respond to players' queries and explain how the rules are intended to be used.

Q: *Can I score 'Low on Options' when a friendly fighter is slain and their Upgrades are broken if I meet the other conditions on the card?*
A: Yes.

Q: *Can I score 'Low on Options' in the end phase after discarding a Power card?*
A: Yes.

Q: *If I use the 'Unstoppable' Upgrade to reduce the damage inflicted by the 'Misfortune' Upgrade to 0, can I still equip another friendly fighter with the 'Misfortune' Upgrade?*
A: Yes.

Q. *When does 'Desperate Defence' effectively reduce damage during an Attack?*
A. When damage is inflicted.

Q: *If a fighter equipped with 'Fiery Temper' is going to be driven back by an Attack, can that fighter take 1 damage instead of being pushed?*
A: Yes.

NEW

Q: *If I play 'Volcanic Eruption', when it says that your opponent can pick an 'enemy' fighter, what fighter does my opponent pick?*
A: Your opponent can pick a fighter from their warband.