

Warhammer Underworlds Community FAQ

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Disclaimer:

- The purpose of this document is to provide answers to open rules questions, and to avoid lengthy discussions.
- Wherever possible, a reference to the latest official digital Core Rules and/or Rules Updates was given to support an answer. The page numbers refer to the page numbers “printed” on the pages.
- For some questions, no unambiguous basis was found in the Core Rules and/or Rules Updates. In order to provide answers nonetheless, decisions have been made in the spirit of providing consistent, and intuitive answers. These decisions are marked as such.
- Tournament organizers are encouraged to review this document and adapt it in a way that fits their circumstances.

Change Summary

- Deleted questions which were answered by the latest official Rules Updates.
- Updated references to the latest official Rules Updates.
- Added new questions.
- **New and updated questions are marked in magenta.**

General

Q: From which player’s perspective are the cards and abilities written?

A: Everything is written from the perspective of the player who plays the card or ability.

E: This is consistent with the ruling for Volcanic Eruption [Rules Updates, Wrack and Ruin].

Q: At the start of a battle round, which happens first, the roll off to determine who takes first turn, or any other ability, e.g. on a warscroll?

A: The roll off to determine who takes first turn happens first.

E: It can happen that both players have such a other ability. If both players have abilities that would be resolved at the same time, the player whose turn it is resolves their abilities first, then their opponent resolves their abilities afterwards [Core Rules, p.5, col.1]. Consequently, the roll off to determine the player whose turn it is must happen first.

Q: How do I apply multiple different modifiers and caps to a characteristic?

A: First, you apply the most recently played set modifier. Then you apply all numerical modifiers (the order does not matter). Then you apply the lowest cap.

E: This is consistent with the ruling for Haymaker [Rules Updates, Raging Slayers].

Q: When do I apply modifiers to the Damage characteristic of a weapon?

A: If an Attack is successful, you apply the modifiers after step 4 "Determine Success" of the combat sequence.

E: The Damage characteristic is determined after step 4 "Determine Success" of the combat sequence [Core Rules, p.10, col.2].

Resolving Abilities

Q: When can I play a card or an ability?

A: A power card that requires a specific condition can only be played if that condition is fulfilled by the current game state. An ability (e.g. from a played card, an upgrade, a warscroll, or from the Core Rules) can only be used if each instruction for that ability can be resolved based on the current game state.

E: [Core Rules, p.5, col.1] and [Rules Update, Abilities].

Q: If I need to pick an ability out of several abilities, can I pick an ability which cannot be resolved?

A: No.

E: An ability can only be used if each instruction for that ability can be resolved [Core Rules, p.5, col.1]. This means that an ability can only be picked if it is possible to resolve each instruction for that ability.

X: If your opponent plays Damned if you Do, and you have only vulnerable fighters, you must pick the push.

Q: Can I play a persisting ability in the last power step of a battle round?

A: Yes.

E: Decision. Abilities which persist until the "next" event (e.g. "the next Action step") can be played even if that event will never happen. These effects persist until the last Power step of the current battle round has ended [Core Rules, p.17, col.1].

Q: If I played an ability, do I have to resolve it?

A: Yes - if it is possible.

E: If you can resolve an ability, you have to resolve it, even if it is not resolved in the way you wanted it [Core Rules, p.5, col.2].

X: [Core Rules, p.5, col.2].

Q: If multiple Surge and/or non-surge abilities have been played at the same time, can I resolve an ability in such a way that any of the other played abilities can no longer be resolved?

A: Yes. And any abilities which have been played but not resolved are considered used.

E: Decision. This is consistent with the ruling regarding multiple Surge abilities [Rules Update, Abilities].

X: When you use the Sneaky ability on Canny Sapper after playing Confusion, you can place the fighter with the Canny Sapper Upgrade in a hex where it is not possible to resolve Confusion.

Q: If a single ability requires resolving multiple sequential steps, can I resolve a step in such a way that the remaining steps of the same ability cannot be resolved anymore?

A: You have to resolve each step of an ability in “good faith”. If, for some reason, a subsequent step cannot be resolved any more, you stop resolving the rest of the steps.

E: Decision. Also, an ability can only be used if each instruction for that ability can be resolved [Core Rules, p.5, col.1]. However, as the instructions are resolved sequentially, other abilities can interrupt the resolving of the instructions.

X: When you use Call of Blood, you cannot push the first fighter into a hex that the second fighter cannot get adjacent to. Also, you cannot push the first fighter into a hex that the second fighter can only get adjacent to if you discard a blood tithe token and then not discard a blood tithe token. However, you can push the first fighter into a hex that the second fighter can get adjacent to (incl. using a blood tithe token if available), but then the first fighter is slain before the second fighter is pushed, e.g. because of the Spinnin’ ability. In that case, the second fighter is not pushed.

Q: When is a domain card discarded?

A: It is discarded after its effect ends.

E: This is consistent with the wording of Do or Die: “After that effect ends, do not discard this card.”

Q: How do abilities to re-roll and set dice results work in conjunction with other “immediately after” abilities and Surge objectives in the same timing window?

A: Any re-roll and set dice abilities have to be used first, before the other abilities and Surge objectives are played. The new result replaces the old result. After this, the timing window is again “immediately after an attack roll”.

E: Decision. This is consistent with the ruling for Branching Fate [Rules Update, Blazing Assault].

Q: Can I re-roll a dice result which has been set and vice-versa?

A: No.

E: Decision. This is consistent with the rule for re-rolling dice [Core Rules, p.17, col.2].

Q: Can I re-roll or set my Attack dice after my opponent rolls their Save dice?

A: No.

E: When an ability tells a player to re-roll a dice, they roll it again immediately after making the relevant roll [Core Rules, p.17, col.2].

Q: Can a fighter use the Core ability Charge even though the fighter's Move characteristic before the fighter Moves would not allow the fighter to Move to a hex from which there is a visible enemy fighter within range of any of the fighter's weapons?

A: Yes.

E: It is possible only if there is a visible enemy fighter within range to be the target after the fighter Moves and before resolving the combat sequence [Core Rules p.9, col.1]. This is consistent with the ruling for Wings of War [Rules Updates, Blazing Assault].

Q: Can a fighter who cannot be inflicted any damage use an ability which would require inflicting any damage on that fighter?

A: No.

E: An ability can only be used if each instruction for that ability can be resolved [Core Rules, p.5, col.1]. This means that an ability can only be picked if it is possible to resolve each instruction for that ability. Also, this is consistent with the rule that fighters who cannot be given Stagger tokens cannot delve [Rules Update, p.3, col.2].

X: If a fighter with Tough has already taken 3 damage in a turn, they cannot use Fiery Temper.

Q: Which happens first, overrun as part of the combat sequence, or any Surge abilities with the "after a fighter is slain"?

A: The player whose turn it is resolves their abilities first, wherein Overrun is treated as a Surge ability.

E: If two players have abilities that would be resolved at the same time, the player whose turn it is resolves their abilities first, then their opponent resolves their abilities afterwards [Core Rules, p.5, col.1].

X: If you play Improvised Attack in your opponent's power step, then your opponent can use Da Bait before you can use overrun.

Q: What happens if an ability that makes it that Attack rolls made as part of Attacks always count as having more Critical success than the Save roll for the purposes of Stand Fast and Overrun meets an ability that makes it that Save rolls made for the Attack count as having more Critical success than the Attack roll for the purposes of the Stand Fast ability?

A: Stand Fast can be used.

E: Stand Fast triggers first, before drive back and prevents drive back, while Overrun can only be used after drive back. Therefore Overrun cannot be used [Core Rules, p.12, col.2].

Scoring Conditions

Q: If a fighter is required to be in a certain hex or territory "immediately after a Core ability", e.g. an Attack, for the purpose of scoring an objective or using an ability, is the condition fulfilled if the fighter got there by using any Surge ability which is used immediately after that Core ability?

A: No.

E: An Action step ends after the chosen Core ability is resolved [Core Rules, p.9, par.1]. The condition must be fulfilled immediately after that Core ability has been resolved. This is not the case if the condition is only fulfilled after a Surge ability is resolved after the Core ability. Note that this does not apply to Overrun. Overrun is resolved in the Action step, as part of the Attack, not immediately after [Core Rules, p.12, col.2]. This is consistent with the ruling for Aggressive Defender and Unassailable [Rules Updates, Emberstone Sentinels].

Q: If a fighter is required to be in a certain hex or territory immediately after a Core ability, e.g. an Attack, for the purpose of scoring an objective or using a Surge ability, is the condition fulfilled if the fighter was there immediately after using the Core ability, but then was moved or pushed away by a Surge ability immediately after the Core ability?

A: Yes.

E: The condition must only be fulfilled immediately after the using Core ability, not later. This is consistent with the ruling for Aggressive Defender and Unassailable [Rules Updates, Emberstone Sentinels].

X: You can score Aggressive Defender if the attacker is on a treasure token when they attack, but then use Swift Step to push off the treasure token afterwards.

Q: For the purposes of Underdog that counts the Bounty value of slain fighters, do Raised fighters revert to their printed Bounty characteristic if they are slain again?

A: Yes.

E: Decision. This is consistent with the rule that Raised fighter reverts to their printed Bounty for the purposes of objectives [Rules Updates, p.3, col.2].

Warbands

Farstriders

Q: Does **Improvised Attack** count towards their Inspiration?

A: No.

E: **Improvised Attack** picks a fighter, not a weapon.

Gorechosen of Dromm

Q: If a Raised enemy fighter is slain, do I gain a number of Blood Tithe tokens equal to their Bounty characteristic for the purpose of Brutal Reckoning?

A: No.

E: The Bounty of a Raised fighter is 0 for this purpose [Core Rules, p.15, col.2].

Grymwatch

Q: If I am the Underdog before using the In the Name of the King ability and pick the ability to first raise a slain friendly fighter which makes me not the Underdog anymore, can I subsequently use the ability to inspire a friendly fighter?

A: Yes.

E: The condition was met when the In the Name of the King ability was played.

Headsmen's Curse

Q: If a condemned Raised enemy fighter is slain, can I draw a number of Power cards equal to their Bounty characteristic for the purpose of Trial and Execution?

A: No.

E: The Bounty of a Raised fighter is 0 for this purpose [Core Rules, p.15, col.2].

Q: Can I use Eternal Duty if an enemy fighter is slain by a friendly fighter other than the Wielder of the Blade made attack using Brother-in-Arms using the weapon of the Wielder of the Blade?

A: No.

E: This is consistent with the ruling for Brother-in-Arms [Rules Updates, Deadly Synergy].

Q: Can I use Eternal Duty if an enemy fighter is slain by a friendly fighter Wielder of the Blade made attack using Brother-in-Arms using the weapon of another friendly fighter?

A: Yes.

E: This is consistent with the above.

Kainan's Reapers

Q: If a Raised enemy fighter is slain, do I gain a number of bone-tithe tokens equal to their Bounty characteristic for the purpose of **Inspire**?

A: No.

E: The Bounty of a Raised fighter is 0 for this purpose [Core Rules, p.15, col.2].

Knives of the Crone

Q: If I do not re-roll a dice in my next Save roll after I picked (and therefore used) Foretold Protection, can I re-roll a Save dice in a later Save roll?

A: No.

E: You can only use it in your next Save roll [Prophecy Table].

Morgok's Krushas

Q: If I say that my fighter is going to Charge without declaring a target, then play Wings of War, but my opponent uses Shut It, Pipsqueak! to stop the effect of the Ploy, can I still Charge?

A: Yes.

E: If you followed the Charge sequence [Core Rules, p.9, col.1] correctly, and you have not declared a target before playing Wings of War, your fighter must Charge a target that is within range without the effect of Wings of War.

Q: If I say that my fighter is going to Charge and, before the fighter Moves, declare a target that is out of range of my fighter's normal Move characteristic, and then I play Wings of War so the fighter can reach the target, but my opponent uses Shut It, Pipsqueak! to stop the effect of the Ploy, can I still Charge?

A: No.

E: If you have declared a target that is out of range before the fighter moves, or if there is no other potential target within range, your fighter cannot Charge and must use the Move Core ability instead [Rules Updates, Morgok's Krushas].

Q: If Shut It, Pipsqueak is used successfully after a ploy has been played, does that ploy still count as having been played?

A: Yes.

E: Shut It, Pipsqueak reads "after an opponent plays a ploy", i.e. the card is played, the ability has no effect but it still counts as having been used [Rules Updates, Morgok's Krushas].

Skinnerkin

Q: Can I pick the Charge core ability, move Carnskyr through a hex with an enemy fighter, end the move on a hex from which the enemy fighter is out of range of any weapons, but use the Grasping Talons ability to push the enemy fighter within range?

A: Yes. But if you cannot make the Attack because the enemy stays out of range, Carnskyr is given a Move token.

E: Decision. This is somewhat consistent with the ruling on Shut It, Pipsqueak [Rules Updates, Morgok's Krushas], where, if Wings of War cannot be used to make a Charge, a Move must be picked.

Rivals Decks

Countdown to Cataclysm

Q: What happens when The End is Nigh is in effect after an action step when one player has no power cards in their hand anymore?

A: The card is resolved as normal.

E: Decision. A player with no power cards does not have to discard a power card from their hand.

Q: Is the Tik Tok Surge ability on Bringer of Doom resolved after this card is discarded even when it was never equipped by a fighter?

A: No.

E: A power card must be played in order to gain access to its abilities [Core Rules p.13, col.1]. In this case, the card was never played.

Q: When I play Violent Blast, can I pick a stagger hex with no fighters within 1 hex of that stagger hex?

A: No.

E: Decision. The wording “each fighter” implies at least 1 fighter. This is consistent with the use of “each” in the game, e.g. objective cards, where “each fighter” needs at least 1. And an ability can only be used if each instruction for that ability can be resolved [Core Rules, p.5, col.1].

Deadly Synergy

Q: Can I use Brother-in-Arms to use a range 2 melee weapon to attack an enemy who would otherwise be out of range of the attacker?

A: Yes.

E: Brother-in-Arms is played and used before you pick a weapon.

Q: Which runemarks, modifiers and abilities apply to a melee weapon used with Brother-in-Arms?

A: The runemark of the weapon itself, plus all abilities and modifiers of the attacker and their upgrades apply. If the weapon is on an upgrade, everything on the upgrade is applied, incl. any extra text of the upgrade.

E: The weapon is temporarily considered as the weapon of the attacker. This is consistent with the ruling for Brother-in-Arms [Rules Updates, Deadly Synergy].

X: If Sotek's Venomites have Great Strength equipped and use Brother-in-Arms to use the weapon on Desperate Rage which is equipped on Ro-Tak who has Keen Eye equipped, the Attack has Grievous from Great Strength, and 1 damage is inflicted on Sotek's Venomites after the attack.

Q: For the purposes of scoring Closed Down, does a treasure token count as having been held if a fighter was pushed over the treasure token, but did not end their push on the treasure token?

A: No.

E: This is consistent with the ruling for Closed Down [Rules Updates, Deadly Synergy].

Edge of the Knife

Q: Can Behind Enemy Lines be scored if a tempered friendly fighter is on a feature token, i.e. not "holding"?

A: Yes.

E: Decision. It is assumed that "holds" is an erroneous wording on this card while "feature token" is correct.

Emberstone Sentinels

Q: Can the Attacker use Overrun if the target who has Stubborn to the End is slain by the Attack?

A: No.

E: Stubborn to the End states that "if this fighter is the target of an Attack, the Attacker cannot use Overrun. This is generic with no limitation.

Hunting Grounds

Q: Can I give target of the Crippling Blow weapon a Move token if the target is in friendly territory, but the attack did not succeed?

A: Yes.

E: There is no condition stated, and there is no runemark.

Q: Does "each enemy" on Ready or Not mean each enemy in friendly territory?

A: No. It means each enemy which is not slain.

E: There is no such limitation on the card.

Q: If a fighter is equipped with Bounty of Ghyran while they are not in friendly territory, moves through or is pushed through friendly territory but did not end the move or push in friendly territory, does that fighter meet the Inspire condition of Bounty of Ghyran?

A: Yes.

E: Decision. The Inspire condition is met if the fighter is in friendly territory.

Q: If a fighter with Bounty of Ghyran leaves friendly territory, is the fighter Uninspired?

A: No.

E: The Inspire condition is to be in friendly territory. However, a fighter is Inspired until the fighter meets an explicit Uninspire condition [Core Rules, p.4].

Nexus of Power

Q: Can you clarify the conditions for scoring Close the Vice?

A: The friendly fighters have to be covetous during the respective Attack.

E: Decision.

Pillage and Plunder

Q: Can I use the Stagger weapon ability on Excavating Blast if the fighter with this Upgrade is not in enemy territory at step 1 “Attacker’s Player Picks a Weapon Ability” of the combat sequence?

A: No.

E: Weapon abilities must be picked at step 1 of the combat sequence, and since the fighter is not in enemy territory at that time, this ability cannot be picked.

Q: When I use the Sneaky ability on Canny Sapper after playing a ploy, in which sequence are the abilities resolved?

A: First, Sneaky is resolved, then the Surge is resolved.

E: Sneaky triggers “Immediately after you play a Ploy in a Power step”, and a Ploy card counts as played when it is revealed [Rules Updates p.3, col.2]. So Sneaky triggers immediately when you reveal the Ploy.

Raging Slayers

Q: If a fighter cannot be given Stagger tokens (e.g. through a card effect or warscroll ability), can I heal that fighter with What Pain?

A: No.

E: An ability can only be picked or played if each required condition of the ability is fulfilled and each instruction for the ability can be resolved at the time when the ability is picked or played [Core Rules, p.5, col.1]. If two or more abilities come into conflict and one of them says "cannot", that ability takes precedence [Core Rules, p.5, col.2]. Also, this is consistent with Delve [Rules Update p.3, col.2].

Q: Can I pick a fighter who cannot be given Stagger tokens (through a card effect or warscroll ability) to use the Move Core ability if Senseless Haste persists,?

A: No.

E: An ability can only be picked or played if each required condition of the ability is fulfilled and each instruction for the ability can be resolved at the time when the ability is picked or played [Core Rules, p.5, col.1]. If two or more abilities come into conflict and one of them says "cannot", that ability takes precedence [Core Rules, p.5, col.2]. Also, this is consistent with Delve [Rules Update p.3, col.2].

Q: Can a fighter who cannot be given Stagger tokens (through a card effect or warscroll ability) or a fighter with the flying runemark be given a Move token if Wrong-footed Stance persists?

A: Yes.

E: Decision. The wording “in addition to a Stagger token” merely implies that the Move token is not instead of the Stagger token.

Realmstone Raiders

Q: Is Raid a Surge ability?

A: Yes.

E: There is no Surge symbol, but otherwise, it is impossible to determine when it should be used in relation to other Surge abilities.

Q: Does a card revealed with the Raid ability count as having been played, e.g. for the purpose of scoring the objective Ploymaster?

A: No.

E: Decision. A card counts as played only if the card is played immediately after it is raided by using the Emberstone Ploy ability or the Emberstone Upgrade ability on the Plot card.

Q: Is the number of times I raided the same as the number of cards I raided?

A: Yes.

E: See [Rules Update, p.21, box.3].

Q: Which happens first, the Raid ability of the plot card, or any “after a successful Attack” or similar Surge abilities?

A: The player whose turn it is can choose.

E: If a player has two or more abilities that would be resolved at the same time, they choose the order in which they are resolved [Core Rules, p.5, col.1].

Q: If Raider's Rapture persists when a friendly fighter makes a successful melee Attack against an enemy fighter, when do I reveal the additional card?

A: You resolve the Raid ability twice as often.

E: See [Rules Update, p.21, col.1].

Q: For purpose of the Surge abilities on Armour Piercer and Brightstone Vigour, are any runemarks and upgrades applied?

A: No.

E: Armour Piercer and Brightstone Vigour do not check the Damage and Save characteristics during the combat sequence [Rules Update, p.21, col.2]. Therefore, no runemarks are applied, because these are only picked during the combat sequence.

X: If the Damage characteristic of the attacker's melee weapon was 2 before grievous was applied during the attack, and the target's Save characteristic is 2, the abilities Breached and Soothed by Slaughter cannot be used.

Q: Can I immediately use a Surge ability on an Emberstone Upgrade if that Upgrade was equipped using the Emberstone Upgrade ability of the Plot card?

A: No.

E: All Surge abilities that are to be played at the same time must be played, i.e. revealed first. Only after all the Surge abilities have been played, all of them are

resolved [Core Rules p.17, col.1]. Therefore, you can only play the Emberstone Upgrade ability of the Plot card immediately after an Attack, and not the Surge ability on the Emberstone Upgrade, because that requires resolving the Emberstone Upgrade ability of the Plot card first.

Q: Can I use the glory from a Surge Objective, e.g. A Sure Bet, to immediately equip an Emberstone Upgrade using the Emberstone Upgrade Surge ability if I did not have enough glory before scoring the Surge Objective?

A: No.

E: You have to play all Surge abilities and Surge objectives for the same window at the same time. You can only play a Surge ability if its conditions are fulfilled. The Realmstone Raider plot card explicitly mentions that you must have the required glory points. So you cannot even play the ability if you do not have enough glory.

Reckless Fury

Q: Can you clarify the conditions of Vicious Brawl?

A: If you are not the underdog, there must be a group of 3 fighters with each a Charge token in a triangle, where each of these 3 fighters is adjacent to the 2 other fighters. Note that there can be other fighters with Charge tokens, but their positions are not relevant.

E: The Rules Update [p.22, col.3] erroneously stated that "each fighter with a charge token must be adjacent to at least two other fighters with Charge tokens". However, this would mean that each fighter with a Charge token on the board must be adjacent - which is wrong. It is enough if 3 fighters with a Charge token are adjacent to each other.

Wrack and Ruin

Q: What counts as my warband inflicting damage for the purpose of scoring Unsafe Ground and Bloody and Bruised?

A: Any damage inflicted by your fighters, card, and abilities counts.

E: You as a player, any friendly fighter, any of their weapons, and any ability on any of your cards including warscroll are referred to as a warband [Core Rules, p.2, col.1].

Q: If a fighter equipped with Misfortune makes a Charge, can I inflict 1 damage after the fighter moves and 1 damage after the fighter Attacks?

A: No.

E: A Charge is defined as a single Core ability [Rules Updates, p.3, col.1].

Q: Is Wary Tread a Surge ability even though there is no Surge symbol on the card?

A: Yes.

E: There is no Surge symbol, but otherwise, it is impossible to determine when it should be used in relation to other Surge abilities.

Q: Does the damage reduced to 0 by Unstoppable still count as inflicted damage?

A: Yes.

E: Decision. The wording “each time 1 damage is inflicted, reduce...” implies that the damage is first inflicted, then reduced. See also [Rules Updates, p.3, col.2].

Q: Can I re-roll an Attack roll for a fighter with Henchman equipped if I do not use the Disciplined Surge ability?

A: No. You can not re-roll any Attack rolls for a fighter with Henchman.

E: The wording “you cannot re-roll Attack rolls for this fighter” with “rolls” in the plural implies that it is not limited to an Attack roll for which Disciplined was used.