

WARHAMMER UNDERWORLDS DEATHGORGE

DESIGNER'S COMMENTARY, DECEMBER 2023

The following commentary is intended to complement games of Warhammer Underworlds. It is presented as a series of questions and answers; the questions are based on ones that have been asked by players that relate to the current season of Warhammer Underworlds, and the answers are provided by the game development team and explain how the rules are intended to be used. For questions relating to previous seasons of Warhammer Underworlds, see the accompanying Previous Seasons Designer's Commentary.

The Warhammer Underworlds: Deathgorge rules replace the Warhammer Underworlds: Wyrdhollow rules and the Warhammer Underworlds: Deathgorge Rules Update and Designer's Commentary replace the Warhammer Underworlds: Wyrdhollow Errata and Designer's Commentary.

Our commentaries are updated regularly; when changes are made any changes from the previous version will be highlighted in magenta. Where the stated 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.

CURRENT SEASON FAQs

CYRENI'S RAZORS

Q: Do blocked hexes prevent a friendly Cyreni's Hammertide ability from affecting enemy fighters?

A: No.

Q: Can I use the Hammertide ability if the line drawn will not enter a hex occupied by an enemy fighter?

A: No.

Q: When the line drawn for the Hammertide ability enters a hex occupied by an enemy fighter, can the player whose turn it is decide the order in which the enemy fighter is dealt damage and/or staggered?

A: Yes.

Spiteful Riptide (Cyreni's Razors #20)

Q: Can I play this card if each friendly fighter is un-Inspired?

A: Yes.

THE THRICEFOLD DISCORD

Q: When a fighter makes the Resist action for a False Gift upgrade, do they only break one of their False Gift upgrades?

A: Yes.

Vision of Wealth (The Thricefold Discord #20)

Q: Who decides how many hexes a fighter is pushed by this gambit?

A: The person who played the card.

Well-earned Rest (The Thricefold Discord #21)

Q: I play this card. Can my opponent pick the second option if no fighters have Move and/or Charge tokens?

A: Yes.

Words of Praise (The Thricefold Discord #22)

Q: I play this card. The last surviving enemy fighter is adjacent to my last surviving friendly fighter, or I have no surviving friendly fighters. Can my opponent pick the first option, thereby forcing me to push the chosen fighter 0 hexes and resulting in the card having little effect?

A: No. A fighter cannot be pushed 0 hexes.

Icon of Excess (The Thricefold Discord #26)

Q: This card says 'Deal 1 damage to this fighter'. When making this Spell action, when is the damage dealt?

A: Before the casting roll is made.

Perfect Blade (The Thricefold Discord #28)

Q: Does this upgrade prevent the fighter that has it from making gambit Attack actions?

A: No.

Song of Corruption (The Thricefold Discord #30)

Q: Does this upgrade prevent affected enemy fighters from supporting the defender?

A: No.

UNIVERSAL CARDS

Final Curse (Force of Frost #15)

Q: Can a friendly wizard attempt to cast Final Curse if their attacker has the Lucky Hexbeak Foot upgrade?

A: No.

Q: If a friendly wizard casts Final Curse and the caster suffers backlash, what happens?

A: The damage dealt by the backlash takes the caster out of action, and the spell fails.

Freeze-thaw Finish (Force of Frost #17)

Iara's Frozen Bonds (Force of Frost #19)

Q: Can the blocked hex token be placed in such a way as to ensure that there are no enemy fighters visible to the caster?

A: No.

Time Freeze (Force of Frost #22)

Q: If I play Time Freeze in the power step of my first turn (which means that Time Freeze will finish resolving during my third turn), do I still get a fourth turn as normal?

A: Yes.


Q: Can you clarify how I can take two activations in a single step?

A: In the turn in which you would take two activations, you would take an activation, then play through a reaction step, an Inspire step and a surge step. After that surge step, you would immediately take another activation, then play through a reaction step, an Inspire step and a surge step, followed by a power step. The regular flow of play then continues.

Armour of Ice (Force of Frost #23)

Q: If a fighter has the Armour of Ice upgrade and they are Voidcursed, what is that fighter's Defence characteristic?

A: Both abilities set the characteristic of the fighter, so the modifier that most recently came into effect is the value used (Deathgorge rulebook, pg 43).

Q: If a fighter has Armour of Ice and one or more Ice counters and is then given the Disgusting Appearance upgrade, is that fighter's Defence characteristic 3 .

A: Yes.

Breakneck Slaughter Plot card

Q: Who resolves the Impetus ability first if I am the only player with the Breakneck Slaughter plot card and both friendly and enemy fighters have Momentum counters?

A: The player whose turn it is decides.

Q: A friendly fighter has two Momentum counters and cannot be staggered. There are a variety of directions in which they could be pushed the two hexes they must be pushed to resolve the Impetus ability, but there are also other directions that would result in them not being pushed (for instance, they are next to a blocked hex or an edge hex). Is my opponent obliged to place the scatter token in such a way so that the fighter is then pushed the full two hexes if possible?

A: Yes. Since the fighter cannot be staggered, and the Impetus ability must be resolved, this is the only way to fully resolve the card.

Q: How does my opponent resolve the Impetus ability for a friendly fighter that has one or more Momentum counters but cannot be pushed and cannot be staggered?

A: Remove that fighter's Momentum counters, and nothing else happens.

Q: How does my opponent resolve the Impetus ability for a friendly fighter that has more Momentum counters than they can be pushed in hexes but cannot be staggered?

A: The opponent is free to pick any direction for the push, provided that the fighter can be pushed at least 1 hex. Then remove that fighter's Momentum counters, and nothing else happens.

Q: After the reaction step that follows an activation step, do I resolve the Impetus ability for each fighter that has one or more Momentum counters?

A: Yes.

Q: After the reaction step that follows an activation step, there are twelve fighters that each have one Momentum counter. After resolving the Impetus ability, and having pushed or staggered all 12 fighters, how many times have I resolved the Impetus ability?

A: Once.

Eager for the Fight (Breakneck Slaughter #3)

Q: Can I score this card if I have some fighters with Charge tokens and some fighters with no Charge tokens, provided that those with no Charge tokens are within 2 hexes of one or more enemy fighters?

A: Yes.

Need for Speed (Breakneck Slaughter #6)

Q: Can I score this card if there are two surviving friendly fighters that each have one Move token and two other surviving friendly fighters that each have one Charge token?

A: Yes.

STARTER SET (2023)

THE SEPULCHRAL GUARD

The Necromancer Commands (Sepulchral Guard #21)

Q: The Necromancer Commands allows a fighter, having failed an Attack action, to make 'an Attack action that must target the same enemy fighter'. How does that interact with a Scything Attack action?

A: A Scything Attack action is treated as a number of individual Attack actions performed one after the other, and each of those Attack actions is separately judged as succeeding or failing based on whether or not its target is damaged. If one of the Attack actions made as part of the Scything Attack action fails, you can play The Necromancer Commands to make that single Attack action targeting the same fighter again.

FAQS

The following FAQs relate to all games of Warhammer Underworlds and are arranged in sections according to the order they are mentioned in the core rules.

TERMINOLOGY

Q: When a rule refers to an activation, is that the same thing as an activation step?

A: Yes.

Q: Are Range, Dice, Damage, Move, Defence and Wounds the same thing as Range characteristic, Dice characteristic, Damage characteristic, Move characteristic, Defence characteristic and Wounds characteristic?

A: When the term is capitalised, yes.

Q: Some cards use the word 'additional'. Do these cards work if the value being added to is 0?

A: Yes.

INSPIRE

Q: How do Inspire conditions that trigger at the start or end of the round work?

A: Fighters that Inspire at the start of the round do so in the first Inspire step of the action phase, which happens before the activation step of the first player's turn (Elathain's Soulraid and Morgwaeth's Blade Coven use this Inspire step). Fighters that Inspire at the end of the action phase do so in the final Inspire step of the action phase, which follows the final power step of the action phase (the Chosen Axes, Skaeth's Wild Hunt, the Grymwatch and the Crimson Court use this Inspire step).

Q: How do the Inspire conditions for the Thorns of the Briar Queen and Drepur's Wraithcreepers work?

A: The fighters in these warband become Inspired in the Inspire step that follows the activation in which their Inspire condition was met.

Q: How do the abilities that Inspire fighters in Thundrik's Profiteers, Morgwaeth's Blade-coven and Hedkrakka's Madmob work?

A: These abilities work as written – when you use the ability, the chosen fighter is Inspired immediately (you do not need to wait for the next Inspire step).

ABILITIES

Q: To resolve certain abilities, my opponent or I are required to push, choose or pick 'up to' a certain value of things, such as fighters, cards or a number of hexes. When can that value be 0?

A: When required by a card to do something 'up to' a value, the value can be 0, **unless** the card requires you to 'push' a fighter. In this case, the minimum value is 1, since a fighter that is pushed cannot end the push in the hex they started the push in (Deathgorge rulebook, pg 31) and therefore pushing a fighter 0 hexes is impossible.

Q: When do I determine if an ability can be resolved and can therefore be used?

A: At the time when you would use that ability. If there is a way in which the ability could be resolved, the ability can be used.

Designer's Note: In practical terms, this will usually be while a gambit is in your hand and you are trying to decide if it can be played or before a fighter activates and uses an ability of some kind. Most of the time, this won't be a consideration, but some abilities can become impossible to resolve while resolving them (see below), so this timing is important.

Q: An ability could have been resolved when it would have been used. While following the directions for that ability, it becomes impossible to resolve. What happens?

A: If there are no further directions for the ability, the ability is resolved. If there are further directions for that ability, then they must be followed as normal, after which the ability is resolved.

For example, I use Itchitt's Book of Woe ability, and after rolling for multiple fighters in the same territory as Itchitt, the only fighter that would be dealt damage is one who cannot be dealt precisely 1 damage. There are no further directions for this ability, so the ability is resolved (and, in this case, it has no effect).

Q: Can I or my fighters use a card, ability or action that I cannot fully resolve?

A: No. For example, a fighter that cannot go on Guard cannot make the Guard action. Similarly, the reaction on Crown of the Dead instructs a player to draw two power cards, but that reaction cannot be taken if the player has zero or one power cards in their power deck.

Similarly, if an ability or card specifies that you must discard a particular number of cards, counters or tokens and you cannot, you cannot use that ability or use that card.

Note that if a card, ability or action gives you a choice about how to resolve it, as long as you can resolve it at least one way you can use that card, ability or action. However, when you do so you must choose to resolve it that way.

An exception to this rule is a card, ability or action that affects 'each fighter' and its variations, e.g. 'each friendly fighter', 'each enemy fighter' or 'each other fighter'. In these cases, as long as you can resolve that card, ability or action for at least one fighter, you or your fighters can use that card, ability or action.

Another exception is where a card, ability or action directs you to remove 'all' of a particular type of counter or token (e.g. Shifting Currents), or an undefined number of counters or tokens (e.g. Blood Chalice), or to break 'all' or an undefined number of upgrades. If there are none of those counters or tokens to remove, or upgrades to break, that number can be zero as long as the card, ability or action still has an effect. You cannot do this if the card, ability or action would have no effect (e.g. Berserk Strength, if the friendly fighter has no Waaagh! counters).

Q: If a card gives an effect on a roll of a specific symbol, such as ✕, ♣ or Ⓞ, does a roll of 𐄂 also give the effect?

A: No.

Q: When an ability triggers after an action, does that ability resolve before or after the reaction step that follows an action?

A: After.

OBJECTIVE TOKENS

Q: If an objective token is flipped, does it count as being removed from the battlefield?

A: No.

Q: Is 'objective 5' synonymous with 'objective token with a value of 5'?

A: Yes.

BLOCKED HEXES

Q: Can I move or place a blocked hex token in a hex that contains a fighter?

A: No.

SNARE HEXES

Q: Do snare hexes stagger Flying fighters?

A: Yes.

DISCARD

Q: When I resolve an ability that returns a card from my discard pile to my hand, do I have to show the card I return from the discard pile to my opponent?

A: Yes.

ATTACK ACTIONS

Q: If I activate a fighter with no Move or Charge tokens and make a Charge action as part of that fighter's activation, can the Attack action that is made as part of that Charge action be a Scything Attack action?

A: Yes.

Q: If I activate a fighter with one or more Charge tokens that is adjacent to just one enemy fighter, can that friendly fighter make a Scything Attack action?

A: Yes. The Scything Attack action does not result in multiple Attack actions being made and is therefore not resolved as a superaction.

Q: If I activate a fighter with one or more Charge tokens that is adjacent to two or more enemy fighters, can that friendly fighter make a Scything Attack action?

A: No.

Q: When a fighter makes a Scything Attack action that targets multiple fighters, normally each of those targets will be supporting the others. If a target is taken out of action during the Attack action, does that target still provide support to the others while the remainder of the Scything Attack action is resolved?

A: No.

Q: How do Attack actions with Scything and Combo work?

A: If a fighter has an Attack action with Scything and Combo, and they have another Attack action that can be made as a reaction to an Attack action with Combo, then they can make that reaction in each reaction step that follows each Attack action made as part of the Scything superaction.

Q: If I roll more than one success with an Attack action, do I deal damage more than once?

A: No. Each successful Attack action only deals damage once, regardless of the number of successes rolled.

Q: Can you use a reaction during an Attack action 'after the determine success step' if the Attack action misses?

A: No.

HEAL

Q: A card has a Heal (X) effect (and no other effect), but due to circumstances, it results in a Heal (0). What happens?

A: The ploy cannot be resolved and is discarded.

Q: Can I play a card that tells me to Heal (1) a fighter (and another effect) if the fighter has no wound counters?

A: No.

OUT OF ACTION

Q: If my fighter has a reaction that works after an Attack action that targets them, can I use that reaction if the Attack action takes my fighter out of action?

A: Not unless explicitly stated otherwise.

Q: Do keywords and modifiers on upgrades given to a fighter still apply when that fighter is out of action?

A: Yes.

GUARD

Q: What is the difference between a fighter having a Guard token and a fighter being on Guard?

A: A fighter with one or more Guard tokens is on Guard as defined in the rules, but there are other rules that can make a fighter on Guard (for example, on upgrades) whether or not they have a Guard token.

Q: Can a fighter that is on Guard ever be trapped?

A: Only if the Attack action has Knockback.

Q: If a fighter on Guard is the target of a successful Attack action with Knockback, does being on Guard reduce the distance they are driven back?

A: No.

Q: Can I use an ability to give a Guard token to a fighter that cannot be on Guard?

A: No.

Q: If a fighter has an ability which means they are on Guard, can they be staggered?

A: Yes. When this happens, they will be on Guard and staggered.

Q: When a fighter is on Guard, can I give them an upgrade that says that fighter cannot be on Guard?

A: Yes. The fighter will no longer be on Guard. If that fighter has any Guard tokens, they will still have those Guard tokens.

Q: When a fighter cannot be on Guard, can I give them an upgrade that says that fighter is on Guard?

A: Yes. The fighter will not be on Guard.

KNOCKBACK X

Q: When an Attack action with Knockback X results in a draw and the target is on Guard, can the target be driven back X additional hexes?

A: No.

DELVE

Q: Can I delve a feature token if the fighter on that feature token cannot be staggered?


A: No.


SALVAGE

Q: Can I salvage a power card in any power step?

A: Yes.

MODIFIERS

Q: Are Cleave,  Grievous X, Knockback, and Ensnare modifiers?

A: No. However, the additional damage from  Grievous X does not affect Attack actions that cannot be modified.

Q: Are Innate symbols modifiers?

A: Yes.

SCATTER

Q: Do cards and/or abilities that use the scatter token but do not specifically Scatter X count as playing a scatter card or using a scatter ability (such as Ghoul Call)?

A: No. A card or ability must contain the terminology 'Scatter X' in order for it to count as a scatter card or ability.

Q: Can a fighter pushed by Scatter end that push in the hex they started the push in?

A: Yes. This is an exception to the rule that states that a fighter cannot end a push in the hex they started the push in.

END OF THE ACTION PHASE

Q: When do I resolve abilities which happen at the end of the action phase?

A: After the surge step and any additional reaction steps that follow the last power step of the action phase.

OBJECTIVES

Q: If an objective can be scored 'after an activation', when can you satisfy the conditions for that objective?

A: Any time from the end of the activation to the beginning of the surge step that follows that activation.

Q: If an objective can be scored 'after a power step', when can you satisfy the conditions for that objective?

A: Any time from the end of the power step to the beginning of the surge step that follows that power step.

Q: What happens if I meet the conditions to score a surge objective in the end phase?

A: Reveal the surge objective when the conditions are met, and score that objective in the next surge step (which will be in the first turn of the next round, before the activation step). If you meet the conditions in the third end phase, you will not get an opportunity to score the objective.

Q: Some objectives refer to 'all fighters', or 'all surviving fighters', or 'all objectives' or similar, but also specify a number in brackets, like '(at least five)'. Can I score these objectives if I only meet the part of the condition in brackets, or do I have to meet the whole condition?

A: You have to meet the whole condition.

Q: If an objective requires 'X or more fighters' to meet a condition, and also that 'each of those fighters' meets another condition, does each fighter that meets the first condition need to meet the second condition for me to score the card?

A: Yes.

Q: If an objective requires 'X or more fighters' to meet a condition, and also that 'Y or more of those fighters' meets another condition, does each fighter that meets the first condition need to meet the second condition for me to score the card?

A: No, as long as at least Y of those fighters meets the second condition.

Q: If I meet the condition of a surge objective during an activation, do I score that card in the next surge step even if by that time the scoring condition is no longer met?

A: Yes.