

# WARHAMMER UNDERWORLDS SHADESPIRE

## Judges' Rulings – Adepticon Grand Clash

This document presents rulings to some frequently asked questions that have been raised since the latest *Warhammer Underworlds: Shadespire* errata and FAQ document was published. These rulings are not official answers to these questions, and are intended simply to clarify how the judges will be ruling the questions asked here in the Adepticon Grand Clash. Please visit [www.warhammerunderworlds.com](http://www.warhammerunderworlds.com) for the latest errata and FAQ document.

### FAQs

#### GENERAL

*Q: What is an empty hex?*

A: An empty hex is one that does not contain a fighter and is not blocked.

*Q: What do 'away' and 'further away' mean?*

A: When a rule tells you to push or move a fighter (or objective) 'away' or 'further away' from a hex, fighter, or objective, it means that the hex they end this push or move in must be further from that hex, fighter or objective than the hex they begin the push or move in. This distance is counted in hexes (by the shortest route, even if that means counting a blocked hex).

*Q: Can a fighter be trapped by the edge of the battlefield?*

A: Yes. Nothing can be moved into the incomplete hexes that surround the battlefield, so a fighter cannot be driven back into them, and may be trapped as a result.

*Q: When do re-rolls happen?*

A: If a rule grants you a re-roll, unless stated otherwise you use it immediately after making a roll. For example, if a player is making an Attack action, and both they and the player whose fighter is targeted have a rule allowing them to re-roll one dice, the attacking player makes their roll, then if they wish they re-roll one of those dice, then the defending player makes their roll, and then if they wish they re-roll one of the dice. The attacker cannot wait until after their opponent rolls to decide whether or not to use a re-roll.

*Q: How does it work if I have multiple rules allowing me to re-roll a dice?*

A: You can only ever re-roll any particular dice once. However, if for example you have two rules allowing you to re-roll a dice when a fighter makes an Attack action and you roll at least two dice for that Attack action, you can re-roll two of the dice. As these are separate

abilities, you can roll the attack dice, then you can re-roll one of the dice, and then you can re-roll one of the dice not already re-rolled.

*Q: Does the push from Knockback have to be in the same direction as the original push from driven back?*

A: Yes.

*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. For example, you can only score March of the Dead if all of your surviving fighters made a Move action in the preceding action phase, and if you also have at least five surviving fighters.

*Q: How do ploys that grant extra actions work?*

A: Some ploy cards allow you to make extra actions with your fighters. They can do so in two ways: either they specify an action or actions (e.g. 'Choose a fighter. That fighter can make a Move action.') or they allow a fighter an unspecified action (e.g. 'Choose a fighter. That fighter can make an action.')

When a ploy specifies an action, or actions, a fighter can make those actions even if the rules of the game would normally not allow it. In the first example here, a fighter could make a Move action even if they had already made a Move or Charge action in the current round.

When a ploy allows a fighter to make an action, but does not specify an action, the fighter cannot make an action that would not normally be allowed by the rules of the game. In the second example here, if the fighter chosen had already made a Move action in the round, they could not make a Move or Charge action, as the rules do not allow a fighter to make two Move actions in a round. However, if the fighter had made a Charge action earlier in the round, this ploy would still allow them to make an Attack action or go on Guard, for example.

*Q: Can I apply an upgrade to an enemy fighter?*

A: No.

## **GARREK'S REAVERS**

### **Rebirth in Blood (#18)**

*Q: How does it work if my fighter has Soultrap and I have Rebirth in Blood in my hand? Can I use both cards?*

A: Soultrap's reaction triggers during the Attack action, and Rebirth in Blood triggers after the Attack action. If you react during the Attack action with Soultrap, then fail the roll, you can then react after the Attack action with Rebirth in Blood (as long as the conditions are met).

## **STEELHEART'S CHAMPIONS**

### **Fatal Riposte (#52)**

*Q: If I use Fatal Riposte against an enemy fighter who is using an Attack action that targets multiple fighters, and it takes that enemy fighter out of action or drives them back so that they are not within range of their remaining targets, what happens to the rest of their Attack action?*

A: As they can no longer resolve their action, it ends without being resolved any further.

### **Furious Parry (Brightshield Inspired), Shield Bash (#58)**

*Q: Angharad's Furious Parry and Shield Bash: when do you check if the enemy's Attack action is successful? Before or after Angharad is driven back?*

A: Before. If the Attack action is not successful based on the attack and defence dice rolled (so before you check if the target is trapped) you can make either of these reactions.

## **SPITECLAW'S SWARM**

*Q: How does the Inspire condition for Spiteclaw's Swarm work?*

A: Each fighter from Spiteclaw's Swarm becomes Inspired when they are chosen by a ploy. A fighter is only 'chosen' by a ploy if that ploy contains the word 'choose' and tells you to choose one or more fighters, and you choose that fighter. For example, if you play Confusion, you choose two adjacent fighters. If either of those is a fighter from Spiteclaw's Swarm, they become Inspired. However, if you play Aversion to Death, the friendly fighters you push are not Inspired, as you do not 'choose' them. Similarly, if you play Earthquake, no fighters from Spiteclaw's Swarm would become Inspired, as you do not 'choose' any fighters.

### **Nervous Scrabbling (#160)**

*Q: Can I use Nervous Scrabbling to Inspire a fighter from Spiteclaw's Swarm even if there are no adjacent fighters?*

A: Yes.

### **Expendable (#167)**

*Q: When I use Expendable to remove my fighter from the battlefield, does my opponent gain a glory point?*

A: No. However, from that point on the fighter is considered in every way to be out of action (e.g. for the purposes of enumerating fighters out of action and for determining which fighters can be returned to the battlefield with Skritch's Action).

### **Flee! (#169)**

*Q: Can I use the Flee! upgrade's action to make a Move action with Skritch and an adjacent fighter, even if one or both of them have a Move or Charge token?*

A: Yes, as long as you have a way to take the action (i.e. Skritch hasn't made a Charge action in this phase, or you have a way to grant him an action regardless of whether or not he has made a Charge action).

*Q: Can I use the Flee! upgrade's action even if there is no adjacent friendly fighter?*

A: No.

### **Skitter-scurry (#170)**

*Q: Does Skitter-scurry allow me to push the upgraded fighter twice when I make a Charge action?*

A: Yes. You can push the fighter once after the Move action, and once after the Attack action (as long as your opponent does not play a reaction first). Note that the Move action must still end with your fighter in range to make an Attack action (before the push) or the Charge action cannot be made. Similarly, if the push takes your fighter out of range to make the Attack action, that Attack action cannot be resolved.

*Q: Does Skitter-scurry allow me to push the upgraded fighter after each separate Attack action in an Attack action that targets multiple fighters (e.g. Whirling Halberd), assuming my opponent does not play a reaction first?*

A: Yes. However, the only fighters you can target are those who were adjacent at the start of the action, and your fighter must be in range of each of those fighters to make an Attack action against them. If the fighter is pushed in such a way that they are not able to make an Attack action against any of their remaining targets, no further Attack actions are resolved.

### **Sneaky Stab-stab (#171)**

*Q: Does Sneaky Stab-stab allow me to push the upgraded fighter before each separate Attack action in an Attack action that targets multiple fighters (e.g. Whirling Halberd)?*

A: Yes. However, the only fighters you can target are those who were adjacent at the start of the action (i.e. after the initial push, if you choose to use it), and your fighter must be in range of each of those fighters to make an Attack action against them. If the fighter is pushed in such a way that they are not able to make an Attack action against any of their remaining targets, no further Attack actions are resolved.

*Q: Can I use Sneaky Stab-stab to make an Attack action when my fighter is not in range?*

A: Yes, but only if the one hex push takes your fighter into a hex where they have line of sight to and are in range of the target. You cannot use Sneaky Stab-stab if you can't push the fighter within range to make their Attack action with the one hex push granted by Sneaky Stab-stab.

If something happens (e.g. a Reaction to the push) so that the fighter is no longer in range to make the Attack action, the Attack action is not made (it does not fail or succeed) and the activation ends. No reactions can be made that are triggered by an Attack action and it does not count towards objectives that count Attack actions made (because the Attack action is not made).

## **UNIVERSAL CARDS**

### **Conquest (#247)**

*Q: Can I score Conquest if all of my fighters are out of action?*

A: No.

### **Contained (#248)**

*Q: Can I score Contained if there are no surviving enemy fighters?*

A: No.

### **Earthquake (#321)**

*Q: How do I resolve the pushes when I play Earthquake?*

A: Choose a direction, then push a fighter in that direction. Then do the same for all other fighters in turn, in whatever order you choose. If, when you would push a fighter, they cannot be pushed in that direction, do not push them.

### **Forceful Denial (#324)**

*Q: Can I use Forceful Denial in response to a ploy played as a reaction?*

A: Yes – the trigger for Forceful Denial is your opponent playing a ploy, which is a different trigger to the one they played their reaction against.

### **Last Chance (#336)**

*Q: Could Last Chance and The Necromancer Commands be triggered by the same Attack action?*

A: Yes. Last Chance is a reaction taken during an Attack action that lets you ignore the damage caused by the Attack action. Only Attack actions that cause damage are successful, so the Attack action fails. At that point, if the attacking fighter was one of the Sepulchral Guard, their player could play The Necromancer Commands, which is a reaction taken after an Attack action that fails.

### **Mighty Swing (#339)**

*Q: What happens when I use Shadeglass Sword with the ploy Mighty Swing, targeting more than one enemy fighter?*

A: You make the Attack action against each fighter in turn, in the order you choose. After the first of these Attack actions to be successful, you discard the upgrade, which means you cannot resolve the Attack action against any remaining targets.

*Q: What happens when I use Daemonic Weapon with the ploy Mighty Swing, targeting more than one enemy fighter?*

A: The fighter suffers 1 damage before making each Attack action, so they would suffer 1 damage, then (assuming they survive) make their first Attack action, then suffer 1 more damage and then (assuming they survive) make their second Attack action and so on. If they are taken out of action, you cannot resolve the Attack action against any remaining targets.

### **Misdirection (#341)**

*Q: If a fighter from Spiteclaw's Swarm is chosen by a ploy, but that fighter's player uses Misdirection to change which fighter is chosen, which of the friendly fighters becomes Inspired?*

A: Only the fighter chosen by Misdirection.

*Q: If my opponent plays Confusion and chooses one of their fighter and one of my fighters, can I play Misdirection and choose a different pair of fighters (as long as one was theirs and one was mine)?*

A: No. You could only use Misdirection to choose another friendly fighter (instead of the friendly fighter originally chosen by the ploy) that is also adjacent to the enemy fighter chosen by the ploy.