WORLD CHAMPIONSHIPS RULES UPDATES

AUTUMN 2026

This document is for use by players at the Warhammer Underworlds event at the World Championships of Warhammer in December 2026. It covers specific responses to queries and questions sent in by attendees where we have sought to clarify certain rules to help facilitate a great gaming experience.

These responses are provided by the Warhammer studio, and while they are not yet considered valid outside that event, we expect many of them will be adopted in the next seasonal rules update.

RULES UPDATES

CORE RULES

STAND FAST (Printed pg 16, Digital pg 12)
Change to:
'**Stand Fast:** If damage is inflicted on the target by that Attack, reduce that damage by 1. The target cannot be driven back.'

REALMSTONE RAIDERS

PLOT CARD
Add the Surge icon (⚡) to the 'Raid' ability.

WRACK AND RUIN

WARY TREAD POWER CARD
Add the Surge icon (⚡) to this ability.

NEMESIS FORSAKEN AND RESTRICTED LIST

Forsaken cards cannot be included in any deck used in a Nemesis format event. Restricted cards can be included, but you can only include **one** Restricted card across your Nemesis Objective and Nemesis Power decks.

FORSAKEN	RESTRICTED
Bladecatcher – Reckless Fury (24/32) **Get It Done** – Reckless Fury (16/32) **Fury of Aqshy** – Reckless Fury (27/32) **Utter Ignorance** – Reckless Fury (32/32)	**Cautious Attitude** – Nexus of Power (24/32) **Claim the Prize** – Pillage and Plunder (8/32) **Coordinated Deathblow** – Deadly Synergy (24/32) **Delving for Wealth** – Pillage and Plunder (9/32) **Haymaker** – Raging Slayers (28/32) **Headlong Charge** – Reckless Fury (29/32) **Illusory Fighter** – Blazing Assault (18/32) **Mobbed!** – Edge of the Knife (29/32) **Outmuscle**– Deadly Synergy (9/32) **Spread Havoc** – Countdown to Cataclysm (1/32) **Supremacy** – Emberstone Sentinels (12/32) **Twist the Knife** – Blazing Assault (14/32)

RULES UPDATES

AUTUMN 2026

FREQUENTLY ASKED QUESTIONS

CORE RULES

ABILITIES

Q: Can I choose to use an ability and then deliberately begin to resolve that ability in such a way that it cannot or might not be resolved?
A: No.

Q: What happens if I begin to resolve an ability and a circumstance over which I have no control (such as a dice roll or an opponent using an ability of their own that interferes with mine) causes the ability to become impossible to resolve?
A: The remaining effects of your ability are not resolved, but your ability has been used and any cards that were played have still been played.

Q: If I begin to resolve an ability, must I resolve every part of that ability, even if it is to my disadvantage?
A: Yes.

Q: If, in order for an ability to be resolved, I must pick one of multiple effects, must I pick an effect that is possible to resolve over any that cannot be resolved?
A: Yes.

Q: Can a fighter use the Charge ability if their Move characteristic would not allow them to Move into any hexes from which a visible enemy fighter would be within range of their weapons?
A: Yes, provided the player has additional abilities that would subsequently permit the fighter to fulfil the conditions of the Charge ability.

Q: Can I use a persisting ability in the last Power step of a battle round?
A: Yes.

Q: When can I play a card or use an ability?
A: An ability cannot be used unless each instruction for that ability can be resolved. A card cannot be played unless each instruction for the ability on that card can be resolved at the point that the card is played.

PLAYING THE GAME

Q: What order are re-rolls, abilities that set dice results, Inspire conditions and Surge Objectives resolved in?
A: They are resolved in the following order:

1. Set modifiers
2. Use re-rolls
3. Inspire
4. Score Surge Objectives

DETERMINE WHO TAKES FIRST TURN

Q: Which happens first, the roll-off to determine who takes first turn or any kind of ability, such as an ability on a warscroll?
A: The roll-off to determine who takes the first turn.

FLANKED AND SURROUNDED

Q: If the target of an Attack is Flanked and/or Surrounded, are rolls of and still counted as successes in the Attack roll if the attacker's weapon cannot be modified?
A: Yes.

WEAPON ABILITIES

Q: If a Weapon ability that is not a Critical Weapon ability modifies the Damage characteristic of a weapon, when is that modifier applied?
A: When the Weapon ability is picked.

Q: If a Critical Weapon ability modifies the Damage characteristic of a weapon, when is that modifier applied?
A: In step 4 of the combat sequence, if the Attack is successful and the Attack roll contained 1 or more rolls of .

Q: If a fighter uses an ability or has an Upgrade that says their weapon has a Weapon ability that would modify it, e.g. Cleave ( ), but their weapon cannot be modified, does their weapon still have that Weapon ability?
A: Yes.

Q: Can a weapon that cannot be modified be modified by the Weapon abilities it has?
A: No.

INFLICTING DAMAGE

Q: Can a fighter who cannot have damage inflicted on them use an ability that requires damage to be inflicted on that fighter?
A: No.

SLAIN

Q: Is the timing 'after a fighter is slain by an attack' during step 4 of the combat sequence ('Determine Success')?
A: Yes.

BOUNTY

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

PLAYING PLOYS

Q: When is a Domain card discarded?
A: It is discarded when its ability stops persisting.

PLAYING SURGE ABILITIES

Q: Do Surge abilities with the 'after a fighter is slain' timing occur in the same timing window as the Overrun ability?
A: Yes.

Q: Can I score Surge Objectives that have an 'immediately after' timing if I use Surge abilities with the same 'immediately after' timing to fulfil the scoring condition?
A: No.

RULES UPDATES

AUTUMN 2026

Q: Am I prevented from scoring Surge Objectives that have an 'immediately after' timing if my opponent or I use Surge abilities with the same 'immediately after' timing to prevent me from fulfilling the scoring condition?
A: No.

RE-ROLLS

Q: Can I re-roll a dice result that has been set?
A: Yes.

Q: Can I set a dice result that has been re-rolled?
A: No.

Q: Can I re-roll or set my Attack dice after my opponent rolls their Save dice?
A: No.

Q: Can I use the result of a dice roll to score a Surge Objective or meet an Inspire condition, re-roll that dice roll and then score a Surge Objective or meet an Inspire condition that required a different result?
A: No. With re-rolls, the new roll replaces the old roll, so the old roll could not be used to score a Surge Objective or meet an Inspire condition.

WARBANDS

ELATHAIN'S SOULRAID

Q: When I use the 'Ethersea Predators' ability, if there are 2 friendly minions (💀) on the battlefield, do I have to push both of them?
A: Yes.

THE FARSTRIDERS

Q: Is the ranged Attack action from 'Improvised Attack' in the Countdown to Cataclysm Rivals deck 'picked' for the purposes of this warband's Inspire condition?
A: Yes.

GORECHOSEN OF DROMM

Q: How many blood tithe tokens do I gain if a Raised enemy fighter is slain?
A: 0.

THE GRYMWATCH

Q: If I am the underdog when I use 'In the Name of the King!', can I still use both abilities even if using them would cause me to no longer be the underdog?
A: Yes.

THE HEADSMEN'S CURSE

Q: How many Power cards can I draw as a result of 'Trial and Execution' if a condemned Raised fighter is slain?
A: 0.

Q: Can you define 'your leader's weapon' for the purposes of 'Eternal Duty'?
A: It is a weapon picked to be used while your leader is using the Attack core ability.

KAINAN'S REAPERS

Q: If a Raised enemy fighter is slain, how many bone-tithe tokens do I gain?
A: 0.

KNIVES OF THE CRONE

Q: If I use 'Foretold Protection' but then do not re-roll a dice in my next Save roll, can I re-roll a Save dice in a later Save roll instead?
A: No.

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.

Q: If my fighter uses the Charge ability and I then play 'Wings of War', but my opponent uses 'Shut It, Pipsqueak!' to stop the effect of 'Wings of War', can I still resolve the Charge ability if there is no enemy fighter that my fighter can Attack?
A: No, the Charge ability cannot be used. Another Core ability must be picked to be used instead. You are not obliged to pick the same fighter to use that other Core ability.

Q: If my fighter uses the Charge ability and I then play 'Wings of War', but my opponent uses 'Shut It, Pipsqueak!' to stop the effect of 'Wings of War', can I still resolve the Charge ability if there is an enemy fighter that my fighter can Attack?
A: Yes.

THE SKINNERKIN

Q: Can I pick the Carnskyr to use the Charge ability, Move through a hex containing an enemy fighter, end the Move in a hex where the enemy fighter is out of range of the Carnskyr's weapons, and then use the 'Grasping Talons' ability to push the enemy fighter within range?
A: No. In order to use the Charge ability, the Carnskyr must be able to Attack after they Move. It is, however, possible to use 'Grasping Talons' to increase the number of targets available for the Carnskyr to Attack.

RIVALS DECKS

COUNTDOWN TO CATACLYSM

Q: Can a player use the ability on 'The End is Nigh' Domain card if their opponent has no cards in their hand?
A: No.

Q: If the 'Bringer of Doom' Upgrade is discarded directly from my hand rather than discarded after being equipped by a fighter, can I use the 'Tick Tock' ability?
A: No.

Q: When I play 'Violent Blast', can I pick a stagger hex that has no fighters within 1 hex of it?
A: Yes.

DEADLY SYNERGY

Q: Can a fighter with the 'Battering Ram' Upgrade use it to drive back or overrun targets that cannot be driven back or pushed?
A: No.

RULES UPDATES

AUTUMN 2026

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

Q: How does 'Battering Ram' work if the defender does not prevent Drive Back or Overrun?
A: In step 4 of the combat sequence ('Determine Success'), if the Attack is drawn or successful, the attacker can use Drive Back or Overrun.

Q: For the purposes of scoring 'Closed Down', does a treasure token count as having been held by an enemy fighter if that fighter was pushed over or Moved over the treasure token but did not end that push or Move on the treasure token?
A: No.

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.

Q: Which runemarks, modifiers and abilities apply to a melee weapon used as part of the 'Brother-in-Arms' ability?
A: The runemark of the weapon itself, modifiers that would apply to the attacker's weapon, abilities that the attacker can use, and the attacker's Upgrades. If the weapon is an Upgrade, abilities from that Upgrade also apply.

EDGE OF THE KNIFE

Q: When fulfilling the scoring condition for 'Behind Enemy Lines', how do fighters hold feature tokens that are not treasure tokens, such as cover tokens or Aqua Ghyranis tokens?
A: For the purposes of 'Behind Enemy Lines' only, tempered fighters must be on those feature tokens.

Q: When resolving 'Fake Out!', can I give the enemy fighter a Stagger token without rolling, or regardless of the roll, or regardless of whether the enemy fighter can have damage inflicted on them?
A: No to all three.

EMBERSTONE SENTINELS

Q: Can an attacker use Overrun if a target equipped with the 'Stubborn to the End' Upgrade is slain by their Attack?
A: No.

HUNTING GROUNDS

Q: Can I give the target of the 'Crippling Blow' weapon a Move token if the target is in friendly territory but the Attack did not succeed?
A: Yes.

Q: If a fighter is equipped with the 'Bounty of Ghyran' Upgrade while they are not in friendly territory, then that fighter Moves through or is pushed through friendly territory but does not end the Move or push in friendly territory, does that fighter meet the Inspire condition on that Upgrade?
A: No.

Q: If an Inspired fighter with the 'Bounty of Ghyran' Upgrade leaves friendly territory, is that fighter now Uninspired?
A: No.

Q: Does 'each enemy fighter' in the second clause of the 'Ready or Not' Objective card mean each enemy fighter on the battlefield?
A: Yes.

NEXUS OF POWER

Q: If I want to fulfil the scoring condition for 'Domination', can I treat 2 or fewer treasure tokens as 'different' for 3 or more friendly fighters?
A: No.

*Q: If I want to fulfil the scoring condition for 'Close the Vice', is the **covetous** condition checked when the Attacks were made or in the end phase?*
A: When the Attacks were made.

*Q: If I want to fulfil the scoring condition for 'Audacity', is the **covetous** condition checked when the Attack was made or in the end phase?*
A: When the Attack was made.

Q: Can I fulfil the scoring condition for 'Lone Wolves' if the friendly fighters are adjacent to any fighters, friendly or enemy?
A: No.

Q: When playing 'Into the Deepwoods', is it the friendly fighter or the treasure token that has to be in neutral or enemy territory?
A: The treasure token.

PILLAGE AND PLUNDER

Q: Can I pick the Stagger Weapon ability on 'Excavating Blast' if the fighter with this Upgrade is not in enemy territory during step 1 of the combat sequence ('Attacker's Player Picks a Weapon Ability')?
A: No.

Q: When I use the Sneaky ability on 'Canny Sapper' after playing a Ploy, in what order are the abilities resolved?
A: Sneaky is resolved and then the Ploy is resolved. Remember that the Ploy must be resolved.

Q: Can I use the Sneaky ability on 'Canny Sapper' in response to a Ploy in such a way that the Ploy cannot then be resolved?
A: No.

RAGING SLAYERS

Q: If a fighter cannot be given Stagger tokens, can I heal that fighter using the 'What Pain?' ability?
A: No.

Q: Can I pick a friendly fighter who cannot be given Stagger tokens to use the Move ability if the effect of a 'Senseless Haste' card that I played persists?
A: No.

RULES UPDATES

AUTUMN 2026

Q: Can a fighter who cannot be given Stagger tokens or a fighter with the flying (🪽) runemark be given a Move token if the effect of the 'Wrong-footed Stance' Domain card persists?
A: Yes.

REALMSTONE RAIDERS
Q: For the purpose of the Surge abilities on 'Armour Piercer' and 'Brightstone Vigour', are any runemarks or Upgrades applied to the weapon?
A: No.

Q: If 'Raider's Rapture' is in effect when a friendly fighter makes a successful melee Attack, when do I reveal the additional card?
A: When you reveal a card using the 'Raid' ability, you can also reveal a second card at the same time. Both cards are raided. Then you follow the rest of the 'Raid' ability for each card separately.

Q: Is a card revealed with the 'Raid' ability also played, e.g. for the purpose of scoring 'Ploymaster'?
A: No.

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

Q: Which happens first, the 'Raid' ability on the Plot card or any 'after a successful Attack' or similar Surge abilities?
A: The player whose turn it is can choose.

Q: Can I immediately use a Surge ability on an Emberstone Upgrade if that Upgrade was equipped using the 'Emberstone Upgrade' ability on the Plot card?
A: No.

Q: Can I use the glory scored from a Surge Objective to immediately equip an Emberstone Upgrade using the 'Emberstone Upgrade' ability if I did not have enough glory before scoring the Surge Objective?
A: No.

RECKLESS FURY
Q: In order to fulfil the scoring condition for 'Vicious Brawl' using 3 fighters, how many fighters must each of those 3 fighters be adjacent to, assuming each has a Charge token?
A: 2 or more.

WRACK AND RUIN
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.

Q: Is damage that has been reduced to 0 by the 'Unstoppable' Upgrade still inflicted for other rules purposes, such as scoring Objectives or fulfilling conditions on other cards?
A: Yes.

Q: What counts as my warband inflicting damage for the purpose of scoring 'Unsafe Ground' and 'Bloody and Bruised'?
A: Since a player, a set of fighters, their fighter cards, their warscroll and their chosen Rivals deck are collectively referred to as a warband, any of those inflicting damage would count.

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.