

WARHAMMER  
FANTASY  
ROLE-PLAY  
**ELECTOR  
COUNTS**



CARD CLARIFICATIONS, ERRATA AND FAQ



# WARHAMMER ELECTOR COUNTS

## ERRATA & FAQ

### PLAYER AID CARD

Feel free to use the 'extra' Siege and Fortification tokens as it is possible for one player to have all 7 tokens in play during the game. It will increase the likelihood of triggering a game end at the start of that player's next turn.

The player aid should be corrected to say:

**"Each Player begins with 7 Siege tokens, 7 Fortification tokens, and 3 Schillings."**

### EXTRA SCHILLINGS

One of the golden rules in the rulebook is that 'Schillings must come from somewhere' and when the supply is exhausted, you must take Schilling tokens from other players. We were able to include additional Schilling tokens due to space in the punchboards. This means that you can alternatively increase the total Schillings in the game from 30 to 42 by including the 12 spare Schilling tokens. This can be considered a variant of play.

### BORIS GOLDGATHER'S BOUNTIFUL BOON

Use 42 Coins in the Supply regardless of player count.

### SQUABBLE FOR SCHILLINGS

For an even more cutthroat experience (as stealing them from other players is objectively a fun aspect of the game), try limiting the supply of Schillings to the following:

2 Players: 15

3 Players: 21

4 Players: 24

## COLLECTING SCHILLINGS

Support cards that cause the Collecting of Schillings would start with the player to the right of the active player and continue counter-clockwise, ending with the active player collecting their Schillings.

Additionally it is possible for a conflict to have both the attacker and defender force to have the 'Earn X' keyword. In the rare case where order matters, attackers would collect a Schilling token before the defender.

## CARD CLARIFICATIONS

Although most cards have text and keywords on them explaining how they work, it is not possible to deal with all possible interactions. Feel free to check below about how exactly some of the more involved cards work.

## SUPPORT CARDS

Unless otherwise stated, playing a Support Card is an action. Normally the card is discarded after use.

Your cards actions can be considered agents and therefore working for you. You cannot play card effects against yourself just to gain the cards ability.

### BALTHAZAR GELT

When you play this card, place it face-up in your reserve. It counts as a card in your reserve. You can use the effect of the card whenever you are involved in a conflict as the Defender. If you pay 1 Schilling, you can add 1 to your defense strength. You may only pay 1 Schilling per defense in this way. You can do this after all cards have been revealed. Employing this card's effect does not count as an action, although playing it face-up to your reserves does.



## **BLOOD THIRSTY SLAYER**

When you play this card choose one Enemy card presently attacking one of your locations and discard it. The card you remove can either be face-up or face-down. If this card was the only Enemy card on the location, you also place a Fortification token on the location.

## **BRIBING THE PAYMASTER**

When you play this card you automatically defeat one attack against one of your locations that contains one or more Mercenary cards (Tilean Mercenaries or Mercenary Commander). The Enemy cards need to be face-up as you need to know who is attacking. All the Enemy cards in the attack are removed, not just the Mercenary cards. You place a Fortification token on the location card.

## **CONFUSING CARTOGRAPHY**

When you play this card you may redirect one attack from one of your locations to another player's location. You cannot redirect the attack against the owner of the attack — a player can never end up attacking one of their own locations. It does not matter if the Enemy cards in the attack are face-up or face-down. Keep the cards the same way up as they are moved. You do not place a Fortification token on your location as you did not defeat an attack.

## **CONSCRIPTION**

When you play this card you and the other players check to see how many Fortification tokens each of you have in play. For each Fortification token a player has in play, they earn one Schilling. You earn an additional two Schillings.

## **EXPERIMENTAL ARTILLERY**

Discard one Defender card from your hand or reserve to automatically defeat one attack against one of your locations. It doesn't matter whether the Enemy cards are face-up or down. You place a Fortification token on the location card.

## **FLAMBOYANT PISTOLIER**

You can turn all of the cards in one attack against one of your locations face-up. You earn one Schilling.

## GRAND THEOGONIST

You automatically defeat one attack against one of your locations. It doesn't matter whether the Enemy cards are face-up or down. You place a Fortification token on the location card.

## KURT HELBORG

When you play this card you can discard as many cards as you wish from your hand and draw the same number from the deck. You also draw a replacement card for this card — it counts as one of your discards.

## LUDWIG SCHWARZHELM

If you lose a conflict as a Defender, you can play this card, either from your hand or reserve, and retrieve all of the Defender cards involved. You place the Defender cards back in your hand. Playing this card is not an action, although playing it to your reserves is an action.

## LUTHOR HUSS

When you play this card you may remove up to three Fortification tokens from locations of your choice. You return the tokens to the players who own them. You earn 2 Schillings.

## MARKUS WOLFHART

When you play this card you can choose one Enemy card presently attacking one of your locations and discard it. The card you remove can either be face-up or face-down. If this card was the only Enemy card on the location, you also place a Fortification token on the location.

## SPOILS OF WAR

When you play this card you and the other players check to see how many Siege tokens each of you have in play. For each Siege token a player has in play, they earn one Schilling. You earn an additional two Schillings.

## VERENAN INVESTIGATOR

You can turn all Defender cards on one of your opponent's locations face-up. You also earn one Schilling.

## DEFENDER CARDS

### GARRISON CARDS

Although there are multiple Garrison cards of different types (Swords of Ulric, Reiksguard, Company of Honour, Von Kragzburg Guard), no location can ever have more than one Defender with the word 'garrison' in its name even if they have different artwork on them.

### STERN TOWER MARKSMEN

You earn 1 Schilling when the card is revealed, either because it was already on a location that was attacked or because you played it to defeat an already existing attack.

### GAVIUS KLUGGE

This card counters the Covertly Conscripted Witch. When this card is revealed, either because it was already on a location that was attacked or because you played it to defeat an already existing attack, and the Covertly Conscripted Witch is among the attacker cards, remove Gavius Klugge and Covertly Conscripted Witch. Neither of their values are counted towards the conflict. If this results in no remaining attacker or defenders on the location, place a Fortification token. Otherwise, resolve the remaining cards as normal. Grey Guardian Fitztancred can convert Gavius Klugge before Countering or Earning — see Grey Guardian Fitztancred for more details.

### FLAGELLANT MOB

To gain the effect on the Flagellant Mob card it must already be in play on a location card. If that location is attacked and the defenders are defeated, you must return the Flagellant Mob to your hand. Note that the card still adds its value to the defense first. You cannot play Flagellant Mob on a location that is already under attack to reveal the attackers and then take the Flagellant Mob back into your hand.

## ATTACKER CARDS

### ALLY ANY ATTACKER

These cards can be combined with any other Attacker card even if the other cards have another ALLY keyword.

## HEISTLENBURGER'S CRUSADERS

If this card is in play against a location card at the end of the game, then that location does not score any victory points for either player.

## MERCENARY COMMANDER

You can play this card on a face-up attack that includes at least one Mercenary attacker. You take control of that attack. You cannot take control of an attack against one of your own locations. You can still play this card as a regular attacker card and can combine it with other Mercenary cards.

## KATARIN BOKHA

You can play this card on a face-up attack that includes at least one Kislev attacker and take control of that attack. You cannot take control of an attack against one of your own locations. You can still play this card as a regular attacker card and can combine it with other Kislev cards.

## LUMPIN CROOP'S FIGHTING COOKS

When you reveal this card you take 1 Schilling, if possible, from the owner of the location you are attacking.

## THE OUTCAST VON DEIHL AND RETINUE

This card counters Grundel's Defenders. When this card is revealed, either because it was already on a location that was defended or because you played it to defeat an already existing defense, and Grundel's Defenders is among the defender cards, remove The Outcast Von Deihl and Retinue and Grundel's Defenders. Neither of their values are counted towards the conflict. If that results in no remaining attacker or defenders on the location, the owner of the location places a Fortification token. Otherwise resolve the remaining cards as normal.

## GREY GUARDIAN FITZTANCRED

If this card enters into a conflict with Gavis Klugge, Klugge immediately joins the attackers side and his defensive strength is counted as attacking strength. This conversion happens before any other card keywords such as Earn 1 and Counter Covertly Conscripted Witch — a converted Gavis Klugge card earns 1 Schilling for the attacking player and gets converted before Gavis Klugge can Counter a Covertly Conscripted Witch.

## CLARIFICATION EXAMPLE OF PLAY

It's your turn and nearing the end of the game.

There are 3 face-down cards attacking your Ubersreik location, which you really need for those 5 additional victory points.

You've unfortunately no way to reveal the attack, but you'd estimate the attacking cards are at least 6 strength, if not much much more.



Balthazar Gelt is played face-up in your reserve but you've currently no coin! Luckily two of your defenders (Sterntower Marksmen and Gravis Klugge) will each generate a coin once revealed.



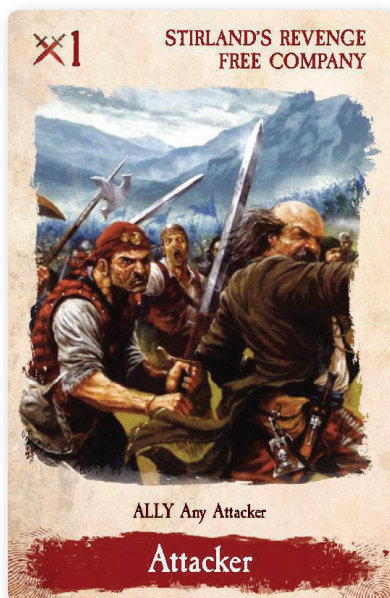
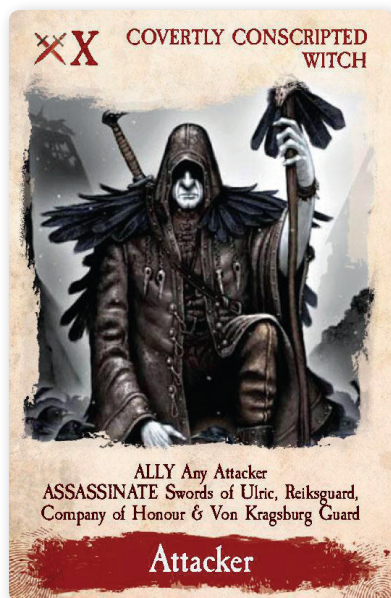
You will need to pass 3 cards to another player at the end of your turn so you identify the weakest of those cards (Flagellent Mob, Conscription, and unfortunately either Duke Feuerberg's Mean Men or Markus Wolfhart depending on the outcome of the Ubersreik Combat). If the conflict at Ubersreik goes your way you'll attack with the Duke elsewhere otherwise you intend to use Markus Wolfhart to finish off any remaining attacker cards. You could play Markus Wolfhart first and hope to kill off a strong attacker, but you think it'll be better to play afterwards. After all, you've Balthazar Gelt sitting ready to bolster your defense as you'll have a coin or two once the conflict starts.



You take the gamble and play a Garrison and one of your other defenders — in this case Gavius Klugge (as he has an extra ability that allows him to counter a Covertly Conscripted Witch) which totals 7 Strength.

All cards are revealed.

The opponent has attacked with Covertly Conscripted Witch, Grey Guardian Fitztancred and Stirland's Revenge Free Company who can all be allied together totalling only 5 Strength.



These cards have some unique abilities and keywords, so let's have a look at the 'Card Keywords table' on page 8 of the rulebook. It shows us the order that some of these effects will be resolved in.

## CARD KEYWORDS

Cards in Elector Counts may feature a number of Keywords, the effects of which are described below. Where an action requires that multiple keywords are resolved, you should resolve them in the order given below.

- ☠ **COUNTER** — If this card is placed into a conflict with its counter, both cards are removed and their values are not counted towards the conflict.
- ☠ **ASSASSINATE** — If this card is placed into a Conflict with its Assassinate target, the target is removed from the Conflict immediately.
- ☠ **EARN** — Gain Schilling tokens equal to the value when revealed.
- ☠ **STEAL** — Steal Schilling tokens from the defender equal to the value.
- ☠ **RETREAT** — If this card is already on a location and then defeated you return them to your hand.
- ☠ **ALLY** — This Attacking card can be played onto a new or existing Attack with cards that share the same **ALLY** type.

The Counter would happen before an Assassinate but, as one of the golden rules on Page 5 says, “Card rules always trump the rulebook. If rules text on a card indicates that you perform an action that is outside the standard rules, the card takes precedence.”

This would mean that the Gray Guardian Fitztancred’s description of “If the defenders include Gavius Klugge, he immediately becomes an attacker instead.”

This ‘immediately’ happens before the Keywords on the table. He converts Gavius Klugge to become an attacker before he can Counter the Covertly Conscripted Witch.

You could consider this unique ‘Convert’ action to be its own keyword above the Counter on the Keyword table.

Covertly Conscripted Witch Assassinates the Garrison. As his ability is an assassinate, and not a counter, he remains in play (which can be tricky for any future defensive attempts).



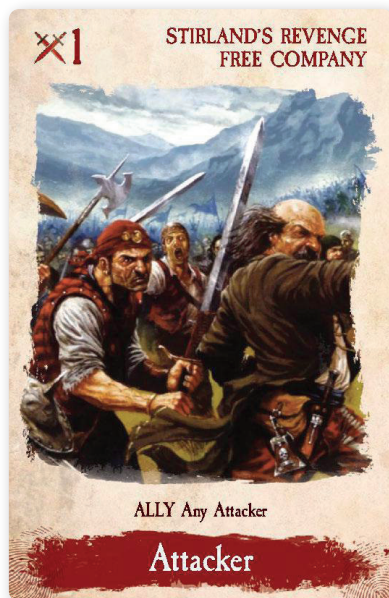
The attacker earns one schilling from his newly obtained Gavius Klugge.

The Attackers now have a strength of 7.

You have no remaining defense.

Things seem worse now than at the start of your turn but all is not lost.

You play your Markus Wolfhart to defeat the Gray Guardian Fitztancred, leaving an attacking Strength of 3.



You play your Sterntower Marksmen and earn 1 Schilling.



You use your Balthazar Gelt to spend a Schilling to increase your defense by 1. Your 3 defense ties with the 3 attacking strength.

All attacking and defending cards are removed from the location and you place your 'well-fought and well-earned' Fortification token down.

You end your turn and hand over Flagellant Mob, Conscription, and Duke Feuerberg's Mean Men to the other player.



OFFICIAL  
LICENSED  
PRODUCT

[www.cubicle7games.com](http://www.cubicle7games.com)

Cubicle 7 Entertainment Ltd. © Copyright Games Workshop Limited 2022