

WARHAMMER UNDERWORLDS NIGHTVAULT



RULEBOOK

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SHADESPIRE WAS ONCE A CITY OF WONDER AND MAGIC, A MERCANTILE METROPOLIS RISING FROM THE UNFORGIVING EARTH OF THE REALM OF DEATH. COUNTLESS RACES DWELT WITHIN ITS WALLS, TOGETHER CREATING ARTEFACTS OF ASTONISHING BEAUTY AND POWER. THE CITY'S MOST TREASURED SECRET WAS THE PROCESS OF REFINING SHADEGLASS, A MIRACULOUS SUBSTANCE THAT COULD STORE THE SPIRITUAL ESSENCE OF THE DEAD FOR ETERNITY. IN THIS WAY, THE RULING KATOPHRANES OF SHADESPIRE LIVED ON AFTER DEATH, THEIR WISDOM STORED WITHIN THE DEPTHS OF ORNATE MIRRORS, FLOWING GLASS FOUNTAINS, CRYSTAL LOOKING-STONES AND OTHER MARVELS. THIS DEFIANCE ENRAGED NAGASH, LORD OF UNDEATH, WHO SOUGHT TO PUNISH THE OCCUPANTS OF THE CITY FOR DENYING HIM HIS RIGHTFUL TITHE OF SOULS.

YET TO SIMPLY DESTROY THE CITY AND DRAG ITS INHABITANTS TO THE UNDERWORLDS SEEMED TO NAGASH AN INSUFFICIENT PUNISHMENT. INSTEAD, THE GREAT NECROMANCER WOVE A RITUAL THAT DREW UPON THE MYSTERIOUS POWERS OF THE CITY'S SHADEGLASS CONSTRUCTIONS, SIPHONING AWAY THE LIGHT AND GLORY OF SHADESPIRE AND CREATING A TWISTED REFLECTION OF ITS FORMER SPLENDOUR. SHADESPIRE WAS TRAPPED HALFWAY BETWEEN ULGU – REALM OF SHADOWS – AND HYSH – REALM OF LIGHT. BOUND WITHIN THIS DARK REFLECTION, REFRACTED BETWEEN THESE TWO DIAMETRICALLY OPPOSED REALMS, THE SOULS OF THE FALLEN COULD NEVER ESCAPE THE MIRRORED CITY AND MAKE THE JOURNEY TO THE UNDERWORLDS. NONE WITHIN ITS WALLS WOULD BE GRANTED THE RELEASE OF DEATH. NAGASH WOULD FOREVER DENY THEM THAT GIFT.

THE MIRRORED CITY OF SHADESPIRE IS A NIGHTMARE PLANE OF ILLUSIONS AND MADNESS, AN EVER-CHANGING LABYRINTH OF ENDLESS STAIRS, CRAMPED STREETS AND SOARING ARCHWAYS. THE ORIGINAL CITY IS DRAINED OF ALL COLOUR AND LIFE, AND FOR THOUSANDS OF YEARS IT HAS RESTED AS A FOREBODING RUIN. THOSE UNFORTUNATE, BRAVE, OR FOOLHARDY ADVENTURERS THAT SET FOOT WITHIN ITS WALLS ARE DRAWN THROUGH THE VEIL BETWEEN REALMS AND TRAPPED WITHIN THE MIRRORED CITY. FOR SUCH WAYWARD SOULS, ALL HOPE SEEMS LOST. YET THERE ARE THOSE WHO WILL NOT ACCEPT THEIR FATE WITHOUT A FIGHT.

THE MIRRORED CITY

The Katophranes, lord-wizards and master inventors of Shadespire, were the first to discover that souls of the deceased could be captured within shadeglass. They swiftly put this knowledge to work, creating a network of soul-mirrors around the city to store their living essence in the event of their own deaths. In this way they could continue to provide their expertise to the next generation of thinkers, and this advantage allowed the city to grow greatly over a relatively short length of time, from a humble desert outpost to a sprawling metropolis filled with innovative wonders.

Over the centuries, the Katophranes began to further unlock the secrets of the shadeglass, even inventing artefacts that would allow the living to enter the Faneway mirror – the gleaming nexus that linked every fragment of shadeglass in the city – and interact with their ancestors. Further remarkable inventions followed. The city's outer walls were suffused with the spirits of elite warriors who



had fallen in battle – an eternal watch against the manifold threats of the surrounding Desert of Bones. Treasures were produced that were magically linked to the Faneway, so that a grieving relative might converse with their lost loved one via an enchanted amulet or brooch. Shadeglass golems were created, given motion by the soul essence of loyal retainers who continued to serve their masters even in death.

When the city was swept into shadow by the magic of Nagash, many of these objects of power were destroyed, or warped by the power of the Lord of Undeath's magic. The Faneway itself was shattered into a thousand fragments, each shard scattered about the Mirrored City – with the nexus of the soul relay broken, no soul could leave the nightmarish prison that held them captive. For thousands of years the Katophranes sought to undo the curse of Shadespire. They hypothesised that recovering artefacts of pure shadeglass, and utilising them to restore the great Faneway mirror, might break Nagash's spell, but trapped as they were within their soul-storing prisons, they could not carry out this task themselves.

At first they attempted to utilize their subjects, the citizens of Shadespire, but madness and paranoia swiftly overcame these unfortunate souls. It seemed as though the city itself was warping and shifting with every passing hour, hiding its secrets away behind illusory walls and impossibly dimensioned chambers. No sooner was a precious shadeglass treasure recovered than another was lost, as the city's streets shattered and reformed, or a great stairway shifted, sending doomed souls tumbling away into darkness. Minds destroyed by this maddening existence, souls trapped within their decaying bodies, the people of Shadespire shuffled and groaned in the dark corners of the city. They cursed the torture of their eternal undeath, as both their hope and their flesh slowly withered and rotted away.

Worse still, regions of the city were slowly morphing under the will of Nagash. The image of the Great Necromancer would appear half-glimpsed in a reflection, or slowly form in the architecture of a great tower, his pitiless gaze further tormenting those who had defied his will. Many were driven to terrified insanity, blinding themselves with shards of glass so that they could not look upon his dread visage. Others turned to worshipping Nagash, and claimed great sections of Shadespire as their own, guarding their territory with a ruthless zeal. Believing that only

by petitioning the God of Death for forgiveness could they absolve themselves of their prideful sins, they raised monuments and shrines in his honour. They claimed all shadeglass relics as the property of Nagash, and sequestered those they recovered within great sepulchres of bone and wasting flesh, built from the still-conscious bodies of heathens and intruders.

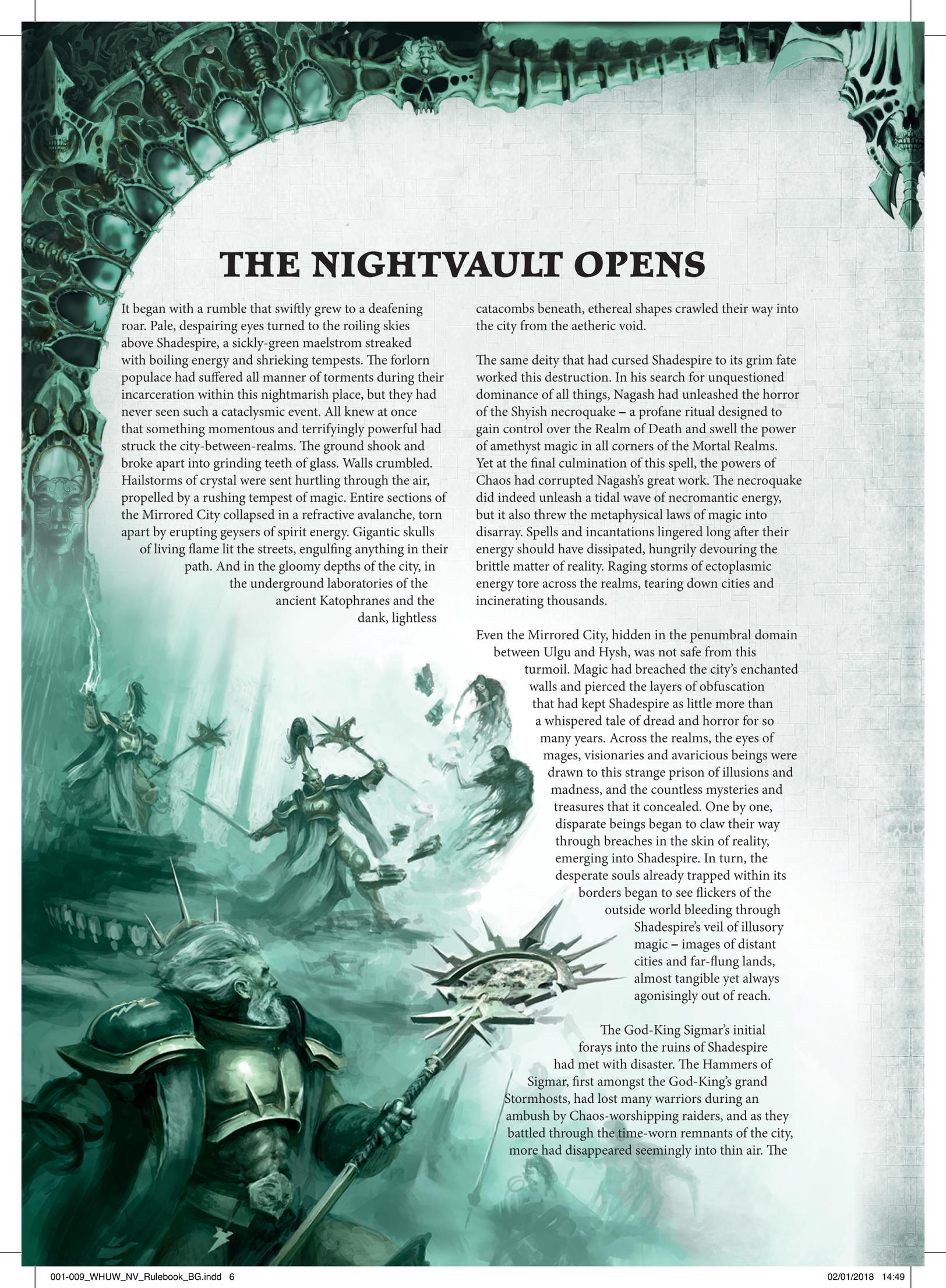
For many centuries the shadow-cloaked ruins of Shadespire lay dormant, a malevolent scar in the centre of the vast Desert of Bones. During much of that time there were few fresh victims of the city's terrible curse. Travellers seldom ventured across the deadly, parching wastes to reach the city, as often warded away by the lethal storms that wracked its bone-dust dunes as by the dark stories that had sprung up around the place. Yet some were brave or foolish enough to stray within the borders of the cursed city, and those fortunate few who returned brought back priceless treasures and forbidden knowledge, as well as rumours of haunted mirrors, nightmarish illusions and other strange tales. Avaricious eyes were soon drawn to Shadespire, for the realms are filled with desperate souls who would gladly risk damnation in search of power. Worshippers of foul gods and bands of savage, war-loving orruks fought bloody skirmishes at the city gates, and rat-like skaven skittered through the shadows, scabbling for relics and treasures to take back to their filth-strewn lairs.

The ruins of Shadespire became a subject of particular interest to the God-King, Sigmar, whose elite champions, the Stormcast Eternals, were deployed in a great crusade against the forces of the Chaos Gods – primordial entities who sought to despoil the Mortal Realms. His champions had suffered greatly during the long war, and though each was effectively immortal, the mysterious process of Reforging that the fallen went through upon death had taken a worrying toll. Every time a warrior was remade they lost a part of themselves, gradually shedding the vestiges of their humanity, becoming emotionless and uncompromising. The changes wrought by the Reforging process manifested themselves in myriad unsettling ways, and those Stormhosts who had seen constant battle were particularly afflicted. Long had the God-King known of the rumours surrounding lost Shadespire, where once the souls of the dead had been preserved in time. If shadeglass could perform such miracles, might it not also be of use in his quest to salve the trauma that ran rife through his armies? Seeking to learn more regarding the properties of this mysterious substance and the truth of the lost city, the God-King sent forth his agents into the cursed city. These warriors and scholars could not imagine the nightmare they would find.



Over the long centuries, many of the Katophranes had followed their citizens into despair, driven mad by the futility of their task. Those former masters of the city who retain some semblance of sanity have taken to employing the unfortunate adventurers and warriors who have been transported to the Mirrored City, offering them the secrets of escaping Shadespire and ending the Lord of Death's curse. Many of the Katophranes are unconcerned by the nature or honour of those they ally with, requiring only that they help them escape their hellish existence. In recent seasons, as the realms are stricken by war and disaster once more, the number of unfortunates stumbling through shadowy portals into the Mirrored City has increased tenfold.

Some of those now trapped in Shadespire are noble souls, determined to end the curse and deny their fate. Others are savage brutes, for whom an endless cycle of violence is its own reward. There are avaricious looters, frenzied barbarians and sages whose desire for knowledge has led them down dark paths. These disparate souls will clash together as each attempts to escape damnation, and the haunted streets of Shadespire will run red with blood.



THE NIGHTVAULT OPENS

It began with a rumble that swiftly grew to a deafening roar. Pale, despairing eyes turned to the roiling skies above Shadespire, a sickly-green maelstrom streaked with boiling energy and shrieking tempests. The forlorn populace had suffered all manner of torments during their incarceration within this nightmarish place, but they had never seen such a cataclysmic event. All knew at once that something momentous and terrifyingly powerful had struck the city-between-realms. The ground shook and broke apart into grinding teeth of glass. Walls crumbled. Hailstorms of crystal were sent hurtling through the air, propelled by a rushing tempest of magic. Entire sections of the Mirrored City collapsed in a refractive avalanche, torn apart by erupting geysers of spirit energy. Gigantic skulls of living flame lit the streets, engulfing anything in their path. And in the gloomy depths of the city, in the underground laboratories of the ancient Katophranes and the dank, lightless

catacombs beneath, ethereal shapes crawled their way into the city from the aetheric void.

The same deity that had cursed Shadespire to its grim fate worked this destruction. In his search for unquestioned dominance of all things, Nagash had unleashed the horror of the Shyish necroquake – a profane ritual designed to gain control over the Realm of Death and swell the power of amethyst magic in all corners of the Mortal Realms. Yet at the final culmination of this spell, the powers of Chaos had corrupted Nagash's great work. The necroquake did indeed unleash a tidal wave of necromantic energy, but it also threw the metaphysical laws of magic into disarray. Spells and incantations lingered long after their energy should have dissipated, hungrily devouring the brittle matter of reality. Raging storms of ectoplasmic energy tore across the realms, tearing down cities and incinerating thousands.

Even the Mirrored City, hidden in the penumbral domain between Ulgu and Hysh, was not safe from this turmoil. Magic had breached the city's enchanted walls and pierced the layers of obfuscation that had kept Shadespire as little more than a whispered tale of dread and horror for so many years. Across the realms, the eyes of mages, visionaries and avaricious beings were drawn to this strange prison of illusions and madness, and the countless mysteries and treasures that it concealed. One by one, disparate beings began to claw their way through breaches in the skin of reality, emerging into Shadespire. In turn, the desperate souls already trapped within its borders began to see flickers of the outside world bleeding through Shadespire's veil of illusory magic – images of distant cities and far-flung lands, almost tangible yet always agonisingly out of reach.

The God-King Sigmar's initial forays into the ruins of Shadespire had met with disaster. The Hammers of Sigmar, first amongst the God-King's grand Stormhosts, had lost many warriors during an ambush by Chaos-worshipping raiders, and as they battled through the time-worn remnants of the city, more had disappeared seemingly into thin air. The



Stormhost's commanders reported back to Azyrheim that a curse lay over Shadespire, a malicious enchantment that was spiriting away those who entered its borders.

To unbind this enchantment Sigmar dispatched an elite force of Stormcast Eternals from his secretive Sacrosanct Chambers, arcane champions who brought with them the power of the celestial storm. Led by the veteran Knight-Incantor Averon Stormsire and well-versed in the ways of fell magic, these scholars identified the loci of the curse that had claimed Shadespire – cursed gateways and malevolent, haunted artefacts crafted from corrupted shadeglass that dragged the unwary into a hidden realm of torment and madness. Realising that the only way to end this ancient evil was to enter the Mirrored City, Sigmar's agents willingly stepped through one of these dark portals, determined to see the God-King's will done or die in the attempt.

Nagash, already filled with cold fury at the corruption of his great ritual and the disruption of his perfectly ordered plans, was further incensed to discover trespassers straying into his domain, seeking to disrupt his prison. Such bold transgression required a fitting punishment. Reaching his dominating will into the Mirrored City, Nagash located a bitter aura of hatred and self-pity emanating from the lowest levels of the city. There lay a sprawling, subterranean dungeon – the Nightvault.

During the height of the city's power, the Katophranes had locked away those who had sought to subvert or disrupt their search for knowledge – rivals, thieves and would-be conquerors. Over the years, the dungeons were filled with thousands of these dissidents, and the Nightvault slowly expanded. Additional levels were constructed deep below the earth, lightless catacombs patrolled by the Katophranes' soul-powered automatons. There were unsettling rumours regarding what went on in those deep, dark places. Some whispered that the Katophranes were using their prisoners as subjects in strange rituals and experiments, attempting to master the transferral and manipulation of a mortal's soul essence. At the time of the city's fall, none could say how many unfortunate beings occupied the dungeon's many lightless cells. These rivals had been broken and

tormented at the hands of their gaolers over the course of many years, the most infamous of their number entombed within shadeglass prison chambers so that they would suffer for eternity. These wretched souls still lingered, and the Great Necromancer saw in them the perfect tools to wrest back control of Shadespire.

Nagash broke open the chains and enchantments that bound these shackled spirits, though he had no intention of granting them freedom. They would find no peace at the God of Death's hand. Instead, he shaped the Nightvault's bitter and hateful denizens to better suit his needs, giving them forms of spectral matter, and weapons to freeze the hearts of their victims. These spirits were then granted the freedom to stalk the shadow-shrouded streets of Shadespire, yet Nagash ensured that they retained a memory of their long agony, leaving them haunted by the pains of injuries and tortures long past. Thus did the Great Necromancer ensure the wretched creatures' hatred and jealousy of the living would never fade. Order would be restored in the Mirrored City, at any cost.

This vengeful spirit army commenced the cleansing of any outsiders foolish enough to stray within the city's borders. All intruders would be dragged down to the Nightvault and imprisoned for their insolent crimes. The spectral dead delighted in the chance to inflict the same torment they had suffered upon the living, and the streets of Shadespire soon echoed to the sounds of terrified screams and cruel, mocking laughter.

WARBANDS OF SHADESPIRE

Over the centuries Shadespire has trapped many adventurers within its illusory borders. Some are noble and intrepid souls who seek to end the dark enchantment that lies over the city, while others are avaricious looters or blood-crazed cultists. All are pursued by agents of Nagash's will, who seek to restore order to the Mirrored City.



Stormsire's Cursebreakers

The battle-mages of the Sacrosanct Chamber are masters of storm magic, able to summon the cleansing power of the heavenly tempest to their fingertips with a mere gesture. Knight-Incantor Averon Stormsire was chosen personally by the God-King Sigmar to investigate the curse of Shadespire, for the irascible mage's knowledge of unbinding and banishment is extraordinarily comprehensive. Stormsire has long studied the negative effects of the reforging process, and his grim demeanour has only grown more intense as the troubling implications become clearer. At first, Stormsire considered the legend of Shadespire merely another distraction, another dead end that would lead only to frustration and failure. Yet upon examining the power of the curse that binds the city, and studying slivers of haunted shade-glass, a faint glimmer of hope has been rekindled in his heart. Alongside his two loyal companions, Rastus and Ammis, Stormsire walks the halls of the Mirrored City, searching for answers and a way to free Shadespire from the Great Necromancer's dark enchantment. Any who come between this formidable trio and their goal are eradicated with crackling bolts of lightning, or swept aside with fulminating blasts of energy.

Thorns of the Briar Queen

The Briar Queen was once a death mage of formidable power, a great enemy of Shadespire whose undead armies breached the city walls and threatened to tear down all that the Katophranes had built. Only after unthinkable bloodshed was the Briar Queen defeated, captured and sentenced to an eternity of imprisonment and torment in the Nightvault, far beneath the city streets. Years passed, and this agonising existence slowly drove the Briar Queen to madness. Trapped for centuries in a cell of obsidian shade-glass, she was consumed by misery and despair, yet an ember of hatred for those who had condemned her to this fate still lingered. She was the perfect tool for Nagash to unleash upon those who dared to trespass within the Mirrored City. The Great Necromancer dragged her screaming essence from her crystal tomb and fashioned her inchoate malice into the dread form of a banshee, with her former mastery of necromantic magic still intact. Varclav the Cruel is the Briar Queen's majordomo, an infamously sadistic gheist who was formerly the high-warden of the Nightvault until he himself was imprisoned for a string of vile murders. Nagash's final gift to the Briar Queen was an army of malicious spirits with which to see his will done. Greatest of their number is the Ever-hanged, the spectral echo of a serial murderer, around whose neck still hangs the gallows-rope that ended his reign of terror.



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INTRODUCTION

Warhammer Underworlds is a game for two to four players, in which each player takes their warband of fantastically detailed Citadel Miniatures and pits them against their rivals in battles across the dark city of Shadespire. It's a game of strategy, fast-paced combat and devious ploys, and though you'll find this an easy game to pick up, only the most experienced players will master it.

OBJECTIVE OF THE GAME

In this game, your warband is pitted against another in a desperate struggle amidst the ruins of the Mirrored City. Your success is measured in glory points, awarded for achieving objectives and vanquishing your foes. Whoever has the most glory points at the end of the game wins!

WARBANDS

A warband is a collection of fighters who fight for the same goal, whether that is to escape Shadespire, slay their hated rivals, or find treasure of incalculable worth. Each warband has its own distinct character, and always consists of the same fighters, identified by their fighter cards (see opposite) and represented by their miniatures.

Each time you play a game of Warhammer Underworlds, you and your opponent each choose a warband from those available to you. If you are playing with one copy of the Core Set, simply decide between you who will use which warband. You can both use the same warband if you each have a set of the miniatures.

This Core Set includes two warbands: Stormsire's Cursebreakers and the Thorns of the Briar Queen. Stormsire's Cursebreakers consists of three fighters: Averon Stormsire, Ammis Dawnguard and Rastus the Charmed, while the Thorns of the Briar Queen consists

of seven fighters: the Briar Queen, Varclav the Cruel, the Ever-hanged, and four Chainrasps. There are also expansions that let you add additional warbands to your games of Warhammer Underworlds.

The fighters

The fighters that make up each warband are not only represented by miniatures – they also each have a fighter card, like the one shown opposite, that tells you their characteristics (how fast, how tough and how well-armoured or evasive they are), their Attack actions, and any other actions they might have.

Each fighter card also describes an Inspire condition: if this condition is met during a game, the fighter immediately becomes Inspired (if the fighter is Inspired as a result of an action or gambit, the fighter becomes Inspired after that action or gambit has been fully resolved). When this happens, the fighter card is flipped over, revealing the fighter's Inspired characteristics and actions. Once a fighter becomes Inspired, they remain Inspired for the rest of the game.

A fighter in your warband is a friendly fighter. A fighter in any other warband is an enemy fighter. Each warband has a leader, who is identified by a crown symbol on their fighter card.



Understanding your fighter card

- 1 - Picture of your fighter's miniature
- 2 - Your fighter's name. A fighter with a crown symbol (♔) before their name is your warband's leader, and a fighter with a wand symbol (☯) before their name is a wizard. A wizard will also have a number next to this symbol – this is their wizard level.
- 3 - Your fighter's Attack action (or actions) with Range, Dice and Damage characteristics (pg 18)
- 4 - Your fighter's Move characteristic
- 5 - Your fighter's Defence characteristic



- 6 - Your fighter's Wounds characteristic
- 7 - Additional abilities or Attack action rules may be found here. Alternatively you will find text that tells you more about the fighter or the world they inhabit – such text has no effect in the game.
- 8 - Your fighter's Inspire condition. When this condition is met, flip the fighter card over. There is no Inspire condition on the reverse of the fighter card.
- 9 - Your fighter's warband symbol

The decks

As well as a warband, each player needs two decks of cards to play a game of Warhammer Underworlds: an objective deck which consists of 12 cards, and a power deck which consists of at least 20 cards. You can choose which cards go into each deck, and this is an important and strategic part of the game.

For your first game, it is best for each player to use the pre-constructed decks that are included in the Core Set. These include the right numbers of cards, and there is a power deck and an objective deck for Stormsire's Cursebreakers and a power deck and an objective deck for the Thorns of the Briar Queen. The Core Set also includes extra cards that can be used by both warbands, and some that are specific to one or the other of the warbands, so once you're familiar with the rules you can experiment with customising your decks, allowing you to deploy different strategies in the game.



This is the symbol for the Thorns of the Briar Queen.



This is the symbol for Stormsire's Cursebreakers.



This is the symbol for universal cards, which are usable by all warbands (see opposite).

Terminology

If you come across a word in these rules and you're not sure what it means, you can refer to the Glossary (pg 30-31) where all of the game's terms are described.

DECK-BUILDING

Deck-building is a significant part of Warhammer Underworlds, but it's a bit challenging until you've played a few games and are familiar with how everything works! This Core Set includes a ready-built objective deck and power deck for each player, so you can ignore this section until you've played a few games.

When you've done so, and you're making your own decks, you must follow these restrictions:

- The power deck must include at least 20 power cards. It can include any number of additional power cards. No more than half of the deck can be gambit cards.
- The objective deck must include exactly 12 objective cards.
- Neither deck can include more than one card with the same name: each card in the decks must be unique.
- You can only include cards that have the same warband symbol as your fighter cards or the universal symbol.

YOUR HAND

A player's hand will consist of a mix of objective cards – which are used to gain glory points – and power cards. Power cards can either be gambits, which are ploys or spells, or upgrades. Your hand is kept secret from your opponent. The different kinds of cards are described below.

Objective cards

Objective cards are identified by the glory point symbol in the top-left corner (1). Each objective card has a name (2) and a condition (3). If you meet the condition specified on the card, you score the number of glory points shown at the bottom of the card (4) – take that number of glory point tokens. The symbol in the top-right corner (5) tells you which warbands can include the card in their deck. If it is the universal symbol (see pg 11) then any warband can use the card. If it is a warband symbol, only that warband can use the card. For more information about objective cards, see page 25.

Multiplayer variants

Note that some objective cards have one or more of the symbols shown below on them. These cards work differently in a three- or four-player game (pg 28). Simply ignore these symbols and the text that accompanies them in a two-player game.



Upgrade Card

Upgrade cards are identified by the cogwheels symbol in the top-left corner (1). Each upgrade card has a name (2) and a permanent effect (3) (which could be to boost one or more of a fighter's characteristics, for example). As with objective cards, the symbol in the top-right corner (4) tells you which warbands can include the card in their deck. Some upgrade cards also have restrictions as to which fighters can be upgraded with this card – where that is the case, the card will list the fighters who can use the upgrade (5), or will instead have a crown (♔) and/or a wand (♙), in which case it is restricted to leaders and/or wizards respectively. For more information about upgrade cards, see page 22.

Gambit cards

Gambit cards are either ploys or spells. The left of the two cards shown here is a ploy card, identified by the dagger symbol in the top-left corner (1). Spells instead have a spell symbol, as shown on the right card (2). Each gambit card has a name (3) and an effect (4), which is usually short-lived (it might be to allow a fighter to make an extra move, for example). Gambit spells also have a casting cost denoted by, for example, **Gambit Spell** (Ⓞ) or **Gambit Spell** (ⓂⓂ): when you want to use the spell, you need to roll the magic dice to see if the spell is cast (see opposite). As with objective cards, the symbol in the top-right corner (5) tells you which warbands can include the card in their deck. For more information about gambit cards, see page 22.

You will get a chance to play these cards in the power step which follows each activation (pg 22).

Objective card



Upgrade card



Gambit cards



But my card says...

Some cards allow you to do things that you wouldn't normally be allowed to do by the rules in this book. Whenever a card contradicts the rules printed in this book, the card takes precedence.

Spells

Spells in Warhammer Underworlds come in three forms:

- 1 - As gambit cards, as described on the previous page.
 - 2 - On fighter cards and upgrade cards as actions or reactions that your fighter can make.
 - 3 - On fighter cards and upgrade cards as Attack actions.
1. Gambit spells can only be used when there is a friendly wizard on the battlefield – that is, a fighter with ♁ on their fighter card. Each time you play a gambit spell, you must choose a friendly wizard to attempt to cast it as described below.
 2. Spell actions can only be used when the fighter with that spell action

is on the battlefield, and they can attempt to cast it as described below.

3. Spell Attack actions can only be used when the fighter with that Attack action is on the battlefield.

Casting spells

Spells have a casting value. This will be a number of Channel (⚡), Focus (⊙) or critical success (⚡) symbols. When you attempt to cast the spell you must roll the magic dice – this is called the casting roll. The number you roll is equal to the wizard level of the wizard casting the spell. If you roll at least as many of the correct symbols as are shown on the spell, it has been successfully cast and you can resolve it. If you do not, the spell fails (and in the case of a gambit it is discarded). ⚡ can be used in place

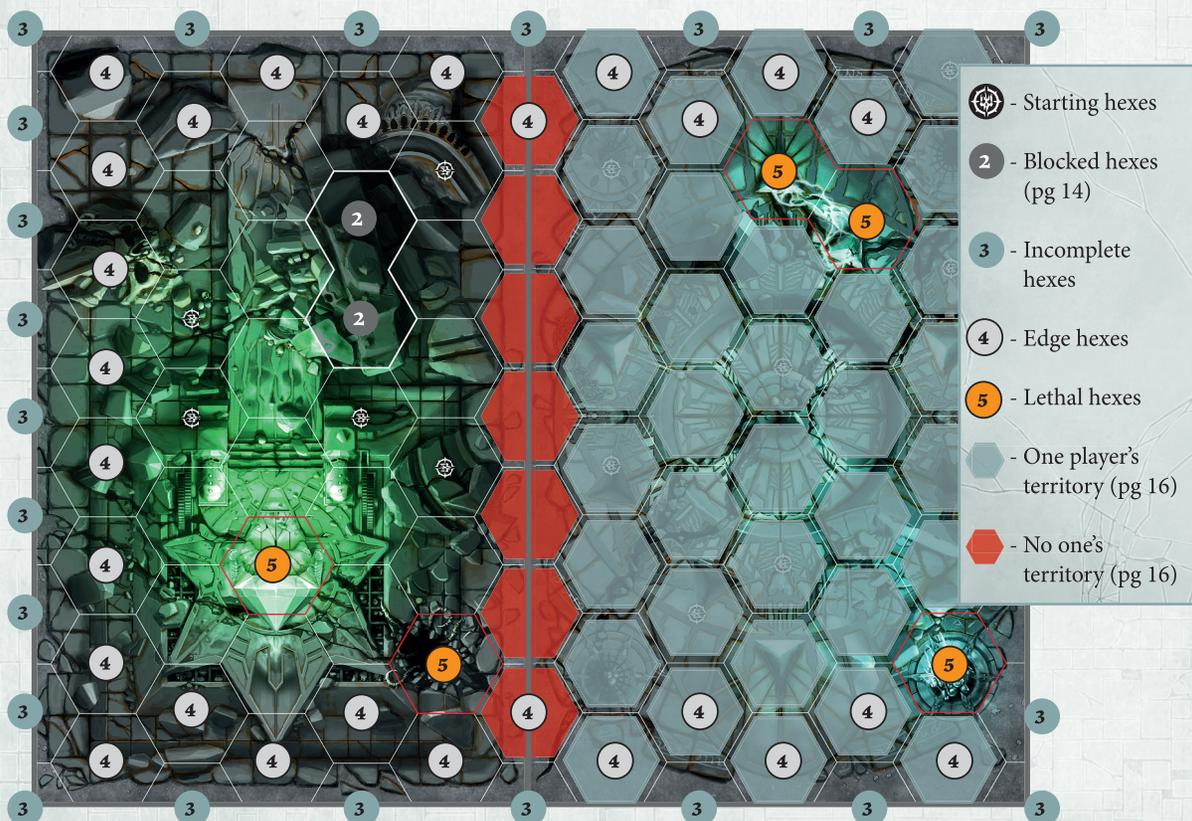
of any other symbol. However, if you roll two or more ⚡ when a wizard attempts to cast a spell, that wizard suffers 1 damage (see page 19) before you resolve the spell, as the magical forces they are channeling threaten to overwhelm them. If this damage takes the wizard out of action, the spell fails (even if you rolled enough successes).

Unlike other spells, spell Attack actions do not have a casting value – whether they are cast or not depends on the success of the Attack action (see Attack actions on page 18 for more detail on using spell Attack actions). As with other spells, note that if you roll two or more ⚡ when a wizard makes a spell Attack action, that wizard suffers 1 damage. If this damage takes the wizard out of action, the spell (and the Attack action) fails.

The battlefield

Here you can see an example battlefield. It is divided into hexes, which are used to determine the position of objectives and fighters, and the distance between them. Anything placed on the battlefield must be placed in a complete hex (not one of the incomplete hexes on the edge

of a game board, unless that hex is completed by another game board). The incomplete hexes are not part of the game – fighters cannot be moved into them, nothing can be placed in them, and so on. Some of the hexes contain a white Warhammer Underworlds symbol – these are used when placing your fighters, and are called starting hexes.



Blocked hexes

Some hexes have a thick white border which indicates that they are blocked – an obstacle within that hex means fighters can't move through or stand in the hex, and blocks line of sight to what is beyond the hex (pg 18). If blocked hexes are adjacent to each other, some of the grid lines will be missing to help show that they are no-go areas.



This diagram includes two blocked hexes.

Lethal hexes

Some hexes have a red border. These hexes are called lethal hexes, and they contain a hazard that can wound or even kill a fighter. When a fighter moves, is pushed or driven back into a lethal hex the fighter suffers 1 damage (pg 19). If they were pushed into that hex during an Attack action (pg 18) the damage from the lethal hex is considered to be separate to the damage caused by the Attack action. A fighter that is standing in a lethal hex can remain standing in it with no further penalty, and can move out of it (or be pushed out of it) without further penalty from that hex.



This diagram includes two lethal hexes.



This diagram includes two blocked hexes and two lethal hexes.

Empty hexes

Some rules refer to empty hexes. An empty hex is one that does not contain a fighter and is not blocked.

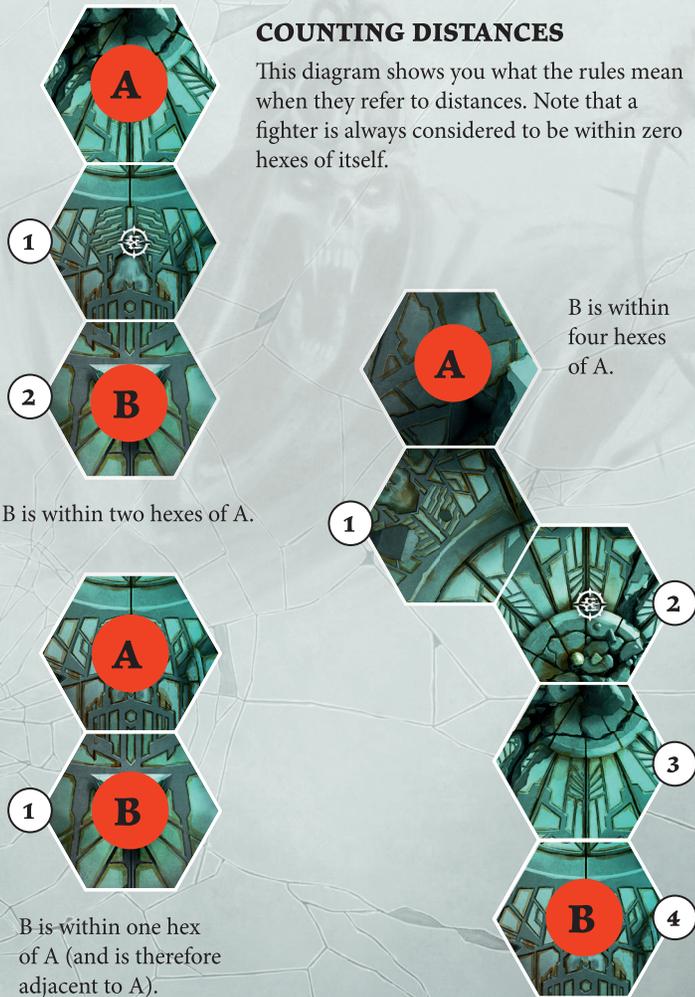
SEQUENCING

If a player has two or more abilities that would resolve at the same time (e.g. at the beginning of the action phase) they choose in which order they are resolved. If two players have abilities that would resolve at the same time, they roll off (see opposite). The winner resolves an ability first, then the loser of the roll-off resolves an ability. They keep resolving abilities in the same order until all abilities they wish to resolve have been resolved. Some abilities are optional (they use the word 'can') – a player can choose not to resolve such an ability, but if they do so they cannot resolve any optional abilities at this time.

Note that there are different rules for reactions (see page 23).

COUNTING DISTANCES

This diagram shows you what the rules mean when they refer to distances. Note that a fighter is always considered to be within zero hexes of itself.



GAME SEQUENCE

A game of Warhammer Underworlds is played in the following sequence:

SET UP

1. PLACE THE BOARDS
2. PLACE THE OBJECTIVE TOKENS
3. DRAW CARDS
4. PLACE THE FIGHTERS

Matched play

This diagram shows the sequence for a single game. For rules covering how to play competitive best-of-three matches of Warhammer Underworlds, see page 26.

ROUND 1

ACTION PHASE
END PHASE

ROUND 2

ACTION PHASE
END PHASE

ROUND 3

ACTION PHASE
END PHASE

VICTORY

1. PLACE THE BOARDS

Both players bring any Warhammer Underworlds game boards in their collection to each game. The boards are double-sided, with a hexagonal grid printed on both sides. Each hexagonal space on this grid is called a hex.

In this step, the players roll off (see right). The player who loses chooses a game board first, and decides which side of that game board will be used. The player who won then chooses a game board and a side, and places the two game boards so that the grid

matches up, and so that there are at least three hexes that are completed by connecting the boards long edge against long edge, or two hexes that are completed by connecting the boards short edge against short edge.

Once the game boards are placed, you have what is called the battlefield. Two examples of how you might set up the battlefield are shown below.



ROLL-OFFS

Roll-offs are used at various points (e.g. to decide who places a board first). When the rules tell you to roll off, each player takes any combination of four attack or defence dice, rolls them, and counts the number of critical successes (the  symbols). The player who rolls the highest number of  wins. If more than one player is tied for the highest number of  , or if no player has rolled any  , the tied players count the number of  they have rolled. The tied player who rolled the highest number of  wins. If there is still a tie, the tied players then count the number of  they have rolled. The tied player who rolled the highest number of  wins. If there is still a tie, the tied players re-roll (see page 31). Do this as many times as is necessary to establish a winner.

2. PLACE THE OBJECTIVE TOKENS

Take the objective tokens numbered 1-5 for a two-player game. You'll use the tokens numbered 6-9 in games involving more players, as detailed on pages 27-29. Each objective token is double-sided, with the number printed on one side.

Shuffle the objective tokens face down and place them next to the battlefield. Whichever player chose the first game board takes an objective token and places it (without looking at the other side) face down on any complete hex on the battlefield, other than a starting hex, a blocked hex, a lethal hex or an edge hex (the outermost complete hexes around the edge of the battlefield). The players then take it in turns to place the remaining objective tokens in the same way, with the additional restriction that no objective token can be placed within two hexes of another objective token. The final

objective token, and any other token that cannot be placed because of these restrictions, is placed following the same rules, except that it can be placed on an edge hex. Once all objective tokens have been placed, turn them over, revealing the numbered side.

Objective tokens do not block movement or line of sight (pg 18) – they simply indicate important areas of the battlefield that the warbands will fight to hold. A fighter (and their warband) is said to hold an objective if they are standing in the same hex as the objective token.

Sometimes an objective token may be moved during the game: it cannot be moved into a blocked hex or a hex that contains another objective token, but it can be moved into a lethal hex (that hex is still a lethal hex).



Face-up

Face-down

3. DRAW CARDS

At the start of the game, each player shuffles their objective and power decks separately and places them face down next to the battlefield. Each player then draws objective cards from the top of their objective deck until they have three, and power cards from the top of their power deck until they have five. These cards are referred to as their hand, and are kept secret from their opponent. Players can draw additional cards during a game. They can have any number of power cards in their hand, but they can never have more than three objective cards in their hand. If a player would draw a card, but the relevant deck is empty, they cannot draw a card – they do not shuffle their discarded cards back into their deck!

DISCARD PILES

Discarded cards are placed face-up in a pile next to their matching deck, so you will have an objective discard pile for your objective cards and a power discard pile for your power cards.



DO-OVER?

If you don't like your initial three objective cards or your initial five power cards, you can use a 'do-over' – discard the relevant cards and draw a new hand. If you do so, you must discard all cards of that type before drawing your new hand. For example, if you don't like two of your objective cards but like most of your power cards, you might discard all three objective cards and draw three new ones. You can even discard all of your initial objective cards and power cards for a completely new hand. Note that you can't play discarded cards in this game – try to use do-overs sparingly!

4. PLACE THE FIGHTERS

The players roll off again. Whoever wins chooses which player will place a fighter first. That player then places one of their fighters on one of the starting hexes (the hexes with the Warhammer Underworlds symbol) in their territory. Then players take it in turns to place one fighter at a time in the same way, until all of the fighters in the warbands have been placed. A fighter cannot be placed in a hex that is already occupied by another fighter, either at this point or at any time during the game. If either player runs out of fighters to place, the other player continues placing fighters until all of the fighters have been placed.

TERRITORY AND NO ONE'S TERRITORY

A player's territory is made up of all the complete hexes on their game board. Any hexes that become completed by the placement of game boards are no one's territory (see page 13).

PLAYING THE GAME

ACTION PHASE

You're now ready to battle! Each game is made up of three rounds, and each round is made up of an action phase and an end phase.

At the start of each action phase, the players roll off. In the first round the player who finished placing their warband first adds one  to their roll. The player who wins decides which

player is first to take an activation in that action phase.

Players take it in turns to take an activation. Each player has four activations that they can use to perform a number of actions, such as moving or attacking with their fighters. After they have taken an activation there is a power step where

both players can play power cards (pg 22), and then play passes to the other player. When both players have used all their activations, the action phase is over, and the end phase begins.

Note that although most activations allow a fighter to make an action, activations and actions are different things!

ACTIONS

You will use most of your activations on your fighters. When you activate a fighter they can make an action. Doing so uses one of your four activations for the phase. The actions common to all fighters are as follows:

- Move (see below).
- Attack (pg 18).
- Charge (pg 20).
- Go on Guard (pg 20).

- Make another action printed on a fighter card or upgrade.

You can also use activations to make player actions. These don't involve your fighters – instead, these actions allow a player to do something. Doing so uses one of your four activations for the phase. The actions common to all players are as follows:

- Draw a power card from the top of your power deck.

- Discard an objective card and draw an objective card from the top of your objective deck.

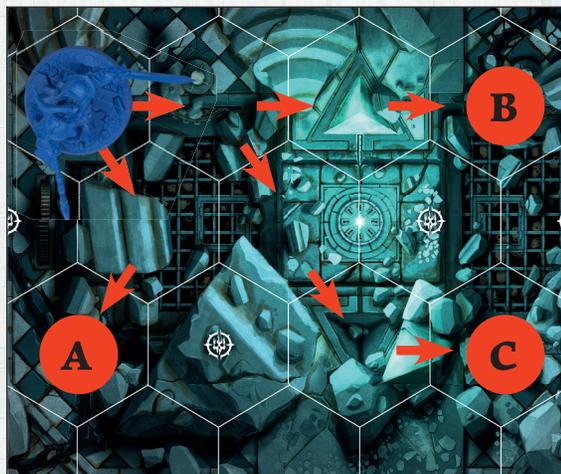
- Pass (do nothing).

It can be easy to lose track of how many activations you've taken in the heat of battle! To help you keep track, use the four activation tokens. Each time you take an activation, turn one of the tokens over.

MOVE ACTIONS

When a fighter makes a Move action, they can move in any direction, moving into an adjacent hex up to a number of times equal to their Move characteristic. They cannot move into or through occupied hexes – hexes that contain other fighters – or blocked hexes. A fighter that makes a Move action cannot end their Move action in the hex they started the Move action in. When a fighter completes a Move action, place a Move token next to them. A fighter with one or more Move tokens cannot make another Move action (or a Charge action) in that action phase.

In this example, Rastus would need a Move characteristic of at least 2 to move to hex A, at least 3 to move to hex B, and at least 4 to move to hex C.



PUSHES AND OTHER EXCEPTIONS

When a rule tells you to push a fighter, simply move their miniature into an adjacent hex the number of times specified by the rule, in any direction each time (unless specified otherwise). Note that nothing can move a fighter into or through a hex that is blocked or occupied, unless specified otherwise. A fighter that is pushed cannot end the push in the hex they started the push in. A push is not a Move action – you do not need to mark a pushed fighter with a Move token. Similarly, when a fighter is driven back (a special kind of push, see page 19) or placed on a different hex by a rule, these are not Move actions, and you do not need to mark that fighter with a Move token.

ATTACK ACTIONS

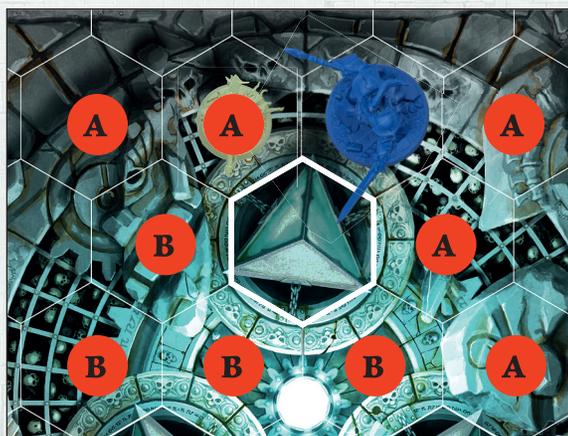
Most fighters have at least one Attack action on their fighter card. A fighter without an Attack action on their fighter card cannot make an Attack action unless they gain an Attack action. Fighters gain Attack actions when they are given an Attack action upgrade (pg 22), or in some cases when they are Inspired (pg 11). A fighter must have a valid target that is within range and line of sight (see below) to be able to make an Attack action. All Attack actions have the following information:

- 1 - The name of the Attack action. Some Attack actions are spells, as shown by the spell symbol (⚡).
- 2 - The Range characteristic of the Attack action. An Attack action with a Range characteristic of 1 can only be used against adjacent fighters. An Attack action with a Range characteristic of 2 or more can be used against fighters who are within that number of hexes of the attacking fighter, as long as the attacking fighter has line of sight to the target fighter.
- 3 - The Dice characteristic of the Attack action. This tells you how many attack dice to roll when making the Attack action, and the symbol (♣ or ✕) you need to roll for a success. Spell Attack actions use magic dice instead, and have different symbols you need to roll for a success (⚡, ⚙ or ⚡). Spell Attack actions may also have a hyphen instead of a number – where this is the case, roll a number of magic dice equal to the wizard's level. A ⚡ is a critical success, which is always a success. The more dice you roll for an Attack action, the greater your chance of success.
- 4 - The Damage characteristic. This tells you how much damage the target fighter suffers if the Attack action is successful.
- 5 - Some Attack actions have additional rules text, which may refer to a number of common abilities, such as Cleave and Knockback (pg 21) or may include more esoteric rules that change how the Attack action works.



Line of sight

Line of sight is used to determine which other fighters each fighter can see, and is usually used when checking if one fighter can attack another. A fighter can only attack other fighters that they have line of sight to. Fighters have line of sight in all directions – it doesn't matter which way the miniature is facing. To check if a fighter has line of sight to another hex, simply draw an imaginary line from the centre of the hex they are standing in to the centre of the hex in question. If that line goes through or touches any blocked hexes, the fighter does not have line of sight to that hex. Otherwise, the fighter does have line of sight to that hex. Fighters do not block line of sight. In this diagram, Rastus has line of sight to all hexes labelled A, but does not have line of sight to any of the hexes labelled B.



COMBAT

When you choose one of your fighters to make an Attack action, follow this sequence. Once the sequence is complete, that action is complete.

- Choose an Attack action and a target. You can only choose one Attack action, and the target must be within the Attack action's Range characteristic. Note that if there is no target within range and line of sight, you cannot make an Attack action. You cannot target a friendly fighter.
- Roll a number of attack dice equal to the Attack action's Dice characteristic (or magic dice if the Attack action is a spell) and count the number of successes you roll (see opposite). This is called the attack roll. Some cards add successes to your total (see page 21) – don't forget to include these.
- Your opponent rolls a number of defence dice equal to the target fighter's Defence characteristic and counts the number of successes they roll. The target fighter's Defence characteristic tells you which symbol (♣ or ♠) they need to roll for a success. This is called the defence roll. A ⚡ is a critical success, which is always a success (see right).
 - If you rolled fewer successes than your opponent, your fighter's Attack action fails and has no effect. Similarly, if neither you nor your opponent rolled any successes, your fighter's Attack action fails and has no effect.
 - If you rolled the same number of successes as your opponent (and at least one success) your fighter's Attack action fails. However, the target can be driven back (see below).
 - If you rolled more successes than your opponent, your fighter's Attack action is successful (and if the Attack action is a spell, it is cast). Resolve the action – take a number of wound tokens equal to the Damage characteristic of the Attack action and place them on the target's fighter card. The target can also be driven back (see below).

CRITICAL SUCCESSES

In addition to counting as successes, critical successes (⚡) can dramatically change the outcome of combat, with a lone attacker taking down a formidable hero, or a surrounded fighter blocking every blow!

If the attacker has more ⚡ than the target, then the Attack action is successful (and if it is a spell, it is cast), regardless of the number of successes rolled by the other player. The Attack action also results in a critical hit (pg 21).

If the target has more ⚡ than the attacker, then the Attack action fails, and the target cannot be driven back.

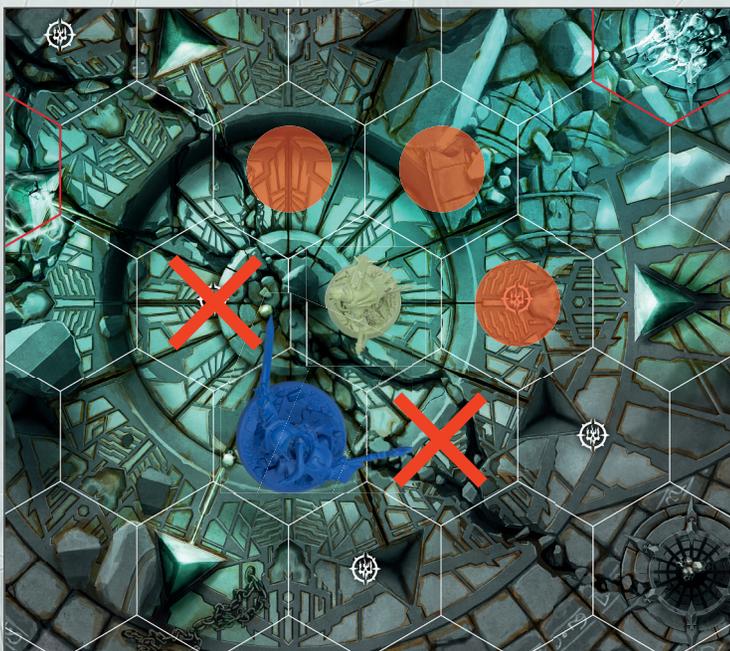
If both players have the same number of ⚡, the success or failure of the Attack action depends on the total number of successes rolled, as described to the left. If the Attack action succeeds, it also results in a critical hit.

DRIVEN BACK

If the target of an Attack action can be driven back, the attacking player can choose to push the target one hex. This can be in any direction that takes the target further away from the attacker. A fighter is only said to be driven back if they are pushed from the hex they were standing in.

Trapped

If the target of a failed Attack action can be driven back, but the fighter can't be pushed (because all of the hexes they could be pushed into are blocked or occupied), the Attack action is successful instead of failing (and if it is a spell, it is cast). The target suffers damage – take a number of wound tokens equal to the Damage characteristic of the Attack action and place them on the target's fighter card.



When Rastus drives the Chainrasp back, the Chainrasp can be pushed into one of the three hexes shown in this diagram.

ADDITIONAL ATTACK ACTION RULES

Attacking multiple targets

Some Attack actions let a fighter target more than one enemy fighter. When this happens, the attacking player resolves the Attack action against each of the targets separately and in succession, in whatever order they choose. Each of these Attack actions is resolved separately, so, for example, if a fighter's next Attack action has +1 Dice, this only applies to the first of these Attack actions.

Critical hit

When you roll one or more  for an Attack action, and the Attack action is successful, your fighter has scored a critical hit. Some Attack actions have an ability that takes effect if a critical hit is scored when making that action. Where this is the case, it will be specified by the Attack action.

Cleave

If an Attack action is noted as having Cleave, the target of that action cannot use rolls of  as successes, even if they are on Guard.

Knockback

If a successful Attack action is noted as having 'Knockback X', where X is a number, the target can be driven back a number of additional hexes equal to X. This means that if an Attack action with Knockback 1 succeeds, the target can be driven back one hex for the successful Attack action (following the normal combat sequence), and a further hex for the Knockback. Any second or subsequent hex of Knockback must be in the same direction as the original push. If it is not possible to push the target further in that direction because of a blocked hex, the target is not pushed any further. Note that the Trapped rule (pg 19) does not apply to Knockback, as Knockback only applies to successful Attack actions. If an Attack action has two or more rules giving it Knockback, add the numbers together for a combined total (e.g. if an Attack action has two rules giving it Knockback 1, it has Knockback 2).

Rastus attacks the Chainrasp with a successful Attack action with Knockback 1. The attacking player can choose one of three hexes to drive the Chainrasp into as a result of the successful Attack action, and the arrows show how that movement continues as a result of Knockback.



MODIFIERS

Various effects in Warhammer Underworlds apply changes to the values printed on cards or the dice you roll. These are called modifiers.

Modifiers change a characteristic or roll. For example, a fighter with the Great Fortitude upgrade has +1 Wounds, so that fighter's Wounds characteristic is increased by one.

Modifiers are cumulative. For example, if a fighter has two upgrades that give them +1 Wounds, they have +2 Wounds.

Dice and Defence modifiers may change the value or the type of the characteristic. For example, +1 Dice means that you would increase the number of an Attack action's Dice characteristic by 1 (and therefore roll an extra dice for that Attack action). On the other hand, a ploy that makes the next Attack action have a  characteristic doesn't change the number of dice you roll, but may change what symbols will result in success.

Dice roll modifiers also apply to any re-rolls of those dice (see page 31). For example, when rolling to see who chooses the first player to take an activation in the first round, the player who finished placing their fighters first adds one  to their roll. If this roll is re-rolled, they add one  to that re-roll (and any subsequent re-rolls) as well.

Innate Symbols

Innate symbols can appear on fighter cards, on upgrade cards, and on gambit cards – for example, **Innate** () or **Innate** (, ). These symbols are modifiers and are added to attack rolls, defence rolls and casting rolls. Unlike other modifiers, these success symbols do not stack – no matter how many of these innate symbols a fighter has, they can only apply one to their roll. For example, if a fighter had **Innate** (, ), you would choose to add either  or  when they make an Attack action, and if a fighter had **Innate** () from two or more sources, you would only add a single  when the fighter attempts to cast a spell.

EYE OF THE STORM

Wizards of the Sacrosanct Chambers wield the
fulminating energies of the heavens.

Innate ()

POWER STEP

The best laid plans of a player in Warhammer Underworlds rarely survive contact with their opponent. This section of the rules explains how gambit cards and upgrade cards can be used to disrupt your opponent's plans, or better still to carry out your own.

After each activation is resolved (e.g. after a fighter has made a Charge action or gone on Guard, or after a player has taken an activation to draw a power card) both players have the chance to play power cards – this is called the power step. To play a power card, a player simply reveals the card from their hand they wish to play and follows the directions on the card if it is a gambit, or applies the upgrade to their chosen fighter if it is an upgrade card. Each player in turn may play a power card, or pass (saying 'pass'), starting with the player who took the activation. Any number of power cards can be played after any activation, but once both players pass in succession, the power step ends and the next activation can take place.

Some power cards describe an additional condition that must be met before they can be played (reactions are the most common of these, and are described opposite). A player can only play these power cards when that condition is met. For example, if a card says that you must choose two friendly fighters, and you only have one friendly fighter, you cannot play that card.

Note that this sequence applies even after the final activation in an action phase – both players must pass before the end phase begins.



Power step example

In this example, Rastus has just made a Move action that puts him adjacent to a Chainrasp. With that activation finished, it is time for the power step.

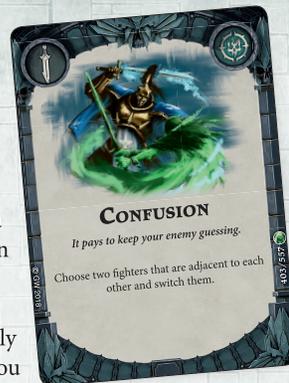
Rastus' player is the first to decide whether or not to play a power card. They reveal and play the Aetherwing Stance card which improves the defence of the next fighter to be attacked – not a bad idea given where Rastus is standing!

The Chainrasp's player is next to decide whether to play a power card or pass. They have a Sidestep card in their hand, but they don't want to play it just yet, so they pass.

It's Rastus' player's turn again, and with no more gambits in their hand and no glory points for upgrades, they pass. Both players have now passed in succession, so the power step ends and it is the Chainrasp's player's activation.

Gambit cards

Gambit cards are held in a player's hand until they are revealed. They are either ploys (which give the player the chance to change their situation with a burst of speed, an extra attack or a cunning trick) or spells (which can have all manner of effects).



When you reveal a ploy card simply apply the text on the card. Once you have done so, put the ploy card in your power discard pile. When you reveal a gambit spell card, you must choose a wizard to attempt to cast the spell and roll the magic dice as described on page 13. If the spell is cast, apply the text on the card. Once you have done so, or if the spell fails, put the card in your power discard pile.

Some gambit cards allow you to make Move or Attack actions with your fighters – you can do this even if normally they would not be able to (e.g. because they have a Charge token). These additional actions also do not cost you an activation.

Some gambit cards refer to the next event of some kind – the next activation, Attack action, or so on. Leave these gambit cards face up in front of you until you apply their effects, and discard them once you have done so. Note that all such gambit cards only remain in effect for the duration of the next activation, or until the end of the round – whichever comes first. Once that point is reached, any remaining unresolved face-up gambit cards are discarded with no effect.

Some gambit cards say that they persist – these cards have an ongoing effect. Leave these cards face up in front of you. They are not discarded until they or another card specifies that they are.

Upgrade cards

Upgrade cards are held in a player's hand until they are revealed. They are used to give permanent boosts to a player's fighters. To play an upgrade card, a player must spend one of their unspent glory points (pg 25). When a player reveals an upgrade card they wish to play, they must flip an unspent glory point over to show that it has been spent. Once they



have done so, they declare which fighter they are applying the upgrade to (following any restrictions, see page 12), and place it adjacent to their fighter card. The fighter has that upgrade for the rest of the game. A fighter can be given more than one upgrade. A fighter cannot be given an upgrade if they are not on the battlefield or are out of action (though they keep any upgrades they have when they are taken out of action).

REACTIONS

In some situations in a game of Warhammer Underworlds, you can use a reaction. You can use the reaction on a fighter card, an upgrade card that has been applied to a fighter, or a gambit card in your hand when the situation described on the card matches what is happening in the game – it does not cost you an activation to do so, and you do not need to wait for the power step. Note that some reactions are spells – to use these you must still cast them as described on page 13.

Each reaction describes the situation in which it can be used. It might say, for example, 'during an Attack action', 'after an Attack action' or 'when your opponent plays a ploy'. When this situation arises you can use the reaction by declaring that you will do so and, in the case of a gambit, revealing the card from your hand. Then simply resolve the reaction as described on the card. This happens immediately, which in some cases will mean putting part of the game (for example, the combat sequence) on hold until the reaction has been resolved.

The situation described in a reaction might be very specific, for example 'during an Attack action that has failed' – a reaction with this situation can only be used during an Attack action, after all dice have been rolled but before the combat sequence (pg 19) has been completed.

You may find that in some situations more than one reaction could be used at exactly the same time – for example, during an Attack action. However, only one reaction can be played at each such instance. The player whose activation is next takes precedence – if they do not wish to play a reaction, the other player has an opportunity to play a reaction.

For example, if both players had a reaction which could be used after an Attack action was made, the player whose activation came next would decide whether or not to use their reaction. If they use it, the other player cannot use their reaction. If they decide not to use it, the other player can then decide whether or not to use their own reaction.

When there is no player whose activation would come next, because you have played the last activation in an action phase, the player whose activation would be next if there were a fifth activation takes precedence.

Remember that the situations described in reactions can be very specific, so 'during an Attack action that fails' is a different situation to 'after an Attack action that fails', and a player with both of these reactions could use both of them at the appropriate time. However, if the player had another reaction that was 'after an Attack action', they would have to choose which of their 'after an Attack action' reactions to use.

Once a reaction is resolved, if it was a gambit the card goes in that player's power discard pile, and then play continues from the point where it was interrupted. If this was part

way through resolving an action or effect (e.g. an Attack action or a ploy card), finish resolving that action or effect, unless the reaction has made this impossible (e.g. if a fighter's position has changed so that they are no longer in range to complete an Attack action). In that case, the action or effect ends without being resolved.

Reacting to a reaction

Some reactions can be used because another reaction has created a situation in which they can be used, before play continues as described above. When this happens, rather than precedence going to the player whose activation would be next, precedence instead goes to the opponent of the last player to use a reaction.

For example, a player plays a reaction after an Attack action that allows one of their fighters to make a Move action. Both players have a reaction that can be used after a fighter makes a Move action, so the player who did not play the first reaction has precedence. If they decide not to use their reaction, the other player will be able to use theirs.



Fighter card reaction

When Angharad Brightshield is Inspired, she gains the Furious Parry Attack action, which is a reaction. This lets her strike back at an enemy attacker who fails to hurt her. The reaction happens during the enemy fighter's Attack action, after the dice have been rolled but before the Attack action is resolved.

Upgrade reaction

The Curse of Unbinding upgrade allows the Briar Queen to make a reaction when a spell is cast by a fighter within three hexes of her. This reaction gives her player a chance to prevent the spell being cast. The reaction happens after the magic dice have been rolled but before the spell is resolved.

Gambit reaction

Endless Malice is a ploy reaction that can be played when a friendly fighter fails in an Attack action. It lets that fighter make another Attack action that targets the same fighter. The reaction happens after the Attack action, that is, after the combat sequence has been resolved.

SCATTER

Some cards or actions have the term ‘Scatter X’ on them, where X is a number. Scatter is used to represent the sometimes random nature of spells or even fighters’ movement! When you resolve a card or action with Scatter X you will create a random ‘chain’ of adjacent hexes that determines how you resolve the card or action. The chain might describe the path of a lightning bolt, or a fighter’s path as they stagger across the battlefield.

The card or action will tell you which hex to ‘Scatter X’ from – this hex is the origin hex from which you will create the chain. To do so, place the scatter token on the battlefield so that it lines up with the hex grid (you can choose how the tile is oriented), and then roll a number of attack dice equal to the Scatter number (so for Scatter 1 you would roll a single dice, for Scatter 2 you would roll two dice, etc.). The symbols on the attack dice correspond to directions on the scatter token, so each of the dice rolled indicates a direction. These directions are used to create the chain.

When the chain is complete, remove the scatter token from the battlefield. The card or action you are resolving will tell you how to use this chain, or what happens in the hexes through which the chain passes or in the end hex. If the chain would extend into an incomplete hex, it ends in the last complete hex it extends into (if it has not extended beyond the origin hex, no chain is created, which usually means the card or action will have no effect).

For example, if a card said ‘Scatter 3 from this fighter’s hex. Any fighter in the end hex suffers 1 damage.’ you would place the scatter token on the battlefield, choosing its orientation when doing so. You would then roll three attack dice, choose the order in which to use them and place them in a chain as indicated by the directions on the scatter token. The effect of the card would cause 1 damage on any fighter in the last hex in the chain (the end hex). In the example shown below, two ⚔ and a ⚔ were rolled. After the player creates a chain using the three results in whichever order they choose, any fighter in the end hex is damaged.

CREATING THE CHAIN

1. Choose one of the dice you rolled and place it in the hex adjacent to the origin hex in the direction indicated by that dice. This is the first hex in the chain.
2. Then choose another of the dice (if there is more than one) and place it in the hex adjacent to the previous hex in the chain in the direction indicated by that dice.
3. Repeat this process for any remaining dice. The chain may loop back into the same hex more than once, or even into the origin hex, but each hex in the chain will be adjacent to at least one other hex in the chain. The last hex that you place a dice in is the end hex in the chain.

END PHASE

Once both players have taken all of their activations and the last power step in an action phase has been played, the end phase begins. In the end phase, you have the opportunity to take stock of the battlefield, score objective cards, upgrade your fighters, discard cards and replenish your hand. Take it in turns to run through the following sequence, starting with the player who took the first activation in the action phase.

- Check your objective cards, and if you have met the conditions on any of them you may score those objective cards. To do so, reveal those objective cards and collect the number of glory points displayed at the bottom. Place the cards revealed in this way in your objective discard pile. You can choose in what order you score these objectives.
- You can then discard any of your remaining objective cards, placing them in your objective discard pile.
- You can reveal and play any upgrade cards, in the same way as described on page 22.
- You can then discard any of your remaining power cards, placing them in your power discard pile.
- If you have fewer than three objective cards in your hand, you then draw objective cards until you have three in your hand, or your objective deck is empty (whichever happens first). If you have fewer than five power cards in your hand, you then draw power cards until you have five in your hand, or your power deck is empty (whichever happens first).

Note that players cannot use gambits in the end phase.

Once both players have followed this sequence, clear all tokens (apart from objective tokens) from the battlefield and flip your four activation tokens over – a new round then begins.

ROUND 2

Round 2 works in the same way as round 1 – simply return to page 17 and play through another action phase and another end phase.

ROUND 3

The action phase of Round 3 works in the same way as rounds 1 and 2. However, when you get to the end phase of Round 3, you simply score any objective cards whose conditions have been met in the same way as in the other end phases. You do not discard cards, play upgrade cards or draw cards. The game then ends.

VICTORY

At the end of the game, whichever player has the greatest number of glory points (whether or not they have been spent on upgrades) is the winner. If the players have the same number of points, but one warband was entirely taken out of action, the other warband's player wins. If there are still fighters from both warbands on the battlefield, whoever is controlling the greatest number of objective tokens wins. If there is still a tie, the game is a draw.

OBJECTIVE CARDS IN THE ACTION PHASE

Most objective cards will be scored in the end phase as described to the left. However, some objective cards are scored 'immediately' – for example after any action, reaction or gambit – as long as the conditions on the objective card are met. When this happens, the player reveals that card and collects the number of glory points specified on the scored objective card. The card is then placed in their objective discard pile. When an objective card is scored in this way, that player can immediately draw another objective card. Note that you cannot score any objective cards drawn this way until after a subsequent action, reaction or gambit – you cannot draw and immediately score an objective card, even if the conditions on the card have been met.



NO ENEMIES IN SIGHT

It may seem strange that if your fighters take the other warband entirely out of action, you still don't automatically win the game (though odds are that you will have done). This is deliberate, and it means that you cannot afford to take your eyes off the objectives! Note that this also means that if a warband is taken entirely out of action in round 1 or 2, you still need to play the remaining phases, so that neither player is prevented from scoring objectives. The remaining phases are likely to be quicker, of course, given that only one set of fighters remains!

ALTERNATIVE RULES

MATCHED PLAY

Matched play is for people who would like to play competitively, whether they are playing with a friend or with another player at their local game store.

In matched play, Warhammer Underworlds is played in matches, the winner of which is decided by a best-of-three game. Matched play is for two players. To play a match of Warhammer Underworlds, simply use the following changes to the core rules.

Choosing a warband and building a deck

Each player chooses a warband secretly, and their choices are revealed simultaneously. Each player must use the warband they have chosen and the decks they have built for the whole match – they cannot switch between games.

Victory

Play two games of Warhammer Underworlds back to back. If, at the end of the second game, one player has won two games, the match is over and that player has won. Otherwise, play a third game. At the end of the third game, whichever player won the most games is the winner. If both players have won the same number of games, or all three games resulted in a draw, the match is a draw.

Tiebreaker

If the match must end with a winner (for competition purposes, for example), and the match would result in a draw, you can use the following rules to determine a winner. Players must have agreed to do so before the match (or it must be specified in the competition rules).

- The player with the highest number of glory points across the three games wins.
- If it would still be a tie, and one player's warband is out of action at the end of the third game, the other player wins.
- Otherwise, play a sudden death round at the end of the third game, as described below.

To play a sudden death round, play a fourth round after the third round of the third game, with the following exceptions:

- Neither player may draw cards for any reason.
- Neither player may play power cards or score objective cards for any reason.

Whichever player eliminates their opponent's warband first wins. Continue to play rounds in this fashion until one warband has been eliminated.

In the unlikely event that the match ends in a tie with no fighters on the battlefield, and each player has won the same number of glory points across all three games, the players roll off. Whichever player wins the roll-off wins the match.

LADDER CAMPAIGN

The concept of a ladder campaign is really very simple. A list of all of the players taking part is made, with the first player to join being number one, the second player to join number two and so on. As new players join the ladder, they add their name to the end of the list and take the next number. So a ladder with six players would have a list of six names numbered from one to six. If two players later joined the ladder, they would be given positions seven and eight, and so on. When players on the ladder play a game, the result will affect their position on the ladder as described below. To play a ladder game, all you need to do is choose a willing opponent from the ladder, and arrange to play!

If the winner of a game is the lower of the two players on the ladder, they swap places with their opponent. If the winner is higher up the ladder, they swap places with the player that is directly above them, unless they are at the very top, in which case the loser drops a rung on the ladder. In the case of a tie, the players remain in their current positions. For example, if player five defeats player three in a game, they swap places. But if player three is victorious over player five, player three swaps places with player two. In addition to the above, anyone who doesn't play a game for a week drops to the bottom of the ladder, falling below any players who have played games in the last week. The player at the top of the ladder is the current reigning champion!

Ladder campaigns can be any length you like: they could run indefinitely with the top place always up for grabs, they could begin anew each month to give another player the chance to be crowned victor each time, or they could have any other length that suits your gaming group.

MULTIPLAYER GAMES

If you have access to two Core Sets, you can play Warhammer Underworlds with three or four players. Just follow all of the rules for a two-player game, with the exception of the following changes to the core rules.

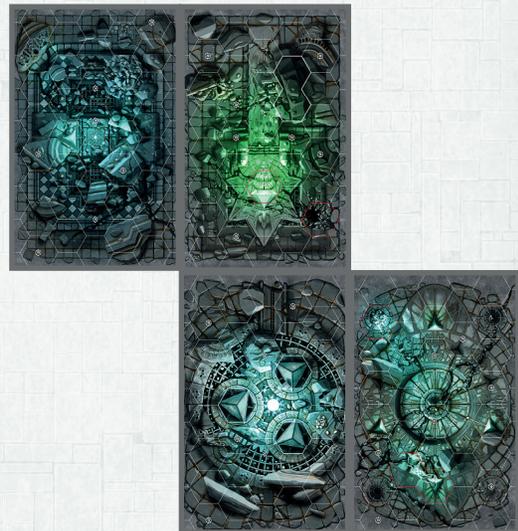
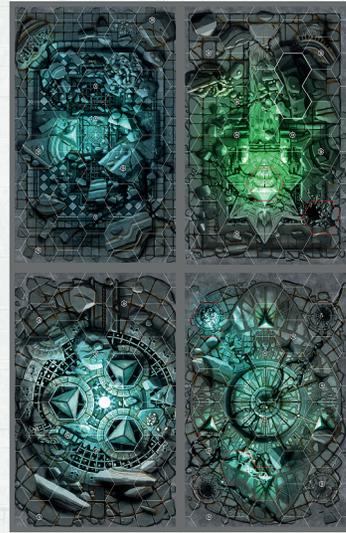
Choose a warband

When choosing your warbands, all players reveal their choices simultaneously.

Place the boards

In this step, the players roll off. Whoever scores the fewest successes places a game board first. This can be any board from their collection. The remaining players roll off again, and whoever scores the fewest successes places a game board next, so that the grid matches up with that of the first board placed, and so that there are at least three hexes that are completed by connecting the boards if placing the boards long edge to long edge, or two hexes that are completed by connecting the boards if placing the boards short edge to short edge. If there are two players left, they roll off again and whoever loses does the same, placing their board adjacent to at least one of the boards already placed, following the same restrictions. Then the final player does the same.

Once all the game boards are placed, you have what is called the battlefield. A few examples of how you might set up the battlefield are shown to the right.



NO ROOM FOR YOUR BOARD?

Note that when you place your game board, you can first rotate the game boards that have already been placed (though you must keep them in the same position relative to each other). This means you can place your own game board exactly where you want it to be. Once all game boards are placed, players may wish to switch places so that their own game board is within easy reach.

SEQUENCING

If two or more players have abilities that would resolve at the same time, they roll off. The winner resolves an ability first, then the loser of the roll-off resolves an ability. (If there are three or four players with abilities that would resolve at the same time, the losers roll off again until a first, second and third loser are established, and they resolve one ability each in that order). They keep resolving abilities in the same order until all abilities they wish to resolve have been resolved. Some abilities are optional (they use the word 'can') – a player can choose not to resolve such an ability, but if they do so they cannot resolve any optional abilities at this time.

Place the objective tokens

Use the objective tokens numbered 1-7 for a three-player game, and the objective tokens numbered 1-9 for a four-player game.

Shuffle the objective tokens face down and place them next to the battlefield. Whoever placed their game board first takes an objective token and places it following the rules on page 16. Then players take it in turns proceeding clockwise to place the remaining objective tokens in the same way. Once all of the objective tokens have been placed, turn them over, revealing the numbered side.

Place the fighters

The players roll off, and whoever wins chooses who places a fighter first. That player places one of their fighters in one of their starting hexes. Then players take it in turns proceeding clockwise to place one fighter at a time in the same way, until all of the fighters in the warbands have been placed. If any player runs out of fighters to place, the other players continue placing fighters until all of the fighters have been placed.

Objective cards

Some objective cards work differently in multiplayer games. When this is the case, they will have one or more of the following symbols:

-  This symbol is used for cards that work differently in all multiplayer games.
-  This symbol is used for cards that work differently in three-player games.
-  This symbol is used for cards that work differently in four-player games.

Each symbol is followed by italic text that replaces the italic text in the objective card's condition, modifying the condition depending on how many players are in the game. In this example, in a game with three or four players, you score the objective in an end phase if two or more warbands are entirely out of action, rather than when all enemy fighters have been taken out of action.

Score this in an end phase if *all enemy fighters have been taken out of action.*

 *two or more warbands are entirely out of action*

FIXED FORMAT

As an alternative to the 'Place the boards' step on the previous page, you can use this variant of the rules if all players agree.

The players roll off. Whichever player scores lowest places a game board first. This can be any board from their collection. The remaining players roll off again, and the lowest scorer places a game board next, adjacent to the first board and in one of the positions shown here. If there are two players left, they roll off again and the player who scores lowest does the same, placing their board adjacent to at least one of the boards already placed, following the same restrictions. Then the final player does so. The resulting battlefield will look like one of these examples.

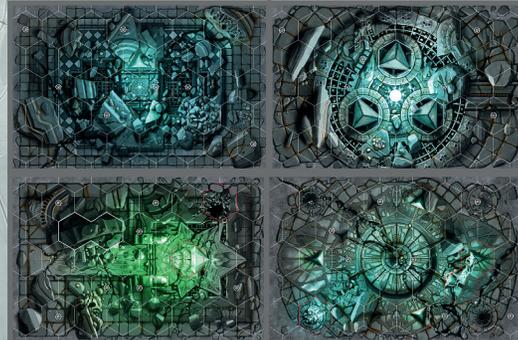
3 Players



4 Players



4 Players



Action phase

At the start of the action phase, the players roll off. The player who finished placing their warband first adds one  to this roll in round 1. Whoever wins decides which player is first to take an activation in that action phase.

Players take it in turns to take an activation, starting with the player chosen as described above and

proceeding clockwise from there. Each player has four activations. Once they have used an activation, play passes to the next player. When all players have used all their activations, the action phase is over, and the end phase begins.

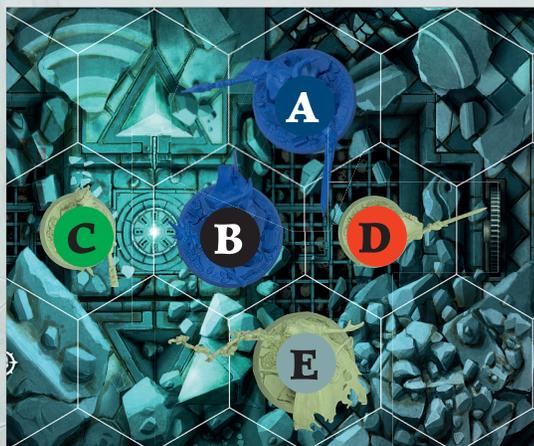
Out of action

When a fighter is taken out of action, only the player whose warband took them out of action gains a glory point. Note that if a fighter is taken out of action by damage not caused by a warband, for example by a lethal hex, no player gains a glory point. A player cannot gain a glory point for taking their own fighter out of action.

SUPPORTING FIGHTERS

When working out who is supporting a fighter in a multiplayer game, the rules work exactly the same. In effect, you will ignore all fighters from warbands that are neither attacking nor the target of the attack.

In this diagram, Ammis (B) can attack three enemies. When resolving an Attack action against the Chainrasp (D), Rastus (A) supports Ammis, but the second Chainrasp (C) and the Briar Queen (E) are from different warbands and do not support Chainrasp D. Similarly, when resolving an Attack action against the Chainrasp C or the Briar Queen, Ammis doesn't have to worry about the other enemy models, as they are from different warbands.



Power step

In the power step, each player in turn may play a power card, or pass, starting with the player who took the activation. Any number of power cards can be played after any activation, but once all players pass in succession, the power step ends and the next activation can take place. Players' hands are kept secret from all of their opponents.

Reactions

When playing reactions, the player whose activation is next takes precedence – if they do not wish to play a reaction, the player clockwise from them has an opportunity to play a reaction, and so on until a reaction is played or all players have indicated that they do not wish to play a reaction.

When reacting to a reaction, the player who is sitting clockwise from the last player to make a reaction (in rounds 1 and 3) or sitting anticlockwise from the last player to make a reaction (in round 2) takes precedence instead, with the precedence of the other players determined in the same direction.

End phase

Players follow the sequence of the end phase (pg 25) in order, starting with the player who took the first activation this round and then proceeding clockwise from them.

Round 2

Play this round in the same way as round 1, but wherever the rules tell you that play moves clockwise, instead go anticlockwise (i.e. the second player to take an activation will be to the right of the first player to take an activation).

Round 3

Play this round in the same way as in round 1 – play moves clockwise once more.

Victory

Whichever player has the greatest number of glory points at the end of round 3 is the winner. If two or more players are tied for the highest number of points, the winner is the player with fighters still on the battlefield. If there are still fighters from more than one of these warbands on the battlefield, whoever is controlling the greatest number of objective tokens at the end of the game wins. If there is still a tie, the game is a draw between those players, and the other players lose the game.

GLOSSARY

Action (pg 17): When you activate a fighter, they can make an action – it could be an action on their fighter card, a common action (like Charge or Guard) or an action on an upgrade card.

Action phase (pg 17-24): Each game has three action phases, when fighters are moved and attack one another, while players attempt to score objectives.

Activation (pg 17): Each player has four activations in each action phase. Each activation lets them make an action with a fighter, draw a power card or discard and draw an objective card.

Adjacent: A fighter is adjacent to everything that is within one hex of their hex.

Attack action (pg 18): A fighter can make an Attack action to attempt to damage one or more enemy fighters.

Attack roll (pg 19): The dice roll made by a player when one of their fighters makes an Attack action.

Battlefield (pg 13): This is the area defined by the game boards placed by the players at the beginning of each game. Incomplete hexes are not part of the battlefield.

Blocked hexes (pg 14): Fighters cannot stand in, move through or see through blocked hexes (defined by a thick white border).

Casting roll (pg 15): The dice roll made by a player when one of their wizards attempts to cast a spell.

Chain (pg 24): This refers to the 'chain' of adjacent hexes created when a card or action Scatters.

Charge action (pg 20): A Charge action is a special action that lets you make a Move action followed by an Attack action with a single fighter. When a fighter has made a Charge action, place a Charge token next to them.

Charge token (pg 20): A fighter with one or more Charge tokens cannot be activated.

Cleave: If an Attack action is noted as having Cleave, the target(s) of that action cannot use rolls of  as successes, even if they are on Guard.

Critical hit: When you roll one or more  for an Attack action, and the Attack action is successful, your fighter has scored a critical hit. Some Attack actions have an ability that takes effect if a critical hit is scored when making that Attack action. Where this is the case, the Attack action will specify this.

Critical success: A roll of  on any dice is a critical success. In an Attack action, if the attacker rolls more  than the target, the Attack action is successful. If the target rolls more  than the attacker, the Attack action fails.

Damage (characteristic) (pg 18): Each Attack action has a Damage characteristic. When an Attack action is successful, the target fighter suffers that amount of damage.

Deck (pg 11): Each player has two decks of cards – the power deck and the objective deck. These are individually shuffled at the start of the game and kept face down next to the battlefield. When a player draws a card from a deck, it must be the top card on that deck. When a deck is empty, a player cannot draw any more cards of that type.

Defence (characteristic) (pg 19): Each fighter card has a Defence characteristic that consists of a number and a symbol. The number tells you how many dice to roll when they are targeted, and the symbol ( or ) tells you what you need to roll for a success. A  is always a success.

Defence roll (pg 19): The dice roll made by a player when one of their fighters is the target of an Attack action.

Dice (characteristic) (pg 18): Each Attack action has a Dice characteristic that is a number and a symbol. When a player makes an Attack action, they roll a number of dice equal to the number of that Attack action's Dice characteristic. The symbol ( or ) tells you what you need to roll for a success. Spell Attack actions use magic dice instead, and have different symbols you need to roll for a success (,  or ). A  is always a success.

Discard piles (pg 16): Each player has two discard piles – the power discard pile and the objective discard pile. These are kept adjacent to the corresponding decks. Cards are placed in the discard piles face up.

Driven back (pg 19): A fighter that is driven back is pushed one hex. This push must take them further away from the fighter driving them back.

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

End hex (pg 24): This refers to the last hex in the chain created when a card or action Scatters.

End phase (pg 25): Each game has three end phases, when objectives are scored, upgrades are played and cards are discarded and drawn.

Enemy fighter: A fighter in any opponent's warband.

Fails (Attack action) (pg 19): An Attack action that doesn't cause damage fails.

Fighter (pg 11): Each fighter is represented by a miniature and a fighter card. A fighter can be friendly or enemy (and when a rule refers to 'a fighter' or 'fighters' without specifying friendly or enemy, it refers to both).

Friendly fighter: A fighter in your warband.

Gambit card (pg 12, 22): A gambit card is a kind of power card. Gambit cards are either ploys or gambit spells. Most gambit cards are played in the power step, though some specify an additional condition that must be met before they can be played. Some gambit cards are reactions, and can be played as described by the condition on the card.

Gambit spell (pg 13): This refers to a gambit card that is a spell. Gambit spells can only be used when there is a friendly wizard on the battlefield. Each time you play a gambit spell, you must choose a friendly wizard to attempt to cast it.

Game board (pg 15): Each player brings a game board – these are placed at the start of the game. Each game board is divided into hexes, and is reversible.

Glory point (pg 25): In a two-player game, each time an enemy fighter is taken out of action, you score a glory point. In a three- or four-player game, each time your warband takes an enemy fighter out of action, you score a glory point. When you meet the conditions of an objective card, you score the number of glory points specified on the card. You can spend a glory point in the end phase to play an upgrade card on one of your fighters – when you do so, flip the glory point over to show that it has been spent. At the end of the game, whoever has the most glory points (both spent and unspent) wins.

Guard action: As an activation, a fighter may go on Guard. Place a Guard token next to them.

Guard token (pg 20): For a fighter with one or more Guard tokens, rolls of both  and  are successes for defence rolls. If a fighter with one or more Guard tokens makes a Charge action, remove the Guard token(s).

Hand (pg 12): Each player has a hand of objective cards and power cards. The hand should be held or placed so that other players cannot see what cards are in it. A hand can never include more than 3 objective cards, but can include any number of power cards.

Hex (pg 14): The battlefield is divided into hexes, which are used to determine where fighters, obstacles and objective tokens are, and the distance between them. Incomplete hexes are not hexes.

Innate symbol (pg 21): Innate symbols are symbols on a card that add a success to a dice roll.

Inspire (pg 11): Each fighter card has an Inspire condition. When this condition is met, they are Inspired: flip the fighter card over to reveal their Inspired characteristics. They remain Inspired for the rest of the game.

Knockback (pg 21): If an Attack action is noted as having Knockback X, where X is a number, if that Attack action is successful the target can be driven back a number of additional hexes equal to X.

Leader: A fighter with a crown symbol (♔) before their name is your warband's leader.

Lethal hex (pg 14): Some hexes have a red border. When a fighter moves, is pushed or driven back into one of these hexes the fighter suffers 1 damage.

Move (characteristic) (pg 17): Each fighter card has a Move characteristic, which tells you how many hexes that fighter can move.

Move action (pg 17): When a fighter makes a Move action, they can move into an adjacent hex up to a number of times equal to their Move characteristic. They cannot move through other fighters or blocked hexes. A fighter that moves must move at least one hex, and cannot end their Move action in the hex they started the Move action in. Once a fighter has made a Move action, place a Move token next to them.

Move token (pg 17): A fighter with one or more Move tokens cannot make a Move or Charge action.

Objective card (pg 12, 25): Each objective card describes a condition for scoring it: when the condition is met that player can score the objective card, and score the number of glory points indicated on the card.

Objective token (pg 16): One side of these tokens is blank, and the other has a number, which identifies it for the purpose of scoring objective cards. These tokens do not block movement or line of sight.

Occupied hex: A hex with a fighter in it is said to be occupied.

Origin hex (pg 24): This refers to the hex from which a chain is created when a card or action Scatters. It is not part of the chain.

Out of action (pg 20): When a fighter has suffered damage equal to or greater than their Wounds characteristic, they are taken out of action: remove them from the battlefield.

Persists: Some gambit cards say that they persist – these cards have an ongoing effect. Leave these cards face up in front of you. They are not discarded until they or another card specifies that they are.

Ploy card (pg 12, 22): A ploy card is a kind of gambit card.

Power card (pg 22): Power cards can be upgrade cards or gambit cards.

Power step (pg 22): This step follows each activation, and gives players the opportunity to play power cards.

Push: When a rule tells you that you can push a fighter, simply move their miniature the number of hexes specified by the rule, in any direction (unless specified otherwise).

Range (characteristic) (pg 18): Each Attack action has a Range characteristic which tells you how far that Attack action can reach in hexes.

Re-roll: When a rule tells you to re-roll a dice, pick it up and roll it again. The new result replaces the previous result. If you are told to re-roll a dice roll that involved multiple dice, roll all of them again unless specified otherwise. Whatever the new result is, it replaces the old result, even if it is worse. Unless specifically stated otherwise, you cannot re-roll a re-rolled dice.

Reaction (pg 23): A reaction is a special kind of action, found on a fighter card, upgrade card or gambit card, that describes a condition that must be met for it to be used. When that condition is met, the action can be taken without costing that player an activation.

Roll-off: When the rules tell you to roll off, each player takes any combination of four attack or defence dice, rolls them, and counts the number of critical successes (the 🎲 symbols). The player who rolls the highest number of 🎲 wins. If more than one player is tied for the highest number of 🎲, or if no player has rolled any 🎲, the tied players count the number of 🎲 they have rolled. The tied player who rolled the highest number of 🎲 wins. If there is still a tie, the tied players then count the number of 🎲 they have rolled. The tied player who rolled the highest number of 🎲 wins. If

there is still a tie, the tied players re-roll. Do this as many times as is necessary to establish a winner.

Round: Each game is made up of three rounds, each of which includes an action phase and an end phase.

Scatter (pg 24): Some cards or actions have the term 'Scatter X' on them, where X is a number. When resolving Scatter X a player creates a random chain of adjacent hexes using the scatter token and applies the effect described by the card or action.

Spell (pg 13): Spells are found on gambit cards, fighter cards and upgrade cards. Spells must be cast by a wizard on the battlefield before they can be used.

Spell Attack action (pg 18): These are Attack actions that are also spells. Only wizards can use these Attack actions.

Starting hexes (pg 13, 16): When you place your fighters at the start of the game, you must place each of them in a starting hex (such hexes are marked with the Warhammer Underworlds symbol) in your territory.

Succeeds (Attack action) (pg 19): An Attack action that causes damage succeeds.

Support (pg 20): Friendly models adjacent to enemy fighters who are either making an attack or the target of an attack provide support, and are said to be supporting. A fighter with more support than their opponent has a greater chance of success.

Territory: A player's territory is composed of all the complete hexes on their game board. Any hexes completed by the placement of the game boards are no one's territory.

Upgrade card (pg 12, 22): An upgrade card is a kind of power card. A player can play an upgrade card in the power step by spending a glory point and applying the upgrade card to an eligible fighter. The fighter has that upgrade for the rest of the game.

Warband: Each player plays with a warband, made of a specific set of fighters identified by a unique symbol on their fighter cards. Each warband has access to unique objective and power cards.

Wizard (pg 11): A fighter with a wand symbol (🪄) before their name is a wizard.

Wizard level: The number next to a wizard's wand symbol on their fighter card is their wizard level. This is sometimes used to determine how many dice you roll when that fighter attempts to cast a spell.

Wounds (characteristic) (pg 20): Each fighter card has a Wounds characteristic. The higher this number is, the more damage a fighter can suffer before they are taken out of action.

REFERENCE

Activation options

- Make a Move action with a fighter.
- Make a Charge action with a fighter.
- Put a fighter on Guard.
- Make an action printed on a fighter card or upgrade (such as an Attack action) with a fighter.
- Draw a power card from the top of the power deck.
- Discard an objective card and draw an objective card from the top of the objective deck.
- Pass (do nothing).

Power step sequence

- Current player plays a power card or passes.
- Next player plays a power card or passes.
- Repeat until both players pass in succession.
- Next activation.

End phase sequence

Each player runs through this sequence, starting with the player who took the first activation in this round.

- Score objectives.
- Discard unwanted objectives.
- Play upgrade cards.
- Discard unwanted power cards.
- Draw objective cards and power cards (to a maximum hand of 3 objective cards and 5 power cards).

GAME SEQUENCE

A game of Warhammer Underworlds is played in the following sequence:

SET UP

1. PLACE THE BOARDS
2. PLACE THE OBJECTIVE TOKENS
3. DRAW CARDS
4. PLACE THE FIGHTERS

ROUND 1

ACTION PHASE
END PHASE

ROUND 2

ACTION PHASE
END PHASE

ROUND 3

ACTION PHASE
END PHASE

VICTORY

CRITICAL SUCCESSES

If the attacker has more  than the target, then the Attack action is successful (and if it is a spell, it is cast), regardless of the number of successes rolled by the other player. The Attack action also results in a critical hit (pg 21).

If the target has more  than the attacker, then the Attack action fails, and the target cannot be driven back.

If both players have the same number of , the success or failure of the Attack action depends on any other successes rolled by either player. If the Attack action succeeds, it also results in a critical hit.