

WARHAMMER UNDERWORLDS WINTERMAW



RULEBOOK

INTRODUCTION

Warhammer Underworlds is a game of strategy, fast-paced combat and devious ploys for two players. In this game, each player takes a warband and pits them against their rivals in search of glory on the hidden battlefields of the Mortal Realms. It is an easy game to pick up, but you'll quickly find that it has depth to reward dedicated and experienced players.

AIM OF THE GAME

The aim of the game is to win glory points, awarded for achieving objectives and vanquishing your foes. The player with the most glory points at the end of the game wins!

STANDARD AND ADVANCED RULES

The rules that follow are known as the standard rules. These tell you everything you need to play a game of Warhammer Underworlds. Advanced rules explain aspects of the game in greater detail. You won't need the advanced rules in every game, but you can refer to them to understand how to resolve some of the more complex situations which you come across while playing.

CLARIFICATIONS

Sometimes you will see clauses in brackets (like this). These are meant to speed up play with helpful clarifications, and are not considered part of the rules of the game.

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 58). When a word is in bold type, it is a keyword (pg 21).

CORE SET CONTENTS

CARDS



Brethren of the Bolt Fighter Cards



Brethren of the Bolt Rivals Deck



The Skinnerkin Fighter Cards



The Skinnerkin Rivals Deck



Rimewyrm's Bite Rivals Deck



Hungering Parasite Rivals Deck



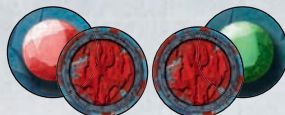
TOKENS AND COUNTERS



38 Glory Points
(unspent/spent)



8 activation tokens
(untaken/taken)



24 wound counters/
generic counters



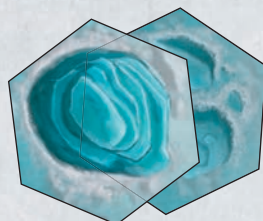
6 Raise tokens



13 Move/Charge tokens



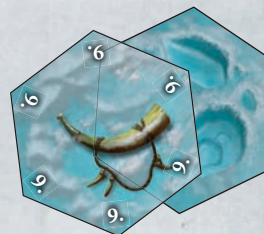
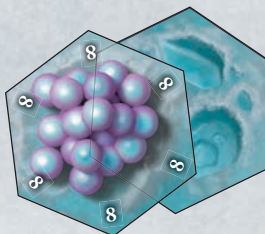
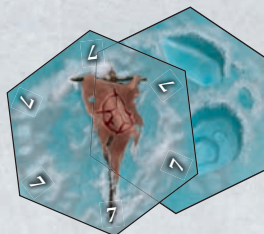
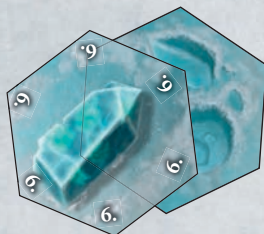
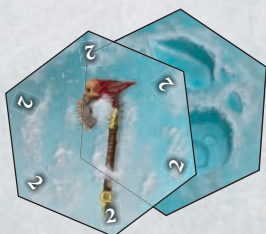
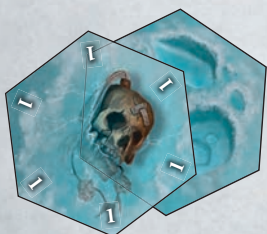
13 Guard/Stagger tokens



2 double-sided blocked/cover
feature tokens

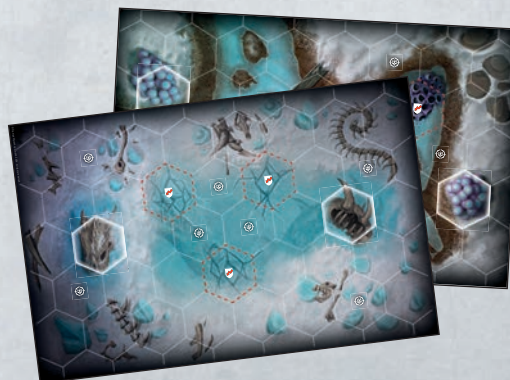


1 double-sided scatter token



9 double-sided objective/cover feature tokens featuring the glacial wasteland of Wintermaw and the dangerous artefacts that lie frozen within.

BOARDS



2 double-sided game boards that display the lethal underground caverns of Wintermaw.
For more detail about each environ, see page 63.

BEFORE YOU PLAY

This section explains the rules you need to understand and the components you need to gather before you play a game of Warhammer Underworlds.

WARBANDS

When you play a game of Warhammer Underworlds, you and your opponent each choose a warband. Each warband has its own distinct character and individual fighters, identified by their fighter cards (pg 18) and represented by their miniatures. You can both use the same warband if you each have a set of the miniatures and their fighter cards. If you are playing with one copy of the Core Set, simply decide between you who will use which warband. The Core Set includes two warbands: the Brethren of the Bolt and the Skinnerkin. There are also expansions that let you add additional warbands to your games of Warhammer Underworlds.



ADVANCED RULES

WARBANDS AND FIGHTERS

Sometimes a rule refers to a warband. This means all of the fighters in that warband and all of the cards used by the player of that warband, and the player of that warband.

If a rule refers to a friendly fighter it means a fighter in your warband. Each fighter in the other warband is referred to as an enemy fighter.

A fighter on the battlefield is referred to as a surviving fighter. When a fighter is not on the battlefield, that fighter is referred to as out of action (pg 36).



BRETHREN OF THE BOLT



Soror Tazat



♣ *Pater Filius*



Friar Galvic



Scorched Yakob



Acolyte Arcus

THE SKINNERKIN



♣ *Gristla Tenderhooke*



The Carnskyr



Seddrik the Chain



*Young Master
Kretch*



*Flensemaster
Pewdrig*

FIGHTER CARDS

A fighter's fighter card tells you their characteristics (how fast, how tough and how well-armoured or evasive they are), their Attack actions, and any other abilities they have.



Fighter Card



Inspired Fighter Card

- 1 - Picture of your fighter's miniature
- 2 - Your fighter's name
- 3 - Icons showing your fighter's trait(s) (pg 19)
- 4 - Your fighter's Move characteristic
- 5 - Your fighter's Defence characteristic

- 6 - Your fighter's Wounds characteristic
- 7 - Your fighter's Attack action(s) (pg 32)
- 8 - Additional abilities may be found here
- 9 - Your fighter's Inspire condition (see below)
- 10 - Your fighter's warband symbol
- 11 - Your fighter's Grand Alliance symbol

INSPIRE

The fighters in Warhammer Underworlds have hidden strengths, and under the right conditions they can unlock these strengths during battle. When the Inspire condition on a fighter's card is met, that fighter will become Inspired at the next Inspire step. An Inspire step comes before each activation step (pg 30) and follows each activation and each power step (pg 41).

When a fighter becomes Inspired, flip their fighter card over, revealing the fighter's Inspired characteristics and abilities.



ADVANCED RULES INSPIRE

In each Inspire step, starting with the player who last took an activation, each player Inspires each of their fighters whose Inspire condition has been met.

A fighter keeps all their upgrades, tokens and counters when they become Inspired. Once a fighter becomes Inspired, they remain Inspired for the rest of the game, unless un-Inspired (see right).

If an Inspired fighter would become Inspired, nothing happens.




ADVANCED RULES UN-INSPIRE

A fighter's card may have an un-Inspire condition on the Inspired side. Power cards and plot cards may also have effects that un-Inspire fighters.

When a card un-Inspires a fighter, or when a fighter's un-Inspire condition is met, that fighter is un-Inspired. When a fighter is un-Inspired, flip their fighter card over so that the Inspired side is hidden. A fighter keeps all their upgrades, tokens and counters when they become un-Inspired.

If an un-Inspired fighter would become un-Inspired, nothing happens.

TRAITS

Some fighters share certain common traits, represented in Warhammer Underworlds by consistent rules. If a fighter has any traits there will be one or more trait icons on their fighter card, and they have the additional rules listed below. The most common archetype is leader, indicated by a  symbol – every warband has one leader.



Beast – This fighter cannot be given Attack action upgrades or bound spell upgrades, and cannot hold objectives.



Flying – When making a Move action, this fighter cannot be dealt damage by lethal hexes and can move through blocked and occupied hexes. This fighter must end its Move action in an empty hex.



Leader – Each warband has one leader. There are no additional rules for being a leader.



Wizard – This fighter can cast spells as described on page 40. A wizard will also have a number next to this symbol – this is their wizard level characteristic.



ADVANCED RULES

TRAITS AND LARGE FIGHTERS

If a fighter gains or loses a trait during a game, break (pg 27) each of their upgrades that cannot be given to that fighter.

While 'Large' is not a trait, it works in a similar way to traits. While a fighter has a Wounds characteristic of 5 or more (including all modifiers), they are referred to as a Large fighter. If a fighter becomes Large during a battle, break each of their upgrades that cannot be given to a Large fighter.

THE DECKS

Each player uses two decks of cards: an objective deck made of 12 objective cards, and a power deck made of 20 power cards, which are a mix of gambits and upgrades. There are ways to customise your decks, which are described on pages 52-53, but the easiest way to prepare your decks is simply to use a Rivals deck, which consists of a pre-built objective deck and a pre-built power deck. Rivals decks give your warband a thematic set of goals and ways to achieve them.

All but the oldest warbands in Warhammer Underworlds have a Rivals deck. A warband's Rivals deck consists of a complete set of 12 objective cards and a power deck made up of 20 cards, all of which are unique to that warband and have that warband's symbol. This game comes with one Rivals deck for the Brethren of the Bolt and one for the Skinnerkin. For your first game, it is best to use these Rivals decks.

Once you're familiar with the rules, you can experiment with using different Rivals decks: although a warband cannot use another warband's Rivals deck, there are a number of 'universal' Rivals decks that can be used by every warband. This game comes with two universal Rivals decks: Rimewyrm's Bite and Hungering Parasite. Using these decks instead of a warband's own Rivals deck lets you try different strategies in your games.

Some Rivals decks add new rules to your games of Warhammer Underworlds. Where this is the case, these rules will be presented on a plot card that is used alongside the deck, which you and your opponent can refer to during the game.



This is the warband symbol for the Brethren of the Bolt.



This is the warband symbol for the Skinnerkin.



This is the deck symbol for Rimewyrm's Bite.



This is the deck symbol for Hungering Parasite.

OBJECTIVE CARDS (PG 50)

Objective cards reward you with glory points when you complete one or more conditions. Most objective cards are used in the end phase at the end of each round (pg 50).

- 1 - Objective card symbol
- 2 - Faction symbol
- 3 - Card name
- 4 - Keyword(s)
- 5 - Condition(s)
- 6 - Reward
- 7 - Rivals deck symbol (or set symbol, on older cards)



GAMBIT CARDS (PG 41)

Gambit cards have many uses. They are either ploys or spells. You will get a chance to play these cards in the power step that follows each of a player's activation steps (pg 41-42). Some gambits are restricted – they can only be played if a particular fighter has not been taken out of action.

- 1a - Ploy card symbol
- 1b - Spell card symbol
- 2 - Faction symbol
- 3 - Card name
- 4 - Keyword(s)
- 5 - Effect
- 6 - Restrictions
- 7 - Rivals deck symbol (or set symbol, on older cards)



UPGRADE CARDS (PG 42)

Upgrade cards are used to bestow permanent improvements on your fighters. You will get a chance to play these cards in the power step that follows each of a player's activation steps (pg 41-42) and in the end phase at the end of each round (pg 50). Some upgrades are restricted to particular fighters.

- 1 - Upgrade card symbol
- 2 - Faction symbol
- 3 - Card name
- 4 - Keyword(s)
- 5 - Effect
- 6 - Restrictions
- 7 - Rivals deck symbol (or set symbol, on older cards)



ADVANCED RULES

CARD RULES

KEYWORDS

Some cards have keywords on them. Keywords are used in two ways: some of them are written in **bold**, and are used to refer to a rule found on a card or in this booklet, in which case you can quickly find the relevant rule by checking the Glossary, and others are written in **bold italic**, and are used to label that card so that other cards can interact with it (e.g. a fighter with the **brawler** keyword would be affected by an ability that affects all **brawlers**). On some older cards, all keywords are simply written in bold.

'CANNOT'

If two or more rules come into conflict, and one of them says 'cannot', that rule takes precedence (e.g. if a fighter has a rule that says they cannot be pushed, a card that lets you push a fighter does not work on that fighter).

'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 in this book, the card takes precedence (even if the rule in this book says 'cannot').

ABILITIES

Rules found on a fighter card or power card are referred to as abilities.

A player can only use an ability if they can follow all of the directions for that ability.

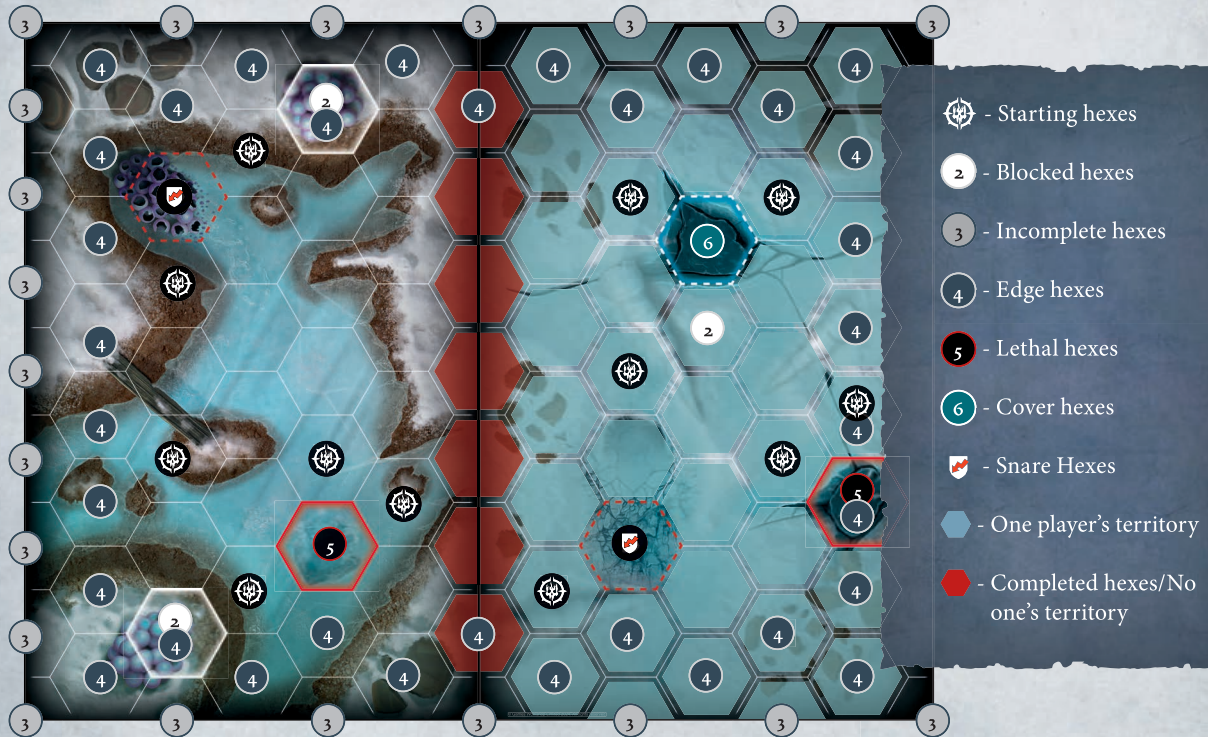
For example, if an ability instructs you to choose two friendly fighters, and you only have one surviving friendly fighter, you cannot use that ability.

Some abilities describe an additional condition that must be met before they can be used (reactions are the most common of these, and are described on pages 46-49). A player can only use these abilities when that condition is met.



THE BATTLEFIELD

Games of Warhammer Underworlds use a battlefield made up of two game boards. Here you can see an example battlefield. It is divided into hexes. When a fighter, feature token (pg 26) or scatter token (pg 44) is put onto the battlefield, it is said to be placed. It must be positioned in a single hex. A single hex cannot contain more than one fighter.



STARTING HEXES

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. These are **blocked** hexes. Fighters cannot move into or through these hexes and these hexes block line of sight to what is beyond them (pg 32).

INCOMPLETE HEXES

The incomplete hexes at the edge of the battlefield are not part of the battlefield and are not part of the game.

EDGE HEXES

The complete hexes around the edge of the battlefield are **edge** hexes.

OCCUPIED HEXES

A hex that contains a fighter is an **occupied** hex.

EMPTY HEXES

If a hex is not occupied or blocked, it is an **empty** hex.

HAZARD HEXES

The following three hex types are collectively referred to as hazard hexes: lethal hexes, snare hexes and cover hexes.

LETHAL HEXES

Some hexes have a solid red border. These are **lethal** hexes. When a fighter moves, is placed or pushed (pg 31) into a lethal hex, it deals 1 damage to that fighter (pg 35).

COVER HEXES

Some hexes have a blue border outlined by white dashes. These are **cover** hexes. A fighter on a cover hex considers rolls of ☉ as successes in their defence rolls (pg 33).

SNARE HEXES

Some hexes have a border made of red dashes rather than solid lines. These are **snare** hexes. When a fighter moves onto, is pushed onto or is placed on a snare hex, or when a feature token in the same hex as a fighter becomes a snare hex token, stagger that fighter (pg 37).



ADVANCED RULES

HEXES

If a hex is not adjacent to six hexes, it is an edge hex (remember that incomplete hexes are not hexes). A hex can be an edge hex in addition to any other types (e.g. an edge hex that is a lethal hex is both lethal and an edge hex). The same is true of 'occupied' and 'empty'.

A fighter that is in a lethal or snare hex can remain in it without further penalty from that hex, and move out of it or be pushed out of it without further penalty from that hex.

Some rules can change the type of a hex – for example, some rules make a hex into a lethal hex. If a fighter is in a hex when it becomes a lethal hex, they are not dealt damage from that hex.

PLAYERS' TERRITORY

A player's territory is made up of all the hexes on their game board. Hexes on other players' game boards are enemy territory. Any hexes that become completed by the placement of the game boards are a single territory called no one's territory.



The hex in the centre of this diagram was completed when the game boards were placed next to each other. It is no one's territory.



ADVANCED RULES

DISTANCES AND DIRECTIONS

This diagram shows you what the rules mean when they refer to distances. A fighter is always considered to be within zero hexes of itself but cannot be adjacent to itself. When counting the distance between two hexes, count the shortest distance possible (which can be straight through blocked hexes).

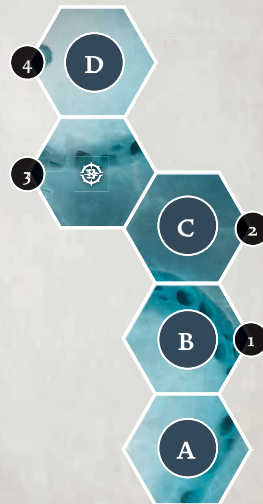
In this diagram:

B is within 1 hex of A. B is 1 hex from A. These hexes are adjacent.

C is within 2 hexes of A. C is 2 hexes from A.

D is within 4 hexes of A. D is 4 hexes from A.

When a rule tells you to move or push a fighter or token 'away' or 'further' from a hex or something in a hex, it means that each hex it is moved or pushed into as part of that move or push must be further from that hex than the hex it just left. Similarly, when a rule tells you to move or push a fighter or token 'towards' or 'closer' to a hex or something in a hex, it means that each hex it is moved or pushed into as part of that move or push must be closer to that hex than the hex it just left. In both cases, the distance is counted in hexes by the shortest route, even if that means counting a blocked hex.



PLAYING THE GAME

The rules that follow tell you how to set up and play a 'normal' game of Warhammer Underworlds. There are additional ways to play Warhammer Underworlds that use variations on these rules. You can find more information about these on pages 52-53.

GAME SEQUENCE

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

SET UP

1. REVEAL YOUR WARBANDS
2. PLACE THE BOARDS
3. PLACE FEATURE TOKENS
4. DRAW CARDS
5. PLACE THE FIGHTERS

ROUND 1

ACTION PHASE
END PHASE

ROUND 2

ACTION PHASE
END PHASE

ROUND 3

ACTION PHASE
END PHASE

VICTORY

1. REVEAL YOUR WARBANDS

Simultaneously, the players each reveal the warband they have chosen to use.

2. PLACE THE BOARDS

The players roll off (see opposite). The player who wins picks a player. The player they pick will choose a game board first. This gives that player a disadvantage when the battlefield is set up, but the advantage when placing feature tokens (pg 26).




The player they pick chooses a game board from their collection and decides which side of that game board they will use as their territory. The other player then chooses a game board and a side in the same way. That player then sets up the battlefield by placing the two game boards so that the chosen sides are face up, and so that there are at least four 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.

Examples of how you might set up the battlefield are shown here.



ROLL-OFFS

When the rules tell you to roll off, each player takes any combination of four attack or defence dice and rolls them. Then they compare the results:

- If one player rolls more  symbols than their opponent, that player has won.
- Otherwise, if one player rolls more  symbols than their opponent, that player has won.
- Otherwise, if one player rolls more  symbols than their opponent, that player has won.
- If there is still no winner, start the roll-off again.



ADVANCED RULES

RE-ROLLS

When a rule tells you to **re-roll** a dice, roll it again immediately after making the relevant roll. If you are told to re-roll a dice roll that involves multiple dice, re-roll all of them simultaneously 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.

If you have two or more rules allowing you to re-roll one dice, for example in an attack or defence roll, if you roll more than one dice, you can re-roll one dice for each of these rules. As these are separate abilities, you can re-roll dice one at a time, though you still cannot re-roll a re-rolled dice.



ADVANCED RULES

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, and these rules do not specify otherwise, they roll off (pg 25). The winner chooses who resolves an ability first, then the other player 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 further optional abilities at this time.

DICE SYMBOLS

The keys below show the different symbols on each of the dice in Warhammer Underworlds. Most rules just show the symbol itself, but each symbol also has a name – these are useful when discussing your rolls with your opponent.

ATTACK DICE



Critical success



Attack – Smash



Attack – Fury



Support – Single



Support – Double

DEFENCE DICE



Critical success



Defence – Block



Defence – Dodge



Support – Single



Support – Double

MAGIC DICE



Critical success



Magic – Channel



Magic – Focus

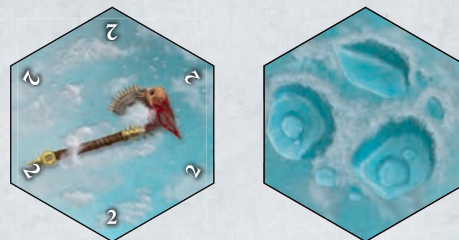
3. PLACE FEATURE TOKENS

A two-player game of Warhammer Underworlds uses seven feature tokens that all show a cover hex token on one side. On five of the feature tokens, the other side has a number from 1-5, and on the other two feature tokens the other side shows a blocked hex token.

Shuffle the five numbered tokens with the cover hex side face up. Deal three to the player that chose the first game board, and two to the other player. Keeping the numbered sides hidden, the players take it in turns to place the feature tokens on the battlefield, starting with the player that chose the first game board. When a player does so, they must place the token with the cover hex side face up in any hex on the battlefield, with the following exceptions: they cannot place it in a starting hex, a blocked hex, a hazard hex, or an edge hex (pg 22), or within two hexes of another token. If a token cannot be placed because of the above exceptions, it can be placed in an edge hex. Once all tokens have been placed, flip them over. With the numbered side face up, these tokens are called objective tokens.

Objective tokens 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 on the objective token.

The other two feature tokens are not placed during this step. These feature tokens, and any feature tokens removed from the battlefield during a game, are called 'available feature tokens' as long as they are not on the battlefield. Some cards interact with available feature tokens.



Feature tokens (objective token/cover hex token)



ADVANCED RULES

FEATURE TOKENS

With the numbered side face up, a feature token is referred to as an objective token. Each objective token has a value equal to the number printed on that objective token. Value is important for some cards and can help to determine the winner of the game (pg 51). With the cover hex side face up, a feature token is referred to as a cover hex token. With the blocked hex side face up, a feature token is referred to as a blocked hex token.

Sometimes a feature token is flipped during the game. An objective token flipped in this manner will become a cover hex token. If that token is flipped again, it becomes an objective token once more. In the same way, a blocked hex token flipped in this manner will become a cover hex token, and if it is flipped again it becomes a blocked hex token once more. A token cannot be flipped to become a blocked hex token if a fighter is on that token.

Sometimes a feature token is moved or placed during the game: it cannot be moved into, or placed in, a blocked hex, a hex that contains another feature token, or a hazard hex.

When a player is told to place a feature token during a round, that player can decide which face of the feature token is face up.

A hex that contains a blocked hex token is a blocked hex in addition to other hex types.

A hex that contains a cover token is a cover hex in addition to other hex types.

4. DRAW CARDS

Each player shuffles their objective and power decks separately and places them face down next to the battlefield. Each player then draws three objective cards and five power cards. To **draw** a card, a player takes the top card from the relevant deck.

Once a player has drawn their cards, they can use one 'do-over'. This gives them a chance to try for a better starting hand. To do so:

- First they discard all of their power cards, or all of their objective cards, or all of their cards.
- Then they draw replacements for the cards they discarded – an objective card for an objective card, and a power card for a power card.
- Then they shuffle the discarded cards back into their respective decks.

The player who chose the first game board is first to decide whether to use a do-over. After they have decided not to use a do-over, or after they have used their do-over, it is then the other player's turn to decide whether or not to use a do-over.

The cards a player has drawn but has not yet played are referred to as their hand, and are kept secret from their opponent.

DISCARD

When a player discards a card, they place it face up in a pile next to that card's matching deck, so you will have an objective discard pile for your objective cards and a power discard pile for your power cards. Scored objective cards should be kept in a separate scored objective pile and are not considered to have been discarded. Rules on cards in discard piles have no effect on the game, unless they specify otherwise. All players can look at the cards in any discard pile.



ADVANCED RULES

RUNNING OUT OF CARDS

If a player would draw a card, but the relevant deck is empty, they cannot draw a card – discarded cards are not shuffled back into the deck.



ADVANCED RULES

BROKEN


Sometimes a rule will tell you to **break** an upgrade card, or say that an upgrade card is broken. This only affects upgrades that have been given to a fighter, so an upgrade in your hand cannot be broken. When an upgrade is broken, it is placed face up in the power discard pile of the player that owns that card.

5. PLACE THE FIGHTERS

The players roll off again. The player who wins picks a player. That player places one of their fighters in an empty starting hex in their territory (pg 22-23). 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. If either player runs out of fighters to place, the other player continues placing fighters until all of the fighters have been placed.

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. This happens before any abilities that are used at the start of an action phase. In the first round the player who finished placing all of the fighters in their warband first adds one  to their roll. The player who wins picks which player is first to take a turn in that action phase.

STEPS OF A TURN

A player's turn has two major steps:

- **Activation step**
- **Power step**

In the activation step, the player takes an activation, which will usually involve activating a fighter to make an action such as a Move or Attack action. Note that although most activations allow a fighter to make an action, activations and actions are different things!

In the power step, both players can play power cards, salvage power cards and delve (pg 42). After the power step, it is the other player's turn.

When both players have taken four turns, the action phase is over, and the end phase begins.

Each player's turn also includes a number of minor steps:

- **Reaction steps**
- **Inspire steps**
- **Surge steps**

These are called minor steps because often neither player will do anything in these steps, and they will pass without comment. Each minor step is described elsewhere – the reaction step on page 46, the Inspire step on page 18, and the surge step on page 50.

PLAYER ACTIONS

While most activations will involve activating a fighter to make an action, sometimes activating a fighter may not be possible (this will be the case if all of your fighters are out of action, pg 36) or you may wish to wait until a later activation to do so. In cases such as these, you can instead use an activation to make a player action.

Player actions allow a player to do something other than activating a fighter, and doing so uses one of your four activations for the phase. You can find player actions on page 30.



STEPS OF A TURN

This diagram shows when the steps occur during a player turn.



ADVANCED RULES

ADDITIONAL REACTION STEPS

The activation step and power step can contain a number of reaction steps that are not pictured in the diagram above. These steps occur after certain stages of the game, such as after a step in the combat sequence (pg 33) or after a power card is played (pg 41). How to play these steps is described in more detail on page 49, but in the rules that follow, the reaction step symbol (⬠) is used following a rule to show that after that rule is resolved, there is a reaction step.

ACTIVATION STEP

You will use most of your activation steps to activate your fighters. When you activate a fighter they make an action. Doing so uses one of your four activations for the phase. All fighters can make the following common actions:

- **Move** (see below)
- **Attack** (pg 32-33)
- **Charge** (pg 39)

All fighters can also make the following uncommon actions (these are more rarely used):

- **Guard** (pg 39)
- **Stun** (pg 38)
- **Barge** (pg 38)

Other actions fighters can make may be found on fighter and upgrade cards.

You can instead use an activation step to make a player action. 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. Players can make the following actions:

- **Venture**: Draw 1 power card and add it to your hand.
- **Strategise**: Draw 1 objective card and add it to your hand, then discard 1 objective card from your hand.
- **Pass**: You forfeit your activation.



It can be easy to lose track of how many activations you've taken in the heat of battle! This is why each player has four activation tokens. Each time you use an activation step, flip one of the tokens over.

MOVE ACTION

When one of your fighters makes a **Move action**, you move them into an adjacent empty hex a number of times up to their Move characteristic. This is found on their fighter card (pg 18). The move can be in any direction. When a fighter completes a

Move action, give that fighter a Move token (see opposite).



A fighter with one or more Move tokens cannot make a Charge superaction.

In this diagram, Fighter A 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.



ADVANCED RULES MOVE ACTION

A fighter that makes a **Move action** cannot end their Move action in the hex they started the Move action in.

Whenever a fighter makes a Move action, except as part of a Charge superaction (pg 39), give that fighter one Move token (even if that fighter was not activated to make that Move action).

A fighter's position on the battlefield sometimes changes without them taking a Move action (e.g. when they are pushed as described opposite) – when this happens, do not give that fighter a Move token.

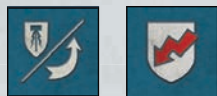
TOKENS AND COUNTERS

Some rules tell you to **give** a fighter a token. When you give a fighter a token, place the relevant token next to that fighter.

Some rules instead tell you to use a counter – they will say to give it to a fighter or place it on a power card. The most common of these are wound counters. To give a fighter a counter, place it on their fighter card. The reverse of a wound counter can be used to represent any kind of counter.



Move/Charge token



Guard/Stagger token



Wound/Generic counters



ADVANCED RULES

TOKENS AND COUNTERS

When you give a fighter a token, that fighter is then said to have that token, and whenever that fighter's position on the battlefield changes, their tokens go with them.

When you give a fighter a counter, or place a counter on a fighter's upgrade, that fighter is then said to have that counter.

Rules may name counters – the names are simply used to label the counters in the same way as keywords (pg 21). The rules will explain how to use the counters, or what significance they have.

Some rules tell you to **remove** a token or a counter. This means that you take that token from next to the fighter, or that counter from the card it is on. If the fighter or card has none of the relevant token or counter, you cannot remove it.

PUSH

When a rule tells you to push a fighter, push their miniature into an adjacent empty hex the number of times specified by the rule. Each push can be in any direction unless specified otherwise. A fighter that is pushed cannot end the push in the hex they started the push in.



ATTACK ACTION

Most fighters have at least one **Attack action** on their fighter card.

All Attack actions have the following information:

- 1 - **Name.** Some Attack actions have the spell symbol (⚡) by their name. This means they are **spell Attack actions**.
- 2 - **Range characteristic.** A fighter making an Attack action can target a visible fighter (see below) within a number of hexes equal to the Attack action's Range characteristic (so a fighter making a Range 1 Attack action can only target enemy fighters within 1 hex).
- 3 - **Dice characteristic.** This characteristic is a number and a symbol. The number tells you how many attack dice to roll when making the Attack action. The more dice you roll for an Attack action, the greater your chance of success. The symbol tells you which symbol (♠, ♣ or ⚡) you need to roll on the attack dice 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 have a hyphen instead of a number – where this is the case, roll a number of magic dice equal to the fighter's wizard level (pg 19).
- 4 - **Damage characteristic.** This tells you how much damage the attacking fighter deals to the target 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 37-38) or may include other rules that change how the Attack action works.



ADVANCED RULES

ATTACK ACTIONS

Fighters can gain additional Attack actions when they are given an Attack action upgrade (pg 42), or in some cases when they are Inspired (pg 18). Fighters can even gain temporary Attack actions from some gambits (pg 41).

A fighter must have a target that is within range and visible (see right) to be able to make an Attack action.

The distance to the target does not affect the Range characteristic of an Attack action (e.g. a Range 3 Attack action that targets an adjacent fighter is still a Range 3 Attack action). Some cards may refer to, for example, 'Range 3+ Attack actions': this means all Attack actions with a Range characteristic of the stated value and higher.

Where an Attack action has additional rules text, or where a fighter card includes an ability that has the same name as one of their Attack actions, these rules only affect that Attack action, unless specified otherwise.

LINE OF SIGHT

Line of sight is used to determine which fighters are **visible** to each fighter. It is usually used when checking if one fighter can make an Attack action that targets another. 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 a hex, draw a straight imaginary line from the centre of the hex they are in to the centre of the hex in question. If that line goes through or touches one or more blocked hexes, or goes off the edge of the battlefield, the fighter does not have line of sight to that hex. Otherwise, they have line of sight to that hex, and anything in that hex is visible to that fighter. Fighters and occupied hexes do not block line of sight, and you can draw line of sight along the edge of an incomplete hex (but not through one).



In this diagram, Fighter A has line of sight to all hexes labelled A, but does not have line of sight to any of the hexes labelled B.

COMBAT SEQUENCE

When you choose one of your fighters to make an Attack action, follow the combat sequence described here. A fighter making an Attack action is referred to as an attacker while that action is being resolved, and that fighter's player is referred to as the attacking player.

- 1 - **Declare Attack action:** Pick one of your fighter's Attack actions and a target within that Attack action's Range and visible to the attacker. (◆)
- 2 - **Attack roll:** Roll a number of attack dice equal to the Attack action's Dice characteristic, or magic dice if the Attack action is a spell (pg 40). (◆)
- 3 - **Defence roll:** The target's player rolls a number of defence dice equal to the target's Defence characteristic. The target's Defence characteristic also shows which symbol (♣ or ♠) is a success. (◆)
- 4 - **Determine success:** Resolve this step as follows.

Trapped: First, check if the target is **trapped**. The target is trapped if there is no empty hex adjacent to the target which is further from the attacker. If the target is trapped and you rolled one or more successes (including ⚡ symbols), add one success to the number of successes you rolled.

Count critical successes: Now count up the ⚡ symbols in the attack and defence rolls.

- If you rolled more than your opponent, this is called a 'critical hit'. The Attack action succeeds. Go to step 5. (◆)
- If your opponent rolled more than you, this is called a 'critical defence'. The Attack action misses and fails. Go to step 8. (◆)
- Otherwise, count successes (see right).

Count successes: Now count up the successes in the attack and defence rolls. Rolls of ⚡ are always successes. In addition, support symbols may be successes (pg 34).

- If you rolled more successes than your opponent, and you rolled at least one ⚡ symbol, this is called a 'critical hit'. The Attack action succeeds. Go to step 5. (◆)
 - If you rolled more successes than your opponent, but you did not roll any ⚡ symbols, this is called a 'hit'. The Attack action succeeds. Go to step 5. (◆)
 - If you rolled the same number of successes as your opponent, and you rolled at least one success, this is called a 'draw'. The Attack action fails. Skip to step 7. (◆)
 - Otherwise, this is called a 'miss'. The Attack action fails. Skip to step 8. (◆)
- 5 - **Deal damage:** The attacker deals damage to the target equal to the Damage characteristic of the Attack action (pg 35). (◆)
 - 6 - **Check if the target is taken out of action:** If the target has a number of wound counters that is equal to or greater than their Wounds characteristic, they are taken out of action (pg 36). If so, skip to step 8. (◆)
 - 7 - **Drive back:** If the target is not trapped, the target can be driven back: the attacking player can choose to push the target one hex away from the attacker. If the attacking player chooses not to, the fighter is not driven back. (◆)
 - 8 - **End sequence:** The Attack action ends, and is said to be resolved. (◆)



ADVANCED RULES COMBAT SEQUENCE

When your fighter makes an Attack action, you cannot target a friendly fighter.

If, at the start of any of steps 2-5 in the combat sequence, the target is no longer visible and/or within range, the Attack action fails – skip to step 8. (◆)

A fighter that cannot be pushed or cannot be driven back – for example, a fighter on Guard (pg 39) – cannot be trapped.

Note that fighters do not gain a token for making an Attack action – a single fighter can make multiple Attack actions in the same round.

A critical hit or critical defence has no inherent advantage over a 'normal' hit or miss – however, some fighters have critical abilities, such as Grievous, which work when their Attack action results in a critical hit or when their defence roll results in a critical defence (pg 33).

DRIVEN BACK

If the target of an Attack action can be driven back, the attacking player can choose to push the target 1 hex away from the attacker.

When Fighter A drives Fighter B back, Fighter B can be pushed into one of the three hexes labelled A in this diagram.



SUPPORT

In combat, fighters rarely have the luxury of facing their foe one-on-one. Each fighter's allies will try to help them and hinder their enemies.

- The attacker is supported by each friendly fighter that is adjacent to the target. These friendly fighters are said to be **supporting** that attacker.
- The target is supported by each friendly fighter that is adjacent to the attacker. These friendly fighters are said to be **supporting** the target.

If a fighter has one supporting fighter, rolls of ♣ are successes in their attack or defence roll. If a fighter has two or more supporting fighters, rolls of ♣ and ♠ are successes in their attack or defence roll.

Fighters cannot support an attacker making a spell Attack action.

In this example:

- If Fighter A targets Fighter D, or if Fighter D targets Fighter A, Fighter A has one supporting fighter (Fighter B).
- If Fighter B targets Fighter D, or if Fighter D targets Fighter B, each of them has one supporting fighter (Fighter A supports Fighter B and Fighter C supports Fighter D).
- If Fighter E targets Fighter B, or if Fighter B targets Fighter E, Fighter E has two supporting fighters (Fighter C and Fighter D).



ADVANCED RULES

CRITICAL ABILITIES

Some Attack actions, fighters and power cards have critical abilities. A critical ability on a fighter card or power card will include the ♠ symbol in its name. The most common of these is Grievous (pg 37).

Critical abilities are used after step 4 of the combat sequence. The attacker's player can use their fighter's critical abilities if the Attack action resulted in a critical hit, and the target's player can use their fighter's critical abilities if the Attack action resulted in a critical defence.

DAMAGE

When a fighter is **dealt** damage, take a number of wound counters equal to the amount of damage dealt (which will usually be the Damage characteristic of an Attack action that targeted them and succeeded) and give them to that fighter by placing them on that fighter's fighter card. (◆) Then check if that fighter has been taken out of action (pg 36).



ADVANCED RULES

WHO DEALT DAMAGE?

Sometimes you need to know who or what is considered to have dealt damage to a fighter:

- If a fighter's Attack action or a fighter's upgrade deals damage, that fighter is said to have dealt that damage and, if relevant, to have taken that fighter out of action.
- If a gambit spell or backlash (pg 40) deals damage, the wizard that was casting the spell is said to have dealt that damage and, if relevant, to have taken that fighter out of action.
- If another card deals damage, the warband of the player who used that card is said to have dealt that damage and, if relevant, to have taken that fighter out of action.
- If a lethal hex deals damage, the lethal hex is said to have dealt that damage and, if relevant, to have taken that fighter out of action. This is true even when a fighter is pushed into a lethal hex during an Attack action.

HEAL

If a card tells you to **Heal** (X), where X is a number, that means you remove that number of wound counters from the fighter or fighters described by the card. If they do not have enough wound counters, simply remove all their wound counters. A fighter can only be healed if they have at least one wound counter.



ADVANCED RULES

VULNERABLE

A fighter who has a number of wound tokens that is one less than their Wounds characteristic (so they would be taken out of action if they were dealt 1 damage) is **vulnerable**. This has no inherent effect, but some cards refer to this keyword. A fighter who has a Wounds characteristic of 1 cannot be vulnerable.

OUT OF ACTION

If a fighter has a number of wound counters equal to or greater than their Wounds characteristic, that fighter is taken out of action. Take them off the battlefield – they will play no further part in the game. (◆)

BOUNTY

When an enemy fighter is taken out of action, you gain a bounty for that fighter. A fighter's bounty is normally 1 glory point. The bounty for a large fighter is worth 1 additional glory point.



ADVANCED RULES

PLUNDER

Any player can use the following reaction.

PLUNDER

Reaction: Use this during a friendly fighter's **Attack action** that takes the target out of action, after the out of action check. Place one available feature token in the hex the target was in.



ADVANCED RULES

OUT OF ACTION

When a fighter is taken out of action, clear all of their tokens from the battlefield. In addition, clear all counters from their fighter card and from their upgrades. Note that these tokens and counters are not said to have been removed (so, for example, the fighter is not healed – see page 35). Do not break the fighter's upgrades.


A fighter that is out of action cannot do anything: their abilities don't do anything, they cannot be activated, cannot become Inspired, cannot make actions or reactions, you cannot use any actions or reactions on their upgrades and so on. However, any traits or keywords the fighter has still apply. Unless specifically stated otherwise, fighters that are out of action do not count towards satisfying the condition(s) on objective cards.

Some warbands or power cards have the ability to return fighters who have been taken out of action to the battlefield. Note that as you clear all of a fighter's tokens and counters when they are removed from the battlefield, a fighter returned in this way will not 'keep' their Move, Charge, Guard or Stagger tokens or their wound counters.




ATTACK ACTION KEYWORDS


CLEAVE


If an Attack action has the **Cleave** keyword, rolls of  cannot be successes in the defence roll.

ENSNARE

If an Attack action has the **Ensnare** keyword, rolls of  cannot be successes in the defence roll.

GRIEVOUS


If an Attack action has the  **Grievous X** keyword, where X is a number, it has the following critical ability.




 **Grievous X**: +X Damage to this **Attack action**, until it has been resolved, where X is the number in the ability name.



ADVANCED RULES

GRIEVOUS

Some older cards simply say Grievous or Grievous 1, or say that the Attack action has +1 Damage on a critical hit – this is the same as  Grievous 1.

If an Attack action has two or more rules giving it  Grievous, add the numbers together for a combined total (e.g. if an Attack action has two rules giving it  Grievous 1, it has  Grievous 2).

SCYTHING


When a fighter makes an Attack action with the **Scything** keyword, the fighter makes that Attack action once for each adjacent enemy fighter, targeting a different one of those fighters with each of those Attack actions.



ADVANCED RULES

SCYTHING

The number of Attack actions made as part of a Scything Attack action, and the targets of those Attack actions, are determined at the start of the action. If the number of Attack actions is more than one, the Attack action is resolved as a superaction (see right).

The attacking player resolves the Attack actions in whatever order they choose. Because each Attack action is resolved separately, if there is a rule in effect that affects the next Attack action, it will only affect the first Attack action resolved in this way, not the whole superaction. In addition, each Attack action has its own reaction steps () in the same way as other Attack actions.

STAGGER




If an Attack action has the **Stagger** keyword, after that Attack action, if it succeeds, give the target one Stagger token. This happens before the reaction step after that Attack action. If a card tells you to **stagger** a fighter, give that fighter one Stagger token.

When a fighter is given one or more Stagger tokens, remove that fighter's Guard tokens. A fighter with one or more Stagger tokens is **staggered**: when that fighter is the target of an Attack action, the attacker's player can re-roll one dice in the attack roll.



ADVANCED RULES

SUPERACTIONS

Superactions allow fighters to make two or more actions in one activation, often at a cost. When a fighter makes a superaction, each action within that superaction follows the rules for that action. There is a reaction step () after each action within a superaction - see page 46.

Superactions are not actions, nor are they player actions.

KNOCKBACK

If an Attack action has the **Knockback X** keyword, where X is a number, in the drive back step of a successful Attack action, the attacking player can drive the target back a number of additional hexes up to X.



ADVANCED RULES

KNOCKBACK

When Knockback causes the target of an Attack action to be driven back more than 1 hex, the push must continue in the same direction. If the attacking player cannot push the target further in that direction, the target is not pushed any further.

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).



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

STUN ACTION

When one of your fighters makes a **Stun action**, choose one enemy fighter with no Stagger tokens adjacent to that fighter. Stagger the chosen fighter.

BARGE SUPERACTION

When one of your fighters makes a **Barge superaction**, that fighter makes a Move action, then a Stun action. Then stagger that fighter. Once the fighter that made the Barge superaction has been staggered, the Barge superaction is complete.



ADVANCED RULES

BARGE SUPERACTIONS

The Move action and the Stun action of a Barge superaction are resolved in the same way as a normal action of that type, with all of the same reaction steps. If any of the conditions for making the Move action or the Stun action of a Barge superaction cannot be met (for example, if a fighter cannot be staggered), the fighter cannot make a Barge superaction.



CHARGE SUPERACTION

When your fighter makes a **Charge superaction**, first remove any Guard tokens that fighter has (see right). Remember, a fighter with one or more Move tokens cannot make a Charge superaction.

That fighter then makes a Move action, then an Attack action. Give the fighter a Charge token rather than a Move token after the Move action. Once you have followed the rules for both actions, the Charge superaction is complete.

A fighter with one or more Charge tokens cannot be activated unless each surviving friendly fighter has one or more Charge tokens. When a fighter with one or more Charge tokens is activated, that fighter cannot make a superaction (pg 37).



ADVANCED RULES



CHARGE SUPERACTION

The Move action and the Attack action of a Charge superaction are resolved in the same way as a normal action of that type, with all of the same reaction steps. If any of the conditions for making the Move action or Attack action of a Charge superaction cannot be met, the fighter cannot make a Charge superaction.

Whenever a fighter makes a Charge superaction, give that fighter one Charge token after the Move action, even if that fighter was not activated to make that Charge superaction and even if, after the Move action, the fighter is unable to make an Attack action (for example, because of a reaction that means they no longer have a valid target).

GUARD ACTION

When one of your fighters makes a **Guard action**, give that fighter a Guard token. When a fighter is given one or more Guard tokens, remove that fighter's Stagger tokens. A fighter with one or more Guard tokens is on Guard.

A fighter who is on Guard counts both  and  as successes in their defence rolls. In addition, they cannot be driven back unless the Attack action has Knockback.



ADVANCED RULES

GUARD

A fighter who is on Guard cannot make a Guard action.



SPELLS

Spells in Warhammer Underworlds come in three forms:

- 1 - As gambit cards, as described on page 41.

Gambit spells can only be played 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 as described right. The casting value for a gambit spell is shown as a number of symbols, for example: **Gambit Spell** (♣♣).

- 2 - On fighter cards and upgrade cards as actions or reactions that your fighter can make.

A wizard with a spell action or reaction can attempt to cast it as described right. The casting value for a spell action or reaction is shown as a number of symbols, for example: **Spell Action** (⊙).

- 3 - On fighter cards and upgrade cards as Attack actions.

Spell Attack actions can be used by a fighter in the same way as other Attack actions, see below for details on how these spells are cast.



CASTING SPELLS

When a fighter attempts to cast a spell, other than a spell Attack action, follow the casting sequence described here.

- 1 - Roll a number of magic dice equal to the casting wizard's wizard level. This is called the casting roll. (◆)
- 2 - If there are two or more ☼ in the casting roll, the wizard suffers backlash: they are dealt 1 damage (pg 35). (◆) If this damage takes the wizard out of action, the spell fails – skip to step 5. If the wizard did not suffer backlash or was not taken out of action as a result of damage dealt from suffered backlash, go to step 3.
- 3 - Compare the casting value of the spell to the result of the casting roll.
 - If the casting roll includes a matching symbol for each symbol in the casting value, the spell has been cast: go to step 4. Each ☼ symbol in the casting roll can be used to match a symbol of any kind in the casting value.
 - If you do not roll enough matching symbols, the spell fails – skip to step 5.
- 4 - Resolve the spell by following the text on the card.
- 5 - This sequence ends, and if the spell was a gambit spell it is discarded. (◆)

For example, if a level 2 wizard was attempting to cast a Gambit Spell (♣♣), that fighter's player would roll two magic dice. If the result of the roll is ♣♣, ♣☼ or ☼☼, the spell is cast (although if the result is ☼☼, this will only be true if the wizard survives the damage from backlash!). On any other result the spell is not cast.



ADVANCED RULES

CASTING SPELLS

Some spells require you to choose one or more fighters, feature tokens or hexes. In these cases, the caster must have line of sight (pg 32) to whatever you need to choose. The caster is considered to have line of sight to themselves. If they do not, they cannot attempt to cast that spell (and in the case of a gambit spell, you cannot play that card).

CASTING SPELL ATTACK ACTIONS

Unlike other spells, **spell Attack actions** do not have a casting value – a spell Attack action is cast if the Attack action succeeds, and otherwise it is not cast and it fails. If you roll two or more ☼ in the attack roll when a wizard makes a spell Attack action, that wizard suffers backlash. If this damage takes the wizard out of action, the spell (and the Attack action) fails.

POWER STEP

The power step lets you play gambit cards and upgrade cards to disrupt your opponent's plans, or carry out your own.

After a player's activation step, it is time for that player's power step. In a power step, the players take it in turns to do one of the following, starting with the player whose power step it is:

- Play a power card
- Salvage
- Delve a feature token
- Pass

Players alternate until both players choose to pass in succession. When this happens the power step ends and the next turn begins.

Each time a player chooses an option, they can choose the same option as before, or a different one.

More detail on each of these options can be found below.

PLAY A POWER CARD

To play a power card, a player simply reveals the card from their hand they wish to play. The player then follows the directions on the card if it is a gambit, or gives the upgrade to a friendly fighter if it is an upgrade card. More detail is found in the sections that follow.

GAMBIT CARDS

Gambit cards are either ploys or spells.

To play a ploy card, reveal it. (◆) Then follow the text on the card. Once you have done so, the card is said to be resolved, and you discard it. (◆)

To play a gambit spell, reveal it. (◆) Then follow the rules for casting spells (pg 40).



ADVANCED RULES

PLAYING A POWER CARD

Remember, a player can only play a power card if they can follow all of the directions on that card – see Abilities (pg 21).



ADVANCED RULES

GAMBIT CARDS

Some gambit cards list one or more restrictions, which may be a specific fighter, a trait or a keyword that a fighter can have. A gambit card with one or more restrictions can only be played if one of the fighters identified by those restrictions is on the battlefield.

Some gambit cards refer to the next event of some kind – the next activation, Attack action, or so on. Instead of discarding these cards immediately, leave these gambit cards face up in front of you once you have played them. There is a reaction step (◆) once you have played them. They will remain there until the end of the next activation, or until the end of the round, or until you apply their effects: whichever comes first. Once that point is reached, any remaining unresolved face-up gambit cards of this type are discarded with no effect.

Some gambit cards say that they **persist** – these cards have an ongoing effect. Instead of discarding these cards immediately, leave these cards face up in front of you once you have played them. There is still a reaction step (◆) once you have played them. They are not discarded until they specify that they are, or another card specifies that they are. If a card that persists specifies more than one event that it persists until, it persists until the first of those (e.g. if a card said 'this persists until the next Attack action or the end of the round', it would persist until the first of these events occurs).

Some gambit cards allow your fighters to make additional actions without being activated. When one of these gambits specifies a particular action or actions, a fighter can make those actions even if the rules of the game would normally not allow it. For example, if a gambit says that a fighter can make a Charge superaction, they can do so even if they have a Move token.

UPGRADE CARDS

Upgrade cards give permanent abilities or characteristic modifiers to a player's fighters.

To play an upgrade card, a player reveals that card. (◆) The player then spends one of their unspent glory points by flipping it over to its spent side. Once they have done so, they declare which friendly fighter they are giving the upgrade to and place it adjacent to that fighter's fighter card. (◆) The fighter has that upgrade for the rest of the game.



Unspent/spent glory point token

DELVE

In place of playing a power card, a player can instead **delve** by flipping one feature token, if a friendly fighter that is not staggered is on that feature token. A player cannot delve by flipping a token that would become a blocked hex token. When they do so, they stagger that fighter. Each player can only delve once in each power step.

SALVAGE

In place of playing a power card, if you have a restricted power card in your hand, and each of the fighters that power card is restricted to is out of action, on your turn in the power step you can discard that power card and draw one power card.

If your warband contains one or more friendly wizards, and each of those friendly wizards are out of action, then on your turn in the power step you can discard a gambit spell and draw one power card.



ADVANCED RULES

UPGRADE CARDS

Some upgrade cards list one or more restrictions, which may be a specific fighter, a trait or a keyword that a fighter can have. An upgrade card with one or more restrictions can only be given to one of the fighters identified by those restrictions.

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 their upgrades are not broken when they are taken out of action).

If a fighter has an upgrade that includes a modifier, that modifier applies to the relevant characteristic of that fighter (pg 43). If a fighter has an upgrade that includes an action, that fighter can make that action when activated or when another ability grants it an action of that type or an unspecified action. If an upgrade includes a reaction, it will state when that reaction can be used. An upgrade that includes an Attack action is called an **Attack action upgrade**.

MODIFIERS

Various effects change the values printed on cards or the dice you roll. These are called modifiers. Most modifiers are found on power cards.

MODIFYING CHARACTERISTICS

A modified characteristic is said to have the modified value. For example, if a fighter with a printed Move characteristic of 3 has a +1 Move modifier, that fighter's Move characteristic is considered to be 4.

Modifiers are cumulative, so if a single characteristic or roll has more than one modifier applied to it, apply them all.

Numerical modifiers that affect the Dice and Defence characteristics change the number of dice you roll in an attack or defence roll. 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).

SETTING CHARACTERISTICS

Some modifiers set a characteristic at a particular value, rather than modifying an existing value. Apply these modifiers before any others. For example, if a fighter has an upgrade that sets their Move characteristic to 5, and also has an upgrade that gives them +1 Move, you would set their Move characteristic to 5 and then add 1, for a Move characteristic of 6.

Modifiers may set the symbol of a Dice or Defence characteristic. For example, a ploy that makes the next Attack action have a ✕ characteristic means that rolls of ✕ (rather than the symbol on the Attack action) are successes for the attack roll of that Attack action.



ADVANCED RULES MODIFYING CHARACTERISTICS

Apply modifiers that multiply or divide before modifiers that add or subtract, even if the modifiers that multiply or divide are on cards played after those with modifiers that add or subtract.

Characteristics cannot be reduced below 1, with the exception of Move, which cannot be reduced below 0.



ADVANCED RULES SETTING CHARACTERISTICS

If two or more modifiers would set the same characteristic or roll to different values (e.g. a fighter's Move characteristic is set to 1 by one card and to 3 by another card), whichever of those rules came into effect last is the value used, for as long as that rule is in effect (or until another card is played that sets the value).

For example, if a fighter has an upgrade that sets their Move characteristic to 5 and a player plays a ploy that sets all Move characteristics to 1 for the next activation, the ploy takes precedence: that fighter's Move characteristic is 1 for the next activation, and then it reverts to 5 when the ploy is no longer in effect. If the upgrade was played after the ploy, the fighter's Move characteristic would be 5 (regardless of the ploy).

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. For example, if a fighter has **Innate** (♠), when you make an attack roll for that fighter you add one ♠ symbol to whatever else you have rolled.

Dice roll modifiers also apply to any re-rolls of those dice (pg 25). 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.



ADVANCED RULES

INNATE SYMBOLS

Unlike other modifiers, innate symbols do not stack – no matter how many of these innate symbols a fighter has, you can only apply one to their roll. For example, if a fighter had **Innate** (♣ ♠), you would choose to add either ♣ or ♠ to the attack roll when they make an Attack action, and if a fighter had **Innate** (♣) from two or more sources, you would only add a single ♣ to the casting roll when the fighter attempts to cast a spell. If you have to choose between two or more innate symbols, you must do so before making the roll.



ADVANCED RULES

SCATTER

Some cards or actions have the keyword **Scatter X** on them, where X is a number. Scatter is used to represent the sometimes random nature of direction in the confusing underworlds. 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 card or action will tell you which hex to scatter from – this hex is called the ‘origin hex’. To scatter from the origin hex, place the scatter token on the battlefield. You can choose how the token is oriented and which hex you place it in. (♦) Then roll a number of attack dice equal to the Scatter number (so for Scatter 1 you would roll one 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 you can use to create the chain (see opposite). You cannot change the orientation of the scatter token once you have rolled the dice.

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 off the edge of the battlefield, it ends in the last hex it extends into. A chain that ends in this way is described as interrupted. If the chain 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 is dealt 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 opposite, two ♣ and one ♠ 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.



Scatter token

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. Note that the scatter token's orientation is fixed – you cannot change it once you have rolled the dice.



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 second dice. Note that the scatter token's orientation is still the same.



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.

REACTIONS

Each reaction step lets you use a single reaction. Reactions are found on fighter cards, upgrade cards and gambit cards. It does not cost you an activation to use a reaction. Note that some reactions are spells – a friendly wizard must cast them as described on page 40.

Each reaction describes a reaction step (◆) in which it can be used, and may also list one or more conditions that must be met in that reaction step. 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 resolve the reaction as described on the card, and if it was a gambit discard the card. (◆) Then play continues from the point where it was interrupted.



ADVANCED RULES

ON HOLD

Often, a player will be able to use a reaction during an action or when a gambit is played, before that action or gambit is resolved. When this happens, the game is put on hold until the reaction has been resolved. Once it has been resolved, you then finish resolving the action or gambit that was interrupted.

If 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), the action ends or gambit is discarded without being resolved any further.

If a reaction happens during a fighter's action, that fighter is still considered to have made that action, even if you are unable to finish resolving that action.

REACTION LIMITS AND CHAINS

In some situations more than one reaction could be used in the same reaction step – most often this will be after an action or activation step. However, each player can only play one reaction in each reaction step.

If more than one player wants to play a reaction in the same step, they take it in turns, starting with the player whose turn it is. This is referred to as a reaction chain.

AFTER AN ACTION/ACTIVATION STEP

Many reactions use the reaction steps that occur after an action or after an activation step. These reaction steps are often the same, as the end of a fighter's or player's last action in an activation step is simultaneous with the end of that activation step. This means that players cannot use an 'after an action' reaction to the last action in an activation step and then an 'after an activation step' reaction.

REACTION CHAINS

When a player uses a reaction, they start a reaction chain. When they do so, the other player can pass (saying "pass"), or they can add one reaction to the chain, which must share the same reaction step as the original reaction. For example, after an activation, if a player plays an 'after an activation' reaction, the other player could play an 'after an activation' reaction, or could even play an 'after an action' reaction as long as that was a reaction to the last action in that activation (see above). Those reactions would form a chain.

Once each player has added a reaction to the chain or passed, the chain is resolved in the order in which it was built. The second reaction in the chain can only be resolved if the state of play still allows it – a fighter taken out of action or pushed out of range can't make a reaction Attack action, for example. Gambit reactions that cannot be resolved are discarded, and if an upgrade would have been broken if its reaction had been resolved, it is still broken.



ADVANCED RULES

REACTION LIMITS AND CHAINS

Some reactions may share a reaction step even if the conditions they describe are slightly different: for example, a reaction that can be played after an Attack action and a reaction that can be played after an Attack action that fails – in both cases the reaction step is after an Attack action.

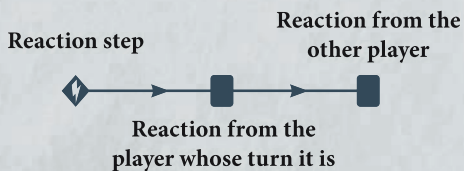
When more than one player wants to play a reaction in the same step, they take it in turns building a reaction chain (see left). The player whose turn it is goes first. If the reaction happens outside of any player's turn, roll off, and the winner of the roll-off chooses who goes first.

REACTING TO A REACTION

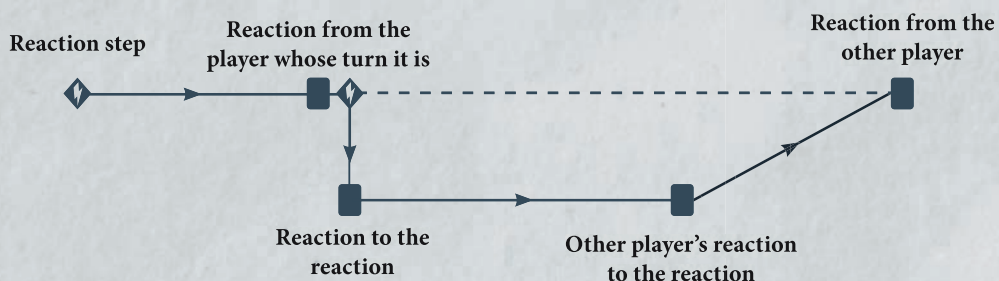
Some reactions can be played in reaction to a reaction. Rather than joining a reaction chain, these reactions start a secondary reaction chain. This is built in the same way and resolved in the same way immediately after the reaction step which meant it could be built (following the wording of the reaction). This may interrupt another reaction chain.

RESOLVING REACTION CHAINS

RESOLVING A REACTION CHAIN



RESOLVING A SECONDARY REACTION CHAIN



These diagrams illustrate how reaction chains are built and resolved.

In the first diagram, each player plays a reaction, starting with the player whose turn it is, creating a reaction chain. The reactions are then resolved in the same order.

In the second diagram, each player plays a reaction in the same way, starting with the player whose turn it is, creating a reaction chain. However, after the first reaction is resolved, each player plays a reaction to that reaction, starting with the player whose turn it is. This begins a secondary reaction chain, which is resolved in the same order – first the player whose turn it is resolves their reaction, then the other player resolves their reaction. Finally, that player resolves the final reaction from the original reaction chain.

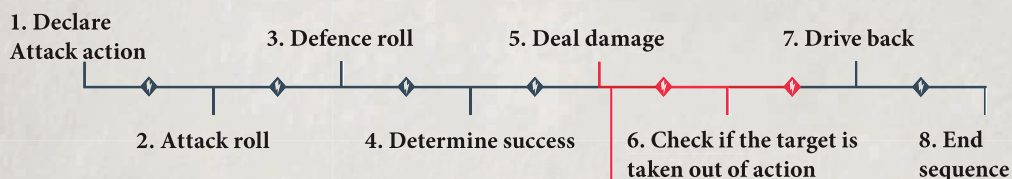


ADVANCED RULES REACTIONS

The following diagrams show you each of the reaction steps – the opportunities in which players will be able to use reactions. Each **◆** symbol represents a reaction step, and you will find these throughout this rulebook indicating where there is a reaction step.

REACTION STEPS...

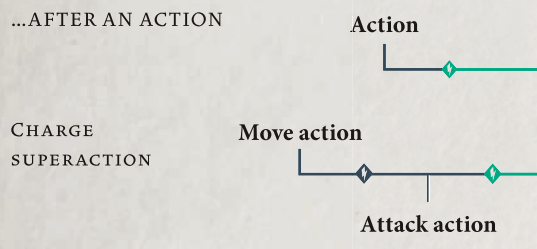
...DURING AN ATTACK ACTION



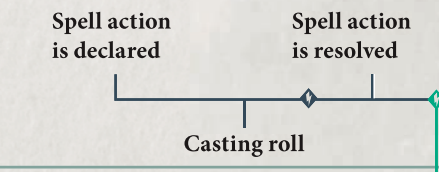
...WHEN A FIGHTER IS DEALT DAMAGE

These reaction steps exist each time a fighter is dealt damage, for any reason (though most commonly after steps 5 and 6 of an Attack action). If a fighter is dealt damage at any other time during an action or when a power card is played, these reaction steps occur before that action or card is considered to be resolved, and before any other reaction steps.

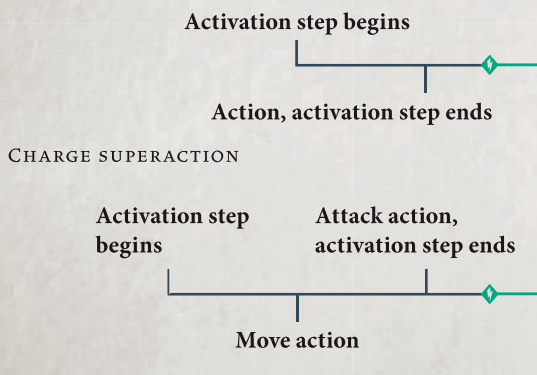
...AFTER AN ACTION



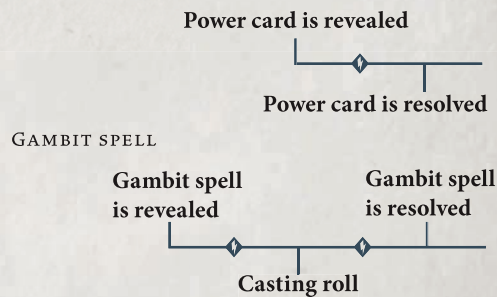
...WHEN A SPELL ACTION (OTHER THAN AN ATTACK ACTION) IS MADE



...AFTER AN ACTIVATION STEP



...WHEN A POWER CARD IS PLAYED



SIMULTANEOUS REACTION STEPS

The end of the final action in an activation step and the end of that activation step are simultaneous, and they share the same reaction step.

These examples use Charge superactions to show how these reaction steps work for superactions.

END PHASE

Once both players have taken all of their turns, the end phase begins.

In the end phase, you can score objective cards, upgrade your fighters, discard cards and replenish your hand. Take it in turns to run through the following sequence; the player who took the first turn in the action phase runs through this sequence first, then their opponent does so.

- 1 - Check your objective cards, and if you have met the conditions on any of them you may score that objective card. To score an objective card, reveal that card and collect the number of glory points specified on that card. Place the card revealed this way face up in your scored objectives pile, adjacent to your objective card deck. Repeat this step for any further objective cards you wish to score.
- 2 - You can discard any of your remaining objective cards.
- 3 - You can play any upgrade cards, as described on page 42.
- 4 - You can discard any of your remaining power cards.
- 5 - If you have fewer than three objective cards in your hand, draw objective cards until you have three in your hand, or there are no more cards in your objective deck (whichever happens first).

- 6 - If you have fewer than five power cards in your hand, draw power cards until you have five in your hand, or there are no more cards in your power deck (whichever happens first).

Once both players have followed this sequence, clear all Move, Charge, Guard and Stagger tokens from the battlefield. If there are any blocked hex tokens on the battlefield, remove those tokens. Flip your activation tokens over – a new round then begins.



ADVANCED RULES

END PHASE

Players cannot use gambits in the end phase, and there are no reaction steps, Inspire steps or surge steps in the end phase.

Tokens cleared in the end phase are not said to have been removed.

OBJECTIVE CARD TYPES

SURGE OBJECTIVE CARDS AND THE SURGE STEP

Most objective cards are scored in the end phase as described above. However, some objective cards are scored 'immediately' after an event – for example after an action or gambit – as long as the conditions on the objective card are met. These objective cards are called **surge** objective cards, and have the surge keyword. When the condition on a surge objective card is met, the player reveals that card. They will score that card in the next surge step.

A surge step precedes each activation step (pg 30), and follows each activation and each power step (pg 41). Starting with the player who last took an activation, each player scores each of their revealed surge objectives.

When a player scores a surge objective card, that player immediately draws another objective card. Note that you cannot score any surge objective cards drawn this way until the next surge step.

HYBRID OBJECTIVE CARDS

Some objective cards have two different conditions on them (usually separated by the word 'or'), either of which allow you to score the objective card. These objective cards are called **hybrid** objective cards, and have the hybrid keyword. When you satisfy either or both of the conditions on the objective card you can score that objective card. Hybrid objective cards may also be surge objective cards.

DUAL OBJECTIVE CARDS

Some objective cards have two different conditions on them (usually separated by the word 'and'), both of which you must satisfy to score the objective card. These objective cards are called **dual** objective cards, and have the dual keyword. When you satisfy both of the conditions on the objective card you can score that objective card. Dual objective cards may also be surge objective cards.

PLAY ON

ROUNDS 2 AND 3

Round 2 works in the same way as round 1 – simply return to page 28 and play through another action phase and another end phase.

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, each player only plays the first step of the end phase, scoring 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 third round then ends, and then the game ends.

VICTORY

At the end of the game, whichever player has the highest number of glory points (whether they are spent or unspent) is the winner. If the players have the same number of points, but only one player has one or more surviving fighters, that player wins. If each player has one or more surviving fighters, whoever is holding the highest combined value of objectives wins. If there is still a tie, the game is a draw.

NO ENEMIES IN SIGHT

It may seem strange that if your fighters take the other warband entirely out of action, you don't automatically win the game (though it is likely that you will). This means that you cannot afford to take your eyes off the objective cards!

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 objective cards.

WAYS TO PLAY

The rules you've read give you everything you need to play Warhammer Underworlds using the Rivals format. However, if you'd like to explore beyond that format, there are a number of options available to you that are detailed here. You can find the most up-to-version of each of these formats at warhammerunderworlds.com.

RIVALS

The Rivals format is the fastest way to jump into Warhammer Underworlds. It's great for new players, putting your new warband through its paces or casual games. With no deck-building at all, choose a warband and a Rivals deck and Open, Shuffle, Play!

NEMESIS

The Nemesis format is the most widely-played format for Warhammer Underworlds, and the format used in most events, from those at your local gaming store to the most fiercely contested tournaments.

Nemesis uses all of the core rules and adds in deck-building rules that you can use to customise the decks your warband uses. You'll use a combination of your warband's cards and cards from a 'universal' Rivals deck to make a deck of your very own, for a unique experience.

DECK-BUILDING

To build your warband's decks for the Nemesis format, follow these instructions:

- Pick one warband and their Rivals deck.
- Pick one other Rivals deck. The cards in the Rivals deck you pick must have the universal symbol.

Some older warbands do not have a Rivals deck and must use a universal Rivals deck in the Rivals format. In the Nemesis format, you may use the objective cards and power cards that have the same symbol as your warband's fighter cards and for the purpose of Nemesis deck-building, these cards are referred to as that warband's Rivals deck.

You can now start to deck-build using the following rules:

- Choose 12 or more objective cards from your warband's Rivals deck and the other Rivals deck you picked. No more than 6 of those cards can be surge objectives (pg 50). This is your objective deck.
- Choose 20 or more power cards from your warband's Rivals deck and the other Rivals deck you picked. No more than half of these cards can be gambits. This is your power deck.



This is the symbol for universal cards, which can be included in any warband's decks.

RELIC

The Relic format is the broadest format for Warhammer Underworlds, letting players use their whole collections and create fully customised decks.

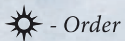
Relic uses all of the core rules and adds in deck-building rules that you can use to create entirely unique decks, using a combination of your warband's cards, your warband's Grand Alliance cards, and universal cards. There's no format more open for you to express your creativity and cunning.

DECK-BUILDING

To build your warband's decks for the Relic format, follow these instructions:

- Choose 12 or more objective cards. No more than 6 of those cards can be surge objectives (pg 50). This is your objective deck.
- Choose 20 or more power cards. No more than half of these cards can be gambits. This is your power deck.
- Neither deck can include more than one card with the same name: each card in both of the decks must be unique.
- You can only include cards that have the same warband symbol as your warband's fighter cards, the same Grand Alliance symbol as your warband's fighter cards, or the universal symbol. Some older fighter cards do not have a Grand Alliance symbol. To find out which Grand Alliance those fighters belong to, visit warhammerunderworlds.com.
- You can only use one plot card, with the exception of your warband's plot card. This means that you can only use one Rivals deck that uses a plot card (and any number of Rivals decks that do not use plot cards) when building your deck.

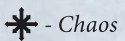
These are the symbols for each Grand Alliance.



- Order



- Death



- Chaos



- Destruction

CHAMPIONSHIP

The Championship format is a variant of the Relic format that uses cards and game boards from the most recent seasons of Warhammer Underworlds to provide a tightly balanced, highly competitive and ever-changing format.

Championship uses all of the Relic rules but further limits which cards you can use to construct your decks. You can find the most up-to-date version of the Championship format at warhammerunderworlds.com.



MULTIPLAYER GAMES

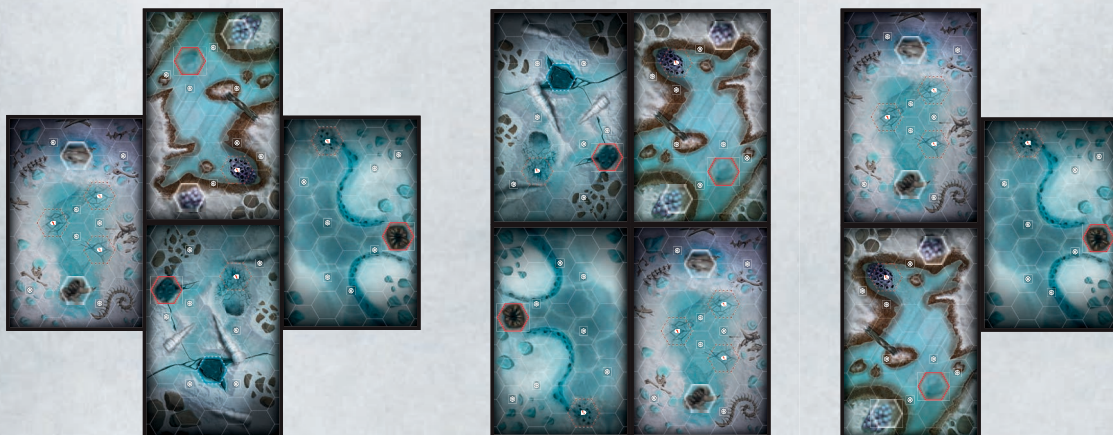
If you have access to two Core Sets, you can play Warhammer Underworlds with three or four players. For the most part you will follow all of the rules for a two-player game, but there are some significant changes which are detailed here.

PLACE THE BOARDS

The players roll off. Whoever loses (see below) chooses a game board and a side of that game board to use. This can be any board from their collection. The remaining players roll off again, and the loser chooses a game board and side next, then places it 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.




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.



ROLL-OFFS IN MULTIPLAYER GAMES

In a multiplayer game, you may need to establish the loser of a roll-off. In this case, when you compare the results:

- The loser is the player who has rolled fewer  symbols than any other player. The other players win.
- If there is a tie, the tied player who has rolled fewer  symbols than any other tied player loses. The other players win.
- If there is still a tie, the tied player who has rolled fewer  symbols than any other tied player loses. The other players win.
- If there is still a tie, the tied players should roll off again. The other players win.

ORDER OF PLAY

In a multiplayer game of Warhammer Underworlds, when determining the order of play (whose turn it is to do something), the next player to have a turn is the player to the left of the player whose turn it is.

PLACE FEATURE TOKENS

A three- or four-player game of Warhammer Underworlds uses up to thirteen feature tokens that all show a cover hex token on one side. On nine of the feature tokens, the other side has a number from 1-9, and on the other feature tokens the other side shows a blocked hex token.

If you are playing a three-player game, take the tokens numbered 1-7 and put the other numbered tokens back in the box. If you are playing a four-player game, use all the numbered tokens. Shuffle the numbered tokens with the cover hex side face up. Deal three to the player that chose the first game board, and two to each other player. Keeping the numbered sides hidden from their opponents, the players take it in turns to place the feature tokens on the battlefield, starting with the player that chose the first game board and following the order of play. When a player does so, they must place the token with the cover hex side face up in any hex on the battlefield, with the following exceptions: they cannot place it in a starting hex, a blocked hex, a hazard hex or an edge hex (pg 22), or within two hexes of another token. If a token cannot be placed because of the above exceptions, it can be placed in an edge hex. Once all tokens have been placed, flip them over.

The other feature tokens are not placed during this step. Set aside a number of these tokens equal to the number of players in the game. These feature tokens, and any feature tokens removed from the battlefield during a game, are called 'available feature tokens' as long as they are not on the battlefield. Some cards interact with available feature tokens.

DRAW CARDS




The player who chose the first game board is first to decide whether to use a do-over. After they have decided not to use a do-over, or after they have used their do-over, the next player decides whether to use a do-over, and so on in order of play.

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 the starting hexes on their game board. Then players take it in turns in order of play 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 players, you score the objective in the third end phase if nine or more fighters are out of action, and in a game with four players, you score it if eleven or more fighters are out of action.



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 a turn in that action phase.

Players take it in turns to take a turn, starting with the player chosen as described above and proceeding in order of play from there.

GAME SEQUENCE

The number of turns each player takes in a round is determined by the number of players:

If you are playing a three-player game, each player takes three turns in each round.

If you are playing a four-player game, each player takes four turns in each round.

BOUNTY

When a fighter is taken out of action, only the player whose warband took them out of action gains a bounty. 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 bounty. A player cannot gain a bounty for taking their own fighter out of action.

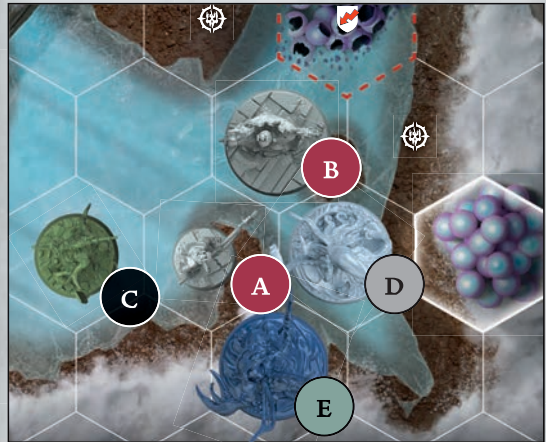
POWER STEP

After a player's activation step, it is time for that player's power step. Unlike in a two-player game of Warhammer Underworlds, in a three- or four-player game the only players that take part in a player's power step are that player and the player who is next in order of play (if this is the last turn in the round, include the player whose turn would be next if there was another turn). Those players alternate playing a power card, delving a feature token, salvaging or passing (saying "pass"), starting with the player whose turn it is. Any number of power cards can be played in each power step, but once both players pass in succession, the power step ends and the next turn begins.

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 example:



- *If Fighter A targets Fighter D, or if Fighter D targets Fighter A, Fighter A has one supporting fighter (Fighter B) and Fighter D has no supporting fighters.*
- *If Fighter A targets Fighter C or Fighter E, or if either of those fighters targets Fighter A, none of those fighters have supporting fighters.*

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.



ONE REACTION PER REACTION STEP

In some situations more than one reaction could be used in the same reaction step – most often this will be after an action or activation step. However, each player can only play one reaction in each reaction step.

If more than one player wants to play a reaction in the same step, they take it in turns building a reaction chain (see below). The player whose turn it is goes first, and then the other players in order of play. If the reaction happens outside of any player's turn, roll off, and the winner of the roll-off chooses who goes first.

REACTION CHAINS

When a player uses a reaction, they start a reaction chain. When they do so, in order of play each other player can pass (saying “pass”), or they can add one reaction to the chain, which must share the same reaction step as the original reaction. For example, after an activation, if a player plays an ‘after an activation’ reaction, the other players could each play an ‘after an activation’ reaction. Those reactions would form a chain.

Once each player has added a reaction to the chain or passed, the chain is resolved in the order in which it was built. The second and subsequent reactions in the chain can only be resolved if the state of play still allows it. Gambit reactions that cannot be resolved are discarded, and if an upgrade would have been broken if its reaction had been resolved, it is still broken.

END PHASE

The players take it in turns to follow the sequence of the end phase (pg 50) in order of play, starting with the player who took the first activation this round.

ROUND 2

If you are playing a three-player game, play this round in the same way as round 1.

If you are playing a four-player game, skip this round.

ROUND 3

The action phase of round 3 works in the same way as round 1. However, when you get to the end phase of round 3, each player only plays the first step of the end phase, scoring 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 third round then ends, and then the game ends.

VICTORY

Whichever player has the highest 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 tied player with fighters still on the battlefield. If there are still fighters from more than one of these warbands on the battlefield, whichever tied player is holding the highest combined value of objectives 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

Ability: Any rule found on a fighter card or power card (including keywords such as Cleave).

Action (pg 30): Something a fighter can do when activated. There are common actions (like Move) and actions on fighter and upgrade cards.

Action phase (pg 28): The first phase in each round, during which fighters are moved and attack one another, and players attempt to score objective cards. Each game has three action phases.

Activation step (pg 30): Part of a player's turn in the action phase, during which they can activate a fighter, or use player actions such as Venture, Strategise or Pass.

Adjacent: A term used to describe two hexes that are next to each other. Things in adjacent hexes are adjacent to each other. A thing is never adjacent to itself. When a rule on a fighter or upgrade card refers to adjacent fighters, adjacency is established relative to that fighter, unless stated otherwise.

Attack action (pg 32): An action a fighter can make to attempt to damage one or more enemy fighters.

Attack action upgrade: An upgrade that includes one or more Attack actions.

Attack dice: Dice used to make Attack actions. Magic dice are not attack dice, even when used to make a spell Attack action.

Attack roll (pg 33): The dice roll made by a player when one of their fighters makes an Attack action. Step 2 in the combat sequence.

Attacker: A fighter making an Attack action.

Attacking player: A player whose fighter is making an Attack action.

Available feature token (pg 26): The two feature tokens that show a cover hex on one side and a blocked hex on the other side are available feature tokens as long as they are not on the battlefield. The same is true of any feature token removed from the battlefield during a game.

Battlefield (pg 22): The area defined by the game boards placed at the start of each game. Incomplete hexes are not part of the battlefield.

Backlash (pg 40): Damage dealt to a wizard attempting to cast a spell when there are two or more ⚡ in the casting roll.

Barge superaction (pg 38): A superaction that lets you make a Move action followed by a Stun action with a single fighter. A fighter that makes a Barge superaction is given a Move token after the Move action and is staggered (*see Stun action*).

Beast: A type of fighter denoted by a talons symbol (🐾) before their name. A beast cannot be given Attack action upgrades or bound spell upgrades, and cannot hold objectives.

Blocked hex (pg 22): A hex defined by a thick white border. Fighters cannot stand in, move through or draw line of sight through blocked hexes.

Bounty (pg 36): In a two-player game, each time an enemy fighter is taken out of action, you score a bounty of one glory point, or two if the target is Large (a target with a Wounds characteristic of 5 or more). In a three- or four-player game, each time your warband takes an enemy fighter out of action, you score the bounty as described above.

Break (pg 27): The act of putting an upgrade card that has been given to a fighter into a discard pile face up.

Cannot: A term used to establish rules priority. Where there is a conflict between two rules, if one of them says 'cannot', that rule takes precedence.

Cast (pg 40): A term used with regard to spells. A spell is cast when a casting roll equals or beats the casting value of the spell and the caster survives any backlash. Spell Attack actions are cast if the Attack action is successful.

Caster: A fighter who is casting a spell.

Casting roll (pg 40): The dice roll made by a player when one of their wizards attempts to cast a spell.

Casting value (pg 40): The value that a player must equal or beat to cast a spell.

Chain: The chain of hexes created when an ability scatters (*see scatter*).

Charge superaction (pg 39): A superaction that lets you make a Move action followed by an Attack action with a single fighter. A fighter that makes a Charge superaction is given a Charge token, instead of a Move token, after the Move action.

Charge token: A token that indicates that a fighter cannot be activated, unless each other surviving friendly fighter also has a Charge token. When a fighter with a Charge token is activated, that fighter cannot make superactions.

Check if the target is taken out of action (pg 33): Step 6 in the combat sequence.

Choose: A rules term relating to the selection of fighters. Similar words, such as 'pick', do not mean the same as 'choose'.

Cleave: An Attack action keyword. If an Attack action is noted as having Cleave, rolls of 🛡 cannot be successes in the defence roll.

Combat sequence (pg 33): The sequence followed whenever a fighter makes an Attack action.

Completed hex: A hex on the battlefield that is created when two or more game boards are pushed together.

Counter (pg 31): Used by certain cards, and represented by the reverse side of wound counters. The card may name the counter.

Cover hex (pg 22): A hex defined by a blue border outlined by white dashes. Rolls of ☉ are successes in a fighter's defence roll if they are in a cover hex.

Critical ability (pg 34): An ability that includes ☉ in its name, used when an Attack action results in a critical hit or a critical defence.

Critical defence (pg 33): The result of an Attack action when the defence roll includes one or more ☉, and more ☉ than were in the attack roll.

Critical hit (pg 33): The result of an Attack action when the attack roll includes one or more ☉, and the Attack action is successful.

Critical success: A roll of ☉ on any dice. A ☉ is always a success.

Damage (characteristic) (pg 32): An Attack action characteristic. When an Attack action is successful, the target fighter is dealt that amount of damage.

Deal damage (pg 33): Step 5 in the combat sequence. If something deals damage to a fighter, give that fighter a number of wound counters equal to the damage dealt.

Deck: A set of cards used by a player. Each player has two decks – 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. Cards are drawn from the top of the decks. When a deck is empty, a player cannot draw any more cards of that type.

Declare Attack action (pg 33): Step 1 in the combat sequence.

Defence (characteristic) (pg 18, 33): A fighter characteristic, found on the fighter card and consisting of a number and a symbol. The number tells you how many dice to roll when they are the target of an Attack action, and the symbol (☉ or ☉) tells you what you need to roll for a success. A ☉ is always a success.

Defence dice: Dice used to make defence rolls.

Defence roll (pg 33): The dice roll made by a player when one of their fighters is the target of an Attack action. Step 3 in the combat sequence.

Delve (pg 42): In place of playing a power card in the power step, a player can delve a feature token that they have not already delved in this power step in the same hex as a friendly fighter that is not staggered. To do so, they flip that feature token and stagger that fighter.

Determine success (pg 33): Step 4 in the combat sequence.

Dice (characteristic) (pg 32): An Attack action characteristic, consisting of a number and a symbol. When a player makes an Attack action, they roll a number of attack 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 with different success symbols (☉, ☉ or ☉). A ☉ is always a success.

Discard (pg 27): The act of putting a card face up into a discard pile.

Discard piles: The locations where discarded cards are placed. Each player has two – the power discard pile and the objective discard pile. Cards in a discard pile are face up and have no effect on the game, unless they specify otherwise.

Do-over (pg 27): An opportunity for a player to discard and redraw cards. Players can use one do-over at the start of a game if they don't like their initial hand.

Draw: A term used to describe a player taking the top card from the relevant deck and adding it to their hand.

Drive back (pg 33): Step 7 in the combat sequence.

Driven back (pg 34): A push that may result from an Attack action. A fighter that is driven back is pushed 1 hex away from the attacker.

Dual objective card (pg 50): An objective card that has two conditions, both of which must be met for it to be scored.

Edge hex (pg 22): An outermost hex on the battlefield.

Empty hex (pg 22): A hex that does not contain a fighter and is not blocked.

End hex: The last hex in the chain created when an ability scatters (*see scatter*).

End phase (pg 50): Each game has three end phases. In the first two end phases objective cards are scored, upgrades are played and cards are discarded and drawn. In the third end phase objective cards are scored and the game then ends.

End sequence (pg 33): Step 8 in the combat sequence.

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


Enemy player: An opponent.

Enemy territory: Any opponent's territory (the hexes on their game boards).

Enemy warband: An opponent's warband.

Ensnare: An Attack action keyword. If an Attack action is noted as having Ensnare, rolls of ☉ cannot be successes in the defence roll.

Fails (Attack action): A term denoting an Attack action that is unsuccessful. An Attack action that fails doesn't cause damage.



Feature token: A double-sided token. One side of the token is a cover hex. With this side face up, the feature token is a cover hex token. On nine of the tokens, the other side is numbered. With the numbered side face up, a feature token is an objective token. On two of the tokens, the other side is a blocked hex. With this side face up, the feature token is a blocked hex token. Some rules refer to available feature tokens (*See available feature tokens*).

Fighter: A member of a warband. Each fighter is represented by a miniature and a fighter card. When a rule refers to ‘a fighter’ or ‘fighters’ without specifying ‘friendly’ or ‘enemy’, it refers to both.

Fighter action: An action taken by a fighter (as opposed to a player).

Flying (pg 19): A type of fighter denoted by a wings symbol (✍) before their name. When making a Move action, a flying fighter cannot be dealt damage by lethal hexes and can move through blocked and occupied hexes.

Friendly fighter: A fighter in your warband.

Gambit card (pg 41): A type 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 40): 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.

Give: A rules term relating to counters, tokens and upgrades. A fighter given a counter, token or upgrade is said to have that counter, token or upgrade.

Glory point: A token that represents a warband’s success. You gain glory points when you gain a bounty and when you meet the conditions of an objective card. You can spend a glory point in the power step or the end phase to give an upgrade to 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.

Grand Alliance (pg 53): Each warband belongs to one of the four Grand Alliances: Order, Chaos, Death or Destruction, and can use universal cards that bear the symbol of that Grand Alliance.

☠ **Grievous** (pg 37): An Attack action keyword. When an Attack action that has the ☠ Grievous X keyword, where X is a number, results in a critical hit, it deals +X Damage.

Guard action (pg 39): An action a fighter can make when activated. When they do so, give them a Guard token. A fighter with one or more Guard tokens cannot make a Guard action.

Guard token: A token indicating that a fighter is on Guard. Rolls of 🛡 and 🗡 are both successes for defence rolls for a fighter with one or more Guard tokens. In addition, they cannot be driven back, unless the Attack action has Knockback. If a fighter with one or more Stagger tokens is given a Guard token, remove that fighter’s Stagger token(s). If a fighter with one or more Guard tokens makes a Charge superaction, remove their Guard token(s).

Hand: The objective cards and power cards a player has drawn but not yet played or scored. A hand should be held or placed so that other players cannot see what cards are in it.

Hazard hex (pg 22): A rules term used to collectively describe lethal, cover and snare hexes. Some cards may refer to hazard hexes. On these occasions, the card is referring to any of these hex types (*See cover hex, lethal hex, snare hex*).

Heal (pg 35): A keyword. Some cards direct you to heal (X) one or more fighters, where X is a number. Remove that number of wound counters from the fighter(s) affected. A fighter is only healed if you remove at least one wound counter from them.

Hex: A space on the battlefield, used to determine where fighters, obstacles and objective tokens are, and the distance between them.

Hybrid objective card (pg 50): An objective card that has two conditions, either of which can be met for it to be scored.

Incomplete hex (pg 22): A partial hex at the edge of the battlefield. Incomplete hexes are not part of the battlefield or the game.

Innate (pg 44): A symbol on a card that adds a success to a dice roll. Only one innate symbol can apply to each dice roll.

Inspire step (pg 18): An Inspire step precedes and follows each activation step and follows each power step. In each Inspire step, starting with the player who last took an activation, each player Inspires each of their fighters whose Inspire condition has been met.

Inspired (pg 18): The state of a fighter whose Inspire condition – found on their fighter card – has been met. When a fighter is Inspired their fighter card is turned over to reveal their Inspired characteristics.

Keyword (pg 21): A word in bold text that refers to a rule on a card or in this book (e.g. **Cleave**) or a word in bold italic text that labels a card (e.g. ***brawler***) for the purposes of interactions with other cards.

Knockback (pg 38): An Attack action keyword. The target of a successful Attack action noted as having Knockback X, where X is a number, can be driven back a number of additional hexes equal to X.

Large: If a fighter has a Wounds characteristic of 5 or more (including all modifiers), they are referred to as a Large fighter. Their bounty is worth 1 additional glory point.

Leader: A type of fighter. A warband's leader is denoted by a crown symbol (♔) on their fighter card.

Lethal hex (pg 22): A hex defined by a red border. When a fighter moves, is pushed, driven back or placed into a lethal hex the fighter is dealt 1 damage.

Line of sight (pg 32): A term used to define visibility. Line of sight is drawn from the centre of a fighter's hex to the centre of any other hex. If the line touches or goes through a blocked hex or goes off the edge of the battlefield, there is no line of sight. Otherwise, the fighter has line of sight to that hex.

Magic dice: Dice used to make casting rolls, and attack rolls for spell Attack actions.

Modifier (pg 43): An alteration of a characteristic or dice roll.

Move (characteristic): A fighter characteristic, found on the fighter card. The Move characteristic tells you how many hexes that fighter can move when they make a Move action.

Move action (pg 30): An action a fighter can make when activated to move into an adjacent hex up to a number of times equal to their Move characteristic.

Move token: A token indicating that a fighter cannot make a Charge superaction.

Nemesis deck (pg 52): A Nemesis deck is a deck built using a warband's unique Rivals deck and up to one other Rivals deck, in addition to the rules and restrictions found on page 52.

No one's territory: Any hexes completed by the placement of the game boards are no one's territory.

Objective card (pg 50): A type of card. When the condition described on an objective card is met, the player can score that card. They gain the number of glory points indicated on the card.

Objective deck (pg 19): One of a player's two decks, made up of 12 or more unique objective cards.

Objective token (pg 26): A token placed on the battlefield. The number on the token identifies it for the purpose of scoring objective cards, and tells you the token's value for the purpose of victory. This token does not block movement or line of sight.

Occupied hex (pg 22): A hex with a fighter in it.

Origin hex: The hex from which a chain is created when an ability scatters. It is not part of the chain (*see scatter*).

Out of action (pg 36): The state of a fighter who is not on the battlefield. If a fighter has a number of wound counters that is equal to or greater than their Wounds characteristic, they are taken out of action, and their model is taken off the battlefield.

Pass action: A player action in which they forfeit an activation.

Persists (pg 41): A keyword. 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.

Place: A rules term. When placed, fighters, feature tokens and scatter tokens must be positioned in a hex.

Player action: An action taken by a player (as opposed to by a fighter).

Plot card (pg 19): A card that accompanies some Rivals decks, providing extra rules for you to use during the game when using that deck. When deck-building, you can only use one of these cards alongside your decks (with the exception of your warband's plot card).

Ploy card (pg 41): A type of gambit card, identified by a dagger symbol.

Plunder (pg 36): A reaction that can be taken by any player when their attacking fighter's target is taken out of action, allowing them to place an available feature token in the hex their target occupied.

Power card (pg 41): A type of card. Power cards can be upgrade cards or gambit cards.

Power deck (pg 19): One of a player's two decks, made up of 20 or more unique power cards, with no more than half being gambit cards.

Power step (pg 41): Part of a player's turn in the action phase. A power step follows each activation step, and gives players the opportunity to play power cards.

Push (pg 31): A rules term. A pushed fighter is pushed the number of hexes specified by the rule, in any direction (unless specified otherwise).

Range (characteristic) (pg 32): An Attack action characteristic, which tells you how far that Attack action can reach in hexes.


Re-roll (pg 25): A rules term. When a rule tells you to re-roll a dice, roll it again. If you are told to re-roll a dice roll that involved multiple dice, roll all of them again unless specified otherwise.

Reaction (pg 46): An ability, found on a fighter card, upgrade card or gambit card, that describes a condition that must be met for it to be used in a reaction step.

Reaction chain (pg 47): A sequence of reactions resolved in turn when more than one player wishes to play a reaction in the same reaction step.

Reaction step (pg 48-49): An opportunity to use a single reaction. Each player may use only one reaction in each reaction step.

Remove (pg 31): A rules term relating to tokens and counters.



Rivals Deck (pg 19, 52): Rivals decks are pre-constructed decks designed to be played together. Many warbands have their own Rivals decks which contain cards that only that warband can use. Other Rivals decks contain only universal cards, and can be played with any warband.

Roll-off (pg 25): A rules term. Roll-offs are used to randomly determine a player for various purposes.

Round: One third of a game. Each round includes an action phase and an end phase.

Salvage (pg 42): You can discard a restricted power card and draw a replacement during your turn in a power step if each fighter that card is restricted to is out of action.

Scatter (pg 44): A keyword. When resolving scatter, a player creates a random chain of adjacent hexes using the scatter token and applies the effect described by the card or action.

Scything (pg 37): An Attack action keyword. If an Attack action is noted as having Scything, when that Attack action is made it is made once for each adjacent enemy fighter in turn.

Snare hex (pg 22): A type of hazard hex. When a fighter moves, is pushed, driven back or placed into a snare hex, or when a fighter is in a hex that becomes a snare hex, the fighter is staggered.

Spell (pg 40): A type of ability, found on gambit cards, fighter cards and upgrade cards. Spells must be cast by a wizard on the battlefield for them to be resolved.

Spell Attack action (pg 40): An Attack action that is also a spell. Only wizards can use these Attack actions.

Stagger (pg 37): An Attack action keyword. After a successful Attack action that has the Stagger keyword, give the target one Stagger token. Some cards may also tell you to stagger a fighter: give that fighter a Stagger token.

Stagger token (pg 37): If a fighter is given a Stagger token, remove that fighter's Guard token(s). A fighter with one or more Stagger tokens is staggered. You can re-roll one dice in an Attack action's attack roll if the target is staggered.

Starting hex: A type of hex, identified by the Warhammer Underworlds symbol.

Stun action (pg 38): An action a fighter can make to stagger an adjacent enemy fighter.

Success: A rules term. Various symbols on the dice are considered successes in attack rolls, defence rolls and casting rolls.

Succeeds (Attack action) (pg 33): A rules term. An Attack action that succeeds deals damage.

Superaction (pg 37): Superactions allow fighters to make two or more actions in one activation.

Support (pg 34): A rules term. Friendly fighters adjacent to enemy fighters who are either making an Attack action or are the target of a friendly fighter's Attack action provide support. A fighter with support has a greater chance of success.

Supporting fighter (pg 34): A fighter who is providing support.

Surge objective card (pg 50): An objective card that you reveal when you meet its condition and score in a surge step during the action phase.

Surge step (pg 50): A surge step precedes and follows each activation step and follows each power step. Starting with the player who last took an activation, each player scores each of their revealed surge objectives.

Surviving: The state of a fighter who is on the battlefield.

Target: A rules term. A fighter that is the target of an Attack action is a target.

Territory: A division of the battlefield. A player's territory is made up of all the hexes on their game board. No one's territory is a territory made up of all the hexes completed by the placement of game boards.

Trait (pg 19): Some fighters have one or more traits, indicated by icons on their fighter card. There are four traits: beast (♁), flying (♁), leader (♁) and wizard (♁).

Trapped (pg 33): A rules term. When determining the success of an Attack action, if the target is not adjacent to any empty hexes that are further from the attacker than the target, the target is trapped.

Un-Inspired (pg 18): The state of a fighter whose Inspire condition – found on their fighter card – has not yet been met, or who has been un-Inspired by an ability.

Upgrade card (pg 42): A type of power card. A player can play an upgrade card in the power step or end phase by spending a glory point and giving the upgrade card to an eligible fighter.

Visible (pg 32): A rules term. If a fighter has line of sight to a hex, everything in that hex is visible to that fighter.

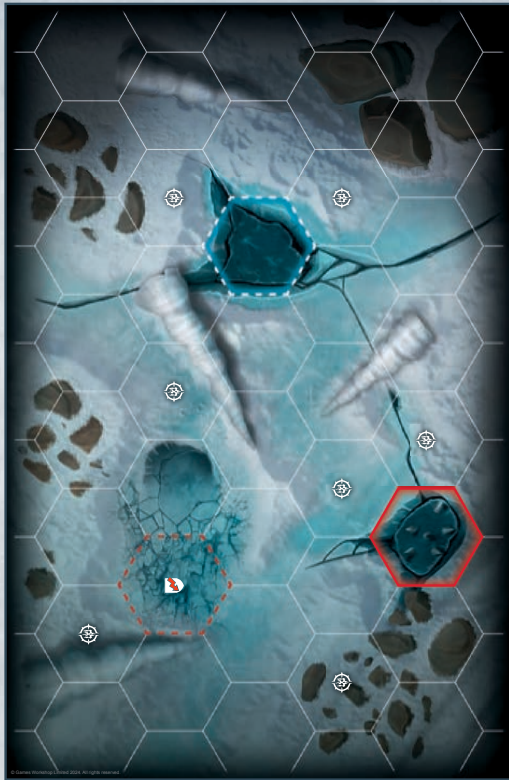
Vulnerable (pg 35): A fighter is vulnerable if one more point of damage would take them out of action.

Warband (pg 16): 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: A type of fighter. A wizard is denoted by a wand symbol (♁) on their fighter card. The number next to a wizard's wand symbol on their fighter card is their wizard level characteristic, sometimes used to determine how many dice you roll when they attempt to cast a spell.

Wounds (characteristic): A fighter characteristic, found on the fighter card. The higher this number is, the more damage a fighter can be dealt before they are taken out of action.

Wound counter: A counter that represents the damage dealt to fighters.



Icefall Pits: A hazardous chamber made lethal by falling stalactites and deadly spike pits.



The Wyrmurrow: A series of icy plateaus pocked with the tell-tale burrowing holes of rimewyrm spawn.



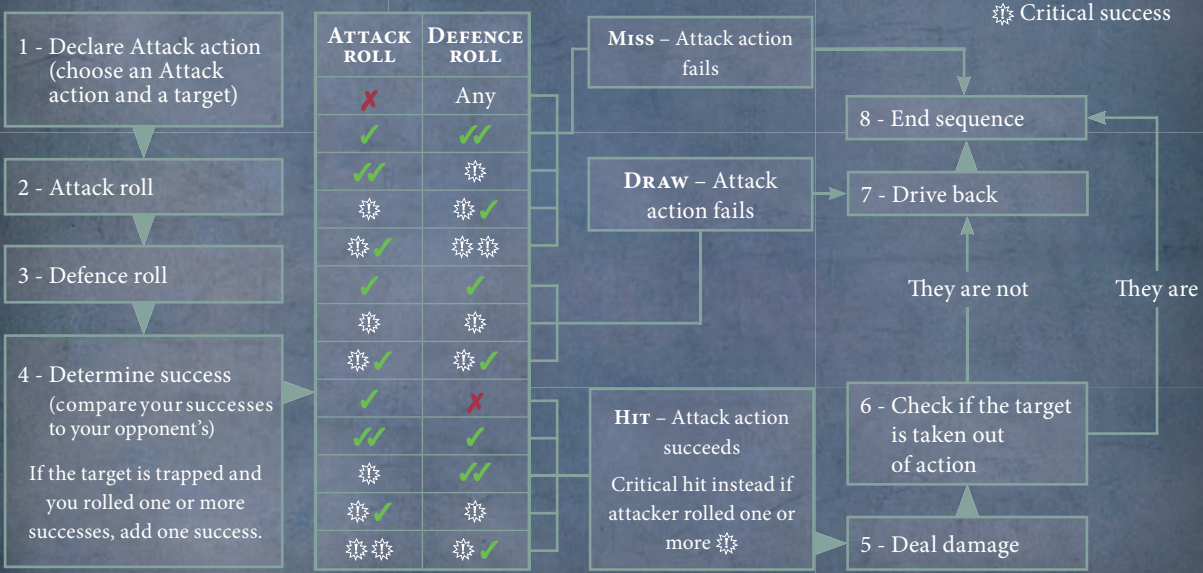
The Glacial Graveyard: A boneyard filled with the ice-encased remains of beasts claimed by the Everwinter.



Rimespawn Hatcheries: A frozen aquatic lair where countless rimewyrm eggs gestate.

COMBAT SEQUENCE

✗ No successes
✓ A success
⚡ Critical success



ACTIVATION OPTIONS

- Make a Move action with a fighter.
- Make a Charge superaction with a fighter.
- Make a Stun action with a fighter.
- Make a Barge superaction with a fighter.
- Make a Guard action with a fighter.
- Make an action printed on a fighter card or upgrade (such as an Attack action) with a fighter.
- Venture: Draw 1 power card and add it to your hand.
- Strategise: Draw 1 objective card and add it to your hand, then discard 1 objective card from your hand.
- Pass (forfeit an activation).

ROUND SEQUENCE

ACTION PHASE (PG 28)

- Roll-off to determine player order
- Resolve any 'Start of the action phase' abilities
- Play the following sequence four times:
 - First player's turn
 - Second player's turn

END PHASE (PG 50)

First player, then second player do the following:

- 1 - Score objective cards
- 2 - Discard objective cards
- 3 - Play upgrade cards
- 4 - Discard power cards
- 5 - Draw objective cards
- 6 - Draw power cards

TURN SEQUENCE

