WARHAMMER UNDERWORLDS

SHADESPIRE

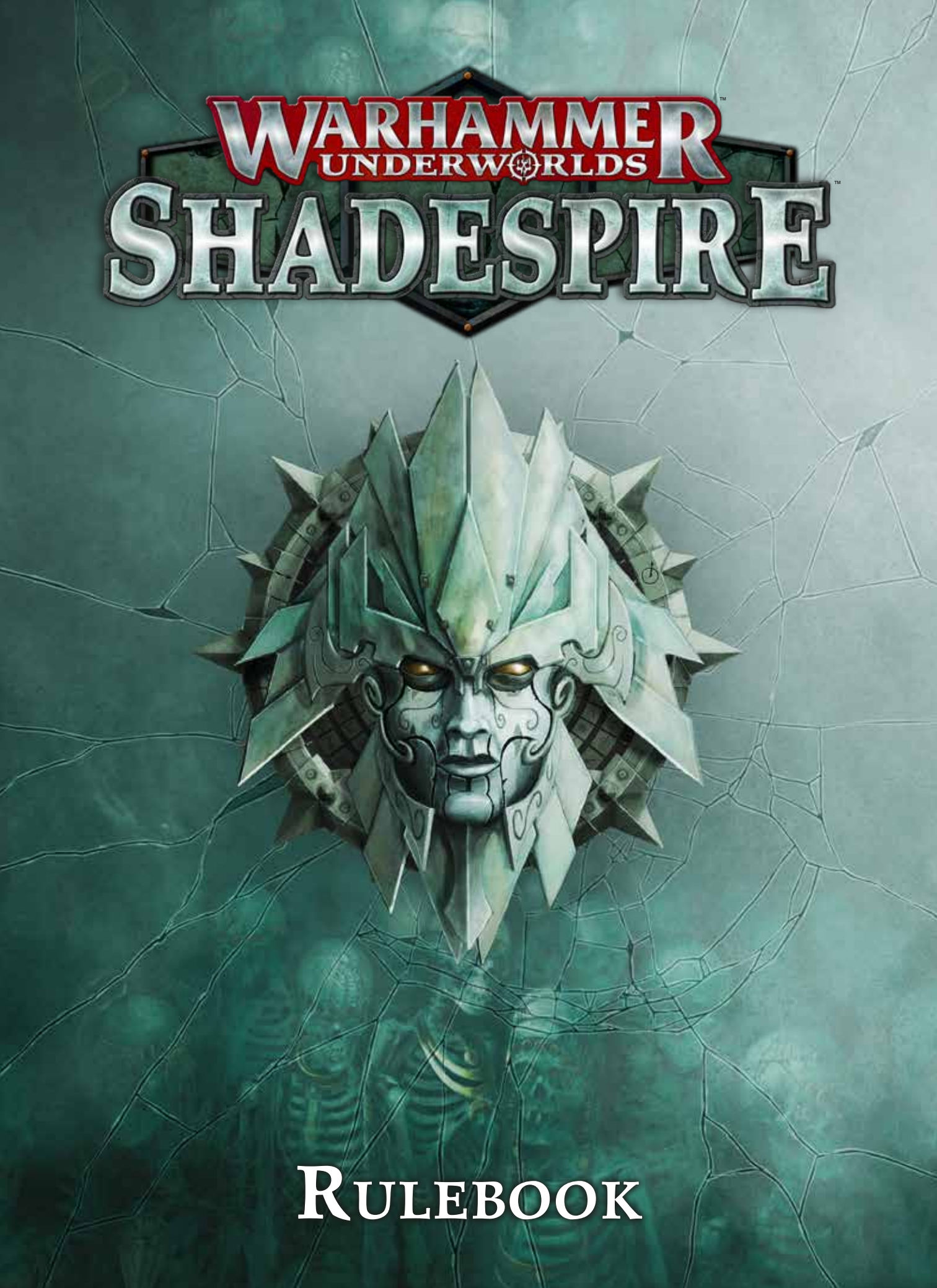


A FAST-PACED GAME OF TACTICAL ARENA COMBAT

CORE SET

WARHAMMER UNDERWORLDS

SHADESPIRE



Rulebook

Contents

Core Rules 12
Before a Game Begins 12
Deck-building 13
Game Sequence 14
Place the Boards 14
Place the Objective Tokens 16
Draw Cards 16
Place the Fighters 17
Round 1, Action Phase 18
Move Actions 18
Attack Actions 19
Combat 20
Additional Attack Action Rules 22
Power Step 22
Reactions 24
Round 1, End Phase 25
Round 2 25
Round 3 25
Victory 25

Alternative Rules 26
Matched Play 26
Capture the Artefact 26
Multiplayer Games 27

Glossary 30

Reference 32



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Shadespire was once a city of wonder and magic, a mercantile metropolis rising from the unforgiving earth of the Realm of Death. Countless races dwelt within its walls, together creating artefacts of astonishing beauty and power. The city's most treasured secret was the process of refining shadeglass, a miraculous substance that could store the spiritual essence of the dead for eternity. In this way, the ruling Katophranes of Shadespire lived on after death, their wisdom stored within the depths of ornate mirrors, flowing glass fountains, crystal looking-stones and other marvels. This defiance enraged Nagash, Lord of Undeath, who sought to punish the occupants of the city for denying him his rightful tithe of souls.

Yet to simply destroy the city and drag its inhabitants to the Underworlds seemed to Nagash an insufficient punishment. Instead, the Great Necromancer wove a ritual that drew upon the mysterious powers of the city's shadeglass constructions, siphoning away the light and glory of Shadespire and creating a twisted reflection of its former splendour. Shadespire was trapped halfway between Ulgu – Realm of Shadows – and Hysh – Realm of Light. Bound within this dark reflection, refracted between these two diametrically opposed realms, the souls of the fallen could never escape the Mirrored City and make the journey to the Underworlds. None within its walls would be granted the release of death. Nagash would forever deny them that gift.

The Mirrored City of Shadespire is a nightmare plane of illusions and madness, an ever-changing labyrinth of endless stairs, cramped streets and soaring archways. The original city is drained of all colour and life, and for thousands of years it has rested as a foreboding ruin. Those unfortunate, brave, or foolhardy adventurers that set foot within its walls are drawn through the veil between realms and trapped within the Mirrored City. For such wayward souls, all hope seems lost. Yet there are those who will not accept their fate without a fight.



THE MIRRORED CITY

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

Over the centuries, the Katophranes began to further unlock the secrets of the shadeglass, even inventing artefacts that would allow the living to enter the Faneway mirror – the gleaming nexus that linked every fragment of shadeglass in the city – and interact with their ancestors. Further remarkable inventions followed. The city's outer walls were suffused with the spirits of elite warriors who had fallen in battle – an eternal watch against the manifold threats of the surrounding Desert of Bones. Treasures were produced that were magically linked to the Faneway, so that a grieving relative might converse with their lost loved one via an enchanted amulet or brooch. Shadeglass golems were created, given motion by the soul essence of loyal retainers who continued to serve their masters even in death.

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

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

Worse still, regions of the city were slowly morphing under the will of Nagash. The image of the Great Necromancer would appear half-glimpsed in a reflection, or slowly form in the architecture of a great tower, his pitiless gaze further tormenting those who had defied his will. Many were driven to terrified insanity, blinding themselves with shards of glass so that they could not look upon his dread visage. Others turned to worshipping Nagash, and claimed great sections of Shadespire as their own, guarding their territory with a ruthless zeal. Believing that only by petitioning the God of Death for forgiveness could they absolve themselves of their prideful sins, they raised monuments and shrines in his honour. They claimed all shadeglass relics as the property of Nagash, and sequestered those they recovered within great sepulchres of bone and wasting flesh, built from the still-conscious bodies of heathens and intruders.

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

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



WHISPERS IN SHADOW

For more than a thousand years the shadow-cloaked ruins of Shadespire lay dormant, a malevolent scar in the centre of the vast Desert of Bones. During much of that time there were few fresh victims of the city's terrible curse. Travellers seldom ventured across the deadly, parching wastes to reach the city, as often warded away by the lethal storms that wracked its bone-dust dunes as by the dark stories that had sprung up around the place. Yet some were brave or foolish enough to stray within the borders of the cursed city, and those fortunate few who returned brought back priceless treasures and forbidden knowledge, as well as rumours of haunted mirrors, nightmarish illusions and other strange tales.

Soon, avaricious eyes were drawn to Shadespire, for the curse of Nagash had passed into myth, and the realms are filled with desperate souls who would gladly risk damnation in search of power. Worshippers of foul gods and bands of savage, war-loving orruks fought bloody skirmishes at the city gates, and rat-like skaven skittered through the shadows, scrabbling for relics and treasures to take back to their filth-strewn lairs.

Not all who risked their eternal souls in such a manner were looters or scavengers. Every hundred years the stout Fyreslayers of the Vostarg lodge – mercenary warriors who had once sworn to protect Shadespire, and had ultimately failed in that oath – sent a band of determined warriors into the depths of the shattered ruins, seeking to end the curse of the Mirrored City and restore their lost honour.

The ruins of Shadespire became a subject of particular interest to the mighty God-King, Sigmar, whose elite champions, the Stormcast Eternals, were deployed in a great crusade against the forces of the Chaos Gods – primordial entities who sought to despoil the Mortal Realms. His champions had suffered greatly during the long war, and though each was effectively immortal, the mysterious process of Reforging that the fallen went through upon death had taken a worrying toll. Every time a warrior was remade they lost a part of themselves, gradually shedding the vestiges of their humanity, becoming emotionless and uncompromising. The changes wrought by the Reforging process manifested themselves in myriad unsettling ways, and those Stormhosts who had seen constant battle were particularly afflicted.

Long had the God-King known of the rumours surrounding lost Shadespire, where once the souls of the dead had been preserved in time. If shadeglass could perform such miracles, might it not also be of use in his quest to salve the trauma that ran rife through his armies? Seeking to learn more regarding the properties of this mysterious substance and the truth of the lost city, the God-King sent forth a force of Stormcast Eternals from the noble Hammers of Sigmar, with orders to investigate the time-weathered skeleton of Shadespire.

Several detachments from this first and most honoured Stormhost, including formations of shield-bearing Liberators and bands of elite Vanguard-Hunters, made camp at the edge of the ruins. From there they launched patrols into the depths of the narrow, gloomy streets. Within, the warriors had to contend not only with packs of skaven and orruk looters who fell upon intruders with vicious glee, but also frenzied worshippers of Khorne, god of slaughter, who had tracked the Stormcast Eternals to the border of the cursed city and now sought once more to wet the earth with the blood of their hated enemies.

These initial engagements were brutal, but after much blood was spilled, the Hammers of Sigmar began to push their enemies back, scattering them to the shadows. It was then that something strange began to occur. Having secured key areas of control within the city's borders, Stormcast patrols began to report that isolated members of their number had seemingly disappeared into thin air, with no bodies or bloodstains left behind to suggest a struggle, and no bursts of celestial lightning to indicate that the soul of a fallen Stormcast Eternal was making the long journey back to Azyrheim – seat of Sigmar's empire – for Reforging.

Whispers began to fill the warriors' ears, promises of great glory and threats of damnation, echoes of laughter and tormented screams. Some glimpsed half-formed images in the shards of glass that littered the ground: pleading faces wracked with anguish, lost comrades beset by hordes of the living dead, and looming above it all a skeletal visage, eyes blazing with hateful balefire.

When all attempts to find the absent warriors failed, the Hammers of Sigmar reluctantly fell back to their defensive positions on the edge of Shadespire. Word was sent back to Azyrheim of the evil they had unearthed. Something had taken their battle-kin. Something ancient and filled with malice. Whatever had happened to their missing comrades, for now they were on their own.

WARRIORS OF SHADESPIRE

Many heroes, brutes and savages walk the twisting paths of the Mirrored City. Some seek an escape from their maddening prison. Others relish the endless violence, or seek to remake ill-fated Shadespire in the image of their merciless gods. All are damned to an eternity of suffering, unless they can break the curse that binds them.



Steelheart's Champions and the Farstriders

Clad in gleaming sigmarite and armed with heaven-forged weaponry, the Stormcast Eternals are champions and heroes all, defenders of civilisation and sworn enemies of Chaos. They were once mortal heroes hailing from across the realms – now gathered together by the God-King Sigmar and remade into the physical embodiment of the celestial storm, they are living legends who wage the eternal war against the Dark Gods. The greatest secret of the Stormcast Eternals is the process of Reforging, by which the soul-stuff of fallen warriors is borne back to Sigmar's realm of Azyrheim upon bolts of lightning, and there transmuted into flesh and metal. This process renders each Stormcast immortal, though such a powerful gift comes with a heavy toll – with each death, a Stormcast Eternal loses a part of their humanity, becoming cold and distant, and losing grip upon the fragmented memories of their past life. The warriors under the command of Liberator-Prime Severin Steelheart and the grizzled hunters led by Hunter-Prime Sanson Farstrider were part of a detachment sent to Shadespire to investigate potential cures for this ailment. Now they find themselves trapped, separated from their kin and from each other, with only the whispers of the dead to guide them home.



Garrek's Reavers and Magore's Fiends

The Bloodbound are mortal warriors who have sworn themselves to Khorne, god of carnage and slaughter. Blinded by battle-madness, lost to the exultant sensations of combat, they care for nothing but the kill. Gathering together in vast Warhordes, they maraud across the realms, butchering and despoiling in the name of their dark master. Bloodreavers, such as the band led by the brutal killer known as Garrek Gorebeard, are frenzied cannibals, mortals whose dark excesses have drawn them ever further into the thrall of the Blood God. They eschew heavy armour, preferring to feel the blood spatter across their chests, and chase their prey as tirelessly as hunting wolves. Blood Warriors are towering, plate-armoured killers, who have taken the first steps down the path towards daemonic ascension. A life of constant war has forged them into mighty champions of ruin, whose unquenchable lust for slaughter drives them ever onwards in search of the next battle. The fiend Magore Redhand leads his Blood Warriors through the Mirrored City, tracking the hated Stormcast Eternals with the aid of his loyal Flesh Hound, Riptooth. Should they fall upon their quarry, they will tear them apart, and with the blood of the fallen they will defile the Mirrored City so utterly that Khorne's eye will be drawn to this damned place, and to the gory tributes of his loyal servants.

Ironskull's Boyz



Orruks are savage, muscle-bound creatures who live for the crash and crunch of battle. Ironjawz are the mightiest of their number, clad in thick plates of rusted metal and wielding huge jagged weapons forged from the same. They are a constant threat across the Mortal Realms, sweeping across the earth in great hordes and smashing everything in their path. Gurzag Ironskull and his lads were trapped in the Mirrored City decades ago, after an ill-fated looting spree amidst the ruins of Shadespire. Ironskull was initially furious, but in the years since he's grown rather fond of the place; after all, what self-respecting orruk would decline an endless cycle of violence and bloodshed?



The Chosen Axes

The duardin known as Fyreslayers are fearless and intractable mercenary warriors. They will fight for anyone in exchange for ur-gold, the magical resource which fuels their great strength, and which they believe is the spiritual essence of their warrior-god, Grimnir. To a Fyreslayer, honour is paramount. Once an oath is given, it must be fulfilled, and to abandon one's word would be seen as an act of unthinkable disgrace. It is for this reason that the Fyreslayers of the Vostarg lodge still bear the shame of their failure to protect Shadespire. Hundreds of warriors have fallen or been lost in the attempt to banish the curse that haunts the city, yet no Fyreslayer would ever suggest that the venture be abandoned. The legendary Runefather Fjul-Grimnir ventured into the ruins of Shadespire many years ago, and still walks the shadowed streets of the city's dark reflection with his loyal companions. Though he has made little progress during the decades he has spent in the Mirrored City, the redoubtable old fighter has not yet lost hope of restoring his peoples' treasured honour.

Sepulchral Guard

The Deathrattle of Shadespire are quite unlike the typical charnel slaves raised by minor necromancers and practitioners of fell magic. Their soul animus remains trapped within their decayed forms as a result of the curse of Nagash, and thus they retain a fragmented memory of their past lives long after their flesh has rotted away. Over time, many of these unfortunates have sworn themselves to the God of Death's service, praying that by petitioning Nagash for forgiveness they may be freed from the agony of their existence. Greatest amongst the faithful is the Sepulchral Warden, the former Lord Marshal of Shadespire. Such is his devotion to Nagash that this enigmatic creature has been gifted with the power to inspire frenzied devotion in his subjects, and he directs them against all who would challenge the Great Necromancer's will.





Spiteclaw's Swarm

Skaven are a race of malicious and devious ratmen in thrall to Chaos. Seemingly infinite in number, the swarms of the great skaven clans blight every corner of the realms, scampering forth from hidden lairs to enslave and prey upon the other mortal races. It is fortunate indeed that the ratfolk are naturally treacherous creatures, constantly backstabbing and betraying one another in search of personal power, for if they were to unite in one cause the clans would be all but unstoppable. Warlord Skritch Spiteclaw leads a particularly murderous and spiteful band through the Mirrored City, searching for artefacts and trinkets to loot, and an escape route by which he can claw his way to freedom.

INTRODUCTION

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

Objective of the Game

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

Contents

This Core Set contains everything you need to assemble your new miniatures and pit them against each other right away. The box includes:

- 3 Stormcast Eternals Liberators
- 5 Khorne Bloodbound Bloodreavers
- A construction sheet
- This book, including all of the rules you need to play
- A quick-start sheet to introduce you to the game
- 8 double-sided fighter cards
- 2 double-sided game boards
- 60 power cards
- 36 objective cards
- 5 attack dice and 3 defence dice
- 9 double-sided objective tokens
- 1 Katophrane Artefact token
- 2 Shardfall tokens
- 30 wound tokens
- 46 double-sided glory point tokens
- 15 double-sided Move/Charge tokens
- 15 Guard tokens
- 8 activation tokens



Construction sheet

If you haven't done so already, the first step is to play through the quick-start sheet. Once you have done that, simply assemble the remaining Liberators and Bloodreavers, following the instructions on the construction sheet. When your miniatures are ready, find someone to play your first game with!



Angharad Brightshield



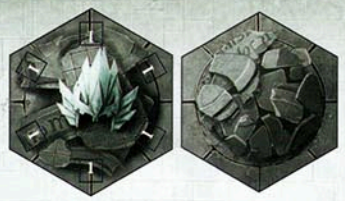
Severin Steelheart (Leader)



Obryn the Bold



Glory point token (unspent/spent)



Objective token



Wound token



Shardfall token



Move/Charge token



Katophrane Artefact token



Guard token



Activation token

DICE



Attack Dice

Critical success



Attack symbol – Smash



Attack symbol – Fury





Support symbols



Defence Dice

Critical success



Defence symbol – Block



Defence symbol – Dodge





Support symbols



Karsus the Chained



Garrek Gorebeard (Leader)



Blooded Saek



Targor



Arnulf

CORE RULES

This section of the book tells you everything you need to know to play a game of Warhammer Underworlds with a worthy opponent. The section that follows it (Alternative Rules, pg 26) introduces different ways to play for those who have mastered the core game, including rules for games with three or four players and Capture the Artefact games. We suggest that you stick to the rules in this section until you're more familiar with how the game works.

Before a Game Begins

Warbands of Shadespire

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

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



This Core Set includes two warbands: Steelheart's Champions and Garrek's Reavers. Steelheart's Champions consists of three fighters: Severin Steelheart, Angharad Brightshield and Obryn the Bold, while Garrek's Reavers consists of five fighters: Garrek Gorebeard, Karsus the Chained, Blooded Saek, Arnulf and Targor. Future expansions will introduce new warbands to the cursed city of Shadespire.

The fighters

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

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

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



The decks

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

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

Understanding your fighter card

1 - Picture of your fighter's miniature

2 - Your fighter's name. A fighter with a crown symbol before their name is your warband's leader.

3 - Your fighter's Attack action (or actions) with Range, Dice and Damage characteristics (pg 19)

4 - Your fighter's Inspire condition. When this condition is met, flip the fighter card over. There is no Inspire condition on the reverse of the fighter card.

5 - Your fighter's Move characteristic

6 - Your fighter's Defence characteristic

7 - Your fighter's Wounds characteristic

8 - Additional abilities or Attack action rules may be found here. Alternatively you will find text that tells you more about the fighter or Shadespire – such text has no effect in the game.

9 - Your fighter's warband icon

Deck-building

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

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

- The power deck must include at least 20 cards, all of which must be unique. It can include any number of additional unique cards. No more than half of the deck (rounding down) can be ploy cards.
- The objective deck must always include exactly 12 unique objective cards.
- Cards that you include in your decks must be usable by your warband (pg 16-17).

GAME SEQUENCE

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

SET UP

1. **Place the boards**
2. **Place the objective tokens**
3. **Draw cards**
4. **Place the fighters**

ROUND 1
Action phase
End phase

ROUND 2
Action phase
End phase

ROUND 3
Action phase
End phase

VICTORY

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

RE-ROLLS AND ROLL-OFFS

When the rules or a card instruct you to re-roll a dice, it simply means that you pick up the dice and roll it again. If you are instructed to re-roll dice and you rolled more than one dice, you must pick them all up and roll them again, unless specifically stated 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.

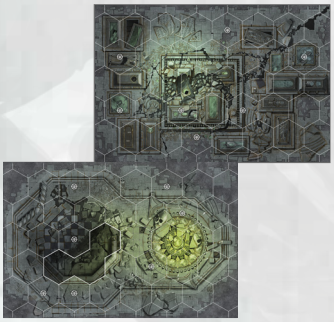
Roll-offs are used at various points (e.g. to decide who places a board first). When the rules tell you to roll off, each player takes any four dice, rolls them, and counts the number of critical successes (the ✸ symbols). The player who rolls the highest number of ✸ wins. If more than one player is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

1. Place the Boards

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

In this step, the players roll off (see above). The player who loses chooses a game board first. This can be any board from their collection. The player who won then chooses a game board, and places the two game boards so that the grid matches up, and so that there are at least three completed hexes connecting the boards long edge against long edge, or at least two completed hexes connecting the boards short edge against short edge.

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





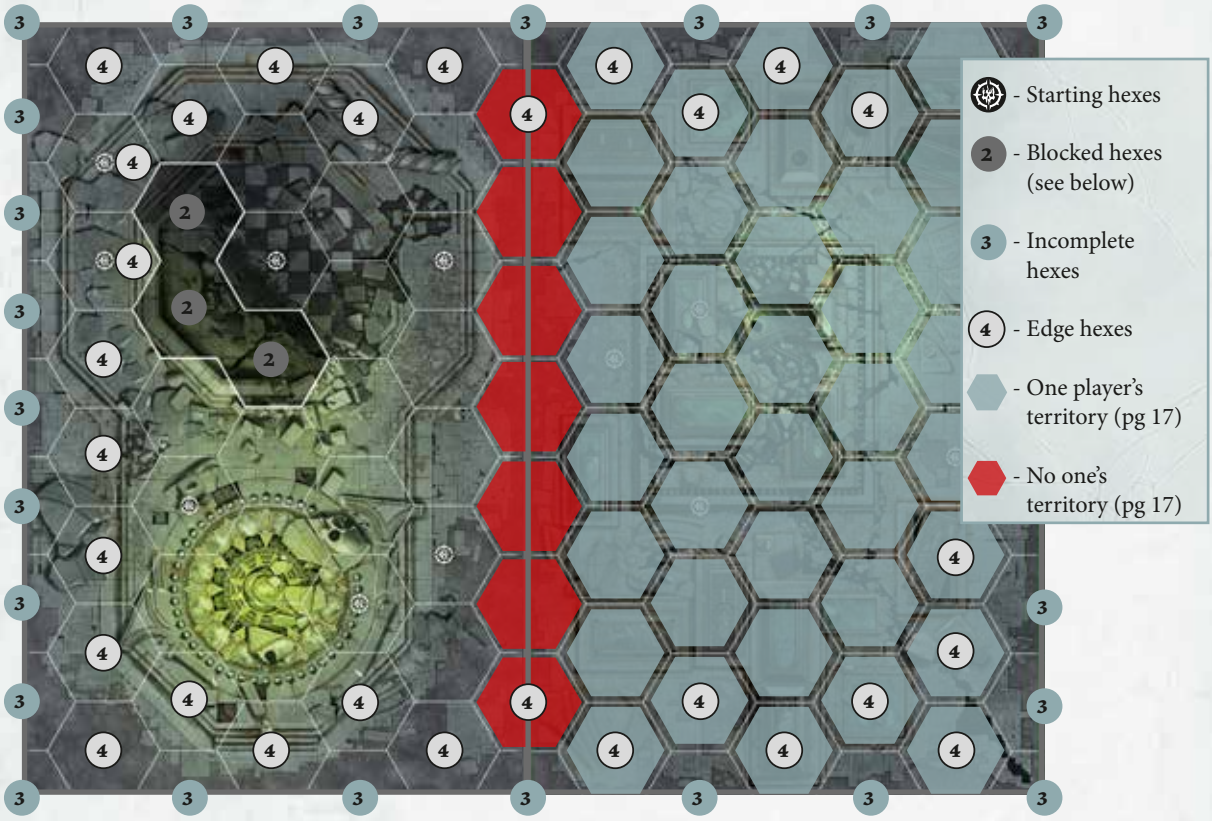
SEQUENCING

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

Note that there are different rules for reactions, many of which would be resolved at the same time but only one of which may be played at any such point (see page 24).

The battlefield

Here you can see an example battlefield. It is divided into hexes, which are used to determine the position of objectives and fighters, and the distance between them. Anything placed on the battlefield must be placed in a complete hex (not one of the incomplete hexes on the edge of a game board, unless that hex is completed by another game board). The incomplete hexes are not part of the game – fighters cannot be moved into them, nothing can be placed in them, and so on. Some of the hexes contain a white Warhammer Underworlds icon – these are used when placing your fighters, and are called starting hexes.



BLOCKED HEXES

Some hexes have a thick white border which indicates that they are blocked – an obstacle within that hex means fighters can't move through or stand in the hex, and blocks line of sight to what is beyond the hex (pg 19). If blocked hexes are adjacent to each other, some of the grid lines will be missing to help show that they are no-go areas.



This diagram includes three blocked hexes.

COUNTING DISTANCES

This diagram shows you what the rules mean when they refer to distances.



A is within two hexes of B.



A is within four hexes of B.



A is within one hex of B (and is therefore adjacent to B).

2. Place the Objective Tokens

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

Shuffle the objective tokens face down and place them next to the battlefield. Whichever player chose the first game board takes an objective token and places it (without looking at the other side) face down on any complete hex on the battlefield, other than a starting hex, a blocked hex or an edge hex (the outermost complete hexes around the edge of the battlefield). The players then take it in turns to place the remaining objective tokens in the same way, with the additional restriction that no objective token can be placed within two hexes of another objective token. The final objective token, and any other token that cannot be placed because of these restrictions, is placed following the same rules, except that it can be placed on an edge hex. Once all objective tokens have been placed, turn them over, revealing the numbered side.

Objective tokens do not block movement or line of sight (pg 19) – they simply indicate important areas of the battlefield that the warbands will fight to hold. A fighter (and their warband) is said to hold an objective if they are standing in the same hex as the objective token.



Face-up



Face-down

3. Draw Cards

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

Objective cards

A player's hand will consist of a mix of objective cards – which are used to gain glory points – and power cards, which can be upgrades or ploys.

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



Multiplayer variants

Note that some objective cards have one or more of the symbols shown to the right on them. These cards work differently in a three- or four-player game (pg 27). Simply ignore these symbols and the text that accompanies them in a two-player game.

DO-OVER?

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



Multiplayer variant icons





Upgrade cards
This is an upgrade card, as shown by the cog wheels symbol in the top-left corner (1). Each upgrade card has a name (2) and a permanent effect (3) (which can be to boost one or more of a fighter's characteristics, or grant a fighter a new action, for example). As with objective cards, the symbol in the top-right corner (4) tells you which warbands can include the card in their deck. Some upgrade cards also have restrictions as to which fighters can be upgraded with this card – where that is the case, the card will list the fighters who can use the upgrade (5). For more information about upgrade cards, see page 23.

Ploy cards
This is a ploy card, as shown by the dagger symbol in the top-left corner (1). Each ploy card has a name (2) and an effect (3), which is usually short-lived (it might be to give a fighter a free activation, or make an extra move, for example). As with objective cards, the symbol in the top-right corner (4) tells you which warbands can include the card in their deck. For more information about ploy cards, see page 23.

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

WARBAND SYMBOLS



Garrek's Reavers
(Bloodreavers)



Steelheart's Champions
(Liberators)



Universal
(useable by all warbands)

BUT MY CARD SAYS...

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

4. Place the Fighters

The players roll off again (pg 14). Whoever wins chooses which player will place a fighter first. That player then places one of their fighters on one of the starting hexes (the hexes with the Warhammer Underworlds symbol) in their territory. Then players take it in turns to place one fighter at a time in the same way, until all of the fighters in the warbands have been placed. If either player runs out of fighters to place, the other player continues placing fighters until all of the fighters have been placed. A fighter cannot be placed in a hex that is already occupied by another fighter, either at this point or at any time during the game.

TERRITORY AND NO ONE'S TERRITORY

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

Round 1, Action Phase

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

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

Players take it in turns to take activations. Each player has four activations that they can use to perform a number of actions, such as moving or attacking with their fighters. Once they have used an activation there is a power step where both players can play power cards (pg 22), and then play passes to the other player. When both players have used all their activations, the action phase is over, and the end phase begins.

Note that although most activations allow a fighter to make an action, activations and actions are different things! Players take activations while fighters make actions (which may or may not be part of an activation).

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

ACTIVATIONS

Most activations involve activating a fighter. To activate a fighter simply choose one of your fighters to make an action. Doing so uses one of your four activations for the phase.

The activations common to all fighters are as follows:

- Make a Move action (see below).
- Make a Charge action (pg 22).
- Go on Guard (pg 22).
- Make an action printed on a fighter card or upgrade, such as an Attack action (see opposite).

Note that each fighter can only make one Move (or Charge) action in each action phase. If a fighter has already made a Move action in an action phase, they cannot also make a Charge action in the same phase. Mark that fighter with a Move or Charge token as a reminder.

There are also activations that don't involve activating a fighter – instead, these activations allow a player to do something. They still use one of a player's four activations for the phase. The activations common to all players are as follows:

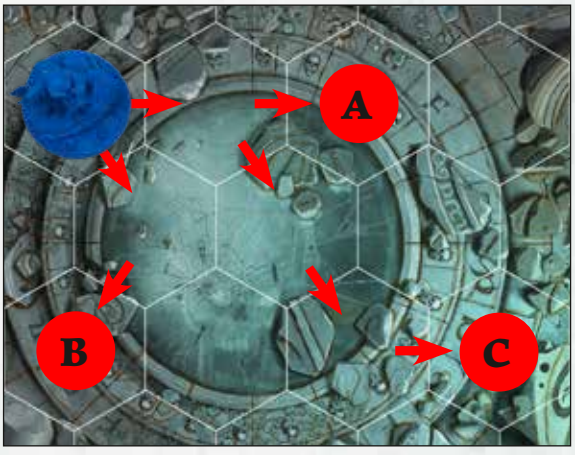
- Draw a power card from the top of your power deck.
- Discard an objective card and draw an objective card from the top of your objective deck.
- Pass (do nothing).

It can be easy to lose track of how many activations you've taken in the heat of battle! To help you keep track, you can take four activation tokens at the beginning of each round. Each time you take an activation, turn one of the tokens over or return it to the game box.

Move Actions

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

In this diagram, the Liberator would need a Move characteristic of at least 2 to move to hex A or to hex B, and a Move characteristic of at least 4 to move to hex C.



PUSHES AND OTHER EXCEPTIONS

When a rule tells you to push a fighter, simply move their miniature the number of hexes specified by the rule, in any direction (unless specified otherwise). Note that nothing can move a fighter into or through a hex that is blocked or occupied, unless specified otherwise. A push is not a Move action, and does not prevent a fighter taking a Move action later in the phase. Similarly, when a fighter is driven back (a special kind of push, see page 31) or placed on a different hex by a rule, these are not Move actions, and do not prevent a fighter taking a Move action later in the phase.

Attack Actions

Another of the most common activations a fighter will take is an Attack action. Each fighter has at least one Attack action on their fighter card. Fighters gain additional Attack actions when they are given an Attack action upgrade (pg 23), or in some cases when they are Inspired (pg 13). All Attack actions have the following information.

1 - The name of the Attack action.

2 - The Range characteristic of the Attack action. An Attack action with a Range characteristic of 1 can only be used against adjacent enemies. An Attack action with a Range characteristic of 2 or more can be used against fighters who are within that number of hexes of the attacking fighter, as long as the attacking fighter has line of sight to the target fighter (see below).

3 - The Dice characteristic of the Attack action. This tells you how many attack dice to roll when making the Attack action, and the symbol (or) you need to roll for a success. A is a critical success, which is always a success. The more dice you roll for an Attack action, the greater your chance of success.

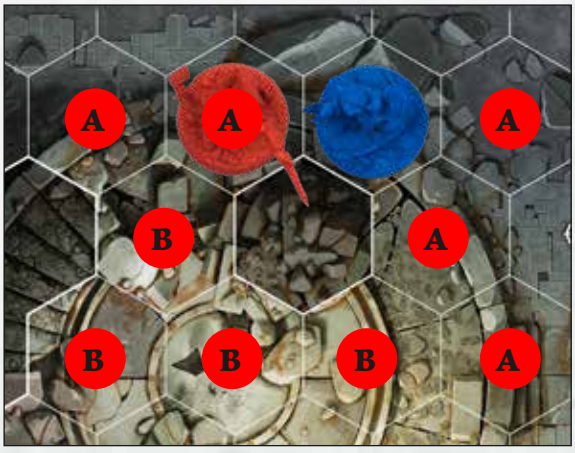
4 - The Damage characteristic. This tells you how much damage the target fighter suffers if the Attack action is successful.

5 - Some Attack actions have additional rules text, which may refer to a number of common abilities, such as Cleave and Knockback (pg 22) or may include more esoteric rules that change how the Attack action works. If there is no additional rules text, that means there are no additional rules for this Attack action.



Line of sight

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



Combat

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

- Choose an Attack action. You can only choose one Attack action.
- Choose a target, which must be within the Attack action's Range characteristic. Note that if there is no target within range and line of sight, you cannot make an Attack action. You cannot target a friendly fighter.
- Roll a number of attack dice equal to the Attack action's Dice characteristic and count the number of successes you roll (pg 19).
- Your opponent rolls a number of defence dice equal to the target fighter's Defence characteristic and counts the number of successes they roll. The target fighter's Defence characteristic tells you which symbol (or) they need to roll for a success. A is a critical success, which is always a success (see right).
- Compare your successes (the 'attack total') to your opponent's successes (the 'defence total').
  - If the attack total is less than the defence total the Attack action has no effect – the Attack action fails. Similarly, if neither you nor your opponent rolled any successes, the Attack action has no effect – the Attack action fails.
  - If the attack total equals the defence total, but you rolled at least one success, the Attack action fails. However, the target can be driven back (see below).

    Trapped: If the target can be driven back, but can't be pushed because all of the hexes they could be pushed into are blocked or occupied, the Attack action is successful instead of failing. The target suffers damage – take a number of wound tokens equal to the Damage characteristic of the Attack action and place them on the target's fighter card.
  - If the attack total is greater than the defence total, the Attack action is successful. The target suffers damage – take a number of wound tokens equal to the Damage characteristic of the Attack action and place them on the target's fighter card. The target can also be driven back. If they can't be pushed because all of the hexes they could be pushed into are blocked or occupied, they are not pushed back and do not take any additional damage.

CRITICAL SUCCESSES

In addition to counting as a success, critical successes can dramatically change the outcome of combat, with a lone attacker succeeding in taking down a formidable hero, or a surrounded fighter successfully blocking everything their enemies can throw at them!

If the attacker has more critical successes (symbols) than the target, then the Attack action is successful, regardless of the number of successes rolled by the other player. The Attack action also results in a critical hit (pg 22).

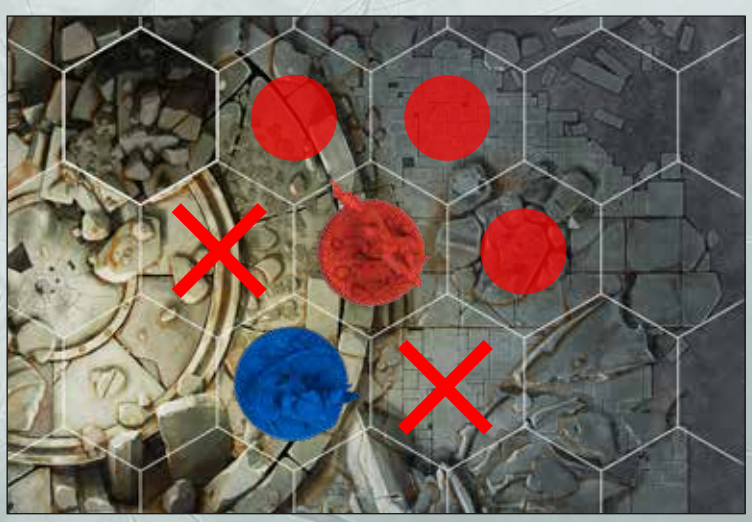
If the target has more symbols than the attacker, then the Attack action fails, and the target cannot be driven back.

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

DRIVEN BACK

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

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



Support

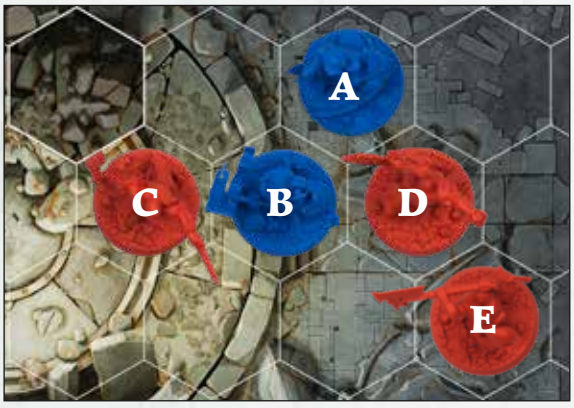
In combat, fighters rarely have the luxury of facing their foe one-on-one. Each fighter's allies will try to help them and hinder their enemies, and in Warhammer Underworlds this is represented by support.

- The attacking fighter receives support for each friendly fighter that is adjacent to their target.
- The target fighter receives support for each friendly fighter that is adjacent to the attacking fighter.

A fighter who provides support in this way is said to be 'supporting'.

Whichever fighter has more support has a greater chance of success, either in attack or defence. If one of the fighters has one more supporting fighter than their enemy, they count rolls of as successes. If one of the fighters has two or more supporting fighters more than their enemy, they count rolls of and as successes.

In this diagram, if Liberator A was attacking Bloodreaver D, Liberator B would support the attack and neither Bloodreaver C or Bloodreaver E are in a position to support Bloodreaver D, as they are not adjacent to Liberator A. This would give Liberator A one more supporting fighter than their target, so they would count rolls of as successes. If, on the other hand, Liberator B was attacking Bloodreaver D, Liberator A would support the attack, but Bloodreaver C would support Bloodreaver D. Again, Bloodreaver E is not in a position to support Bloodreaver D. Neither fighter has more supporting fighters, so neither fighter counts rolls of as successes.



Out of action

Once a fighter has sustained damage equal to or greater than their Wounds characteristic (shown by wound tokens on their card), they are taken out of action. Remove them and their tokens from the battlefield and clear all tokens from their fighter card. The other player gains one glory point (pg 30) – they take a glory point token.

Some cards allow you to save a fighter before they are taken out of action. If you use one of these cards and your fighter is not taken out of action, your opponent does not gain a glory point.

ATTACKING MULTIPLE TARGETS

Some Attack actions let a fighter target more than one enemy fighter. When this happens, the attacking player resolves the Attack action against each of the targets separately and in succession, in whatever order they choose. Each of these Attack actions is a separate action.

MODIFIERS

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

Modifiers change a characteristic or roll. For example, a fighter with the Great Fortitude upgrade has +1 Wound, so this fighter's Wounds characteristic is increased by one. As another example, a fighter with the Total Offence upgrade can roll an additional two attack dice when making an Attack action.

GREAT FORTITUDE

This warrior can take a strike from a drunken gargant and keep on fighting.

+1 Wounds

TOTAL OFFENCE

Focusing all their strength into a single blow, this fighter lashes out with lethal force.

You can roll two additional attack dice when this fighter takes an Attack action, though not when this fighter takes a Charge action. If you do so, this fighter cannot be activated again this phase.

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

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

Dice roll modifiers also apply to any re-rolls of those dice. 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 symbol to their roll. If this roll is re-rolled, they add one symbol to that re-roll (and any subsequent re-rolls) as well.

Additional Attack Action Rules

Critical hit

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

Charge

A Charge action is an action that lets you make a Move action with a fighter as described on page 18, then immediately make an Attack action with them. This is a single activation, but a fighter that makes a Charge action cannot be activated again in the same action phase (place a Charge token next to them as a reminder). To make a Charge action, the fighter must end their Move action in a different hex to the one they started in, and must have a valid target for one of their Attack actions within range and line of sight at the end of the Move action. If any of these conditions cannot be met, the fighter cannot make a Charge action. Once the Attack action has been resolved, the Charge action is over.

Guard

As an activation, a fighter may go on Guard (place a Guard token next to them as a reminder). If a fighter is on Guard, they count both ⛊ and ☾ symbols as successes when the target of an attack. This effect lasts until the end of the phase. If a fighter who is on Guard makes a Charge action, they are no longer on Guard.

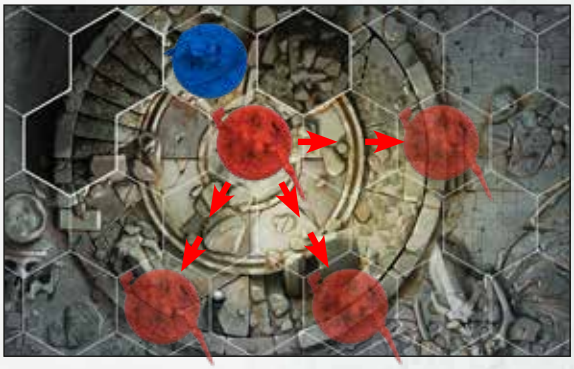
Cleave

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

Knockback

If a successful Attack action is noted as having Knockback X, where X is a number, the target can be driven back a number of additional hexes equal to X. This means that if an Attack action with Knockback 1 succeeds, the target can be driven back one hex for the successful Attack action (following the normal combat sequence), and a further hex for the Knockback. Any second or subsequent hex of Knockback must be in the same direction as the original push. If it is not possible to push the target further in that direction because of a blocked hex, the target is not pushed any further. Note that the Trapped rule (pg 20) does not apply to Knockback, as Knockback only applies to successful Attack actions. If a fighter has two or more rules giving them Knockback, add the numbers together for a combined total (e.g. if a fighter has two rules giving them Knockback 1, they have Knockback 2).

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



Power Step

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

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

Some power cards describe an additional condition that must be met before they can be played (reactions are the most common of these, and are described on page 24). A player can only play these power cards when that condition is met. For example, if a card says that you must choose two friendly fighters, and you only have one friendly fighter, you cannot use that card.

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

Power step example
In this example, Severin Steelheart's player has just made a Move action to place Severin adjacent to Garrek Gorebeard. With that activation finished, it is time for the power step.

Severin's player is the first to decide whether or not to play a power card. They have a Heroic Guard card, which they could use to put Severin on Guard – not a bad idea given that he's standing right next to a bloodthirsty enemy! They reveal the card, and put Severin on Guard.

Garrek's player is next to decide whether to play a power card or pass. They have a Sidestep card in their hand, but now doesn't seem like the best time to play it, so they pass.

It's Severin's player's turn again, and with no more ploys in their hand and no glory points to spend on upgrades, they declare that they pass as well.

Both players have now passed in succession, so that brings the power step to an end, and it is Garrek's player's activation.



Ploy cards
Ploy cards are held in a player's hand and kept secret from their opponent until they are used. Each gives the player an opportunity to change the situation on the battlefield with a burst of speed, an extra attack, or a cunning trick.

When you reveal a ploy card, simply apply the text on the card. Once you have done so, put the ploy card face up in a discard pile next to your power deck. Some ploy cards allow you to make Move or Attack actions with your fighters – you can do this even if normally they would not be able to (e.g. because they have made a Charge action). These additional actions also do not cost you an activation.

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



Upgrade cards
Upgrade cards are held in a player's hand and kept secret from their opponent until they are used. Upgrade cards are used to give permanent boosts to a player's fighters. To use an upgrade card, a player must have first earned at least one glory point (pg 30). When a player reveals an upgrade card they wish to play, they must flip a glory point over to show that it has been spent. Once they have done so, they declare which fighter they are applying the upgrade to (following any restrictions, see page 17), and place it adjacent to their fighter card. The fighter has that upgrade for the rest of the game. A fighter can be given more than one upgrade. A fighter cannot be given an upgrade if they are out of action (though they keep any upgrades they have when they are taken out of action).

Reactions

In a game of Warhammer Underworlds, some events will allow you to trigger a reaction. You can use the reaction on a fighter card, an upgrade card that has been given to a fighter, or a ploy card in your hand when the condition or conditions described on the card are met – it does not cost you an activation to do so. There are three example reactions below.

When you use a reaction, it happens immediately after the activation or action that triggered it – even before the power step (pg 22) unless the card specifies otherwise. Some reactions are even used during an activation, interrupting the game. Where this is the case, the reaction will state when it is used.

You may find that in some cases more than one reaction could be used at the same time, as defined on each card (e.g. 'during an Attack action', 'after an Attack action', 'when your opponent plays a ploy'). However, only one reaction can be played at each such opportunity. The player whose activation is next takes precedence – if they do not wish to play a reaction, the other player has an opportunity to play a reaction. For example, if both players had a reaction which could be used after an Attack action was made, the player whose activation came next would decide whether or not to use their reaction. If they use it, the other player cannot use their reaction. If they decide not to use it, the other player can then decide whether or not to use their own reaction. When there is no player whose activation would come next, because you have played the last activation in an action phase, the player whose activation would be next if there were a fifth activation takes precedence.



Once a reaction is resolved, play continues from the point where it was interrupted. If this was part way through resolving an action or effect (e.g. an Attack action or a ploy card), finish resolving that action or effect, unless the reaction has made this impossible (e.g. if a fighter's position has changed so that they are no longer in range to complete an Attack action). In that case, the action or effect ends without being resolved.



Fighter card reaction
When Angharad is Inspired, she gains the Furious Parry Attack action, which is a reaction. This lets her strike back at an enemy attacker who fails to hurt her. The reaction happens during the enemy fighter's Attack action, once the dice have been rolled and you know the result.



Upgrade reaction
The Ever-Advancing upgrade allows Garrek to make a reaction when he could be driven back. This reaction lets his player push him a space instead of him being driven back. The reaction happens during the enemy fighter's Attack action, once the dice have been rolled and any damage has been dealt.



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

Round 1, End Phase

In the end phase, you have the opportunity to take stock of the battlefield, score objective cards, upgrade your fighters, discard cards and replenish your hand. Take it in turns to run through the following sequence, starting with the player who took the first activation in the action phase.

- Check your objective cards, and if you have met the conditions on any of the cards, reveal those cards and collect the number of glory points displayed at the bottom of the scored objective cards. Place the cards revealed in this way face up in a discard pile next to your objective deck. You can choose in what order you score these objectives.
- You can then discard any or all of your remaining objective cards, placing them face up in a discard pile next to your objective deck.
- You can reveal and play any upgrade cards, in the same way as described on page 23.
- You can then discard any or all of your remaining power cards, placing them face up in a discard pile next to your power deck.
- If you have fewer than three objective cards in your hand, you then draw objective cards until you have three in your hand, or your objective deck is empty (whichever happens first). If you have fewer than five power cards in your hand, you then draw power cards until you have five in your hand, or your power deck is empty (whichever happens first).

Note that players cannot use ploys in the end phase.

Once both players have followed this sequence, clear all tokens (apart from objective tokens) from the battlefield – round 2 then begins.

Round 2

Round 2 works in the same way as round 1 – simply return to page 18 and play through another action phase and another end phase.

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, you simply score any objective cards whose conditions have been met in the same way as in the other end phases. You do not discard cards, play upgrade cards or draw cards. The game then ends.

Victory

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



OBJECTIVE CARDS IN THE ACTION PHASE

Objective cards can be scored in the end phase as described to the left. However, some objective cards are instead scored after any action or activation, as long as the conditions on the objective card are met – where this is the case, the text on the objective card will say so. When this happens, the player reveals that card and collects the number of glory points specified on the scored objective card. The card revealed in this way is then placed face up in a discard pile next to their objective deck. If an objective card is scored during the action phase, that player can immediately draw another objective card. Note that you cannot score any objective cards drawn this way until after a subsequent action or activation – you cannot draw and immediately score an objective card, even if the conditions on the card have been met.



NO ENEMIES IN SIGHT

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

ALTERNATIVE RULES

Matched Play

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

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

Choosing a warband and building a deck

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

Victory

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

Tiebreaker

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

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

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

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

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

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

Capture the Artefact

Every so often, the warbands in Shadespire stumble across a great treasure of the Katophranes. Invariably such a discovery is fiercely fought over as the warbands strive to find a way to escape the cursed city.

Capture the Artefact gives you a new way to play *Warhammer Underworlds: Shadespire*. Instead of relying solely on your objective deck to determine your goals in each round, there is a precious artefact in the centre of the battlefield that will invariably become the focus of the fiercest fighting as the warbands struggle to control it.

Use the following changes to the core rules to play a game of Capture the Artefact. You can use these rules in two-player or multiplayer games.

Place the objective tokens

Before placing the objective tokens, the player who was last to place a game board takes the Katophrane Artefact token and places it on any hex in no one's territory, other than an edge hex.

The players then place the objective tokens as normal. Objective tokens can be placed within two hexes of the Katophrane Artefact token, although they cannot be placed in the same hex as the Katophrane Artefact token.

The Katophrane Artefact

The Katophrane Artefact is an objective token. As such, any rules which refer to objective tokens apply to the Katophrane Artefact as well.

In each end phase, if a fighter is holding the Katophrane Artefact:

- The fighter holding the Katophrane Artefact becomes Inspired, if they were not already.
- The warband holding the Katophrane Artefact gains 3 glory points.



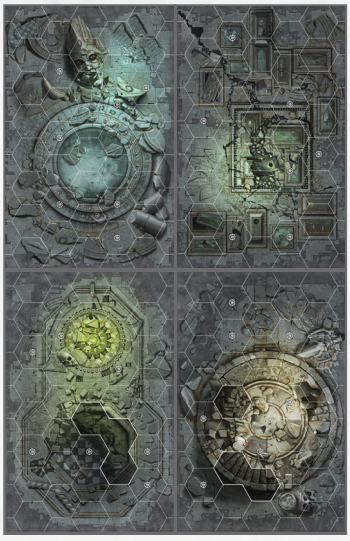
Multiplayer Games

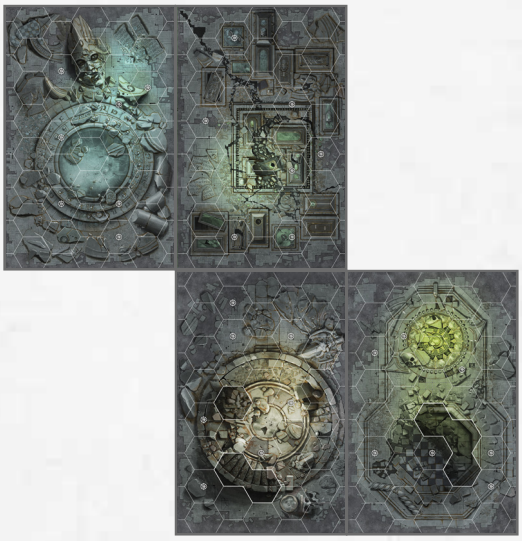
If you have access to two Core Sets, you can play Warhammer Underworlds with three or four players. Just follow all of the rules for a two-player game, with the exception of the following changes to the core rules.

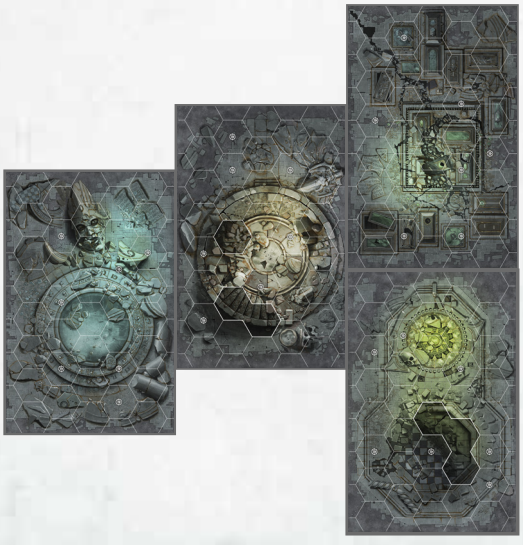
Choose a warband
When choosing your warbands, all players reveal their choices simultaneously.

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

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







NO ROOM FOR YOUR BOARD?

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

SEQUENCING

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

Place the objective tokens

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

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

Place the fighters

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

Objective cards

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

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

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

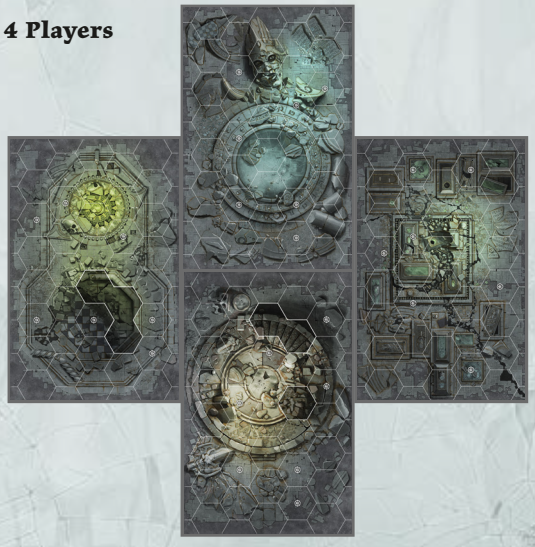
> Score this in an end phase if *all enemy fighters have been taken out of action.*
>
> *2 or more warbands are entirely out of action*

FIXED FORMAT

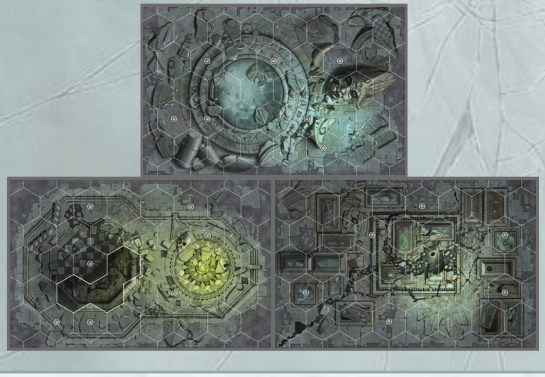
As an alternative to the 'Place the boards' step on the previous page, you can use this variant of the rules if all players agree.

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

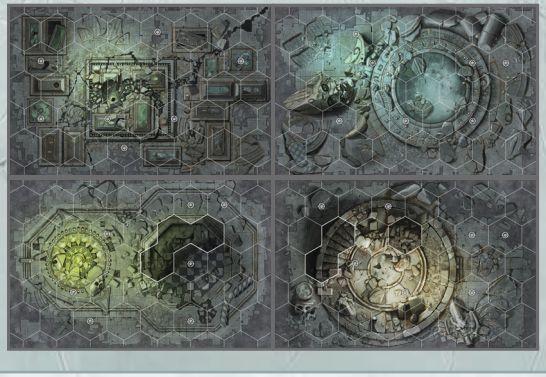
4 Players



3 Players



4 Players



Round 1, action phase

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

Players take it in turns to take activations, starting with the player chosen as described above and proceeding clockwise from there. Each player has four activations that they can use to perform a number of actions, such as moving or attacking with their fighters. Once they have used an activation, play passes to the next player. When all players have used all their activations, the action phase is over, and the end phase begins.

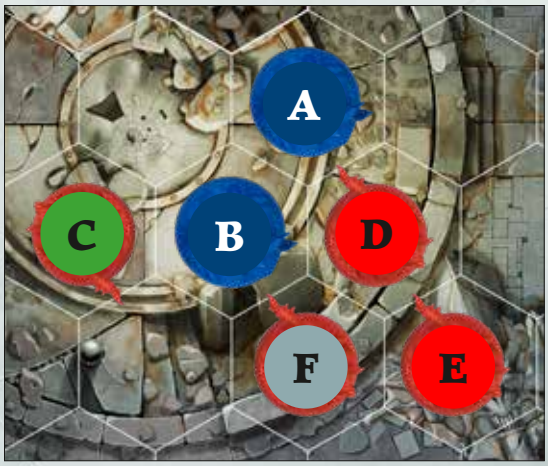
OUT OF ACTION

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

SUPPORTING FIGHTERS

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

In this diagram, Liberator B can attack three enemies. When resolving an Attack action against Bloodreaver D, Liberator A supports Liberator B, but Bloodreavers C and F (from different warbands) do not support Bloodreaver D. Similarly, when resolving an Attack action against Bloodreavers C or F, Liberator B doesn't have to worry about the other Bloodreavers, as they are from different warbands.



Power step

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

Players' hands are kept secret from all of their opponents.

Reactions

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

Round 1, end phase

Players follow the sequence of the end phase (pg 25) in order, starting with the player who took the first activation this round and then proceeding clockwise from them. Once all players have followed this sequence, clear all tokens from the battlefield – the next round then begins.

Round 2

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

Round 3

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

Victory

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

GLOSSARY

Action (pg 18-22)**:** When you activate a fighter, they can make an action – it could be an action on their fighter card, a common action (like Charge or Guard) or an action on an upgrade card.

Action phase (pg 18-24)**:** Each game has three action phases, when fighters are moved and attack one another, while players attempt to score objectives.

Activation (pg 18)**:** Each player has four activations in each action phase. Each activation lets them make an action with a fighter, draw a power card or discard and draw an objective card.

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

Attack total (pg 20)**:** This is the total number of successes rolled for an Attack action across all attack dice rolled.

Battlefield (pg 14-15)**:** This is the area defined by the game boards placed by the players at the beginning of each game. Incomplete hexes are not part of the battlefield.

Blocked hexes (pg 15)**:** Fighters cannot stand in, move through or see through blocked hexes (defined by a thick white border).

Charge (pg 22)**:** A Charge action is a special action that lets you make a Move action followed by an Attack action with a single fighter. A fighter that makes a Charge action cannot be activated again in the same action phase, and is no longer on Guard (if they were on Guard).

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

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

Critical success: A symbol on either an attack or a defence dice is a critical success. If the attacker rolls more of this symbol than the target, the Attack action is successful. If the target rolls more of this symbol than the attacker, the Attack action fails.

Damage (characteristic) (pg 19)**:** Each Attack action has a Damage characteristic. When an Attack action is successful, the target fighter suffers that amount of damage.

Deck (pg 13)**:** Each player has two decks of cards – the power deck and the objective deck. These are individually shuffled at the start of the game and kept face down next to the battlefield. When a player draws a card from a deck, it must be the top card on that deck. When a deck is empty, a player cannot draw any more cards of that type.

Defence (characteristic) (pg 13)**:** Each fighter card has a Defence characteristic that consists of a number and a symbol. The number tells you how many dice to roll when they are targeted, and the symbol (or) tells you what you need to roll for a success. A is always a success.

Defence total (pg 20)**:** This is the total number of successes rolled for the target's defence across all defence dice rolled.

Dice (characteristic) (pg 19)**:** Each Attack action has a Dice characteristic that is a number and a symbol. When a player makes an Attack action, they roll a number of dice equal to the number of that Attack action's Dice characteristic. The symbol (or) tells you what you need to roll for a success. A is always a success.

Driven back (pg 20)**:** A fighter that is driven back is pushed one hex. This push must take them further away from the fighter driving them back.

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

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

Fails (Attack action) (pg 20)**:** An Attack action that doesn't cause damage fails.

Fighter (pg 13)**:** Each fighter is represented by a miniature and a fighter card. A fighter can be friendly or enemy (and when a rule refers to 'a fighter' or 'fighters' without specifying friendly or enemy, it refers to both).

Friendly fighter: A fighter in your warband.

Game board (pg 14-15)**:** Each player brings a game board – these are placed at the start of the game. Each game board is divided into hexes, and is reversible.

Glory point: Each time one of your fighters takes an opposing fighter out of action, you score a glory point. When you meet the conditions of an objective card, you score the number of glory points specified on the card. You can spend a glory point in the end phase to play an upgrade card on one of your fighters – when you do so, flip the glory point over to show that it has been spent. At the end of the game, whoever has the most glory points (both spent and unspent) wins.

Guard: As an activation, a fighter may go on Guard. If a fighter is on Guard, both and symbols are successes. This effect lasts until the end of the phase. If a fighter who is on Guard makes a Charge action, they are no longer on Guard.

Hand (pg 16)**:** Each player has a hand of objective cards and power cards. The hand should be held or placed so that other players cannot see what cards are in it. A hand can never include more than 3 objective cards, but can include any number of power cards.

Hex (pg 14-15)**:** The battlefield is divided into hexes, which are used to determine where fighters, obstacles and objective tokens are, and the distance between them. Incomplete hexes are not hexes.

Inspire (pg 13)**:** Each fighter card has an Inspire condition. When this condition is met, they are Inspired: flip the fighter card over to reveal their Inspired characteristics. They remain Inspired for the rest of the game.

Knockback (pg 22)**:** If an Attack action is noted as having Knockback X, where X is a number, if that Attack action is successful the target can be driven back a number of additional hexes equal to X.

Move (action) (pg 18)**:** When a fighter makes a Move action, they can move into an adjacent hex up to a number of times equal to their Move characteristic. They cannot move through other fighters or blocked hexes. A fighter that moves must move at least one hex, and cannot end their Move action in the hex they started the Move action in.

Move (characteristic) (pg 13)**:** Each fighter card has a Move characteristic, which tells you how many hexes that fighter can move. The higher the number, the further that fighter can move.

Objective card (pg 16, 25)**:** Each player's objective deck is made of 12 unique objective cards. Each card describes a condition for scoring that objective card: when the condition is met that player can score the objective card, and take the number of glory points indicated on the card.

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

Out of action (pg 21)**:** When a fighter has suffered damage equal to or greater than their Wounds characteristic, they are taken out of action: remove them from the battlefield.

Ploy card (pg 17, 23)**:** A ploy card is a kind of power card. Most ploy cards are played in the power step, though some specify an additional condition that must be met before they can be played. Some ploy cards are reactions, and can be played as described by the condition on the card.

Power card (pg 17, 22-23)**:** Each player's power deck consists of at least 20 unique power cards. Power cards can be upgrade cards or ploy cards.

Power step (pg 22-23)**:** This step follows each activation, and gives players the opportunity to play power cards.

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

Range (characteristic) (pg 19)**:** Each Attack action has a Range characteristic which tells you how far that Attack action can reach in hexes.

Re-roll: When a rule tells you to re-roll a dice, pick it up and roll it again. The new result replaces the previous result. If you are told to re-roll a dice roll that involved multiple dice, roll all of them again unless specified otherwise.

Reaction (pg 24)**:** A reaction is a special kind of action, found on a fighter card, upgrade card or ploy card, that describes a condition that must be met for it to be used. When that condition is met, the action can be taken without costing that player an activation.

Roll-off: When the rules tell you to roll off, each player takes any four dice, rolls them, and counts the number of critical successes (the ✵ symbols). The player who rolls the highest number of ✵ wins. If more than one player is tied for the highest number of ✵, or if no player has rolled any ✵, the tied players count the number of ◖ they have rolled. The tied player who rolled the highest number of ◖ wins. If there is still a tie, the tied players then count the number of ◉ they have rolled. The tied player who rolled the highest number of ◉ wins. If there is still a tie, the tied players re-roll. Do this as many times as is necessary to establish a winner.

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

Starting hexes (pg 15, 17)**:** When you place your fighters at the start of the game, you must place each of them in a starting hex (such hexes will have the Warhammer Underworlds symbol) in your territory.

Succeeds (Attack action) (pg 20)**:** An Attack action that causes damage succeeds.

Support (pg 21)**:** Friendly models adjacent to enemy fighters who are either making an attack or the target of an attack provide support, and are said to be supporting. A fighter with more support than their opponent has a greater chance of success.

Territory (pg 15, 17)**:** A player's territory is composed of all the complete hexes on their game board. Any hexes completed by the placement of the game boards are no one's territory.

Upgrade card (pg 17, 23)**:** An upgrade card is a kind of power card. A player can play an upgrade card in the power step by spending a glory point and applying the upgrade card to an eligible fighter. The fighter has that upgrade for the rest of the game.

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

Wounds (characteristic) (pg 13)**:** Each fighter card has a Wounds characteristic. The higher this number is, the more damage a fighter can sustain before they are taken out of action.

REFERENCE

Game sequence

- Place the boards.
- Place the objective tokens.
- Draw cards.
- Place the fighters.
- Round 1
  - Action phase
  - End phase
- Round 2
  - Action phase
  - End phase
- Round 3
  - Action phase
  - End phase
- Victory

Activation options

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

Power step sequence

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

Combat sequence

- Choose a target, which must be within the Attack action's Range characteristic. Note that if there is no target within range and line of sight, you cannot make an Attack action. You cannot target a friendly fighter.
- Roll a number of attack dice equal to the Attack action's Dice characteristic and count the number of successes you roll.
- Your opponent rolls a number of defence dice equal to the target fighter's Defence characteristic and counts the number of successes they roll. The target fighter's Defence characteristic tells you which symbol (or) they need to roll for a success. A is a critical success, which is always a success.
- Compare your successes (the 'attack total') to your opponent's successes (the 'defence total').
  - If the attack total is less than the defence total the Attack action has no effect – the Attack action fails. Similarly, if neither you nor your opponent rolled any successes, the Attack action has no effect – the Attack action fails.
  - If the attack total equals the defence total, but you rolled at least one success, the Attack action fails. However, the target can be driven back.

    Trapped: If the target can be driven back, but can't be pushed because all of the hexes they could be pushed into are blocked or occupied, the Attack action is successful instead of failing. The target suffers damage – take a number of wound tokens equal to the Damage characteristic of the Attack action and place them on the target's fighter card.
  - If the attack total is greater than the defence total, the Attack action is successful. The target suffers damage – take a number of wound tokens equal to the Damage characteristic of the Attack action and place them on the target's fighter card. The target can also be driven back. If they can't be pushed because all of the hexes they could be pushed into are blocked or occupied, they are not pushed back and do not take any additional damage.

End phase sequence

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

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

CRITICAL SUCCESSES

If the attacker has more critical successes (symbols) than the target, then the Attack action is successful, regardless of the number of successes rolled by the other player. The Attack action also results in a critical hit (pg 22).

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

If both players roll the same number of symbols, the success or failure of the attack depends on any other successes rolled by either player.

Official Errata and FAQs, Version 1.4

This document presents amendments to the rules of *Warhammer Underworlds: Shadespire* and our responses to players' frequently asked questions. When changes are made, the version number will be updated and any changes from the previous version will be highlighted in magenta. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 14 – Game Sequence
Add the following section:
'**Sequencing**
If a player has two or more abilities that would resolve at the same time (e.g. at the beginning of the action phase) they choose in which order they are resolved. If two players have abilities that would resolve at the same time, they roll off (see below). The winner resolves an ability first, then the loser of the roll-off resolves an ability. They keep resolving abilities in the same order until all abilities they wish to resolve have been resolved. A player can choose not to resolve an ability at this point but if they do they cannot resolve any further abilities at this point.

Note that there are different rules for reactions, many of which would be resolved at the same time but only one of which may be played at any such point (see page 24).'

Page 14 – Re-rolls and Roll-offs
Replace the second paragraph with the following:
'Roll-offs are used at various points (e.g. to decide who places a board first). When the rules tell you to roll off, each player takes any four dice, rolls them, and counts the number of critical successes (the ✵ symbols). The player who rolls the highest number of ✵ wins. If more than one player is tied for the highest number of ✵, or if no player has rolled any ✵, the tied players count the number of ◖ they have rolled. The tied player who rolled the highest number of ◖ wins. If there is still a tie, the tied players then count the number of ◎ they have rolled. The tied player who rolled the highest number of ◎ wins. If there is still a tie, the tied players re-roll. Do this as many times as is necessary to establish a winner.'

Page 16 – Place the Objective Tokens
Replace the second paragraph with the following:
'Shuffle the objective tokens face down and place them next to the battlefield. Whichever player chose the first game board takes an objective token and places it (without looking at the other side) face down on any complete hex on the battlefield, other than a starting hex, a blocked hex or an edge hex (the outermost complete hexes around the edge of the battlefield). The players then take it in turns to place the remaining objective tokens in the same way, with the additional restriction that no objective token can be placed within two hexes of another objective token. The final objective token, and any other token that cannot be placed because of these restrictions, is placed following the same rules, except that it can be placed on an edge hex. Once all objective tokens have been placed, turn them over, revealing the numbered side.'

Page 17 – Place the Fighters
Add the following sentence to the end of the paragraph:
'A fighter cannot be placed in a hex that is already occupied by another fighter, either at this point or at any time during the game.'

Page 20 – Critical Successes
Add the following sentence to the end of the last paragraph in this box:
'If the Attack action succeeds, it also results in a critical hit.'

Page 21 – Out of action
Replace the first paragraph with the following:
'Once a fighter has sustained damage equal to or greater than their Wounds characteristic (shown by wound tokens on their card), they are taken out of action. Remove them and their tokens from the battlefield and clear all tokens from their fighter card. The other player gains one glory point (pg 30) – they take a glory point token.'

Pages 22 and 30 – Guard
Add the following sentence to the end of this rule:
'A fighter that is already on Guard cannot take an action to go on Guard.'

Page 27 – Multiplayer
Add the following section:
'**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. A player can choose not to resolve an ability at this point but if they do they cannot resolve any further abilities at this point.'

Page 31 – Roll-offs
Replace this text with the following:
'When the rules tell you to roll off, each player takes any four dice, rolls them, and counts the number of critical successes (the ✵ symbols). The player who rolls the highest number of ✵ wins. If more than one player is tied for the highest number of ✵, or if no player has rolled any ✵, the tied players count the number of ◔ they have rolled. The tied player who rolled the highest number of ◔ wins. If there is still a tie, the tied players then count the number of ◉ they have rolled. The tied player who rolled the highest number of ◉ wins. If there is still a tie, the tied players re-roll. Do this as many times as is necessary to establish a winner.'

FAQs

GENERAL

Q: How do you define 'unique' for the purposes of deck construction? Can I include two Healing Potions in my deck if they have different art?
A: A card's uniqueness is determined by the name of that card. Each card in your power and objective decks must be the only card in that deck with that name: for example, you cannot include two Healing Potions in the same deck. Note that cards that have the same name but in different languages count as the same card: a deck could not include both the English 'Healing Potion' and the French 'Potion de Soin' for example.

Q: Should the discard pile be face up, or can it be face down?
A: It should be face up. The cards in the discard pile are 'open information' – if your opponent asks, you must show them the cards in your discard pile.

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

Q: How does it work if I have multiple rules allowing me to re-roll a dice?
A: You can only ever re-roll any particular dice once. However, if for example you have two rules allowing you to re-roll a dice when a fighter makes an Attack action and you roll at least two dice for that Attack action, you can re-roll two of the dice. As these are separate abilities, you can roll the attack dice, then you can re-roll one of the dice, and then you can re-roll one of the dice not already re-rolled.

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

Q: If a hex has an objective token in it, does it count as occupied?
A: No.

Q: Does the edge of the battlefield block line of sight?
A: No. Line of sight is blocked by blocked hexes, but not by the edge of the battlefield. However, when counting hexes to see if an Attack action is in range, you can only count complete hexes.

Q: When a card refers to 'enemy territory' (e.g. Advancing Strike), what does it mean?
A: It means any hex that is neither your territory or no one's territory.

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

Q: Can I apply an upgrade to an enemy fighter?
A: No.

Q: Can a fighter attack on multiple activations in a single action phase if it hasn't made a Charge action and it has a valid target?
A: Yes.

Q: Can I activate a fighter that made a Charge action to put them on Guard?
A: No. A fighter that made a Charge action cannot be activated again for the remainder of the phase.

Q: When a fighter moves (or charges, or is put on Guard), is taken out of action, and returned to the battlefield in the same Action phase, are they still considered to have moved (or charged, or been put on Guard)?
A: Yes.

Q: Do cards that change the distance a fighter can move in a Move action – for example Danse Macabre – affect the distance that fighter can move with a Charge action?
A: Yes. A Charge action is a Move action followed by an Attack action. The Move action is made in the same way as a normal Move action, and is subject to the same modifiers.

Q: If a card provides a bonus to an Attack action with 'Range 1 or 2', could it be used with a Range 3 attack being used from a distance of one or two hexes?
A: No. 'Range' always refers to the characteristic of an Attack action, and a fighter's distance from a target does not change that characteristic.

Q: If a player rolls one ✵ for their fighter's Attack action, and no other successes, and the target's player rolls one ✵ for the target of that Attack action, and no other successes, what happens?
A: The attack and defence totals are equal, so the Attack action fails. The player whose fighter made the Attack action rolled at least one success, so they have the option to drive the target fighter back.

Q: If I roll more than one success with an Attack action, do I deal damage more than once?
A: No. Each successful Attack action only deals damage once, regardless of the number of successes rolled.

Q: When is your warband considered to have dealt damage or taken a fighter out of action (e.g. for the purposes of Assassinate or Multiple Fronts)?
A: Your warband is your fighters and your cards, so if you use a ploy to damage a fighter or take a fighter out of action (e.g. Death Throes, Trap or Shattering Terrain), your warband has dealt that damage or taken that fighter out of action.

Q: When is a fighter considered to have dealt damage or taken a fighter out of action (e.g. for the purposes of Massive Assault or Precise Use of Force)?
A: The fighter is considered to have dealt the damage caused by any Attack action they make, including the effect of upgrades and ploys that increase that damage (e.g. Great Strength, the extra damage to adjacent fighters from Lightning Blast, or Twist the Knife). Fighters (and their Attack actions) are not considered to have dealt damage directly caused by ploys (e.g. Death Throes, Trap or Shattering Terrain).

Q: When a fighter is driven back, is that part of the Attack action, or is it a new action?
A: When a fighter is driven back by an Attack action, that happens within that Attack action (the Attack action is not over until after the fighter has been driven back).

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

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

Q: If something happens during my fighter's Charge action that means it cannot be resolved (e.g. my opponent makes a reaction that moves the target out of range of my fighter's Attack action), does my fighter still count as having made a Charge action?
A: Yes.

Q: How do ploys that grant extra actions work?
A: Some ploy cards allow you to make extra actions with your fighters. They can do so in two ways: either they specify an action or actions (e.g. Ready for Action – '**Reaction:** Play this after you upgrade a fighter in an action phase. They can make a Move or Attack action.') or they allow a fighter an unspecified action (e.g. Time Trap – 'Choose a fighter. They can take an action…'). When using cards like this, remember that actions and activations are different things, and while a Charge action forbids further activations of a fighter in that round, a ploy card that grants an extra action to a fighter is not an activation of that fighter.

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

When a ploy allows a fighter to make an action, but does not specify an action, the fighter cannot make an action that would not normally be allowed by the rules of the game. In the case of Time Trap, if the fighter chosen had already made a Move action in the round, they could not make a Move or Charge action, as the rules forbid a fighter from making two Move actions in a round (and a Charge action always includes a Move action). However, if the fighter had made a Charge action earlier in the round, this ploy would still allow them to make an Attack action or go on Guard, for example.

Q: If both my opponent and I want to play a ploy at the same time (e.g. we both want to play Confusion) do the sequencing rules from the errata come into play?
A: No. The power step is played in a specific order, so you will each have an opportunity to play your ploy, and that opportunity is decided by the order of the players' activations (see page 22 of the rules).

Q: When a fighter makes an action as part of an activation, and the end of that action is the end of the activation (e.g. if the fighter simply makes a Move action), could the players play both a reaction that is triggered after an action and a reaction that is triggered after an activation?
A: No. The action and the activation end simultaneously, so only one reaction can be played. That reaction could be triggered either by the action or the activation.

Q: If both my opponent and I want to play a reaction at the same time (e.g. we both want to play Fuelled by Slaughter) do the sequencing rules from the errata come into play?
A: No. Each player has a reaction opportunity in turn, starting with the player whose activation is next (see page 24 of the rules).

Q: Some objectives refer to 'all fighters', or 'all surviving fighters', or 'all objectives' or similar, but also specify a number in brackets, like '(at least five)'. Can I score these objectives if I only meet the part of the condition in brackets, or do I have to meet the whole condition?
A: You have to meet the whole condition. For example, you can only score March of the Dead if all of your surviving fighters made a Move action in the preceding action phase, and if you also have at least five surviving fighters.

Q: Can you score a 'score this immediately' objective if, as an activation, you discard and draw an objective, and you meet the conditions of that objective (e.g. if you draw Blood for the Blood God! in an action phase in which three of your fighters have made a Charge action)?
A: Yes.

GARREK'S REAVERS – FIGHTERS
Q: Which fighters count towards Garrek's Reavers' Inspired condition?
A: 'Fighter' refers to both friendly and enemy fighters, unless one or the other is specified. Garrek's Reavers become Inspired when any three fighters are out of action. Note that fighters that have been returned to the battlefield are no longer out of action, and are not counted.

GARREK'S REAVERS – PLOYS
Blood Rain (#11)
Q: When Blood Rain has been used, do Attack actions with the ↱ Dice characteristic count as having the ✕ Dice characteristic instead of the ↱ Dice characteristic, or in addition to it?
A: They replace the existing Dice characteristic – all Attack actions in the next activation use the ✕ Dice characteristic (and only that characteristic), even if they would normally use the ↱ Dice characteristic instead.

Insensate (#16)
Q: If a fighter is affected by Insensate, can anything increase the damage they suffer beyond 1 damage in that activation (e.g. if Shattering Terrain is also in effect or if I play the Trap ploy)?
A: No.

Rebirth in Blood (#18)
Q: How does it work if my fighter has Soultrap and I have Rebirth in Blood in my hand? Can I use both cards?
A: Soultrap's reaction triggers during the Attack action, and Rebirth in Blood triggers after the Attack action. If you react during the Attack action with Soultrap, then fail the roll, you can then react after the Attack action with Rebirth in Blood (as long as the conditions are met).

GARREK'S REAVERS – UPGRADES
Ever-Advancing (#23)
Q: Does this upgrade let you push Garrek or the attacking fighter?
A: Garrek.

STEELHEART'S CHAMPIONS – FIGHTERS
Angharad Brightshield
Q: If Angharad Brightshield is attacked, and becomes Inspired as a result of her defence roll, can she use her Furious Parry reaction if the attack fails?
A: No. She only becomes Inspired after the Attack action is resolved, which means the opportunity to react with Furious Parry has already passed.

Q: With Angharad's Furious Parry and Shield Bash: when do you check if the enemy's Attack action is successful? Before or after Angharad is driven back?
A: Before. If the Attack action is not successful based on the attack and defence dice rolled (so before you check if the target is trapped) you can make either of these reactions.

Q: Can Angharad's Furious Parry be used in the same way as other Attack actions, or can it only be used as a reaction?
A: It can be used in the same way as other Attack actions.

STEELHEART'S CHAMPIONS – OBJECTIVES
Sigmar's Bulwark (#37)
Q: Can I score Sigmar's Bulwark if one of my fighters was damaged and then healed for the full amount (and all other fighters were unharmed)?
A: No.

Q: Can I score Sigmar's Bulwark following an action phase where none of my fighters were alive?
A: Yes.

STEELHEART'S CHAMPIONS – PLOYS
Tireless Assault (#45)
Q: How do I use Tireless Assault with an Attack action that targets more than one enemy, such as Severin Steelheart's Mighty Swing?
A: An attack that targets more than one enemy is treated as a number of individual Attack actions performed one after the other, and each of those Attack actions is judged as succeeding or failing based on whether or not its target is damaged. If one of the Attack actions made as part of a Mighty Swing fails, you can play Tireless Assault (this can interrupt the Mighty Swing, and indeed will, unless the Attack action you are reacting to is the final Attack action made as part of Mighty Swing) to make another Attack action that targets the same fighter. This could be another Mighty Swing (allowing you to target other fighters as well). Once you have resolved the reaction, if it interrupted Mighty Swing, you would then finish resolving Mighty Swing (unless that was no longer possible).

STEELHEART'S CHAMPIONS – UPGRADES

Fatal Riposte (#52)

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

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

Q: If I use Fatal Riposte and Steelheart has an Attack action that targets all adjacent fighters (e.g. his Mighty Swing) can I use that Attack action rather than an Attack action that only targets the attacker?

A: Yes, as long the attacker is one of the targets.

Lightning Blast (#56)

Q: Where Lightning Blast says 'When they make a critical hit', does 'they' refer to Obryn?

A: Yes.

Righteous Strike (#57)

Q: If I make the Righteous Strike Attack action and target an enemy leader, and the attack fails, I can make a reaction to make the Attack action again. If it fails a second time, can I make that reaction again (as it is triggered by the new Attack action's failure)?

A: Yes (assuming that an opponent doesn't make a reaction after the Attack action).

SEPULCHRAL GUARD – FIGHTERS

Q: Can the Sepulchral Warden become Inspired by raising the same fighter twice?

A: He can become Inspired by the same fighter being returned to the battlefield twice (whether with his action or the Restless Dead ploy).

Q: When playing against the Sepulchral Guard, does a player score glory points for taking a fighter out of action a second or third time after they have been revived?

A: Yes.

SEPULCHRAL GUARD – OBJECTIVES

Battle Without End (#59)

Q: Can I score Battle Without End if I returned the same fighter to the battlefield twice in the same phase, or does it have to be two different fighters?

A: You can score it by returning the same fighter to the battlefield twice.

Claim the City (#60)

Q: Can I score Claim the City if an objective token has been removed from the battlefield (e.g. by Desecrate) as long as I hold all remaining objectives?

A: Yes.

SEPULCHRAL GUARD – PLOYS

The Necromancer Commands (#77)

Q: The Necromancer Commands allows a fighter, having failed an Attack action, to 'make the Attack action again'. How does that interact with an Attack action that targets more than one enemy, such as the Harvester's Whirling Scythe?

A: An attack that targets more than one enemy is treated as a number of individual Attack actions performed one after the other, and each of those Attack actions is judged as succeeding or failing based on whether or not its target is damaged. If one of the Attack actions made as part of the Whirling Scythe Attack action fails, you can play The Necromancer Commands to make that single Attack action targeting the same fighter again.

IRONSKULL'S BOYZ – OBJECTIVES

Too Dumb to Die (#96)

Q: If one of Ironskull's Boyz is dealt 3 damage by an Attack action, is there a window where I can score Too Dumb to Die before my opponent plays Trap as a reaction to the successful Attack action and takes my fighter out of action?

A: No.

Q: If one of Ironskull's Boyz is dealt 2 damage by an Attack action and the attacking player plays Trap to deal 1 damage, can I score Too Dumb to Die?

A: No. The damage dealt by Trap is separate from the damage dealt by the Attack action.

IRONSKULL'S BOYZ – PLOYS

Kunnin' But Brutal (#101)

Q: Can I play Kunnin' But Brutal as a reaction to a Move action I have made with Quick Thinker, itself made as a reaction to the Move action made by another fighter as part of a Charge action?

A: Yes.

Leadin' By Example (#103)

Q: Where Leadin' By Example refers to a fighter that has not already made a Move or Charge action, does it mean in this phase or in the whole game?

A: This phase.

SPITECLAW'S SWARM

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

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

SPITECLAW'S SWARM – PLOYS

Nervous Scrabbling (#160)

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

A: Yes.

SPITECLAW'S SWARM – UPGRADES

Expendable (#167)

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

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

Flee! (#169)

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

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

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

A: No.

Skitter-scurry (#170)

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

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

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

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

Sneaky Stab-stab (#171)

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

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

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

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

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

UNIVERSAL CARDS – OBJECTIVES

Conquest (#247)

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

A: No.

Contained (#248)

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

A: No.

Masterstroke (#273)

Q: Can you score Masterstroke with damage caused by Twist the Knife or Trap?

A: You can score it with Trap (the reaction deals the damage that takes the enemy fighter out of action) but not Twist the Knife (the reaction does not deal damage, it simply increases the Damage characteristic of the Attack action).

UNIVERSAL CARDS – PLOYS

Cruel Taunt (#312)

Q: If I play Cruel Taunt on a fighter, can that fighter later be Inspired by a ploy card that Inspires them (e.g. Inspiration Strikes)?

A: No.

Dual Strike (#319)

Q: Can you stack Assumed Command or Scrag 'Em with Dual Strike, so that one fighter counts as more than two supporting fighters?

A: No.

Earthquake (#321)

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

A: Choose a direction, then push every fighter in that direction simultaneously. Any fighters that cannot be pushed in that direction (because of a blocked hex, another fighter that cannot be pushed, the edge of the battlefield or a rule that prevents them being pushed) are not pushed. As pushing every fighter at once is a little tricky to do with more than a few fighters on the battlefield, it is fine to push the fighters one at a time, so long as you bear in mind that all of the pushes happen simultaneously as far as the game is concerned (so, for

example, a reaction to Earthquake – or any push made because of Earthquake – can only be made after all of the pushes from Earthquake have been resolved).

Forceful Denial (#324)
Q: When Forceful Denial is played in response to a ploy with a chance of failure (or a degree of success), like Daylight Robbery or Healing Potion, can it be played after it has been determined that the ploy (or how much the ploy) has succeeded?
A: No, it must be played before the success or failure of that card is determined.

Q: Can I use Forceful Denial in response to a ploy played as a reaction?
A: Yes – the trigger for Forceful Denial is your opponent playing a ploy, which is a different trigger to the one they played their reaction against.

Fuelled by Fury (#327)
Q: Which dice can I re-roll using Fuelled by Fury?
A: Any of the attack dice that you choose. You could re-roll one or more specific dice, or all of the dice.

Hidden Paths (#331)
Q: Hidden Paths says that the fighter is considered to have made a Move action. Does this count towards triggering cards like Quick Thinker, Kunnin' But Brutal, and March of the Dead?
A: For the rest of the round the fighter is considered to have made a Move action (this will affect what actions they can make later in the round) but Hidden Paths is not a Move action (or, indeed, an action of any kind). This means that Quick Thinker and Kunnin' But Brutal cannot be triggered by Hidden Paths (because there was no action to make the reaction to), and you cannot score Cover Ground from Hidden Paths (because it isn't a Move action). However, as the fighter is considered to have made a Move action in that round, that fighter does count for March of the Dead when you check that in the end phase.

Improvisation (#333)
Q: Can Improvisation be used if you have no power cards in your hand to discard?
A: Yes.

Last Chance (#336)
Q: Could Last Chance and The Necromancer Commands be triggered by the same Attack action?
A: Yes. Last Chance is a reaction taken during an Attack action that lets you ignore the damage caused by the Attack action. Only Attack actions that cause damage are successful, so the Attack action fails. At that point, if the attacking fighter was one of the Sepulchral Guard, their player could play The Necromancer Commands, which is a reaction taken after an Attack action that fails.

Q: What does 'normally' mean for Last Chance? Does it take the fighter's situation (including supporting fighters, relevant upgrades and ploys) into account, or is it based on the fighter's Defence characteristic?
A: It is simply based on the Defence characteristic of the fighter – if, for example, the fighter has a Defence characteristic of , a roll of anything other than or will work for Last Chance.

Q: If an enemy fighter would be taken out of action by my fighter's Attack action, but my opponent uses Soultrap or Last Chance so that they are not taken out of action, can I still drive that fighter back?
A: Yes.

Q: If a fighter suffers damage from an Attack action, and then a player plays Trap to inflict an extra 1 damage on that fighter (that would take that fighter out of action), can Last Chance be played?
A: No. Last Chance is played when an Attack action would take a fighter out of action, and Trap is not an Attack action.

Q: Can any combination of the reactions on Last Chance, Last Lunge and Soultrap be made during the same Attack action?
A: No.

Mighty Swing (#339)
Q: What happens when I use Shadeglass Sword with the ploy Mighty Swing, targeting more than one enemy fighter?
A: You make the Attack action against each fighter in turn, in the order you choose. After the first of these Attack actions to be successful, you discard the upgrade, which means you cannot resolve the Attack action against any remaining targets.

Q: What happens when I use Daemonic Weapon with the ploy Mighty Swing, targeting more than one enemy fighter?
A: The fighter suffers 1 damage before making each Attack action, so they would suffer 1 damage, then (assuming they survive) make their first Attack action, then suffer 1 more damage and then (assuming they survive) make their second Attack action and so on. If they are taken out of action, you cannot resolve the Attack action against any remaining targets.

Misdirection (#341)
Q: If a fighter from Spiteclaw's Swarm is chosen by a ploy, but that fighter's player uses Misdirection to change which fighter is chosen, which of the friendly fighters becomes Inspired?
A: Only the fighter chosen by Misdirection.

Q: If my opponent plays Confusion and chooses one of their fighter and one of my fighters, can I play Misdirection and choose a different pair of fighters (as long as one was theirs and one was mine)?
A: No. You could only use Misdirection to choose another friendly fighter (instead of the friendly fighter originally chosen by the ploy) that is also adjacent to the enemy fighter chosen by the ploy.

Momentary Madness (#342)
Q: If I play Momentary Madness, does the enemy fighter I choose become a friendly fighter for the duration of the ploy?
A: No.

Q: If I use Momentary Madness and the fighter I choose has the Trophy Hunter upgrade, do I earn the extra glory point if that fighter takes another model out of action?
A: No.

My Turn (#343)
Q: Can the damage my fighter suffers from using Daemonic Weapon trigger My Turn, and if so in what order is it resolved?
A: Yes. You would play My Turn after resolving the Daemonic Weapon Attack action.

Q: Can the damage my fighter suffers from Shattering Terrain while making a Charge action trigger My Turn, and if so how is the this resolved?
A: Yes. You would play My Turn after the Move action taken as part of the Charge action (this is when Shattering Terrain damages the fighter), resolve My Turn and then (assuming you still could) resolve the Attack action taken as part of the Charge action.

Rebound (#349)
Q: Who has dealt the damage dealt by Rebound?
A: The damage is dealt by the warband of the player who played Rebound.

Second Wind (#354)
Q: Does this card let me activate a friendly fighter in an opponent's activation?
A: No. It lets you activate a friendly fighter (in your activation) that you would not normally be able to activate (because they had made a Charge action). If you play this card in the power step following your activation, it will have no effect.

Shardfall (#355)
Q: Can Shardfall be played on an unoccupied hex with an objective token in it?
A: Yes.

Shattering Terrain (#357)
Q: When does the fighter suffer damage as a result of Shattering Terrain – before or after they are moved? If the damage would take a fighter out of action, in which hex would that happen, the starting or ending hex?
A: After they are moved – if the damage would take them out of action, this happens in the ending hex.

Q: If a fighter from Ironskull's Boyz who is not Inspired makes a Charge action after Shattering Terrain has been played, do they suffer damage (and therefore become Inspired) after finishing the whole Charge action, or after the Move action and before the Attack action?
A: They are damaged (and therefore Inspired) after their Move action and before their Attack action.

Q: Who gains a glory point if a fighter is taken out of action as a result of Shattering Terrain?
A: In a two-player game, when a player's fighter is taken out of action their opponent gains a glory point. In a three- or four-player game, if you play Shattering Terrain and the damage it deals takes an enemy fighter out of action, you gain a glory point; if it takes one of your own fighters out of action, no one gains a glory point.

Q: How much damage does a fighter driven back by an Attack action with Knockback suffer from Shattering Terrain, if it is in effect?
A: 1 damage.

Q: If a fighter both moves and is pushed while Shattering Terrain is in effect, how much damage do they suffer, and when?
A: They suffer 1 damage after the first move or push. They do not suffer any damage for subsequent moves or pushes in the same activation.

Shifting Shards (#359)
Q: Can Shifting Shards be used to move an objective to a starting hex?
A: Yes. It is still a starting hex.

Q: Can Shifting Shards be used to move an objective to a blocked hex?
A: Yes.

Spectral Wings (#361)
Q: Can Spectral Wings add 2 to a fighter's Move action made as part of a Charge action?
A: Yes.

Sprint (#363)
Q: When characteristics are modified, does multiplication happen before or after addition? For example, if a fighter with a Move characteristic of 3 has Great Speed, giving them +1 Move, and you play Sprint, can they move 7 or 8 hexes?
A: Multiplication (and division) happen before addition (and subtraction). The fighter in your example moves up to 7 hexes.

Time Trap (#368)
Q: Time Trap instructs you to skip your next activation. Does this mean you have to take a Pass on your next activation, or do you get an extra activation and therefore change the turn order?
A: When you use Time Trap you take an extra action (not an activation). This action happens in the power step, and you do not flip an activation token when you take the action. You cannot use this action to do something you could not normally do (e.g. make a Charge action with a fighter that has already made a Move action in this phase). Once you have taken the action, the power step continues. You must take the 'Pass' player activation as your next activation, which will be followed by the power step as normal. Time Trap does not change the turn order.

Trap (#369)
Q: If a fighter is taken out of action by Trap, does that happen before or after they are driven back?
A: After.

Q: If a fighter is driven back by an Attack action that was not successful, and then Trap is played to deal damage to that fighter, is the Attack action considered to be successful?
A: No. The damage is dealt by the ploy, not the Attack action.

Q: I make an Attack action with my fighter, and after the dice are rolled it is determined that the Attack action is successful and will cause damage. My opponent plays Rebound as a reaction, but fails the roll so nothing happens. We continue to resolve the Attack action: my fighter deals the damage, and I choose to drive the target fighter back. Can I now play the Trap reaction?
A: Yes. The trigger for Trap is after the fighter is driven back, which is a different trigger to when the Attack action is determined to be successful or not.

UNIVERSAL CARDS – UPGRADES
Katophrane Relics
Q: How many times can I use the draw cards reaction on a model with 4+ Katophrane Relics making a Charge action?
A: You can take the reaction after each of the fighter's actions (assuming your opponent doesn't play a reaction at the same opportunity), so normally you can use the reaction twice for a Charge action: once after the Move action and once after the Attack action. If the Attack action targets more than one enemy fighter, you can use the reaction after each of the Attack actions made as part of that Attack action.

Q: If I take an activation to put a fighter on Guard, is that considered to be that fighter's action for the purposes of the Katophrane Relic draw cards reaction?
A: Yes.

Blessed Armour (#377)
Q: When a fighter with Blessed Armour is targeted by an attack do you roll a single dice separately to see if you roll a ⯐ to heal or does it refer to the defence roll? If the latter, can you heal multiple wounds with multiple ⯐?
A: This card uses the dice you roll for the fighter's defence. You heal as many wounds as you roll ⯐.

Daemonic Weapon (#382)
Q: When does the fighter suffer the wound from using Daemonic Weapon?
A: The wound is suffered before the Attack action.

Q: Who has dealt the 1 damage suffered by a fighter making an Attack action with the Daemonic Weapon upgrade?
A: That fighter.

Shardcaller (#416)
Q: If both my opponent and I have upgraded a fighter with Shardcaller, whose Shardcaller works first at the beginning of an action phase?
A: These upgrades would resolve simultaneously, so use the sequencing rules from the errata to determine which Shardcaller upgrade takes effect first.

Soultrap (#420)
Q: Can Soultrap still be used if the attacking player used Twist the Knife?
A: Yes. Twist the Knife is used when it is determined that the Attack action will succeed, to increase the amount of damage the Attack action deals. Soultrap is used when the fighter is taken out of action (so when the damage is dealt).

Q: If an enemy fighter would be taken out of action by my fighter's Attack action, but my opponent uses Soultrap or Last Chance so that they are not taken out of action, can I still drive that fighter back?
A: Yes.

Q: Can any combination of the reactions on Last Chance, Last Lunge and Soultrap be made during the same Attack action?
A: No.

Swift Strike (#423)
Q: How do I resolve Swift Strike?
A: Choose a fighter with this upgrade that is able to make an Attack action (it does not need to be in Range when you do so). Push this fighter one hex (as a reaction) and then make the Swift Strike Attack action with this fighter.

You can use Swift Strike even without an enemy model in range and line of sight, if the one hex push granted by Swift Strike would take your fighter into a hex where they have line of sight to and are within range of the target. Whenever you use Swift Strike the fighter must end the push in a hex in which they can make the Attack action. You cannot use Swift Strike if you can't push the fighter within range to make their Attack action with the one hex push granted by Swift Strike.

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

Swift Strike does not change how Charge actions work – at the end of a Charge action's Move action your fighter must have a valid target for one of their Attack actions within range and line of sight.

Total Offence (#431)
Q: If my fighter is upgraded with Total Offence, can I use the bonus attack dice when making an Attack action that targets more than one fighter? If so, how does it work?
A: You can use the bonus attack dice when making an Attack action that targets more than one fighter, but you will only have the bonus attack dice for the first Attack action you make this way (i.e. against the first of the fighters you target).

Trickster's Charm (#432)
Q: Does Trickster's Charm work before or after the roll-off at the beginning of the action phase to determine which player takes the first activation?
A: After the roll-off. If more than one player has a fighter with a Trickster's Charm, use the sequencing rules to determine which player resolves their ability first.

Vampiric Weapon (#435)
Q: I have a fighter equipped with Vampiric Weapon and I play Last Lunge when that fighter would be taken out of action. If that fighter takes an enemy fighter out of action with the Attack action granted by Last Lunge, removing a wound token from my fighter, what happens?
A: If, after the Attack action, the fighter has fewer wound tokens on their fighter card than their Wound characteristic, they are not taken out of action and your opponent does not gain a glory point.

DICE



Attack Dice

Critical success



Attack symbol – Smash



Attack symbol – Fury





Support symbols



Defence Dice

Critical success



Defence symbol – Block



Defence symbol – Dodge





Support symbols

In the Core Set for Warhammer Underworlds: Shadespire, there are a total of 8 dice. 5 White (Attack Dice), and 3 Black (Defence Dice).

The White Dice have 1 face of each of the ones showing to the left, with one additional Smash symbol (hammer) to round out the 6 sides.

The Black Dice also have 1 face of each of the sides showing to the left, with one additional Block symbol (Shield) to round out the 6 sides.

QUICK-START SHEET – BEGIN HERE!

This sheet will introduce you to Warhammer Underworlds and quickly take you through the basics of moving and attacking with your fighters. Once you've played through this example, you'll be well prepared to take on the game in full!

Assemble four fighters – the Liberators Severin Steelheart and Angharad Brightshield and the Bloodreavers Garrek Gorebeard and Blooded Saek. You'll also need their fighter cards.



Steelheart *Brightshield* *Garrek* *Saek*

Once you have done that, place Severin and Garrek on different hexagonal spaces (called hexes) on one of the game boards, with three empty hexes between them.

Playing the game

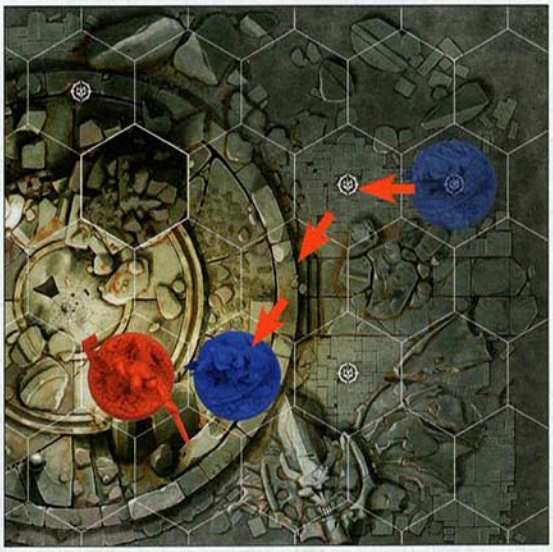
There are three rounds in a game of Shadespire, each divided into an action phase and an end phase. In each action phase, players take it in turns to make actions (like Move, Attack or Charge) with their fighters.

Moving a fighter

When you move a fighter (which is called making a Move action) you can move them up to a number of hexes equal to their Move characteristic. Severin has a Move characteristic of 3.



Move Severin so that he is adjacent to Garrek.





Fighter cards

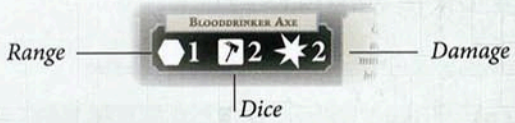
Once a fighter has moved, they cannot move again until the next round. **Place a Move token next to Severin as a reminder.**



Move token

Making an Attack action

It's now Garrek's turn to act, and he attacks!



An Attack action with a Range characteristic of 1 can only be used against an adjacent fighter. When a fighter attacks another (which is called making an Attack action) you roll a number of attack dice equal to their Attack action's Dice characteristic. The Dice characteristic also includes a symbol – ⚒ or ⚔ – that tells you what symbol you need to roll for a success. The ✵ symbol is a success regardless of the Dice characteristic's symbol. Don't worry about the other symbols – you'll learn about them later on and in the core rules.

Roll two attack dice (the white dice) for Garrek now.



If you roll any ⚒ or ✵ symbols, the attack may have succeeded! It will be up to Severin's armour to deflect the blow. If you don't roll either of these symbols, Garrek's attack has failed.

Roll a defence dice (the black dice) for Severin.

When a fighter is the target of an attack, you roll a number of defence dice equal to their Defence characteristic. The Defence characteristic also includes a symbol – or – that tells you what symbol you need to roll for a success. The symbol is a success regardless of the Defence characteristic's symbol. Again, don't worry about the other symbols.



Wound token

Once all the dice have been rolled, whichever fighter has more successes wins! If the attacker wins, the target suffers damage equal to the Damage characteristic of the Attack action. Take that number of wound tokens and put them on the target's fighter card. When they have as many wound tokens as their Wounds characteristic (or more), they are taken out of action and removed from the game board.

If the target wins, or if it is a draw, the target suffers no damage. If the attacker wins, or if it is a draw, the attacker can push the target back one hex.

In this example, we will assume that Severin won, and didn't take any damage.

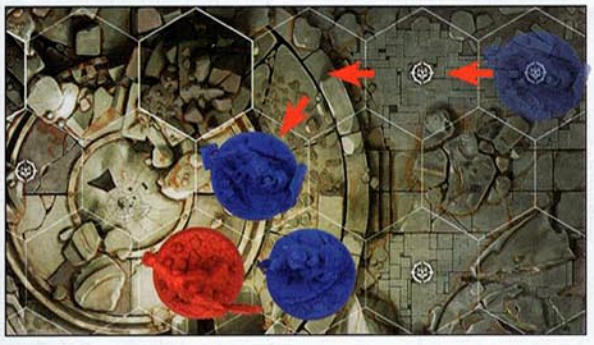
Charges

It's the Liberators' turn to act, and Angharad rushes into the fray!

Place Angharad on a hex on the game board, within three hexes of Garrek.

Angharad will now charge at Garrek. When a fighter makes a Charge action, they can move and attack at the same time – it's a very powerful action, but a fighter that charges cannot do anything for the rest of the round.

Move Angharad so that she is adjacent to Garrek.



Support in attack

When you have friendly fighters adjacent to the same enemy fighter, they assist each other, making it easier to land a hit or fend off a foe. When Angharad makes an attack with Severin standing next to her target, rolls of are also successes.

Make an attack with Angharad – roll three attack dice for Angharad and one defence dice for Garrek.



If Angharad's attack succeeds, she will do two damage to Garrek. If her attack succeeds or if it is a draw, she can push Garrek back one hex.

Once Angharad's action is finished, put a Charge token next to her as a reminder that she can't do anything for the rest of the round.



Charge token

Continuing the action phase

The Liberators have now had two activations (a Move and a Charge) while the Bloodreavers have had one (an Attack). An activation is – in most cases – simply taking an action with a fighter. In each action phase each side can take four activations. Once both sides have done so the action phase is over, and the end phase begins.

Place Blooded Saek anywhere on the game board.

It's now the Bloodreavers' turn to take an action. They have three activations left in this phase, and the Liberators have two activations left. It's up to you to **finish the action phase.**

Support in defence

If an attacker is adjacent to two enemies, rolls of are counted as a success when either of them rolls defence dice against the attack.

Pass

If it's either side's turn to take an activation, and no one can move or attack, they can pass, doing nothing – this still counts as one of their activations.

The end phase

In the end phase, clear all of the tokens from the game board – any fighters who moved or charged will once again be able to do so. It's then the end of the round, and the next round begins.

Victory



Glory point token

Continue playing until all of the fighters on one side are taken out of action or you reach the end of the third round. Choose which side goes first in each round. When a fighter is taken out of action the other side wins a glory point. Whichever side has the most glory points at the end of the third round wins.

This is only the beginning...

You now have a good grasp of how fighters move, charge and attack. The Shadespire book contains all the information you need to play, including rules for using objective cards, playing ploy cards and giving your fighters upgrades to make them even stronger. The Mirrored City awaits!

WARHAMMER UNDERWORLDS: SHADESPIRE

ASSEMBLY GUIDE

• READ THIS F IRST • À LIRE EN PRIORITÉ • BITTE BEACHTE • LEE ESTO PRIMERO • LEGGI PRIMA QUESTO
• 请优先阅读 • 最初にお読みください。• В ПЕРВУЮ ОЧЕРЕДЬ ПРОЧИТАЙТЕ ЭТО

- **BEFORE ASSEMBLING YOUR MINIATURES, PLEASE READ THROUGH THE INSTRUCTIONS IN THIS BOOKLET CAREFULLY, AND RETAIN THEM FOR FUTURE REFERENCE.** Carefully remove the models from the frame, asking an adult for assistance, and push the models together as shown.
- **AVANT D'ASSEMBLER VOS FIGURINES, LISEZ MINUTIEUSEMENT LES INSTRUCTIONS DE CE LIVRET ET CONSERVEZ-LE POUR VOUS Y REFERER DANS LE FUTUR.** Retirez précautionneusement les figurines de la grappe en demandant si nécessaire l'aide d'un adulte, et assemblez les figurines comme indiqué.
- **PRIMA DI ASSEMBLARE LE MINIATURE, LEGGI CON CURA LE ISTRUZIONI DI QUESTO LIBRETTO E CONSERVALE PER CONSULTARLE IN FUTURO.** Rimuovi con cura i modelli dallo sprue, chiedendo aiuto ad un adulto, e monta le miniature come mostrato.
- **ANTES DE MONTAR TUS MINIATURAS, LEE LAS INSTRUCCIONES DE ESTE LIBRETO CUIDADOSAMENTE Y GUÁRDALO PARA FUTURAS REFERENCIAS.** Retira las miniaturas de la matriz con cuidado, pide ayuda a un adulto si la necesitas, y monta las miniaturas tal y como se muestra.
- **VOR DEM ZUSAMMENBAU DER MINIATUREN BITTE DIE ANWEISUNGEN IN DIESER ANLEITUNG AUFMERKSAM LESEN UND ZUM SPÄTEREN NACHSCHLAGEN AUFBEWAHREN.** Trenne die Modelle vorsichtig aus dem Gussrahmen – frage gegebenenfalls einen Erwachsenen um Hilfe dabei – und stecke sie dann wie dargestellt zusammen.
- ミニチュアを み立てる前に、この 子の 明をよくお みください。この 子は将来参照できるように保存されることをお めいたします。ランナ からパ ツを切り取るときは十分注意して、大人に手 ってもらいましょう。パ ツを押し むときは を参考にしてください。
- 组装微缩模型前，请仔细阅读手册中的说明，并留存本说明以供日后参考。在成人的协助下，从板件中小心取下模型，并按照示范进行组装。
- **ПЕРЕД ТЕМ КАК СОБРАТЬ ВАШИ МИНИАТЮРЫ ПОЖАЛУЙСТА ВНИМАТЕЛЬНО ПРОЧИТАЙТЕ ИНСТРУКЦИИ В ЭТОМ БУКЛЕТЕ И ЗАПОМНИТЕ ИХ НА БУДУЩЕЕ.** Попросите взрослых помочь осторожно вытащить модели из рамки и соединить их вместе как показано.

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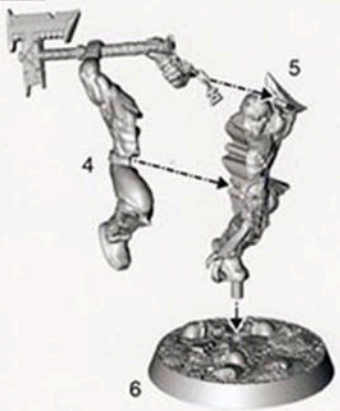

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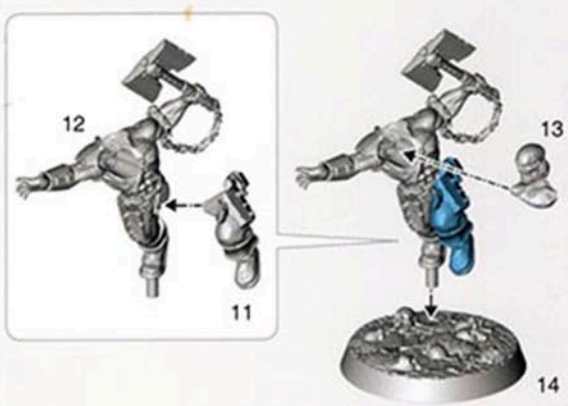

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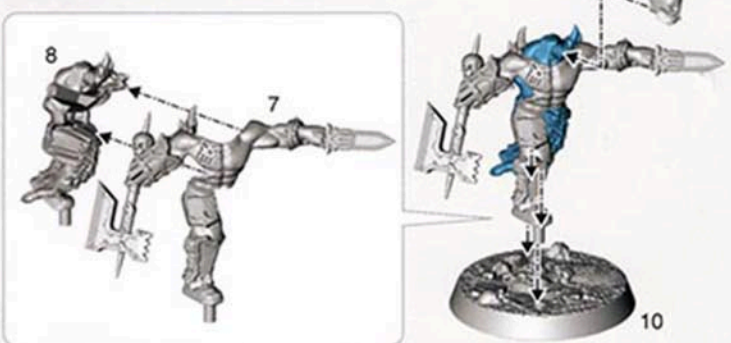

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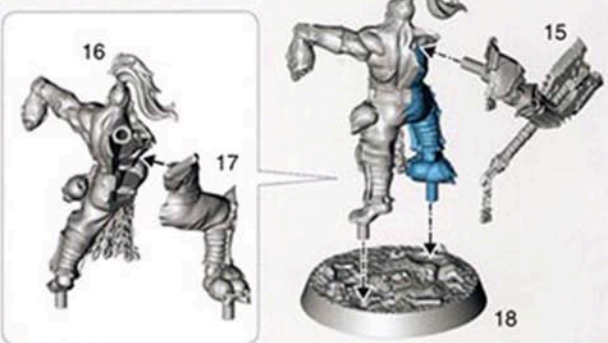



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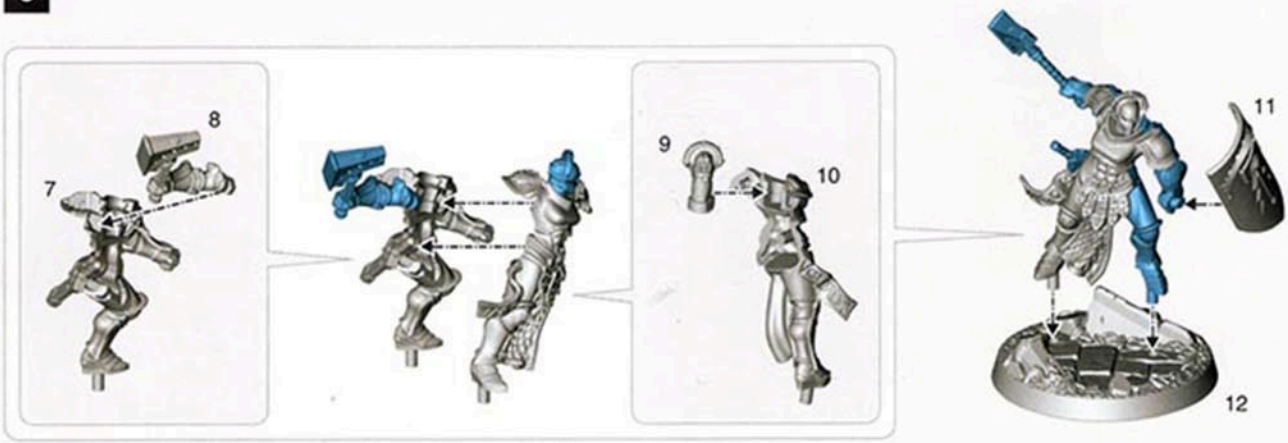

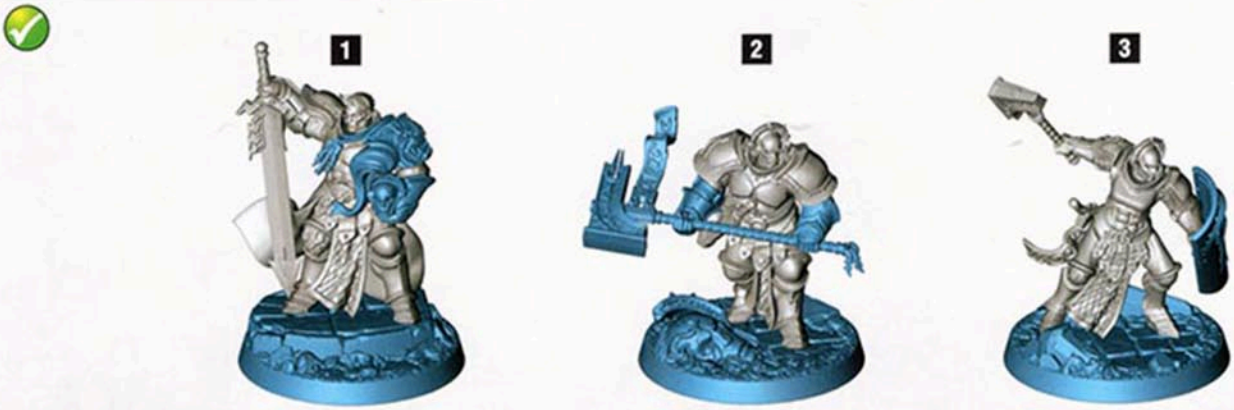

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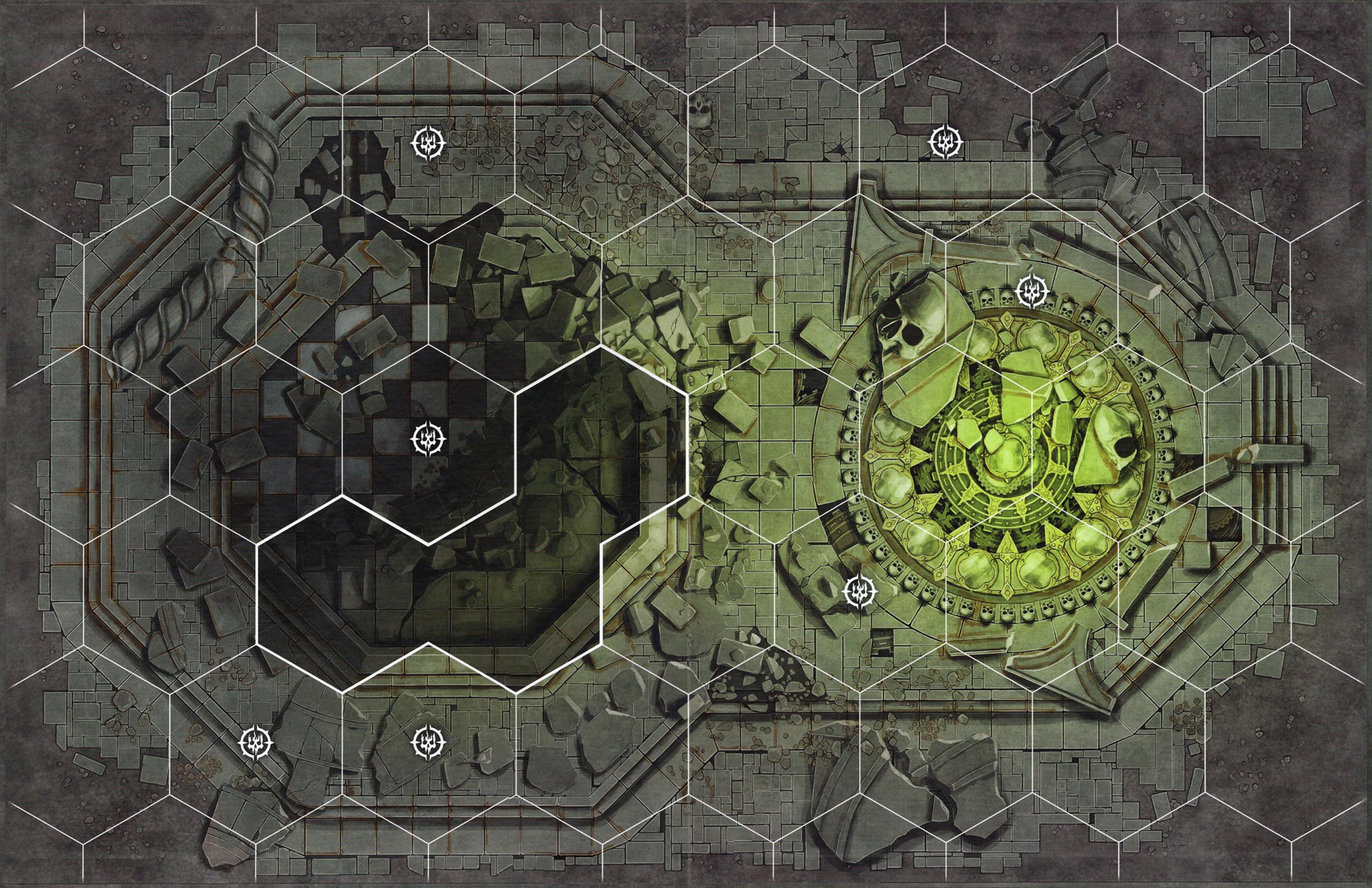

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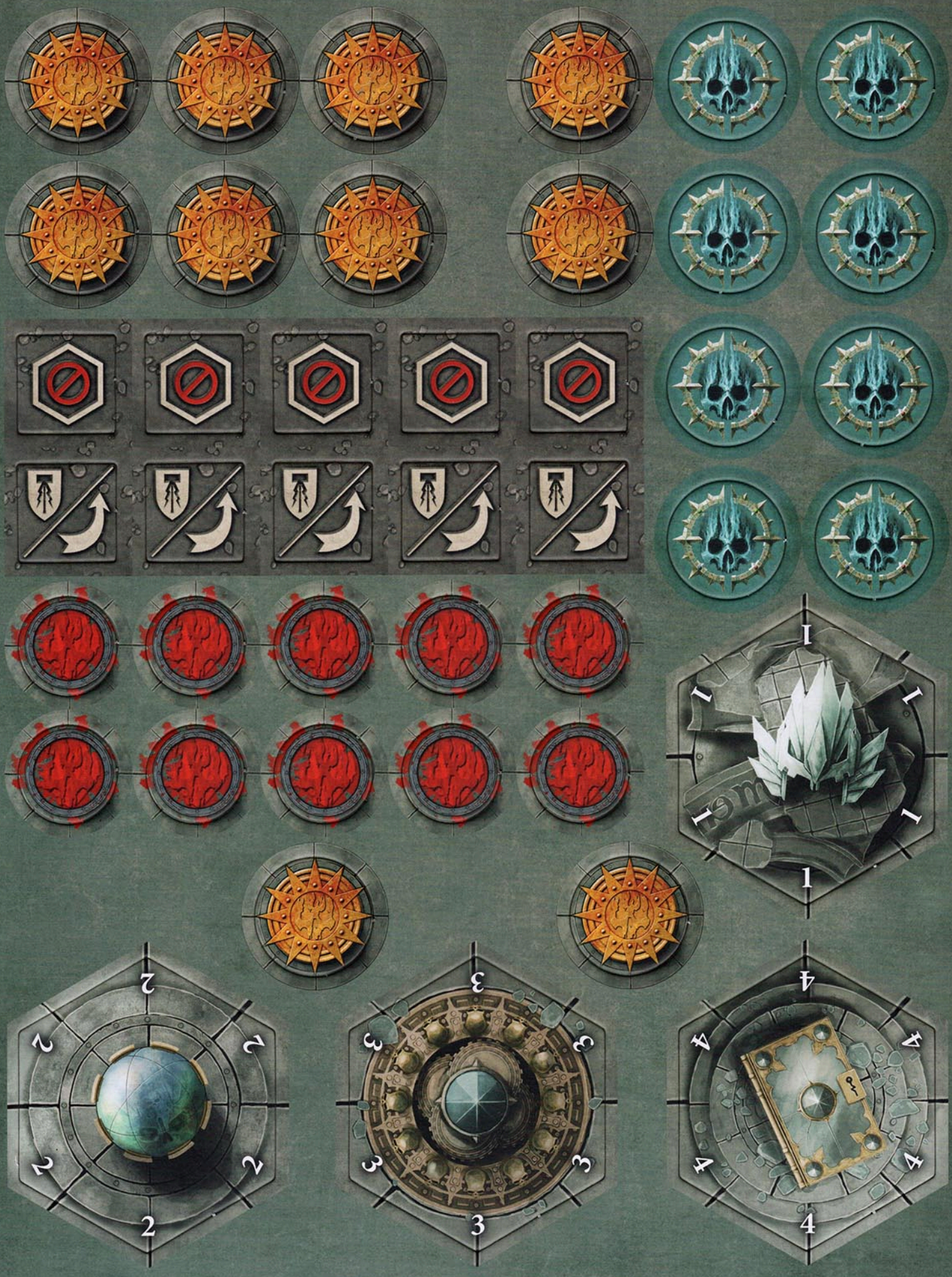

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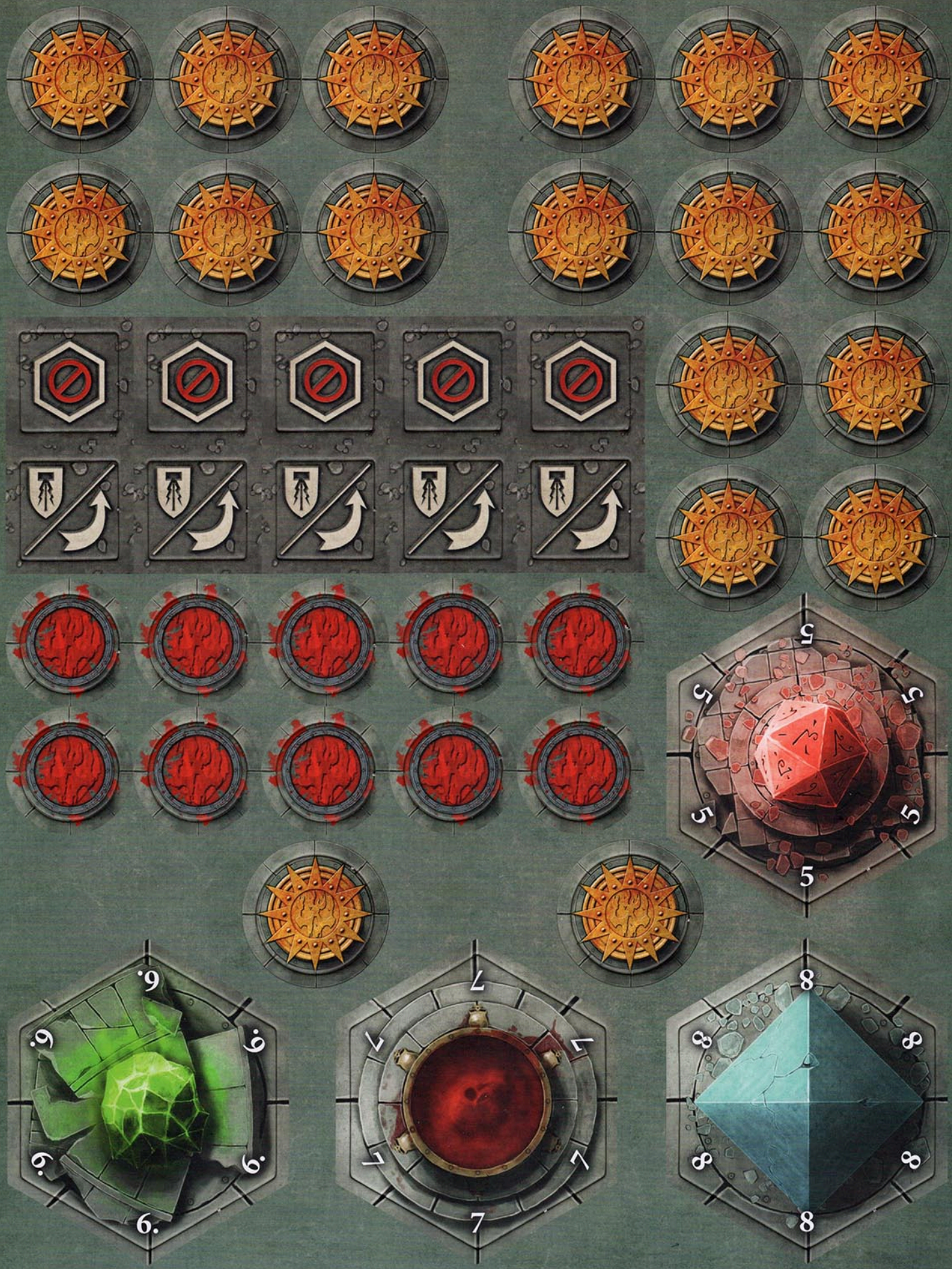

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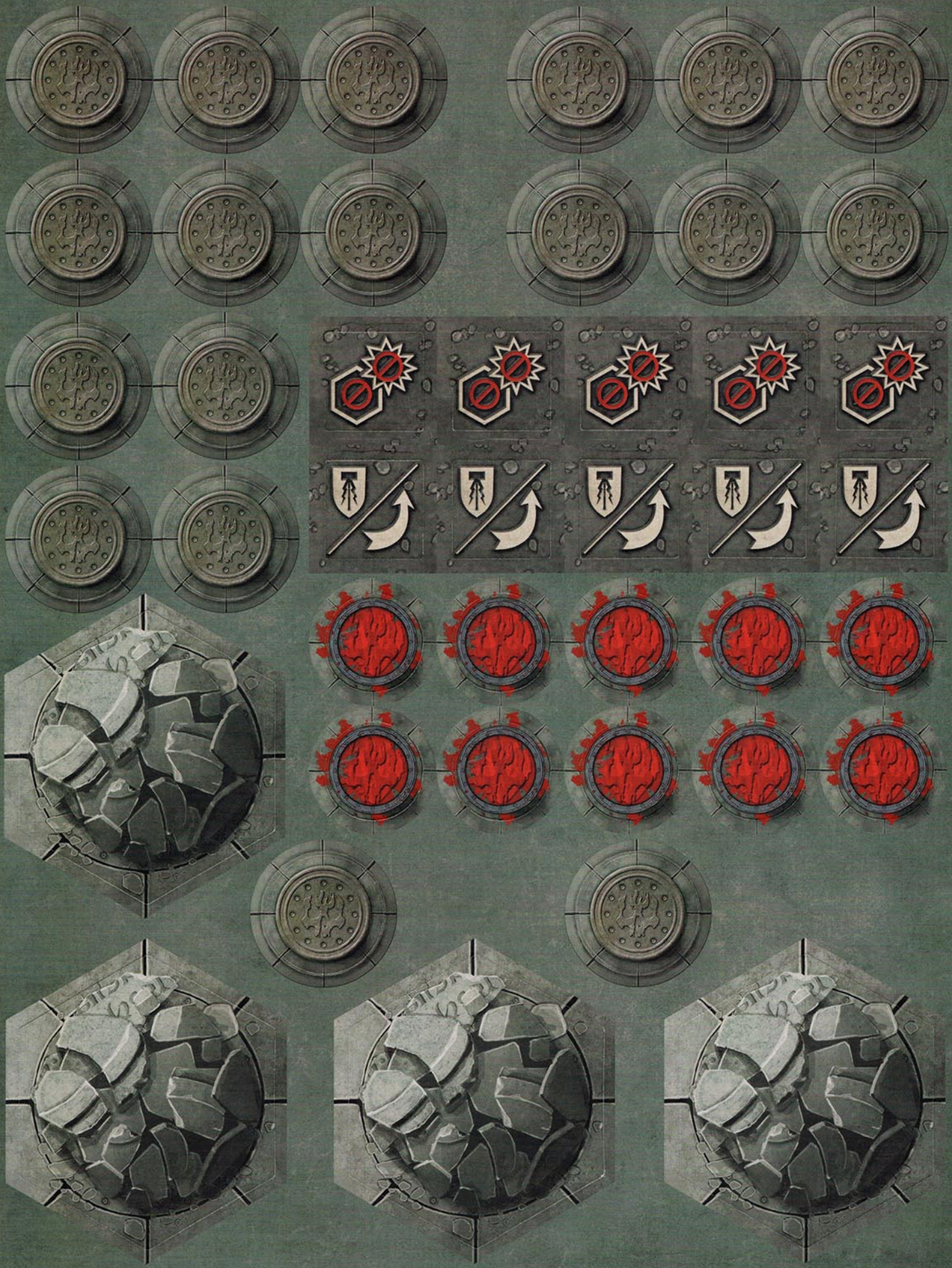

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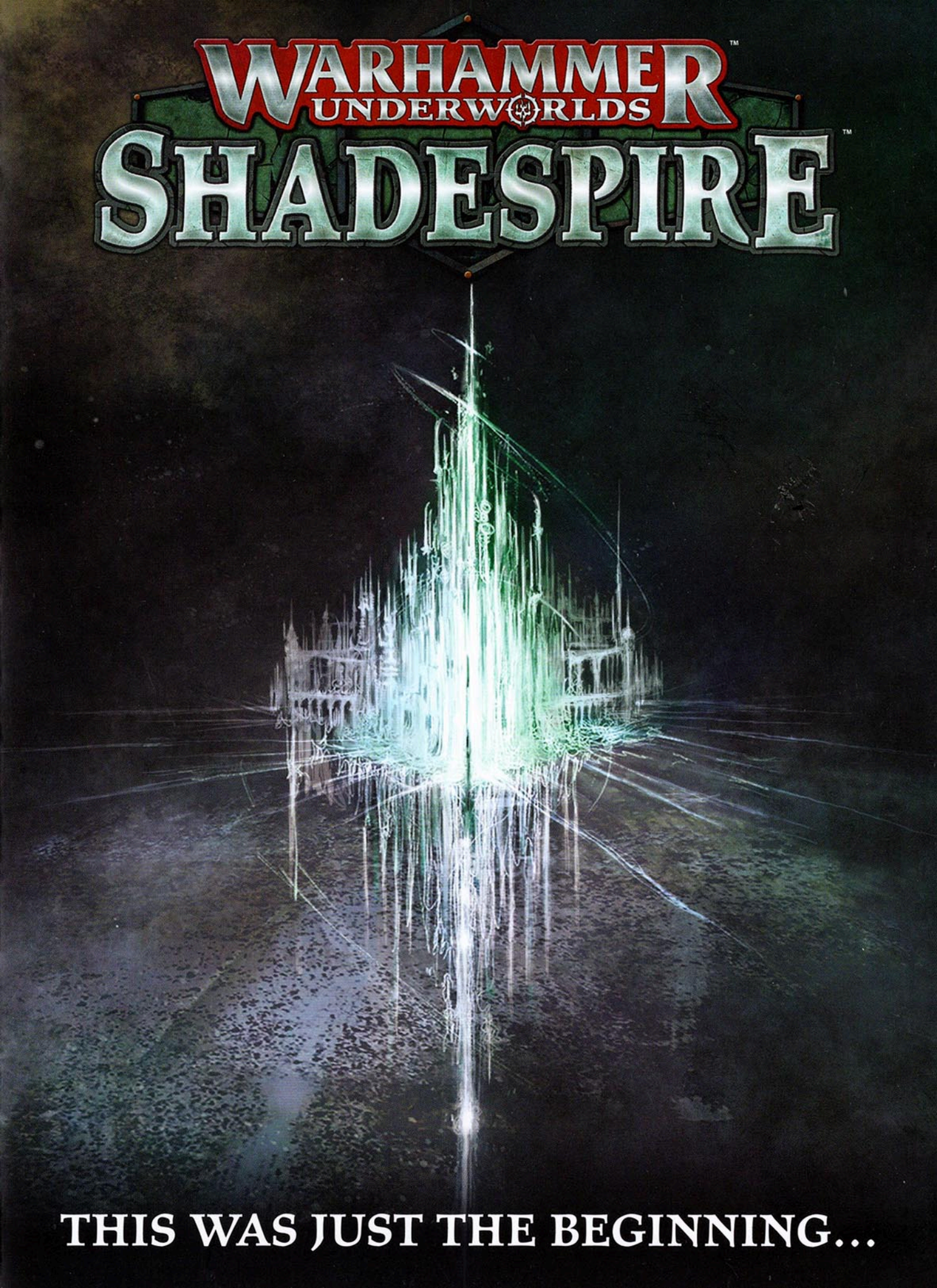
WARHAMMER
UNDERWORLDS
SHADESPIRE
THIS WAS JUST THE BEGINNING...

WARHA
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FIGHT EPIC BATTLES IN A

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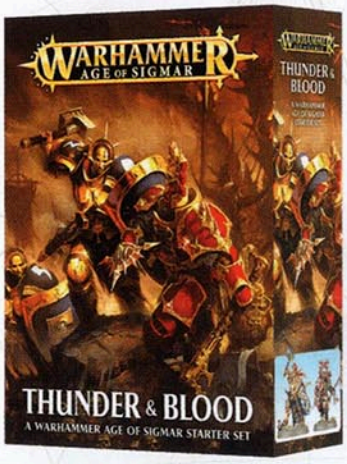
N AGE OF UNENDING WAR

WARHAMMER AGE OF SIGMAR



GET STARTED IN MINUTES – KEEP FIGHTING FOREVER





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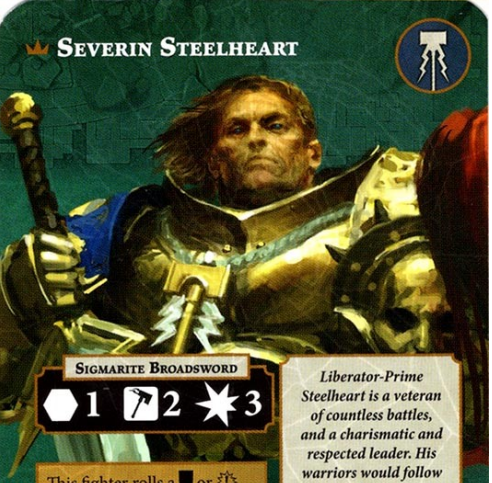
Severin Steelheart



Sigmarite Broadsword

1 | 2 | 3

This fighter rolls a ⛊ or ✹ when the target of an attack

Liberator-Prime Steelheart is a veteran of countless battles, and a charismatic and respected leader. His warriors would follow him even to the gates of the Blood God's citadel.

3 | 1 | 4

© GW 2017

Angharad Brightshield



Sigmarite Hammer

1 | 3 | 2

This fighter rolls a ⛊ or ✹ when the target of an attack

In another life Angharad was a smith, whose master-crafted blades were desired by warriors far and wide. Now she puts her hammer to the task of purging heathens and savages, a calling she has joyfully embraced.

3 | 1 | 4

© GW 2017

Obryn the Bold



Sigmarite Grandhammer

1 | 2 | 3

Knockback 1

This fighter rolls a ⛊ or ✹ when the target of an attack

A bull-hearted giant of a man, Obryn was always the first to laugh and make jest – until his third Reforging. Now he speaks little, and only seems at peace in the heat of battle.

3 | 1 | 4

© GW 2017

Garrek Gorebeard



Blooddrinker Axe

1 | 2 | 2

At least three fighters are out of action

Garrek took over as chieftain of his murderous band after biting out the throat of a rival. The blood that flowed forth to stain and mat his beard earned him his fearsome title.

4 | 1 | 4

© GW 2017

Karsus the Chained



Chained Axe

2 | 3 | 1

At least three fighters are out of action

Brutal Chop

1 | 3 | 2

Karsus was once a slave, until he used his shackles to choke the life from his masters. He bears his chains still, attached to a many-notched axe that has claimed countless skulls for Khorne.

4 | 1 | 3

© GW 2017

Blooded Saek



Great Axe

1 | 2 | 3

At least three fighters are out of action

Saek has lost himself entirely to the red rage of Khorne. The only sounds that pass his lips are bestial growls, and the blood-chilling screams let loose as he hurls himself into the thick of battle.

4 | 1 | 3

© GW 2017

Targor



Gore-axe and Blade

1 | 2 | 1

At least three fighters are out of action

Targor is a recent addition to the ranks of Garrek's killers, a member of a conquered tribe who chose to walk the path of skulls rather than suffer a slow, torturous death.

4 | 1 | 2

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Arnulf



Piercing Blade and Axe

1 | 2 | 1

At least three fighters are out of action

Piercing Blade and Axe
On a critical hit, this Attack action deals 1 extra damage.

4 | 1 | 2

© GW 2017

Obryn Inspired



Sigmarite Grandhammer
1 | 2 | 3
Knockback 1

Overhead Strike
1 | 2 | 3
Cleave

3 | 2 | 4

A bull-hearted giant of a man, Obryn was always the first to laugh and make jest – until his third Reforging. Now he speaks little, and only seems at peace in the heat of battle.

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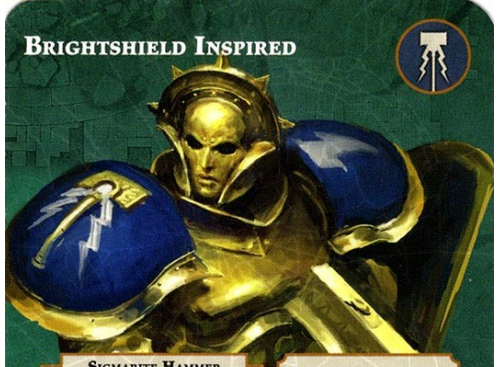
Brightshield Inspired



Sigmarite Hammer
1 | 3 | 2

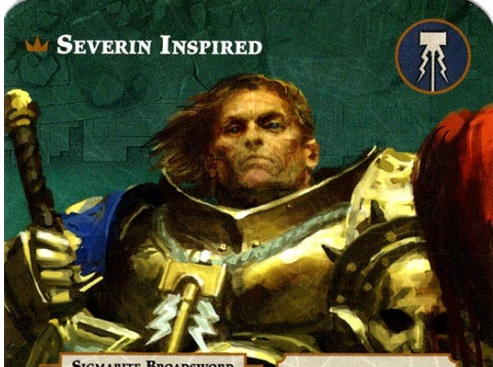
Furious Parry
1 | 2 | 1

3 | 2 | 4

Furious Parry Reaction: During an Attack action that targets this fighter and has failed, this fighter cannot be driven back and you can make this Attack action. It must target the attacker.

© GW 2017

Severin Inspired



Sigmarite Broadsword
1 | 2 | 3

Mighty Swing
1 | 2 | 2

3 | 2 | 4

Mighty Swing Targets all adjacent enemies – roll for each.

© GW 2017

Saek Inspired



Great Axe
1 | 2 | 3
Cleave

5 | 1 | 3

Saek has lost himself entirely to the red rage of Khorne. The only sounds that pass his lips are bestial growls, and the blood-chilling screams let loose as he hurls himself into the thick of battle.

© GW 2017

Karsus Inspired



Chained Axe
2 | 3 | 2

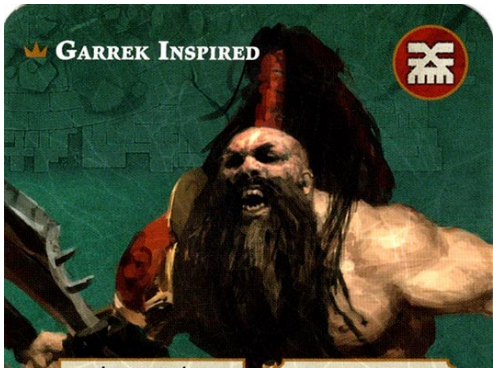
Savage Whirl
1 | 2 | 2

5 | 1 | 3

Savage Whirl Targets all adjacent enemies – roll for each.

© GW 2017

Garrek Inspired



Awakened Axe
1 | 2 | 3

5 | 1 | 4

Garrek took over as chieftain of his murderous band after biting out the throat of a rival. The blood that flowed forth to stain and mat his beard earned him his fearsome title.

© GW 2017

Arnulf Inspired



Piercing Blade and Axe
1 | 3 | 1

5 | 1 | 2

Piercing Blade and Axe On a critical hit, this Attack action deals 1 extra damage.

© GW 2017

Targor Inspired



Gore-axe and Blade
1 | 3 | 2

5 | 1 | 2

Targor is a recent addition to the ranks of Garrek's killers, a member of a conquered tribe who chose to walk the path of skulls rather than suffer a slow, torturous death.

© GW 2017

Liberators

Open this when you play your first game. This pack includes fighter cards, an objective deck and a power deck for the Liberators.



603407180018

© GW 2017



Severin Steelheart

Sigmarite Broadsword

1 | 2 | 3

This fighter rolls a ⛊ or ✺ when the target of an attack

Liberator-Prime Steelheart is a veteran of countless battles, and a charismatic and respected leader. His warriors would follow him even to the gates of the Blood God's citadel.

3 | 1 | 4

© GW 2017



Angharad Brightshield

Sigmarite Hammer

1 | 3 | 2

This fighter rolls a ⛊ or ✺ when the target of an attack

In another life Angharad was a smith, whose master-crafted blades were desired by warriors far and wide. Now she puts her hammer to the task of purging heathens and savages, a calling she has joyfully embraced.

3 | 1 | 4

© GW 2017



Obryn the Bold

Sigmarite Grandhammer

1 | 2 | 3

Knockback 1

This fighter rolls a ⛊ or ✺ when the target of an attack

A bull-hearted giant of a man, Obryn was always the first to laugh and make jest – until his third Reforging. Now he speaks little, and only seems at peace in the heat of battle.

3 | 1 | 4

© GW 2017

Awe-inspiring

The sheer imposing majesty of a Stormcast Eternal in battle is enough to break the will of many foes.

Score this immediately if your warband has taken two or more fighters out of action in this phase.



© GW 2017

30/437

Eternals

The Stormcast Eternals are immortal warriors, forged to fight an unending war against the forces of darkness.

Score this in the third end phase if none of your fighters are out of action.



© GW 2017

33/437

Lightning Strikes

Sigmar's storm will break upon the faithless with shattering force.

Score this immediately if an enemy fighter is taken out of action by a Charge action made by one of your fighters.



© GW 2017

35/437

Sigmar's Bulwark

To fight the Stormcast Eternals is to break upon a wall of blessed sigmarite.

Score this in an end phase if none of your fighters suffered any damage in the preceding action phase.



© GW 2017

37/437

Slayers of Tyrants

'With their leader slain, these wretches will scatter to the shadows.' - Obryn the Bold

Score this in an end phase if your warband took an enemy leader out of action in the preceding action phase.



© GW 2017

38/437


Brightshield Inspired
Sigmarite Hammer
1 3 2
Furious Parry
1 2 1
Furious Parry Reaction: During an Attack action that targets this fighter and has failed, this fighter cannot be driven back and you can make this Attack action. It must target the attacker.
3 2 4
© GW 2017


Steelheart Inspired
Sigmarite Broadsword
1 2 3
Mighty Swing
1 2 2
Mighty Swing
Targets all adjacent enemies – roll for each.
3 2 4
© GW 2017








Obryn Inspired
Sigmarite Grandhammer
1 2 3
Knockback 1
Overhead Strike
1 2 3
Cleave
A bull-hearted giant of a man, Obryn was always the first to laugh and make jest – until his third Reforging. Now he speaks little, and only seems at peace in the heat of battle.
3 2 4
© GW 2017









Heroic Guard

A Stormcast Eternal is a living wall of sigmarite, impervious and unyielding.

Choose a friendly fighter and put them on Guard.

© GW 2017



Peal of Thunder

Even in the nightmare of the Mirrored City, the fury of Sigmar's storm rings clear.

Choose an enemy fighter and push them one hex in any direction.

© GW 2017



Righteous Zeal

The Hammers of Sigmar were the first of Sigmar's mighty Stormhosts. Theirs is the power of the storm.

+1 Damage to the first Attack action with a Range of 1 or 2 in the next activation

© GW 2017

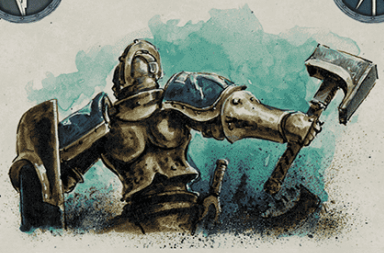


Stormforged Resistance

'Not a single step backwards, Hammers of Sigmar. Grant them nothing but a swift death.'

Friendly fighters cannot be driven back by the first Attack action in the next activation.

© GW 2017



Tireless Assault

'Fear not, heathen. I can keep this up all day.'

Reaction: Play this after a friendly fighter's Attack action that fails. That fighter can make another Attack action that targets the same fighter.

© GW 2017



Unstoppable Strike

Stormcast Eternals are granted a fraction of the God-King Sigmar's celestial power, enough to shatter the guard of all but the mightiest foes.

The first Attack action in the next activation gains Cleave.

© GW 2017



Valiant Attack

They may be lost in the depths of a nightmare, but Steelheart's warriors fight with the same valour and skill as ever.

Enemy fighters cannot support the target of the first Attack action in the next activation.

© GW 2017



Block

'Is that the best you've got? Try harder.'
- Angharad Brightshield

Action: This fighter and all adjacent friendly fighters go on Guard.

RESTRICTED:
BRIGHTSHIELD

© GW 2017



Brave Strike

Obryn is ever the first to throw himself into battle, smashing an opening for his comrades to take advantage of.

1 2 2

Roll an extra attack dice if there are no adjacent friendly fighters.

RESTRICTED:
OBRYN

© GW 2017













Heroic Might

'There's no parrying a well-aimed grandhammer with the weight of righteousness behind it.' - Obryn the Bold

This fighter's Attack actions gain Cleave.

RESTRICTED:
Steelheart, Obryn

© GW 2017



Lightning Blade

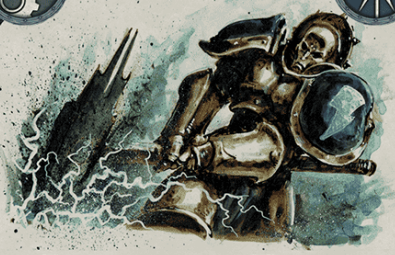
Celestial energy ripples around Steelheart's sword, a cleansing storm to sear away the taint of corruption.

2 2 1

On a critical hit, this Attack action has +1 Damage.

RESTRICTED:
Steelheart

© GW 2017



Lightning Blast

As Obryn's grandhammer strikes home, a shock wave of magical energy blasts forth to send his foes reeling.

When they make a critical hit, this fighter also inflicts 1 damage on enemy fighters adjacent to the target's hex.

RESTRICTED:
Obryn

© GW 2017



Righteous Strike

'The loud one, with the fancy blade. He dies first.' - Angharad Brightshield

1 3 2

Reaction: After this Attack action, if it failed and the target was an enemy leader, make this Attack action again.

RESTRICTED:
Brightshield

© GW 2017



Shield Bash

Brightshield wields her shield as a weapon, smashing it into the face of her foes with bone-crushing force.

Reaction: During an adjacent fighter's Attack action that targets this fighter and fails, this fighter cannot be driven back and you can push their attacker one hex.

RESTRICTED:
Brightshield

© GW 2017

Annihilation

Shadespire is no stranger to suffering. This carnage is a mere drop in an ocean of torment.

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

3/4 *2 or more warbands are entirely out of action*



© GW 2017

Denial

'None shall pass! These treasures are ours alone.'

Score this in the third end phase if there are no enemy fighters in your territory.



© GW 2017

Hold Objective 1

'Death is simply a riddle we are yet to solve. In time, all truths emerge.'

Score this in an end phase if you are holding objective *1*.

3 *1 or 6*

4 *1, 2 or 6*



© GW 2017

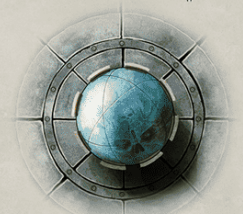
Hold Objective 2

'Treasures of all shapes and forms were crafted from shadeglass – items of prodigious power.'

Score this in an end phase if you are holding objective *2*.

3 *2 or 7*

4 *2, 3 or 7*



© GW 2017











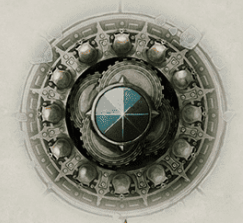
Hold Objective 3

'The Faneway is a paradox. It confines us, even as it frees our souls from the grasp of death.'

Score this in an end phase if you are holding objective *3*.

3 *3 or 6*

4 *3, 4 or 8*



© GW 2017

Hold Objective 4

Unwilling to share the source of their might, the Katophranes locked their secrets away.

Score this in an end phase if you are holding objective *4*.

3 *4 or 7*

4 *4, 5 or 9*



© GW 2017

Hold Objective 5

'Great Nagash opened our eyes. Life is a curse. Death is a gift.' - The Sepulchral Warden

Score this in an end phase if you are holding objective *5*.

3 *5 or 6*

4 *1, 5 or 6*



© GW 2017



Confusion

It pays to keep your enemy guessing.

Choose two fighters that are adjacent to each other and switch them.

© GW 2017



Healing Potion

With just one draught of this shimmering liquid, wounds begin to close up.

Choose a friendly fighter and roll a defence dice. On a roll of ⛊ or ✵ remove up to two wound tokens from them. Otherwise remove one wound token from them.

© GW 2017



Sidestep

Quick footwork can position a warrior for the killing blow.

Choose a friendly fighter and push them one hex.

© GW 2017



Great Fortitude

This warrior can take a strike from a drunken gargant and keep on fighting.

+1 Wounds

© GW 2017



Great Speed

This warrior is as swift as a loosed arrow.

+1 Move

© GW 2017



Great Strength

This warrior strikes with the strength of a river troggoth.

+1 Damage to all Attack actions with a Range of 1 or 2

© GW 2017











Bloodreavers

Open this when you play your first game. This pack includes fighter cards, an objective deck and a power deck for the Bloodreavers.



603407010018

© GW 2017



Garrek Gorebeard

Blooddrinker Axe

1 | 2 | 2

At least three fighters are out of action

Garrek took over as chieftain of his murderous band after biting out the throat of a rival. The blood that flowed forth to stain and mat his beard earned him his fearsome title.

4 | 1 | 4

© GW 2017



Karsus the Chained

Chained Axe

2 | 3 | 1

At least three fighters are out of action

Brutal Chop

1 | 3 | 2

Karsus was once a slave, until he used his shackles to choke the life from his masters. He bears his chains still, attached to a many-notched axe that has claimed countless skulls for Khorne.

4 | 1 | 3

© GW 2017



Blooded Saek

Great Axe

1 | 2 | 3

At least three fighters are out of action

Saek has lost himself entirely to the red rage of Khorne. The only sounds that pass his lips are bestial growls, and the blood-chilling screams let loose as he hurls himself into the thick of battle.

4 | 1 | 3

© GW 2017



Targor

Gore-axe and Blade

1 | 2 | 1

At least three fighters are out of action

Targor is a recent addition to the ranks of Garrek's killers, a member of a conquered tribe who chose to walk the path of skulls rather than suffer a slow, torturous death.

4 | 1 | 2

© GW 2017



Arnulf

Piercing Blade and Axe

1 | 2 | 1

At least three fighters are out of action

Piercing Blade and Axe
On a critical hit, this Attack action deals 1 extra damage.

4 | 1 | 2

© GW 2017

A Worthy Skull

'He killed well. He died well. Khorne shall savour this offering.' - Garrek Gorebeard

Score this in an end phase if your warband took an enemy leader out of action in the preceding action phase.



© GW 2017

1/437

Blood for the Blood God!

Bloodreavers do not care for subtle strategy. Theirs is the brutal force of an overwhelming charge.

Score this immediately if three or more of your fighters made a Charge action in this phase.



© GW 2017

2/437

It Begins

'The first kill is the greatest. That first arc of hot blood through the air. The first scream of agony as your axe sinks home.' - Blooded Saek

Score this in an end phase if at least one fighter from each warband is out of action.



© GW 2017

5/437


Karsus Inspired
Chained Axe
2 3 2
Savage Whirl
1 2 2
Savage Whirl
Targets all adjacent enemies – roll for each.
5 1 3
© GW 2017


Garrek Inspired
Awakened Axe
1 2 3
Garrek took over as chieftain of his murderous band after biting out the throat of a rival. The blood that flowed forth to stain and mat his beard earned him his fearsome title.
5 1 4
© GW 2017




Arnulf Inspired
Piercing Blade and Axe
1 3 1
Piercing Blade and Axe
On a critical hit, this Attack action deals 1 extra damage.
5 1 2
© GW 2017


Targor Inspired
Gore-axe and Blade
1 3 2
Targor is a recent addition to the ranks of Garrek's killers, a member of a conquered tribe who chose to walk the path of skulls rather than suffer a slow, torturous death.
5 1 2
© GW 2017


Saek Inspired
Great Axe
1 2 3
Cleave
Saek has lost himself entirely to the red rage of Khorne. The only sounds that pass his lips are bestial growls, and the blood-chilling screams let loose as he hurls himself into the thick of battle.
5 1 3
© GW 2017







Khorne Cares Not

Khorne cares not from whence the blood flows.

Score this in an end phase if *five or more* fighters are out of action.

3 *seven or more*

4 *nine or more*

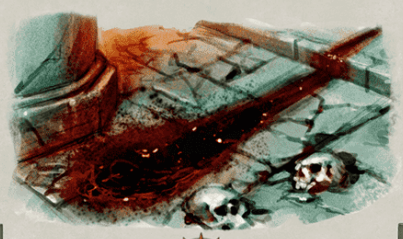


© GW 2017

There is Only Slaughter

'What care we for worthless trinkets? Slaughter is all that matters.' - Garrek Gorebeard

Score this in an end phase if no fighter is holding an objective.



© GW 2017



Blood Offering

'Witness my offering, Lord of Skulls, and send me worthy foes to butcher.'

Choose a friendly fighter. They suffer 1 damage. Roll two extra attack dice for their first Attack action in the next activation.

© GW 2017



Blood Rain

When the blood rain comes, Khorne's faithful are masked by the profane deluge.

All Attack actions in the next activation have the ⚔ characteristic, even if they would normally have the ⛏ characteristic.

© GW 2017



Desecrate

With each shadeglass artefact profaned with the blood of the fallen, the fury of Khorne's realm seeps into the Mirrored City.

Remove one objective that you hold from the battlefield.

© GW 2017



Final Blow

'Those cannibal madmen don't die easy. I've seen one strike the head from his killer even as his guts spilled out.'

Reaction: Play this after an enemy fighter's Attack action that takes an adjacent friendly fighter out of action. Their attacker suffers 1 damage.

© GW 2017



Insensate

Bloodreavers fight on despite grievous wounds, lost to their exultant fury.

The first friendly fighter who suffers any amount of damage in the next activation only suffers one damage.

© GW 2017



Khorne Calls

The Blood God's gaze falls upon you. Do not fail him.

Roll one extra attack dice for your first Attack action in the next activation.

© GW 2017



Skulls for the Skull Throne!

The path to ascension must be paved with worthy skulls.

Reaction: Play this after a friendly fighter's Attack action that takes an enemy fighter out of action. Draw up to two power cards.

© GW 2017













Berserk Charge

'Yhaaaaarrraaaaargh!' - Blooded Saek

Both ⚔ and ↗ symbols are successes when this fighter makes a Charge action.

RESTRICTED: Saek

© GW 2017



Bloodslick

His flesh slick with gore, Garrek slips from the grasp of his foes.

+1 Defence

RESTRICTED: Garrek

© GW 2017



Deadly Spin

'At Dredgard Ridge I opened the throats of three duardin with a single swing.' - Targor

1 ⚔ 3 ✸ 1

Targets all adjacent enemy fighters – roll for each.

RESTRICTED: Targor

© GW 2017



Frenzy

'Into them you dogs! The last to spill blood gets my axe in their belly!' - Garrek Gorebeard

Roll an extra attack dice when this fighter makes a Charge action.

© GW 2017



Unstoppable Charge

When the faithful of Khorne set their eyes upon their prey, nothing in the realms can stand in their path.

When this fighter makes a Charge action they can move through other fighters, but their move must end in an empty hex.

RESTRICTED: Saek

© GW 2017



Whirlwind of Death

'To feel flesh tear beneath your axe and blood wash across your face, that's when you understand the true glory of Khorne.' - Karsus the Chained

+1 Damage to all Attack actions with a Range of 1 or 2

RESTRICTED: Karsus

© GW 2017



Wicked Blade

'They all keep their eyes on the axe. They can't help it. That's when you sink the cutter in deep.' - Arnulf

1 ⚔ 3 ✸ 2

If you roll at least one ⚙ this Attack action has Cleave.

RESTRICTED: Arnulf

© GW 2017

Annihilation

Shadespire is no stranger to suffering. This carnage is a mere drop in an ocean of torment.

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

3/4 *2 or more warbands are entirely out of action*



© GW 2017

Conquest

'Hope is not yet lost. While we still stand, we can prevail.'

Score this in the third end phase if all of your surviving fighters are *in your opponent's territory.*

3/4 *in any one of your enemies' territories*



© GW 2017











Hold Objective 1

'Death is simply a riddle we are yet to solve. In time, all truths emerge.'

Score this in an end phase if you are holding objective *1*.

3 *1 or 6*

4 *1, 2 or 6*



© GW 2017

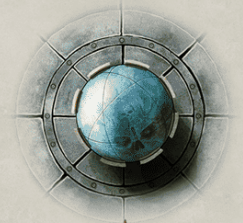
Hold Objective 2

'Treasures of all shapes and forms were crafted from shadeglass – items of prodigious power.'

Score this in an end phase if you are holding objective *2*.

3 *2 or 7*

4 *2, 3 or 7*



© GW 2017

Hold Objective 3

'The Faneway is a paradox. It confines us, even as it frees our souls from the grasp of death.'

Score this in an end phase if you are holding objective *3*.

3 *3 or 6*

4 *3, 4 or 8*



© GW 2017

Hold Objective 4

Unwilling to share the source of their might, the Katophranes locked their secrets away.

Score this in an end phase if you are holding objective *4*.

3 *4 or 7*

4 *4, 5 or 9*



© GW 2017

Hold Objective 5

'Great Nagash opened our eyes. Life is a curse. Death is a gift.' - The Sepulchral Warden

Score this in an end phase if you are holding objective *5*.

3 *5 or 6*

4 *1, 5 or 6*



© GW 2017



Confusion

It pays to keep your enemy guessing.

Choose two fighters that are adjacent to each other and switch them.

© GW 2017



Healing Potion

With just one draught of this shimmering liquid, wounds begin to close up.

Choose a friendly fighter and roll a defence dice. On a roll of ⛊ or ✵ remove up to two wound tokens from them. Otherwise remove one wound token from them.

© GW 2017



Sidestep

Quick footwork can position a warrior for the killing blow.

Choose a friendly fighter and push them one hex.

© GW 2017



Great Fortitude

This warrior can take a strike from a drunken gargant and keep on fighting.

+1 Wounds

© GW 2017













Great Speed

This warrior is as swift as a loosed arrow.

+1 Move

© GW 2017

390/437



Great Strength

This warrior strikes with the strength of a river troggoth.

+1 Damage to all Attack actions with a Range of 1 or 2

© GW 2017

391/437

Extra Cards

Don't open this until you have played a few games. This pack includes extra objective cards and power cards that you can use to construct new decks for each warband.



603407990105

© GW 2017

Coward!

To retreat is weakness, and the weak must be culled.

Score this immediately if an enemy fighter begins a Move action adjacent to one of your fighters and ends it adjacent to none of your fighters.



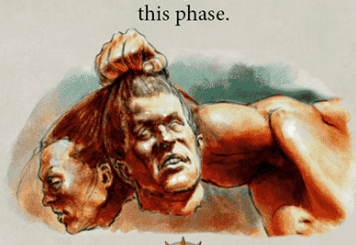
© GW 2017

3/437

Draw the Gaze of Khorne

The Blood God marks well the names of those who commit great acts of slaughter in his name.

Score this immediately if your warband takes two or more enemy fighters out of action in this phase.



© GW 2017

4/437

Khorne's Champion

The weak fall, and only the mighty are left standing. Such is the will of Khorne.

Score this in the third end phase if all fighters except one of your fighters are out of action.



© GW 2017

7/437

Let the Blood Flow

All must wet their blade with the blood of the foe. To fail in this task is to invite the Blood God's wrath.

Score this immediately if three or more of your fighters made a successful Attack action in this phase.



© GW 2017

8/437



Boon of Khorne

Khorne offers great rewards to those who walk his bloody path.

Reaction: Play this after a friendly fighter's Attack action that takes an enemy fighter out of action. Remove all wound tokens from one friendly fighter.

© GW 2017

12/437












Fuelled by Slaughter

The sight of a warrior torn asunder only serves to stoke a Bloodreaver's battle-lust.

Reaction: Play this after an Attack action or ploy that takes a fighter out of action. A friendly fighter can make an Attack action.

© GW 2017



Rebirth in Blood

'The blood is death. The blood is life. The blood must flow.'

Reaction: Play this after an Attack action or ploy that takes your last surviving fighter out of action. Roll a defence dice. If you roll a ⛊ or ✵ remove all wound tokens from them, and place them on a starting hex in your territory.

© GW 2017



Ever-Advancing

Garrek is a whirlwind of unsuppressed violence, fighting to a drumbeat only the blood-maddened can hear.

Reaction: When this fighter could be driven back during an Attack action (whether or not your opponent chooses to do so), you can instead push them one hex.

RESTRICTED:
GARREK

© GW 2017



Grisly Trophy

'That's a pretty face. I think I'll flay it and hang it from my belt.' - Garrek Gorebeard

When this fighter takes an enemy fighter out of action, gain 1 additional glory point.

RESTRICTED:
GARREK

© GW 2017



Terrifying Howl

Karsus' frenzied screams of battle-lust are enough to shake the will of even the sturdiest foe.

Action: Push each adjacent enemy fighter one hex.

RESTRICTED:
KARSUS

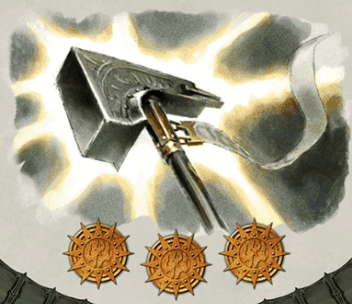
© GW 2017

Cleanse

All manner of corrupt and malicious souls haunt the shadowed streets of Shadespire. They shall all fall before the might of Sigmar.

Score this in an end phase if you hold all the objectives *in enemy territory*.

3/4 *in any one of your enemies' territories*

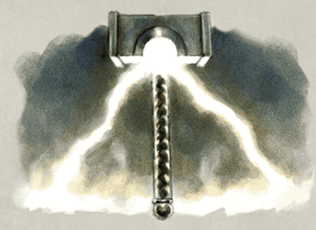


© GW 2017

Consecrated Area

'This is hallowed land, heathen. Take one step further and feel the wrath of Sigmar.'

Score this in an end phase if there are no enemy fighters adjacent to your fighters.



© GW 2017

Immovable Object

'I claim this shard in the name of the God-King. Flee, while you still have use of your limbs.' - Angharad Brightshield

Score this in an end phase if the same friendly fighter has held the same objective at the end of two consecutive action phases.



© GW 2017

Seize Ground

Steelheart's band have sworn to end the curse of Shadespire and escape their nightmarish prison. Woe to those who stand in their way.

Score this in an end phase if you hold an objective in enemy territory.



© GW 2017













Sigmarite Wall

Few indeed are the foes who can breach a Liberator shield wall.

Choose two adjacent friendly fighters and put them on Guard.

© GW 2017



Stormforged Tactics

Stormcast Eternals fight as a single entity, the precision of their movement and attacks seeming almost preternatural.

In the next activation, you can make the following Reaction.
Reaction: After an enemy fighter's Attack action that fails, choose up to two friendly fighters and push them up to one hex each.

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Undaunted

'A Stormcast Eternal never fights alone. Sigmar is always with us.'

Reaction: Play this after an Attack action or ploy that takes a friendly fighter out of action leaving one surviving friendly fighter on the battlefield. Remove all wound tokens from the surviving fighter.

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Blessed by Sigmar

'We shall not fall here. Sigmar's light will guide us home.' - Severin Steelheart

+1 Wounds

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Fatal Riposte

Even amongst his warrior kin, Steelheart's skill with the blade is the stuff of legend.

Reaction: During an Attack action that targets this fighter and fails, roll an attack dice. On a roll of ⚒ or ✺ this fighter cannot be driven back and they can make an Attack action. It must target the attacker.

RESTRICTED:
STEELHEART

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Heroic Stride

A well-timed countercharge can turn the tide of battle in an instant.

Reaction: After an enemy fighter ends their activation within two hexes of this fighter, you can push this fighter one hex.

RESTRICTED:
STEELHEART

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Conquest

'Hope is not yet lost. While we still stand, we can prevail.'

Score this in the third end phase if all of your surviving fighters are *in your opponent's territory*.

3/4 *in any one of your enemies' territories*



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Denial

'None shall pass! These treasures are ours alone.'

Score this in the third end phase if there are no enemy fighters in your territory.



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Supremacy

Only by restoring the Faneway mirror can one hope to escape Shadespire. Only the bold can achieve such a task.

Score this in an end phase if you hold three or more objectives.



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Supremacy

Only by restoring the Faneway mirror can one hope to escape Shadespire. Only the bold can achieve such a task.

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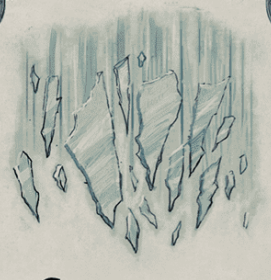

Shardfall

Even the best laid plans can fall to ruin.

Place a Shardfall token in an unoccupied hex. That hex is blocked until the end of the phase.

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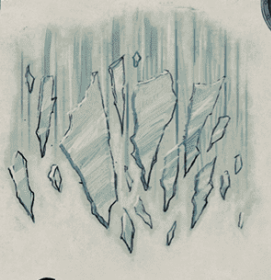

Shardfall

Even the best laid plans can fall to ruin.

Place a Shardfall token in an unoccupied hex. That hex is blocked until the end of the phase.

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Sprint

In some battles, strength is no match for speed.

Double the Move characteristic of the first friendly fighter to make a Move action in the next activation. They may not make a Charge action. Once they have moved, they cannot be activated again in this phase.

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Sprint

In some battles, strength is no match for speed.

Double the Move characteristic of the first friendly fighter to make a Move action in the next activation. They may not make a Charge action. Once they have moved, they cannot be activated again in this phase.

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Disengage

Sometimes discretion is the better part of valour.

1 2 1

Reaction: After this Attack action, if it is successful, you can push this fighter one hex.

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Disengage

Sometimes discretion is the better part of valour.

1 2 1

Reaction: After this Attack action, if it is successful, you can push this fighter one hex.

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Total Offence

Focusing all their strength into a single blow, this fighter lashes out with lethal force.

You can roll two additional attack dice when this fighter takes an Attack action, though not when this fighter takes a Charge action. If you do so, this fighter cannot be activated again this phase.

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Total Offence

Focusing all their strength into a single blow, this fighter lashes out with lethal force.

You can roll two additional attack dice when this fighter takes an Attack action, though not when this fighter takes a Charge action. If you do so, this fighter cannot be activated again this phase.

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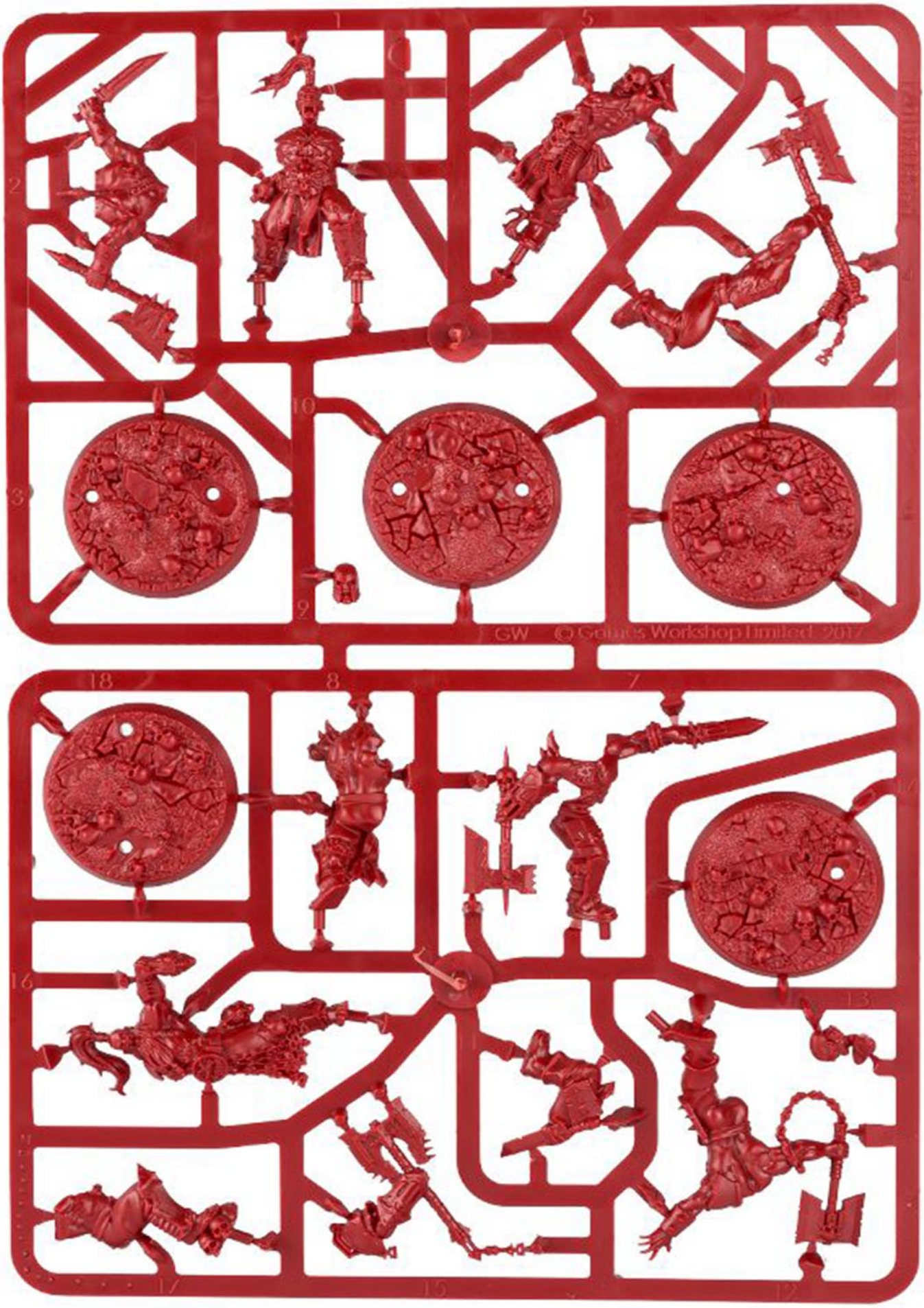
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