

WARHAMMER UNDERWORLDS NIGHTVAULT



LEARN TO PLAY

INTRODUCTION

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

OBJECTIVE OF THE GAME

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

CONTENTS

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

The box includes:

- Stormsire's Cursebreakers, consisting of 3 fighters
- The Thorns of the Briar Queen, consisting of 7 fighters
- A construction sheet
- This Learn to Play book to introduce you to the game
- The Rulebook, including all of the rules you need to play
- 10 double-sided fighter cards
- 2 double-sided game boards
- 60 power cards
- 36 objective cards
- 5 attack dice, 3 defence dice and 3 magic dice
- 9 double-sided objective tokens
- 1 scatter token
- 2 chasm tokens
- 30 wound tokens
- 46 double-sided glory point tokens
- 15 double-sided Move/Charge tokens
- 15 Guard tokens
- 8 double-sided activation tokens

STORMSIRE'S CURSEBREAKERS



Rastus the Charmed

Averon Stormsire (Leader)

Ammis Dawnguard

Miniatures require assembly and are supplied unpainted



Glory point token (unspent/spent)



Activation token



Objective token



Move/Charge token



Chasm token



Wound token



Guard token



Scatter token

ATTACK DICE



Critical success



Attack symbol – Smash



Attack symbol – Fury



Support symbols



DEFENCE DICE



Critical success



Defence symbol – Block



Defence symbol – Dodge



Support symbols



MAGIC DICE



Critical success



Magic symbol – Channel



Magic symbol – Focus

THORNS OF THE BRIAR QUEEN



Briar Queen (Leader)



Chainrasp



Chainrasp



Chainrasp



Chainrasp



The Ever-hanged (Chainrasp)



Varclav the Cruel

TUTORIAL

This tutorial will introduce you to Warhammer Underworlds and quickly take you through the basics of moving, attacking, charging and guarding with your fighters. There are other elements to the game – objectives, glory points, gambits and upgrades – that this tutorial will not cover, and some of the rules are used in a simplified form. Once you've played through this tutorial, however, you'll be well prepared to take on the game in full!

First assemble five fighters – Rastus the Charmed and Ammis Dawnguard on one side and Varclav the Cruel, the Ever-hanged and the Chainrasp with the club on the other. You'll also need their fighter cards. Then, punch out all of the tokens from the three token boards.

Once you have done that, place two game boards together as shown in the diagram on the back cover of this booklet, and place the fighters in their respective starting hexes. All you need now is an opponent and you're ready to play!

Warbands and fighters

Each player in Warhammer Underworlds controls a warband – a set of fighters such as Stormsire's Cursebreakers and the Thorns of the Briar Queen.

The fighters that make up each warband are not only represented by miniatures – they also each have a fighter card, like the one shown below, 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. When this happens, the fighter card is flipped over, revealing the fighter's Inspired characteristics and actions.

A fighter in your warband is a friendly fighter. A fighter in any other warband is an enemy fighter.

Understanding your fighter card

- 1 - Picture of your fighter's miniature
- 2 - Your fighter's name. A fighter with a crown symbol (♔) before their name is your warband's leader, and a fighter with a wand symbol (♁) before their name is a wizard. A wizard will also have a number next to their name – this is their wizard level.
- 3 - Your fighter's Attack action (or actions) with Range, Dice and Damage characteristics (see opposite).
- 4 - Your fighter's Inspire condition. When this is met, flip the card over. There is no Inspire condition on the reverse of the 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



PLAYING THE GAME

A game of Warhammer Underworlds consists of three rounds, each of which consists of an action phase where both players' fighters move around and attack, and an end phase where the players prepare for the next round.

Action Phase

In each action phase, each player takes four activations that they can use to perform a number of actions, such as moving or attacking with their fighters. They do so in turns, so one player takes an activation, then the other player takes an activation, then the first player takes their second activation, and so on. When both players have used all their activations, the action phase is over, and the end phase begins.

In this introductory game, Stormsire's Cursebreakers will take the first activation. Decide with your opponent who will control them – the other player will control the Thorns of the Briar Queen.

Activations

To take an activation, simply choose one of your fighters to make one of the following actions:

- Make a Move action – move your fighter into an adjacent hex up to a number of times equal to their Move characteristic. They cannot move into or through occupied hexes – hexes that contain other fighters. Once they have moved, place a Move token next to them.
- Make an Attack action (see right).
- Make a Charge action – move your fighter as for a Move action, then make an Attack action with them. Once you have done so, place a Charge token next to them.
- Go on Guard. If a fighter is on Guard, they are better at fending off attackers. Place a Guard token next to the fighter. If a fighter who is on Guard makes a Charge action, they are no longer on Guard.

A fighter that has a Move token cannot make a further Move action or a Charge action. A fighter that has a Charge token cannot be chosen again during the current round when taking an activation.

It can be easy to lose track of how many activations you've taken in the heat of battle! To help you keep track, each player has four activation tokens. Each time you take an activation, turn one of the tokens over. You'll turn them back over at the end of the round.



Attack Actions

Each fighter has at least one Attack action on their fighter card. All Attack actions have the following information.

- 1 - The name of the Attack action. Some Attack actions are spells, as shown by the spell symbol (⚡).
- 2 - The Range characteristic of the Attack action. You can use the Attack action against any enemy within that number of hexes.
- 3 - The Dice characteristic of the Attack action. This tells you how many attack dice to roll when making the Attack action, and the symbol (♣ or ✕) you need to roll for a success. Spell Attack actions use magic dice instead, and have different symbols you need to roll for a success (♣, Ⓢ or Ⓣ). Spell Attack actions may also have a hyphen instead of a number – for example Averon Stormsire's Fulmination – where this is the case, roll a number of magic dice equal to the Wizard's level.
- 4 - The Damage characteristic. This tells you how much damage the target fighter suffers if the Attack action is successful.

Note that some Attack actions have additional rules text, which may refer to a number of common abilities, such as Cleave and Knockback. Ignore these for this introductory game.

COMBAT

When one of your fighters makes an Attack action:

- Choose a target that is within range.
- Roll a number of attack dice equal to the Attack action's Dice characteristic (or magic dice if the Attack action is a spell) and count the number of successes you roll (pg 5).
- 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. If they are on Guard, both ♣ and ♠ symbols are successes. A ⚡ is a critical success, which is always a success (see below).
- If you rolled fewer successes than your opponent, the Attack action fails and has no effect.
- If you rolled the same number of successes as your opponent, the Attack action fails, but (as long as you rolled at least one success) your fighter can drive their target back: if you want to, push that fighter one hex so that they are further away from your fighter.
- If you rolled more successes than your opponent, the Attack action is successful and 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. Your fighter can also drive them back as described above if you want.

CRITICAL SUCCESSES

In addition to counting as a success, critical successes (⚡ symbols) 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 ⚡ than the target, then the Attack action is successful, regardless of the number of successes rolled by the other player.

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

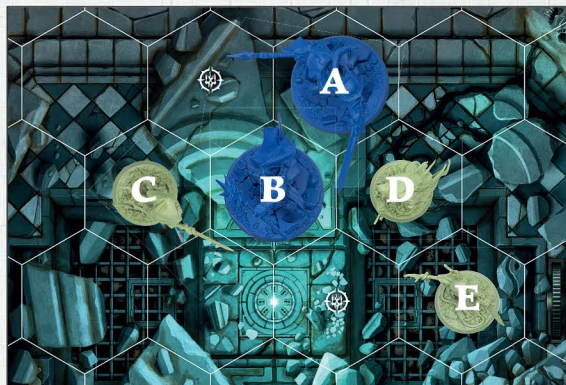
If both players roll the same number of ⚡, the success or failure of the Attack action depends on the total number of successes rolled by both players, as described above.

Support

If you have more fighters in a combat than your opponent, your fighters have an advantage:

- 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.

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 Rastus (A) was attacking Varclav (D), Ammis (B) would support the attack and neither the Chainrasp (C) nor the Ever-hanged (E) are in a position to support Varclav, as they are not adjacent to Rastus. This would give Rastus one more supporting fighter than his target, so he would count rolls of ♣ as successes. If, on the other hand, Ammis was attacking Varclav, Rastus would support the attack, but the Chainrasp would support Varclav. Again, the Ever-hanged is not in a position to support Varclav. Neither fighter has more supporting fighters, so neither fighter counts rolls of ♣ as successes.

Out of action

Once a fighter has a number of wound tokens on their fighter card equal to or greater than their Wounds characteristic, they are taken out of action. Remove them and their tokens from the battlefield.

END PHASE

In the end phase, remove all Move, Charge and Guard tokens from the battlefield. The next round then begins, and Stormsire's Cursebreakers take the first activation again.

VICTORY

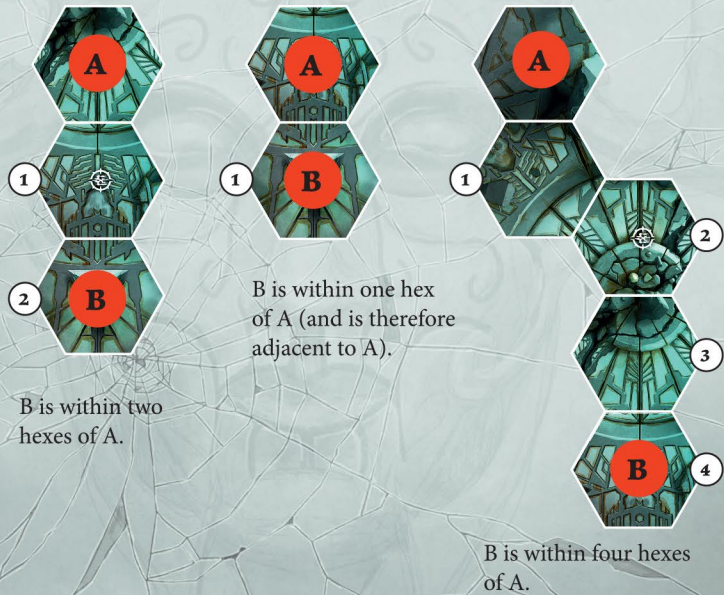
When one player's fighters have all been taken out of action, the game is over – the other player has won!

WHAT NEXT?

If you feel like you're still getting the hang of it, have another go at this introductory game – you could perhaps swap sides to experience playing with the other warband. Otherwise, you're ready to tackle the Rulebook, which covers the rules you've used here in greater detail, and introduces you to power cards and objectives that let you customise your warband and your strategy. The Mirrored City awaits!

COUNTING DISTANCES

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



THE BATTLEFIELD

For your introductory game you should set up the battlefield as shown here. The battlefield is made of two game boards placed adjacent to one another. It is divided into hexes, which are used to determine the position of 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 – noted in this diagram with red circles – are not part of the game: fighters cannot be moved into them, nothing can be placed in them, and so on.

