

WARHAMMER UNDERWORLDS BEASTGRAVE

GRAND AVATARS

Grand Avatars is an alternative way to play Warhammer Underworlds: Beastgrave that is designed with Narrative Play in mind. In games of Grand Avatars, divine manifestations observe the battlefield, empowering their chosen champions in a battle of proxies. Warriors from different warbands will band together, united by the desire to slay the foes of their chosen deity or cause. Fighters will find themselves strengthened by the power of these manifestations, and may experience miraculous escapes or moments of divine guidance as they battle to destroy their rivals. The stakes of the conflict are higher than ever, as the destruction of an avatar may have dire consequences for the factions aligned with it.

OBJECTIVE OF THE GAME

The aim of the game is to have the last surviving Grand Avatar.

HOW TO PLAY

You need a copy of Warhammer Underworlds: Beastgrave to play Grand Avatars. Grand Avatars uses all of the Beastgrave rules with the additional rules presented here. If a rule in Grand Avatars contradicts a rule in Warhammer Underworlds: Beastgrave, the rule in Grand Avatars takes precedence.

Grand Alliances

Before each game of Grand Avatars, each player must choose one Grand Alliance from the following: Order, Chaos, Death, Destruction.

Combined Warbands

Once a player has chosen a Grand Alliance, they pick a warband of fighters following the rules below.

1. Your warband can only include fighters from that Grand Alliance.
2. The fighters you include must have a total value of 9 power or less (see the next page).
3. You can only include each fighter once, with the exception of Chainrasps and Petitioners which have their own limits.
4. Your warband must include one, and only one, leader.
5. Your warband must include at least 3 fighters and can include no more than 7 fighters.
6. Your warband must include fighters from at least two warbands.

Deckbuilding

Players build decks as normal, and can include cards that have the same warband symbol as any of the fighters included in their warband, or the universal symbol.

Restrictions

All power cards with a warband symbol are considered to be restricted to fighters from that warband. This means that, for example, an upgrade with the Mollog's Mob warband symbol could only be given to a fighter from the Mollog's Mob warband, and a gambit with the Skaeth's Wild Hunt symbol could only be played while a fighter from Skaeth's Wild Hunt is on the battlefield.

Allied fighters

When a card other than a universal card refers to friendly fighters, it only refers to fighters with the same warband symbol displayed on that card. Other fighters in your warband are considered to be allied fighters for the purposes of that card. Allied fighters are neither friendly fighters nor enemy fighters. This means that you will need to consider carefully which warband cards you include in your decks, as some power cards will have a more limited effect and some objective cards will be harder to score.



ORDER	Power	CHAOS	Power	DEATH	Power	DESTRUCTION	Power
☙ Morgwaeth the Bloodied	3	☙ Fecula Flyblown	3	☙ Duke Crakmarrow	3	☙ Morgok	4
Kyrae	2	Ghulgoch	3	Gristlewel	2	Ards skull	4
Khamyss	1	Sepsimus	3	The Duke's Harriers	2	Thugg	4
Kyrssa	1	☙ Theddra Skull-scryer	2	Valreek the Tracker	2	☙ Hrothgorn Mantrapper	6
Lethyr	1	Grundann Blood-Eye	2	Master Talon	1	Thrafnir	2
☙ Gwynne Ironsoul	3	Shond Head-Claimer	2	Night's Herald	1	Luggit and Thwak	1
Brodus Blightbane	3	Jagathra	1	Royal Butcher	1	Bushwakka	1
Tavian of Sarnassus	3	Oлло	1	☙ Lady Harrow	3	Quiv	1
☙ Skaeth the Huntsman	3	Grawl	1	The Anguished One	2	☙ Rippa Narkbad	3
Althaen	2	☙ Vortemis the All-seeing/Blue Horror/ Brimstone Horrors*	5	Widow Caitha	2	Mean-eye	3
Karthaen	2	K'charik	2	The Screaming Maiden	1	Stabbit	3
Sheoch	2	Narvia	1	☙ Briar Queen	4	☙ Mollog the Mighty	7
Lighaen	1	Turosh	1	Varclav the Cruel	3	Bat Squig	1
☙ Bjorgen Thundrik	3	☙ Magore Redhand	3	The Ever-hanged	2	Spiteshroom	1
Dead-Eye Lund	3	Riptooth	3	Chainrasp (max 4)	1	Stalagsquig	1
Khazgan Drakskewer	2	Ghartok Flayskull	2	☙ The Sepulchral Warden	3	☙ Zarbag	2
Enrik Ironhail	1	Zharkus the Bloodsighted	2	The Champion	2	Drizgit da Squig Herder	2
Garodd Alensen	1	☙ Skritch Spiteclaw	3	The Harvester	2	Bonekrakka	1
☙ Ylthari	2	Krrk the Almost-trusted	2	The Prince of Dust	2	Gobbaluk	1
Gallanghann of the Glade	3	Festering Skaven	1	Petitioner (max 3)	1	Snirk Sourtongue	2
Ahnsleine, Revenant Archer	2	Hungering Skaven	1			Dibbz	1
Skhathael	2	Lurking Skaven	1			Prog da Netter	1
☙ Averon Stormsire	3	☙ Garrek Gorebeard	3			Redkap	1
Ammis Dawnguard	3	Blooded Saek	2			Stikkit	1
Rastus the Charmed	3	Karsus the Chained	2			☙ Gurzag Ironskull	4
☙ Sanson Farstrider	3	Arnulf	1			Bonekutta	3
Elias Swiftblade	3	Targor	1			Basha	2
Almeric Eagle-Eye	3	☙ Grashrak Fellhoof	3			Hakka	2
☙ Fjul-Grimnir	3	Draknar	3				
Tefk Flamebearer	2	Murghoth	2				
Vol Orrukbane	2	Korsh 'the Sneak'	1				
Mad Maegrim	2	Ushkor	1				
☙ Severin Steelheart	3	Gnarl	1				
Angharad Brightshield	3						
Obryn the Bold	3						

* Vortemis the All-seeing, the Blue Horror and the Brimstone Horrors must be picked together. They are considered to be two fighters when considering the total number of fighters in your warband.

GRAND AVATAR

Each player has a Grand Avatar card that matches their Grand Alliance. For example, a player who chooses the Order Grand Alliance has the Grand Avatar of Order. Each player places their Grand Avatar card face up in front of them during the Choose Your Warbands step at the start of the game.

A Grand Avatar card does not represent a fighter: instead it represents the manifestation of the Grand Avatar that is protecting and empowering your warband. It has no miniature.

Each Grand Avatar card has a Wounds characteristic and a number of abilities. These abilities explain how and when they can be used by the player with that card. When an ability is used 'in place of playing a power card', this means that when it is a player's turn in the power step to play a power card, they can instead use that ability.

Until a Grand Avatar is taken out of action, they are referred to as a surviving Grand Avatar.

Disrupted

- Each time a friendly fighter is taken out of action, deal 1 damage to your Grand Avatar.
- At the start of the end phase, for each enemy fighter that is holding an objective in your territory, deal 1 damage to your Grand Avatar.
- Each time an objective token is flipped or removed from the battlefield, and that objective token was in your territory, deal 1 damage to your Grand Avatar. If it was in no one's territory, instead deal 1 damage to each Grand Avatar.

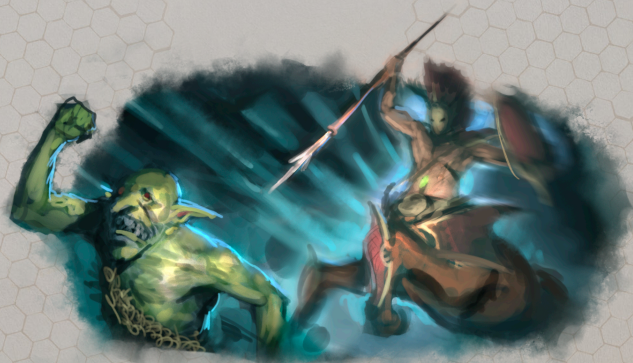
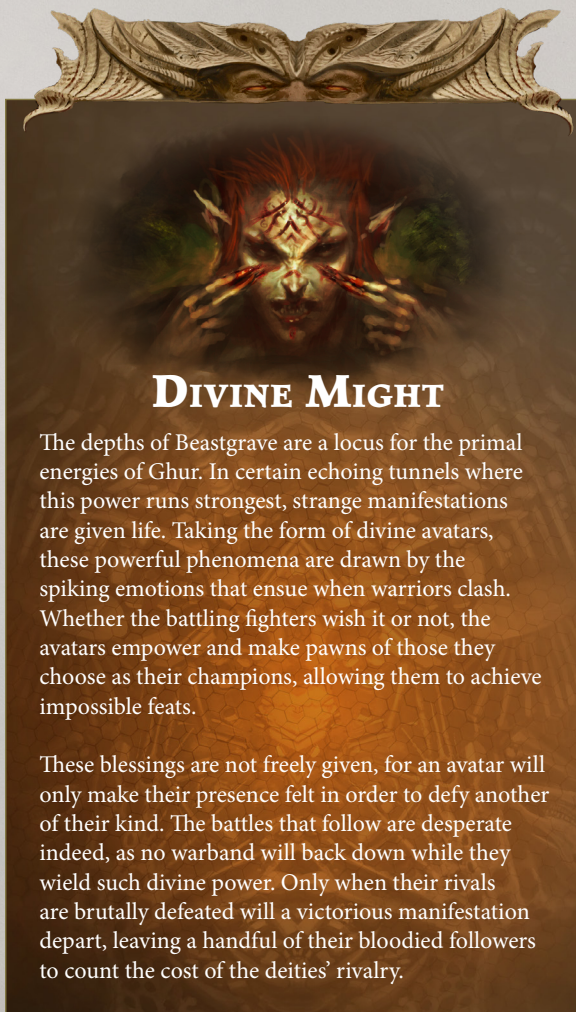
When a Grand Avatar card has a number of wound tokens that is equal to or greater than its Wounds characteristic, that Grand Avatar is taken out of action.

Banished

When a player's Grand Avatar is taken out of action, that player's fighters are immediately removed from the battlefield and that player plays no further part in the game. If, once this has happened, there is only one surviving Grand Avatar or no surviving Grand Avatars, the game ends.

VICTORY

If, when the game ends, there is only one surviving Grand Avatar, that Grand Avatar's player wins the game. Otherwise, determine the victor as for a normal game of Warhammer Underworlds: Beastgrave, with the exception that only players who have a surviving Grand Avatar are considered eligible for victory (e.g. if a player has the highest glory points total but does not have a surviving Grand Avatar, they cannot win the game). If there are no surviving Grand Avatars, the game is a stalemate – there is no victor.



GRAND AVATAR OF CHAOS

You can use the following ability once per game.

Divine Intervention (Reaction): Use this during an **Attack action** that targets a friendly fighter, before the deal damage step, or during a gambit that will **deal** damage to one or more friendly fighters. When resolving that deal damage step or that gambit, **deal** that damage to this Grand Avatar instead. Then, if you used this reaction during an **Attack action**, the combat sequence ends.

You can use each of the following abilities once per round.

Cursed Earth: Use this during the power step in place of playing a power card. **Deal** 1 damage or 3 damage to this Grand Avatar. Then pick one objective token in your territory if you **dealt** 1 damage, or one objective token in enemy territory if you **dealt** 3 damage. Pick one: flip that token or **remove** it from the battlefield.

Dark Displeasure (Reaction): Use this after an enemy fighter's successful **Attack action**. **Deal** 1 damage to this Grand Avatar. Then **deal** 2 damage to the attacker.



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GRAND AVATAR OF ORDER

You can use the following ability once per game.

Divine Intervention (Reaction): Use this during an **Attack action** that targets a friendly fighter, before the deal damage step, or during a gambit that will **deal** damage to one or more friendly fighters. When resolving that deal damage step or that gambit, **deal** that damage to this Grand Avatar instead. Then, if you used this reaction during an **Attack action**, the combat sequence ends.

You can use each of the following abilities once per round.

Watchful Guardian: Use this during the power step in place of playing a power card. **Deal** 1 damage to this Grand Avatar. Then **choose** one friendly fighter. **Push** the chosen fighter up to 1 hex and **give** that fighter one Guard token.

Guided Strike (Reaction): Use this during a friendly fighter's **Attack action**, after the attack roll. **Deal** 2 damage to this Grand Avatar. You can then **re-roll** any number of dice in that attack roll.



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GRAND AVATAR OF DESTRUCTION

You can use the following ability once per game.

Divine Intervention (Reaction): Use this during an **Attack action** that targets a friendly fighter, before the deal damage step, or during a gambit that will **deal** damage to one or more friendly fighters. When resolving that deal damage step or that gambit, **deal** that damage to this Grand Avatar instead. Then, if you used this reaction during an **Attack action**, the combat sequence ends.

You can use each of the following abilities once per round.

Drums of War: Use this during the power step in place of playing a power card. **Deal** 3 damage to this Grand Avatar. Then **choose** one friendly fighter. The chosen fighter makes a **Charge action**.

Driven to Destruction: Use this during the power step in place of playing a power card. **Deal** 1 damage to this Grand Avatar. Then **choose** one or more friendly fighters. **Deal** 1 damage to each chosen fighter, then **push** each chosen fighter 1 hex.



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GRAND AVATAR OF DEATH

You can use each of the following abilities once per game.

Divine Intervention (Reaction): Use this during an **Attack action** that targets a friendly fighter, before the deal damage step, or during a gambit that will **deal** damage to one or more friendly fighters. When resolving that deal damage step or that gambit, **deal** that damage to this Grand Avatar instead. Then, if you used this reaction during an **Attack action**, the combat sequence ends.

Eternal Servitude: Use this during the power step in place of playing a power card. **Deal** 4 damage to this Grand Avatar. Then **choose** one friendly fighter that is out of action. **Place** the chosen fighter in a **starting** hex in your territory.

You can use the following ability once per round.

Irresistible Command: Use this during the power step in place of playing a power card. **Deal** 1 damage to this Grand Avatar. Then **choose** one enemy fighter. **Push** the chosen fighter 1 hex.



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