



RIVALS FORMAT RULES

Rivals is a format that exclusively features Rivals decks. A warband's Rivals deck is a deck made from cards that only feature that warband's symbol, which means if you have at least one warband you have everything you need to join in with this competitive format. It's great for players just getting started with organised play, and it's a good way to put the latest warband in your collection through their paces.

WARBANDS

All Warhammer Underworlds warbands that have at least 12 faction objective cards and 20 faction power cards, of which no more than half can be gambits, can be used in the Rivals format.

Where a warband does not have enough faction cards for a complete objective and/or power deck, as is the case with some older warbands, they can only be used in the Rivals format in combination with a universal Rivals deck.

DECK CONSTRUCTION

In the Rivals format, a warband must have one of the following:

- A Rivals deck that only includes cards with that warband's symbol.
- The Direchasm universal Rivals deck – Silent Menace.
- The Harrowdeep universal Rivals deck – Illusory Might.
- The Harrowdeep universal Rivals deck – Maze Breachers (published in White Dwarf 475).
- The Nethermaze universal Rivals deck – Deadly Depths.
- The Nethermaze universal Rivals deck – Vainglorious Raiders (published in White Dwarf 478).
- The Nethermaze universal Rivals deck – Patient Lurkers (published in White Dwarf 478).

If a warband has only 12 faction objectives, that warband's Rivals objective deck is not limited to six surge objective cards.

There are no Forsaken or restricted cards in the Rivals format.

BOARDS

Only the following game boards may be used in the Rivals format:

- The Inevitable Morass
- The Tortured Coil
- Oblivion's Pillars
- The Abyssal Depths
- Ultimatum Engines
- Profane Larder
- Hives of Sacrifice
- Pool of Fangs
- Bonefields
- Soul Refractor
- The Cursed Oubliette
- Chamber of Genesis
- Hall of Sublimation
- Ambertrap Nest
- Menhirs of Binding
- Bloodtrap Hive
- Shyishian Stardial
- The Mirror Well

BEST OF THREE GAMES

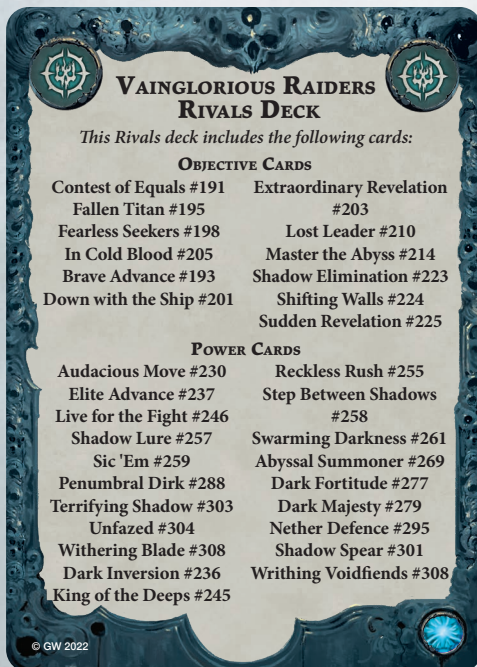
In the best of three format, players cannot use the same side of a game board more than once in each match in an event – this means they must bring and use a minimum of two different game boards in total (giving them a choice of four game board sides). A player could, for example, use the Bonefields in their first game, the Bloodtrap Hive in their second game (which is on the reverse of the Bonefields board) and the Chamber of Genesis in their third game.

In addition, in the second game of a best of three match, do not roll off in step 2 of set up (the Place the Boards step). Instead, whichever player lost the roll-off in the first game is assumed to have won the roll-off in the second game. If the match is not decided after the second game, roll off as normal in this step in the third game.

DECK LISTS

These reference cards list the cards included in six Rivals decks: Silent Menace, Illusory Might, Maze Breachers, Deadly Depths, Vainglorious Raiders and Patient Lurkers.

- The cards for the Silent Menace, Illusory Might and Deadly Depths Rivals decks are pre-built and ready to use out of the box.
- The Maze Breachers Rivals deck is built using cards from the Harrowdeep core set and the Blackpowder's Buccaneers expansion.
- The Vainglorious Raiders Rivals deck is built using cards from the Harrowdeep core set and the Nethermaze core set.
- The Patient Lurkers Rivals deck is built using cards from the Harrowdeep core set, the Nethermaze core set, the Blackpowder's Buccaneers expansion, the Illusory Might Rivals deck and the Exiled Dead expansion.



**VAINGLORIOUS RAIDERS
RIVALS DECK**

This Rivals deck includes the following cards:

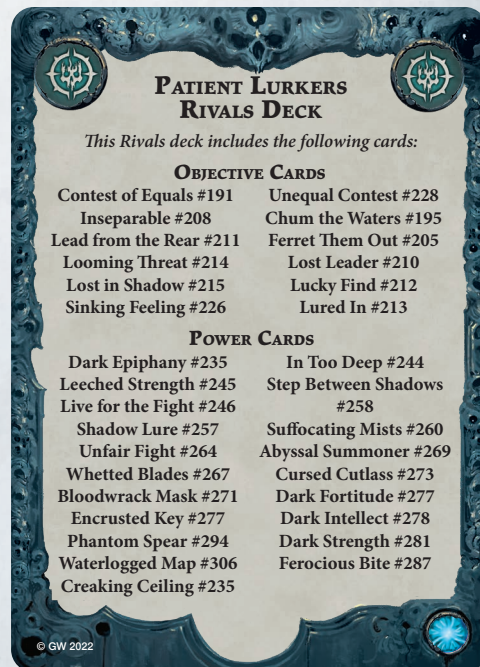
OBJECTIVE CARDS

Contest of Equals #191	Extraordinary Revelation #203
Fallen Titan #195	
Fearless Seekers #198	Lost Leader #210
In Cold Blood #205	Master the Abyss #214
Brave Advance #193	Shadow Elimination #223
Down with the Ship #201	Shifting Walls #224
	Sudden Revelation #225

POWER CARDS

Audacious Move #230	Reckless Rush #255
Elite Advance #237	Step Between Shadows #258
Live for the Fight #246	
Shadow Lure #257	Swarming Darkness #261
Sic 'Em #259	Abyssal Summoner #269
Penumbral Dirk #288	Dark Fortitude #277
Terrifying Shadow #303	Dark Majesty #279
Unfazed #304	Nether Defence #295
Withering Blade #308	Shadow Spear #301
Dark Inversion #236	Writhing Voidfiends #308
King of the Depths #245	

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**PATIENT LURKERS
RIVALS DECK**

This Rivals deck includes the following cards:

OBJECTIVE CARDS

Contest of Equals #191	Unequal Contest #228
Inseparable #208	Chum the Waters #195
Lead from the Rear #211	Ferret Them Out #205
Looming Threat #214	Lost Leader #210
Lost in Shadow #215	Lucky Find #212
Sinking Feeling #226	Lured In #213

POWER CARDS

Dark Epiphany #235	In Too Deep #244
Leeched Strength #245	Step Between Shadows #258
Live for the Fight #246	
Shadow Lure #257	Suffocating Mists #260
Unfair Fight #264	Abyssal Summoner #269
Whetted Blades #267	Cursed Cutlass #273
Bloodwrack Mask #271	Dark Fortitude #277
Encrusted Key #277	Dark Intellect #278
Phantom Spear #294	Dark Strength #281
Waterlogged Map #306	Ferocious Bite #287
Creaking Ceiling #235	

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MAZE BREACHERS RIVALS DECK

This Rivals deck includes the following cards:

OBJECTIVE CARDS

Contest of Equals #191	Last Stand #209
Fearless Seekers #198	Looming Threat #214
Find a Path #199	Make a Path #216
Going in for the Kill #200	Out for the Count #218
In Cold Blood #205	Reckless Swing #220
Inseparable #208	Unequal Contest #228

POWER CARDS

Brave Companion #231	Blunt Force Master #272
Elite Advance #237	Darkening Stone #276
Flitting Shadow #238	Heroic End #280
Illusory Maze #243	Master of Shadows #286
Live for the Fight #246	Penumbral Dirk #288
Rising Water #255	Searing Ink #296
Shadow Balm #256	Shadow Keeper #299
Too Close #262	Unfazed #304
Unfair Fight #264	Waterlogged Map #306
Whetted Blades #267	Withering Blade #308

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ILLUSORY MIGHT RIVALS DECK

This ready-to-play Rivals deck includes the following cards:

OBJECTIVE CARDS

Descending Tide #193	Lengthening Shadows #212
False Apotheosis #196	Masters of Illusion #217
Horrors in the Dark #201	Out of Time #219
Illusory Nemesis #202	Shadow Match #224
Illusory Prominence #203	Shock Troops #225
Illusory Titan #204	Trace the Leylines #227

POWER CARDS

Cover of Darkness #233	Bloodwrack Mask #271
Dark Determination #234	Ephemeral Fortitude #278
Deafening Clangour #236	False Presence #279
Illusory Find #242	Illusory Form #281
Phantom Advance #249	Phantom Darts #290
Phantom Denial #250	Phantom Fists #292
Phantom Retrieval #251	Phantom Shield #293
Shady Bargain #258	Phantom Spear #294
Siphoned Vigour #260	Shadow Mover #300
Transfer of Power #263	Weapons Master #307

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SILENT MENACE RIVALS DECK

This ready-to-play Rivals deck includes the following cards:

OBJECTIVE CARDS

Advancing Swarm #258	Killing Strike #288
Brutal Attrition #265	Martial Adept #294
Cold-blooded Killers #268	Orchestrated Kill #300
Demolish the Opposition #269	Promise of Destruction #311
Forbidding Strike #277	Stinging Strike #323
Impending Doom #285	Untouchable Swarm #337

POWER CARDS

Acidic Strike #342	Augmented Limbs #425
Hidden Sting #367	Chitin Scimitar #430
Hypnotic Buzz #377	Chitin Spear #431
Maddening Drone #385	Collector #432
Membranous Wings #388	Extruded Snare #440
Spiritcomb #407	Regenerative Cycle #472
Strength of the Swarm #410	Savage Soldier #476
Swarming Advance #412	Silent Armour #481
Swarming Strike #413	Silent Ring #484
Symbiote's Call #414	Swift Soldier #496

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DEADLY DEPTHS RIVALS DECK

This ready-to-play Rivals deck includes the following cards:

OBJECTIVE CARDS

A War in the Shadows #189	Duskbringers #202
Blood in the Depths #191	Looting the Remains #209
Call of the Dark #194	Lost Together #211
Crushing Them Wholesale #198	Plumbing the Depths #218
Dark Judgement #199	Purging the Abyss #220
Desperate Triumph #200	Surging Darkness #226

POWER CARDS

A Hungry Darkness #229	Cursed Boarding Axe #271
Amphibious Ambush #230	Darkwater Anchor #282
Blazing Light #232	Dredge Line #285
Knives in the Dark #246	Gallows Humour #288
Murderous Tides #247	Lurking Horror #292
Seeking the Deep Truths #256	Marked by the Dark #293
Shadowed Refuge #257	Mask of Shadows #294
The Walls Are Closing In #264	Tantalising Map Fragment #304
Waist Deep #266	The Life Line #306
We Must Go Deeper #267	Umbral Stigmata #307

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