CHAMPIONSHIP FORMAT RULES

In Championship players construct their power and objective decks using cards from the current and previous seasons of Warhammer Underworlds. To create the most balanced competitive experience, Championship uses Forsaken and restricted card lists. The card pool and the available boards in Championship are constantly evolving as new products are released, making it both a fun and challenging way to play Warhammer Underworlds.

WARBANDS

All previously released Warhammer Underworlds warbands and their faction cards are allowed.

DECK CONSTRUCTION

Only universal cards with the following set icons are allowed:

- **Harrowdeep**
- **Direchasm**
- **Direchasm – Arena Mortis**
- **Warhammer Underworlds: Essentials Card Pack**

However, universal cards from previous sets (i.e. sets not listed above) that have been reprinted in the above sets are considered legal, but are assumed to have the wording of the most recent version printed.

A maximum of three restricted cards can be included across a player's objective and power decks (see below).

No Forsaken cards are allowed (see below).

ALLIANCE

Alliance is a variant of the Championship format where teams of players compete together, aiming to win together as a team.

Alliance format games use all of the rules in this document, with the following addition.

Across a team's decks, each power and objective card may only be chosen once; there can be no duplicates.

BOARDS AND PLACEMENT

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

- 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.

ERRATA AND DESIGNER'S COMMENTARIES

In Championship format, players are expected to be aware of and adhere to the most recent errata and designer's commentaries presented at warhammer-community.com/faqs

FORSAKEN AND RESTRICTED CARDS

Cards are added to the Forsaken or restricted lists below to improve the experience of playing Warhammer Underworlds competitively. When a card is too prevalent, too powerful or has too great an effect on the 'meta', it will be added to the appropriate list. When changes are made to this list, any changes from the previous version will be highlighted in magenta. This list was last updated in January 2022.

FORSAKEN CARDS

The following cards are Forsaken. They cannot be included in any deck used in a Championship format event.

POWER CARDS

Ferocious Resistance (Direchasm #363)

RESTRICTED CARDS

The following cards are restricted. You cannot include more than three restricted cards across your objective and power decks in a Championship event.

For example, you could include one objective from the restricted list in your objective deck, one gambit from the restricted list in your power deck, and one upgrade from the restricted list in your power deck. Once you have done that, you cannot add another restricted card to either deck – you have three restricted cards in total, which is the maximum.

You must clearly identify restricted cards on the deck list that you submit at registration in an official Warhammer Underworlds tournament.

ALLIANCE

At an Alliance event, each player can include up to three restricted cards across their objective and power decks.

OBJECTIVE CARDS

Contest of Equals (Harrowdeep #191)
Everything to Prove (Direchasm #273)
Scant Resources (Direchasm #316)
Surge of Aggression (Direchasm #326)
Underdog (Direchasm #336)

POWER CARDS

Augmented Limbs (Direchasm #425)
Daylight Robbery (Essential Cards Pack #25)
Duel of Wits (Essential Cards Pack #27)
Haughty Resistance (Direchasm #449)
Partial Resurrection (Harrowdeep #165)
Proud Runner (Direchasm #469)
Punching Up (Direchasm #398)
Savage Soldier (Direchasm #476)
Savage Visage (Direchasm #479)
Scavenged Armour (Direchasm #480)
Slickrock (Direchasm #405)

STARBLOOD STALKERS

Astromatrix Alignment (Direchasm #97)

DREPUR'S WRAITHCREEPERS

Bitter Strength (Starter Set #55)
Pall of Fear (Starter Set #62)

LADY HARROW'S MOURNFLIGHT

Fleeting Memories (Champions of Dreadfane #36)
One Will (Champions of Dreadfane #42)

THE GRYMWATCH

In the Name of the King (Beastgrave #71)
Shifting Madness (Beastgrave #76)

RIPPA'S SNARLFANGS

Bonded (Beastgrave #119)
Cruel Hunters (Beastgrave #100)

HROTHGORN'S MANTRAPPERS

Arm of the Everwinter (Beastgrave #162)
Famed Hunter (Beastgrave #184)
Unexpected Cunning (Beastgrave #172)

MORGOK'S KRUSHAS

Got it Boss (Beastgrave #230)
Berserk Fortitude (Beastgrave #237)
Inured to Pain (Beastgrave #251)

THORNS OF THE BRIAR QUEEN

Treacherous Foe (Nightvault #37)
Howling Vortex (Nightvault #42)
Sudden Appearance (Nightvault #47)

MOLLOG'S MOB

Foul Temper (Nightvault #224)

ZARBAG'S GITZ

Infestation (Nightvault #91)

SEPULCHRAL GUARD

Claim the City (Shadespire #60)

SPITECLAW'S SWARM

Black Hunger (Shadespire #165)
Expendable (Shadespire #167)