



WARHAMMER UNDERWORLDS: NEMESIS FORMAT RULES

Nemesis is a format that combines the accessibility of Rivals with the customisation of Relic. In Nemesis, you choose a warband and a universal Rivals deck. Using your warband's Rivals deck and the universal deck you chose, you build a deck with your own strategy and tactics then put it through its paces on the battlefields of Warhammer Underworlds.

WARBANDS

All Warhammer Underworlds warbands and their Rivals decks can be used in the Nemesis format.

DECK-BUILDING

The deck-building rules for Nemesis are as follow:

- Pick one warband and take the set of cards that have the same warband symbol as your warband's fighter cards. In most cases this will be that warband's Rivals deck. Regardless, in these rules those cards will be referred to as that warband's Rivals deck.
- Pick one other Rivals deck from the following:
 - **Illusory Might**  (*Harrowdeep universal Rivals deck*)
 - **Deadly Depths**  (*Nethermaze universal Rivals deck*)
 - **Tooth and Claw**  (*Gnarlwood universal Rivals deck*)
 - **Daring Delvers**  (*Gnarlwood universal Rivals deck*)
- Choose 12 or more objective cards from your warband's Rivals deck and the other Rivals deck you picked. No more than 6 of those cards can be surge objectives. This is your objective deck.
- Choose 20 or more power cards from your warband's Rivals deck and the other Rivals deck you picked. No more than half of these cards can be gambits. This is your power deck.

BOARDS

The following game boards may be used in the Nemesis format:

Starter Set boards (Soul Refractor, The Cursed Oubliette, Shyishian Stardial, The Mirror Well)

Harrowdeep boards (Ultimatum Engine, Profane Larder, Chamber of Genesis, Hall of Sublimation)

Nethermaze boards (The Inevitable Morass, The Tortured Coil, Oblivion's Pillars, The Abyssal Depths)

Gnarlwood boards (The Mistmarsh Tangle, The Stricken Swamp, Visceral Coil, Moltscape)

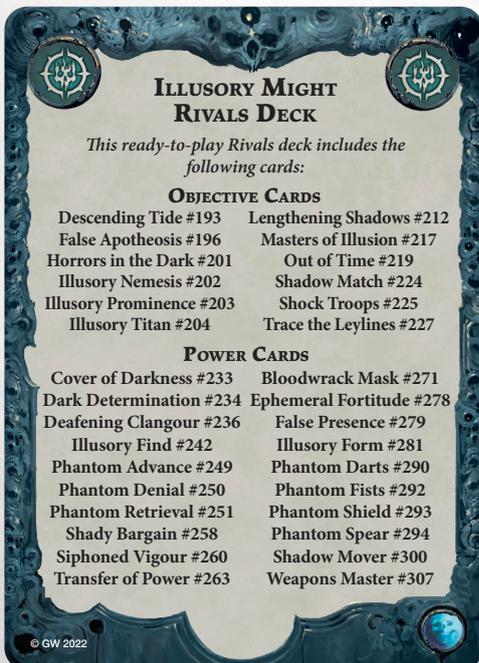
BEST OF THREE GAMES

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 Mistmarsh Tangle in their first game, Visceral Coil in their second game (which is on the reverse of the Mistmarsh Tangle) and Moltscape 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 two Rivals decks: Illusory Might and Deadly Depths. These decks are pre-built and ready to use out of the box.



**ILLUSORY MIGHT
RIVALS DECK**

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

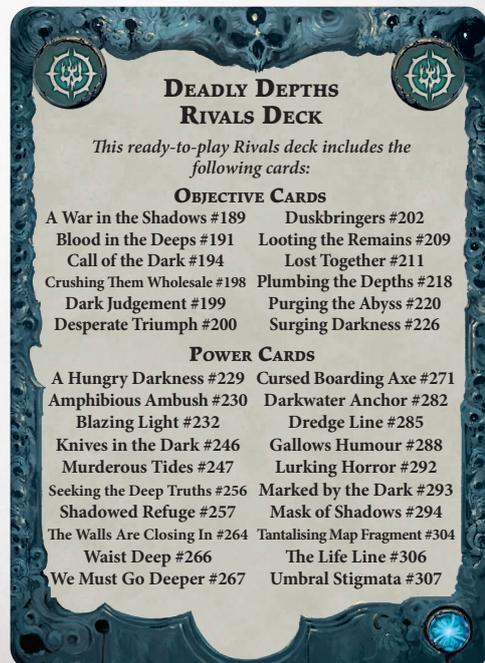
OBJECTIVE CARDS

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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**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