



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

Rules for Nemesis deck-building can be found in the Warhammer Underworlds: Wyrdhollow rulebook on page 17. The following rules are in addition to those rules.

- The universal Rivals deck you pick must be from the following seasons: Harrowdeep, Nethermaze, Gnarlwood or Wyrdhollow. A Rivals deck's season can be found on its box.
- The Farstriders and the Sepulchral Guard now have pre-constructed Rivals decks for use in Nemesis deck-building. These are available in the most recent Warhammer Underworlds Starter Set (2023). Other faction cards available to these warbands are not valid in this format.

BOARDS

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

Starter Set (2023) boards (Soul Refractor, The Cursed Oubliette, Katophrane's Reliquary, The Shattered Tower)

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)

Wyrdhollow Boards (The Seamsplit Folly, A Root-hall Bleed, A Fleshwrite Vortex, The Tendon Hollows)

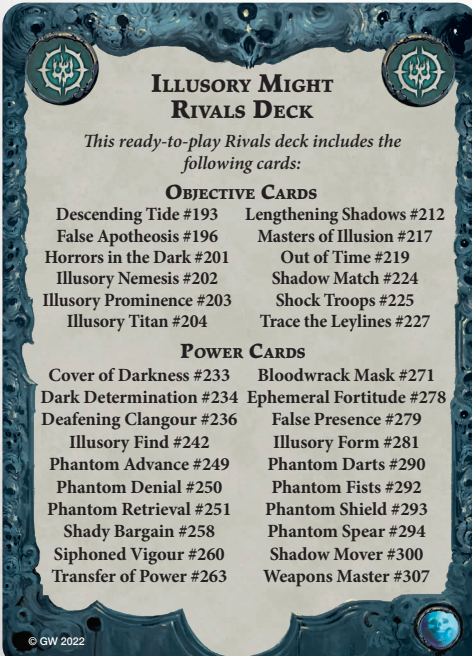
BEST OF THREE GAMES

If you're playing best of three games, play up to three games of Warhammer Underworlds to decide the winner of the match.

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



**ILLUSORY MIGHT
RIVALS DECK**

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

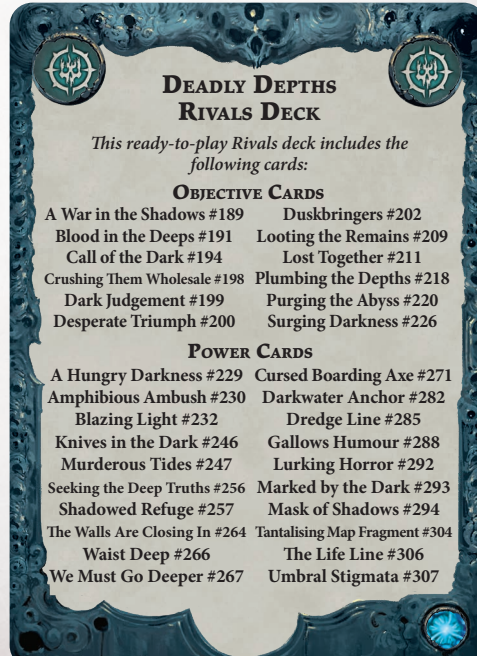
OBJECTIVE CARDS

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 Deepes #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