



# WARHAMMER UNDERWORLDS: 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, accessible format. The format is regularly updated with new warbands and new universal Rivals decks – decks that can be used by any warband.

## 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 with a universal Rivals deck.

## DECK-BUILDING

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

- A Rivals deck that only includes cards with that warband's symbol
- A universal Rivals deck from the Harrowdeep, Nethermaze, Gnarlwood or Wyrdhollow seasons. (A Rivals deck's season can be found on its box).

## BOARDS

The following game boards may be used in the Rivals 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, Moltscap)

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

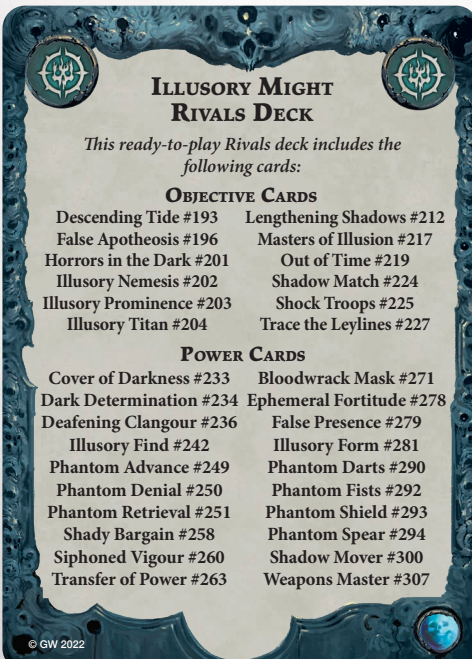
## BEST OF THREE GAMES

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

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 Moltscap 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:*

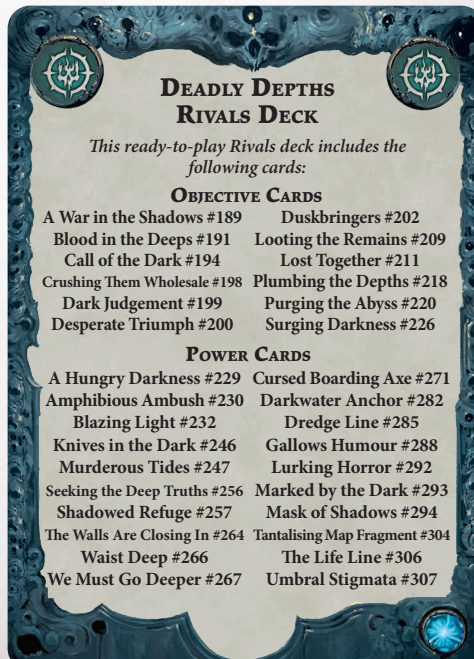
**OBJECTIVE CARDS**

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 Deeps #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