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Game: **WARHAMMER UNDERWORLDS: NIGHTVAULT**

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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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WARHAMMER UNDERWORLDS NIGHTVAULT

SETUP

Players choose their **warbands** and take their **fighter cards**, **objective deck** and **power deck**.

Your power deck must consist of at least 20 power cards and any number of additional power cards. No more than half of your power cards can be gambit cards.

Your objective deck must consist of exactly 12 cards. Neither deck can include more than 1 card with the same name, and you can only include cards that have the same warband symbol as your fighter cards or the universal symbol.

Players roll off. Each player takes any combination of 4 attack or defence dice and rolls them. The player who rolls the highest number of ⚅ results wins. On a tie, the one who rolled the greatest number of ◐ symbols among the tied players wins. On a further tie, the one who rolled the greatest number of ◎ symbols among the tied players wins. On a further tie, the tied players re-roll.

Create the battlefield. The player who lost the roll off chooses a board and a side of the board. The player who won then chooses a board and a side, and places both boards so the hex grid matches up, and there are at least 3 hexes completed long edge to long edge or 2 hexes completed short edge to short edge.

Place objective tokens. Take the objective tokens numbered 1-5 for a 2 player game. Shuffle them facedown. Whoever chose the first board takes a token and places it, without looking at the other side, facedown on any complete hex on the battlefield (other than a starting hex, a blocked hex, a lethal hex, or an edge hex).

Players then take it in turns to place the remaining objective tokens. None can be placed within 2 hexes of another. The final token, and any other token that cannot be placed due to these restrictions, can be placed on an edge hex.

Then turn all the objective tokens to reveal their numbered sides.

Draw cards. Each player shuffles their objective and power decks separately and places them facedown, then draws 3 objective cards and 5 power cards. These are kept secret from your opponent. You can have any number of power cards in hand, but a **maximum of 3 objective cards**. If a deck becomes empty you can no longer draw cards from that deck.

If you don't like your initial hand of a type, you may discard all cards of that type and draw a new hand. Discarded cards can no longer be used this game.

Place fighters. Player roll off again. The winner chooses which player places a fighter first. That player places one of their fighters on one of the **starting hexes** (white symbol) in their territory. Players then take turns placing fighters until all are placed. A fighter may never be placed in a hex containing another fighter.

BASICS

A fighter in your warband is a **friendly** fighter; a fighter in any other warband is an **enemy** fighter.

Each warband has a **leader**, identified by ♛ on their fighter card. **Wizards** are identified by ✦ (the number next to this is their wizard level).

If a fighter's **inspire** condition is met, the fighter immediately becomes **inspired** for the rest of the game. Flip the fighter's card over and use their inspired characteristics and actions.

GAME SEQUENCE

Each game lasts for 3 **rounds**, and each round consists of an **action phase** and an **end phase**. After each activation, all players may play power cards in the **power step**.

ACTION PHASE

Players roll off: In the first round the player who finished placing their warband first adds 1 ⚅ to their roll. The winner decides which player is first to take an activation in that action phase.

Players take it in turns to take an activation. **Each player has 4 activations**. Each time you take an activation, turn 1 of your activation tokens over. Turn them all back over at the end of the round.

You may use an activation to activate a fighter to make an action: **move**, **attack**, **charge**, **go on guard** or **make an action printed on a fighter card or upgrade**.

You may use an activation to make a **player action**: **draw a power card**, **discard an objective card then draw an objective card** or **pass** (do nothing).

After you have taken an activation there is a power step where both players can play power cards, then play passes to the other player. When both players have used all their activations, the action phase is over.

MOVE ACTIONS

The fighter can move in any direction into an adjacent hex a number of times equal to its **MOVE** characteristic, and must end the move in a different hex to the one they started in. They cannot move into or through occupied, blocked, or incomplete hexes.

When the move action is complete, place a **move token** next to the fighter.

A fighter with 1 or more move tokens cannot make a move action or a charge action in that action phase.

When a rule says to **push** a fighter, move it into an adjacent hex the number of times specified, in any direction each time (unless otherwise specified). The fighter cannot end up in the same hex it started in. A push is not a move action and a move token is not placed.

ATTACK ACTIONS

A fighter without an **ATTACK** action on its fighter card cannot make an attack action unless they gain one. They may gain an attack action by receiving an attack action upgrade, or sometimes when they are inspired.

Some attack actions are spells (✵), and some have additional rules and/or common abilities.

RANGE AND LINE OF SIGHT (LOS)

An attack action with a **RANGE** of 1 can only be used against adjacent fighters. One with a **RANGE** of 2 or more can be used against targets in LOS that are within that number of hexes away.

Fighters have LOS in all directions. Draw an imaginary line from the centre of the attacker's hex to the centre of the target hex. If the line goes through or touches any blocked hexes, there is no LOS. Fighters do not block LOS.

COMBAT

Follow this sequence when your fighter makes an attack:

1. **Choose 1 attack action and a target** within that attack's **RANGE**, and in LOS. You cannot make an attack action if there is no eligible target, and you may not target a friendly fighter.
2. **Roll attack dice** (or magic dice if the action is a spell) equal to the attack action's **DICE** and total the number of successes. Add successes from cards if appropriate.

   The **DICE** characteristic shows the symbol (🗡 or ✕) required for success. A ⚅ is a **critical success**, which is always a success.

   Spell attack actions use magic dice instead, with different symbols (✵, ◐ or ⚅) required for success. A ⚅ is a **critical success**, which is always a success. If a spell attack action has a hyphen instead of a number, roll a number of magic dice equal to the wizard's level.

   If you roll 2 or more ⚅ when attempting to cast a spell, the wizard takes 1 damage before you resolve the spell.
3. **Your opponent rolls defence dice** equal to the target fighter's **DEFENCE** and totals the number of successes.

   The **DEFENCE** characteristic shows the symbol (🛡 or ☾) required for success. A ⚅ is a **critical success**, which is always a success.

If you rolled fewer successes than your opponent, or if neither of you rolled any, your attack fails and has no effect.

If you rolled the same number of successes as your opponent (and at least 1 success), **your attack fails** and has no effect. **The target may be driven back.**

If you rolled more successes than your opponent, your attack is a success (or your spell is cast). Resolve the action; the target takes a number of wound tokens equal to the attack's **DAMAGE**. **The target may be driven back.**

When you roll 1 or more ⚅ and the attack action is successful, you have scored a **critical hit**. Some attack actions may have additional effects if a critical hit is scored.

CRITICAL SUCCESSES

If the attacker has more ⚅ than the target, the attack action is successful regardless of the number of successes rolled by the other player. The attack also results in a **critical hit**.

If the target has more ⚅ than the attacker, the attack action fails, and the target cannot be driven back.

If both players have the same number of ⚅, the success or failure of the attack depends on the total number of successes rolled. If the attack succeeds, it also results in a critical hit.

RE-ROLLS & MODIFIERS

Dice roll modifers are cumulative, and also apply to any re-rolls of those dice. Unless specifically stated otherwise, you cannot re-roll a re-rolled dice.

Innate symbols are added to attack rolls, defence rolls, and casting rolls. They do not stack; only one is added to a roll no matter how many innate symbols a fighter has.

DRIVEN BACK

If the target of an attack action can be driven back, the attacking player can choose to **push** the target 1 hex in any direction that takes the target further away from the attacker. A fighter is only 'driven back' if it is pushed from the hex it was standing in.

A fighter that can't be pushed (because all eligible hexes are blocked or occupied) is **trapped**: the attack is successful instead of failing (or the spell is cast) and the target suffers damage.

SUPPORT

The attacking fighter receives **support** for each other friendly fighter adjacent to the target. The target fighter receives **support** for each other friendly fighter adjacent to the attacking fighter.

If a fighter has 1 more support than the enemy, they count rolls of ◐ as successes. If a fighter has 2 or more support than the enemy, they count rolls of ◐ and ◎ as successes.

Magic dice do not have these symbols as the attacker does not benefit from support when casting spells.

OUT OF ACTION

When a fighter has wound tokens on their fighter card equal to or greater than their **WOUNDS**, they are taken **out of action**. Remove them and their tokens from the battlefield and clear all tokens from their card.

An out of action fighter plays no further part in the game unless a rule states otherwise. **The other player gains 1 glory point**. The point is gained regardless of where the damage came from.

ATTACKING MULTIPLE TARGETS If an attack action allows a fighter to target more than 1 enemy, resolve the attack against each of them separately in whatever order you choose.

CLEAVE If an attack action has **cleave**, the target cannot use rolls of 🛡 as successes, even if they are on **guard**.

KNOCKBACK If an attack action has **knockback x,** the target can be driven back a number of *additional* hexes equal to x. Any second or subsequent hex of knockback must be in the same direction as the original push, and the movement is stopped by a blocked hex. If there is more than one instance of knockback, add the numbers together.

CHARGE ACTIONS

A charge action is a single action that allows you to **make a move action with a fighter and then make an attack action with it**. You must follow all the rules for move and attack actions.

Do not place a move token; once the move and attack are complete, place a **charge token** next to the fighter.

A fighter with 1 or more charge tokens cannot be activated.

GUARD ACTIONS

Place a **guard token** next to the fighter. The fighter is **on guard** until the end of the phase.

A fighter with 1 or more guard tokens is on guard**,** and **counts both** 🛡 **and** ☾ **as successes when the target of an attack**. If a fighter on guard makes a charge action, remove the guard token.

POWER STEP

After each activation is resolved, each player in turn, starting with the player who took the activation, may play a power card or pass. Any number of power cards can be played after an activation, but once both players pass in succession, the power step ends and the next activation takes place.

Reveal the card and follow its directions (if it is a gambit) or apply the upgrade to a chosen fighter (if it is an upgrade).

GAMBIT CARDS

Gambit cards are either **ploys** or **spells**. To play a ploy, resolve the card's text and discard the card. To play a spell, you must have a friendly wizard on the battlefield. Choose a wizard to attempt to cast the spell and roll magic dice. If the spell is successfully cast, resolve the text on the card, then discard the card. If the spell fails, just discard the card.

If a card allows you to make move or attack actions, you may do so even if the fighter would normally not be able to. These additional actions do not cost an activation.

If a card refers to the 'next' event of some kind, leave the card faceup in front of you until you apply the effect, then discard it. All such cards remain in effect for the duration of the next activation, or until the end of the round, whichever comes first. Once that point is reached, unresolved faceup gambit cards are discarded without effect.

If a card 'persists', leave the card faceup in front of you until another card specifies that it is discarded.

UPGRADE CARDS

Upgrade cards give permanent boosts to your fighters. To play one, you must flip 1 of your unspent glory points over to show that it hs been spent. Then declare which fighter is receiving the upgrade and place the upgrade card next to their fighter card. The fighter has that upgrade for the rest of the game.

A fighter can be given more than 1 upgrade. A fighter cannot be given an upgrade if it is not on the battlefield or is out of action. A fighter keeps its upgrades if it goes out of action.

END PHASE

Take it in turns to run through the following sequence, starting with the player who took the first activation in the action phase.

1. **Check your objective cards.** If you have met the conditions on any of them you may score those cards: reveal them and collect the number of **glory points** at the bottom, then discard the cards. You choose the order in which you score these objectives.

   Note some objective cards are scored 'immediately', in which case collect the glory points and discard the card, then you may immediately draw another objective card. You cannot score any cards drawn until after a subsequent action, reaction, or gambit.

2. **Discard any of your remaining objective cards.**
3. **Reveal and play any upgrade cards.**
4. **Discard any of your remaining power cards.**
5. **If you have fewer than 3 objective cards in hand**, draw new ones until you have 3 (or your deck is empty, whichever comes first).

   If you have fewer than 5 power cards in hand, draw new ones until you have 5 (or your deck is empty, whichever comes first).

Players may not use gambits in the end phase.

Then clear all tokens (apart from objective tokens) from the battlefield and flip your 4 activation tokens over.

In the end phase of round 3, simply score any objective cards; you do not discard cards, play upgrade cards, or draw cards. The game then ends.

REACTIONS

You may use a reaction at the specific time described; it does not cost an action and you do not need to wait for the power step. If the reaction is on a gambit, reveal the card from your hand and resolve the reaction, then discard it. A reaction that is a spell must still be cast as normal.

Only 1 reaction may be played at each specific instance (eg 'during an attack action'). The player whose activation is next (or would be next) takes precedence; if they do not want to play a reaction, the other player has an opportunity to do so.

If a reaction can be used because another reaction has created a situation in which it can be used, precedence instead goes to the opponent of the last player to use a reaction.

After the reaction is resolved play continues from the point where it was interrupted (unless the reaction has made this impossible).

SCATTER

When you resolve a card or action with **scatter x**, place the scatter token on the battlefield so it lines up with the hex grid (you choose which orientation).

Then roll a number of attack dice equal to the scatter number. Each of the dice rolled indicates a direction as shown on the scatter template.

When the chain of adjacent hexes is complete, remove the scatter token. If the chain extends into an incomplete hex, it ends in the last complete hex it entered. If it has not extended beyond the origin hex, no chain is created and there is usually no effect.

SPELLS

Spells are either on gambit cards, on fighter cards and upgrade cards as actions or reactions that your fighter can make, or on fighter cards and upgrade cards as attack actions.

Gambit spells can only be used when there is a friendly wizard on the battlefield. When you play a gambit spell, choose a wizard to make the casting attempt.

Spell actions can only be used when the fighter with that spell action is on the battlefield. That fighter makes the casting attempt.

Spell attack actions can only be used when the fighter with that attack action is on the battlefield.

To attempt to cast a spell, make a casting roll. Roll a number of magic dice equal to the wizard level of the wizard making the casting attempt. The spell is cast if you roll at least as many of the correct symbols shown on the spell. can be used in place of any other symbol.

If you do not, the spell fails (and if it was a gambit, the card is discarded).

If you roll 2 or more when attempting to cast a spell, the wizard takes 1 damage before you resolve the spell. If this damage takes the wizard out of action, the spell fails.

Spell attack actions depend on the success of the attack action, however the wizard may take damage as described above.

THE BATTLEFIELD

A player's **territory** encompasses all the complete hexes on their starting board. All complete hexes on your starting board are your friendly territory. All complete hexes on other boards are enemy territory. Hexes completed by half-hexes on your board and half-hexes on another board are no-one's territory.

Starting hexes have a white icon in their centre. Player set up their fighters on these spaces at the start of the game.

Incomplete hexes are the half-hexes at the edge of the game boards. They are not part of the game and nothing may be placed on them unless they are 'completed' by another game board.

Edge hexes are the first row of hexes inward from the edges of the battlefield.

Blocked hexes have a thick white border. Fighters can't move through or stand in the hex, and they block LOS.

Lethal hexes have a red border. A fighter that moves, or is pushed or driven back into a lethal hex suffers 1 damage. If pushed into the hex during an attack action, the damage is separate to the attack's damage. A fighter standing in a lethal hex may remain standing in it, and may leave it, with no further penalty.

VICTORY

At the end of the game, the player with the greatest number of glory points (spent or unspent) **is the winner.**

If there is a tie, but one warband was entirely taken out of action, the other warband's player wins. If there are still fighters from both sides on the battlefield, whoever controls the greatest number of objective tokens wins. On a further tie, the game is a draw.

Even if a warband is taken entirely out of action in rounds 1 or 2, you still need to play the remaining phases, so neither player is prevented from scoring objectives.

MATCHED PLAY

Matched player is a competitive variant for 2 players.

CHOOSING A WARBAND AND BUILDING A DECK

Each player chooses a warband secretly, with the choices revealed simultaneously. You cannot switch warbands or decks between the 3 games.

VICTORY

Play 2 games of Warhammer Underworlds back-to-back. If one player wins both games, the match is over and that player has won. Otherwise, play a third game to decide the winner of the match. If both players win the same number of games, or if all 3 games resulted in a draw, the match is a draw.

TIEBREAKER

if the match *must* end with a winner, and the match resulted in a draw, player may use the following tiebreakers. Players must agree to do so before the match.

1. The player with the highest number of glory points across all 3 games wins.
2. On a further tie, if one player's warband is out of action at the end of the third game, the other player wins.
3. Otherwise, play a sudden death round at the end of the third game.

To play a sudden death round, play a fourth round after the third round of the third game. Neither player may draw cards, play power cards, or score objective cards, for any reason. Whoever eliminates their opponent's warband first wins. Continue to play rounds until one warband has been eliminated.

If the match ends in a tie with no fighters on the battlefield, and each player has won the same amount of glory points, the players roll off and the winner wins the match.

LADDER CAMPAIGN

Make a list of all the players taking part, with the first player to join being number 1, and so on. As new players join they add their name to the end of the list and take the next number.

Choose a willing opponent on the ladder and play a game. The result affects the players' positions on the ladder. If the winner of the game is the lower of the two players, they swap places on the ladder. If the winner is higher up, they swap places with the player directly above them, unless they are already at the top, in which case the loser drops a rung on the ladder. On a tie, players remain in their current positions.

In addition, any player who doesn't play a game for a week drops to the bottom of the ladder.

The player at the top is the current reigning champion.

Ladder campaigns can run indefinitely, or be of any length.

MULTIPLAYER GAMES

SETUP

Choose warbands and reveal all the choices simultaneously.

Before placing boards, players roll off. Whoever scores the fewest successes places a board first. The remaining players roll off again, and whoever scores the fewest successes places a board next, with the grid matching up under the usual restrictions.

If there are 2 players left, they roll off again and whoever loses does the same. Then the final player does the same.

When you place your board, you can first rotate the boards that have already been placed (though they must stay in the same relative positions). Players may wish to switch seating positions once all boards are placed.

If 2 or more players have abilities that resolve at the same time, they roll off. The winner revolves an ability first, then the loser. If there are 3 or 4 more players involved, the losers roll off again until a first, second, and third loser are established, and they resolve 1 ability each in that order. A player can choose not to resolve an optional ability, but if they do so they cannot resolve any optional abilities at that time.

Alternatively, use one of the fixed format battlefield layouts.

Use the objective tokens numbered 1-7 for a 3 player game, and those numbered 1-9 for a 4 player game. Players take it turns in clockwise order ater the first token is placed by the player who placed their board first.

Players roll off, and the winner places a fighter first. Then players take it in turns in clockwise order placing 1 fighter at a time until all have been placed.

OBJECTIVE CARDS

Some objective cards work differently in multiplayer games:

Cards that work differently in all multiplayer games.

Cards that work differently in all 3 player games.

Cards that work differently in all 4 player games.

The italic text next to appropriate symbol replaces the italic text in the card's condition.

ACTION PHASE

Players take it in turns to take an activation, starting with the player chosen as normal and proceeding in clockwise order.

When a fighter is taken out of action, only the player whose warband took them out of action gains a glory point. No player gain a point if the fighter was taken out of action by damage not caused by a warband. A player cannot gain a glory point for taking their own fighter out of action.

POWER STEP

Once all players pass in succession, the power step ends and the next activation takes place.

REACTIONS

When playing reactions, the player whose activation is next takes precedence, and so on in clockwise order from them.

When reacting to a reaction, the player sitting clockwise from the last player to make a reaction (in rounds 1 and 3) or sitting anticlockwise from the last player to make a reaction (in rounds 2) takes precedence instead, with the precedence of other players determinded in the same direction.

END PHASE

Players follow the end phase sequence in order, starting with the player who took the first activation this round and proceeding in clockwise order.

ROUND 2

Play in the same way as round 1, but wherever the rules say that play moves clockwide, instead go anticlockwise.

ROUND 3

Play in the same way as round 1 (clockwise).

VICTORY

If 2 or more players are tied for the highest number of glory points, the winner is the player with fighters still on the battlefield. If there are still fighters from more than 1 of these warbands still on the battlefield, whoever controls the greatest number of objective tokens wins. On a further tie, the game is a draw between those players, and the other players lose.