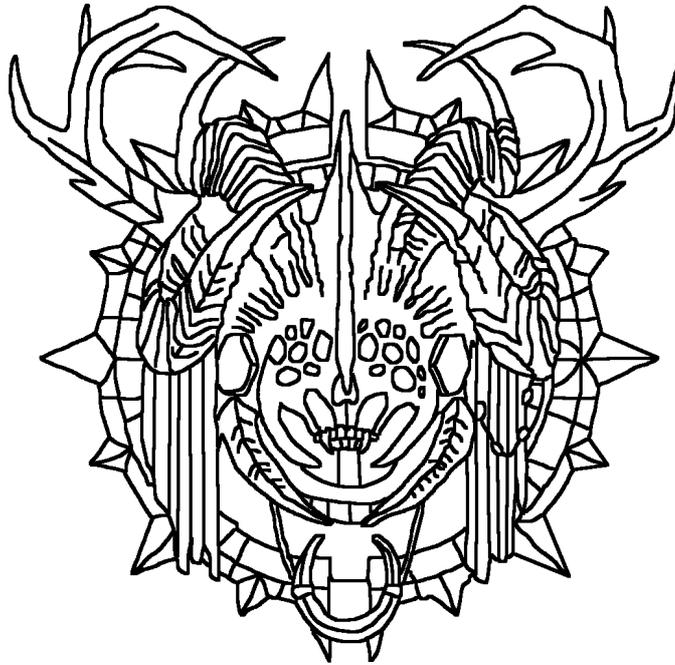# WARHAMMER UNDERWORLDS

SOLO AND CAMPAIGN RULES

INTRODUCTION

Welcome, I am Anthony Nunes (@kingtoko) and I designed these rules to give a narrative way of playing Warhammer Underworlds.

These rules can be used by a solo player or in multiplayer games. These rules can be used in any version of Underworlds (Starter Set, Shadespire, Nightvault, Beastgrave, and Direchasm). I encourage you to use multiple versions for a more varied campaign.

Each warband has a reason for being in the Underworlds and now you can see if they succeed in their campaign quest. A campaign quest consists of a minimum of thirteen battles. Once all thirteen battles have been won a warband has completed a campaign.

These rules haven't been fully tested for every warband and quest. Constructive feedback is welcome at: kingtoko.com or kingtoko@email.com

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CAMPAIGN

To play a campaign fill out the Campaign Warband Sheet on the last page. This sheet will have various spaces where you enter information to keep track of your campaign.

CAMPAIGN WARBAND SHEET

Warband Name

Write the name of the warband. You may use a custom one.

Player Name

Write the name of the player controlling the warband.

Quest

Write the name of the quest being taken by the warband. These can be seen under the "Warbands" section.

Glory Points

A place to keep track of total amount of unspent glory points.

Glory Score

A place to keep track of total glory points scored after lost glory points have been calculated.

Battles Won and Lost

A place to track how many battles you have won and lost.

Progress Tracker

Cross out a square when your warband wins a battle. These represent you progressing on your quest.

The thirteenth square is the final campaign quest battle.

Warband Deck

A place to keep track of your cards in your deck. It may be easier to keep the deck in a separate container or folder.

Roster

Write down all the names of the fighters in the warband. You may use custom ones. Also write down, injuries, upgrades, and any levels a fighter earns as they progress.

The I/M/D/W columns are used to record changes to a fighter's Inspire, Movement, Defence, and Wounds characteristics.

DECK

A warband uses a deck as in normal rules of Warhammer Underworlds. The deck starts with 22 cards (12 Objectives and 10 Gambits).

Now create a deck of at least 24 Upgrade cards and more than 24 Gambit cards and put them both to one side. Normal warband restrictions apply when making a deck.

If you ever run out of cards in the upgrade or gambit deck more cards must be added to it before preceding.

Upgrades have to be earned and equipped between battles. Extra gambits are added to the deck at an end of a battle.

Upgrades once bought with Glory points are permanent on a fighter. 2 random upgrades are added to the deck after winning a battle.

Gambits once drawn are permanent in the deck. 2 random gambits are added to the deck after a battle.

Create a deck as normal and put the upgrade and gambits cards to one side. You will need at least 24 different upgrade cards.

BATTLES

Quests consist of at least thirteen battles (games). Only the match winner who uses their own warband makes progress on their campaign quest tracker.

If both players agree they use their own warband. If this isn't the case one player brings their own warband and the other uses another warband of their choice.

If a player doesn't use their own warband they will not be allowed to use upgrade cards. However, if they win they will draw three Upgrades and choose two to keep for their main warband.

They will also only draw 1 Gambit card at the outcome phase.

Play a battle like any other match in Warhammer Underworlds.

After a battle has ended move onto the outcome phase.

OUTCOME

There are several steps to take in the outcome part of a campaign. They are as follows:

1. Draw two Upgrade cards if a win.
2. Draw two Gambit cards.
3. Spend Glory points.
4. Roll for Injuries.
5. Roll for Level Ups.
6. Advance on Campaign Progress Tracker.

DRAW UPGRADE AND GAMBIT CARDS

A winning warband draws 2 upgrade cards, and both warbands draw 2 gambit cards.

A player draws 3 upgrade cards and 1 gambit card when winning with a a non campaign warband.

SPEND GLORY POINTS

Whether you win or lose you will earn glory points (GP). These points are used to equip upgrades, remove gambit cards from your deck, and more.

Your warband's final glory score is their overall performance score in the campaign.

Spending:

• 5 GP to remove 1 Gambit card.
• 8 GP equip 1 Upgrade card.
• 10 GP to heal a Inspire Injury.

Glory Score

A warband's glory score is calculated by:

GP Earned From Wins - GP Spent & GP Lost / Total Battles + Wins = Total Glory Score.

ROLL FOR INJURIES

When a fighter is out of action and removed from a battle in the Outcome phase they roll for an injury. They may suffer an injury, lose glory, or fully recover.

Roll 1 Defence dice and consult the table.

Symbol	Result
Critical	Injury
Support	Lose Approval
Shield or Dodge	Recover

Injury

A fighter suffers a permanent injury.

Roll 1 Defence dice and check the table.

Symbol	Injury
Critical	Fighter can't be Inspired
Support	-1 Wounds
Shield	-1 Defence
Dodge	-1 Move

All injuries can't put a fighter below 1 characteristic.

Lose Approval

The warband loses 3 GP.

Recover

The fighter suffers no effects.

ROLL FOR LEVEL UPS

Any fighter that isn't removed from a battle can roll 2 Defence dice, if a Critical is rolled then that fighter Level Ups.

1 level up allows a fighter to add +1 to Wounds (max +2), Defence (max 3), or Move characteristic. One must be chosen when levelling up.

A fighter can level up 4 times.

ADVANCE ON PROGRESS TRACKER

After a battle, a player can only advance on their tracker 1 map point closer to the end if they used their own warband and won.

The player who won makes a mark on their campaign progress tracker.

CAMPAIGN END

When a warband has reached and won their 13th battle they have completed their quest. They will receive a reward based on the quest completed.

A warband that has completed a campaign quest can carry on a campaign but they will no longer advance on the campaign tracker.

NEW CAMPAIGN QUEST

A warband may start a new campaign quest with a new quest if the current one has been completed. To do this remove all GP earned.

The warband will now be back at square 1. They will now need to win 13 more battles to complete the new campaign quest.

EXTRA RULES

These rules are used when playing solo or if you don't want to use the game boards.

These rules are flexible.

NO BOARDS

If you have limited space or don't want to use the boards that come with Warhammer Underworlds you may use this rule.

1 hex is now 1 inch. All rules that use a hex now use an inch instead. For example, a fighter who can move 4 hexes now moves 4 inches.

Setup:

1. Mark 4 corners with 4 tokens to represent the battle area. For example, you may want to set up an area of: 10 inches by 16 inches.
2. Divide the battle area into 2 halves with 1 token to mark the middle.
3. Set up the battle area as per the normal game rules.
4. Both warbands can place an equal amount of terrain and hazards by following the rules for placing objectives.
5. Fighters can be placed anywhere on their half of the board, 1 inch from the edges and the middle. Fighters must not be placed on

objective markers or terrain.

If 2 fighters are touching an objective it's considered contested. No one can score from it.

All other normal game rules apply.

SOLO MODE

In solo mode you play a campaign against AI warbands that you control.

To make this easier each one has an AI Behaviour that determines how they behave in a battle.

There are four different behaviours: Aggro, Objective, Control, and Magic.

Aggro

The fighter will charge and attack the nearest enemy fighter in attack range. If they are already adjacent to a fighter they will just attack. If already on an objective they will hold in place.

If no attack is made after moving move onto their next priority.

Objective

The fighter will charge to the nearest objective. If it is occupied they will attack the enemy on it. If already on an objective they will hold in place and attack if possible.

If no attack is made after charging move onto their next priority.

Control

The fighter will attempt to use a gambit card. Draw three from their deck and attempt to use one. Shuffle the rest back into the deck. Use a beneficial card if possible for the AI warband.

If the card chosen is a reaction card or one that activates in the next activation, put it to one side. These cards will activate and be played when it's card conditions are met.

Even if a card is played move to their next priority.

Magic

The fighter will charge to magic attack range and magic attack the nearest enemy fighter. If they are already adjacent to a fighter they will do an adjacent magic attack. If already on an objective they will hold in place and attack if possible.

If no magic attack is made after charging move onto their next priority.

AI Rules

When placing objectives normal rules apply, except you will place them for the AI. 2 objective tokens are placed on the player side with 3 on the AI side.

When placing AI fighters you roll a Defence dice. Pick one starting spot and roll 1 Defence dice, if it is a critical place the AI fighter on it. If it isn't a critical pick another spot and roll again. Do this until all fighters are placed on a starting spot.

You will control the AI warband.

An AI warband deck consists of their default starter deck.

AI fighters will always target the nearest fighter that has the most wound counters or does the most damage when given a choice.

AI fighters are activated in order from left to right in order of their fighter cards.

In each activation 2 AI fighters are activated instead the normal rule of 1. This means AI warbands with more than four fighters will all get to activate. Use a move or charge token to show an AI fighter has activated.

AI fighters are not restricted by the normal rules regarding charge and move tokens. Use charge tokens to represent that an AI fighter has activated.

Before the start of a battle randomly equip each enemy fighter with up 2 of their upgrade cards. Restricted named cards are given to their relevant owners.

AI warbands don't use objective or upgrade cards from their deck in a game.

AI fighters can still be inspired.

AI fighters will move onto an objective if adjacent to one, instead of stopping on an empty hex.

During the power phase the AI will draw 1 gambit card and attempt to use it. If they can't they will pass and shuffle the card back into the deck.

Glory Points

AI warbands don't score GP like a player does. Instead they score points when doing the following:

AI warbands score 2 GP for taken a fighter out of action. 3 GP if the fighter has 6 or more wounds.

At the end of a phase each AI fighter on an objective will score 1 GP.

Priority

Each warband ranks behaviours from left being the first priority to right being last priority. For example, Lady Harrow's Mournfight behaves with Objective first, Control, then Aggro last.

If a behaviour can't be completed move onto their next one.

SEASONS

Warhammer Underworlds has a seasons format. Beastgrave and Direchasm being the 3rd and 4th Season. You can play games using cards and boards according to seasons or not.

I personally use cards, boards and tokens from all seasons. This give more variety and chaos to the matches. It is also means the more products you own the more interesting content you have access to.

WARBAND QUESTS

Battles happen as normal until the warband has reached the 13th square on the Campaign Tracker. If the warband is on a unique quest consult the Unique Quests list below to determine how to set up the board.

QUESTS

Quest come in four different types:

- Kill: Kill as many enemy warbands as possible.
- Escape: Escape from their current location.
- Crusade: Kill or perform a task for their god.
- Unique: Various unique warband quests from recovering an item, to slaying a large monster.

UNIQUE QUESTS

A New Home, Find the Shiny Choppa, Reach a New High, Sorocide, or Feed

Setup: Normal rules.
Goal: Normal rules.

These quests are like a normal battle.

Lift the Curse, or Investigate the Bleeding

Setup: Place objectives as normal. Objectives stay faced down until the warband flips them over. The enemy warband will instead flip them back.
Goal: Flip more objectives over by the third round.

Spread the Fungus

Setup: Setup board with no objectives.
Goal: Have more of your objectives on the enemy side by the third round.
Rules: There are only 5 objective tokens that can be used. Per activation a fighter can place a objective on their hex. If 5 have already been placed on the board replace one. Stopping on an enemy objective will change it your objective.

Recover Lost Soulpods

Setup: Place objectives on the enemy side.
Goal: Stop on an objective to recover a Soulpod. Recover 4 or more to win.

Find Treasure

Setup: Normal rules.
Goal: Find treasure on an objective marker and survive until the third round.
Rules: When on an objective card roll 1 Defence dice and check the table.

Symbol	Result
Critical	Found Treasure
Support	-1 Upgrade
Shield	1 Damage
Dodge	1 Damage

Slay the Monster

Setup: Choose a solo fighter from another warband and place it. This is the monster. It uses it's fighter card but has 20 Wounds.
Goal: Defeat the monster by the third round.

Kill the Mountain

Setup: Normal rules.
Goal: Normal rules.
Rules: After an activation use the scatter marker and roll 1 dice. Any fighters in the line of sight lose 1 wound.

REWARDS

Non unique quests can be completed more than once.

Only one fighter receives a reward.

Quest	Reward
Kill	+1 Attack dice
Escape	+1 Defence dice
Crusade	1 Re-roll dice per round
Unique	See Below
- Lift the Curse	Spell Attacks +1 Damage
- Spread the Fungus	Place one lethal hex per round.
- A New Home	The warband always chooses the placement of the last two objectives.
- Recover Lost Soulpods	The fighter returns to the board at the start of a round if downed.
- Find Treasure	2 free to equip Upgrade cards.
- Find the Shiny Choppa	+1 Attack Dice & +1 Damage to Range 1 Attacks (Not Snarlfang's Jaws).
- Slay the Monster	The fighter is always Inspired.
- Reach a New High	+1 Damage for each enemy fighter downed
- Sororicide	The wining sister adds Move, Defence, and Wound characteristics to their fighter card. The loser is forever removed.
- Kill the Mountain	+2 Objective cards in hand at the start of round 1
- Feed	Heal 1 Wound when doing 1 Damage.
- Investigate the Bleeding	+1 Wound

CAMPAIGN QUEST PROLOGUE

Your warband has accomplished its quest and are transported into an empty chamber. You quickly notice the chamber is strange and seems to project the occupants greatest desires.

You immediately can feel the air and noise of the outside world piercing through a door at the end of the chamber. However, the dream chamber itself compels you to make camp. You do so and decide to eat and party.

The chamber chimes out and reveals itself by providing entertainment and signalling that you can have whatever you want. After eating and celebrating, all the party full peaceful asleep.

Minutes or hours pass and all awake in unison and look around. To your surprise, you are no longer in the chamber as before but in the exact same spot, you started your original quest.

You gather your equipment and set off once again on another quest. This time determined the end will be different.

WARBANDS

GARREK'S REAVERS
AI Behaviour: Aggro
Set: Shadespire
Quest: Crusade

STEELHEART'S CHAMPION
AI Behaviour: Control/Aggro
Set: Shadespire
Quest: Escape

SEPULCHRAL GUARD
AI Behaviour: Objective/Aggro
Set: Shadespire
Quest: Crusade

IRONSKULL'S BOYZ
AI Behaviour: Aggro
Set: Shadespire
Quest: Kill

CHOSEN AXES
AI Behaviour: Control/Aggro/Objective
Set: Shadespire
Quest: Lift the Curse

SPITECLAW'S SWARM
AI Behaviour: Objective/Control/Aggro
Set: Shadespire
Quest: Crusade

THE FARSTRIDERS
AI Behaviour: Control/Aggro
Set: Shadespire
Quest: Escape

MAGORE'S FIENDS
AI Behaviour: Aggro
Set: Shadespire
Quest: Crusade

STORMSIRE'S CURSEBREAKERS
AI Behaviour: Magic/Control/Aggro
Set: Nightvault
Quest: Lift the Curse

THORNS OF THE BRIAR QUEEN
AI Behaviour: Objective
Set: Nightvault
Quest: Crusade

ZARBAG'S GITZ
AI Behaviour: Objective/Aggro
Set: Nightvault
Quest: Spread the Fungus

THE EYES OF THE NINE
AI Behaviour: Magic/Control/Objective
Set: Nightvault
Quest: Crusade

MOLLOG'S MOB
AI Behaviour: Aggro/Control
Set: Nightvault
Quest: A New Home

GODSWORN HUNT
AI Behaviour: Aggro
Set: Nightvault
Quest: Kill Stormcast Eternals

YLTHARI'S GUARDIANS
AI Behaviour: Control/Magic/Aggro
Set: Nightvault
Quest: Recover Lost Soulpods.

THUNDRIK'S PROFITEERS
AI Behaviour: Aggro/Control/Objective
Set: Nightvault
Quest: Find Treasure

LADY HARROW'S MOURNFIGHT
AI Behaviour: Objective/Control/Aggro
Set: Dreadfane
Quest: Crusade

IRONSOUL'S CONDEMNERS
AI Behaviour: Aggro/Control
Set: Dreadfane
Quest: Escape

GRASHRAK'S DESPOILERS
AI Behaviour: Objective/Aggro
Set: Beastgrave
Quest: Crusade

SKAETH'S WILD HUNT
AI Behaviour: Aggro
Set: Beastgrave
Quest: Crusade

RIPPA'S SNARLFANGS
AI Behaviour: Aggro
Set: Beastgrave
Quest: Find the Shiny Choppa

THE GRYMWATCH
AI Behaviour: Objective/Aggro
Set: Beastgrave
Quest: Slay the Monster

HROTHGORN'S MANTRAPPERS
AI Behaviour: Aggro/Control
Set: Beastgrave
Quest: Escape

THE WURMSPAT
AI Behaviour: Control/Aggro
Set: Beastgrave
Quest: Lift the Curse

MORGOK'S KRUSHAS
AI Behaviour: Aggro/Objective/Control
Set: Beastgrave
Quest: Crusade

MORGWAETH'S BLADE-COVEN
AI Behaviour: Aggro
Set: Beastgrave
Quest: Escape

THE DREAD PAGEANT
AI Behaviour: Objective/Aggro/Control
Set: Direchasm
Quest: Reach a New High

MYARI'S PURIFIERS
AI Behaviour: Aggro/Magic/Objective
Set: Direchasm
Quest: Crusade

KHAGRA'S RAVAGERS
AI Behaviour: Objective/Control/Aggro
Set: Direchasm
Quest: Sororicide

STARBLOOD STALKERS
AI Behaviour: Objective/Aggro
Set: Direchasm
Quest: Kill the Mountain

THE CRIMSON COURT
AI Behaviour: Control/Objective
Set: Direchasm
Quest: Feed

HEDKRAKKA'S MADMOB
AI Behaviour: Aggro/Control
Set: Direchasm
Quest: Kill the Mountain

KAINAN'S REAPERS
AI Behaviour: TBD
Set: Direchasm
Quest: TBD

ELATHAIN'S SOULRAID
AI Behaviour: TBD
Set: Direchasm
Quest: TBD

DREPUR'S WRAITHCREEPERS
AI Behaviour: Aggro/Objective
Set: Starter Set
Quest: Kill

STORM OF CELESTUS
AI Behaviour: Objective/Aggro
Set: Starter Set
Quest: Investigate the Bleeding

CREDITS

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UPDATES

1.0 – 12/04/21

- First full version of the rules.

1.1 – 11/05/21

- Added Hedkrakka's Madmob warband.
- Added Lift the Curse, and Investigate the Bleeding, Spread the Fungus, Recover Lost Soulpods, Find Treasure, Slay the Monster, and Kill the Mountain Unique Quests.
- Added a front cover image to the rules.

1.2 – 15/05/21

- Added Kainan's Reapers and Elathain's Soulraid warbands without Quests and AI Behaviours.
- Added underlines to make some text clearer.
- Added Kharadron Overlords picture.

UNDERWORLDS CAMPAIGN SHEET

WARBAND NAME	GLORY POINTS	GLORY SCORE	BATTLES WON
PLAYER NAME			
			BATTLES LOST
CAMPAIGN QUEST		GP Earned From Wins - GP Spent & GP Lost / Total Battles + Wins = Total Glory Score.	

CAMPAIGN PROGRESS TRACKER

WARBAND DECK

FIGHTER	I	M	D	W	INFORMATION	LEVELS