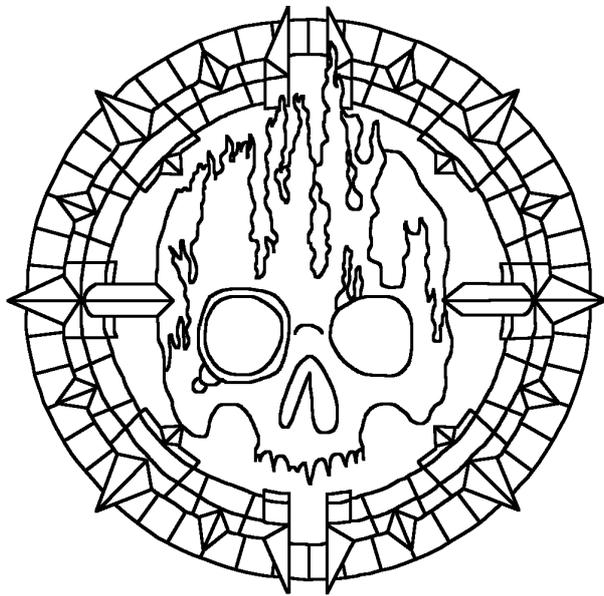


WARHAMMER UNDERWORLDS



SOLO AND CAMPAIGN RULES

CONTENTS

- CAMPAIGN.....3
 - OUTCOME.....3-4
 - CAMPAIGN END.....4
 - EXTRA RULES.....4-5
 - WARBAND QUESTS.....6
- ARENA MORTIS.....7
 - OUTCOME.....7-8
 - CAMPAIGN END.....8
 - EXTRA RULES.....8
- PENUMBRA PATH.....9-10
 - TABLES.....10
 - CAMPAIGN END.....10
- WARBANDS11-15
 - ALLIANCES & FACTIONS.....16
- CREDITS & UPDATES.....17
- UNDERWORLDS SHEET.....18
- ARENA MORTIS SHEET.....19
- PENUMBRA PATH SHEET.....20

INTRODUCTION

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

Version 1.3 allows a campaign of Arena Mortis solo or with others.

Version 1.5 adds a rogue-like dungeon crawler mode.

These rules can be used by a solo player or in multiplayer games. These rules are compatible with any version of Underworlds (Starter Set, Dreadfane, Shadespire, Nightvault, Beastgrave, Direchasm, Harrowdeep, and Nethermaze). 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.

In Arena Mortis a fighter or warband plays eleven battles to see how much glory they can gain.

In Penumbra Path a solo fighter descends three floors of the penumbra in search of treasure and glory.

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

DESIGN NOTES

I have always been interested in Warhammer and Games Workshop, ever since I was little and my older brothers played. I remember playing Space Hulk, Man O' War, Hero Quest, and Judge Dredd. One of them had an Empire army and the other had a Dwarf one, and seeing those armies all painted is stuck in my head.

In 2021 I decided to get into Warhammer myself after loads of research. I decided while I liked the look of Necromunda, I have a fondness for fantasy so looked into getting Age of Sigmar. In the end, I bought Warhammer Underworlds: Direchasm, The Grymwatch warband, some paints and brushes.

I enjoyed the game so much that I went back and bought the other Warhammer Underworlds boxes (Shadespire, Nightvault, and Beastgrave). I even got more warbands like The Chosen Axes and Spiteclaw's Swarm. And to date, I have all the Core Sets (except Nethermaze), Arena Mortis, and sixteen warbands.

While I enjoy playing the game it has been hard to find people to play against. Most people I know don't want to play or don't have the time. So far I haven't been able to find an outside group that wants to play some fun and casual games of Warhammer Underworlds.

When Games Workshop made a solo challenge called A Crushing Terror, I knew that a solo mode could work.

Taking inspiration from Space Hulk, Hero Quest and other games where old school game designs included solo modes as a meaningful experience as the competitive gaming elements. I designed a campaign system for Warhammer Underworlds, and I made some solo rules and implemented an AI behaviour system. It turned out quite well and while I still need to improve it, and test it with every warband, it gives an option for solo players.

After this, I decided to reimplement these rules and make them fit the Arena Mortis mode. Once again, I made a campaign system where you can play solo against the AI if you desire. I feel it works well and still retains the Arena Mortis experience. This mode feels like Blood Bowl in the way it is season based. In my mind, each fighter or small warband represents a team with fans cheering and getting involved from around the arena edge side.

Recently I wanted to use what I learned from making a Warhammer Underworlds and Arena Mortis campaign and design a more traditional dungeon crawler type experience. Something that might feel familiar to players of Hero Quest, Warhammer Quest, or something like Slay the Spire. This mode which I called: Penumbra Path is a solo only experience where the goal is to clear three floors and defeat three bosses.

What I like about Penumbra Path is the way it gives you choices: do you want to use more light to explore further? or fight the enemy warband that might kill you but be guaranteed to give rewards? While the scoring system encourages exploration and risk-taking.

I try with all the modes I have made to check regularly to see how I can improve them. However, the rules are flexible if a rule doesn't seem right, feel free to do what you think is right in the situation.

Obviously, with all three modes, I have made so far they may never replace the experience of fighting a human opponent. However, it does give solo players a campaign and opponents that make you feel invested in your warband and most importantly in your hobby.

Whatever mode you play, I hope you enjoy your time and have fun.

-Anthony Nunes-

CAMPAIGN

To play a campaign fill out the Underworlds Campaign Sheet on page 9. This sheet will have various spaces where you enter information to keep track of your campaign.

UNDERWORLDS CAMPAIGN 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.

Write the current quest number in the Quest # space.

Glory Points

Use this space to keep track of total amount of earned, remaining, and spent & lost glory points.

Glory Score

A place to keep track of total glory points scored.

Battles Won and Lost

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

Enemy GP

A place to keep track of total enemy glory points scored in all battles.

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

Use this space 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.

You may want to write down equipped upgrades in the Information section.

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 except the deck starts with 22 cards (12 Objectives and 10 Gambits) with no Upgrades.

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. It is recommended that these decks are larger than specified above.

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 warband deck as noted above. Once done make 2 decks with the upgrade and gambits cards and put to one side.

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 on to 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 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 Battles - 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. A fighter can level up 4 times.

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.

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. Also reset Battle totals.

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 activating move on to 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 activating move on to 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 activating move on to 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 defence dice. Pick one starting spot and roll 1 defence dice, if it is a Shield place the AI fighter on it. If it isn't a Shield 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.

Before the start of a battle randomly equip each AI fighter with up to 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 during a battle.

Gloom tokens are flipped to their objective side at the start of a battle.

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

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

AI fighters can't flip feature tokens.

AI fighters can still be inspired.

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

AI fighters will move into cover if possible.

AI fighters will always drive back a fighter.

AI fighters will always drive back a fighter into lethal hexes if available.

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.

AI will roll a defence die when choosing a friendly fighter. Roll on each, if a critical is rolled that fighter is chosen.

If an AI fighter doesn't move when activated they will go on Guard.

AI fighters will head towards objectives if they have taken out all fighters. Do this until all activations and phases have been played out.

Glory Points

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

AI warbands score 2 GP for taking 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 the top being the first priority to the bottom being the last priority. For example, Lady Harrow's Mournfight behaves with Objective first, Control, then Aggro last.

If a behaviour can't be completed move on to the next one.

An AI Behaviour is listed with numbers 1, 2, and 3. These are the ranks of priority.

RIVALS

You may play a campaign using the Rivals format introduced in Harrowdeep. You will however still need to add extra cards to the gambit and upgrade decks.

SEASONS

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

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

HAZARDS

If you own Warhammer Underworlds: Dreadfane or Warhammer Underworlds: Direchasm – Arena Mortis you can use those Hazard Cards and add them to your campaign.

The player who starts the round draws the top card of the hazard deck and resolves it. If a card says it only impacts one fighter it instead impacts all fighters in the warband.

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, Necromancy, 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 the 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
- Sorocide	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
- Necromancy	1 downed enemy fighter is permanently added to your warband (Only a Minion, Max 1).

CAMPAIGN QUEST PROLOGUE

Your warband has accomplished its quest and is 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 fall peacefully 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.

ARENA MORTIS

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

ARENA MORTIS CAMPAIGN SHEET

Warband Name

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

Player Name

Write the name of the player controlling the warband.

Season Number

Write the number of the season. This is the number of times you have played a Arena Mortis campaign.

Glory Points

A place to keep track of total amount of earned, remaining, and spent & lost glory points.

Glory Score

A place to keep track of total glory points scored.

Battles Won and Total

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

Progress Tracker

Write your final ranking in a battle in each square. For example, if you come in 3rd place, you would write "3". These represent how many battles there are in one season.

The eleventh square is the final campaign battle of a season.

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, and any levels a fighter earns as they progress.

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

DECK

A warband uses a deck as in normal rules of Arena Mortis.

Now create a deck of at least 22 Upgrade cards and 22 Gambit cards. Normal warband restrictions apply when making a deck.

Extra Upgrades and Gambits are added to the deck at an end of a battle.

After each battle 2 random upgrades and gambits are added to the deck.

Create a warband deck as noted above. Once done make 2 decks with the extra cards and put to one side.

BATTLES

A season consists of eleven battles (games). Only players who use their own warband make progress on their campaign progress 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.

Play a battle like any other match in Arena Mortis.

After a battle has ended move on to the outcome phase.

OUTCOME

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

7. Draw two Upgrade cards.
8. Draw two Gambit cards.
9. Spend Glory points.
10. Roll for Injuries.
11. Roll for Level Ups.
12. Advance on Campaign Progress Tracker.

DRAW UPGRADE AND GAMBIT CARDS

A warband draws 2 upgrade cards and 2 gambit cards.

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 card.
- 10 GP to heal a Upgrade Injury.

Glory Score

A warband's glory score is calculated by:

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

ROLL FOR INJURIES

In the Outcome phase each fighter rolls for an injury depending on how many times they were Raised (revived) in a battle. 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	-1 Upgrade Total
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. A fighter can level up 4 times.

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.

ADVANCE ON PROGRESS TRACKER

After a battle, a player writes down in a square the place they came in the battle. They will now be 1 map point closer to the end.

CAMPAIGN END

When a warband has reached and played their 11th battle they have completed their campaign season. Their total Glory Score is how well they did. Try to beat your score in a new season.

NEW CAMPAIGN SEASON

A warband may start a new campaign with a new season if the current one has been completed. To do this remove all GP earned. Also, reset Battle totals.

The warband will now be back at square 1. They will now need to play 11 more battles to complete the new campaign season.

EXTRA RULES

These rules are used when playing solo.

These rules are flexible.

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 activating move on to their next priority.

Objective (Mortis Lens)

The fighter will charge to the nearest objective (Mortis Lens). 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 activating move on to 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 activating move on to their next priority.

AI Rules

When placing AI fighters you roll defence dice. Pick one starting spot and roll 1 defence dice, if it is a Shield 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 warbands.

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.

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

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.

AI fighters can still be inspired.

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

AI fighters will move into cover if possible.

AI fighters will always drive back a fighter.

AI fighters will always drive back a fighter into lethal hexes if available.

If an AI fighter doesn't move when activated it will go on Guard.

Priority

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

If a behaviour can't be completed move on to the next one.

An AI Behaviour is listed with numbers 1, 2, and 3. These are the ranks of priority.

PENUMBRA PATH

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

PENUMBRA PATH CAMPAIGN SHEET

Champion Name

Write the name of the player's fighter. You will only control one inspired fighter.

Player Name

Write the name of the player controlling the fighter.

Fighter Name

Write the name of the fighter's official name.

Wounds

Use this space to keep track of your fighter's current Wound characteristic. A fighter starts with 20 Wounds plus their default inspired amount. You may find it easier to use the Arena Mortis Wound tokens on your fighter card.

Glory

Use this space to keep track of the current amount of Glory points. Glory points start at 0.

Glory Score

Use this space to keep track of total glory points scored.

A warband's glory score is calculated by:

Current GP x Floor Number + Areas Explored – Wound Counters = Total Glory Score.

Light

Use this space to keep track of the current Light level. The Light level starts at 7 out of 7 and you will lose 1 Light every time you explore a new area.

If the Light level reaches 0 you gain 2 Wound tokens per new area explored.

You can use generic tokens to keep track of the Light level.

Progress Tracker

Each square represents a new area. The [S] and [F] squares represent the Start and Finish squares.

The goal of Penumbra Path is to reach the [F] square without your fighter being downed.

Use the letters: [E], [M], [?], [R], and [T] to mark a square and keep track of the areas explored. Use a cross [X] to show the current position or a 1cm cube.

Floor

A fighter starts on the [S] square on the 1st Floor and must reach the [F] square on the 3rd Floor. A fighter goes down a floor when they reach the [F] square and beat a boss.

Cross out a Floor square when your fighter reaches the [F] square. Also, erase all current explored areas from the Progress Tracker.

Fighter 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.

DECK

Create a deck of 20 Upgrade and 20 Gambit cards and put them both to one side. Normal warband restrictions apply when making a deck. A fighter starts with 5 randomly drawn Gambits.

Upgrades and Gambits are received from Chests, Events, Rest spots, and bought from Merchants.

Upgrades and Gambits once earned are permanent on a fighter. Upgrades and Gambits can be sold to a Merchant and lost in Traps and Boss battles.

Sold and lost cards are permanently discarded from the deck.

EXPLORATION

Progress moves from left to right and each square area requires 1 Light level to explore.

To determine the Area explored reduce the Light level by 1 and roll a Defence die on the Area Table, and then roll on the corresponding result table.

More than one square can be explored with Light before choosing one to move on.

Mark on the Progress Tracker the area explored and resolve the result.

Once you reach the end of a floor erase the explored areas and start again.

The goal is to reach the [F] square on the 3rd Floor and beat the final boss.

BATTLES

In some areas you will encounter an enemy warband. When this happens roll on the Enemy Table. The result is the type of warband you will be facing.

Now choose and place one board and one Objective token face-up near the middle.

Place the enemy's warband in the starting spots. A Shield on a rolled Defence die determines which starting spot they are placed on.

The player's fighter starts the battle inspired on an incomplete hex of their choice. A rolled Defence die determines which edge the player starts from.

Symbol	Result
Critical	North edge
Support	East edge
Shield	West edge
Dodge	South edge

The player draws up to the hand limit of 5 Gambit cards per activation. Once a card is used it's discarded until the end of the battle.

The enemy's warband cannot use Gambit, Upgrade, or Objective cards. Except for Upgrades in boss battles

Roll to see who goes first. After every fighter has activated, roll to see who goes first again.

The enemy's fighters are activated in order from left to right in order of their fighter cards.

Activation alternates between one enemy fighter and the player's fighter, this repeats.

When it's an enemy's fighter activation roll on the AI Behaviours table to determine their behaviour.

There is no round limit.

The player's fighter can charge every activation.

All fighters lose guard tokens if they charge. All fighters will lose their guard tokens at the start of their activation.

AI fighters will always drive back a player's fighter.

They will always choose a lethal hex if possible when driving back a fighter.

The player's fighter wins the battle if the enemy warband is all downed.

The player's fighter loses if their fighter is downed

A player's fighter earns 1 Glory point per enemy fighter downed. 2 Glory points are earned per fighter in a boss battle.

Roll on the Chest Table once when the battle is won.

BOSS BATTLES

A boss battle starts when a [F] square is reached. The floor number determines who you will face.

Floor	Boss
1	1 Leader, 0 Fighters, 0 Upgrades. + 1 Wound Characteristic each
2	1 Leader, 1 Fighter, 1 Upgrades. + 1 Wound Characteristic each
3	1 Leader, 2 Fighters, 2 Upgrades. + 2 Wound Characteristic each

A warband Leader starts inspired and AI fighters are chosen randomly.

Upgrades are randomly given to all enemy fighters from the Upgrade deck.

Once the battle is won, roll twice on the Chest Table and move to the next floor.

TABLES

The following tables are used when exploring an area.

Area

Symbol	Result
Shield	Roll on Enemy Table
Support 1	Buy or Sell on Merchant Table
Critical	Roll on Event Table
Support 2	Choose on Rest Table
Dodge	Roll on Trap Table

Enemy [E]

Symbol	Result
Critical	A full inspired warband
Support	A inspired warband without a Leader
Shield	A full non un-inspired warband
Dodge	A un-inspired warband without a Leader

AI Behaviours

Symbol	Action
Critical	Enemy attacks if possible and then guards.
Support	Enemy charges towards player fighter and attacks.
Shield	Enemy charges towards nearest friendly fighter and attacks if possible. Hold and guards if not.
Dodge	Enemy charges toward nearest objective and guards.

Chest

Symbol	Reward
Critical	+2 Light
Support	+1 Gambit card
Shield	+1 Upgrade card
Dodge	+2 Glory points

Merchant [M]

Buy	Result
-1 Glory point	+1 Light
-1 Glory point	-1 Wound counter
-3 Glory points	-4 Wound counters
-6 Glory points	+1 Gambit card
-8 Glory points	+1 Upgrade card
Sell	Result
+3 Glory points	-1 Gambit card
+4 Glory points	-1 Upgrade card

Event [?]

Symbol	Result
Critical	Enemy
Support 1	+2 Glory points
Support 2	+1 Gambit card
Shield	-2 Wound counters
Dodge	+1 Light

Rest [R]

Choose One	Reward
Light	+2 Light
Heal	-3 Wound counters
Train	+1 Gambit card
Search	+1 Upgrade card

Trap [T]

Symbol	Result
Critical	-1 Upgrade card
Support 1	-3 Glory points
Support 2	-1 Light
Shield	-1 Gambit card
Dodge	Nothing

CAMPAIGN END

When a player's fighter has reached the [F] marked square on the 3rd Floor they have completed their campaign. If a player's fighter is downed they will have failed their campaign. Restart from the beginning on the [S] square on the 1st Floor if this happens.

A player's Glory Score is how well they did. Try to beat your score.

WARBANDS

SEASON 1

GARREK'S REAVERS

Alliance: Chaos

Faction: Blades of Khorne

AI Behaviour:

1. Aggro

Set: Shadeshire

Quest: Crusade

Lore:

“The Bloodbound are mortal warriors who have sworn themselves to Khorne, god of carnage and slaughter. Blinded by battle madness, lost to the exultant sensations of combat, they care for nothing but the kill. Gathering together in vast Warhordes, they maraud across the realms, butchering and despoiling in the name of their dark master. Bloodreavers, such as the band led by the brutal killer known as Garrek Gorebeard, are frenzied cannibals, mortals whose dark excesses have drawn them ever further into the thrall of the Blood God. They eschew heavy armour, preferring to feel the blood spatter across their chests, and chase their prey as tirelessly as hunting wolves.”

STEELHEART'S CHAMPION

Alliance: Order

Faction: Stormcast Eternals

AI Behaviour:

1. Control
2. Aggro

Set: Shadeshire

Quest: Escape

Lore:

“Clad in gleaming sigmarite and armed with heaven-forged weaponry, the Stormcast Eternals are champions and heroes all, defenders of civilisation and sworn enemies of Chaos. They were once mortal heroes hailing from across the realms – now gathered together by the God-King Sigmar and remade into the physical embodiment of the celestial storm, they are living legends who wage the eternal war against the Dark Gods. The warriors under the command of Liberator-Prime Severin Steelheart were part of a detachment sent to investigate Shadeshire. Now they find themselves trapped, separated from their kin and from each other, with only the whispers of the dead to guide them home.”

SEPULCHRAL GUARD

Alliance: Death

Faction: Soulblight Gravelords

AI Behaviour:

1. Objective
2. Aggro

Set: Shadeshire

Quest: Crusade

Lore:

“The Deathrattle of Shadeshire are quite unlike the typical charnel slaves raised by minor necromancers and practitioners of fell magic. Their soul animus remains trapped within their decayed forms as a result of the curse of Nagash, and thus they retain a fragmented memory of their past lives long after their flesh has rotted away. Over time, many of these unfortunates have sworn themselves to the God of Death's service, praying that by petitioning Nagash for forgiveness they may be freed from the agony of their existence. Greatest amongst the faithful is the Sepulchral Warden, the former Lord Marshal of Shadeshire. Such is his devotion to Nagash that this enigmatic creature has been gifted with the power to inspire frenzied devotion in his subjects, and he directs them against all who would challenge the Great Necromancer's will.”

IRONSKULL'S BOYZ

Alliance: Destruction

Faction: Orruk Warclans

AI Behaviour:

1. Aggro

Set: Shadeshire

Quest: Kill

Lore:

“Orruks are savage, muscle-bound creatures who live for the crash and crunch of battle. Ironjawz are the mightiest of their number, clad in thick plates of rusted metal and wielding huge jagged weapons forged from the same. Gurzag Ironskull and his lads were trapped in the Mirrored City decades ago, after an ill-fated looting spree amidst the ruins of Shadeshire. Ironskull was initially furious, but in the years since he's grown rather fond of the place – after all, what self-respecting orruk would decline an endless cycle of violence and bloodshed?”

THE CHOSEN AXES

Alliance: Order

Faction: Fyreslayers

AI Behaviour:

1. Control
2. Aggro
3. Objective

Set: Shadeshire

Quest: Lift the Curse

Lore:

“The duardin known as Fyreslayers are fearless and intractable mercenary warriors. They will fight for anyone in exchange for ur-gold, the magical resource that fuels their great strength and which they believe is the spiritual essence of their warrior-god, Grimmir. To a Fyreslayer, honour is paramount. It is for this reason that the Fyreslayers of the Vostarg lodge still bear the shame of their failure to protect Shadeshire. Hundreds of warriors have fallen or been lost in the attempt to banish the curse that haunts the city, yet no Fyreslayer would ever suggest that the venture be abandoned.”

SPITECLAW'S SWARM

Alliance: Chaos

Faction: Skaven

AI Behaviour:

1. Objective
2. Control
3. Aggro

Set: Shadeshire

Quest: Crusade

Lore:

“Thousands of beady eyes glint in the dark, glowing with hatred and hunger as the Clans Verminus mass for the attack. A cacophony of chittering voices and scrabbling claws drowns out all rational thought, getting louder by the moment. Carnage ensues as these Skaven drag their enemy down with sheer weight of numbers, gnawing away at them until nothing remains. Warlord Skritch Spiteclaw leads a particularly murderous and spiteful band through the Mirrored City, searching for artefacts and trinkets to loot, and an escape route by which he can claw his way to freedom.”

THE FARSTRIDERS

Alliance: Order

Faction: Stormcast Eternals

AI Behaviour:

1. Control
2. Aggro

Set: Shadeshire

Quest: Escape

Lore:

“A vision of golden celestial light, a living embodiment of the God-King's might, the Stormcast Eternals are messengers of vengeance armed with the might of stars. Bold raiders and expert scouts, the Farstriders are Vanguard-Hunters, the elite infantry of the Vanguard Auxillary Chambers. Led by the grizzled Sanson Farstrider, more than once has a thought-unassailable position been scaled and destroyed by this veteran band of heroes.”

MAGORE'S FIENDS

Alliance: Chaos

Faction: Blades of Khorne

AI Behaviour:

1. Aggro

Set: Shadeshire

Quest: Crusade

Lore:

“The fiend Magore Redhand leads his Blood Warriors through the Mirrored City, tracking the hated Stormcast Eternals with the aid of his loyal Flesh Hound, Riptooth. Should they fall upon their quarry, they will tear them apart, and with the blood of the fallen they will defile the Mirrored City so utterly that Khorne's eye will be drawn to this damned place, and to the gory tributes of his loyal servants.”

SEASON 2

STORMSIRE'S CURSEBREAKERS

Alliance: Order

Faction: Stormcast Eternals

AI Behaviour:

1. Magic
2. Control
3. Aggro

Set: Nightvault

Quest: Lift the Curse

Lore:

“Knight-Incantor Averon Stormsire was chosen personally by the God-King Sigmar to investigate the curse of Shadeshire, for the irascible mage's knowledge of unbinding and banishment is extraordinarily comprehensive. Stormsire has long studied the negative effects of the reformatting process, and his grim demeanour has only grown more intense as the troubling implications become clearer. Alongside his two loyal companions, Rastus and Ammis, Stormsire walks the halls of the Mirrored City, searching for answers and a way to free Shadeshire from the Great Necromancer's dark enchantment. Any who come between this formidable trio and their goal are eradicated with crackling bolts of lightning or swept aside with fulminating blasts of energy.”

THORNS OF THE BRIAR QUEEN

Alliance: Death
Faction: Nighthaunt
AI Behaviour:
1. Objective
Set: Nightvault
Quest: Crusade
Lore:

“Knight-Incantor Averon Stormsire was chosen personally by the God-King Sigmar to investigate the curse of Shadespire, for the irascible mage’s knowledge of unbinding and banishment is extraordinarily comprehensive. Stormsire has long studied the negative effects of the reforging process, and his grim demeanour has only grown more intense as the troubling implications become clearer. Alongside his two loyal companions, Rastus and Ammis, Stormsire walks the halls of the Mirrored City, searching for answers and a way to free Shadespire from the Great Necromancer’s dark enchantment. Any who come between this formidable trio and their goal are eradicated with crackling bolts of lightning or swept aside with fulminating blasts of energy.”

ZARBAG'S GITZ

Alliance: Destruction
Faction: Gloomspite Gitz
AI Behaviour:
1. Objective
2. Aggro
Set: Nightvault
Quest: Spread the Fungus
Lore:

“The Moonclan Shaman Zarbag and his scuttling band are an infestation spreading through the heart of the Mirrored City. While looting the ruins of Shadespire, Zarbag sniffed out a tantalising aroma of fungal spores drifting up from deep underground. Pursuing this tempting lure, the Shaman and his grots tunnelled into an enormous sinkhole, tumbling into darkness. They crashed to earth in the depths of the Mirrored City, finding themselves lost within the Thanatological Gardens of the city’s former Katophrane masters. Where once vibrant flowerbeds and lush plantations filled these glass-domed halls, now there were only fields of choking mould and towering clusters of deffcap mushrooms – everything Zarbag had wished for and more! The Shaman has taken it upon himself to spread this noxious fungus far and wide, drawing more and more of his numberless kin into the Mirrored City.”

THE EYES OF THE NINE

Alliance: Chaos
Faction: Disciples of Tzeentch
AI Behaviour:
1. Magic
2. Control
3. Objective
Set: Nightvault
Quest: Crusade
Lore:

“Vortemis the All-seeing and his sworn acolytes have dwelt within the Mirrored City for centuries, since the very moment that Nagash damned it to its terrible fate. They serve at the will of the Gaunt Summoners, the nine masters of the mysterious Silver Towers. Ever since the city fell, Vortemis has sought to open a portal between hidden Shadespire and one of these twisted, labyrinthine fortresses. All his efforts have thus far been in vain. Yet with the unravelling of magic that has struck the Mortal Realms, a new opportunity arises. The Eyes of the Nine now seek to convert captured shadeglass relics into beacons of arcane power, sorcerous lodestones that will anchor Shadespire to the Silver Towers and spill forth the madness of the Realm of Chaos. Should they succeed, mighty Tzeentch, god of magic and sorcery, will surely claim dominion over the Mirrored City.”

MOLLOG'S MOB

Alliance: Destruction
Faction: Gloomspite Gitz
AI Behaviour:
1. Aggro
2. Control
Set: Nightvault
Quest: A New Home
Lore:

“The Dankhold Trogoth known as Mollog the Mighty slept in his mushroom-littered cavern beneath the dunes of the Desert of Bones for centuries, emerging every so often to rampage in search of food. It was a comfortable life, until an infestation of Skaven spilled up from the deep earth. After he had finished picking his teeth clean of scraps of flesh and fur, the trogoth realised his home was lost to the endless tide of vermin. Followed by a mob of the bizarre denizens that had dwelt within his cave, Mollog set off to find a new one. The trogoth travelled far across the bone-strewn wastes, eventually coming to the ruins of Shadespire. Underground he went, certain that somewhere in this gloomy place lay the dank, quiet cavern he was looking for. Instead, Mollog found the labyrinth of the Mirrored City. Still he presses stubbornly on with his search, a trail of crushed and battered bodies left in his wake.”

GODSWORN HUNT

Alliance: Chaos
Faction: Slaves to Darkness
AI Behaviour:
1. Aggro
Set: Nightvault
Quest: Kill Stormcast Eternals
Lore:

“Theddra Skull-scryer, war shaman of the Tribe of the Black Fang, leads a Godsworn Hunt into the depths of the Mirrored City, seeking worthy sacrifices to pledge to the Chaos pantheon. Each of her warriors has sworn the blood-oath, the pact of soul and iron. They will not leave the haunted halls of Shadespire without each claiming the life of a lightning warrior – the upstart God-King’s so-called Stormcast Eternals. Guided by searing visions of conquest and glory, Skull-scryer navigates the twisting depths of Shadespire in pursuit of her quarry. She leads the greatest champions amongst a tribe of hardened killers, each a merciless and resourceful hunter who has earned their name through many bloody and glorious deeds. Their bodies bedecked with trophies and oath-stones, the warriors of the Godsworn Hunt fear nothing, for they have stared into the dark heart of Chaos itself.”

YLTHARI'S GUARDIANS

Alliance: Order
Faction: Sylvaneth
AI Behaviour:
1. Control
2. Magic
3. Aggro
Set: Nightvault
Quest: Recover Lost Soulpods.
Lore:

“With the advent of the necroquake, the life magic of Alarielle has been able to seep through cracks in reality back into Shadespire. Some of the Sylvaneth trapped there have stirred once more, with Ylthari and her Guardians being the first to awaken. Imbued with bountiful vigour and wrath, they seek the lost soulpods of their fallen kin.”

THUNDRIK'S PROFITEERS

Alliance: Order
Faction: Kharadron Overlords
AI Behaviour:
1. Aggro
2. Control
3. Objective
Set: Nightvault
Quest: Find Treasure
Lore:

“Bjorgen Thundrik and his crew of skyfarers were not the first among the Kharadron Overlords to search for Shadespire. The whispered rumours of the Katophranes’ treasures had reached many sky-ports, but those expeditions that were sent either returned empty-handed or did not return at all. With a hardy crew and a magnificent skyvessel at his command, Thundrik set out to achieve what all others had failed to do.”

SEASON 3

LADY HARROW'S MOURNFIGHT

Alliance: Death
Faction: Nighthaunt
AI Behaviour:
1. Objective
2. Control
3. Aggro
Set: Dreadfane
Quest: Crusade
Lore:

“The Myrmourm Banshee known as Lady Harrow was long ago tasked by almighty Nagash with hunting down intruders in the Mirrored City. The Great Necromancer cursed her with a desperate hunger for arcane energies, and so she seeks out sorcerers and witches with especial vigour. Lady Harrow is accompanied in her mission by a retinue of fellow Banshees, all of whom share her obsessive need for magical sustenance. At Nagash’s command, they sought to feed upon the foolish Stormcast Eternals who dared to trespass into death god’s prison. Their compulsion saw them pursue their victims into the echoing caverns of Beastgrave, where they have found a bounty of new sensations. Such is the Lord of Undeath’s curse, however, that their hunger can never be sated.”

IRNSOUL'S CONDEMNERS

Alliance: Order

Faction: Stormcast Eternals

AI Behaviour:

1. Aggro
2. Control

Set: Dreadfane

Quest: Escape

Lore:

“Gwynne Ironsoul is a formidable agent of the Sacrosanct Chambers. Ironsoul and her companions – Tavian of Sarnassus and the redoubtable Brodus Blightbane – are Sequitors of the Hammers of Sigmar, first and most storied of the God-King Sigmar’s Stormhosts. These specialists channel the magical tempest of Azyr through their weapons. They are trained to battle the ethereal and the daemonic, but after straying within the bounds of the Dreadfane, even they may have found their match. They long sought a way to shatter its mechanisms and free themselves from its cruel grasp, and believed their quest successful when they finally set foot in the blood-soaked caverns of Ghur. Alas, Beastgrave would soon prove to be just another trap...”

GRASHRAK'S DESPOILERS

Alliance: Chaos

Faction: Beasts of Chaos

AI Behaviour:

1. Objective
2. Aggro

Set: Beastgrave

Quest: Crusade

Lore:

“The gor-kin of Grashrak’s Despoilers hate all things pure with a bestial vehemence that knows neither reason nor restraint. Their overriding drive is to tear down the trappings of civilisation, to ruin beauty and order wherever they find it, leaving only roiling chaos and bloody wreckage in their wakes. Having butchered a gore-slick path from the depths of the Gnawing Forest to the Wrything Hills, this herd of bestial brutes have now plunged into the tunnels of Beastgrave in search of fresh victims to tear limb from limb and new marvels to smash asunder.”

SKAETH'S WILD HUNT

Alliance: Order

Faction: Sylvaneth

AI Behaviour:

1. Aggro

Set: Beastgrave

Quest: Crusade

Lore:

“Skaeth and his companions are worshippers of Kurnoth, the god of the hunt and fallen ally of Alarielle, the goddess of life. They are beings both wild and fey, spiritual avatars of nature in its most primal and aggressive state. Yet nobility tempers the savagery of the Kurnothi. They prey solely upon those bringers of ruin who desecrate the natural order, mercilessly hounding the footsteps of their foes and cutting them down to remove their taint from the Mortal Realms. Skaeth’s band seek to restore all that was ruined during the Age of Chaos, and are merciless in that goal.”

RIPPA'S SNARLFANGS

Alliance: Destruction

Faction: Gloomspite Gitz

AI Behaviour:

1. Aggro

Set: Beastgrave

Quest: Find the Shiny Choppa

Lore:

“Amongst the Gitmobs, it is no crime to launch a leadership challenge by trying to stab your Gitlord in the back. It is, however, inadvisable to mess it up. When Rippa Narkbad’s bid for power went horribly wrong, he chose rapid and self-imposed exile over the messy death he would undoubtedly have faced if he had hung about. His two best ladz, Stabbit and Mean-eye, came with him, more out of guilt by association than any real sense of loyalty. Down but not defeated, Rippa has led his grumbling and mutinous companions to Beastgrave in pursuit of the magnificently shiny choppa he sees every night in his dreams. With that blade in his hand, surely Rippa could ride back to his tribe and claim rulership over the headless corpses of all his old rivals...”

THE GRYMWATCH

Alliance: Death

Faction: Flesh-eater Courts

AI Behaviour:

1. Objective
2. Aggro

Set: Beastgrave

Quest: Slay the Monster

Lore:

“The ghouls of the Flesh-eater Courts suffer from the shared delusion that, far from being monstrous corpse-cannibals, they are in fact noble knights and dedicated men-at-arms. So it is with the Grymwatch, who ‘ride’ out at the command of the degenerate beast whom they perceive to be the heroic Duke Crakmarrow. Hailing from a blasted and ruined kingdom far to the north, the Grymwatch have come questing to slay the monstrous entity that they believe lurks at Beastgrave’s heart. After all, they can’t risk letting this terrible creature threaten their ‘crops’ or menace their ‘peasant folk’. Now,

slavering, grunting and snarling, the ghouls of the Grymwatch scramble through the tunnels, honourable hunters in search of their monstrous prey.”

HROTHGORN'S MANTRAPPERS

Alliance: Destruction

Faction: Ogor Mawtribes

AI Behaviour:

1. Aggro
2. Control

Set: Beastgrave

Quest: Escape

Lore:

“Hrothgorn and his party of hangers-on were ranging ahead of their Alfrostun when the Icebrow Hunter caught what he thought was the scent of abundant prey – beasts somewhere up ahead. The group hungrily followed the trail, which led into a series of winding tunnels. The legend of Beastgrave is well known amongst the Ogor Mawtribes, and it was not long before Hrothgorn realised they had been lured into the gullet of that infamous mountain. There was no true food to be found in these echoing caverns, only an endless purgatory of hunger and death. Once the hunter had spent his initial frustration upon scores of Beastgrave’s other victims, Hrothgorn set about finding a way out with his ragtag entourage always at his heels.”

THE WURMSPAT

Alliance: Chaos

Faction: Maggotkin of Nurgle

AI Behaviour:

1. Control
2. Aggro

Set: Beastgrave

Quest: Lift the Curse

Lore:

“The Sorcerer Fecula Flyblown was far from Beastgrave, hunched over a stained cauldron, when she read a sign in the cloying vapour rising from it. She saw a shard-curse of endless sterility in which nothing stayed dead long enough to rot, and the effects of entropy were perpetually undone. Horrified, Fecula added foul ingredients to her pestilent brew, hoping to attract Nurgle’s aid to halt the spread of this un-plague. Drawn by the rancid odour, a monstrous wurmaggot burst from the ground and swallowed the Sorcerer and her two favoured bodyguards whole. This creature burrowed onwards until it could stomach Fecula’s noisome stew no more; it burst into Beastgrave, where it disgorged the group in a tide of steaming vomit. Together, The Wurm spat are resolved to cure the curse at the mountain’s heart by spreading the filth so beloved of their deity.”

MORGOK'S KRUSHAS

Alliance: Destruction

Faction: Orruk Warclans

AI Behaviour:

1. Aggro
2. Objective
3. Control

Set: Beastgrave

Quest: Crusade

Lore:

“Morgok and his mob of Ironjawz brutes once hunted down and fought the greatest prey they could find amongst Ghur’s trackless wastes. Whether they ran down spiny nephrodeles or fought the storm-warriors of Sigmar, Morgok’s Krushas sought the mightiest trophies in the name of their bellicose deity, Gorkamorka. While roaming a plain of ancient bones, the Ironjawz boss heard from afar the clash and clangour of battle. They pursued the sounds across the wilds until they arrived at Beastgrave – the noises were echoing from the mountain’s tunnels. Invigorated by Waaagh! energy that would only increase with each conflict, the brute boss led his cronies down into the caverns to win glory in the eyes of the great green god.”

MORGWAETH'S BLADE-COVEN

Alliance: Order

Faction: Daughters of Khaine

AI Behaviour:

1. Aggro

Set: Beastgrave

Quest: Escape

Lore:

“Morgwaeth the Bloodied and her murderous retinue were dispatched to Beastgrave by Morathi in search of a long-hidden shard of Khaine. Shadowed paths brought them to the mountain, and immediately they knew their objective was near – what else could account for the visions of slaughter and echoes of battle that haunted Beastgrave’s megalithic depths? In truth, however, their quest was a fool’s errand, for Morathi knew no shard lay in the mountain – Morgwaeth had questioned her liege a little too publicly, and was sent to Beastgrave for her temerity. This was a poor punishment for the hag queen, though – the blades of Khaine found many offerings to the lord of murder in the mountain’s ancient halls, and their dedication may yet see them escape Beastgrave’s grasp.”

SEASON 4

THE DREAD PAGEANT

Alliance: Chaos

Faction: Hedonites of Slaanesh

AI Behaviour:

1. Objective
2. Aggro
3. Control

Set: Direchasm

Quest: Reach a New High

Lore:

“Having first entered Beastgrave in pursuit of visions of their missing deity, Slaanesh, the depraved mortals known as the Dread Pageant were soon gripped by a new obsession: the tormenting of the sentient mountain itself. Like all Slaaneshi Hedonites, the Dread Pageant are slaves to sensation, and when they first tasted Beastgrave’s anguish at being denied its usual feast of flesh, they began to goad the mountain by withholding its succour, torturing their victims to the point of death while imbibing Beastgrave’s despair. In the claustrophobic depths of Direchasm, the mountain’s raw emotions are at their most tangible, sending the Dread Pageant into a euphoric state.”

MYARI’S PURIFIERS

Alliance: Order

Faction: Lumineth Realm-lords

AI Behaviour:

1. Aggro
2. Magic
3. Objective

Set: Direchasm

Quest: Crusade

Lore:

“Myari’s Purifiers are a graceful company of Lumineth aelves who glow with the power of Hysh. Steeped in learning and arcane skill, they have entered Beastgrave to calm its wrath, believing that only they have the presence of mind to resist the mountain’s primal call. Their confidence may be well placed. Myari is a master of elemental invocations, renowned for his great wisdom and insight, while the three warriors who fight alongside him epitomise different aspects of the Lumineth way of war.”

KHAGRA'S RAVAGERS

Alliance: Chaos

Faction: Slaves to Darkness

AI Behaviour:

1. Objective
2. Control
3. Aggro

Set: Direchasm

Quest: Sororicide

Lore:

“Khagra the Usurper and her band of Slaves to Darkness see Direchasm as the site of the culmination of their personal path to glory; a final proving ground where they will earn the attention of the Dark Gods. They mean to turn the mountain to the service of Chaos by desecrating its every chamber through dark sorcery and brutal sacrifice. It was Khagra’s sister Zarshia who led the warband into Beastgrave, but they soon became trapped in a gnashing chamber. Khagra wedged her shield between the cavern floor and the encroaching ceiling before carving a way out of the rocky gullet, and since then, the brutal warriors Cragan and Razek have turned to Khagra for direction. Zarshia has not abandoned her own ambitions, however, and is poised to overturn her upstart sibling when the opportunity arises.”

STARBLOOD STALKERS

Alliance: Order

Faction: Seraphon

AI Behaviour:

1. Objective
2. Aggro

Set: Direchasm

Quest: Kill the Mountain

Lore:

“The Slann Starmasters of the Seraphon foresaw danger in Beastgrave. Unchallenged, the corrupting presence of Chaos would transform the mountain into a colossal demigod whose power would wreak havoc across Ghur and beyond. To prevent this from coming to pass, the Slann sent a hunting party of skinks into the mountain, bolstered by the Saurus Oldblood Kllaq-Trok. Their leader would be the gifted Skink Priest Kixi-Taka the Diviner, who bore an artefact that, if deployed in precisely the right location, would compel the entire mountain to consume itself in self-destructive madness.”

THE CRIMSON COURT

Alliance: Death

Faction: Soulblight Gravelords

AI Behaviour:

1. Control
2. Objective

Set: Direchasm

Quest: Feed

Lore:

“Prince Duvalle leads the coterie of Soulblight Gravelords known as the Crimson Court, a band of merciless hunters united by their cruel abilities. They found their way into Direchasm through a splint of the spreading Katophrane Curse, intent upon taking full advantage of the rich variety of prey promised by the living mountain’s depths.”

HEDKRAKKA’S MADMOB

Alliance: Destruction

Faction: Orruk Warclans

AI Behaviour:

1. Aggro
2. Control

Set: Direchasm

Quest: Kill the Mountain

Lore:

“All Bonesplitterz carry a spark of the violent god Gorkamorka’s wild rage in their cracked minds. In the Wurrigog Prophet Hedkrakka, the self-proclaimed ‘Gob of Gork’, this connection is especially strong. Hearing the Great Green God’s command through his serpent familiar, Hedkrakka led his Madmob far across the realm of Ghur, seeking a beast of truly colossal proportions. In the living mountain, Beastgrave, they found their prey.”

KAINAN’S REAPERS

Alliance: Death

Faction: Ossiarch Bonereapers

AI Behaviour:

1. Aggro

Set: Direchasm

Quest: Crusade

Lore:

“When Nagash resolved to conquer Ghur, Kainan’s Reapers were amongst the first forces he despatched, the tithekeepers sent to call in ancient debts and claim osseous stockpiles that might be used to bolster the Bonereapers’ advance. The Mortisan Executioner Mir Kainan was charged with collecting the long-overdue tithe of the Silent People. When they arrived in Beastgrave, Kainan’s Reapers found the Silent People had fled, their regular migration cycle interrupted by the mountain’s anguished raging. They did not intend to return empty-handed, however. Direchasm’s depths held countless ancient bones, and many rival warbands would pay the price for the Silent People’s delinquency.”

ELATHAIN'S SOULRAID

Alliance: Order

Faction: Idoneth Deepkin

AI Behaviour:

1. Aggro

Set: Direchasm

Quest: Kill

Lore:

“Over the Centuries, the Idoneth Deepkin of the Ionrach Enclave had visited Beastgrave many times, claiming countless souls from the Silent People with which they might ensure their own survival. The Celebrated Isharann Soulreder Elathain was tasked with leading the latest foray, and took with him his soul-bound Thrall Tammael, the bond-beast Duinclaw, and his sworn Ishlaen escort, Fuirann.”

DREPUR’S WRAITHCREEPERS

Alliance: Death

Faction: Nighthaunt

AI Behaviour:

1. Aggro
2. Objective

Set: Starter Set

Quest: Kill

Lore:

“Drepur’s Wraithcreepers are Nagash’s hunters and executioners, despatched to slave any who earn the Great Necromancer’s ire – including any who might enter Shadespire with a view to obstructing Nagash’s plans. A Glaivewraith Stalker is an unstoppable force. Its long blade always points at the beating heart of its intended victim, just as the needle of an arcane compass indicates the highest concentration of magic. Though it drifts slowly towards its quarry, it is inevitable that the creature’s glaive will one day pierce the chest of its prey. Those who have realised a Glaivewraith is upon their scent have evaded them for years, even decades until their guard slips – and then the gheist’s leering and bestial visage is the last thing such victims see.”

STORM OF CELESTUS

Alliance: Order

Faction: Stormcast Eternals

AI Behaviour:

1. Objective
2. Aggro

Set: Starter Set

Quest: Investigate the Bleeding

Lore:

“Castigators are powerful ranged support troops, commonly employed by the Sacrosanct Chambers against ethereal enemies that can kill with a touch. The thunderhead greatbows they carry are miracles of Azyrite science and ingenuity, launching projectiles more akin to maces than mere bolts – stout shafts attached to braced heads filled with the storm-breath of Stardrakes. The Storm of Celestus, led by the grizzled Drakan Celestus, were dispatched to Shadeshire to investigate and confirm whether the Katophrane Curse had indeed left the city and was bleeding into reality.”

SEASON 5

DA KUNNIN' KREW

Alliance: Destruction

Faction: Orruk Warclans

AI Behaviour:

1. Aggro
2. Control

Set: Harrowdreep

Quest: Escape

Lore:

“Da Kunnin' Krew did not come to Harrowdeep by choice, but nor was their entrance entirely accidental. While hunting a bog wyrm through the turgid lakes of the Misted Isles, the Kruleboyz' primary stronghold in the Helleflux, Mannok witnessed the beast suddenly disappear down a drain of grasping swamp-muck. Ignoring Torka's protests, he directed their crude raft to investigate, only to wind up in the darkness beneath Ulgu. It did not take long for Mannok to realise that the moist caverns of Harrowdeep would make a fine setting for a Kruleboy lair – and that to settle this place would see him become a premier boss. He now leads his long-suffering mates to find a way out and round up the rest of his boyz, while taking every opportunity to stalk and ambush unwary warbands in the meantime.”

XANDIRE'S TRUTHSEEKERS

Alliance: Order

Faction: Stormcast Eternals

AI Behaviour:

1. Aggro

Set: Harrowdreep

Quest: Crusade

Lore:

“Bound together through adversity, Xandire's Truthseekers are a band of Stormcasts-errant on a mission from the God-King himself. When fleets sailing out of the Ulguan port-city of Misthávn began to disappear with alarming regularity, Sigmar knew he could not remain idle. Rather than send his armies on a wild search through the dark, however, he opted for a more subtle approach – warbands of Thunderstrike-armoured champions who could scour Ulgu for the elusive truth.”

BLACKPOWDER'S BUCCANEERS

Alliance: Destruction

Faction: Ogor Mawtribes

AI Behaviour:

1. Control
2. Objective

Set: Harrowdreep

Quest: N/A

Lore:

“N/A”

THE EXILED DEAD

Alliance: Death

Faction: Soulblight Gravelords

AI Behaviour:

1. Magic
2. Aggro

Set: Harrowdreep

Quest: Necromancy

Lore:

“The vampire Deintalos dwells in the darkness of Harrowdeep, snaring those who walk its labyrinthine passages. He considers it an ideal place to hide his grisly experiments, aided by his mortal apprentice in necromancy, Marcov. Deintalos animates recovered cadavers with arcane machinery, creating electrified Arcwalkers who act in eerie unison to tear apart their foes.”

SEASON 6

SKITTERSHANK'S CLAWPACK

Alliance: Chaos

Faction: Skaven

AI Behaviour:

1. Aggro

Set: Nethermaze

Quest: Kill

Lore:

“Always seeking fresh sources of dark magic to aid in their murderous plans, the skaven scrambled to see which enclave of shadowy assassins would be the first to investigate the Nethermaze. Clan Stryk won this desperate race, dispatching a kill-squad led by one of their most ambitious assassins – the young throat-cutter Slynk Skittershank.”

THE SHADEBORN

Alliance: Order

Faction: Daughters of Khaine

AI Behaviour:

1. Control
2. Aggro

Set: Nethermaze

Quest: Crusade

Lore:

“Umbral assassins sworn to Morathi, the Shadeborn were ostensibly dispatched to hunt down seditionists in Harrowdeep. Only the Shroud Queen Slythael knows their true goal – to discover how the labyrinth's eldritch power might be harnessed by the High Oracle herself. This task has taken the Shadeborn into the bowels of Nethermaze, and will test their skills to the very limit.”

ALLIANCES & FACTIONS

ORDER

Faction	Warband	#	X
Idoneth Deepkin		1	
	Elathain's Soulraid		
Daughters of Khaine		2	
	Morgwaeth's Blade-coven		
	The Shadeborn		
Lumineth Realm-lords		1	
	Myari's Purifiers		
Sylvaneth		2	
	Ylthari's Guardians		
	Skaeth's Wild Hunt		
Stormcast Eternals		6	
	Steelheart's Champions		
	Storm of Celestus		
	Stormsire's Cursebreakers		
	Ironsoul's Condemnors		
	Xandire's Truthseekers		
	The Farstriders		
Seraphon		1	
	The Starblood Stalkers		
Kharadron Overlords		1	
	Thundrik's Profiteers		
Fyreslayers		1	
	The Chosen Axes		
Cities of Sigmar		0	
Total		15	

CHAOS

Faction	Warband	#	X
Disciples of Tzeentch		1	
	Eyes of the Nine		
Beasts of Chaos		1	
	Grashrak's Despoilers		
Slaves to Darkness		2	
	Godsworn Hunt		
	Khagra's Ravagers		
Blades of Khorne		2	
	Magore's Fiends		
	Garrek's Reavers		
Skaven		2	
	Spiteclaw's Swarm		
	Skittershank's Clawpack		
Hedonites of Slaanesh		1	
	The Dread Pageant		
Maggotkin of Nurgle		1	
	The Wurmspat		
Total		10	

DEATH

Faction	Warband	#	X
Nighthaunt		3	
	Drepur's Wraithcreepers		
	Lady Harrow's Mournflight		
	Thorns of the Briar Queen		
Ossiarch Bonereapers		1	
	Kainan's Reapers		
Flesh-eater Courts		1	
	The Grymwatch		
Soulblight Gravelords		3	
	The Exiled Dead		
	Sepulchral Guard		
	The Crimson Court		
Total		8	

DESTRUCTION

Faction	Warband	#	X
Ogor Mawtribes		2	
	Blackpowder's Buccaneers		
	Hrothgorn's Mantrappers		
Orruk Warclans		4	
	Hedkrakka's Madmob		
	Ironskull's Boyz		
	Morgok's Krushas		
	Da Kunnin' Krew		
Gloomspite Gitz		3	
	Mollog's Mob		
	Rippa's Snarlfangs		
	Zarbag's Gitz		
Sons of Behemat		0	
Total		9	

Total = 42 Warbands

CREDITS

Warhammer Underworlds Campaign Rules Version: 1.5 – Penumbra Path.
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kingtoko.com (Website)
@kingtoko (Twitter)
kingtoko@email.com (Email)

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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: Public Release

- 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.

1.3 – 18/09/21: Arena Mortis

- Added Arena Mortis to Contents.
- Added Arena Mortis rules.
 - Works similarly to an Underworld campaign but is much simpler and quicker.
- Added Arena Mortis Campaign Sheet.
- Added Kainan's Reapers and Elathain's Soulraid Quests and AI Behaviours.
- Added Da Kunnin' Krew, and Xandire's Truthseekers warbands without Quests and AI Behaviours.
- Added some more lines to the introduction.
- Added season headings to Warbands section.
- Added Hazard rules in the Extra Rules section in Underworlds.
- Changed footer.
- Changed content list numbers.
- Changed some formatting.
- Corrected mistake on Warband Sheet and rules related to Glory Score calculation.
- Clarified some Deck rules.
- Clarified some Campaign End rules.
- Clarified Warbands' AI Behaviours and Priority rules.

1.4 – 05/01/22: Detailed Lore

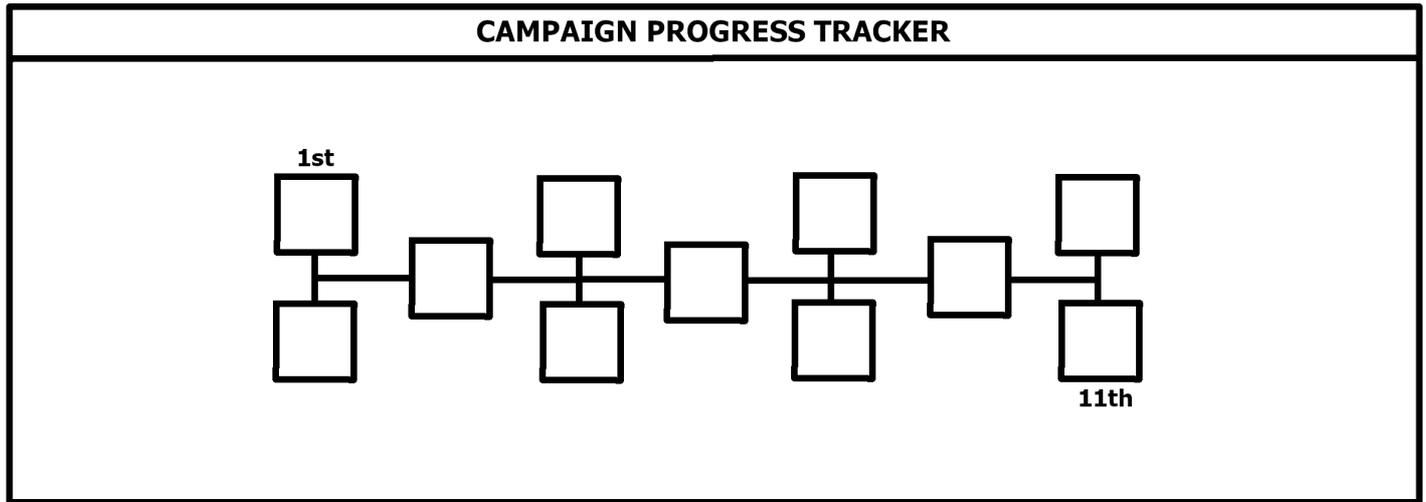
- Added Da Kunnin' Krew, and Xandire's Truthseekers Quests, and AI Behaviour.
- Added lore for all available warbands.
- Added Blackpowder's Buccaneers warband.
- Added eight or more AI rules.
- Added Rival rules in the Extra Rules section in Underworlds.
- Changed some words in the AI Behaviour rules.
- Changed Campaign Roster and Arena Mortis Sheet with more details for easier campaign tracking.
- Updated some of the rules related to the Roster Sheets.

1.5 – 21/05/22: Penumbra Path

- A new game mode called: Penumbra Path.
 - A rogue-like dungeon crawler for one fighter.
- Added Penumbra Path Campaign Sheet.
- Added Blackpowder's Buccaneers AI Behaviours.
- Added The Exiled Dead, Skittershank's Clawpack, and The Shadeborn Quests, AI Behaviours, and Lore.
- Added Alliances and Factions for all current warbands.
- Added Alliances and Factions tables.
- Added a new Unique Quest called Necromancy.
- Added missing quotation marks.
- Added Design Notes.
- Moved Contents, Introduction, and Design Notes on one page.
- Changed some sentence placement.
- Changed front cover image and made it bigger.
- Changed format on some pages.
- Many grammatical corrections.

ARENA MORTIS CAMPAIGN SHEET

WARBAND NAME	GLORY POINTS	GLORY SCORE	TOTAL BATTLES
	EARNED		
PLAYER NAME	REMAINING		
	SPENT & LOST		
SEASON NUMBER		GP Earned From Battles - GP Spent & GP Lost / Total Battles + Wins = Total Glory Score.	BATTLES WON



WARBAND DECK

FIGHTER	U	M	D	W	INFORMATION	LEVELS

PENUMBRA PATH CAMPAIGN SHEET

CHAMPION NAME	WOUNDS	GLORY	GLORY SCORE
			<small>Current GP x Floor Number + Areas Explored - Wound Counters = Total Glory Score.</small>
PLAYER NAME	LIGHT	AREAS EXP.	
		1:	
FIGHTER NAME		2:	
		3:	

CAMPAIGN PROGRESS TRACKER

EXPLORATION LETTERS	FLOOR
<div style="display: flex; justify-content: space-around;"> X E M ? R T </div>	<div style="display: flex; justify-content: space-around;"> 1 2 3 </div>

DECK