#### Game Sequence

3 Rounds each with an Action Phase and an End Phase.

Each Action Phase has players alternating for 4 turns each, with an Activation Step and a Power Step. Each End phase has both players scoring Objectives and drawing new cards.

#### Activation Step – Choose 1 each activation

Move a fighter 1 or more hexes up to its Move value, then give it one Move token.

Attack or Spell Attack with one fighter against another in range.

Charge. Remove Guard tokens. The fighter makes a Move followed by an Attack. Give it a Charge token after the Move, it cannot be activated until all other friendly fighters have Charge tokens.

Stun. Choose 1 friendly fighter. Give an adjacent enemy fighter 1 Stagger token.

Barge. Move followed by a Stun.

**Guard.** Remove all Stagger tokens from 1 friendly fighter, then give it 1 Guard token.

Fighter card or Upgrade card action.

Draw a power card.

Discard an objective card and draw an objective card.

Pass (forfeit an activation)

#### **Power Step** – Play cards

Players alternate taking one of the following until both players Pass in a row:

Pass (take no action)

Play a Gambit card (non-reaction)

Attach an Upgrade to 1 friendly fighter (spend 1 Glory)

**Delve:** Flip a feature hex controlled by a friendly fighter and Stagger that fighter.

#### Salvage:

If all friendly Wizards are out of action, then discard 1 gambit spell and draw 1 power card.

-or-

If you have a restricted power card and all relevant fighters are out of action, discard that card and draw 1 power card.

## **Reactions:**

After every event and end of step, each player may make 1 Reaction.



#### End Phase - Scoring

First player starts, then second.

- 1. Score Objectives (Gaining Glory)
- 2. Buy Upgrades (spending Glory)
- 3. Discard any/all remaining Objective cards and draw back up to 3.
- 4. Discard any/all remaining Power cards and draw back up to 5.



## Keywords

"!" ability in an attack only applies on Critical Hits.

Cleave – Ignore Blocks (Shields) in defence rolls.

**Drive Back** – Push target 1 hex away from attacking fighter.

Ensnare – Ignore Dodges (Arrows) in defence rolls.

**Grievous X** - +X damage to target. Usually a "!" ability.

**Guard/On Guard** – Both Blocks (Shields) and Dodges (Arrows) count as successes in defence rolls for this fighter.

Knockback X – Push target X additional hexes away during Drive Back.

Persists – Effect remains until conditions are met.

Push – Move a fighter. Does not count as an action and does not give out tokens.

Scything – Make the attack action against each adjacent enemy fighter.

**Stagger** – Attacker can re-roll one attack dice if target is Staggered.

Superaction – An activation containing two or more actions. E.g. a Charge or Barge superaction or Scything attack.

**Trapped** – Target cannot be Driven Back because of occupied or blocked hexes. Add one success to an attack roll with one or more successes if target is trapped.

**Vulnerable** – A fighter that is 1 wound from being taken out of action.

## **Fighter Traits**

Look out for the following symbols on cards:

Beast – Cannot be given Attack or bound spell upgrades.
Cannot hold objectives.

Flying – Ignores lethal, blocked and occupied hexes when moving. Must end in an empty hex.

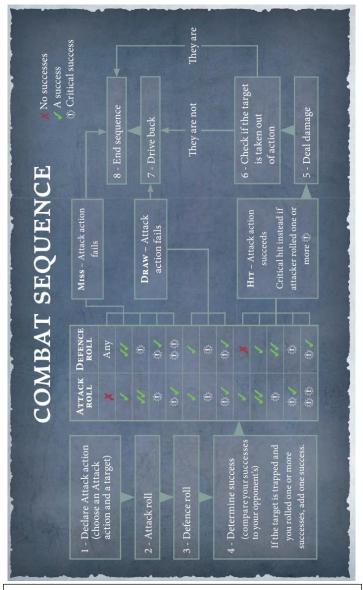
Leader – Each warband has one leader. No additional rules.

Wizard – See Wizard section. Number next to symbol is Wizard level.

Large – Does not have its own symbol. A wounds characteristic of 5+. Bounty is 2 Glory instead of 1.

If a fighter gains or loses a trait during a game, break upgrades that cannot be given to that fighter.

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## Wizards

Use Wizard level for number of dice rolled for "-" Spell Attacks.

Gambit Spells, Spell Actions and Spell Reactions roll dice equal to Wizard level, matching symbols or "!" to cast the spell.

Backlash! On a casting roll or spell attack roll containing 2 or more "!" symbols, deal 1 damage to the Wizard. If this takes the Wizard out of action, then the spell or spell attack fails.

# Hex Types

**Starting** contains skull symbol. Setup models here. **Blocked**, thick, white border. Cannot be seen through, moved through, or occupied.

Hazard hexes are Lethal, Snare and Cover.

**Lethal**, thick red border. Deals 1 damage when a fighter enters or is placed here.

**Snare**, red dash border. Stagger a fighter that enters or is placed here.

**Cover**, blue border with white dashes. Double supports are successes for occupying defenders.