



WARHAMMER UNDERWORLDS: NEMESIS FORMAT RULES

Nemesis is a format that combines the accessibility of Rivals with the customisation of Relic. In Nemesis, you choose a warband and a universal Rivals deck. Using your warband's Rivals deck and the universal deck you chose, you build a deck with your own strategy and tactics then put it through its paces on the battlefields of Warhammer Underworlds.

WARBANDS

All Warhammer Underworlds warbands and their Rivals decks can be used in the Nemesis format.

DECK-BUILDING

Rules for Nemesis deck-building can be found in the Warhammer Underworlds: Deathgorge rulebook on page 52. The following rules are in addition to those rules.

- The universal Rivals deck you pick must be from the following seasons: Nethermaze, Gnarlwood, Wyrdhollow or Deathgorge. A Rivals deck's season can be found on its box.
- The Farstriders and the Sepulchral Guard now have pre-constructed Rivals decks for use in Nemesis deck-building. These are available in the most recent Warhammer Underworlds Starter Set (2023). Other faction cards available to these warbands are not valid in this format.

BOARDS

The following game boards may be used in the Nemesis format:

Starter Set (2023) boards (Soul Refractor, The Cursed Oubliette, Katophrane's Reliquary, The Shattered Tower)

Nethermaze boards (The Inevitable Morass, The Tortured Coil, Oblivion's Pillars, The Abyssal Depths)

Gnarlwood boards (The Mistmarsh Tangle, The Stricken Swamp, Visceral Coil, Moltscap)

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

Deathgorge boards (Glacial Tomb, Frost-wracked Ruins, Rimehowl Scowling, The Iceswirl Maw)

BEST OF THREE GAMES

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

In the best of three format, players cannot use the same side of a game board more than once in each match in an event – this means they must bring and use a minimum of two different game boards in total (giving them a choice of four game board sides). A player could, for example, use the Mistmarsh Tangle in their first game, Visceral Coil in their second game (which is on the reverse of the Mistmarsh Tangle) and Moltscap in their third game.

In addition, in the second game of a best of three match, do not roll off in step 2 of set up (the Place the Boards step). Instead, whichever player lost the roll-off in the first game is assumed to have won the roll-off in the second game. If the match is not decided after the second game, roll off as normal in this step in the third game.

DECK LISTS

