



WARHAMMER UNDERWORLDS: RIVALS FORMAT RULES

Rivals is a format that exclusively features Rivals decks. A warband's Rivals deck is a deck made from cards that only feature that warband's symbol, which means if you have at least one warband you have everything you need to join in with this competitive, accessible format. The format is regularly updated with new warbands and new universal Rivals decks – decks that can be used by any warband.

WARBANDS

All Warhammer Underworlds warbands that have at least 12 faction objective cards and 20 faction power cards, of which no more than half can be gambits, can be used in the Rivals format.

Where a warband does not have enough faction cards for a complete objective and/or power deck, as is the case with some older warbands, they can only be used in the Rivals format with a universal Rivals deck.

DECK-BUILDING

In the Rivals format, a warband must have one of the following:

- A Rivals deck that only includes cards with that warband's symbol
- A universal Rivals deck from the Nethermaze, Gnarlwood, Wyrdhollow or Deathgorge seasons. (A Rivals deck's season can be found on its box).

BOARDS

The following game boards may be used in the Rivals 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.

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

