WARHAMMER
UNDERWORLDS

READ THIS FIRST

CONTENTS

YOUR FIRST GAME

This playthrough takes you through a full game of Warhammer Underworlds, turn by turn. You'll set up the battlefield and your fighters. You'll use your fighters and their cards. Most importantly, you'll learn how to win the game! It's a great place to start. You can play through this by yourself or with another player.

In this playthrough, parts of the game that would normally be random – the cards you draw and the dice you roll – are fixed.

BEFORE YOU START

The first thing you need to do is put together the Citadel miniatures included in the box. The rulebook contains easy-to-follow instructions showing you how to do this on pages 14-15. Once you've done that, push out all the counters and tokens from the token sheet and sort them into separate piles. Give four activation tokens to each player.

Activation token

Unpack the cards, and separate them out into two sets of fighter cards and four decks – one objective deck and one power deck (see below) for each warband. **Don't shuffle these decks to begin with!** They have already been arranged in a set order to help you learn the game. Don't worry if you have; you can simply find the cards as they are mentioned instead.

Now collect the attack dice (white) and the defence dice (black) and the double-sided game boards. You've now got everything you need to play.

WARBAND SYMBOLS

Each card has a symbol in the top-right of the card that tells you which warband that card belongs to. This is the warband symbol.

This is the warband symbol for Ironsoul's Condemnors.
This is the warband symbol for the Sepulchral Guard.

FIGHTER CARDS

Fighter cards are two-sided. One side shows a fighter as they are at the start of the game. The other side shows that fighter when they become 'Inspired' (we'll explain this later). Spread the fighter cards out so that you can see them all, and so the Inspired sides of the fighter cards are hidden.

Each fighter card has a picture in the top-left of the card that shows the Citadel miniature that represents that fighter. Before you start this playthrough, place each Citadel miniature on its respective fighter card.

Fighter cards

POWER AND OBJECTIVE DECKS

A power deck contains 20 **power cards** with blue backs and an objective deck contains 12 **objective cards** with gold backs – together, these cards are known as a **Rivals deck** (Rivals decks are explained on page 18 of the rulebook) and each warband in this set comes with their own unique deck.

Power cards

Objective cards

3

SETTING UP

Setting up a game of Warhammer Underworlds is done in four steps.

1. **Place the boards**
2. **Place objective tokens**
3. **Draw cards**
4. **Place the fighters**

1. PLACE THE BOARDS

Find the boards shown in the picture below, and set them up exactly as they are in that picture. This is the battlefield. It is divided into hexes, which you use so you can tell where fighters and objective tokens are in relation to each other.
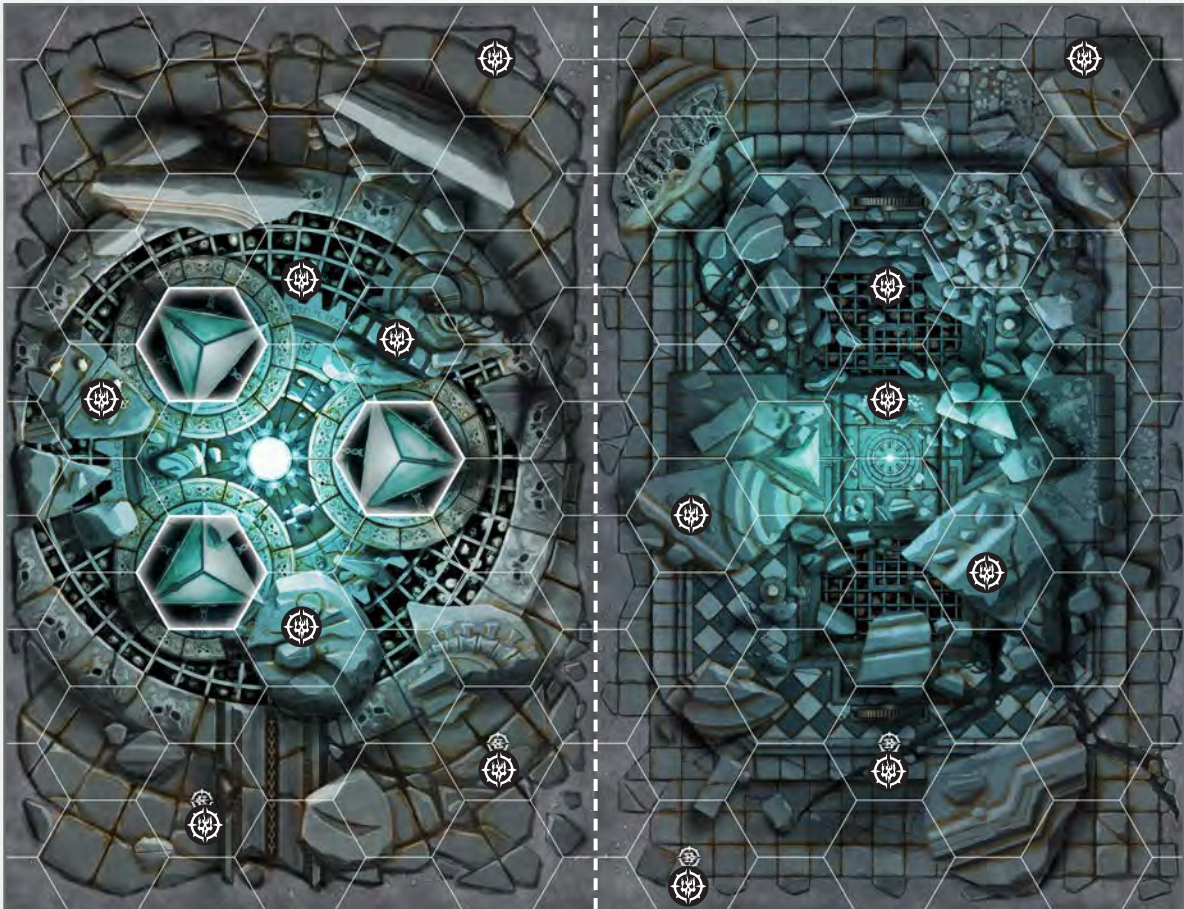
2. PLACE OBJECTIVE TOKENS

Now find the five numbered objective tokens (one side is blank) and place them as shown in this diagram with the numbered sides showing.
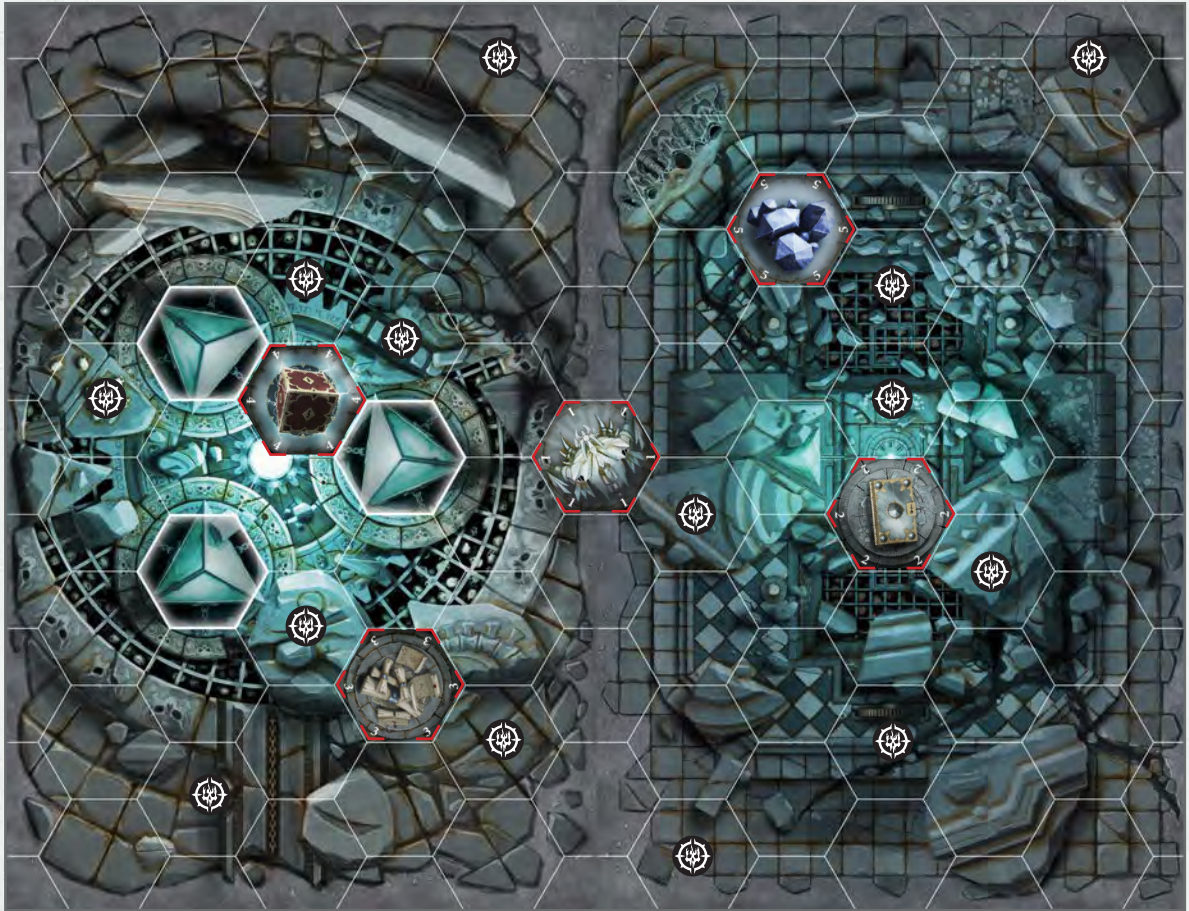
3. DRAW CARDS

Now **draw** three objective cards from each warband's objective deck, and five power cards from each warband's power deck. To **draw** a card, a player takes the top card from the relevant deck.

In this playthrough, we'll refer to the Condemnors player and the Sepulchral Guard player. If you're playing through this with someone else, decide who is controlling which warband and give each player the cards you've drawn for that warband. Otherwise, just keep all the cards where you can see them – you'll take the role of both players!

You should have the following cards in front of you.

STARTING SEPULCHRAL GUARD HAND

OBJECTIVE — LAND OF THE DEAD

Surge, Dual: Score this immediately after an opponent's activation step if:
Your warband holds two or more objectives
And: The total value of those objectives is 6 or greater (e.g. objectives 2 and 4).

'The dead shall rule the Mortal Realms, and whatever lies beyond.' - The Sepulchral Warden

6/32 © GW 2023 — **1**

OBJECTIVE — LAY CLAIM TO IT ALL

Score this in an end phase if your warband holds more objectives than each other warband.

All is for the dead. All is for Nagash.

7/32 © GW 2023 — **1**

OBJECTIVE — MARCH OF THE DEAD

Score this in an end phase if five or more friendly fighters each have one or more Move and/or Charge tokens.

'Walk careful here. The dead are restless.' - Severin Steelheart

8/32 © GW 2023 — **2**

GAMBIT • PLOY — BONE SHRAPNEL

Reaction: Play this during an enemy fighter's **Attack action** that took an adjacent friendly fighter out of action, after the out of action check. **Deal** 1 damage to that enemy fighter.

As the skeleton collapses in a cloud of dust, razor-sharp fragments of bone slice through the air.

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GAMBIT • PLOY — TERRIFYING SCREAMS

Choose an enemy fighter within 2 hexes of one or more friendly fighters. **Push** the chosen fighter 1 hex.

The fallen of Shadespire know the slow horror of their bodies rotting and wasting away.

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GAMBIT • PLOY — RESTLESS DEAD

Choose a friendly fighter, other than the Sepulchral Warden, that is out of action. **Place** the chosen fighter on an **empty starting** hex in your territory, then **give** that fighter one Raise counter and one Charge token.

Nagash denies the gift of eternal rest to those who defied his will.

18/32 © GW 2023

UPGRADE — FRIGHTENING SPEED

+2 Move

Like all things, death can come sooner than expected.

26/32 © GW 2023

UPGRADE — DEATHLY CHARGE

+1 Damage to this fighter's Range 1 and 2 **Attack actions** while they have one or more Charge tokens.

Once, the Champion tutored young warriors in the art of the sword. Now that life is little more than a fading dream.

25/32 © GW 2023 — **RESTRICTED: The Champion**

UNDERSTANDING YOUR CARDS

The cards in your hand are a mix of objective cards and power cards. These are normally kept secret, but in this playthrough you'll know which cards each player has.

Objective cards set challenges for you to accomplish during a game of Warhammer Underworlds. Power cards are either **ploys** or **upgrades**. Ploys have a dagger symbol in the top-left corner, and upgrades have a cogs symbol in the top-left corner. You can play ploys during the game to have instant effects on fighters or the battlefield. You can give upgrades to fighters to give them additional abilities that last for the rest of the battle.

STARTING IRONSOUL'S CONDEMNORS HAND

OBJECTIVE — SACROSANCT PURGE

Score this an end phase if two or more enemy fighters were taken out of action in this round.

The storm-enchanted maces of the Sequitors blast through metal and ethereal matter with equal ease.

4/32
© GW 2023
1

OBJECTIVE — FORCEFUL BANISHMENT

Surge: Score this immediately after an enemy fighter is **driven back** by a friendly fighter's **Attack action** that has **Knockback**.

'Begone, servant of evil!'
- Tavian of Sarnassus

2/32
© GW 2023
1

OBJECTIVE — UNCONTESTED MIGHT

Score this in an end phase if your warband holds one or more objectives in enemy territory.

'None can stand before the righteous.'
- Gwynne Ironsoul

8/32
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1

GAMBIT • PLOY — STEADFAST

Choose a friendly fighter. **Give** the chosen fighter a Guard token.

The warriors of the God-King stand firm in the face of the daemonic and the undead.

19/32
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GAMBIT • PLOY — ADAPTIVE TACTICS

Draw up to one objective card and up to one power card, and then **discard** one objective card.

Trained relentlessly in the grand Gladitorium of Azyrheim, Stormcast Eternals are prepared for any battle.

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GAMBIT • PLOY — INEVITABLE BLOW

The first Range 1 or Range 2 **Attack action** made in the next activation step has **Cleave** or **Ensnare**: pick which one in the declare Attack action step.

When the fates align there is nothing that can impede a warrior's killing strike.

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UPGRADE — CONSECRATED PENDANT

+1 Wounds

This amulet bears a powerful arcane ward.

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UPGRADE — SOUL-HARDENED SHIELD

At the start of this fighter's activation, **give** this fighter a Guard token.

Powerful magic empowers this shield.

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RESTRICTED:
Ironsoul, Tavian

4. PLACE THE FIGHTERS

Finally, **place** the fighters on the battlefield as shown in this diagram.

The Zealous Petitioner

The Rising Petitioner

The Harvester

The Inevitable Petitioner

The Champion

The Prince of Dust

The Sepulchral Warden

You've now set up this game of Warhammer Underworlds, and you're ready to begin the first round!

Gwynne Ironsoul

Tavian of Sarnassus

Brodus Blightbane

ROUND 1, SEPULCHRAL GUARD TURN 1

The Sepulchral Guard player is taking the first turn. Their turn is an **activation step**, followed by a **power step**.

ACTIVATION STEP

In the activation step, a player activates a fighter, and then decides what action that fighter will make.

THE SEPULCHRAL WARDEN 👑

2 | **1** | **4**

BONESHIVER SPEAR

◎ **2** 🗡 **2** ✦ **2**

Inspire: Two or more friendly fighters have Raise counters or you **give** an Inspired friendly fighter a Raise counter

Action: Choose up to two other friendly fighters. The chosen fighters each make one **Move action**.

Action: Choose one friendly fighter that is out of action. **Place** the chosen fighter on an **empty starting** hex in your territory, then **give** that fighter one Raise counter.

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The Sepulchral Guard player activates the Sepulchral Warden. The player uses the action on the Warden's fighter card to **choose** two other friendly fighters – the Harvester and the Inevitable Petitioner – and make a **Move action** with each of those fighters.

To make a **Move action** with a fighter, you move them up to a number of hexes equal to that fighter's Move characteristic, found on their fighter card. Then you **give** that fighter a Move token.

THE HARVESTER
Brawler

2 | **1** | **3**

WHIRLING SCYTHE

◎ **1** ⊠ **2** ✦ **2**

SCYTHING

Inspire: This fighter has one or more Raise counters

None know when the Harvester first took up his scythe, or whether he once wielded it in life. What is certain is that he uses it to reap a terrible toll in death.

© GW 2023

Move characteristic

Move the Harvester and the Inevitable Petitioner onto objective tokens, as shown right, and **place** a Move token next to each of them.

Move token

The Warden's action – and his activation – are now over. After a player's activation step, **flip** one of that player's activation tokens over so that you can keep track of how many activations each player has used. Now it's time for the Sepulchral Guard player's power step.

Spent Activation token

POWER STEP

In the power step, players can play **ploys and upgrades**, taking it in turns to do so, or pass, doing nothing. In this power step, both players pass – neither of them has a ploy that it would be a good idea to play at this point, and neither of them has any glory points, which are needed to give fighters upgrade. The power step ends.

ROUND 1, IRONSOUL'S CONDEMNORS TURN 1

The Condemnors player is taking their first turn. Their turn is an **activation step**, followed by a **power step**.

ACTIVATION STEP

The Condemnors player decides to activate Tavian of Sarnassus to make a **Charge superaction**. A **Charge superaction** is simply a **Move action** followed by an **Attack action**. A fighter that has a Move token can't make a Charge superaction.

Move Tavian into position beside the Harvester and the Prince of Dust, as shown below. When a fighter makes a **Move action** as part of a **Charge superaction**, you **give** them a Charge token instead of a Move token. When a fighter has a Charge token, you can't normally activate them again in that round.

Charge token

Each fighter has one or more **Attack actions** on their fighter cards. Tavian has two, as you can see below.

Each **Attack action** has a Range characteristic, which tells you how many hexes away from the attacker their target can be. Tavian's **Attack actions** have a Range of 1, so they can only be used to target a fighter adjacent to Tavian (that is, in a hex next to Tavian).

MAKING AN ATTACK ACTION

1. Declare Attack action. Tavian targets the Harvester with his Shield Slam **Attack action**.

2. Attack roll. To make an attack roll, you roll the number of attack dice (the white dice) shown in the **Attack action's** Dice characteristic.

UNDERSTANDING THE DICE

Warhammer Underworlds uses dice that have symbols, rather than numbers, on each side. In this playthrough, we'll tell you what each player rolls.

Tavian's player rolls 2 dice for the Shield Slam, getting the following results – **Fury** (✗) and **Smash** (⟆):

3. **Defence roll.** To make the defence roll, the target's player rolls the number of defence dice (the black dice) shown on their fighter's Defence characteristic, found on their fighter card.
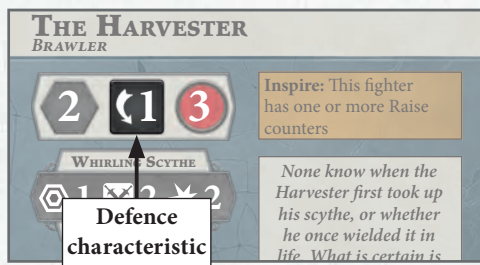
The Sepulchral Guard player rolls 1 dice, getting the following result – **Block** (⛨):

4. Determine success. The Dice characteristic of an **Attack action** and the Defence characteristic of a fighter both include a symbol. Any results in the attack roll or defence roll that match those symbols are **successes**.

Tavian has one result which matches his Shield Bash's Dice characteristic, so he has **one success**. The Harvester has no results which match his Defence characteristic, so he has **no successes**.

When the attacker rolls **more successes** than the target, the **Attack action** succeeds. Otherwise, the **Attack action** misses.

5. Deal damage. The **Attack action** succeeded, so it **deals** the amount of damage shown for its **Damage characteristic**. Tavian's Shield Bash has a Damage characteristic of 1, so he **deals** one damage to the Harvester.

When a fighter is **dealt** damage, take that number of wound counters and **place** them on that fighter's **fighter card**.

Wound counter

6. Check if the target is taken out of action. A fighter is taken out of action when the number of wound counters on their fighter card is the same as or more than the fighter's Wounds characteristic.

The Harvester has one wound counter, but a Wounds characteristic of 3, so he is not taken out of action.

7. Drive back. In the **drive back step**, a successful attacker can **push** their target one hex away from them.

Push the Harvester back one hex as shown here.

When an **Attack action** with **Knockback** succeeds, you can **push** the target an additional number of hexes in the same direction. Tavian's Shield Bash has **Knockback** 1, so he can **push** the Harvester one more hex in the same direction.

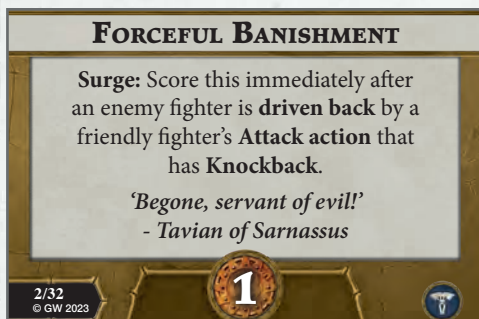The **Attack action** has now finished, as has Tavian's activation.

Push the Harvester back one more hex as shown here.

REVEAL SURGE OBJECTIVE CARDS

After each activation step and each power step, **players have the chance to score Surge objective cards** with the **surge** keyword, as long as they meet the condition(s) on those objective cards.

The Condemnors player checks their objective cards.

FORCEFUL BANISHMENT

Surge: Score this immediately after an enemy fighter is **driven back** by a friendly fighter's **Attack action** that has **Knockback**.

'Begone, servant of evil!'
- Tavian of Sarnassus

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1

Tavian's Shield Bash has **Knockback**, and his **Attack action drove the Harvester back**. This is exactly what what needed to happen to score this objective! The Condemnors player collects the number of **glory points** shown at the bottom of the **Forceful Banishment** card – one – and puts it next to their fighter cards with the **unspent** side showing.

Glory Point (unspent/spent)

Then they put the Forceful Banishment card **face up** next to their objective card deck. This is the Condemnor **scored objective pile**.

When a player scores a surge objective, they **draw an objective card to replace it**. The Condemnors player **draws Wrathful Blow** and adds it to their hand. Now it's time for the Condemnors player's power step.

OBJECTIVE

WRATHFUL BLOW

POWER STEP

In the power step, neither players have cards they wish to play at this point and both pass once again, then the Condemnors player's turn ends.

13

ROUND 1, SEPULCHRAL GUARD TURN 2

ACTIVATION STEP

You can activate the same fighter **more than once** in a round, and the Sepulchral Guard player activates the Sepulchral Warden again. This time, they use the Warden's action to make a **Move action** with both the Zealous Petitioner and the Champion.

Move the Zealous Petitioner and the Champion onto objective tokens, as shown below, and **place** a **Move token** next to each of them.

With that, the Warden's action – and his activation – are over. **Remember** to flip one of a player's activation tokens over after each activation.

POWER STEP

In the Sepulchral Guard player's power step, they pass.

The Condemnors player plays the **Inevitable Blow** ploy, which will make their next **Attack action** much harder to avoid.

Place the card **face up** next to the battlefield as a helpful reminder to make use of its effect in the next activation. It's the Sepulchral Guard player's turn to play a card or pass, but both players now pass, ending the power step and the turn.

INEVITABLE BLOW

The first Range 1 or Range 2 **Attack action** made in the next activation step has **Cleave** or **Ensnare**: pick which one in the declare Attack action step.

When the fates align there is nothing that can impede a warrior's killing strike.

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ROUND 1, IRONSOUL'S CONDEMNORS TURN 2

ACTIVATION STEP

Brodus Blightbane now makes a Stormsmite Greatmace **Attack action**, following the same sequence as before.

BRODUS BLIGHTBANE

3	▮1	4

STORMSMITE GREATMACE

◎ 1 🔨 2 ✦ 3

KNOCKBACK 1

Brodus Blightbane is a towering presence, a warrior of prodigious strength who swings his greatmace with fearsome speed. Yet despite his ferocity in battle, Brodus is a kind-hearted soul and a source of constant reassurance and good humour to his fellow warriors.

Inspire: This fighter's attack roll or defence roll contains one or more ✦

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MAKING AN ATTACK ACTION

1. **Declare Attack action.** Blightbane targets the Champion with his Stormsmite Greatmace and picks the **Ensnare** ability from the Inevitable Blow ploy.

2. **Attack roll.** Blightbane's player rolls 2 dice for the Stormsmite Greatmace, getting the following results:

3. **Defence roll.** The Sepulchral Guard player rolls 1 dice, getting the following result – **Dodge** (☾):

4. **Determine success.** Blightbane has one result which matches his Stormsmite Greatmace's Dice characteristic, so he has **one success**. The Champion has one result which matches his Defence characteristic, **so he would normally have one success**. **However**, thanks to the **Inevitable Blow** ploy, Blightbane's **Attack action** has **Ensnare**! This means rolls of ☾ cannot be **successes** against it – there's just no dodging it!

5. **Deal damage.** This means that the Stormsmite Greatmace **Attack action** succeeded, so Blightbane **deals** three damage to the Champion! **Place** three wound counters on the Champion's fighter card.

6. **Check if the target is taken out of action.** The Champion now has three wound counters, which is **equal to** his Wounds characteristic of 3. He is **taken out of action**!

THE CHAMPION

2	⟨1	3

WIGHT BLADE

◎ 1 🗡 2 ✦ 2

CLEAVE

Insp... has... cou...

Th... ret... memor... battl... w...

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OUT OF ACTION

When a fighter is taken out of action, **remove** them from the battlefield, **along with their tokens**, and **clear the counters** off their fighter card.

REACTION STEP DURING AN ATTACK ACTION

Some cards have abilities called reactions that can be used at particular times when the condition on the card is met. The Sepulchral Guard player plays the **Bone Shrapnel** ploy.

BONE SHRAPNEL

Reaction: Play this during an enemy fighter's **Attack action** that took an adjacent friendly fighter out of action, after the out of action check. **Deal** 1 damage to that enemy fighter.

As the skeleton collapses in a cloud of dust, razor-sharp fragments of bone slice through the air.

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To do so, they reveal the card from their hand, then **deal** 1 damage to Blightbane, placing one wound counter on his fighter card. Finally, they put the power card face up next to their power card deck. This is the Sepulchral Guard **power discard pile**.

BRODUS BLIGHTBANE

3 | 1 | 4

STORMSMITE GREATMACE

◎ 1 | 2 | ✴ 3

KNOCKBACK 1

Brod... a tow... warrio... strength w... greatmace with fearsome speed. Yet despite his ferocity in battle, Brodus is a kind-hearted soul and a source of constant

BOUNTY

Blightbane's player **gains one glory point**, called a **bounty**, for taking an enemy fighter out of action. **Place** that glory point near their fighter cards, with the unspent side showing.
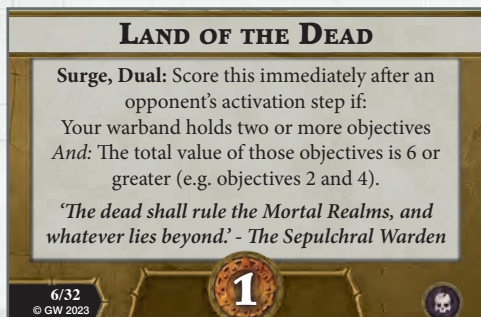
When the target of an **Attack action** is taken out of action, the **Attack action** finishes – there is **no drive back step**. As the **Attack action** is over, the effect of Inevitable Blow ends as well, and the Condemnors player puts it face up next to their power deck. This is their **power discard pile**.

The Condemnors player's activation step is now over.

REVEAL SURGE OBJECTIVE CARDS

Remember, you can score Surge objective cards after each activation and power step – not just on your own turn! The Sepulchral Guard player checks their objective cards.

LAND OF THE DEAD

Surge, Dual: Score this immediately after an opponent's activation step if:
Your warband holds two or more objectives
And: The total value of those objectives is 6 or greater (e.g. objectives 2 and 4).

'The dead shall rule the Mortal Realms, and whatever lies beyond.' - The Sepulchral Warden

6/32
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1

A warband holds an objective if a fighter from that warband is in the same hex as that objective. Thanks to the **Move actions** they made in their first two activation steps, the Sepulchral Guard player meets the condition on **Land of the Dead** – their warband holds objectives 3 and 4.

The Sepulchral Guard player collects the number of **glory points** shown at the bottom of the Land of the Dead card – one – and puts it next to their fighter cards with the unspent side showing. Then they put the Land of the Dead card face up next to their objective card deck.

When a player scores a surge objective, they **draw** an objective card to replace it. The Sepulchral Guard **draws They Keep Coming!** and adds it to their hand.

OBJECTIVE

THEY KEEP COMING!

Now it's time for the Condemnors player's power step.

POWER STEP

Now that the players have started earning **glory points**, they have more options available to them.

It's the Condemnors player's turn in the power step, and they **spend one glory point** – by flipping it over to show its **spent side** – to give the **Consecrated Pendant** upgrade to Brodus Blightbane. This upgrade changes his Wounds characteristic to 5, so it will take more damage to take him out of action. **Place** the upgrade card next to Blightbane's fighter card to show that he now has that upgrade for the **rest of the game**.

CONSECRATED PENDANT

+1 Wounds
This amulet bears a powerful arcane ward.

25/32
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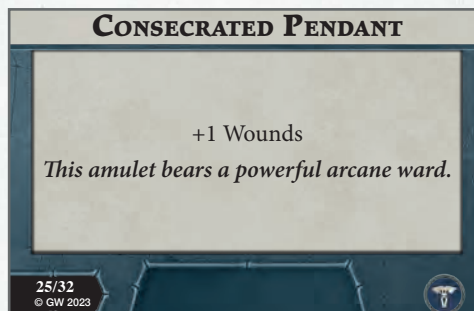
Now it's the Sepulchral Guard player's turn to play a power card or pass, but they pass.

It's the Condemnors player's turn once more, and they spend their remaining **glory point** – by flipping it over to show its spent side – to give the **Soul-hardened Shield** upgrade to Gwynne Ironsoul. **Place** the upgrade card next to Ironsoul's fighter card to show that she now has that upgrade for the rest of the game.

SOUL-HARDENED SHIELD

At the start of this fighter's activation, **give** this fighter a Guard token.
Powerful magic empowers this shield.

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RESTRICTED:
IRONSOUL, TAVIAN

It's the Sepulchral Guard player's turn to play a power card or pass, and they pass, as does the Condemnors player, bringing the power step to an end.

ROUND 1, SEPULCHRAL GUARD TURN 3

ACTIVATION STEP

The Sepulchral Guard player activates the Warden again, and this time he uses his action to command the Prince of Dust and the Rising Petitioner to make the **Move actions** shown here. **Give** them both a **Move token** after their action.
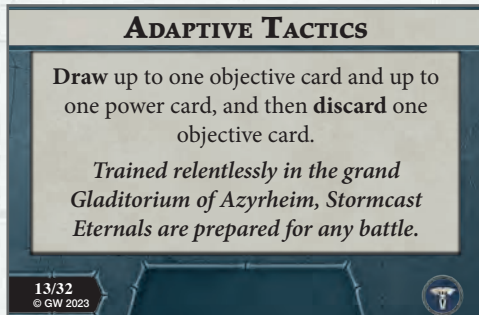
With that, the Warden's action – and his activation – are over. **Remember** to flip one of a player's activation tokens over after each activation.

POWER STEP

In the power step, the Sepulchral Guard player passes.

The Condemnors player checks their hand and can see that they're unlikely to be able to achieve the condition on **Uncontested Might** in this round. They decide to see what other options they might have by playing **Adaptive Tactics**.

ADAPTIVE TACTICS

Draw up to one objective card and up to one power card, and then **discard** one objective card.

Trained relentlessly in the grand Gladitorium of Azyrheim, Stormcast Eternals are prepared for any battle.

13/32
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They **draw one objective card** – **Strength in Unity** – and one power card – **Aetherically Charged Weapon**. Then they **discard** Uncontested Might by putting it face up next to their objective deck – this is their **objective discard pile** – and they put **Adaptive Tactics** into their power discard pile.

OBJECTIVE

STRENGTH IN UNITY

UPGRADE

AETHERICALLY CHARGED WEAPON

Both players then pass in turn, ending the power step.

ROUND 1,
IRONSOUL'S CONDEMNORS TURN 3

ACTIVATION STEP

The **Strength in Unity** objective prompts the Condemnors player to make a **Charge superaction** with Brodus Blightbane. Move him next to the Harvester and the Prince of Dust, as shown below, and **give** Blightbane a **Charge token**.

Brodus Blightbane now makes a Stormsmite Greatmace **Attack action**.

BRODUS BLIGHTBANE

3	1	4

STORMSMITE GREATMACE

◉ 1 ⚒ 2 ✦ 3

KNOCKBACK 1

Brodus Blightbane is a towering presence, a warrior of prodigious strength who swings his greatmace with fearsome speed. Yet despite his ferocity in battle, Brodus is a kind-hearted soul and a source of constant

MAKING AN ATTACK ACTION

1. **Declare Attack action.** Blightbane targets the Prince of Dust with his Stormsmite Greatmace.

2. **Attack roll.** Blightbane's player rolls 2 dice for the Stormsmite Greatmace, getting the following results – importantly, one of which is a **critical success** (✸)!

3. **Defence roll.** The Sepulchral Guard player rolls 1 dice, getting the following result – **single support** (◗):

4. Determine success. The players compare their rolls.

SUPPORT

Normally, the Prince's defence rolls count rolls of 🛡 as **successes**, which would mean the Prince rolled no **successes** in this example. **However**, there is one friendly fighter – the Harvester – next to the Prince's attacker, so the Prince is **supported** and counts rolls of ⚔ as **successes**.

CRITICAL HIT

Blightbane's attack roll includes a ⚙ – a **critical success**! A **critical success** is **always** a **success** in an attack roll or defence roll. In addition, ⚙ symbols 'trump' all other **successes**. Even though the Prince has **one success** as well, Blightbane's **Attack action** results in a **critical hit** and **succeeds**.

A **critical hit** doesn't normally have any effect beyond the **Attack action** succeeding.

5. Deal damage. The **Attack action** succeeded, so Blightbane **deals** three damage to the Prince.

6. Check if the target is taken out of action. A fighter is taken out of action when the number of wound counters on their fighter card is the same as or more than the fighter's Wounds characteristic.
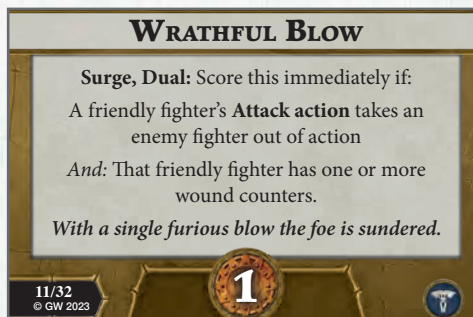

The Prince has a number of wound counters **equal to** his Wounds characteristic, so he is taken out of action. **Remove** him and his Move token from the battlefield and **clear** the wound counters from his fighter card.

The **Attack action** ends, and the Condemnors player gains **one glory point** for taking the Prince out of action.

REVEAL SURGE OBJECTIVE CARDS

The Condemnors player checks their objective cards.

WRATHFUL BLOW

Surge, Dual: Score this immediately if:

A friendly fighter's **Attack action** takes an enemy fighter out of action

And: That friendly fighter has one or more wound counters.

With a single furious blow the foe is sundered.
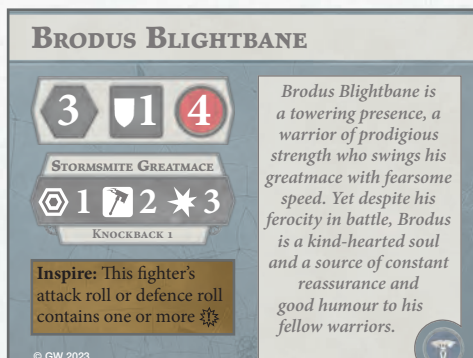
11/32
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1

Blightbane has a wound counter and made an **Attack action** that took an enemy fighter out of action, so the Condemnors player reveals this objective – **Wrathful Blow** – and will score it in the next **Surge step**.

First though, there is an **Inspire step**.

INSPIRE STEP

After each activation step and each power step, there is a chance for fighters to become Inspired. To see if a fighter becomes Inspired, check the Inspire condition in the gold box on their fighter card. Here is Blightbane's Inspire condition.

BRODUS BLIGHTBANE

3 | 🛡1 | 4

STORMSMITE GREATMACE

⬡ 1 | ⚔ 2 | ✦ 3

KNOCKBACK 1

Inspire: This fighter's attack roll or defence roll contains one or more ⚙

Brodus Blightbane is a towering presence, a warrior of prodigious strength who swings his greatmace with fearsome speed. Yet despite his ferocity in battle, Brodus is a kind-hearted soul and a source of constant reassurance and good humour to his fellow warriors.

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Blightbane's attack roll included a ⚙, so he has **met this condition**. Flip his fighter card over to show its Inspired side, with better Move and Defence characteristics and improved **Attack actions** (**remember** to put his wound counter back on his fighter card after flipping it over).

BLIGHTBANE INSPIRED

4 | 🛡2 | 4

STORMSMITE GREATMACE

⬡ 1 | ⚔ 2 | ✦ 3

CLEAVE, KNOCKBACK 2

CHANNELLED BLOW

⬡ 1 | ⚔ 2 | ✦ 2

CLEAVE, SCYTHING

Brodus Blightbane is a towering presence, a warrior of prodigious strength who swings his greatmace with fearsome speed. Yet despite his ferocity in battle, Brodus is a kind-hearted soul and a source of constant reassurance and good humour to his fellow warriors.
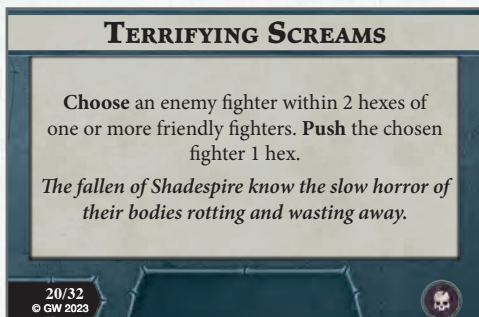
SURGE STEP

It is then time for the Surge step, and the Condemnors player takes the reward for scoring **Wrathful Blow** – **one glory point** – and puts Wrathful Blow in their scored objective pile. Finally they **draw** another objective card to replace it – **Your Turn**!
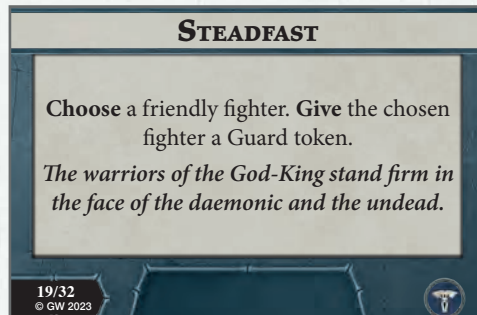

YOUR TURN!

POWER STEP

In the power step, the Condemnors player passes. The Sepulchral Guard player plays the **Terrifying Screams** ploy and **pushes** Tavian one hex closer towards the Sepulchral Warden – see below.

TERRIFYING SCREAMS

Choose an enemy fighter within 2 hexes of one or more friendly fighters. **Push** the chosen fighter 1 hex.

The fallen of Shadespire know the slow horror of their bodies rotting and wasting away.

20/32
© GW 2023

Once they have done so, they put Terrifying Screams in their power discard pile. The Condemnors player notices that Tavian is now within range of the Sepulchral Warden, and decides to play a card – the **Steadfast** ploy. They **give** Tavian a **Guard token**, then put Steadfast in their power discard pile.


STEADFAST

Choose a friendly fighter. **Give** the chosen fighter a Guard token.

The warriors of the God-King stand firm in the face of the daemonic and the undead.

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Guard token

GUARD

While a fighter has one or more Guard tokens, they are on Guard and you consider rolls of ☾ and 🛡 as **successes** in their defence rolls, regardless of their Defence characteristic. In addition, a fighter who is on Guard cannot be **driven back except by a successful Attack action with Knockback**.

It is the Sepulchral Guard's turn in the power step, but they pass, and so does the Condemnors player. It is the Sepulchral Guard's turn.
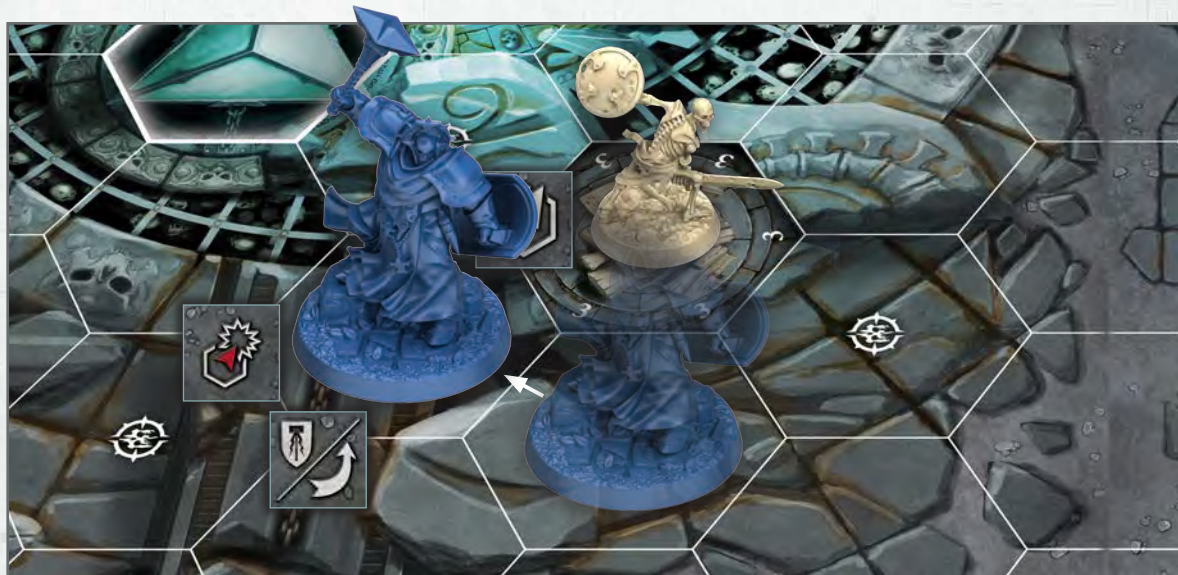
ROUND 1, SEPULCHRAL GUARD TURN 4

ACTIVATION STEP

For a fourth time, the Sepulchral Guard player activates the Warden, but this time he makes a **Charge superaction**. Move him next to the Inevitable Petitioner, as shown here, and **give** him a **Charge token**.

The Warden targets Tavian with his Boneshiver Spear.

THE SEPULCHRAL WARDEN

2	1	4

BONESHIVER SPEAR
2 2 2

Action: Choose up to two other friendly fighters. The chosen fighters each make one **Move action**.

Action: Choose one friendly fighter that is out of action. **Place** the chosen fighter on an

Inspire: Two or more friendly fighters have

Attack roll	Defence roll

Tavian has one **success**, thanks to his Guard token, which would normally mean that the fighters had one **success** each. However, there is one friendly fighter – the Zealous Petitioner – next to the Warden's target, so the Warden is supported and counts rolls of ⟨symbol⟩ as **successes**.

The Warden's **Attack action** succeeds, **dealing** 2 damage to Tavian. Put two wound counters on Tavian's fighter card. Note that, even though there are **two successes** in the attack roll, the **Attack action only deals damage once**. The Warden cannot drive Tavian back, because Tavian is on Guard. The **Attack action** ends.

TAVIAN OF SARNASSUS

3	1	4

STORMSMITE MACE
1 3 2

SHIELD SLAM
1 2 1
KNOCKBACK 1

Inspire: atta... roll co...

In... an was th... ...ence of Sarnass... ...ingdom ...ca... ...ts. He... ...te

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POWER STEP

In the Sepulchral Guard player's power step, the Sepulchral Guard player passes. The Condemnors player spends one more of their **glory points** to give Gwynne Ironsoul the Aetherically Charged Weapon upgrade.

AETHERICALLY CHARGED WEAPON

Reaction: During this fighter's first **Attack action** in a round, after the defence roll, you can **re-roll** one dice in this fighter's attack roll.

This weapon resonates with celestial power.

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Then both players pass.

ROUND 1, IRONSOUL'S CONDEMNORS TURN 4

ACTIVATION STEP

The Condemnors player activates Gwynne Ironsoul for the first time. First, her Soul-hardened Shield **gives** her a **Guard token**, putting her on **Guard**. However, if the Condemnors player is going to achieve the condition on **Strength in Unity**, they will need Gwynne to have a Charge token like Tavian and Blightbane. She makes a Charge superaction!

STRENGTH IN UNITY

Dual: Score this in an end phase if:

There are two or more surviving friendly fighters

And: Each of those fighters has one or more of the same tokens from this list: Move token, Charge token, Guard token.

Sequitors fight as a single devastating entity, with each warrior playing a vital role.

7/32
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1

SOUL-HARDENED SHIELD

At the start of this fighter's activation, **give** this fighter a Guard token.

Powerful magic empowers this shield.

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RESTRICTED:
IRONSOUL, TAVIAN

CHARGE SUPERACTION

When a fighter makes a Charge superaction, first remove that fighter's Guard tokens.

Remove Ironsoul's Guard token – she is no longer on Guard – then move her next to the Harvester and **give** her a Charge token.

25

Ironsoul targets the Harvester with her Stormsmite Mace.

GWYNNE IRONSOUL

3 | **1** | **4**

STORMSMITE MACE

◎ **1** | ⚡ **3** | ✴ **2**

Inspire: This fighter's attack roll or defence roll contains one or more ⚙

Seldom does Gwynne Ironsoul speak, and she wastes no words on idle rhetoric. A true daughter of Chamon, Realm of Metal, Ironsoul is meticulous and clear-headed, preferring a rational approach to displays of self-important glory-seeking.

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Attack roll	Defence roll
✗ ◉ ⚒	💥

Ironsoul rolls two successes in her Attack roll, thanks to Blightbane who is adjacent to her target. In addition, her Aetherically Charged Weapon upgrade lets her re-roll one attack dice in her first Attack action of the round, so her player re-rolls the ✗ symbol and gets a ⚒ – Ironsoul now has three successes!

Modified Attack roll	Defence roll
⚒ ◉ ⚒	💥

CRITICAL DEFENCE

However, the Harvester has rolled a ⚙, which is always a success in an attack roll or defence roll and 'trumps' all other successes. Even though Ironsoul has more successes than the Harvester, the Harvester's ⚙ means the Attack action fails and Ironsoul's activation comes to an end.

POWER STEP

In the power step, the Condemnors player passes. The Sepulchral Guard player then plays the **Restless Dead** ploy, bringing the Champion back to the battlefield!

RESTLESS DEAD

Choose a friendly fighter, other than the Sepulchral Warden, that is out of action. **Place** the chosen fighter on an **empty starting** hex in your territory, then **give** that fighter one Raise counter and one Charge token.

Nagash denies the gift of eternal rest to those who defied his will.

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Raise counter

They put a **Raise counter** on the Champion's fighter card, then put Restless Dead in their power discard pile. Both players then pass.

THE CHAMPION

2 | **3**

◎ | ⚡ **2**

CLEAVE

Inspire: This fighter has one or more Raise counters

Though the Champion retains fractured memories of countless battles, he cannot recall whether he fought for

INSPIRE STEP

After the power step, the Champion becomes **Inspired**.

Flip his fighter card over to the Inspired side (once you've flipped it over, put the Raise counter back on the card). He now has a higher Move characteristic and a better Attack action.

That brings the turn, and the action phase, to an end.

THE CHAMPION INSPIRED

3 | **1** | **3**

WIGHT BLADE

◎ **1** | ⚡ **3** | ✴ **2**

CLEAVE

Though the Champion ret... memories... ba... all...

ROUND 1, END PHASE

In the end phase, the Sepulchral Guard player plays through the following sequence.

1. Score Objectives. They check their objective cards for any they can score.

The Sepulchral Guard **hold two objectives** – that is, two of their fighters are **standing on an objective token** – compared to one for the Condemnors. That means they can score **Lay Claim to it All**.

In addition, five of their surviving fighters **have either a Move or Charge token**, so they can score **March of the Dead**.

Give the Sepulchral Guard player **three unspent glory points** in total, and put their score objective cards on top of Land of the Dead in their scored objective pile.

2. Discard Objectives. The Sepulchral Guard player next decides whether they want to **discard** any of their remaining objective cards. They decide not to.

3. Play Upgrades. Then the Sepulchral Guard player can play upgrades. They spend **two glory points** (flip them over to their spent side) and give the **Frightening Speed** upgrade to the Harvester and the **Deathly Charge** upgrade to the Champion.

4. Discard Power Cards. Next they decide whether or not to **discard** any of their remaining power cards, but they have no power cards left.

5. Draw Cards. Then they **draw** objective cards and power cards until they have **3 objective cards** and **5 power cards** in their hand.

LAY CLAIM TO IT ALL

Score this in an end phase if your warband holds more objectives than each other warband.

All is for the dead. All is for Nagash.

7/32
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1

MARCH OF THE DEAD

Score this in an end phase if five or more friendly fighters each have one or more Move and/or Charge tokens.

'Walk careful here. The dead are restless.'
- Severin Steelheart

8/32
© GW 2023

2

FRIGHTENING SPEED

+2 Move
Like all things, death can come sooner than expected.

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DEATHLY CHARGE

+1 Damage to this fighter's Range 1 and 2 **Attack actions** while they have one or more Charge tokens.

Once, the Champion tutored young warriors in the art of the sword. Now that life is little more than a fading dream.

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RESTRICTED:
The Champion

Then the Condemnors player plays through the same sequence.

1. **Score Objectives.** They score **Sacrosanct Purge**, as their fighters took out the Champion and the Prince of Dust in this round (it doesn't matter that the Champion is back!), and they score **Strength in Unity** because they each have a Charge token.

   Give the Condemnors player **two unspent glory points**, and put Sacrosanct Purge and Strength in Unity in their scored objective pile.

2. **Discard Objectives.** The Condemnors player chooses not to **discard** any objective cards.

3. **Play Upgrades.** They do not have any upgrades.

4. **Discard Power Cards.** They do not have any power cards.

5. **Draw Cards.** Finally, they **draw** objective cards and power cards until they have **3 objective cards** and **5 power cards** in their hand.

   This brings Round 1 to an end. **Clear** all of the Move, Charge and Guard tokens off the battlefield, and check that you have the following cards in your hands.

SACROSANCT PURGE

Score this an end phase if two or more enemy fighters were taken out of action in this round.

The storm-enchanted maces of the Sequitors blast through metal and ethereal matter with equal ease.

1

4/32
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STRENGTH IN UNITY

Dual: Score this in an end phase if:
There are two or more surviving friendly fighters
And: Each of those fighters has one or more of the same tokens from this list: Move token, Charge token, Guard token.

Sequitors fight as a single devastating entity, with each warrior playing a vital role.

1

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SEPULCHRAL GUARD HAND

THEY KEEP COMING!
OBJECTIVE

Surge, Dual: Score this immediately after:
You give a friendly fighter a Raise counter
And: One or more other friendly fighters each
have one or more Raise counters.

You can't keep a good warrior down.

11/32
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1

BATTLE WITHOUT END
OBJECTIVE

Surge: Score this immediately after an activation
or power step in which you gave a second or
subsequent friendly fighter a Raise counter in
the same phase.

*Shadeglass is not needed for Nagash to bind his
followers to eternal servitude.*

2/32
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1

ETERNAL LEGIONS
OBJECTIVE

Score this in an end phase if three or more
friendly fighters are each in no one's and/or
enemy territory.

*'I've bashed 'em, krushed 'em and smashed 'em
boss! Nuffin' works!' - 'Ardskull*

3/32
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2

INEXHAUSTIBLE WARRIORS
GAMBIT • PLOY

+1 Move to friendly fighters. This effects **persists**
until the end of the round.

*Death comes quickly in the underworlds of the
Mortal Realms.*

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PITILESS COMMAND
GAMBIT • PLOY

Choose a friendly fighter with one or more
Raise counters. **Push** the chosen fighter up
to 2 hexes.

*The freshly resurrected are remorselessly driven
back into battle.*

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CEASELESS ATTACKS
GAMBIT • PLOY

Reaction: Play this after an activation step in
which a friendly fighter made one or more
Attack actions. **Choose** another friendly fighter.
The chosen fighter makes one **Attack action**.

How do you defeat an army that does not tire?

14/32
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LEGACY OF DUST
UPGRADE

+1 Damage to Range 1 **Attack actions** made by
friendly *Petitioners* within 2 hexes of this fighter.
If this fighter is within 2 hexes of a friendly
Petitioner, this fighter is **supporting**
that *Petitioner*.

27/32
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RESTRICTED:
Warden, Prince

PETITIONER'S OATH
UPGRADE

Reaction: Use this after an activation step in
which this fighter was taken out of action. You
can do so even though this fighter is out of
action. **Place** this fighter on an **empty starting**
hex in your territory, then **give** this fighter one
Raise counter. Then **break** this card.

Whispered in desperation, regretted for eternity.

29/32
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RESTRICTED:
Petitioner

IRONSOUL'S CONDEMNORS HAND

YOUR TURN!
OBJECTIVE

Surge: Score this immediately after an enemy
fighter is **driven back** into a hex
adjacent to a friendly fighter.

*The strike of a shield can leave a foe feeling
and helpless for a comrade's killing strike.*

12/32
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1

MARTIAL PROWESS
OBJECTIVE

Surge: Score this immediately after your
warband's third or subsequent successful **Attack
action** in the same phase.

*'Our foes outnumber us once again. Perhaps we
should fight blindfolded, to even the odds?'
- Brodus Blightbane*

3/32
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2

SALLY FORTH
OBJECTIVE

Score this in an end phase if two or more
friendly fighters are adjacent to each other
and in enemy territory.

*'There is a time for the shield and a time
for the hammer.' - Gwynne Ironsoul*

5/32
© GW 2023
1

OUTFLANK
GAMBIT • PLOY

Choose a friendly fighter adjacent to one
or more fighters. **Push** the chosen fighter
up to 2 hexes.

*'Tavian, to the left! Strike from the flank!'
- Gwynne Ironsoul*

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UNYIELDING RESOLVE
GAMBIT • PLOY

Choose a friendly fighter and roll a defence
dice. On a roll of 🛡 or ⚔, **Heal** (2) that
fighter, otherwise **Heal** (1) that fighter.

*Only the surest blow can strike down a
Stormcast Eternal.*

21/32
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SPIRIT FLASK
UPGRADE

Action: Pick one: **Deal** 1 damage to an
adjacent enemy fighter, or **Heal** (2) this
fighter. Then **break** this card.

*Sacrosanct warriors carry consecrated
flasks that, when broken, release a blast of
powerful spirit energy.*

31/32
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STOIC STANCE
UPGRADE

This fighter cannot be **driven back**.

*Rooting themselves with aetheric magic, this
warrior becomes as immovable as a mountain.*

32/32
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AETHERICALLY CHARGED SHIELD
UPGRADE

You can **re-roll** one dice in this fighter's
defence rolls.

*Sigmar's storm can defend as well
as destroy.*

23/32
© GW 2023
RESTRICTED:
Ironsoul, Tavian

FEELING READY?

You've now played through a whole round, which has
introduced you to most of the rules in the game. If you're
feeling eager to get started with your own games, you could
try playing out the rest of this game without following the
playthrough any further. If at any time you're not sure what
to do, you can check the rulebook to find your answer.

Alternatively, you could follow the instructions in the core
rulebook to set up and play your own game, and begin
mastering it!

If you take either of these options, you might find the
warband primers on pages 54-55 useful. These give you
some advice to get you started with each warband.

ROUND 2, SEPULCHRAL GUARD TURN 1

The Sepulchral Guard player takes the first turn in the second round.

ACTIVATION STEP

They activate the Sepulchral Warden, and use the other ability on his fighter card to place the Prince of Dust back on the battlefield.

THE SEPULCHRAL WARDEN ♛

2 🛡**1** **4**

BONESHIVER SPEAR
⬡ **2** 🗡 **2** ✦ **2**

Inspire: Two or more friendly fighters have Raise counters or you **give** an Inspired friendly fighter a Raise counter

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Action: Choose up to two other friendly fighters. The chosen fighters each make one **Move action**.

Action: Choose one friendly fighter that is out of action. **Place** the chosen fighter on an **empty starting** hex in your territory, then **give** that fighter one Raise counter.
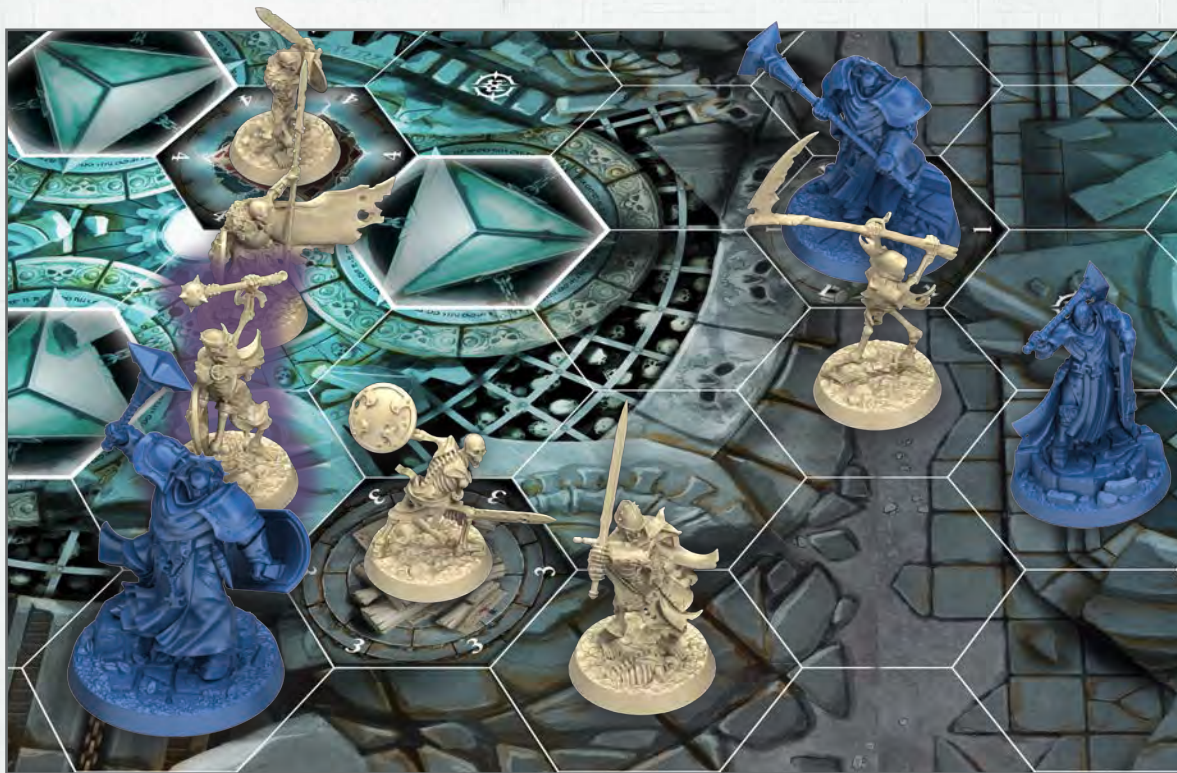
Give the Prince a **Raise counter** by placing it on his fighter card.
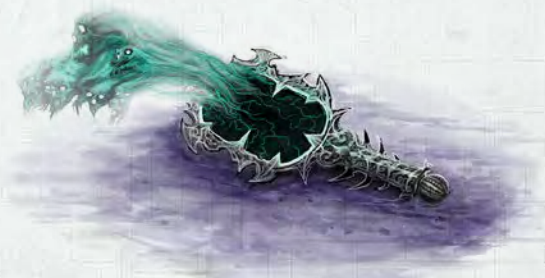
THE PRINCE OF DUST

2 **3**

⬡ **2**

KNOCKBACK 1

Inspire: This fighter has one or more Raise counters

Centuries ago the Prince of Dust commanded vast legions and decided the fate of kingdoms on a whim.

INSPIRE STEP

After the activation step, the Prince of Dust becomes Inspired, as does the Warden.

THE SEPULCHRAL WARDEN ♛

2 **🛡1** **4**

BONESHIVER SPEAR
⬡ 2 🏹 2 ✦ 2

Inspire: Two or more friendly fighters have Raise counters or you **give** an Inspired friendly fighter a Raise counter

Action: Choose up to two other friendly fighters. The chosen fighters each make one **Move** action.

Action: Choose one friendly fighter that is out of action. **Place** the chosen fighter on an **empty starting** hex in your territory, then **give** that fighter one Raise counter.

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THE PRINCE OF DUST

2 **3**

⬡ 2

KNOCKBACK 1

Inspire: This fighter has one or more Raise counters

Centuries ago the Prince of Dust commanded vast legions and decided the fate of kingdoms on a whim.

Flip their fighter cards over to the Inspired side (once you've flipped the Prince's card over, put his Raise counter back on the card). They now have improved characteristics.

POWER STEP

In the power step, the Sepulchral Guard player spends a **glory point** to give **Petitioner's Oath** to the Zealous Petitioner. The Condemnors player passes, and the Sepulchral Guard player plays another upgrade, spending another **glory point** to give **Legacy of Dust** to the Warden. Both players then pass, bringing the Sepulchral Guard power step – and their turn – to an end.

SURGE STEP

At this point, the Sepulchral Guard player can reveal a surge objective that they have completed: **They Keep Coming!**. Give that player **one glory point**, then put They Keep Coming! face up in the Sepulchral Guard scored objective pile and **draw** a replacement objective – **Invigorated Dead**.

THEY KEEP COMING!

Surge, Dual: Score this immediately after: You **give** a friendly fighter a Raise counter
And: One or more other friendly fighters each have one or more Raise counters.

You can't keep a good warrior down.

11/32
© GW 2023

1

OBJECTIVE

INVIGORATED DEAD

LEGACY OF DUST

+1 Damage to Range 1 **Attack actions** made by friendly *Petitioners* within 2 hexes of this fighter. If this fighter is within 2 hexes of a friendly *Petitioner*, this fighter is **supporting** that *Petitioner*.

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RESTRICTED:
WARDEN, PRINCE

PETITIONER'S OATH

Reaction: Use this after an activation step in which this fighter was taken out of action. You can do so even though this fighter is out of action. **Place** this fighter on an **empty starting** hex in your territory, then **give** this fighter one Raise counter. Then **break** this card.

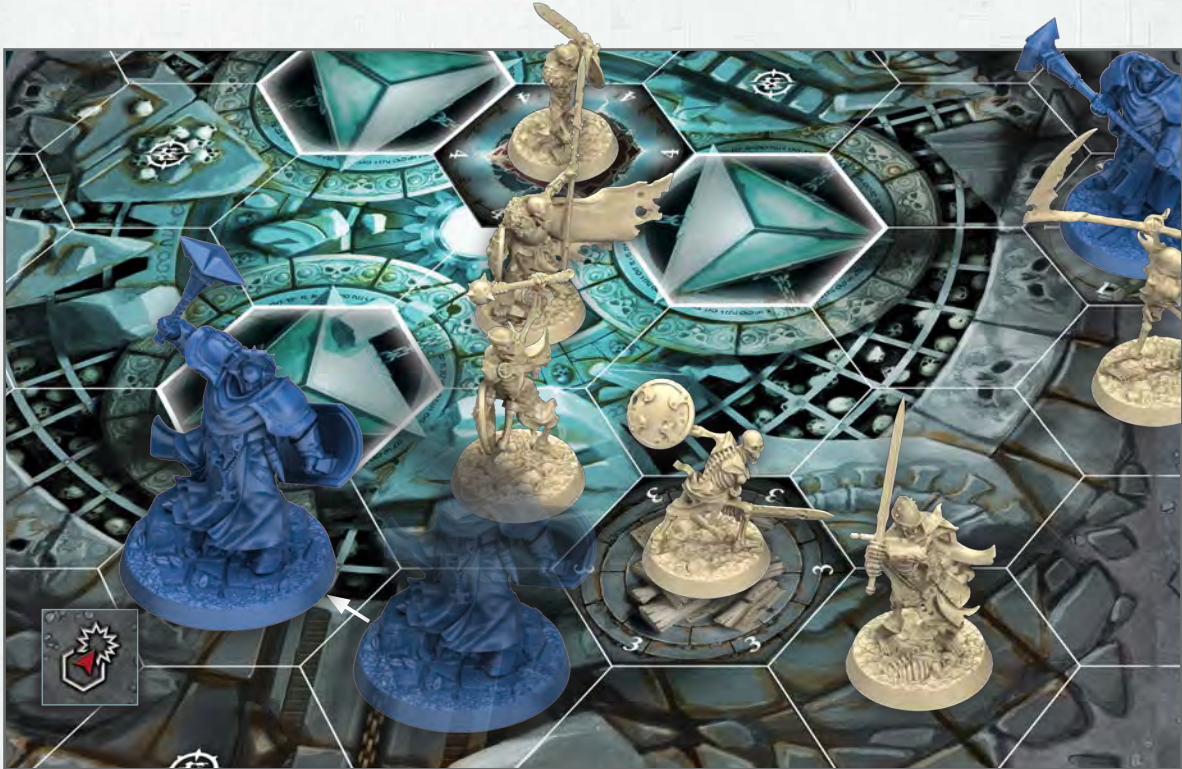*Whispered in desperation, regretted for eternity.*

29/32
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RESTRICTED:
PETITIONER

ROUND 2, IRONSOUL'S CONDEMNORS TURN 1

ACTIVATION STEP

It's the Condemnors player's turn, and the player activates Tavian, who makes a **Charge superaction**.

He targets the Prince with his Shield Slam.

TAVIAN OF SARNASSUS

3	🛡1	4

STORMSMITE MACE

⬡ 1 ⚒ 3 ✴ 2

SHIELD SLAM

⬡ 1 ⚒ 2 ✴ 1

KNOCKBACK 1

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Attack roll		Defence roll
⚒	💥	💥

CRITICAL HIT

This time, Tavian has **two successes**, including **one critical success**, and the Prince has **one critical success**. When the attacker and defender have the same number of critical successes, **whoever has the most other successes wins**. Tavian's **Attack action** results in a **critical hit**, and he **deals** one damage to the Prince, then drives it back one hex and then one more hex thanks to his Shield Slam's **Knockback** ability. Be sure to **give** the Prince 1 wound counter.
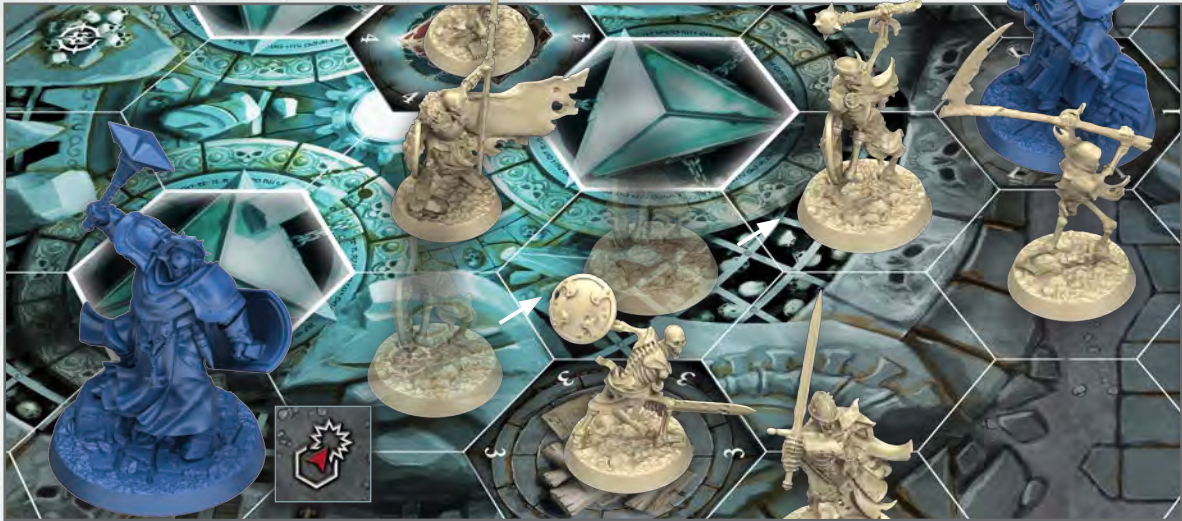
THE PRINCE INSPIRED

3	🛡1	3

ROYAL MACE

⬡ 1 ⚒ 3 ✴ 2
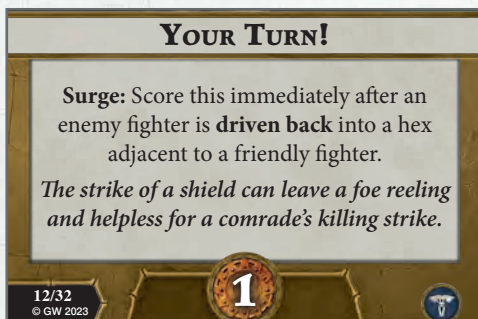
KNOCKBACK 1, STAGGER

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Because Tavian's **Attack action** drove his target back to a position adjacent to Blightbane, the Condemnors player can reveal **Your Turn!** and score it in the Surge step that follows their activation step.

INSPIRE STEP

First, though, it's Tavian's turn to become Inspired as there was a ❄ in his attack roll. Flip his fighter card over to its Inspired side, with improved **Attack actions** and Defence characteristic.

SURGE STEP
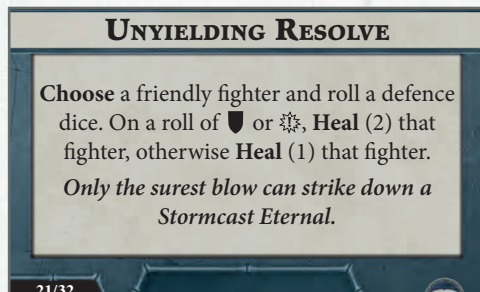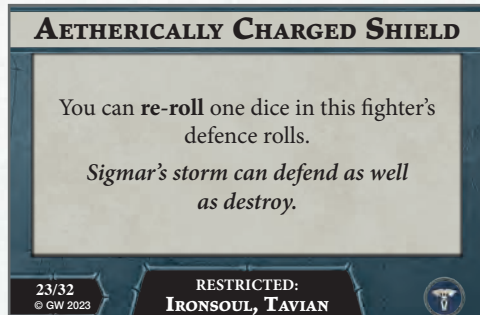
Following that, the Condemnors player scores **Your Turn!**.

YOUR TURN!

Surge: Score this immediately after an enemy fighter is **driven back** into a hex adjacent to a friendly fighter.

The strike of a shield can leave a foe reeling and helpless for a comrade's killing strike.

12/32
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1

Give the Condemnors player one unspent **glory point**, then **draw** an objective card for them – **Vengeance Satisfied**.

OBJECTIVE

VENGEANCE SATISFIED

POWER STEP

In the power step, the Condemnors player spends **one glory point** and gives the **Aetherically Charged Shield** upgrade to Tavian. Then the Sepulchral Guard player passes. The Condemnors player then plays the **Unyielding Resolve** ploy.

AETHERICALLY CHARGED SHIELD

You can **re-roll** one dice in this fighter's defence rolls.

Sigmar's storm can defend as well as destroy.

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RESTRICTED:
IRONSOUL, TAVIAN

UNYIELDING RESOLVE

Choose a friendly fighter and roll a defence dice. On a roll of 🛡 or ❄, **Heal** (2) that fighter, otherwise **Heal** (1) that fighter.

Only the surest blow can strike down a Stormcast Eternal.

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They choose Tavian and roll a defence dice, getting a ◐. They **Heal** (1) Tavian by **removing** one wound counter from his fighter card. If they had rolled a 🛡 or a ❄ they would instead have **removed** two wound counters to **Heal** (2) Tavian. Then they put the **Unyielding Resolve** ploy in the Condemnors power discard pile.

ACTIVATION STEP

The Sepulchral Guard player activates the Champion and makes a **Charge superaction**.

He targets Tavian with his improved Wight Blade.

THE CHAMPION INSPIRED

3	◁1	3

WIGHT BLADE

◈1 ⮒3 ✳2

CLEAVE

*Though the Champion ret____ ___ed
m_____ _____ss
ba_____ ____ ____ll
t__ __ _____ __
a__ __ ___.*

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Attack roll	Defence roll
💥 💥 ◖	💥 🛡

After the defence roll, Tavian's player re-rolls the 🛡 result (thanks to his Aetherically Charged Shield upgrade) in the hope of getting another 🔆, but gets another 🛡 result.

CRITICAL HIT

The Champion has **two critical successes**, and Tavian has **one critical success**. Tavian's 🛡 result isn't a success because of the Champion's **Cleave** ability, which cuts straight through 🛡 results. The Champion's **Attack action** results in a **critical hit**, and he **deals** three damage to the Tavian – normally his Wight Blade deals two damage, but while he has a Charge token it deals one extra point of damage thanks to his **Deathly Charge** upgrade. Put three wound counters on Tavian's fighter card. As he now has wound counters equal to his Wounds characteristic, he is **taken out of action**!

Remove Tavian and his Charge token from the battlefield, and **give one glory point** to the Sepulchral Guard player.

POWER STEP

In the power step, both players then pass.

ACTIVATION STEP

In their activation step, the Condemnors player activates Blightbane, who makes a Channelled Blow **Attack action**.

Blightbane has two successes, while the Harvester has one success. Blightbane's **Attack action succeeds**, **dealing** two damage to the Harvester and taking it **out of action**. Remember to give the Condemnors **one glory point** for taking an enemy fighter out of action.

SCYTHING

When a fighter makes an Attack action with Scything, they make that Attack action once for each adjacent enemy fighter.

First Blightbane targets the Harvester.

Attack roll	Defence roll
⊙ ⊙	☾

SUPPORT

The Prince is supporting the Harvester, as he is next to the attacker, while Gwynne is supporting Blightbane, as she is next to the target.

Then Blightbane targets the Prince.

Attack roll	Defence roll
⊙ ✕	☾

Blightbane has no successes, so his **Attack action** fails and he **cannot** drive the Prince back.

POWER STEP

In the power step, both players pass.

ROUND 2, SEPULCHRAL GUARD TURN 3

ACTIVATION STEP

The Sepulchral Guard player activates the Inevitable Petitioner, making a **Charge superaction**.

The Inevitable Petitioner targets Blightbane with his Ancient Weapon.

This **Attack action** doesn't look like much, but the Sepulchral Warden is within 2 hexes of the Inevitable Petitioner, which means that the Petitioner has an additional supporting fighter and +1 Damage thanks to the Warden's **Legacy of Dust** upgrade!

Attack roll	Defence roll

The Petitioner has **two supporting fighters** – the Warden and the Prince – so it has two successes thanks to the roll of **Double Support** (⊚). Blightbane only has one, so the Ancient Weapon Attack action succeeds, and Blightbane is **dealt** two damage. He now has three wound counters on his fighter card – still not enough to take him out of action.

REACTION

The Sepulchral Guard player plays a reaction after the Petitioner's Attack action – **Ceaseless Attacks**.

CEASELESS ATTACKS

Reaction: Play this after an activation step in which a friendly fighter made one or more **Attack actions**. **Choose** another friendly fighter. The chosen fighter makes one **Attack action**.

How do you defeat an army that does not tire?

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The Sepulchral Guard player chooses the Prince of Dust, who swings his Royal Mace at Blightbane.

THE PRINCE INSPIRED

3 | **1** | **3**

ROYAL MACE

◎ 1 ⚔ 3 ✦ 2

KNOCKBACK 1, STAGGER

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Centuries ago the Prince of D... ded ... N... er tor... the Great ... ncer.

Attack roll			Defence roll	
✗	💥	⛏	🛡	💥

Each fighter has **one success and one critical success**. The Prince's **Attack action fails**, but as he had **at least one success** he can **drive Blightbane back one hex**.
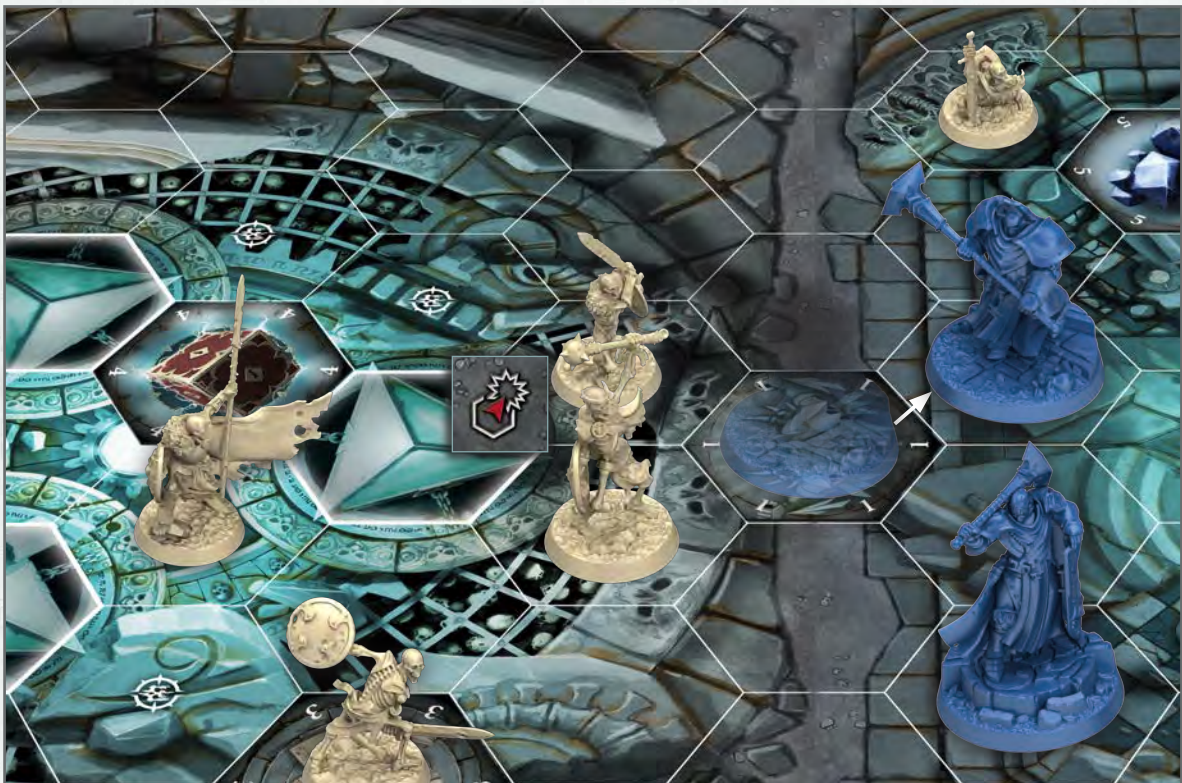
POWER STEP

Both players pass in the power step.

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ROUND 2, IRONSOUL'S CONDEMNORS TURN 3

ACTIVATION STEP

The Condemnors player makes a bold move – the wounded Blightbane charges the Sepulchral Warden.

Blightbane's Stormsmite Greatmace has improved characteristics when he is Inspired.

BLIGHTBANE INSPIRED

4	🛡2	4

STORMSMITE GREATMACE
◎ 1 🔨 2 ✦ 3
Cleave, Knockback 2

CHANNELLED BLOW
◎ 1 🔨 2 ✦ 2
Cleave, Scything

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Attack roll	Defence roll
🔨 ◖	🛡

Blightbane has **one success**. The Warden would normally have a success, but Blightbane's **Cleave** ability means that rolls of 🛡 are not successes in the Warden's defence roll. Blightbane's **Attack action succeeds**, so he **deals** 3 damage to the Warden and **drives him back one hex** and then **two more** for his Knockback 2 ability!

38

SURGE STEP

In the Surge step that follows the Condemnors player's activation step, they score **Martial Prowess** because their warband has now made **three successful Attack actions** in this phase.

MARTIAL PROWESS

Surge: Score this immediately after your warband's third or subsequent successful **Attack action** in the same phase.

'Our foes outnumber us once again. Perhaps we should fight blindfolded, to even the odds?'
- Brodus Blightbane

3/32
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2

Give **two glory points** to the Condemnors player, and then **draw** them a replacement objective card – **Vindicated Arrogance**.

POWER STEP

In the power step the Condemnors player plays the **Outflank** ploy, **pushing** Ironsoul.

OUTFLANK

Choose a friendly fighter adjacent to one or more fighters. **Push** the chosen fighter up to 2 hexes.

'Tavian, to the left! Strike from the flank!'
- Gwynne Ironsoul

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Put the Outflank ploy in the Condemnors player's power discard pile.

The Sepulchral Guard player passes, and then the Condemnors player spends a **glory point** to give Ironsoul the **Stoic Stance** upgrade. Both players then pass, ending the power step.

ROUND 2, SEPULCHRAL GUARD TURN 4

ACTIVATION STEP

Once again, the Sepulchral Guard player activates the Warden, and this time they use his action to bring the Harvester back to the battlefield. **Give** the Harvester a Raise counter.

INSPIRE

After the activation step, the Harvester is **Inspired**.

SURGE STEP

The Sepulchral Guard player has now **given** two fighters a Raise counter in this round, so they can score **Battle Without End** in the Surge step.

BATTLE WITHOUT END

Surge: Score this immediately after an activation or power step in which you gave a second or subsequent friendly fighter a Raise counter in the same phase.

Shadeglass is not needed for Nagash to bind his followers to eternal servitude.

2/32
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1

Give the Sepulchral Guard player **one glory point**, then **draw** another objective card for them – **Retake What is Ours**.

OBJECTIVE

RETAKE WHAT IS OURS

POWER STEP

Both players pass in the power step.

ACTIVATION STEP

The Condemnors player activates Gwynne Ironsoul. First, her Soul-hardened Shield **gives** her a Guard token, putting her on **Guard**. However, once more the Condemnors player needs Ironsoul to make a **Charge superaction**, so she'll lose that Guard token straight away.

Remove Ironsoul's Guard token – she is no longer on Guard – then move her between the Harvester and the Inevitable Petitioner.

Ironsoul targets the Petitioner.

GWYNNE IRONSOUL

| 3 | 🛡1 | 4 |

STORMSMITE MACE
◉ 1 ⟶ 3 ✦ 2

Inspire: This fighter's

Seldom does Gwynne Ironsoul speak, and she wastes no words on idle rhetoric. A true daughter of Chamon, Realm of Metal, Ironsoul is meticulous and clear-headed, preferring a rational approach

Attack roll			Defence roll
💥	⛏	◉	🛡

Ironsoul rolls **two successes** in her Attack roll, including a **critical success**. The Petitioner's roll of 🛡 is a **success**, but Ironsoul's **Attack action** succeeds and results in a **critical hit**.

Ironsoul **deals** 2 damage to the Inevitable Petitioner, taking it out of action and gaining **one glory point**.

INSPIRE STEP

After the activation step, because Ironsoul had a ✸ in her attack roll, she becomes Inspired.

IRONSOUL INSPIRED 👑

3 | 🛡**2** | **4**

STORMSMITE MACE

⬡**1** | 🗡**3** | ✸**3**

KNOCKBACK 1, ✸ SMITE

✸ **Smite**
This **Attack action** has **Knockback** 2 instead of **Knockback** 1.

POWER STEP

In the power step, the Condemnors player passes. The Sepulchral Guard player plays the **Pitiless Command** ploy, **pushing** the Prince of Dust onto an objective token and then putting the ploy in their power discard pile.

PITILESS COMMAND

Choose a friendly fighter with one or more Raise counters. **Push** the chosen fighter up to 2 hexes.

The freshly resurrected are remorselessly driven back into battle.

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Both players then pass, bringing the Condemnors player's turn and the action phase to an end.

ROUND 2, END PHASE

The Sepulchral Guard player plays through the end phase sequence.
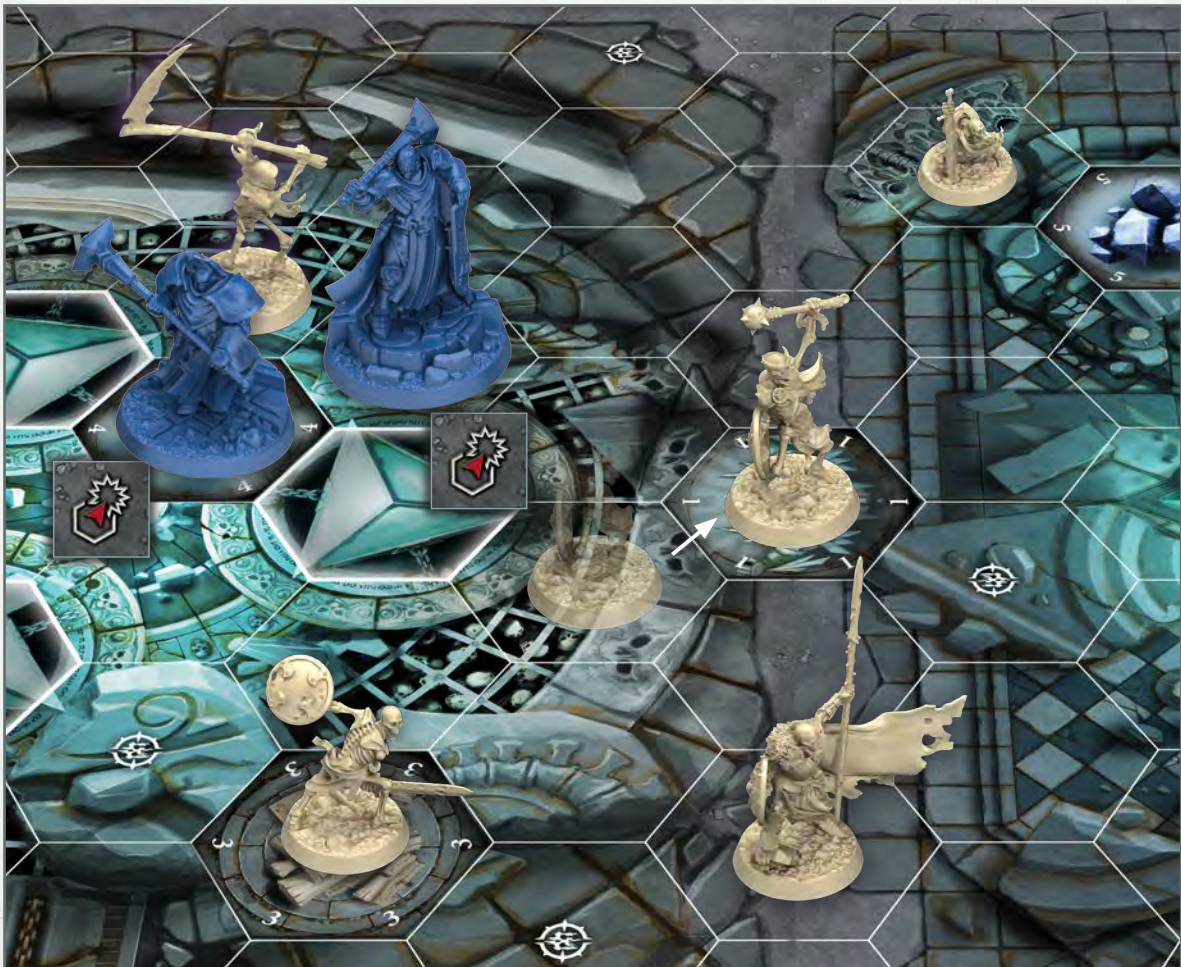
1. **Score Objectives.** They score **Invigorated Dead** and **Eternal Legions**, collecting **three glory points** and placing the scored objectives in their scored objective pile.

TERRITORY AND EDGE HEXES

This diagram shows you the Sepulchral Guard's territory (the complete hexes on their game board), the Condemnors' territory, and no one's territory (the hexes completed by the placement of the game boards). The Warden and the Prince are in no one's territory and the Rising Petitioner is in the Condemnors' territory.

INVIGORATED DEAD

Score this in an end phase if the number of surviving Inspired friendly fighters is equal to or greater than the round number (e.g. two or more in round two).

Driven by the will of the Warden, the Sepulchral Guard are formidable foes.

5/32
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1

ETERNAL LEGIONS

Score this in an end phase if three or more friendly fighters are each in no one's and/or enemy territory.

'I've bashed 'em, krushed 'em and smashed 'em boss! Nuffin' works!' - 'Ardskull

3/32
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2

- Starting hexes

- Ironsoul's Condemnors territory

- Sepulchral Guard's territory

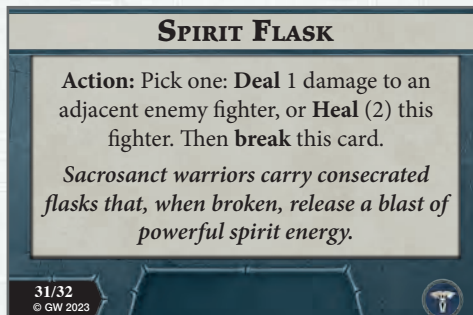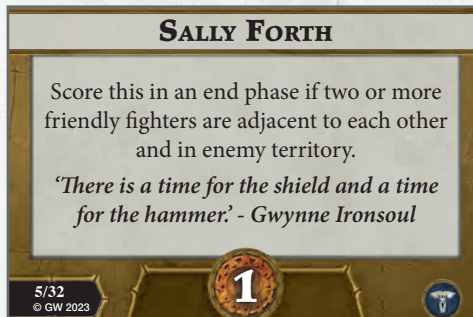- Completed hexes No one's territory

2. **Discard Objectives.** The Sepulchral Guard player keeps their remaining objective.

3. **Play Upgrades.** They do not have any upgrades left in their hand.

4. **Discard Power Cards.** They do not **discard** any power cards.

5. **Draw Cards.** Then they **draw** objective cards and power cards until they have 3 objective cards and 5 power cards in their hand.

Then the Condemnors player plays through the same sequence.

1. **Score Objectives.** They score **Sally Forth**, as Ironsoul and Blightbane are adjacent to each other and in enemy territory. They collect **one glory point** and add the card to their scored objectives pile.

2. **Discard Objectives.** The Condemnors player chooses not to **discard** any objective cards.

3. **Play Upgrades.** They spend **one glory point** to give the **Spirit Flask** upgrade to Blightbane.

4. **Discard Power Cards.** They have no more power cards to **discard**.

5. **Draw Cards.** Finally, they **draw** objective cards and power cards until they have 3 objective cards and 5 power cards in their hand.

This brings Round 2 to an end. **Clear** all of the Charge tokens off the battlefield, and check that you have the following cards in your hands.

SALLY FORTH

Score this in an end phase if two or more friendly fighters are adjacent to each other and in enemy territory.

'There is a time for the shield and a time for the hammer.' - Gwynne Ironsoul

1

5/32
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SPIRIT FLASK

Action: Pick one: **Deal** 1 damage to an adjacent enemy fighter, or **Heal** (2) this fighter. Then **break** this card.

Sacrosanct warriors carry consecrated flasks that, when broken, release a blast of powerful spirit energy.

31/32
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SEPULCHRAL GUARD HAND

Retake What is Ours
Dual: Score this in an end phase if:
Your warband holds three or more objectives
And: One or more of those objectives is in enemy or no one's territory.
The supremacy of death, clear for all to see.
9/32
© GW 2023
3

Undying Watchmen
Surge, Dual: Score this immediately after an opponent's activation step if:
Your warband holds two or more objectives
And: One or more of those objectives is in enemy territory.
When your enemy has no fear of death, how can you possibly drive them back?
12/32
© GW 2023
2

A Challenge Unanswered
Score this in an end phase if there are more enemy fighters out of action than there are friendly fighters out of action.
'Everything in this city belongs to Nagash. Every soul, every blade of grass.'
- The Sepulchral Warden
1/32
© GW 2023
2

Startling Reformation
GAMBIT • PLOY
Reaction: Play this after you **give** a friendly fighter a Raise counter. **Place** that fighter in an **empty starting** hex in enemy territory, then **give** that fighter one Charge token.
Never underestimate the wicked cunning of the dead.
19/32
© GW 2023

Worthless Chaff
GAMBIT • PLOY
Friendly *Petitioners* have no **bounty**.
This effect **persists** until the end of the round, or until a friendly *Petitioner* is taken out of action.
Though fervent in their worship, deep in their souls the Petitioners know that there will be no forgiveness for those who defy Nagash.
22/32
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Inexhaustible Warriors
GAMBIT • PLOY
+1 Move to friendly fighters. This effects **persists** until the end of the round.
Death comes quickly in the underworlds of the Mortal Realms.
15/32
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Undying
UPGRADE
+1 Wounds
Until the curse is lifted, the lost and damned of Shadespire can never find peace.
32/32
© GW 2023

Ancient Commander
UPGRADE
Action: Choose up to three friendly fighters. The chosen fighters each make one **Move action**.
The Sepulchral Warden has fought a thousand battles, and commanded both the living and the dead with equal surety.
24/32
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RESTRICTED: 👑

IRONSOUL'S CONDEMNORS HAND

Vengeance Satisfied
OBJECTIVE
Score this in an end phase if more than half of the fighters in one or more enemy warbands are out of action.
The screams of routed foes make for a most stirring choir.
9/32
© GW 2023
2

Vindicated Arrogance
OBJECTIVE
Dual: Score this in an end phase if your **leader** was the target of one or more **Attack actions** in this round
And: Your leader is surviving.
'Come then, fiends. The storm awaits.'
- Gwynne Ironsoul
10/32
© GW 2023
1

Aetheric Mastery
OBJECTIVE
Dual: Score this in an end phase if:
There are two or more surviving friendly fighters
And: Each surviving friendly fighter is Inspired.
The warriors of the Sacrosanct Chambers are suffused with the fury of Sigmar's Tempest.
1/32
© GW 2023
2

Fulminating Blast
GAMBIT • PLOY
Push an enemy fighter 1 hex.
A spear of lightning smashes down from the heavens, driving back the unrighteous.
15/32
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Thunderous Smite
GAMBIT • PLOY
Reaction: Play this during a friendly fighter's Range 1 **Attack action**, after the determine success step. In the deal damage step, instead of dealing damage equal to the Damage characteristic of the Attack action, deal 1 damage to the target and to each enemy fighter adjacent to the target.
An eruption of thunderous force sends the Sequitors' foes reeling.
20/32
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Champions of Sigmar
GAMBIT • PLOY
The first Range 1 or Range 2 **Attack action** made by a friendly fighter in the next activation step has **Innate (⬦)**.
None can stand before the God-King's finest.
14/32
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Sanctified Armour
UPGRADE
When this fighter is **dealt** damage, reduce that damage by 1, to a minimum of 1.
This battle-plate has been blessed with the blood of saints.
29/32
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Hallowed Aura
UPGRADE
Reaction: After an **Attack action** that **dealt** damage to this fighter, roll an attack dice. On a roll of 🏹 or ✳. **Heal (1)** this fighter.
This warrior is so suffused with holy power that their wounds heal almost instantly.
27/32
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At this point, you may feel confident enough to play out the remainder of the game without this playthrough! If you do, remember that you can always consult the rulebook to clarify any rules questions you may have – and you can always reset the game state to this point and play out the final turn on the pages that follow.

ROUND 3, IRONSOUL'S CONDEMNORS TURN 1

ACTIVATION STEP

The Condemnors player has the first turn in round 3, and activates Brodus Blightbane. Blightbane makes a **Charge superaction**, targeting the Sepulchral Warden and the Prince of Dust with his Channelled Blow.

BLIGHTBANE INSPIRED

4	2	4

STORMSMITE GREATMACE

⬡ 1 ⚡ 2 ✦ 3

Cleave, Knockback 2

CHANNELLED BLOW

⬡ 1 ⚡ 2 ✦ 2

Cleave, Scything

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Attack roll	Defence roll
🪓 ⚔	⚙

Blightbane has **one success** and the Prince has **no successes**. Blightbane's **Attack action deals** 2 damage to the Prince, taking it out of action once more. **Give** the Condemnors player **one glory point** for taking the Prince out of action.

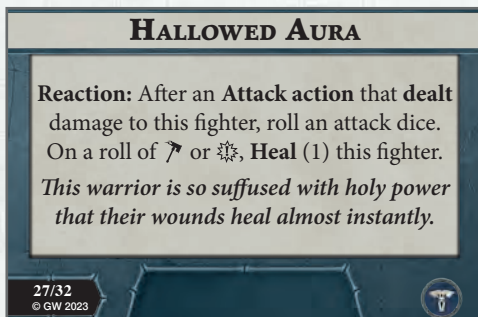First Blightbane makes the **Attack action** targeting the Prince of Dust.

Then Blightbane makes the **Attack action** targeting the Warden.

Attack roll		Defence roll
⚡	◑	⚡

Blightbane has **one critical success** and the Warden has **one critical success**, so Blightbane's **Attack action** fails. Although the Condemnors player could drive the Warden back, they do not, leaving him next to Blightbane.
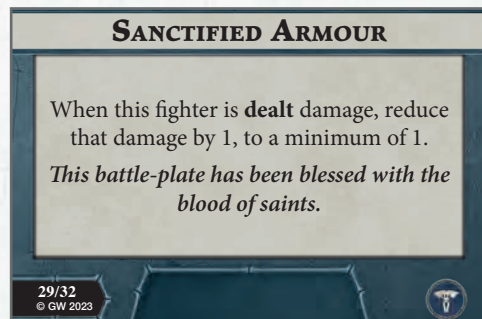
POWER STEP

In the power step, the Condemnors player spends **one glory point** to give Blightbane the **Hallowed Aura** upgrade.
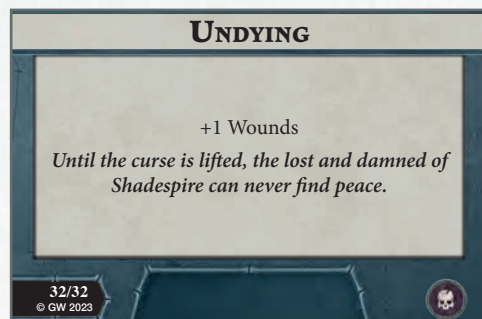
HALLOWED AURA

Reaction: After an **Attack action** that **dealt** damage to this fighter, roll an attack dice. On a roll of 🏹 or ⚜, **Heal** (1) this fighter.

This warrior is so suffused with holy power that their wounds heal almost instantly.

27/32
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The Sepulchral Guard player spends **one glory point** to give the Warden the **Ancient Commander** upgrade.

ANCIENT COMMANDER

Action: Choose up to three friendly fighters. The chosen fighters each make one **Move action**.

The Sepulchral Warden has fought a thousand battles, and commanded both the living and the dead with equal surety.

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RESTRICTED:
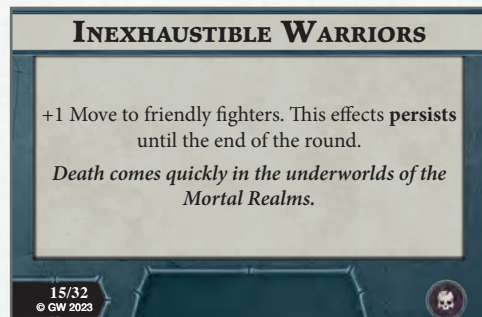
The Condemnors player then spends another **glory point**, giving Ironsoul the **Sanctified Armour** upgrade.

SANCTIFIED ARMOUR

When this fighter is **dealt** damage, reduce that damage by 1, to a minimum of 1.

This battle-plate has been blessed with the blood of saints.

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It's the Sepulchral Guard player's turn to play a card or pass, and they give the **Undying** upgrade to the Harvester, spending another **glory point**.

UNDYING

+1 Wounds

Until the curse is lifted, the lost and damned of Shadespire can never find peace.

32/32
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The Condemnors player passes, and then the Sepulchral Guard player plays the **Inexhaustible Warriors** ploy.

INEXHAUSTIBLE WARRIORS

+1 Move to friendly fighters. This effects **persists** until the end of the round.

Death comes quickly in the underworlds of the Mortal Realms.

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PERSISTS

Inexhaustible Warriors '**persists**'. This just means it has a continuous effect on the battle until the effect ends, as described on the card.

Finally, both players pass.

ROUND 3, SEPULCHRAL GUARD TURN 1

ACTIVATION STEP

It's the Sepulchral Guard player's turn, and they activate the Warden. This time, they use the action on the **Ancient Commander** upgrade.

The Warden, the Rising Petitioner and the Champion each make a **Move action**.

Thanks to **Inexhaustible Warriors**, the Champion has a Move characteristic of 4, letting him reach the hex that the Warden just left.

ANCIENT COMMANDER

Action: Choose up to three friendly fighters. The chosen fighters each make one **Move action**.

The Sepulchral Warden has fought a thousand battles, and commanded both the living and the dead with equal surety.

24/32
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RESTRICTED:

POWER STEP

In the power step, the Sepulchral Guard player plays the **Worthless Chaff** ploy, which **persists** in the same way as Inexhaustible Warriors. The Condemnors player then plays the **Fulminating Blast** ploy, and **pushes** the Warden one hex.

FULMINATING BLAST

Push an enemy fighter 1 hex.

A spear of lightning smashes down from the heavens, driving back the unrighteous.

15/32
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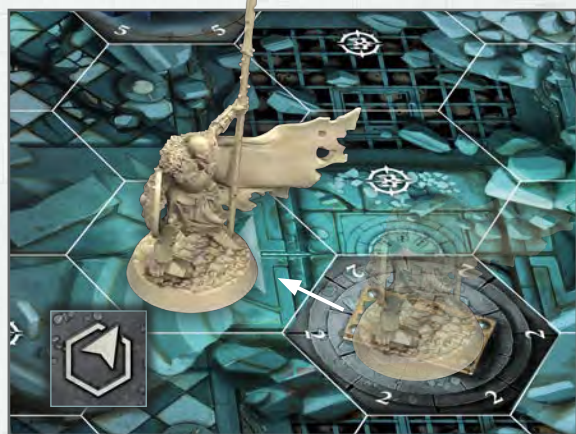
Both players then pass, ending the Sepulchral Guard player's turn.

ROUND 3, IRONSOUL'S CONDEMNORS TURN 2

ACTIVATION STEP

In the Condemnors activation step, Ironsoul gains a Guard token from **Soul-hardened Shield** and then loses it when she charges the Warden and swings her Stormsmite Mace. Remember to **give** her a Charge token after her **Move action**.

IRONSOUL INSPIRED

3	2	4

STORMSMITE MACE

◎1 ⚡3 ✦3

KNOCKBACK 1, ✷ SMITE

✷ **SMITE**
This **Attack action** has **Knockback** 2 instead of **Knockback** 1.

Attack roll	Defence roll
⚡ ⚡ ✷	🛡

Ironsoul has **three successes**, including a **critical success**, and the Warden only has one. Ironsoul **deals** three damage to the Warden. He now has six wound counters on his fighter card, and is taken out of action. **Remove** him and his Move token from the battlefield, and **give** the Condemnors player **one glory point**.

SURGE OBJECTIVES

The Sepulchral Guard have suffered a serious blow, but it's not all bad news – the Sepulchral Guard player can now score **Undying Watchmen**.

UNDYING WATCHMEN

Surge, Dual: Score this immediately after an opponent's activation step if:
Your warband holds two or more objectives
And: One or more of those objectives is in enemy territory.

When your enemy has no fear of death, how can you possibly drive them back?

12/32
© GW 2023

2

Give the Sepulchral Guard player **two glory points**, put Undying Watchmen in their scored objectives pile, and then **draw** another objective card – **Grave Reprisal**.

OBJECTIVE

GRAVE REPRISAL

POWER STEP

Both players pass in the power step.

ROUND 3, SEPULCHRAL GUARD TURN 2

ACTIVATION STEP

The Sepulchral Guard player activates the Champion, and makes a Wight Blade **Attack action** that targets Blightbane.

THE CHAMPION INSPIRED

3	1	3

WIGHT BLADE

◯ 1 🏹 3 ✦ 2

CLEAVE

Though the Champion re... ...d m... ...ss b... ...ll w... ...a...

Attack roll			Defence roll	
◉	🪓	🪓	⬟	💥

Even though the Champion has **more successes** than Blightbane, Blightbane's one ✴ 'trumps' the Champion's **successes**, and the **Attack action** ends.

POWER STEP

In the power step both players pass.

ROUND 3, IRONSOUL'S CONDEMNORS TURN 3

ACTIVATION STEP

In their activation step, the Condemnors player activates Blightbane again. Normally, you can't activate a fighter who has a Charge token. However, if each friendly fighter on the battlefield has a Charge token, you can, though there are limitations on what they can do.

Blightbane targets the Champion with his Stormsmite Greatmace.

BLIGHTBANE INSPIRED

4	2	4

STORMSMITE GREATMACE

⬡ 1 🏹 2 ✦ 3

CLEAVE, KNOCKBACK 2

CHANNELLED BLOW

⬡ 1 🏹 2 ✦ 2

CLEAVE, SCYTHING

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Attack roll			Defence roll
🏹	💥	⚔	🛡

Blightbane has **two successes** – including a **critical success** – and the Champion has **no successes**. The **Attack action** results in a **critical hit**, **dealing** three damage to the Champion and taking it out of action. **Remove** it and its Move token from the battlefield, and **give** the Condemnors player a **glory point**.
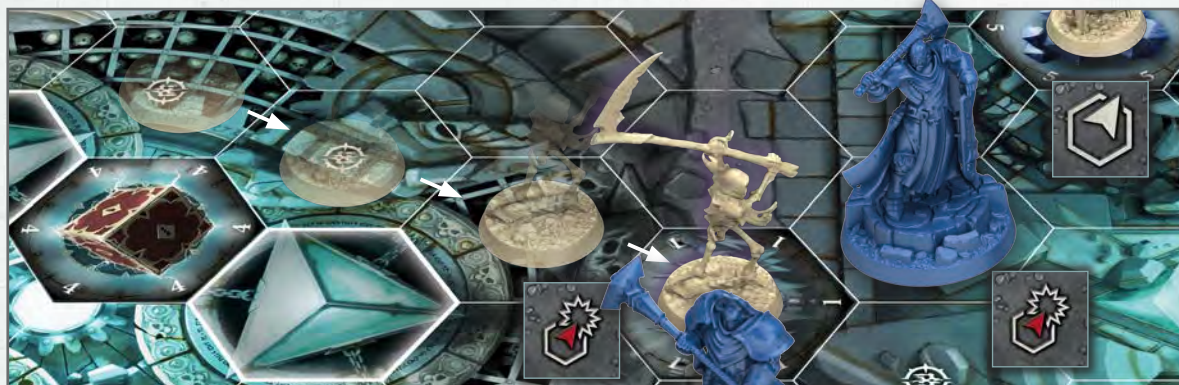
POWER STEP

In the power step, both player pass.

ROUND 3, SEPULCHRAL GUARD TURN 3

ACTIVATION STEP

The Sepulchral Guard player activates the Harvester, and makes a **Charge superaction**.

THE HARVESTER INSPIRED
BRAWLER

3	⟲1	3

WHIRLING SCYTHE

◎1	✕3	✷2

SCYTHING

None know when the Har... ...k up hi... ...er ... l... ...s th... ...a ter... ...th.

First it targets Blightbane.

Attack roll	Defence roll
✕ ◐ ⚡!	🛡 🛡

The Harvester's **critical success** means that Blightbane's **two successes** cannot save him. Blightbane is taken out of action by the two damage **dealt** by the **Attack action**, and the Sepulchral Guard player gains **two glory points** – as Bightbane has a Wounds characteristic of 5, he is worth an **extra glory point** when he is taken out of action.
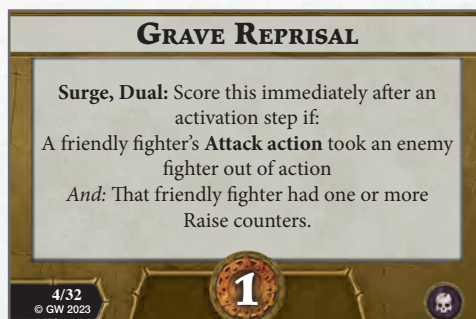
Then the Harvester targets Ironsoul.

Attack roll	Defence roll
✕ ◎ ◎	◎ ☾

The Harvester has **one success** and Ironsoul has none. Normally, the Whirling Scythe would **deal** 2 damage to Ironsoul and the Sepulchral Guard player could **push** her back. However, the Sanctified Armour upgrade means that Ironsoul is only **dealt** one damage, and the Stoic Stance upgrade means that she **cannot be driven back**.

SURGE STEP

The Sepulchral Guard player can now score **Grave Reprisal**, as the Harvester has a Raise counter and took an enemy fighter out of action. **Give** that player **one glory point**, put the Grave Reprisal card in their scored objective pile, and **draw** a replacement card – **Skills Unforgotten**.

GRAVE REPRISAL

Surge, Dual: Score this immediately after an activation step if:
A friendly fighter's **Attack action** took an enemy fighter out of action
And: That friendly fighter had one or more Raise counters.

1

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OBJECTIVE

SKILLS UNFORGOTTEN

POWER STEP

Both players pass in the power step.

ROUND 3, IRONSOUL'S CONDEMNORS TURN 4

ACTIVATION STEP

In the Comndemnors player's final activation, they activate Ironsoul once more. The Soul-hardened Shield **gives** her a Guard token. In a final act of defiance, Ironsoul swings her Stormsmite Mace at the Harvester.

IRONSOUL INSPIRED

3	2	4

STORMSMITE MACE

1 · 3 · 3

KNOCKBACK 1, SMITE

SMITE
This **Attack action** has **Knockback** 2 instead of **Knockback** 1.

Attack roll	Defence roll
✕ ✕ ◉	☾

Ironsoul has **no successes**, and the **Attack action** fails.

POWER STEP

Both players pass in the power step.

ROUND 3, SEPULCHRAL GUARD TURN 4

ACTIVATION STEP

In the Sepulchral Guard's final turn, the Harvester swings his scythe at Ironsoul once more.

THE HARVESTER INSPIRED
Brawler

3	1	3

WHIRLING SCYTHE

1 · 3 · 2

SCYTHING

None know when the Harv... ...k up his... ...er

l... ...s th... ...a ter... ...th.

Attack roll	Defence roll
◉ ⚒ ✸!	☾ ✸!

Both fighters have **one critical success**, but Ironsoul has an additional **success,** as while she is on Guard she counts rolls of ☾ as successes in her defence rolls. The **Attack action** fails.
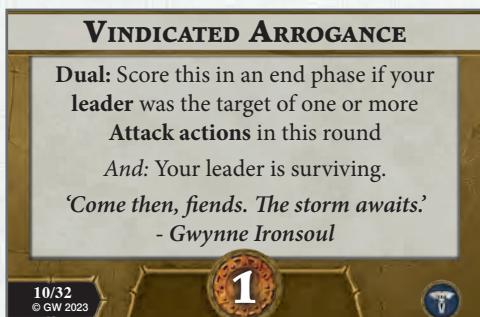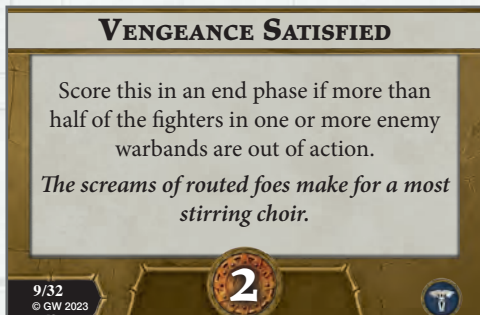
POWER STEP
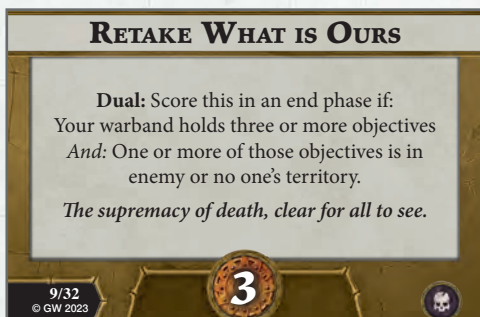
Both players pass in the power step.

ROUND 3, END PHASE

In the final end step, players simply score any objectives they can.

The Condemnors player scores **Vengeance Satisfied** and **Vindicated Arrogance**.

VENGEANCE SATISFIED

Score this in an end phase if more than half of the fighters in one or more enemy warbands are out of action.

The screams of routed foes make for a most stirring choir.

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2

VINDICATED ARROGANCE

Dual: Score this in an end phase if your **leader** was the target of one or more **Attack actions** in this round

And: Your leader is surviving.

'Come then, fiends. The storm awaits.'
- Gwynne Ironsoul

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1

The Sepulchral Guard player scores **Retake What is Ours**.

RETAKE WHAT IS OURS

Dual: Score this in an end phase if:
Your warband holds three or more objectives
And: One or more of those objectives is in enemy or no one's territory.

The supremacy of death, clear for all to see.

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3

With that, the game ends.

WHO WON?

At the end of the game, the player with the **most glory points wins**. However, **each player has 17 glory points** – it doesn't matter that they've spent some of them, they're all counted. When the players are **drawn on glory points**, there are two tie-breakers. **First**, if only one warband has fighters on the battlefield, they win. If both warbands have fighters on the battlefield, whichever warband is holding the **highest combined value** of objectives wins. The Sepulchral Guard are holding objectives 1, 3 and 5 for a combined value of 9, while the Condemnors aren't holding any. **The Sepulchral Guard win**!

WHAT IF?

In the Condemnors player's final activation step, if the attack had succeeded, then Ironsoul could have driven the Harvester off the objective, thus denying them **Retake What is Ours**, which would mean the Condemnors won instead!

WHAT NEXT?

Now that you've completed this playthrough, here are a few options for you.

- **Play through this game again.** You've played a whole game from start to finish, and you know much more about Warhammer Underworlds now. If you like, why not play through this game again, following the same directions as before but armed with new knowledge! The decks will no longer be in the right order, but the playthrough tells you which cards to draw and when, so you can repeat this playthrough whenever you like.

- **Set this game up again, then play it yourself.** This playthrough gets you playing as quickly as possible, and you can start your own game by copying the set-up from this playthrough. The only difference will be that you shuffle each warband's objective and power decks before drawing cards at the start of the game. You'll see some new cards this way, but all of the rules are covered in the core rulebook so you can just look them up whenever you encounter something new. If you do this, you may want to read the warband primers on the following pages, which give you a helpful reference for how to use each warband.

- **Play a full game of Warhammer Underworlds yourself.** After this playthrough, you'll be in a really good place to understand all of the rules in the core rulebook. You can follow the instructions in the core rulebook to set up and play your own game, and begin mastering it! Again, if you do this, you may want to read the warband primers for some tips to use in your games.

IRONSOUL'S CONDEMNORS PRIMER

The Condemnors are an elite unit of Stormcast Eternals, deadly in combat with their magically enhanced maces. Quicker and tougher than their undead foes, they are more than capable of taking on twice their number and emerging victorious.

To succeed with the Condemnors, you will want to get them Inspired as quickly as possible, which makes them both more deadly and more resilient. At the same time you'll aim to eliminate enemy fighters, neutralising key threats or targets of opportunity while taking a commanding position on the battlefield.

GETTING INSPIRED

Inspiring fighters improves their abilities in the game a great deal. The Condemnors become more deadly, harder to kill and, in the case of Blightbane, faster! Each of your fighters becomes Inspired after rolling a **critical success** in an attack or defence roll. The only way to make this happen is to get stuck in! Don't be afraid to charge your fighters in, though try to ensure that when you do, a successful **Attack action** will rob your opponent of a chance to strike back – match Damage 2 **Attack actions** with targets with a Wounds characteristic of 2, and Damage 3 **Attack actions** with targets with a Wounds characteristic of 3 or less.

You also have three key cards which can help you inspire a fighter: Improvised Blow and Vengeful Strike let your fighters make extra **Attack actions**, and Aetherically Charged Weapon lets you **re-roll** one dice in an attack roll – even a **success** – to give you an extra chance to roll a **critical success**.

GAME PLAN

Generally speaking, your plan should be to make a **Charge superaction** with each of your fighters in each round. Your warband scores objectives for eliminating enemy fighters and for surviving – you won't win a simple battle of attrition, so you must try to make sure that your opponent's losses are heavier than yours. Your warband also scores objectives, to a lesser extent, for holding positions in enemy territory, so bear these objectives in mind when deciding where to move your charging fighters.

When you make your **Charge superactions**, try to avoid exposing your fighters to too many enemy **Attack actions**. While your fighters are tough, they are not invincible, and you should be particularly wary of fighters – like the Champion – whose **Attack actions** have **Cleave**.

QUICK START

- Set up at least two fighters within 3 hexes of an enemy fighter – preferably one they can take out of action with a single **Attack action**.

- With each of those fighters, make a **Charge superaction** (onto an objective token if possible) in the hope of Inspiring them quickly.

- Ploys which let your fighters make **Attack actions** will make this easier – look for these in your starting hand.

THE SEPULCHRAL GUARD PRIMER

The Sepulchral Guard are deathless sentinels standing guard over the ruins of Shadespire. Led by the Sepulchral Warden, a champion invested with a portion of necromantic power, these warriors fight and fall only to rise and fight again.

Victory with the Sepulchral Guard comes from clever use of the Sepulchral Warden's abilities to bring fallen fighters back to the battlefield and to move more than one fighter in a single activation step. The Sepulchral Guard are focused more on taking and holding objectives than taking enemy fighters out of action. This means you may go several activation steps in a row without making an **Attack action**, instead solidifying your hold on the battlefield.

KEY FIGHTERS

The Sepulchral Guard has a few strong fighters, capable of going toe-to-toe with Stormcast Eternals, and a number of weaker fighters whose role is mainly to hold objectives or assist the more able members of the warband. Foremost amongst the warband are the Sepulchral Warden, who you should try to preserve at all times, the Champion, whose **Attack action** is excellent for taking out heavily armoured opponents thanks to its **Cleave** ability, and the Prince of Dust, whose **Attack action** can help you **push** enemy fighters off objectives to allow your own fighters to take their place.

RAISE

When one of your fighters, other than the Sepulchral Warden, is taken out of action, it's not the end of the world. You can use the Sepulchral Warden's ability to bring them back to the battlefield on a starting hex in your territory. When you do this, they will also become Inspired, generally becoming faster and making their **Attack actions** more accurate. This can actually make it an advantage in some games to lose the Champion or the Prince of Dust early on so that you can Raise them with their improved characteristics. This means that setting these fighters up front and centre at the start of the game, while appearing reckless, is actually an excellent tactic.

GAME PLAN

Your game plan will depend to a large extent on the objective cards in your hand. However, it will generally be in your best interest to try to make sure that you're holding at least three objectives, which should include at least one in your opponent's territory. If you find that your fighters are being taken out of action, you'll need to strike a balance between bringing them back to the battlefield and using your remaining fighters to take objectives.

However, you'll also find that bringing fighters back to the battlefield will help you score a number of objectives, so make sure to check your hand to work out what's the best decision at each point. Sometimes you'll be able to tip the scales in your favour by simply raising two fighters (and the Restless Dead ploy lets you raise a fighter without taking an action).

When you do need to attack enemy fighters, try to stack the odds in your favour with cards like Ceaseless Attacks and The Necromancer Commands. These cards can help a pair of your fighters take out a stronger enemy when your opponent least expects it.

Most importantly, without the Sepulchral Warden your warband will quickly fall apart. This makes the Warden a priority target for your opponent, so set your **leader** up as far away from the enemy as possible at the start of the game. The Warden's abilities to move friendly fighters and Raise friendly fighters have no range or targeting limitations, so he can use both while staying relatively safe.

QUICK START

- Set up the Petitioners first, set up the Champion and the Prince of Dust on your front line, and the Warden far back in your territory
- At the start of each round, check your objectives to find out where your fighters need to be in the next end phase
- Focus on using the Warden's abilities to achieve these objectives by making **Move actions** with multiple fighters and raising fighters