

GLOSSARY

Action (pg 18-22): When you activate a fighter, they can make an action – it could be an action on their fighter card, a common action (like Charge or Guard) or an action on an upgrade card.

Action phase (pg 18-24): Each game has three action phases, when fighters are moved and attack one another, while players attempt to score objectives.

Activation (pg 18): Each player has four activations in each action phase. Each activation lets them make an action with a fighter, draw a power card or discard and draw an objective card.

Adjacent: A fighter is adjacent to everything that is within one hex of their hex.

Attack total (pg 20): This is the total number of successes rolled for an Attack action across all attack dice rolled.

Battlefield (pg 14-15): This is the area defined by the game boards placed by the players at the beginning of each game. Incomplete hexes are not part of the battlefield.

Blocked hexes (pg 15): Fighters cannot stand in, move through or see through blocked hexes (defined by a thick white border).

Charge (pg 22): A Charge action is a special action that lets you make a Move action followed by an Attack action with a single fighter. A fighter that makes a Charge action cannot be activated again in the same action phase, and is no longer on Guard (if they were on Guard).

Cleave: If an Attack action is noted as having Cleave, the target(s) of that action cannot use **U** symbols as successes, even if they are on Guard.

Critical hit: When you roll one or more **U** symbols for an Attack action, and the Attack action is successful,

your fighter has scored a critical hit. Some Attack actions have an ability that takes effect if a critical hit is scored when making that Attack action. Where this is the case, the Attack action will specify this.

Critical success: A **U** symbol on either an attack or a defence dice is a critical success. If the attacker rolls more of this symbol than the target, the Attack action is successful. If the target rolls more of this symbol than the attacker, the Attack action fails.

Damage (characteristic) (pg 19): Each Attack action has a Damage characteristic. When an Attack action is successful, the target fighter suffers that amount of damage.

Deck (pg 13): Each player has two decks of cards – the power deck and the objective deck. These are individually shuffled at the start of the game and kept face down next to the battlefield. When a player draws a card from a deck, it must be the top card on that deck. When a deck is empty, a player cannot draw any more cards of that type.

Defence (characteristic) (pg 13): Each fighter card has a Defence characteristic that consists of a number and a symbol. The number tells you how many dice to roll when they are targeted, and the symbol (**U** or **C**) tells you what you need to roll for a success. A **U** is always a success.

Defence total (pg 20): This is the total number of successes rolled for the target's defence across all defence dice rolled.

Dice (characteristic) (pg 19): Each Attack action has a Dice characteristic that is a number and a symbol. When a player makes an Attack action, they roll a number of dice equal to the number of that Attack action's Dice characteristic. The symbol (**X** or **P**) tells you what you need to roll for a success. A **U** is always a success.

Driven back (pg 20): A fighter that is driven back is pushed one hex. This push must take them further away from the fighter driving them back.

End phase (pg 25): Each game has three end phases, when objectives are scored, upgrades are played and cards are discarded and drawn.

Enemy fighter: A fighter in any opponent's warband.

Fails (Attack action) (pg 20): An Attack action that doesn't cause damage fails.

Fighter (pg 13): Each fighter is represented by a miniature and a fighter card. A fighter can be friendly or enemy (and when a rule refers to 'a fighter' or 'fighters' without specifying friendly or enemy, it refers to both).

Friendly fighter: A fighter in your warband.

Game board (pg 14-15): Each player brings a game board – these are placed at the start of the game. Each game board is divided into hexes, and is reversible.

Glory point: Each time one of your fighters takes an opposing fighter out of action, you score a glory point. When you meet the conditions of an objective card, you score the number of glory points specified on the card. You can spend a glory point in the end phase to play an upgrade card on one of your fighters – when you do so, flip the glory point over to show that it has been spent. At the end of the game, whoever has the most glory points (both spent and unspent) wins.

Guard: As an activation, a fighter may go on Guard. If a fighter is on Guard, both **U** and **C** symbols are successes. This effect lasts until the end of the phase. If a fighter who is on Guard makes a Charge action, they are no longer on Guard.

Hand (pg 16): Each player has a hand of objective cards and power cards. The hand should be held or placed so that other players cannot see what cards are in it. A hand can never include more than 3 objective cards, but can include any number of power cards.

Hex (pg 14-15): The battlefield is divided into hexes, which are used to determine where fighters, obstacles and objective tokens are, and the distance between them. Incomplete hexes are not hexes.

Inspire (pg 13): Each fighter card has an Inspire condition. When this condition is met, they are Inspired: flip the fighter card over to reveal their Inspired characteristics. They remain Inspired for the rest of the game.

Knockback (pg 22): If an Attack action is noted as having Knockback X, where X is a number, if that Attack action is successful the target can be driven back a number of additional hexes equal to X.

Move (action) (pg 18): When a fighter makes a Move action, they can move into an adjacent hex up to a number of times equal to their Move characteristic. They cannot move through other fighters or blocked hexes. A fighter that moves must move at least one hex, and cannot end their Move action in the hex they started the Move action in.

Move (characteristic) (pg 13): Each fighter card has a Move characteristic, which tells you how many hexes that fighter can move. The higher the number, the further that fighter can move.

Objective card (pg 16, 25): Each player's objective deck is made of 12 unique objective cards. Each card describes a condition for scoring that objective card: when the condition is met that player can score the objective card, and take the number of glory points indicated on the card.

Objective token (pg 16): One side of these tokens is blank, and the other has a number, which identifies it for the purpose of scoring objective cards. These tokens do not block movement or line of sight.

Out of action (pg 21): When a fighter has suffered damage equal to or greater than their Wounds characteristic, they are taken out of action: remove them from the battlefield.

Ploy card (pg 17, 23): A ploy card is a kind of power card. Most ploy cards are played in the power step, though some specify an additional condition that must be met before they can be played. Some ploy cards are reactions, and can be played as described by the condition on the card.

Power card (pg 17, 22-23): Each player's power deck consists of at least 20 unique power cards. Power cards can be upgrade cards or ploy cards.



Power step (pg 22-23): This step follows each activation, and gives players the opportunity to play power cards.

Push: When a rule tells you that you can push a fighter, simply move their miniature the number of hexes specified by the rule, in any direction (unless specified otherwise).

Range (characteristic) (pg 19): Each Attack action has a Range characteristic which tells you how far that Attack action can reach in hexes.

Re-roll: When a rule tells you to re-roll a dice, pick it up and roll it again. The new result replaces the previous result. If you are told to re-roll a dice roll that involved multiple dice, roll all of them again unless specified otherwise.

Reaction (pg 24): A reaction is a special kind of action, found on a fighter card, upgrade card or ploy card, that describes a condition that must be met for it to be used. When that condition is met, the action can be taken without costing that player an activation.

Roll-off: When the rules tell you to roll off, each player takes any four dice, rolls them, and counts the number of critical successes (the  symbols). Re-roll any ties as many times as necessary. The player who rolls the highest number of  symbols wins.

Round: Each game is made up of three rounds, each of which includes an action phase and an end phase.

Starting hexes (pg 15, 17): When you place your fighters at the start of the game, you must place each of them in a starting hex (such hexes will have the Warhammer Underworlds symbol) in your territory.

Succeeds (Attack action) (pg 20): An Attack action that causes damage succeeds.

Support (pg 21): Friendly models adjacent to enemy fighters who are either making an attack or the target of an attack provide support, and are said to be supporting. A fighter with more support than their opponent has a greater chance of success.

Territory (pg 15, 17): A player's territory is composed of all the complete hexes on their game board. Any hexes completed by the placement of the game boards are no one's territory.

Upgrade card (pg 17, 23): An upgrade card is a kind of power card. A player can play an upgrade card in the power step by spending a glory point and applying the upgrade card to an eligible fighter. The fighter has that upgrade for the rest of the game.

Warband: Each player plays with a warband, made of a specific set of fighters identified by a unique symbol on their fighter cards. Each warband has access to unique objective and power cards.

Wounds (characteristic) (pg 13): Each fighter card has a Wounds characteristic. The higher this number is, the more damage a fighter can sustain before they are taken out of action.