

QUICK-START SHEET – BEGIN HERE!

This sheet will introduce you to Warhammer Underworlds and quickly take you through the basics of moving and attacking with your fighters. Once you've played through this example, you'll be well prepared to take on the game in full!

Assemble four fighters – the Liberators Severin Steelheart and Angharad Brightshield and the Bloodreavers Garrek Gorebeard and Blooded Saek. You'll also need their fighter cards.



Steelheart



Brightshield



Garrek



Saek

Once you have done that, place Severin and Garrek on different hexagonal spaces (called hexes) on one of the game boards, with three empty hexes between them.

Playing the game

There are three rounds in a game of Shadestpire, each divided into an action phase and an end phase. In each action phase, players take it in turns to make actions (like Move, Attack or Charge) with their fighters.

Moving a fighter

When you move a fighter (which is called making a Move action) you can move them up to a number of hexes equal to their Move characteristic. Severin has a Move characteristic of 3.



Move Severin so that he is adjacent to Garrek.



Fighter cards

Once a fighter has moved, they cannot move again until the next round. Place a **Move token** next to Severin as a reminder.



Move token

Making an Attack action

It's now Garrek's turn to act, and he attacks!



An Attack action with a Range characteristic of 1 can only be used against an adjacent fighter. When a fighter attacks another (which is called making an Attack action) you roll a number of attack dice equal to their Attack action's Dice characteristic. The Dice characteristic also includes a symbol – \blacktriangleright or \times – that tells you what symbol you need to roll for a success. The ☉ symbol is a success regardless of the Dice characteristic's symbol. Don't worry about the other symbols – you'll learn about them later on and in the core rules.

Roll two attack dice (the white dice) for Garrek now.



If you roll any \blacktriangleright or ☉ symbols, the attack may have succeeded! It will be up to Severin's armour to deflect the blow. If you don't roll either of these symbols, Garrek's attack has failed.



Roll a defence dice (the black dice) for Severin.

When a fighter is the target of an attack, you roll a number of defence dice equal to their Defence characteristic. The Defence characteristic also includes a symbol – or – that tells you what symbol you need to roll for a success. The symbol is a success regardless of the Defence characteristic's symbol. Again, don't worry about the other symbols.



Wound token

Once all the dice have been rolled, whichever fighter has more successes wins! If the attacker wins, the target suffers damage equal to the Damage characteristic of the Attack action. Take that number of wound tokens and put them on the target's fighter card. When they have as many wound tokens as

their Wounds characteristic (or more), they are taken out of action and removed from the game board.

If the target wins, or if it is a draw, the target suffers no damage. If the attacker wins, or if it is a draw, the attacker can push the target back one hex.

In this example, we will assume that Severin won, and didn't take any damage.

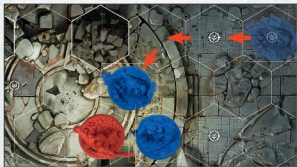
Charges

It's the Liberators' turn to act, and Angharad rushes into the fray!

Place Angharad on a hex on the game board, within three hexes of Garrek.

Angharad will now charge at Garrek. When a fighter makes a Charge action, they can move and attack at the same time – it's a very powerful action, but a fighter that charges cannot do anything for the rest of the round.

Move Angharad so that she is adjacent to Garrek.



Support in attack

When you have friendly fighters adjacent to the same enemy fighter, they assist each other, making it easier to land a hit or fend off a foe. When Angharad makes an attack with Severin standing next to her target, rolls of are also successes.

Make an attack with Angharad – roll three attack dice for Angharad and one defence dice for Garrek.



If Angharad's attack succeeds, she will do two damage to Garrek. If her attack succeeds or if it is a draw, she can push Garrek back one hex.

Once Angharad's action is finished, put a Charge token next to her as a reminder that she can't do anything for the rest of the round.



Charge token

Continuing the action phase

The Liberators have now had two activations (a Move and a Charge) while the Bloodreavers have had one (an Attack). An activation is – in most cases – simply taking an action with a fighter. In each action phase each side can take four activations. Once both sides have done so the action phase is over, and the end phase begins.

Place Blooded Saek anywhere on the game board.

It's now the Bloodreavers' turn to take an action. They have three activations left in this phase, and the Liberators have two activations left. It's up to you to finish the action phase.

Support in defence

If an attacker is adjacent to two enemies, rolls of are counted as a success when either of them rolls defence dice against the attack.

Pass

If it's either side's turn to take an activation, and no one can move or attack, they can pass, doing nothing – this still counts as one of their activations.

The end phase

In the end phase, clear all of the tokens from the game board – any fighters who moved or charged will once again be able to do so. It's then the end of the round, and the next round begins.

Victory

Continue playing until all of the fighters on one side are taken out of action or you reach the end of the third round. Choose which side goes first in each round. When a fighter is taken out of action the other side wins a glory point. Whichever side has the most glory points at the end of the third round wins.



Glory point token

This is only the beginning...

You now have a good grasp of how fighters move, charge and attack. The Shadespire book contains all the information you need to play, including rules for using objective cards, playing ploy cards and giving your fighters upgrades to make them even stronger. The Mirrored City awaits!