REFERENCE

Activation options
- Make a Move action with a fighter.
- Make a Charge action with a fighter.
- Put a fighter on Guard.
- Make an action printed on a fighter card or upgrade (such as an Attack action) with a fighter.
- Draw a power card from the top of the power deck.
- Discard an objective card and draw an objective card from the top of the objective deck.
- Pass (do nothing).

Power step sequence
- Current player plays a power card or passes.
- Next player plays a power card or passes.
- Repeat until both players pass in succession.
- Next activation.

End phase sequence
Each player runs through this sequence, starting with the player who took the first activation in this round.
- Score objectives.
- Discard unwanted objectives.
- Play upgrade cards.
- Discard unwanted power cards.
- Draw objective cards and power cards (to a maximum hand of 3 objective cards and 5 power cards).

GAME SEQUENCE

A game of Warhammer Underworlds is played in the following sequence:

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

ROUND 1
Action phase
End phase

ROUND 2
Action phase
End phase

ROUND 3
Action phase
End phase

VICTORY

CRITICAL SUCCESSES
If the attacker has more ♂ than the target, then the Attack action is successful (and if it is a spell, it is cast), regardless of the number of successes rolled by the other player. The Attack action also results in a critical hit (pg 21).

If the target has more ♂ than the attacker, then the Attack action fails, and the target cannot be driven back.

If both players have the same number of ♂, the success or failure of the Attack action depends on any other successes rolled by either player. If the Attack action succeeds, it also results in a critical hit.