



# CHAMPIONSHIP FORMAT RULES

In Championship players construct their power and objective decks using cards from the current and previous seasons of Warhammer Underworlds. To create the most balanced competitive experience, Championship uses Forsaken and restricted card lists, as well as tighter deck construction rules. The card pool in Championship is constantly evolving as new products are released, making it both a fun and challenging way to play Warhammer Underworlds.

## WARBANDS

All previously released Warhammer Underworlds warbands and their faction cards are allowed.

## DECK CONSTRUCTION

Only universal cards with the following set icons are allowed:

- Nightvault
- Power Unbound
- Beastgrave

However, universal cards from previous sets (i.e. sets not listed above) that have been reprinted in the above sets are considered legal, but are assumed to have the wording of the most recent version printed.

A maximum of three restricted cards can be included across a player's objective and power decks (see below).

No Forsaken cards are allowed (see below).

No more than six **Surge** objective cards can be included in a player's objective deck. For the purposes of this rule, all cards that include the words 'score this immediately' are considered to be **Surge** objective cards.

## BOARDS

Only the following game boards may be used in Championship format:

- The Mirror Well
- Katophrane's Reliquary
- The Cursed Oubliette
- Soul Refractor
- Molten Shardpit
- Shrine of the Silent People
- Abandoned Lair
- Shyishian Stardial
- The Shattered Tower
- Penitent's Throne
- The Ruptured Seal
- Shattered Refractor
- Wyrmgrave
- Living Rock

### BEST OF THREE GAMES

In the best of three format, players cannot use the same side of a game board more than once in each Match in an event – this means they must bring and use a minimum of two different game boards in total (giving them a choice of four game board sides). A player could, for example, use the Wyrmgrave in their first Game, the Shrine of the Silent People in their second Game (which is on the reverse of the Wyrmgrave board) and the Abandoned Lair in their third Game.

## LETHAL HEX PLACEMENT

When setting up the battlefield at the start of a Game, players cannot place a lethal hex token adjacent to any lethal hex or lethal hex tokens.

## ERRATA AND DESIGNER'S COMMENTARIES

In Championship format, players are expected to be aware of and adhere to the most recent errata and designer's commentaries presented at [warhammercommunity.com/faqs](http://warhammercommunity.com/faqs)

# FORSAKEN AND RESTRICTED CARDS

Cards are added to the Forsaken or restricted lists below to improve the experience of playing Warhammer Underworlds competitively. When a card is too prevalent, too powerful or has too great an effect on the 'meta', it will be added to the appropriate list. When changes are made to this list, any changes from the previous version will be highlighted in magenta.

## **FORSAKEN CARDS**

The following cards are Forsaken. They cannot be included in any deck used in a Championship format event.

### **OBJECTIVE CARDS**

Extreme Flank (Nightvault #317)

### **POWER CARDS**

Upper Hand (Power Unbound #48)

## **RESTRICTED CARDS**

The following cards are restricted. You cannot include more than three restricted cards across your objective and power decks in a Championship event.

For example, you could include one objective from the restricted list in your objective deck, one gambit from the restricted list in your power deck, and one upgrade from the restricted list in your power deck. Once you have done that, you cannot add another restricted card to either deck – you have three restricted cards in total, which is the maximum.

You must clearly identify restricted cards on the deck list that you submit at registration in an official Warhammer Underworlds tournament.

### **OBJECTIVE CARDS**

Acolyte of the Katophranes (Nightvault #291)

Burst of Speed (Power Unbound #25)

Calculated Risk (Nightvault #302)

Loner (Nightvault #342)

Longstrider (Nightvault #343)

Sorcerous Scouring (Nightvault #371)

Warning Shot (Power Unbound #36)

### **POWER CARDS**

Pit Trap (Nightvault #436)

Sorcerous Flourish (Power Unbound #46)

Sphere of Aqshy (Nightvault #451)

Slumbering Key (Nightvault #539)

Spiritbond (Power Unbound #57)

Sudden Growth (Nightvault #543)

Tome of Offerings (Nightvault #550)

Well of Power (Nightvault #557)