



RELIC FORMAT RULES

The Relic format allows players to combine cards from any season of Warhammer Underworlds in their power and objective decks. Certain cards are banned for gameplay reasons, but there are no restricted cards in Relic. This gives players access to all sorts of combinations when deciding which warband to use and the cards that will go into their decks, and allows them to use even the oldest cards in their collections.

WARBANDS

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

DECK CONSTRUCTION

All previously released universal cards are allowed.

However, where cards have been reprinted in multiple seasons, they are assumed to have the wording of the most recent version printed.

There are no restricted cards in Relic format.

No 'Forsaken' cards are allowed (see right).

BOARDS

All previously released game boards are allowed.

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 Relic format, players are expected to be aware of and adhere to the most recent errata and designer's commentaries presented at warhammercommunity.com/faqs

FORSAKEN CARDS

Cards are added to the Forsaken list below to improve the experience of playing Warhammer Underworlds competitively.

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

OBJECTIVE CARDS

Extreme Flank (Nightvault #317)
Keep Them Guessing (Nightvault #340)

POWER CARDS

Aggressive Defence (Nightvault #391)
Baffling Illusion (Nightvault #397)
Great Concussion (Shadespire #329)
Last Chance (Shadespire #336)
Quick Thinker (Shadespire #347)
Time Trap (Shadespire #368)
Upper Hand (Power Unbound #48)