



WARHAMMER UNDERWORLDS: RELIC FORMAT RULES

Relic is the broadest format of Warhammer Underworlds, letting players build decks using their entire collections from across the history of the game. Use this unrivalled flexibility to make a deck that's entirely your own, build powerful combos, and find new ways to win.

WARBANDS AND GAME BOARDS

All Warhammer Underworlds warbands and game boards can be used in the Relic format.

DECK-BUILDING

The deck-building rules for Relic are as follows:

- Choose 12 or more objective cards. No more than 6 of those cards can be surge objectives. This is your objective deck.
- Choose 20 or more power cards. No more than half of these cards can be gambits. This is your power deck.
- Neither deck can include more than one card with the same name: each card in both of the decks must be unique.
- You can only include cards that have the same warband symbol as your warband's fighter cards, the same Grand Alliance symbol as your warband's fighter cards, or the universal symbol. Some older fighter cards do not have a Grand Alliance symbol. To find out which Grand Alliance those fighters belong to, check the rules update document.
- You can only use one plot card, with the exception of your warband's plot card. This means that you can only use one Rivals deck that uses a plot card (and any number of Rivals decks that do not use plot cards) when building your deck.

All Warhammer Underworlds cards are allowed, with these exceptions:

- 'Forsaken' cards (see right) are not permitted.
- **The Farstriders, the Sepulchral Guard, Mollog's Mob, Spiteclaw's Swarm, Thorns of the Briar Queen and Zarbag's Gitz now have pre-constructed Rivals decks. Other faction cards available to these warbands are not valid in this format.**

Where cards have been printed in more than one product, they are assumed to have the wording of the most recent version printed.

BEST OF THREE GAMES

If you're playing best of three games, play up to three games of Warhammer Underworlds to decide the winner of the match.

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 Seamsplit Folly in their first game, Root-hall Bleed in their second game (which is on the reverse of the Seamsplit Folly) and Fleshwrithe Vortex in their third game.

In addition, in the second game of a best of three match, do not roll off in step 2 of set up (the Place the Boards step). Instead, whichever player lost the roll-off in the first game is assumed to have won the roll-off in the second game. If the match is not decided after the second game, roll off as normal in this step in the third game.

FORSAKEN AND RESTRICTED CARDS

Cards are added to the Relic Forsaken or Restricted lists to improve the experience of playing the Relic format of Warhammer Underworlds. When a card has a pronounced effect on the game world-wide, 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**. This list was last updated in April 2024.

FORSAKEN CARDS

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

UNIVERSAL OBJECTIVE CARDS

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

UNIVERSAL POWER CARDS

- Aggressive Defence (Nightvault #391)
- Baffling Illusion (Nightvault #397)
- Ferocious Bite (Nethermaze #287)
- Great Concussion (Shadespire #329)
- Hunter's Reflexes (Beastgrave #403)
- Last Chance (Shadespire #336)
- Lurking Horror (Nethermaze #292)
- Prescient Blow (Beastgrave #418)
- Quick Thinker (Shadespire #347)
- Time Trap (Shadespire #368)
- Upper Hand (Power Unbound #48)

RESTRICTED CARDS

In games using the Relic format, you can choose to use the Restricted Cards rule. If you choose to use the Restricted Cards rule, you cannot include more than three restricted cards across your objective and power decks in a Relic deck. The following cards are Restricted.

UNIVERSAL OBJECTIVE CARDS

- Bitter Storm (Force of Frost #2)
- Contest of Equals (Harrowdeep #191)
- Pure Carnage (Essential Cards Pack #15)
- Sudden Demise (Daring Delvers #9)

UNIVERSAL POWER CARDS

- Abasoth's Screaming Idols (Seismic Shock #13)
- Arcane Sensitivity (Seismic Shock #25)
- Brigade Strength (Harrowdeep #140)
- Bursting Power (Paths of Prophecy #14)
- Cursed Boarding Pike (Nethermaze #272)
- Dark Command (Tooth and Claw #15)
- Dark Parasites (Nethermaze #280)
- Daylight Robbery (Essential Cards Pack #25)
- Death's Soldiers (Nethermaze #165)
- Duel of Wits (Essential Cards Pack #27)
- Fighter's Ferocity (Essential Cards Pack #47)
- Final Curse (Force of Frost #15)
- Flame Wisps (Daring Delvers #14)
- Freeze-thaw Finish (Force of Frost #17)
- Frostwyrm Cloak (Force of Frost #28)
- Gifted Bulk (Harrowdeep #155)
- Gifted Ferocity (Tooth and Claw #28)
- Guided by Fate (Paths of Prophecy #25)
- Hidden Lair (Toxic Terrors #16)
- Instinctive Shield (Nethermaze #186)
- Internal Surrender (Tooth and Claw #18)
- Launch an Attack (Beastbound Assault #16)
- Partial Resurrection (Harrowdeep #165)
- Quickroots (Daring Delvers #16)
- Reckless Pact (Nethermaze #156)
- Shrewd Wits (Nethermaze #303)
- Sorcerous Might (Seismic Shock #31)



WARHAMMER UNDERWORLDS:

RELIC FORMAT RULES CONT.

- Stir the Nest (Seismic Shock #21)

The Thricefold Discord

- Soulslice Shards (The Thricefold Discord #18)

Ephilim's Pandaemonium

- Callous Manipulator (Ephilim's Pandaemonium #3)
- Bolt of Tzeentch (Ephilim's Pandaemonium #13)

Domitan's Stormcoven

- Conduit of the Heavens (Domitan's Stormcoven #2)
- Eye of the Hurricane (Domitan's Stormcoven #3)
- Master of Ancient Lore (Domitan's Stormcoven #29)

Gnarlsprite Pack

- Well Rewarded (Gnarlsprite Pack #11)
- Trophy of Fortitude (Gnarlsprite Pack #29)
- Trophy of Strength (Gnarlsprite Pack #30)

Hexbane's Hunters

- Proof of Guilt (Nethermaze #72)
- Charmed Horseshoe (Nethermaze #88)

The Exiled Dead

- Alternating Strikes (Harrowdeep #97)

Kainan's Reapers

- Hatred of the Living (Direchasm #219)

Elathain's Soulraid

- Surging Tide (Direchasm #232)
- Cloud of Midnight (Direchasm #239)

Drepur's Wraithcreepers

- Bitter Strength (Starter Set (2020) #55)
- Pall of Fear (Starter Set (2020) #62)

Lady Harrow's Mournflight

- Fleeting Memories (Champions of Dreadfane #36)
- One Will (Champions of Dreadfane #42)

The Grymwatch

- In the Name of the King (Beastgrave #71)

Rippa's Snarlfangs

- Bonded (Beastgrave #119)
- Cruel Hunters (Beastgrave #100)

Hrothgorn's Mantrappers

- Arm of the Everwinter (Beastgrave #162)
- Famed Hunter (Beastgrave #184)
- Unexpected Cunning (Beastgrave #172)

Morgok's Krushas

- Got it, Boss (Beastgrave #230)
- Inured to Pain (Beastgrave #251)

Thorns of the Briar Queen

- Treacherous Foe (Nightvault #37)
- Howling Vortex (Nightvault #42)
- Sudden Appearance (Nightvault #47)

Mollog's Mob

- Foul Temper (Nightvault #224)

Spiteclaw's Swarm

- Expendable (Shadespire #167)

CHAMPIONSHIP FORMAT

Championship is a matched play variant of Relic play. To play Championship format, use the following rules in addition to the Relic rules presented above.

CARD POOL

Universal and Grand Alliance cards can only be included in your deck if one of the following is true:

- They have the Essential Cards Pack icon:
- They are from the Gnarlwood, Wyrdhollow, Deathgorge and/or Wintermaw seasons. A card's season can be found on its set icon or box.

BOARDS

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

Starter Set (2023) boards (Soul Refractor, The Cursed Oubliette, Katophrane's Reliquary, The Shattered Tower)

Gnarlwood boards (The Mistmarsh Tangle, The Stricken Swamp, Visceral Coil, Moltscape)

Wyrdhollow boards (The Seamsplit Folly, A Root-hall Bleed, A Fleshwrite Vortex, The Tendon Hollows)

Deathgorge boards (Glacial Tomb, Frost-wracked Ruins, Rimehowl Scowling, The Iceswirl Maw)

Wintermaw boards (Icefall Pits, The Wyrmurrow, The Glacial Graveyard, The Rimespawn Hatcheries)

RESTRICTED CARDS RULE

Championship format uses the Restricted Cards rule. You must clearly identify restricted cards on the deck list that you submit at registration at a Championship matched play event.