

WAR UNBOUND

There are times for bold strategies, cunning ploys, divine interventions, acts of pure heroism and rank villainy. When these fall by the wayside, bloody hand-to-hand combat is the order of the day. Indeed, during the day-to-day grind of merciless war that dominates the Mortal Realms, this is the common fate of the line soldier and elite alike. Deep in the Underworlds, times are no different. Two warbands have fought to a standstill, and now nothing matters more than capturing vital territory and garnering victory with violence, determination and grit.

SOMETHING DIFFERENT

This article gives you all the information you need to try games of Warhammer Underworlds without any cards. While this may seem utterly bonkers, rest assured, it can be done, and it is a quick, fun and accessible experience. This is perfect if you are showing someone how to get started in Warhammer Underworlds and want to ease them into it or if you want to try something new. This could also springboard your own start in Warhammer Underworlds, so if you have always been thinking about it but were not sure, now is the time to get started.

Preparing for Battle

As you might imagine, you'll need all the usual stuff a game of Warhammer Underworlds requires, save for the Rivals decks.

Brutal Combat

As you might imagine, this version of Warhammer Underworlds is incredibly fast to play. You'll be able to get quite a few more games in than normal. This is a good opportunity to try out lots of warbands and boards to see which are your favourites.

No Cards? Really Though?

Yes really! This article provides alternative ways to score glory points as well as additional actions to use in your games. We hope you have fun with them; we certainly have.



THE RULES

To play a game of Warhammer Underworlds: Unbound, simply do not pick a Rivals deck or Nemesis deck during set up when you reveal your warband. Then, play a game following the rules with these changes:

Power Step

There is no power step. Simply skip this step.

Objectives

In each end phase, players score 1 glory point for each of the following that is true:

- Their warband holds an objective.
- They hold an objective in no one's territory.
- Their warband holds an objective in enemy territory.
- They hold more objectives than any enemy warbands.
- There are more enemy fighters out of action than friendly fighters.

In the third end phase, in addition to the above, players score 3 glory points for each of the following that is true:

- There are more friendly fighters than enemy fighters in enemy territory.
- All enemy fighters are out of action.



Actions and Reactions

Fighters can make the following additional actions and reactions:

Enhance (action): A fighter who is on an objective token can make this action. When they do, +1 Damage to that fighter's Range 1 and Range 2 Attack actions until the end of the round or until that fighter is taken out of action.

Take Aim (action): A fighter who is on an objective token can make this action. When they do, +1 Dice to that fighter's Range 1 and Range 2 Attack actions until the end of the round or that fighter is taken out of action.

Inspire (action): A fighter who is on an objective token can make this action. When they do, at the end of the round, if that fighter has not been taken out of action, Inspire that fighter.

Dig In (action): A fighter who is on an objective token can make this action. When they do, +1 Defence to that fighter, to a maximum of 2, until the end of the round or until that fighter is taken out of action.

Recuperate (action): A fighter who is on an objective token can make this action. When they do, roll an attack dice for each wound counter that fighter has. For each roll of ✖ and ⚔, Heal (1) that fighter.

Overwhelm (reaction): Use this reaction after a friendly fighter's successful Range 1 Attack action, after the drive back step. Push this fighter 1 hex into the hex the target occupied before they were driven back.



AN UNBOUND LEAGUE

Since gaming without cards is so simple, you might want to blast out a ton of games in a short period for fun and maybe even track your results for a league or tournament. Presented here is a simple set of rules for running an Unbound league, and they can easily be adapted for a tournament as well!

Leagues: The Rules

To run a league, all you need to do is have a group of players record the results of their games of Warhammer Underworlds over a set period of time (why not try a month). In that time, players will score league points for winning, losing or drawing their games. At the end of the league, the player with the most points wins! Of course, there are a few more odds and ends to go with this basic format, and so some advice follows.

Beginning and Ending a League

Every league needs a beginning and an end. Few groups will all be able consistently have the same players make the same gaming night every week, or even play the same number of games, so be prepared to have a few people simply start a bit behind everyone else. If this is the case, you can always give them an underdog bonus to help them catch up (see later).

League Points

League points are scored by playing games of Warhammer Underworlds during the league. After each game, the players note how many points (league points and other points) they have scored and send their tallies to the organiser, whose job it is to keep track of everything. League points are scored as follows:

Win – A player who wins a league game scores 5 League Points.

Draw – A player who draws a league game scores 3 League Points.

Loss – A player who loses a league game scores 1 League Point.

Underdog

In leagues, it is usually the case that a few players will fall behind in the early stages. To ensure that those who wish to take part in the league can still do so even if they start late, here are simple underdog rules that allow those players to catch up in the league. You can use as many or as few of these as you like.

Best Result Only: Only a player's best result will count each week of the league. This means that even if one player cannot play as many games as another, they will still be in roughly the right place based on their results.

Double or Nothing: After the first week, if a player has the fewest total points in the league, their next game garners them double points.

Leg Up: When playing a game, if a player has fewer League Points than their opponent, they begin the game with 1 additional glory point.

In Summary

As you can see, these rules for Warhammer Underworlds: Unbound are pretty straightforward – perfect for a quick game or for introducing someone to Underworlds. With this rules set, the game becomes a deadly dance of arena combat, with the focus being entirely on holding objectives both in the middle and deep in your opponent's territory. Good hunting, warrior!



