

A CRUSHING TERROR

Solo-play challenges for Warhammer Underworlds

Warbands caught in the maddening cycle of the Katophrane curse are destined not only to live out a half-life of soul-grinding immortality but also to do battle against foes of all kinds. Indeed the ill-fated mountain of Beastgrave has begun to see more and more visitors, some voluntary, and others less so. One such beast is the Fomoroid Crusher. A native to the Bloodwind Spoil but now hopelessly trapped on the mountain's flanks, this beast represents a deadly threat. As it demolishes its surroundings in its growing madness, a warband is drawn to the sounds of destruction. They must defeat the Fomoroid Crusher before this section of the mountain, and the treasures contained within, are utterly destroyed.

To play this game you will need a copy of the Warhammer Underworlds: Beastgrave and a Fomoroid Crusher model, mounted on a 60mm base.

Note that this base is much larger than a usual warband's base, but is still placed in a single hex (with a little overlap).

Design Notes: *Though this is designed with a Fomoroid Crusher in mind, there are other models that suit this scale of conflict. An Orruk Megaboss or an Ogor Tyrant are good examples. These creatures care for little more than the destruction of their foes and anything else that crosses their paths. Indeed both are fantastic models to add to your collection.*

OBJECTIVE OF THE GAME

The objective is always the same – to defeat the Fomoroid Crusher. It can be defeated in a number of different ways, as laid out in the 'Victory Condition' section of the battleplans at the end of this article.

GETTING READY

Pick your Warband

Pick any Warhammer Underworlds warband to try and defeat the Fomoroid Crusher.

Deck

Once you have picked your warband, you will need to build a power deck for them. Use the rules on page 15 of the Warhammer Underworlds: Beastgrave rulebook to do this. There is no objective deck in this game mode.

SET UP

Choose your Battlefield

Pick one of the game boards in your collection, and which side of that game board they will face the Fomoroid Crusher on. Then place that game board in front of you.

Feature tokens

Shuffle the objective tokens with the numbered sides face down. Then, take a token without looking at the other side and place it on any hex on the battlefield apart from

a starting hex, blocked hex, lethal hex or an edge hex. You cannot place an objective token within 2 hexes of another objective token.

Continue to place objective tokens in this manner until you cannot place any more. Then you can attempt to place a final objective token - this objective token can be placed in an edge hex.

In most games you can expect to place at least three objective tokens, and, with careful planning even more!

Choose Battleplan

There are three battleplans to choose from. Each gives the Fomoroid Crusher different keywords, which alter its behaviour, and has its own victory conditions.

If this is your first time playing this game mode, pick the Rampage battleplan. It's a straightforward battleplan to get you used to the system.

Draw Cards

Use the rules on page 19 of the Warhammer Underworlds: Beastgrave rulebook to shuffle and draw up to 5 cards from your power deck. You can use a do-over to discard all those cards and draw 5 new cards using the same rules.

Place the Fighters

Place the Fomoroid Crusher according to the battleplan you have chosen. Place each fighter from your warband on a starting hex. Once all fighters are placed, the game begins.



PLAYING THE GAME

- Use the game sequence as presented on page 18 of the Warhammer Underworlds: Beastgrave rulebook.
- Treat the Fomoroid Crusher as a player (albeit one without territory). The Fomoroid Crusher always takes the first activation in each round.
- Keep track of the Fomoroid Crusher's actions by using a separate set of activation tokens.
- If the Fomoroid Crusher is out of action at the beginning of an end phase, then the game ends immediately.

The Fomoroid Crusher

The Fomoroid Crusher is activated like any other fighter, save that it does not have a controlling player. When the Fomoroid Crusher is activated, it takes actions based on what keywords it has. What keywords the Fomoroid Crusher has are based on the battleplan you have chosen. Each keyword relates to a different action, and the order these actions are taken in is determined by the priorities of those keywords. A keyword's priority is valued between 1 and 5, with 1 being the highest priority. When determining what action to take with the Fomoroid Crusher, simply look at the action associated with the highest priority keyword. If that action is impossible, then go to the next highest priority keyword and so on. The Fomoroid Crusher will only take one action per activation, unless specified otherwise.

FOMOROID CRUSHER BEHAVIOUR RULES

The Fomoroid Crusher cannot be given Move or Charge tokens.

Additionally the Fomoroid Crusher has no power deck and automatically passes its chance to play a power card in the power step.

Each time the Fomoroid Crusher could take a reaction, the Fomoroid Crusher will always take that reaction.

Finally the Fomoroid Crusher always targets the closest fighter with its Attack actions. When there are two or more possible targets, the player chooses which fighter is targeted.

Berserk: This action cannot be made if this fighter is adjacent to an enemy fighter. This fighter makes a Charge action. The Move action of this superaction must end with this fighter adjacent to the closest enemy fighter and take the shortest possible route to that enemy fighter. If this is not possible this action cannot be made. In addition, while making this action, the Fomoroid Crusher will move into a hex that contains an objective token if possible.

Advance: Make a Move action that must end as close to the closest enemy fighter as possible, by the shortest possible route.

Destroyer: This action cannot be made if this fighter is adjacent to an enemy fighter. This fighter makes a Charge action. The Move action of this superaction must end with this fighter adjacent to an enemy fighter that is holding an objective token and take the shortest possible route to that enemy fighter. If this is not possible this action cannot be made. In addition, while making this action, the Fomoroid Crusher will move into a hex that contains an objective token if possible.

Enraged: This action cannot be made if this fighter is adjacent to an enemy fighter. This fighter makes a Charge action. The Move action of this superaction must end with this fighter adjacent to as many enemy fighters as possible and take the shortest possible route to that position. If the Move action cannot end with this fighter adjacent to one or more enemy fighters this action cannot be made. For this activation this fighter's Range 1 Attack actions have Scything.

Breaker: Choose one adjacent enemy fighter. That fighter is dealt 3 damage.

Insurmountable: This action cannot be made if this fighter is adjacent to an enemy fighter. This fighter makes two Move actions that must each end with this fighter as close as possible to the escape hex (this is detailed in the battleplan later) by the shortest possible route. During these Move actions this fighter can move through blocked hexes but cannot end either Move action in a blocked hex. In addition, while making this action, the Fomoroid Crusher will move into a hex that contains an objective token if possible.



BATTLEPLANS

Rampage

The Fomoroid Crusher has been driven berserk! It will be all you can do to survive, let alone kill it. Fortunately your warband has had some time to prepare for its arrival...

Victory Condition: The Fomoroid Crusher is taken out of action or there are any surviving friendly fighters in the third End Phase. Any other result is a loss for the player.

Set Up: Place the Fomoroid Crusher in the centremost empty hex on the battlefield, or as close to that hex as is possible.

No Sacrifice Too Great: After a friendly fighter is taken out of action, choose one friendly fighter. Inspire that friendly fighter.

Keywords Priorities

1. Destroyer
2. Enraged
3. Breaker
4. Advance

Prepared

Before the game begins, remove all upgrade cards from your power deck. Give each fighter in your warband one of those upgrades. Put the remaining upgrade cards to one side – they play no further part in this game. Shuffle your remaining power cards and place them face down – this is your new power deck.

Desecration

Tortured by its memories of its former life, the Fomoroid Crusher rampages across the battlefield, laying waste to anything of lasting importance.

Victory Condition: The Fomoroid Crusher is taken out of action before all objective tokens are removed from the battlefield. Any other result is a loss for the player.

Set Up: Place the Fomoroid Crusher in the centremost empty hex on the battlefield, or as close to that hex as is possible.

It's Ruining Everything: After an objective token is removed from the battlefield, choose one friendly fighter. Inspire that friendly fighter.

Keywords Priorities

5. Destroyer
6. Berserk
7. Breaker
8. Advance

Desperate Times

Reaction: At the end of a friendly fighter's activation, you can give that fighter one upgrade from your hand without spending any glory points.

Besieged

The Fomoroid Crusher's lair has been found and it seeks to escape.

Victory Condition: The Fomoroid Crusher is taken out of action. Any other result is a loss for the player.

Don't Let it Escape: After the Fomoroid Crusher ends a Move action within 4 hexes of the escape, choose one friendly fighter. Inspire that friendly fighter.

Set Up: Place the Fomoroid Crusher in an edge hex on one of the 'short edges' of the battlefield, or as close to that hex as possible.

Escape: Place a wound token in the hex that is furthest from the hex the Fomoroid Crusher was set up in. This is the escape hex. If there are multiple hexes this could be, the player picks one of them. If the Fomoroid Crusher is in the escape hex when it activates, the game immediately ends.

Keywords Priorities

1. Insurmountable
2. Crusher
3. Breaker
4. Advance

Desperate Times

Reaction: At the end of a friendly fighter's activation, you can give that fighter one upgrade from your hand. This does not cost any glory points.






THE FOMOROID CRUSHER

This fighter cannot be **driven back** or be dealt damage by **lethal** hexes. If this fighter would be dealt more than 2 damage by an **Attack** action that did not result in a **critical hit**, this fighter is instead dealt 2 damage.

Hurled Terrain (Reaction): After an objective token is **removed** from the battlefield as a result of the Crusher reaction, make the **Hurled Terrain Attack** action. This **Attack** action can only be made as a reaction.

Crusher (Reaction): When this fighter moves into a hex that contains an objective token, or when an enemy fighter adjacent to this fighter is taken out of action in a hex that contains an objective token, **remove** that objective token from the battlefield.

CRUSHING FISTS

1 7 3 ★3

HURLED TERRAIN

4 7 1 ★2

An objective token is **removed** from the battlefield

3

1

10

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THE FOMOROID CRUSHER INSPIRED

This fighter cannot be **driven back** or be dealt damage by **lethal** hexes. If this fighter would be dealt more than 1 damage by an **Attack** action that did not result in a **critical hit**, this fighter is instead dealt 1 damage.

Hurled Terrain (Reaction): After an objective token is **removed** from the battlefield as a result of the Crusher reaction, make the **Hurled Terrain Attack** action. This **Attack** action can only be made as a reaction.

Crusher (Reaction): When this fighter moves into a hex that contains an objective token, or when an enemy fighter adjacent to this fighter is taken out of action in a hex that contains an objective token, **remove** that objective token from the battlefield.

CRUSHING FISTS

1 7 3 ★3

HURLED TERRAIN

4 7 1 ★2

This fighter has **Innate**

4

2

12

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