



THE ESOTERIC ORDER OF GAMERS ORDEROFGAMERS.COM

Dedicated to immersive, thematic tabletop games. Rules summaries, foamcore plans, battle reports, interviews, reviews, videos, tutorials – and lots more.

Sign up to the **monthly newsletter** on the website!

FOLLOW THE
EOG AND
DON'T MISS
A THING!



VIDEOS
EsotericOrderGamers



TWEETS
@EOGamers



PHOTOS
orderofgamers



NEWS
EOGamersFB

SUPPORT ME SO I CAN MAKE MORE GUIDES LIKE THIS ONE!

Since 2004, I've been supplying tabletop gamers with **hundreds of free high-quality rules summaries!** And the Esoteric Order of Gamers features **hundreds of entertaining and informative videos** about our excellent hobby.

It takes time and money to do this work, and **just a few \$ a month** really does help me do much more. Join the official EOG community – and get bonus rewards too!

Please sign up and support me!

PATREON.COM/ESOTERICORDER

Thankyou! Peter (Universal Head)

v1

Sep 2021

Game: **TYRANTS OF THE UNDERDARK BOARDGAME**

Publisher: **Gale Force Nine (2021)**

Page 1: **Rules summary**

Page 2: **Play reference x2**

These sheets are intended only for the personal use of existing owners of the game for additional reference. Universal Head makes no claim whatsoever to the rights of the publisher and copyright holder, and does not benefit financially from these player aids. Artwork from the original game is copyrighted by the publisher and used without permission. This PDF may not be re-posted online, sold or used in any way except for personal use.

If you need exceptional quality graphic design
for your next project, visit universalhead.com

Peter 'Universal Head' Gifford
The Esoteric Order of Gamers



TYRANTS OF THE UNDERDARK

SETUP

Place the **map board** and **card board** within reach of all players. The game board is divided into 3 sections by dotted lines:

- 2 players:** Don't play on the outer sections; play only on the center section.
- 3 players:** Choose one of the 2 outer sections; play only on that section and the center section.
- 4 players:** Play on all 3 sections.

Choose 2 of the 40 card **market half-decks** (*Drow*, *Dragons*, *Elemental*, *Demons*, *Aberration*, and *Undead*) and shuffle them together to form the **market deck**. Put it facedown on the marked space on the card board, and put the top 6 cards of the market deck faceup on the market spaces.

Put the *Priestess of Lolth* and *House Guard* cards faceup in their marked spaces on the card board. If you're playing with the *Demons* half-deck, put the *Insane Outcast* cards faceup on their marked space.

Put white (unaligned) **troop pieces** on all troop spaces marked with a **X** on the portion of the map board you're playing on.

Put the **site control markers** on their matching spaces on the map board with the *total control* side face up.

Place the **VP tokens** in the marked space on the card board.

Randomly choose who will take the first turn and give that player the **first player marker**.

Each player chooses a **drow house** and takes that **playmat** and all pieces of that house's color. Place them in front of you. Take 7 **noble cards** and 3 **soldier cards** to create your own starting deck. Shuffle your deck and place it facedown on the deck space on your playmat. Draw 5 cards from your deck.

Starting with the first player, each player deploys a troop on any starting site (those with black boxes) on the map board not already taken by another player.

SEQUENCE OF PLAY

The game is played in a sequence of **rounds**. During a round, each player takes a **turn** starting with the first player. Play continues clockwise until the game ends.

YOUR TURN

During your turn, do the following any number of times and in any order you choose:

- 1. Play a card from your hand.**
- 2. Expend resources from your resource pool** to take one of these basic actions:
 - Assassinate a troop** by expending 3 power (⚡⚡⚡).
 - Deploy a troop** by expending 1 power (⚡).
 - Recruit a card** by expending an amount of influence (🌀) equal to that card's cost (upper right corner).
 - Return an enemy spy** by expending 3 power (⚡⚡⚡).

At the end of your turn, perform these steps in order:

- 1. Promote cards to your inner circle** if you played any cards this turn that told you to promote at the end of the turn.
- 2. Gain VP** for your site control markers.
- 3. Discard your played cards** and any remaining in your hand.
- 4. Draw up to your hand size of 5 cards.** Whenever you need to draw a card but there are none left, shuffle your discard pile to re-form your deck.

When you're told to gain VP, take unclaimed **VP markers** equaling that amount and put them in the **trophy hall** on your playmat.

PLAYING CARDS

To play a card, lay it on the table faceup in front of you. Follow all its instructions in the order they're presented, adding any **resources** (⚡) and (🌀) the card grants to your resource pool.

At the end of your turn, any resources in your pool that you didn't spend are lost; they don't carry over to the next turn.

Most cards grant resources or tell you to take an action. If a card gives instructions that go against the rules of the game, the card takes precedence.

Whenever an arrow ► appears in a card's text, it indicates that a cost is required to get an effect. Pay the cost described on the left side of the arrow in order to get the effect described on the right side of the arrow. You may pay the cost only once when you play the card.

Paying the cost of an ability is optional. If you don't pay the cost, the ability does nothing.

FOCUS

The *Elemental* half-deck features the **focus** keyword ability. Whenever you play a card with focus, if you played another card of that card's aspect this turn or if you reveal a card of that aspect from your hand, you get the focus effect described after the arrow.

INTERACTING WITH THE GAME MAP

Your **presence** and ability to control the Underdark is represented by your forces: the **troops** and **spies** you've placed on the game map. A **route** is a path between 2 sites that contains one or more troop spaces.

PRESENCE

Most actions you take on the game map require you to have **presence** where you take the action. You have presence:

- At any site where you have a spy, a troop, or a troop in a space adjacent to that site.
- At any troop space on a route if that space is adjacent to a site or space where you have a troop.

TROOP SPACES

Circular **troop spaces** are the only spaces on the game map that may contain troop pieces.

White troops are enemy troops that represent various denizens of the Underdark unaligned with the drow houses. These troops take no actions; they serve only to impede your conquest of the Underdark. Once a white troop is removed from the game map, its troop space becomes available for player troop placement.

SITES

A **site** has multiple troop spaces grouped together within a single, larger box. Sites may also include a **VP value** for the player who controls the site at the end of the game; and a **site control marker** taken by the player who controls the site.

CONTROL

You **control** a site when there are more troops of your color there than troops of any other single color. You lose control of a site when the number of your troops there becomes tied with or surpassed by another color.

You have **total control** of a site if all its troop spaces are filled only with your troops and no enemy spies are present.

When you take control of a site that has a **site control marker**, take that marker from the map board or from the site's previous controller and place it in front of you. If control of the site becomes tied, return that site's control marker to the map board.

Once on each of your turns, for each site control marker you have, you get an effect that depends on your degree of control over the site (control or total control). Flip the marker to the appropriate side. You get the indicated effect starting immediately on the turn you take the marker.

ACTIONS

You may always take certain actions during step 1 of your turn by expending resources. You might also take additional actions during your turn by playing cards.

Presence: Most actions you take on the game map require you to have presence where you take the action.

Enemy: Cards and rules that refer to enemy troops include both white troops and other players' troops.

Anywhere on the board: Whenever this phrase appears, it means you don't need presence where you're told to take the action.

ASSASSINATE A TROOP

You may **assassinate** a troop only where you have presence: take it from a troop space and place it in the trophy hall on your playmat. You can't assassinate your own troops.

During step 1 of your turn, you may expend 3 power (⚡⚡⚡) from your resource pool to assassinate a troop.

DEPLOY A TROOP

You may **deploy** a troop only where you have presence: take one from your barracks and place it on an empty troop space. Though unlikely, if you have no troops on the map board, you may deploy anywhere on the board in an empty troop space.

Each time you take this action while you have no troops remaining in your barracks, gain 1 VP instead.

During step 1 of your turn, you may expend 1 power (⚡) from your resource pool to deploy a troop.

DEVOUR A CARD

To **devour** a card, put it in the space on the card board marked for devoured cards. Devoured cards are no longer part of the game. If you devour a card in the market, replace it with the top card of the market deck.

DRAW A CARD

To **draw** a card, put the top card of your deck in your hand. Whenever you need to draw a card but there are none left, shuffle your discard pile to re-form your deck.

MOVE A TROOP

You may **move** a troop only from a space where you have presence: move it to an empty troop space anywhere on the board (even if you don't have presence there).

PLACE A SPY

To **place a spy**, put it on any site that doesn't already contain one of your spies. Place it near the name of the site (not on one of the troop spaces).

You don't need to have presence at a site to place a spy there. Any number of players can have spies at a single site.

If you take this action while all your spies are already placed, you may either do nothing or first return one of your spies and then place it.

PROMOTE A CARD

To **promote** a card to your inner circle, put the card faceup to the left of your house playmat. Promoted cards are no longer part of your deck; you won't shuffle them back into it.

RECRUIT A CARD

To **recruit** a card, take it from the card board and put it in your discard pile. Then, if you recruited a card from the market, replace it with the top card of the market deck.

During step 1 of your turn, you may expend influence from your resource pool to recruit a *House Guard*, a *Priestess of Lolth*, or a card from the market. Expend an amount of influence (🌀) equal to the card's cost.

If the supply of *House Guards*, *Priestesses of Lolth*, or *Insane Outcasts* runs out, the game continues, but you'll no longer be able to recruit one of those cards.

If multiple *Insane Outcasts* are recruited and would run out, they are recruited in clockwise order starting with the player whose turn it is.

RETURN A TROOP OR SPY

You may return an enemy troop or spy only from where you have presence: return it from a troop space or site to its owner's barracks.

You may return one of your troops or spies from any troop site or site on the map board to your barracks.

You may only return troops or spies belonging to a player.

During step 1 of your turn, you may expend 3 power (⚡⚡⚡) from your resource pool to return an enemy spy.

SUPLANT A TROOP

You may supplant a troop only where you have presence: assassinate that troop and then deploy one of your troops in the newly vacated space.

You may only supplant enemy troops.

ENDING THE GAME

The end of the game triggers when a player deploys their last remaining troop, or when the market deck is empty.

When the end of the game triggers, play proceeds until the end of the round, at which point the game ends.

FINAL SCORING

At the end of the game, use the scorepads to tally final VP scores. Each player scores VP as follows:

- The VP value of each site you control.
- 2 VP for each site under your total control.
- 1 VP for each troop in your trophy hall.
- The **deck VP value** (the number in the card-shaped icon in the lower right corner) for each card in your deck, hand, and discard pile.
- The **inner-circle VP value** (the number in the round icon in the lower right corner) for each card in your inner circle.
- VP tokens gained during the game.

The player with the most VP at the end of the game wins. On a tie, the tied players each win.

TYRANTS OF THE UNDERDARK

SEQUENCE OF PLAY

During your turn, do the following any number of times and in any order you choose:

1. **Play a card from your hand.**
2. **Expend resources from your resource pool** to take one of these basic actions:
 - Assassinate a troop** by expending 3 power (⚡)(⚡)(⚡).
 - Deploy a troop** by expending 1 power (⚡).
 - Recruit a card** by expending an amount of influence (👤) equal to that card's cost (upper right corner).
 - Return an enemy spy** by expending 3 power (⚡)(⚡)(⚡).

At the end of your turn, perform these steps in order:

1. **Promote cards to your inner circle** if appropriate.
2. **Gain VP** for your site control markers.
3. **Discard your played cards** and any left in your hand.
4. **Draw up to your hand size of 5 cards.**

ACTIONS

Presence: You have presence:

- At any site where you have a spy, a troop, or a troop in a space adjacent to that site.
- At any troop space on a route if that space is adjacent to a site or space where you have a troop.

Enemy: Both white troops and other players' troops.

Anywhere on the board: You don't need presence where you're told to take this action.

ASSASSINATE A TROOP

You may assassinate a troop only where you have presence: take it from a troop space and place it in your trophy hall.

You can't assassinate your own troops.

DEPLOY A TROOP

You may deploy a troop only where you have presence: take one from your barracks and place it on an empty troop space. If you have no troops on the map board, you may deploy anywhere on the board in an empty troop space.

Each time you take this action while you have no troops remaining in your barracks, gain 1 VP instead.

DEVOUR A CARD

To devour a card, put it in the devoured space on the card board. Devoured cards are no longer part of the game.

If you devour a card in the market, replace it with the top card of the market deck.

DRAW A CARD

To draw a card, put the top card of your deck in your hand.

MOVE A TROOP

You may move a troop only from a space where you have presence: move it to an empty troop space anywhere on the board (even if you don't have presence there).

PLACE A SPY

Put the spy on any site that doesn't already contain one of your spies. You don't need presence there and any number of players can have spies at a single site.

If you take this action while all your spies are already placed, you may either do nothing or first return one of your spies and then place it.

PROMOTE A CARD

To promote a card to your inner circle, put the card faceup to the left of your house playmat. Promoted cards are no longer part of your deck and you don't shuffle them back in.

RECRUIT A CARD

Take the card from the card board and put it in your discard pile. If you recruited a card from the market, replace it with the top card of the market deck.

If *House Guards*, *Priestesses of Lolth*, or *Insane Outcasts* run out, you can no longer recruit one of those cards.

RETURN A TROOP OR SPY

You may return an enemy troop or spy only from where you have presence: return it to its owner's barracks. You may return one of your troops or spies from any troop site or site on the map board to your barracks. You may only return troops or spies belonging to a player.

During step 1 of your turn, you may expend 3 power (⚡)(⚡)(⚡) from your resource pool to return an enemy spy.

SUPLANT A TROOP

You may supplant an enemy troop only where you have presence: assassinate that troop and then deploy one of your troops in its place.

CONTROL

You **control** a site when there are more troops of your color there than troops of any other single color.

You have **total control** of a site if all its troop spaces are filled only with your troops and no enemy spies are present.

When you take control of a site that has a **site control marker**, take that marker from the map board or from the site's previous controller and place it in front of you.

Once on each of your turns, for each site control marker you have, you get an effect that depends on your degree of control over the site (control or total control).

FOCUS

Whenever you play a card with **focus**, if you played another card of that card's aspect this turn or if you reveal a card of that aspect from your hand, you get the focus effect described.

ENDING THE GAME

The end of the game triggers when a player deploys their last remaining troop, or when the market deck is empty. Play proceeds until the end of the round. Scores VP:

- The VP value of each site you control.
- 2 VP for each site under your total control.
- 1 VP for each troop in your trophy hall.
- The **deck VP value** (card-shaped icon in lower right) for each card in your deck, hand, and discard pile.
- The **inner-circle VP value** (round icon in lower right) for each card in your inner circle.
- VP tokens gained during the game.

TYRANTS OF THE UNDERDARK

SEQUENCE OF PLAY

During your turn, do the following any number of times and in any order you choose:

1. **Play a card from your hand.**
2. **Expend resources from your resource pool** to take one of these basic actions:
 - Assassinate a troop** by expending 3 power (⚡)(⚡)(⚡).
 - Deploy a troop** by expending 1 power (⚡).
 - Recruit a card** by expending an amount of influence (👤) equal to that card's cost (upper right corner).
 - Return an enemy spy** by expending 3 power (⚡)(⚡)(⚡).

At the end of your turn, perform these steps in order:

1. **Promote cards to your inner circle** if appropriate.
2. **Gain VP** for your site control markers.
3. **Discard your played cards** and any left in your hand.
4. **Draw up to your hand size of 5 cards.**

ACTIONS

Presence: You have presence:

- At any site where you have a spy, a troop, or a troop in a space adjacent to that site.
- At any troop space on a route if that space is adjacent to a site or space where you have a troop.

Enemy: Both white troops and other players' troops.

Anywhere on the board: You don't need presence where you're told to take this action.

ASSASSINATE A TROOP

You may assassinate a troop only where you have presence: take it from a troop space and place it in your trophy hall.

You can't assassinate your own troops.

DEPLOY A TROOP

You may deploy a troop only where you have presence: take one from your barracks and place it on an empty troop space. If you have no troops on the map board, you may deploy anywhere on the board in an empty troop space.

Each time you take this action while you have no troops remaining in your barracks, gain 1 VP instead.

DEVOUR A CARD

To devour a card, put it in the devoured space on the card board. Devoured cards are no longer part of the game.

If you devour a card in the market, replace it with the top card of the market deck.

DRAW A CARD

To draw a card, put the top card of your deck in your hand.

MOVE A TROOP

You may move a troop only from a space where you have presence: move it to an empty troop space anywhere on the board (even if you don't have presence there).

PLACE A SPY

Put the spy on any site that doesn't already contain one of your spies. You don't need presence there and any number of players can have spies at a single site.

If you take this action while all your spies are already placed, you may either do nothing or first return one of your spies and then place it.

PROMOTE A CARD

To promote a card to your inner circle, put the card faceup to the left of your house playmat. Promoted cards are no longer part of your deck and you don't shuffle them back in.

RECRUIT A CARD

Take the card from the card board and put it in your discard pile. If you recruited a card from the market, replace it with the top card of the market deck.

If *House Guards*, *Priestesses of Lolth*, or *Insane Outcasts* run out, you can no longer recruit one of those cards.

RETURN A TROOP OR SPY

You may return an enemy troop or spy only from where you have presence: return it to its owner's barracks. You may return one of your troops or spies from any troop site or site on the map board to your barracks. You may only return troops or spies belonging to a player.

During step 1 of your turn, you may expend 3 power (⚡)(⚡)(⚡) from your resource pool to return an enemy spy.

SUPLANT A TROOP

You may supplant an enemy troop only where you have presence: assassinate that troop and then deploy one of your troops in its place.

CONTROL

You **control** a site when there are more troops of your color there than troops of any other single color.

You have **total control** of a site if all its troop spaces are filled only with your troops and no enemy spies are present.

When you take control of a site that has a **site control marker**, take that marker from the map board or from the site's previous controller and place it in front of you.

Once on each of your turns, for each site control marker you have, you get an effect that depends on your degree of control over the site (control or total control).

FOCUS

Whenever you play a card with **focus**, if you played another card of that card's aspect this turn or if you reveal a card of that aspect from your hand, you get the focus effect described.

ENDING THE GAME

The end of the game triggers when a player deploys their last remaining troop, or when the market deck is empty. Play proceeds until the end of the round. Scores VP:

- The VP value of each site you control.
- 2 VP for each site under your total control.
- 1 VP for each troop in your trophy hall.
- The **deck VP value** (card-shaped icon in lower right) for each card in your deck, hand, and discard pile.
- The **inner-circle VP value** (round icon in lower right) for each card in your inner circle.
- VP tokens gained during the game.