



NEMESIS FORMAT

WARHAMMER WORLD

WARHAMMER UNDERWORLDS

NEMESIS GRAND CLASH



WARHAMMER UNDERWORLDS GRAND CLASH TOURNAMENT

The Warhammer Underworlds Grand Clash is set to be one of the biggest Underworlds tournaments the UK has seen using the Nemesis format! The event has been carefully crafted to present a format that appeals to the broadest variety of players possible. It's an opportunity for players to form new friendships and see how they stack up against other players in the community.

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1.0 EVENT ESSENTIALS

System: Warhammer Underworlds

Format: Nemesis

Registration: Saturday at 9:00 AM.

Location: Warhammer World, Willow Rd, Lenton,
Nottingham, NG7 2WS

Number of Matches: Six

Tools of War: Attendees are expected to bring everything they need to play a game of Warhammer Underworlds utilising the Nemesis Format Rules. This includes; your warband, your chosen Warhammer Underworlds decks which fully complies with the Nemesis format, attack/defence/magic dice, the appropriate number of boards, a full set of counters/tokens and glory points, as well as all relevant rules publications, including access to the faq and errata documents if necessary.

If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.

Other Activities Lunch is included
Painting competition and free exhibition entry

2.0 TOURNAMENT FORMAT

2.1 Rules and Format

Each player will play six matches consisting of a single game of Warhammer Underworlds, with the player who earns the most Tournament Points declared the Grand Clash Champion. Each game will last up to 50 minutes.

2.2 Errata, Beta Rules and FAQ

If you have a chance, catch up with the latest errata for the game before the event: Read the latest errata [here](#).

Read the latest Designer's Commentary [here](#).

NOTE: For this event, any Beta Rules in the Errata Document will not be in use.

2.3 Pairings

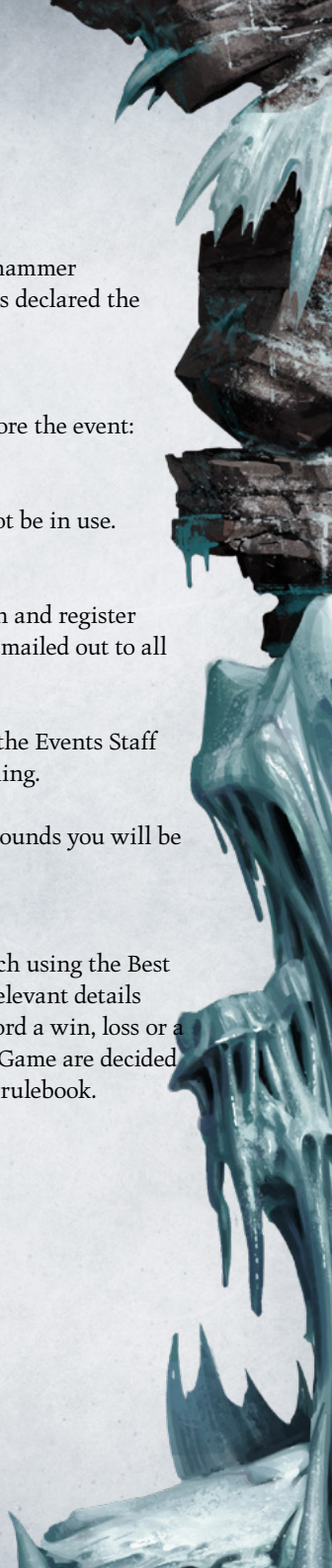
We will be using Best Coast Pairings to run the event. You can log on and register for the event at www.Bestcoastpairings.com. The event link will be emailed out to all players the week before the event.

Don't worry if you cannot or don't want to use Best Coast Pairings - the Events Staff can register you and update your results for you throughout the evening.

Your first opponent will be randomly determined, and in following rounds you will be paired against a player with a similar record to your own.

2.4 Matches and Scoring

Once a Match ends, each player must record their result for that Match using the Best Coast Pairings tournament app, in order to help you remember the relevant details when deciding who has won the Match overall. You will need to record a win, loss or a draw for each player and their total glory points. The results of each Game are decided as described under 'Victory' in the Warhammer Underworlds (WU) rulebook.





WARHAMMER UNDERWORLDS: NEMESIS FORMAT RULES

Nemesis is a format that combines the accessibility of Rivals with the customisation of Relic. In Nemesis, you choose a warband and a universal Rivals deck. Using your warband's Rivals deck and the universal deck you chose, you build a deck with your own strategy and tactics then put it through its paces on the battlefields of Warhammer Underworlds.

WARBANDS

All Warhammer Underworlds warbands and their Rivals decks can be used in the Nemesis format.

DECK-BUILDING

The deck-building rules for Nemesis are as follows:

- Pick one warband and take the set of cards that have the same warband symbol as your warband's fighter cards. In most cases this will be that warband's Rivals deck. Regardless, in these rules those cards will be referred to as that warband's Rivals deck.
- Pick one other universal Rivals deck from the Harrowdeep, Nethermaze, Gnarlwood or Wyrdhollow seasons. (A Rivals deck's season can be found on its box).
- Choose 12 or more objective cards from your warband's Rivals deck and the other Rivals deck you picked. No more than 6 of those cards can be surge objectives. This is your objective deck.
- Choose 20 or more power cards from your warband's Rivals deck and the other Rivals deck you picked. No more than half of these cards can be gambits. This is your power deck.

BOARDS

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

Starter Set boards (Soul Refractor, The Cursed Oubliette, Shyishian Stardial, The Mirror Well)

Harrowdeep boards (Ultimatum Engine, Profane Larder, Chamber of Genesis, Hall of Sublimation)

Nethermaze boards (The Inevitable Morass, The Tortured Coil, Oblivion's Pillars, The Abyssal Depths)

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

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



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.

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 Mistmarsh Tangle in their first game, Visceral Coil in their second game (which is on the reverse of the Mistmarsh Tangle) and Moltscap 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.

DECK LISTS



**ILLUSORY MIGHT
RIVALS DECK**

This ready-to-play Rivals deck includes the following cards:



OBJECTIVE CARDS

Descending Tide #193	Lengthening Shadows #212
False Apotheosis #196	Masters of Illusion #217
Horrors in the Dark #201	Out of Time #219
Illusory Nemesis #202	Shadow Match #224
Illusory Prominence #203	Shock Troops #225
Illusory Titan #204	Trace the Leylines #227

POWER CARDS

Cover of Darkness #233	Bloodwrack Mask #271
Dark Determination #234	Ephemeral Fortitude #278
Deafening Clangour #236	False Presence #279
Illusory Find #242	Illusory Form #281
Phantom Advance #249	Phantom Darts #290
Phantom Denial #250	Phantom Fists #292
Phantom Retrieval #251	Phantom Shield #293
Shady Bargain #258	Phantom Spear #294
Siphoned Vigour #260	Shadow Mover #300
Transfer of Power #263	Weapons Master #307

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**DEADLY DEPTHS
RIVALS DECK**

This ready-to-play Rivals deck includes the following cards:

OBJECTIVE CARDS

A War in the Shadows #189	Duskbringers #202
Blood in the Depths #191	Looting the Remains #209
Call of the Dark #194	Lost Together #211
Crushing Them Wholesale #198	Plumbing the Depths #218
Dark Judgement #199	Purging the Abyss #220
Desperate Triumph #200	Surging Darkness #226

POWER CARDS

A Hungry Darkness #229	Cursed Boarding Axe #271
Amphibious Ambush #230	Darkwater Anchor #282
Blazing Light #232	Dredge Line #285
Knives in the Dark #246	Gallows Humour #288
Murderous Tides #247	Lurking Horror #292
Seeking the Deep Truths #256	Marked by the Dark #293
Shadowed Refuge #257	Mask of Shadows #294
The Walls Are Closing In #264	Tantalising Map Fragment #304
Waist Deep #266	The Life Line #306
We Must Go Deeper #267	Umbra Stigmata #307

2.0 TOURNAMENT FORMAT (cont.)

2.5 Results, Scores and Tiebreakers

3 points are scored for a Match win, 1 for a Match draw and 0 points are scored for a Match loss. The higher a player's score, the higher they are in the rankings. Where there is a tie, the number of Games lost is used as a tiebreaker (fewest Games lost equates to a higher ranking). If there is still a tie, total glory points difference is used as a tiebreaker (largest positive points difference wins). For the purposes of final rankings, in the unlikely event that there is still a tie, the players tied must roll off as described in the WU rules. Whichever player wins the rolloff is the victor. If there are more than two players tied, the losers of the first rolloff then roll off against each other in the same way, until all the places are decided.

A total of 50 minutes is allowed for the completion of each match with a ten minute break at the end. If the match is not finished within 50 minutes, the players must play to the end of their current round, after which the current game ends.

When the match is decided, the players should submit their results.

2.6 Event Schedule

Saturday

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 10:15	Briefing:
10:15 - 11:15	Match 1
11:25 - 12:25	Match 2
12:25 - 13:45	Lunch Break & Best Warband Judging
13:45 - 14:45	Match 3
14:55 - 15:55	Match 4
15:55 - 16:15	Break
16:15 - 17:15	Match 5
17:25 - 18:25	Match 6
18:25 - 19:00	Break followed by the Awards ceremony



3.0 AWARDS

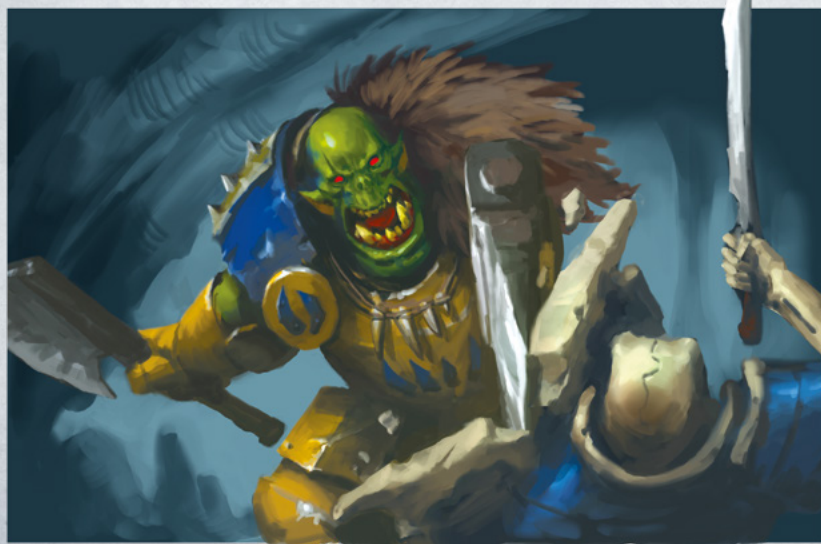
3.1 Award Categories

The top 16 players will receive prizes from the Warhammer Underworlds Organised Play pack, plus the following will be awarded:

- Grand Clash Champion
- Second and Third Place
- Favourite Warband (1st, 2nd and 3rd)
- Favourite Warband (Judges Choice)
- Most Sporting Player
- Sigmar's Chosen: For the highest placing player using an Order warband
- The Chosen of the Dark Gods: For the highest placing player using a Chaos warband
- Nagash's Servant: For the highest placing player using a Death warband
- The Realm-stomper: For the highest placing player using a Destruction warband

3.2 Favourite Warband

Although it is not compulsory, many players choose to paint and base their warbands for the Grand Clash. Of those that choose to do so, a few heroic individuals will go to even greater lengths and produce a warband of such stunning quality that playing against it becomes a reward in and of itself. To acknowledge those who go to the effort of making an incredible warband for the Grand Clash, you can enter your Warband into the Painting Competition during the lunch break where the players at the event can vote for the Warband they like the most.



4.0 THE PLAYERS' CODE & TOURNAMENT RULES

4.1 Player Conduct Policies

The great Olympian Jesse Owens once said, "Friendships born on the field of athletic strife are the real gold of competition. Awards become corroded, friends gather no dust." While Warhammer is no athletic competition, the saying holds true. We believe that Warhammer Underworlds is a game best played in this spirit, and at Games Workshop events we place great emphasis on playing excellent games with like-minded people. Therefore we expect players to play each game with a certain code of conduct to support this. When you arrive at your table for a game, greet your opponent, and introduce yourself. We then expect players to treat each other positively and demonstrate good sportsmanship throughout each game. Everybody Loses from Time to Time. Be ready to lose a few games of Warhammer! It seems an odd thing to say, but it is in the nature of any event that only a few players (at most!) will finish the event without a loss. Barring ties, half of you will lose your very first game of the event in fact! Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time you travel to a Warhammer Event or local events. A single great friendship built out of your experiences at these will outweigh any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships... you haven't really lost at all!

4.2 Timekeeping

Players are expected to arrive in good time to allow enough time for registration, and to find their opponent in a timely fashion when each pairing is announced. Players who fail to do so may have to forfeit the Game (or Match) in question at the discretion of the head judge, or be expelled from the tournament at the discretion of the organiser. Players must not stall or deliberately play slowly to make a Game or Match take longer. If a player suspects that their opponent is deliberately slowing the game down, they can ask an available judge to observe their game.

4.3 Wagering and Bribery

Wagering on Matches or any part of a Game is forbidden for all participants. Wagering is against the spirit of the game and could call into question a Match's integrity. Similarly, bribery of any kind is forbidden for all participants. Anyone wagering or offering or accepting a bribe may be expelled from the tournament, at the organiser's discretion.



4.0 THE PLAYERS' CODE & TOURNAMENT RULES

(cont.)

4.4 Advice, notes and devices

Players may not seek advice from any other person during a Match. They may, however, seek rules clarifications from a judge. Players may not bring notes to a Match, nor may they take notes during a Match, whether on paper or an electronic device. They may consult notes between Matches. Use of electronic devices is not permitted during a Match, although players may accept short personal phone calls at their opponent's discretion.

4.5 Miniatures

Players may only use official Warhammer Underworlds Citadel Miniatures in a WU tournament, and all miniatures must be fully assembled.

Players must use the appropriate miniatures for their warband (the miniatures pictured on the fighter cards). Minor conversions – modifications to the miniatures to personalise them – may be permitted at the organiser's discretion, but must still allow for easy identification of the fighter represented by the miniature. If a conversion is deemed to be misleading by the organiser, or if a miniature is damaged or assembled in such a way that it cannot easily be identified, the player will not be allowed to use that miniature: they must use an acceptable version of that miniature or forfeit their games until they are able to secure an acceptable version of that miniature.

A player's fighters must also be identifiable as theirs - players may find themselves opposing another player with the same warband, and to avoid confusion each player must be able to identify their own fighters without hesitation.

Coloured stickers will be available from the tournament desk if you wish to mark the bases – but the best way is to paint your miniatures. There are a number of helpful tutorials available if you're not sure how best to go about this: simply visit www.warhammerunderworlds.com to learn more.

Players may not handle their opponent's miniatures. If they need to push their opponent's fighters, they should describe to their opponent how they wish the miniature to be moved. A player can waive this rule for their own miniatures if they wish, and should indicate to their opponent where this is the case.



4.0 THE PLAYERS' CODE & TOURNAMENT RULES

(cont.)

4.6 Cards

Players may only use official WU cards in a WU tournament, and all cards (with the exception of fighter cards) must be undamaged and unmarked so that they cannot be identified when included in a deck.

Cards may be sleeved, but when a player does this they must use identical sleeves for all cards in a deck (they must use different sleeves to distinguish objective and power cards) and all sleeves must be undamaged and unmarked so that no sleeved card can be individually distinguished when included in a deck.

Players may use cards printed in a language other than English, but each card is assumed to have the text printed on the English version of that card. Players who use cards printed in another language and then mislead their opponent as to the properties of that card may be determined to be cheating by a judge or head judge, and may be penalised.

Before each Game, each player must thoroughly shuffle their decks, then present them to their opponent who can then cut each deck. If either player sees the face of a card in a deck, they must state this and the deck must be shuffled and cut again. If a player believes that their opponent has not sufficiently shuffled their deck, they may ask a judge to enforce and observe a second shuffle.

4.7 Game Boards

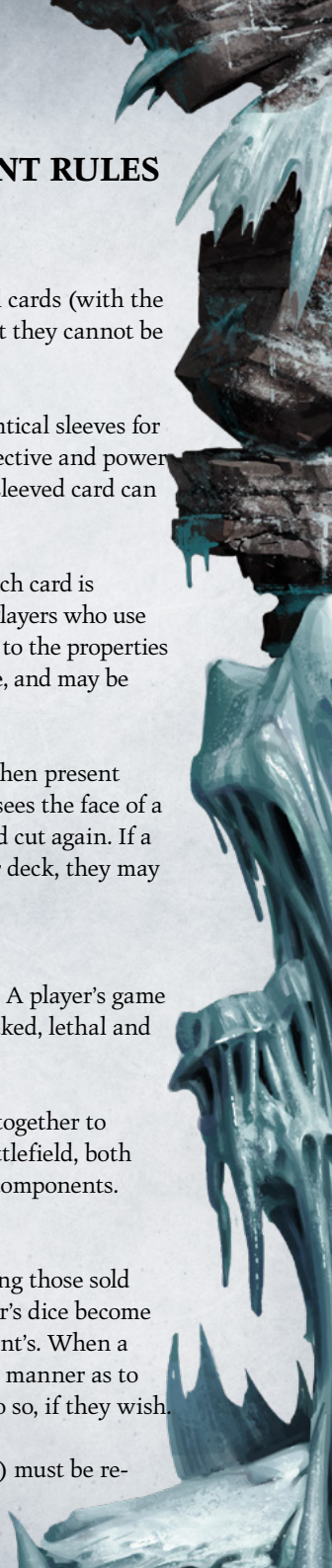
Players may only use official WU game boards in a WU tournament. A player's game boards must be undamaged so that the grid is clear and starting, blocked, lethal and cover hexes are easily identified.

When placing the game boards for a Game, the players should work together to ensure that, after the player who won the roll-off has decided the battlefield, both players have sufficient space for their decks, fighter cards and other components.

4.8 Dice

Players may only use official Warhammer Underworlds dice (including those sold separately to the starter set), and they must be undamaged. If a player's dice become damaged during a tournament, they may request to use their opponent's. When a player makes a dice roll, they must roll the appropriate dice in such a manner as to generate a completely random result. They may use a dice tower to do so, if they wish.

Dice that are rolled off the table or that do not land flat ('cocked' dice) must be re-rolled.



4.0 THE PLAYERS' CODE & TOURNAMENT RULES

(cont.)

4.9 Tokens

Players should bring sufficient official WU tokens to a WU tournament for both players in a game. They may bring alternative Games Workshop-approved tokens (e.g. those awarded as prizes in other WU tournaments or from previously released WU products) as long as it is clear to their opponent and to a judge what each token represents, and the state of each token (e.g. it should be clear whether a token is a move or a charge token, and it must be clear when a glory point is spent or unspent). If the alternative tokens are found to be unsuitable, the player must use the tokens they have brought from the starter set.

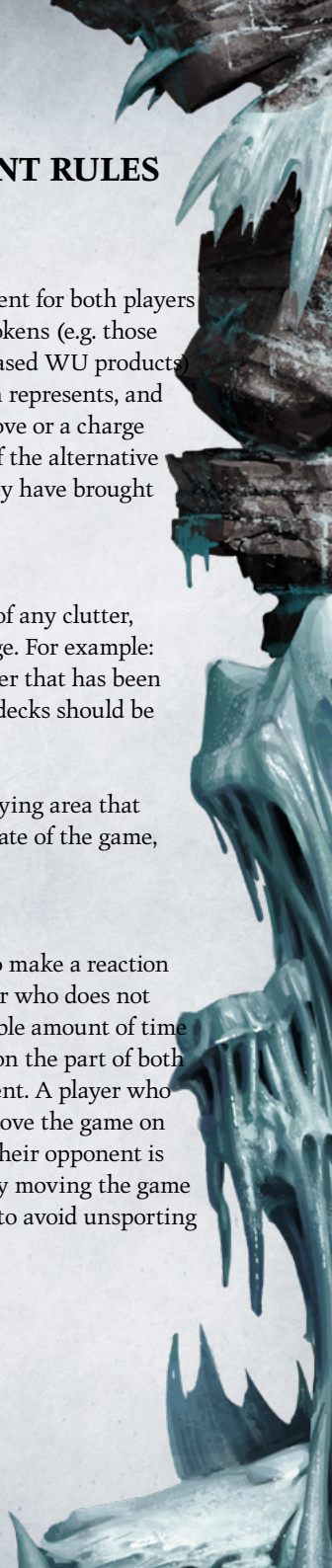
4.10 Playing Area

Each player is responsible for ensuring that the playing area is clear of any clutter, and that the state of the game is clear to their opponent and to a judge. For example: upgrades must be clearly associated with the fighter card of the fighter that has been upgraded, glory points must be visible and clearly spent or unspent, decks should be separate and distinct from their discard piles, and so on.

Players suspected of deliberately obscuring cards or tokens in the playing area that should be visible to both players, or of deliberately obfuscating the state of the game, may be penalised by a judge or head judge.

4.11 Reactions and Reasonable Time to React

Players must allow a reasonable amount of time for their opponent to make a reaction before playing a card or taking an activation. In addition, if the player who does not have priority wishes to make a reaction, they should allow a reasonable amount of time for their opponent to make a reaction first. This requires judgement on the part of both players, but as a rule of thumb, a delay of 5 seconds should be sufficient. A player who intends to make a reaction but sees that their opponent is about to move the game on can of course make their reaction at that point. If a player feels that their opponent is deliberately trying to prevent them from making reactions by quickly moving the game on, they can inform a judge. Remember that all players are expected to avoid unsporting conduct.



4.0 THE PLAYERS' CODE & TOURNAMENT RULES

(cont.)

4.12 Cheating

Players are expected to know the rules of the game, and may not cheat in any way, or through inaction allow a situation that is against the rules. If a player suspects that their opponent is cheating, they must inform a judge.

A player found to be cheating may have to forfeit the Game (or Match) at the discretion of the head judge, or be expelled from the tournament at the discretion of the organiser.

4.13 Quit Policy

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the conceding player records the Game as a loss with a glory points total of 0. The other player records the Game as a win with a glory points total of 15, unless their current glory points total would be higher than this. Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.



5.0 DISQUALIFICATION

Games Workshop does not tolerate any form of physical or verbal violence or harassment, both at the event or online. Players who demonstrate aggressive or rude behaviour to staff or other attendees, who repeatedly break the rules or who repeatedly fail to follow Games Workshop's instructions at the event, may be disqualified and removed from the event without refund. Games Workshop reserves the right to remove players from the event at our discretion.

6.0 PHOTOGRAPHY AND FILMING

Photography and filming may take place throughout the event by Games Workshop staff, press and partners. If you do not wish to be photographed or filmed, please notify staff at the tournament registration desk and we will issue you with a sticker to indicate to our media teams not to include you in any footage at the event. Any photos or video footage taken may be used by Games Workshop and their partners for promotional purposes. No financial compensation will be given for use of the photos or footage.

7.0 DATA PROTECTION AND PRIVACY

7.1 Data Protection

All data submitted as part of tournament registration is protected, in accordance with the Data Protection Act 2018. This includes, but is not limited to, your name, address, email address, phone number and which tournament(s) you have taken part in. This data may not be shared with third parties without your permission.

7.2 Winner's Details

By entering the tournament, you agree that in the case of winning a prize, your name may be shared publicly by Games Workshop and their partners.

7.3 Data Retrieval

At any time, you may request your personal data by emailing privacy@gwplc.com



8.0 HEALTH & SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate. Where we feel we should include additional measures to further improve the safety of our community, we will.

Any specific details will be communicated with all players closer to the event.

9.0 CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us:

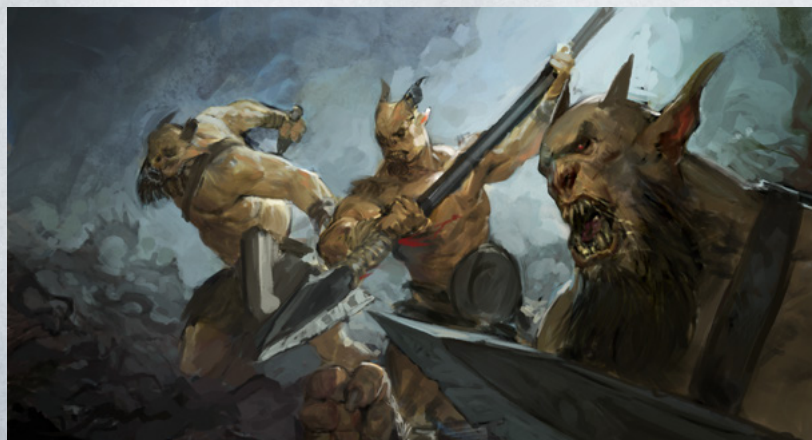
Email: whworlddevents@gwplc.com

Catch up on all the latest Warhammer World news by finding us on Facebook at Games Workshop: Warhammer World

For more information on our event privacy note please follow the link provided here: [Privacy Policy](#)

10.0 DISCLAIMER

Games Workshop PLC reserves the right to make changes to the event rules or schedule, for any reason, at any time, without prior notice.



DECKLIST

Player Name:	Player No:	Warband:
Email Address:		
Objective Deck	Power Deck	
1.	1.	
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