



NEMESIS FORMAT

WARHAMMER WORLD



BUGMAN'S EVENING CLASH

WARHAMMER UNDERWORLDS BUGMAN'S EVENING CLASH

Welcome to the Warhammer Underworlds Bugman's Evening Clash here at Warhammer World. Enjoy a great evening of gaming among like-minded folks, many of whom will be here for the Grand Clash on Saturday. Test out your decks for the big day, warm up those gaming muscles, or just have a fun evening surrounded by members of the Warhammer Underworlds community from all around the world.

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1.0 EVENT ESSENTIALS

Date:	13 March 2026
System:	Warhammer Underworlds
Format:	Nemesis
Registration:	05:00pm on Friday 13 March 2026
Location:	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
Number of Matches:	Three
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 comply with the Nemesis format), dice, gaming boards, a full set of counters/tokens and glory points, as well as all relevant rules publications, including access to the FAQs and errata documents if necessary.
Refreshments:	A water refill station is available in the Gaming Hall. Drinks, snacks, and meals are available to purchase from Bugman's Bar.

Electronic devices in use to reference official rules must be charged and available at all times.



2.0 TOURNAMENT FORMAT

2.1 Rules and Format

WARHAMMER UNDERWORLDS: NEMESIS FORMAT RULES

OCTOBER 2025



Organised Play format rules are designed to ensure the ongoing balance of Warhammer Underworlds in a tournament and league setting in addition to defining which products are valid for tournament and league play. This format document is regularly updated with new warbands and Rivals decks.

In the Nemesis format, players are encouraged to delve deeper into their Warhammer Underworlds journey and add even more depth to their games. By combining the might of two different Rivals decks, you can unlock unique combinations, powerful synergies and even more power from your warbands.

UPDATED

WARBANDS

A player can pick any Warhammer Underworlds warband from the following seasons, as denoted by its season icon, to be used in the Nemesis format:

- Warhammer Underworlds: Embergard 
- Warhammer Underworlds: Spitewood 



In addition, a player can pick any Warhammer Underworlds warband from the following list of downloads to be used in the Nemesis format (found at warhammer-community.com):

- The Farstriders
- Spiteclaw's Swarm
- The Skimmerkin
- Daggok's Stab-ladz
- Ironsoul's Condemners
- The Thricefold Discord
- Zondara's Gravebreakers
- Brethren of the Bolt
- The Sepulchral Guard
- Mhog's Mob
- Cyreni's Razors
- Thorns of the Briar Queen
- Zarbag's Gitz

UPDATED

NEMESIS DECK-BUILDING AND RIVALS DECKS

A player can pick any Warhammer Underworld Rivals decks from the following seasons, as denoted by its season icon, to be used in the Nemesis format:

- Warhammer Underworlds: Embergard 
- Warhammer Underworlds: Spitewood 

The rules and limitations for Nemesis deck-building can be found on page 23 of the *Warhammer Underworlds: Embergard* rulebook.

UPDATED

NEMESIS FORSAKEN AND RESTRICTED LIST



Forsaken cards cannot be included in any deck used in a Nemesis format event. Restricted cards can be included, but you can only include one Restricted card across your Nemesis Objective and Nemesis Power decks.

FORSAKEN	RESTRICTED
<p>Get It Done – Reckless Fury (16/32)</p> <p>Fury of Aqshy – Reckless Fury (27/32)</p> <p>Utter Ignorance – Reckless Fury (32/32)</p>	<p>Bladecatcher – Reckless Fury (24/32)</p> <p>Claim the Prize – Pillage and Plunder (8/32)</p> <p>Delving for Wealth – Pillage and Plunder (9/32)</p> <p>Illusory Fighter – Blazing Assault (18/32)</p> <p>Mobbed! – Edge of the Knife (29/32)</p> <p>Spread Havoc – Countdown to Cataclysm (1/32)</p> <p>Supremacy – Emberstone Sentinels (12/32)</p>

UPDATED

BOARDS

The game boards from the following seasons, including alternate-art game boards found in Organised Play packs, can be used in the Nemesis format:

- Warhammer Underworlds: Embergard 
- Warhammer Underworlds: Spitewood 

2.0 TOURNAMENT FORMAT

Each player will play three matches consisting of a single game of Warhammer Underworlds. The player who earns the most Tournament Points will be declared the Clash Champion.

As further sorting criteria, we will rank players by the difference in the glory they have scored and the glory scored against them.

Each match will last up to 60 minutes.

2.2 Rules Updates

It's worth catching up with the latest update for the game before the event. All changes included in this update will be in use at this event.

Read the latest Rules Update here: [Warhammer Underworlds Rules Update](#)

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. This will be sent to the email address used to purchase the tickets. If you bought multiple tickets, please ensure you share details with others in your group.

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

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

2.4 Using Spitewood Boards and Aqua Ghyranis Feature Tokens in Your Games

For the duration of this event, when Setting Up, the player who wins the roll-off to Determine Territories will also have the choice of using the Embergard or Spitewood game board.

Aqua Ghyranis feature tokens (from the Spitewood expansion) are to be used in each game, regardless of which game board is selected. Follow the guidelines in the Spitewood expansion book for placing them on the game board.



2.0 TOURNAMENT FORMAT (cont.)

2.5 Matches and Scoring

Once a match ends, each player must record their result for that match on Best Coast Pairings. This will help you remember the relevant details when deciding who has won the match overall. You will need to record a win, a loss, or a draw for each player, plus each player's total glory points. The results of each game are decided as described under 'Determine the Victor' on page 14 of the Warhammer Underworlds Core Rules.

Each match will last up to 60 minutes, with a break between each. If the game is not finished within 60 minutes, players must continue to the end of their current Battle Round, after which the game will end.

When the game is over, players are expected to submit their results.

2.6 Results, Scores, and Tiebreakers

Three points are scored for a match win, one point for a match draw, and zero points for a match loss. The higher a player's score, the higher they are in the rankings.

Where there is a tie, the difference in the glory you score and the glory scored by your opponents will be used.

2.7 Event Schedule

Friday

17:00 - 17:55	Registration
17:55 - 18:00	Welcome
18:00 - 19:00	Match 1
19:00 - 19:20	Break
19:20 - 20:20	Match 2
20:20 - 20:45	Break and Best Warband voting
20:45 - 21:45	Match 3
21:45 - 21:55	Break
21:55 - 22:00	Awards



3.0 AWARDS

3.1 Award Categories

For this event, we will be awarding the following prizes:

- Clash Champion
- Best Warband
- The Squire of the Spitewood: For the Favourite Opponent
- 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 Best Warband

During the break between the second and third matches, everyone will have a chance to display their warbands in the cabinets here at Warhammer World if they wish. All players will then get to vote for the warband they like the most. The player whose warband receives the most votes will win the Best Warband award.

3.3 Favourite Opponent

At the end of the event, we ask that you vote for your Favourite Opponent throughout the day. Perhaps the opponent was particularly sporting, or the game was super close. Perhaps they encouraged fun moments and made the game really enjoyable. The player who receives the most votes will be declared the Squire of the Spitewood. If multiple players receive the same number of votes, this award will go to the player among them who finished highest in the rankings.



4.0 PLAYER CONDUCT AND 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. 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 expect players to treat each other positively and demonstrate good sportsmanship throughout each game.

Be ready to lose a few games of Warhammer! It seems an odd thing to say, but it is like any event that only a few players at most will finish the weekend without a loss. Barring ties, half of all players will lose their very first game of the weekend!

Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more commendable. These events present you with the opportunity to build friendships with hobbyists who share your interests – friendships you can renew and celebrate every time you travel to Warhammer World or local events. A single great friendship built out of your experiences here will outweigh any number of individual victories across your battles this weekend. 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 for registration and find their opponent in a timely fashion when pairing is announced. Players who fail to do so may have to forfeit the game 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 take longer. If a player suspects that their opponent is deliberately slowing the game down, they can ask a 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 game’s integrity. Similarly, bribery of any kind is forbidden for all participants. Anyone wagering, offering, or accepting a bribe may be expelled from the tournament, at the organiser’s discretion.



4.0 PLAYER CONDUCT AND TOURNAMENT RULES (cont.)

4.4 Advice, Notes, and Devices

Players may not seek or receive advice from any other person during a match. They may seek rule 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. The 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 Warhammer Underworlds 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 be easily identifiable as the fighter represented by the miniature. If a conversion is deemed 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 can 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 your bases, but the best way is to paint your miniatures. If you're not sure how to go about this, there are helpful tutorials available online. 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 would like the miniature to be moved. A player can waive this rule for their own miniatures if they like, and should indicate to their opponent where this is the case.



4.0 PLAYER CONDUCT AND TOURNAMENT RULES (cont.)

4.6 Cards

Players may only use official Warhammer Underworlds cards, and all cards (except fighter cards) must be undamaged and unmarked so that they cannot be identified when included in a deck.

Cards may be sleeved, but if a player does this, they must use identical sleeves for all cards in a deck, and use different sleeves to distinguish objective and power cards. 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 their opponent has not sufficiently shuffled their deck, they may ask a judge to enforce and observe a second shuffle.

Throughout the game, all cards are to be drawn from the top of the respective deck.

4.7 Game Boards

Players may only use official Warhammer Underworlds game boards. A player's game boards must be undamaged so that the grid is clear. Starting, blocked, lethal, and cover hexes must be 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.



4.0 PLAYER CONDUCT AND TOURNAMENT RULES (cont.)

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 a way that generates a completely random result. They may use a dice tower to do so.

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

4.9 Tokens

Players should bring sufficient official Warhammer Underworlds tokens for both players in a game. They may bring alternative Games Workshop-approved tokens (such as those awarded as prizes in other Warhammer Underworlds tournaments or from previously released Warhammer Underworlds products) as long as it is clear to their opponent, and to a judge, what each token represents. 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 alternative tokens are found to be unsuitable, the player must use tokens they have brought from the starter set.

4.10 Playing Area

Each player must ensure the playing area is clear of any clutter and that the state of the game is clear to their opponent and to a judge. 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 discard piles, and so on.

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



4.0 PLAYER CONDUCT AND TOURNAMENT RULES (cont.)

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. 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 judgment on the part of both players, but as a rule of thumb, a delay of five seconds should be enough. A player who intends to make a reaction but sees their opponent is about to move the game on can make their reaction at that point. If a player feels their opponent is deliberately trying to prevent them from making reactions, they can inform a judge. Remember that all players are expected to avoid unsporting conduct.

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 be asked to forfeit the game 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 is higher than this. If you cannot proceed due to an emergency, 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 and online. Players who demonstrate aggressive or rude behaviour to the events team or other attendees, repeatedly break the rules, or repeatedly fail to follow Games Workshop's instructions may be disqualified and removed from the event without refund. Games Workshop reserves the right to remove players from events 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 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 the 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 AND 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 are doing everything within our power 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 to all players closer to the event.



9.0 CONTACT US

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

Email: whworldevents@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.

This event is part of the Warhammer Underworlds Weekender. Why not make a weekend of it with these other events too? Find tickets and details at the [Warhammer World Eventbrite page](#).

- Friday 13 March: Bugman's Evening Clash
- Saturday 14 March: Grand Clash and Evening Pub Quiz
- Sunday 15 March: Legacy Rivals Clash

