

WARHAMMER  
UNDERWORLDS



NEMESIS CLASH

# NEMESIS CLASH

The Nemesis Clash is a single-day tournament for Warhammer Underworlds. Whether you're a newer player, an experienced veteran, or a fantastic hobbyist itching to show off your recently painted miniatures, this event is a perfect opportunity to spend a day with like-minded hobbyists.

This document covers the specific details for this event. Please refer to the [Weekday Warhammer Overview and Guidelines Document](#) for more information about the policies, miniature requirements, and painting competition.

## EVENT ESSENTIALS

<b>System:</b>	Warhammer Underworlds – Nemesis Format
<b>Registration:</b>	10:00am on Wednesday 5 August 2026
<b>Location:</b>	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
<b>Number of Games:</b>	Four

## WARBAND CONSTRUCTION

You'll need to bring one Warhammer Underworlds warband with you. This warband does not need to be painted. The event will use the [Nemesis format](#).

Along with your warband, you'll need to bring:

- Your warband's fighter cards and warscroll
- 1 Nemesis format Warhammer Underworlds deck
- 1 Warhammer Underworlds game board
- Enough tokens and dice to complete your games
- Access to Warhammer Underworlds: Embergard rules and Warhammer Underworlds: Spitewood rules

Any rules updates\* released on or after Wednesday 29 July 2026 will not be in use at this event, unless specifically communicated otherwise.

*\* This includes, but is not limited to, errata, format changes, updated rules or changes to the forsaken and restricted lists, and any new releases.*



## **SPITEWOOD BOARDS AND AQUA GHYRANIS FEATURE TOKENS**

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 must be used in each game, regardless of which game board is chosen. Follow the guidelines in the Spitewood expansion book for placing them on the game board.

## **SCORING AND PAIRING**

The player with the most victories will be the winner. In the case of a tie, the players will be split using the glory point difference.

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a Swiss system, following the above ranking. If you find yourself facing off against a player you have faced previously, talk to a member of the events team.

## **BEST COAST PAIRINGS**

Best Coast Pairings will be used throughout the event. We recommend familiarising yourself with the software to speed up registration on the day.

Online registration will open during the week before the event, and the event link will be emailed out to all players. This will be sent to the email address used to purchase the tickets. If you bought multiple tickets, please share details with others in your group.

You are not required to sign up to use Best Coast Pairings. A member of the events team can register you in person on the day of the event.

You can find out more about Best Coast Pairings here: [Best Coast Pairings](#).

## **PAINTING COMPETITION**

At this event, each player may submit their entire warband for the Worlds of Warhammer painting competition. It must be the warband they used at the event.



## SCHEDULE

10:00 - 10:25	Registration in the Gaming Hall
10:25 - 10:30	Event briefing
10:30 - 11:45	Game 1
11:45 - 12:00	Break
12:00 - 13:15	Game 2
13:15 - 14:15	Lunch and painting competition voting
14:15 - 15:30	Game 3
15:30 - 15:45	Break
15:45 - 17:00	Game 4
17:00 - 17:30	Break
17:30	Awards presentation
18:00	Warhammer World closes

## AWARDS

The awards for this event will be as described in the Weekday Warhammer Overview and Guidelines Document.

