

Tournament Organizers: Borni & Henri

Contact (Borni): [Wahnzinn Discord](#) (#warhammer-underworlds), Discord PM (raumzeit77#1378), [Mail](#)

Location: [Jugendhaus Mitte](#), Hohe Str. 9, 70174 Stuttgart

THE CLÄSH

Tournament for Warhammer Underworlds



General Information

- Saturday, 02.03.24 10:00-19:00h.
- Self-Registration until 28.02.24 with warband on [Shadeglass](#).
 - External (non-Wahnzinn) players: Please also contact Borni directly.
- 10€ registration fee (preferably paid via PayPal).
- Format: Nemesis, 3 rounds, three games per match (BO3), Swiss pairings.
- Price support, best-painted award.

Rules & Materials

- Players are expected to read all up-to-date rulesets published on [Warhammer Community](#): Deathgorge Rulebook, Nemesis Format Rules, Deathgorge Rules Update & Designer's Commentary, Previous Seasons Designer's Commentary. In addition, the most recent [Underworlds Italia FAQ](#) is used to resolve unclear rulings. **Deadline for any game updates (rules updates, decks, warbands) is 28.02.24!**
- **Only [boards](#) listed in the Nemesis Format document are legal to play.**
- Card sleeves: Not required if card backs are indistinguishable, if not, fully opaque sleeves are required.
- Proxy cards printed on thin paper are allowed ([tutorial](#)). These need to be put before placeholder cards in opaque sleeves so they are indistinguishable.
- Card language: All languages are legal. **Players need to bring a printed copy of all cards they are using in English if they don't play with the English versions ([tutorial](#)).**
- Decks don't have to be submitted beforehand. Players are expected to follow the Nemesis deck construction rules and triple-check conformity.
- Bring snacks and any softdrinks you require.

Tournament Format (BO3)

- Best of three games per match, as outlined in the Nemesis Format document.
- Players collect points each match: Match win (2 game wins): 3; match tie (1 game win, 1 tie): 1; match loss (2 game losses): 0.
- Glory differential is recorded per game but capped at 7 (e.g. actual score: 4/20 → recorded score: 0/7)
- Match time: 135m hard limit for three games. No game can be started 30m before the deadline. After the deadline, players who went second in the round shall finish their activation and power step so that each player will have completed the same number of activations and power steps in that game (there is no endphase!). If that activation is the last activation and power step of the round, both players shall complete the end phase, at which point the game is over. In each case, follow the rules in the rulebook to determine a winner and break ties.

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- Players can concede a game at any time, resulting in a game win with maximum glory differential for their opponent. **This can be used to save time for the third game of a match.**
- Odd-numbered player count: Each round, a random player skips the round and receives a “Bye” worth a match win with maximum glory differential (14). No one is selected twice.
- Final ranking: Tournament points > fewer losses > greater glory differential; if there is still a tie, the ranking is randomized.
- Judge: Borni, who will also participate. If Borni himself requires a controversial ruling, Henri will rule instead.

Timetable

10:00	Onboarding, Pairings for R1. Please be punctual! If you run late, call Borni.
10:30 – 12:45	First Match
12:45 – 13:45	Pairings for R2. Lunch Break (takeaways are nearby). Voting for best-painted award.
13:45 – 16:00	Second Match
16:00 – 16:30	Short Break, Pairings for R3
16:30 – 18:45	Third Match
18:45 – 19:00	Award Ceremony

Tutorial for Printing proxy cards / making English copies

1. Build your deck on [Wunderworlds](#) deck builder
2. Save the deck, open the deck, press download, download and print proxy cards (only works on desktop)

