



UNDERWORLDS STATISTICS PROJECT 2nd Edition

Last Update: 13. Juli 2025

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- Reports: [Path to Glory](#)
- **Contact** (Borni): [@raumzeit77](#) (Discord); [E-Mail](#)
- Discussion & Technical Support: [WHU Vassal 2nd Edition Discord Server](#) (the [#statistics-discussion](#) forum channel and the 'Data Entry Volunteering & Technical Support' thread specifically)
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2025-10-19: Out-of-Date Notice

Starting October 19, 2025, all relevant information has been unified in the [Documentation](#).

Event Information

This document outlines the process for submitting event data (tournaments, leagues, etc.) and is intended for event organizers or people who volunteer to enter this data. As events are the most competitive way to play Warhammer Underworlds, and generate a lot of data in a short amount of time, they are extremely valuable for the statistics!

07/13/2025: Hassle-free manual import of event data by the stats team

Previously, TOs had to manually enter their event data either into an online form or a spreadsheet. **Now there's the option for TOs to basically spend 0 time and let the Stats team do the import work!**

When to enter event data

Before the event: For import by the Stats Team, it is paramount that TOs require **all players** to enter valid decklists as URLs from UnderworldsDB. If that isn't possible, a simple text string like "BA + RF" also suffices. If that is the case, and if all lists are public after the event, the Stats Team can perform the work in a reasonable amount of time.

For manual import by the TOs themselves:

The most time-efficient approach is to do data entry *during* the event, e.g. between rounds. If that's not possible, it should be completed shortly after when your memory is still fresh.

For leagues, it would be optimal to repeat the process after every round. If that's not possible, you can do it after the event is completed.

Prerequisites

- Familiarize yourself with the general FAQ first.
- Knowledge on all players' warband-deck combinations is required. Depending on the event, 1-3 missing data points are acceptable – but this should be the exception.

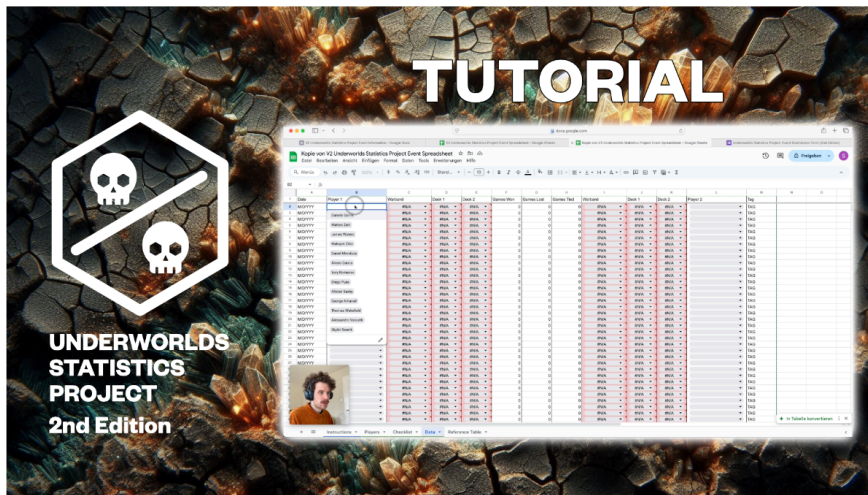
Ways of entering event data

1. **Zero work:** All decklists available on event platform, manual import by Stats Team
2. More time-intensive, easier: Submitting individual game submission forms for each matchup of the event.
3. Less time-intensive, more complex: Using a preformatted spreadsheet I provide.

Method 1: Manual Import by the Stats Team from BCP / Shadeglass

1. Works with both BCP and Shadeglass.
 2. TOs need to enforce that all players provide valid deck lists as UnderworldsDB link, or if that isn't possible, as a simple Text string (e.g. "BA + RF").
 3. If this info is missing for some players, add it yourself.
 4. Send Borni a link to your event page.
 5. Finally, submit the event form for your event.
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[Video Tutorial](#)



Method 2: Entering data using individual game submission forms

1. Submit one form for each matchup of the event.
 - a. For multi-day tournaments: the date is the first day of the event.
 - b. For leagues: the date is the first date of the respective round.
 - c. A player's deck is unknown: Pick 'Unknown' for both decks.
 - d. A player only used a single Rivals deck despite the format being Nemesis: For the first deck, select the respective deck. For the second deck, select 'Rivals'
2. Track your progress so there are no duplicates.
3. **Tournaments only:** Each time, add the **tag** for your event (explained below).
4. Finally, submit the event form for your event.

Method 3: Entering data using the spreadsheet

1. Create an online copy of [this spreadsheet](#) using your Google account (via the File menu). You need to be logged in for this operation.
2. Only if you don't have a Google account, you can download the spreadsheet as an Excel file and edit locally. This will likely break some functionality, so it should be the exception.
3. Sheet 'Players': List all player names and their chosen warbands and decks. This information will be used for autocompletion.
4. Sheet 'Checklist': You can use this to track your data entry progress to avoid duplicates.
5. Sheet 'Data': Fill out one row for each matchup of your event. Start by entering the names of Player 1 and Player 2, which will trigger the autocompletion of warbands and decks based on the information entered in 'Players'. Then add the match results manually. One row tracks the results of both players. Only use the provided dropdown menus & autocompletion.
 - a. For multi-day tournaments: the date is the first day of the event.

- b. For leagues: the date is the first date of the respective round.
 - c. A player's deck is unknown: Pick 'Unknown' for both decks.
 - d. A player only used a single Rivals deck despite the format being Nemesis:
For the first deck, select the respective deck. For the second deck, select 'Rivals'
- 6. **Tournaments only:** The use of tags is explained below.
 - 7. **Tournaments only:** [Submit](#) the event form for your event.
 - 8. Finally, share the online document (create a link that grants editing privileges) or file with me.

I need help

I'm there for you anytime. Just contact me.

Tags

This only applies to tournaments. The data of an event is associated with it via a tag added to each record. You can pick a tag yourself, e.g. "yellowbanana". After you submit the event form, I will change the tag according to a logical scheme.