

WARHAMMER UNDERWORLDS



WARHAMMER UNDERWORLDS
ORGANISED PLAY PACK

USING THE WARHAMMER UNDERWORLDS ORGANISED PLAY PACK

Running activities in your store is a great way to build your business, recruit and retain customers and boost the local hobby.

Tournaments and leagues are popular Organised Play (OP) activities to run, and this pack contains instructions and tools on how to run a Warhammer Underworlds tournament (called a Clash) or league using the Warhammer Underworlds OP pack supplied by Games Workshop (which has material to cover such events up to 50 people).

These instructions are, of course, only a guide, and you should run your events and activities as best suits your store's needs and your local customer base. It may be a tournament or league that you want, in which case, read on for some ideas. If not, then feel free to use the OP pack's materials for your own activity ideas.

WARHAMMER UNDERWORLDS CLASH

A Warhammer Underworlds Clash is one of the most fun ways to enjoy Warhammer Underworlds. Players compete in a series of one-game matches, with the player that scored the most tournament points being crowned the winner of the Clash. There are also prizes available for the top 4, top 8 and top 16 in this OP pack, in addition to a 'Best Warband' prize, so everyone has a chance to win something.

WARHAMMER UNDERWORLDS LEAGUE

A Warhammer Underworlds league allows players to compete over an extended period against various players and warbands. The organiser decides how many weeks the league will play over (usually a month or two at most). Players then try to get the best result they can each week, with the combination of their best result from each week allocating them a league score, with the best overall league score earning first place.

One of the most exciting features of a league is the flexibility. Players can arrange to play games as often as they like and change warbands as often as they like. In addition, many more players can participate in a league, making the prizes even more hotly contested as players swap positions on the league score chart weekly!

ORGANISED PLAY FORMATS

There are two Organised Play formats: Rivals and Nemesis. When you run a Warhammer Underworlds Clash or league, pick one of these formats for your customers to use. The format dictates the deck-building rules that are used by the players throughout that event.

RIVALS

With no deck-building, Rivals is the perfect format for new players – players simply choose a warband and one Rivals deck and they're ready to play.

NEMESIS

The Nemesis format is for players who enjoy deck-building. Players take their warband and two Rivals decks, swapping cards to craft a deck that complements their playstyle.

TOOLS OF THE TRADE

In this pack, you will also find a variety of printable assets to use as you wish to support your Warhammer Underworlds events. There is also a results sheet so an organiser can track who is currently winning during the event and who has won at the end. You will also find blank deck lists and scorecards, which you are free to copy and print in order to hand to your players at the event.

These tools are especially useful when running a Clash, as the scorecards give your players an easily filled-in card with which to report the results of each match, while the deck list allows the players to provide a clear and easily legible deck list to both the organiser and their opponents. The pack also contains blank invites and a schedule, which you can use to invite your customers to attend your event and to post a Clash or league schedule.

PLAYER CHECKLIST

We recommend communicating the following expectations to attendees when pre-registering or registering for an event to keep the schedule on track and everyone's tournament experience a positive one:

- All players must bring an eligible Warhammer Underworlds warband to the event, consisting of the official Citadel miniatures for that warband, their fighter cards and warscroll card.
- All players must bring an eligible Rivals or Nemesis deck to the event, along with any Plot cards and other components (such as tokens and trackers) or a deck list for Nemesis events.
- All players must bring their own official Attack dice, Save dice, tokens, gameboard, a Warhammer Underworlds rulebook and any relevant rules updates for their warband or deck ready to hand should an enquiry be made.

ORGANISER CHECKLIST

We recommend the following itinerary of facilities and items to ensure a practical and comfortable Warhammer Underworlds event:

- Suitable gaming space to accommodate the expected number of players, required tables and chairs.
- Minimum 3'x3' gaming tables per pairing with appropriate back-supporting seating.
- Pre-organised pairings and scoring system (as described in the 'Results' section of the following format packs).
- Voting cards to determine winners of the 'Best Warband' and 'Favourite Opponent' prizes.
- Displays and literature outlining the schedule of the event and pairings for each round.

WARHAMMER UNDERWORLDS: CLASH FORMAT RULES

ESSENTIALS

- **System:** Warhammer Underworlds
- **Number of Games:**
Evening Clash: 3 Matches
One-Day Clash: 5 Matches
- **Format:** Rivals or Nemesis
- **Warbands selection:** Each format regulates which warbands can be used. The full rules for each format can be found at warhammer-community.com.
- **Deck and card selection:** Each format regulates which Rivals decks and cards can be used. The full rules for each format can be found at warhammer-community.com.
- **Tools of War:** Attendees are expected to bring everything they need to play a game of Warhammer Underworlds: a warband, its warscroll and fighter cards, Attack and Save dice, a gameboard, a complete set of tokens and relevant rules publications, including access to up-to-date Rules Updates and Rules Commentaries. In addition, an event pack or format document may include additional items that may be required in order to attend an event.

EXAMPLE SCHEDULE

Below are some suggested timings that you could use to run a Warhammer Underworlds Clash over an evening or a day.



EVENING CLASH	TIMES
Registration (variable)	5:00pm-5:25pm
Welcome	5:25pm-5:30pm
Match 1 (1 hour)	5:30pm-6:30pm
Break (15 minutes)	6:30pm-6:45pm
Match 2 (1 hour)	6:45pm-7:45pm
Break (15 minutes)	7:45pm-8:00pm
Match 3 (1 hour)	8:00pm-9:00pm
Break (15 minutes)	9:00pm-9:15pm
Awards (15 minutes)	9:15pm-9:30pm

ONE-DAY CLASH	TIMES
Registration (variable)	8:30am-8:55am
Welcome	8:55am-9:00am
Match 1 (1 hour)	9:00am-10:00am
Break (15 minutes)	10:00am-10:15am
Match 2 (1 hour)	10:15am-11:15am
Lunch Break (1 hour)	11:15am-12:15pm
Match 3 (1 hour)	12:15pm-1:15pm
Break (15 minutes)	1:15pm-1:30pm
Match 4 (1 hour)	1:30pm-2:30pm
Break (15 minutes)	2:30pm-2:45pm
Match 5 (1 hour)	2:45pm-3:45pm
Break (15 minutes)	3:45pm-4:00pm
Awards (15 minutes)	4:00pm-4:15pm

PLAYER AND ORGANISER RESPONSIBILITIES

PLAYER CONDUCT

There is a famous adage that says 'it matters not if you win or lose, it's how you play the game'. Warhammer Underworlds is a game best played in this spirit. Therefore, we encourage players to play each game with a certain code of conduct to support this. A Warhammer Underworlds tournament/league should be held in a spirit of friendly competition. All participants, whatever their role, are expected to show good conduct throughout the tournament/league. They are expected to treat each other with respect and behave maturely and considerately, including during disputes, and players are expected to avoid unsporting conduct. Abuse will not be tolerated. The organiser can expel participants from the tournament/league for violating these rules.

REGISTRATION

Organiser: The organiser needs to have a central point like a desk or register clearly signposted for registration. They need to take deck choices (Rivals Format) or deck lists (Nemesis Format) from players to reference them throughout the event and record a player's entry to the event after confirming that they have purchased a ticket for it. Once this is done, it is good to confirm a player's registration and attendance at the Clash by giving them a badge, stamp or lanyard. It should not take more than 45 minutes to register 50 players or less

- **Door Prizes:** Organised Play packs often contain a number of prizes (such as alternate art cards) that are not listed on the prize sheet. As an event organiser, how you utilise these prizes is up to you, but they make excellent door prizes for attending a Clash. We recommend handing door prizes out to players during registration or during the awards/results ceremony as a 'thank you' to players for attending – regardless of how they fared!
- **Spare Player/Bye:** If there is an uneven number of players at the event, then one player will always be left without an opponent. Some organisers arrange for a spare player (sometimes referred to as a 'ringer') who will step in and ensure that the player in question can still play a game. Alternatively, the player without an opponent can be given a 'bye', which means that they do not play the game but instead record it as a win. If you wish, you can award that player with a concessional glory score so that they are not negatively impacted in their standings of the event. A player can never have more than one bye in a tournament. If this happens, the organiser must rearrange the pairings so that this does not occur, or they risk the event being won by a player who has not played many (or any!) matches!

Player: To register for a Clash, each player needs to arrive in good time before the first match, have their ticket ready to show to the organiser and inform the organiser of their choice of Rivals deck (Rivals Format) or hand in a copy of their deck list (Nemesis Format) to the organiser.

ROUND

Organiser: While the rounds are being played, the organiser simply needs to be on hand in case a player needs them, either for a rules query or an emergency. Many organisers arrange to have a separate judge available for rules queries, someone who is very familiar

with the rules, has enough charm and affability to deal with any problems that might arise and can also be firm about any rulings they have to make.

Player: During the rounds, the players should abide by the Player Conduct seen above. In short, it means turning up to your table on time, being polite throughout and playing the game to completion in good order and reporting the result of the game as quickly as possible.

BREAK

Organiser: During the break, the organiser's duty is to determine the current rankings and then allocate each player their next opponent, doing this well on time so that the players can make their way to their next match. There should be a break between each match and, on a one-day Clash, an hour-long lunch break so that the players can go and get something to eat.

Player: The players simply need to ensure their match has not run over into their break and ensure their results are promptly reported to the organiser. Now, they simply collect their belongings from their previously allocated table and get ready for their next match. In addition, they should mentally prepare for the next match. This is especially important to remove any lingering regret from the last match as their next opponent is a fresh face and one they should be ready to play against in good spirits. To help with this, we recommend going for a brief walk outside and, if possible, drinking some water to stay hydrated.

RESULTS

Organiser: In order to record the results, the organiser can use a spreadsheet, results sheet or an event organising app like Best Coast Pairings. Having the results in a spreadsheet in addition to the app is a good idea, as either one could experience technical difficulties. Entering the previous matches' results into a spreadsheet during the current match is a practical way to ensure results are calculated quickly. In addition, there are printable results sheets and scorecards at the end of this document. Many organisers and attendees like to see results posted or shared with the group, either online or physically at the event.

Player: Players should be aware of any app being used by the event and be ready to input their results to it as soon as their match is finished.

SCORING

After each match, players score tournament points based on whether they won, lost or drew that match.

Major/Minor Victory = 5 tournament points

Draw = 3 tournament points

Loss = 1 tournament point

WARHAMMER UNDERWORLDS: LEAGUE FORMAT RULES

ESSENTIALS

- **System:** Warhammer Underworlds
- **Length of League:** 4 weeks or 8 weeks, at organiser's discretion.
- **Format:** Rivals or Nemesis
- **Warbands selection:** Each format regulates which warbands can be used. The full rules for each format can be found at warhammer-community.com.
- **Deck and card selection:** Each format regulates which Rivals decks and cards can be used. The full rules for each format can be found at warhammer-community.com.

- **Tools of War:** Attendees are expected to bring everything they need to play a game of Warhammer Underworlds: a warband, their warscroll and fighter cards, Attack and Save dice, a gameboard, a complete set of tokens and relevant rules publications, including access to up-to-date Rules Updates and Rules Commentaries. In addition, an event pack or format document may include additional items that may be required in order to attend an event.

PLAYER AND ORGANISER RESPONSIBILITIES

STARTING A LEAGUE

To start a Warhammer Underworlds league, all you need to do is pick an organised play format, make a list of the players who are taking part, and pick a start and end date. From there, it is up to the players to play their games and report the results of those matches. In addition to this, there are a few other rules to be aware of. It is also an excellent idea to hold an opening ceremony and a closing ceremony, to both begin and end the league.

LEAGUE TIMINGS

Ultimately the organiser decides how long the league runs for. We recommend 4 weeks if this is your first league, and up to 8 weeks is a good maximum. There is no hard and fast rule however, if you want to run a league over 2 weeks, or 6, the choice is yours. Take careful note of when school holidays are on, as this will inform you of when players are mostly likely to be free to play over an extended period.

OPENING AND CLOSING CEREMONIES

It is a good idea to have an evening where the league officially starts, where you invite everyone who has signed up to play to attend and play their first game. This allows you to make the rules clear, get everyone gathered up in one place so they can meet their potential opponents, and answer any questions anyone may have. Plus, you get to see lots of people playing Warhammer Underworlds, which will only galvanise everyone who is playing! As crucial as it is to have an opening ceremony, a closing one is just as important! An evening set aside where everyone can play their final game of the league and have a big round of applause for the winner sets up any following event to better succeed. What better time to promote the next event than to a room full of excited players? The closing ceremony is also a good time to hold the 'Best Warband' vote if the organiser plans have one, as detailed below.

- **Door Prizes:** Similar to a Clash, you may wish to use the additional prizes in an Organised Play pack as door prizes to reward players for their involvement and engaging with the league. Handing them out to players during opening and/or closing ceremonies ensures that all players are given an opportunity to collect a prize for taking part and playing games with their fellow hobbyists!

LEAGUE FORMAT

The organiser should pick Rivals or Nemesis as a format for the league, and should not change the format until the league is over, to avoid any confusion or players missing the message and being at a disadvantage.

LEAGUE TYPE

The organiser should pick a type of league to run. In this pack we present options for a standard league and a ladder league.

PLAYER CONDUCT

There is a famous adage that says 'it matters not if you win or lose, it's how you play the game'. Warhammer Underworlds is a game best played in this spirit. Therefore, we encourage players to play each game with a certain code of conduct to support this. A Warhammer Underworlds tournament/league should be held in a spirit of friendly competition. All participants, whatever their role, are expected to show good conduct throughout the tournament/league. They are expected to treat each other with respect and behave maturely and considerately, including during disputes, and players are expected to avoid unsporting conduct. Abuse will not be tolerated. The organiser can expel participants from the tournament/league for violating these rules.

STANDARD LEAGUE RULES

A standard league is a straightforward affair that runs just like a tournament except the games are played over several weeks instead of hours. After each game the players hand in their results and the player with the best score overall is the winner. To maximise player's involvement, you can allow each player to play as many games as they want each week, but only their best result is used.

SCORING

After each match, players score league points based on whether they won, lost or drew that match.

Major/Minor Victory = 5 league points

Draw = 3 league points

Loss = 1 league points

To help break ties between players who end an event or league with the same record, we recommend allowing for additional rounds where possible so the event ends with an undefeated player. However, if this is not possible, we recommend the following criteria:

- First: Overall record (i.e. wins, losses and draws)
- Second: Their opponents' win records (i.e. those with more wins against opponents with better win records would place higher)
- Third: Total Glory points

SCORING AND REPORTING

After players play a match, they report the result to the organiser. They should inform the organiser of who won, and what the total Glory points were for those players. Reporting can be done via results cards, emails, messaging services etc. It doesn't matter as long as the result is reported in good order. If an app is being used to manage the league then ideally the players will report the result using that. The organiser should decide what the common form of result reporting is at the start of the league and encourage players to use that, for the sake of consistency and to avoid losing results in an email inbox or message spam.

RECORDING RESULTS

Spreadsheets or apps are the most common ways to manage leagues, and as long as the organiser is faithfully and consistently recording all results as soon as they arrive, it does not matter what you use. Beware of using software that is easily edited, or pieces of paper that can get lost or overwritten!

LADDER LEAGUE RULES

A ladder league is a great choice for an organiser's first league due to its simplicity.

INITIAL RANKING

To begin with, each player is ranked randomly in the league, or in order of entry, at the organisers discretion. Even alphabetical order works! Ultimately it doesn't matter too much, as long as it is clear to everyone before you start.

ADVANCING

When a player wins a game, if the player they beat was of a higher rank in the league, they advance two ranks in the league, displacing the players above them. If a player wins a game and their opponent was a lower rank on the league table, they advance one rank, displacing the player above them.

FIRST PLACE 'PROTECTION'

If a player is in first place and they win a game, they become 'protected' and so the next time they would be displaced, they are not displaced. They then lose the protection until they win another game while in first place. A player cannot be protected more than once, so subsequent victories will have no further effect.

DECAY

Any player that does not play a game each week drops ten ranks. Be sure to get that game in!

FIRST PLACE

The player who is in first place at the end of the league is the winner. As rankings can change daily, everyone is encouraged to play as many games as possible!

EXAMPLE:

Aidan and James play a match. Aidan ranks 5th and James ranks 7th. James wins the match and advances two spaces. This places James in 5th, Aidan in 6th, and Peter now ranks 7th.

4 th	Sigmar	
5 th	Aidan	James wins
6 th	Peter	
7 th	James	
8 th	Alarielle	
9 th	Archaon	

4 th	Sigmar	
▲ +2	5 th	James
▼ -1	6 th	Aidan
▼ -1	7 th	Peter
8 th	Alarielle	
9 th	Archaon	

DECK LISTS, SCORECARDS AND RESULTS SHEETS

The blank deck list, scorecards and results sheet can be used to help organise your event. You can print these out or distribute them digitally depending on your needs. If you are using the Nemesis format, have your players fill in their deck list. Have your players fill in a scorecard after each match. You can post a results sheet online on a wall after your event or league.

EVENT SCHEDULES

Fill in this blank schedule and distribute copies to your players so they know where they need to be and when. You can also print them out and post them on walls at your venue.

WARHAMMER UNDERWORLDS
DECK LIST

PLAYER NAME		
WARBAND		
RIVALS DECK(S)		
OBJECTIVE CARDS	PLOY CARDS	UPGRADE CARDS
1.	1.	1.
2.	2.	2.
3.	3.	3.
4.	4.	4.
5.	5.	5.
6.	6.	6.
7.	7.	7.
8.	8.	8.
9.	9.	9.
10.	10.	10.
11.	11.	11.
12.	12.	12.
13.	13.	13.
14.	14.	14.
15.	15.	15.
16.	16.	16.
17.	17.	17.
18.	18.	18.
19.	19.	19.
20.	20.	20.

WARHAMMER UNDERWORLDS SCORECARD			
	NAME	RESULT	GLORY
PLAYER 1			
PLAYER 2			

WARHAMMER UNDERWORLDS SCORECARD			
	NAME	RESULT	GLORY
PLAYER 1			
PLAYER 2			

WARHAMMER UNDERWORLDS SCORECARD			
	NAME	RESULT	GLORY
PLAYER 1			
PLAYER 2			

WARHAMMER UNDERWORLDS SCORECARD			
	NAME	RESULT	GLORY
PLAYER 1			
PLAYER 2			

WARHAMMER UNDERWORLDS SCORECARD			
	NAME	RESULT	GLORY
PLAYER 1			
PLAYER 2			

WARHAMMER UNDERWORLDS SCORECARD			
	NAME	RESULT	GLORY
PLAYER 1			
PLAYER 2			

WARHAMMER UNDERWORLDS SCORECARD			
	NAME	RESULT	GLORY
PLAYER 1			
PLAYER 2			

WARHAMMER UNDERWORLDS SCORECARD			
	NAME	RESULT	GLORY
PLAYER 1			
PLAYER 2			

WARHAMMER UNDERWORLDS SCORECARD			
	NAME	RESULT	GLORY
PLAYER 1			
PLAYER 2			

WARHAMMER UNDERWORLDS SCORECARD			
	NAME	RESULT	GLORY
PLAYER 1			
PLAYER 2			

WARHAMMER UNDERWORLDS – EVENT RESULTS


	NAME	WARBAND	DECK	WINS	LOSSES	POINTS	GLORY
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							
18							
19							
20							
21							
22							
23							
24							
25							
26							
27							
28							
29							
30							
31							
32							

WARHAMMER UNDERWORLDS – FINAL EVENT RESULTS							
	NAME	WARBAND	DECK	WINS	LOSSES	POINTS	GLORY
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							
18							
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22							
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24							
25							
26							
27							
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30							
31							
32							



EVENT INVITE CARDS

Use these icons, images, and form notes to promote your event to your prospective participants.




WARHAMMER
UNDERWORLDS

COME TO THE CLASH!

WHEN: WHERE:

CONTACT:




WARHAMMER
UNDERWORLDS

JOIN THE LEAGUE!

WHEN: WHERE:

CONTACT:



WARHAMMER
UNDERWORLDS

BATTLE IN THE SPITEWOOD!
CLASH EVENT

WHEN: WHERE:

CONTACT:




WARHAMMER
UNDERWORLDS

BATTLE IN THE SPITEWOOD!
LEAGUE EVENT

WHEN: WHERE:

CONTACT:




WARHAMMER
UNDERWORLDS

CLASH IN THE UNDERWORLDS!
CLASH EVENT

WHEN: WHERE:

CONTACT:



WARHAMMER
UNDERWORLDS

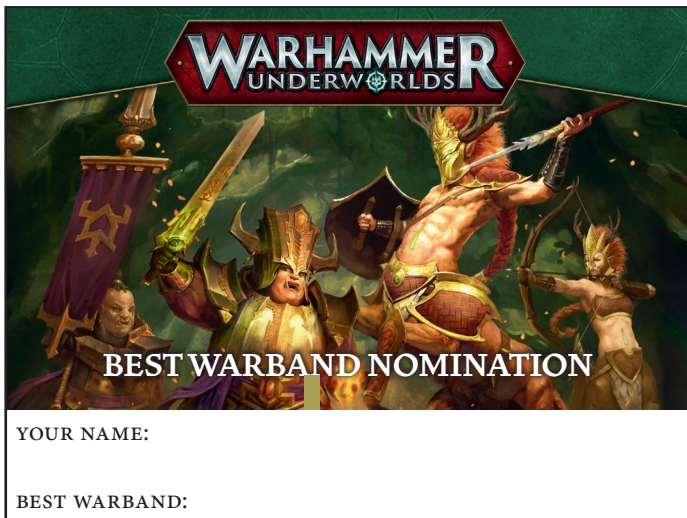
CLASH IN THE UNDERWORLDS!
LEAGUE EVENT

WHEN: WHERE:

CONTACT:

EVENT VOTING CARDS

Hand voting cards out during your event to give players an opportunity to vote for their favourite opponent and the best warband.

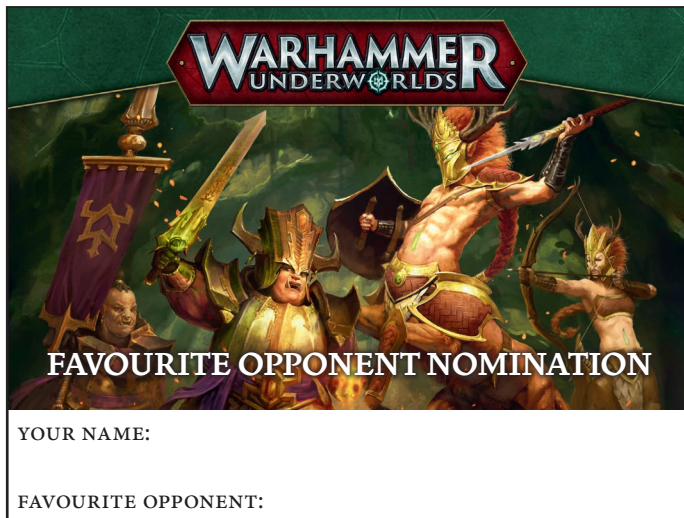


WARHAMMER
UNDERWORLDS

BEST Warband NOMINATION

YOUR NAME:

BEST Warband:

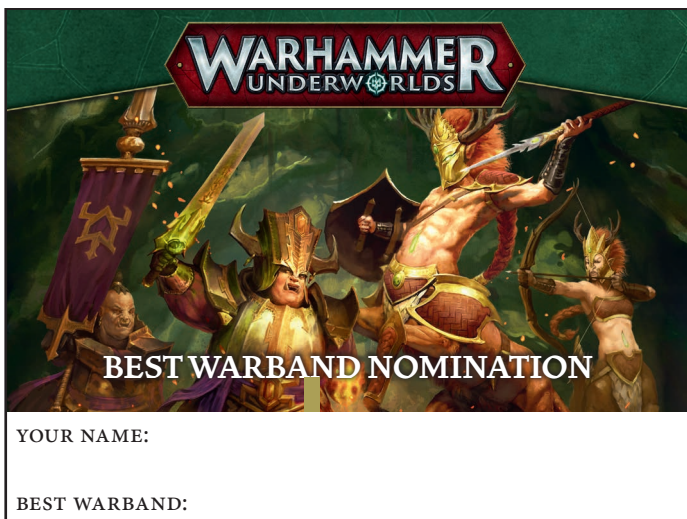


WARHAMMER
UNDERWORLDS

FAVOURITE OPPONENT NOMINATION

YOUR NAME:

FAVOURITE OPPONENT:

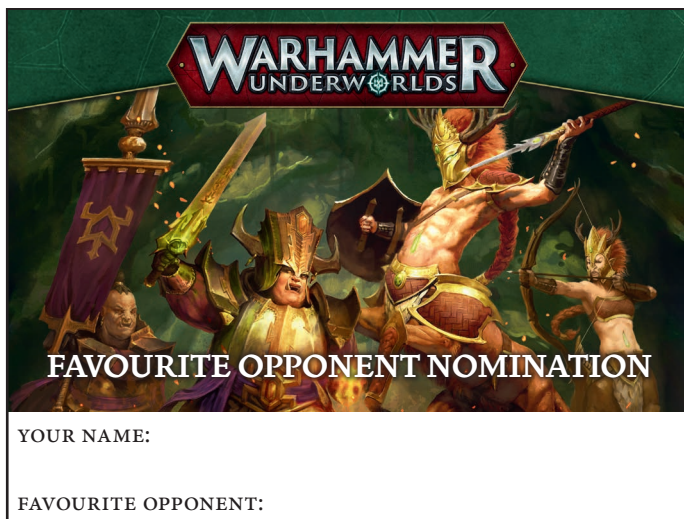


WARHAMMER
UNDERWORLDS

BEST Warband NOMINATION

YOUR NAME:

BEST Warband:

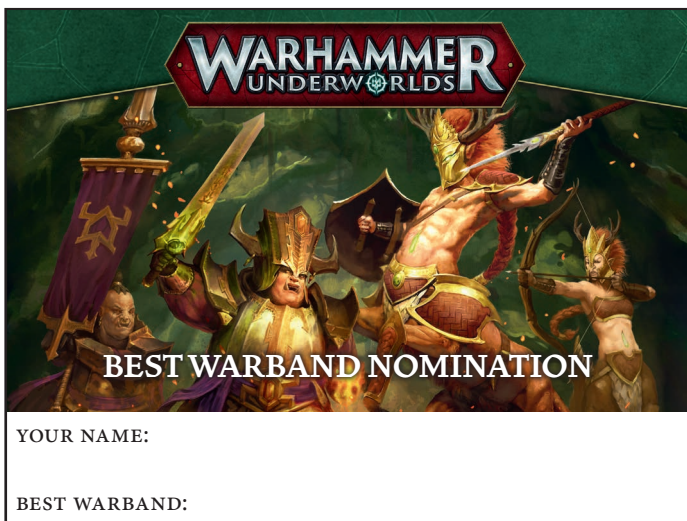


WARHAMMER
UNDERWORLDS

FAVOURITE OPPONENT NOMINATION

YOUR NAME:

FAVOURITE OPPONENT:

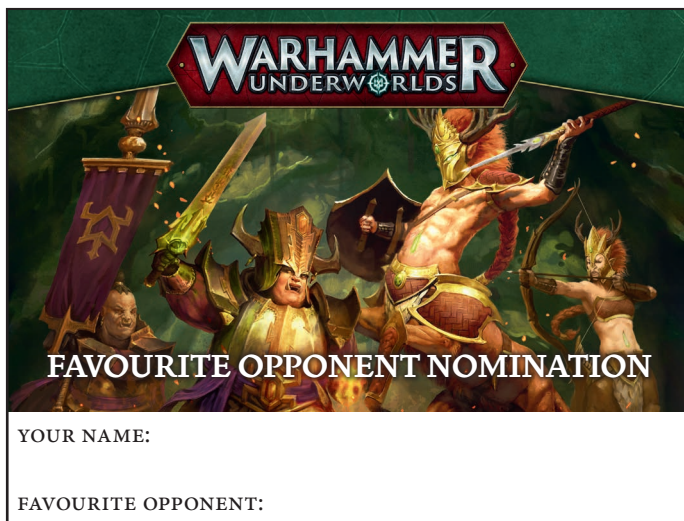


WARHAMMER
UNDERWORLDS

BEST Warband NOMINATION

YOUR NAME:

BEST Warband:



WARHAMMER
UNDERWORLDS

FAVOURITE OPPONENT NOMINATION

YOUR NAME:

FAVOURITE OPPONENT: