Warhammer Underworlds - Matched Play Event Pack

Version 1.0 4/27/2023

1.0 THE BASICS

- Nemesis Format will be used.
- 4-5 Rounds will be played depending on the final attendance numbers
- Three Games will be played per Round.
- Warband Selection - All previously released warbands and their faction cards are allowed, provided they are released on or before Saturday, July 1st.
- Attendees are expected to bring everything they need to play five rounds of Warhammer Underworlds utilizing the Nemesis Format Rules. This includes:
  - One deck, built using the Nemesis Format
  - The decklist for your chosen deck (note that you will not be allowed to modify your deck between games)
  - Attack, Defense, Magic dice
  - An appropriate number of boards (a minimum of 2 of those available in Nemesis Format Rules)
  - A full set of tokens, counters, and glory points
  - All relevant Rules publications and access to FAQ and errata documents if necessary
  - Please note: If you plan to use cards that have different card backs, you are required to sleeve the cards in opaque card sleeves.

2.0 WARBAND CONSTRUCTION AND PAINTING & MODELLING

- All Warhammer Underworlds warbands released on or before Saturday, July 1st and their faction cards are allowed.
- Your decks must be constructed following the Nemesis format rules, and you must bring a copy of your decklist to the event. Please provide a copy of your decklist to the event staff at check in. Your decks must remain unchanged throughout the event.
- All models must be completely painted and based.
- For the sake of fairness, any conversion should still be recognizable as the most current version of the model they represent. Any converted or scratch-built models must be approved by the ATC BEFORE the Event. Please email registration@whatc.org and include photos of the models in question.

3.0 TOURNAMENT FORMAT

- ROUND FORMAT

Each round will include three games played according to the Nemesis format against the opponent you are paired with. Winners will be determined by overall record within the round (Best two out of three). If you win your first two games in a round, do not start a third game.

- WIN-PATH PAIRINGS

Your opponent for your first game will be randomly determined. Subsequent rounds will use Win Path to pair opponents in each round. Win Path pairs players against someone with the same win/loss record and who had those wins and losses in the same rounds. For example, a player who won Round 2 and Round 3 will play an opponent who did the same, rather than someone who won Round 1 and Round 3 or someone who won Round 1 and Round 2. This is done to ensure players with a similar strength of schedule pair off and to ensure an increasing level of skill parity and sportsmanship with each subsequent round, as they face people who have had an increasingly similar play and outcome experience across the event.

GAME SPEED MILESTONES

- Outside of Grand Clashes, most players do not complete their games against a set clock. As a result, when a loudspeaker shouts "sixty minutes remaining," most players don't naturally think "OK, we should almost be done with the entire first game round!" To help with this, rather than simply calling time left, event staff will call time based upon the place in the game you should on average be at. These time calls exist to help keep the flow of play moving, and are not binding, but you should be aware of them. For clarity, this provides each player with, on average, the following time breakdown for the typical game:
  - Playing your First Game: 20 minutes per player
  - Playing your Second Game: 20 minutes per player
  - Playing your Third Game: 15 minutes per player (in our experience, the third game in a round takes slightly less time, as both players are more familiar with how rules and Warbands interact)

  The milestones for a Round breakdown as:

2:00 Start round (Formally)
1:20 First Game Complete, Begin Second Game
0:40 Second Game Complete, Begin Third Game
0:10 Third Game Complete, Submit Round Results

- Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed. All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game within two hours. You must not intentionally leverage the clock to disadvantage your opponent.

- SCORING

At the end of each game, use the score sheet provided during each round to record your results and submit them at the judges table. There may also be an option for reporting your results digitally on the day of the event.

- EVENT AWARDS
  - We will award the following prizes:
    - 1st, 2nd, 3rd - For the players who rank highest overall
    - Best Painted Warband - (judge voted) for the best painted Warband

4.0 PLAYER CONDUCT POLICIES

- CONCEDING

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 players should call over a judge to appropriately score the Round. Of course, if you have some kind of emergency that means you can't proceed, just let the ATC event staff know right away.

- ATC POLICIES

A full, clear list of what is expected of all ATC attendees (players, staff and guests) can be found on the Kill Team Page at www.whatc.org