

WARHAMMER UNDERWORLDS NIGHTVAULT



THE AMERICAN TEAM CHAMPIONSHIP
GRAND BATTLE 2019

INTRODUCTION

Welcome to the American Team Championship (ATC) 2019 Grand Battle! Held at Camp Jordan, East Ridge, on the 13th-14th of July, this event is an amazing opportunity to seek glory and fame in the Mirrored City.

The event has two components. On Day 1, the teams will compete in a five-Round 'Swiss' matched play event. On Day 2, the top 16 teams will face off to be crowned the first Grand Battle Champions!

ROLES AND RESPONSIBILITIES

Everyone who partakes in a Warhammer Underworlds (WU) tournament is a participant, and each participant has a role, and responsibilities that go with that role. The purpose of these roles and responsibilities is to ensure that everyone is clear about how one of these events is run, and to ensure that everyone has a good time!

The different roles in a WU tournament are as follows:

- Organiser
- Judge
- Head Judge
- Scorekeeper
- Player
- Spectator

Organiser

Each WU tournament has a single organiser. This person is responsible for all aspects of organising the tournament, including but not limited to securing a venue, organising sufficient space and playing surfaces for the players, appointing judges – including a head judge – and scorekeepers, and ensuring the smooth running of the tournament during the event. This may include organising the pairings for each Round. The organiser also has the authority to expel from the tournament anyone who fails to follow their responsibilities as set out in this document. The organiser can also be a head judge, judge and/or scorekeeper.

Judge

Each WU tournament can have any number of judges. Judges are responsible for observing the games as they are played, enforcing the rules of the tournament, answering rules questions (including away from the playing area, if they deem it reasonable) and settling disputes between players. As such they must have in-depth and up-to-date knowledge of the game, including all recent FAQs and clarifications. A judge's ruling can be challenged – if a player wishes to challenge a judge's ruling it should be referred to the head judge, who has the final ruling (which may overturn the judge's ruling). A judge can also be a scorekeeper.

Head judge

Each WU tournament has a single head judge. The head judge is responsible for making the final ruling where necessary in the case of disputes between players (their rulings cannot be challenged), and as such must have in-depth and up-to-date knowledge of the game, including all recent FAQs and clarifications. The head judge has the authority to sanction players, including ruling a game forfeited or disqualifying a player. The head judge can also be a scorekeeper.

Scorekeeper

Each WU tournament has one or more scorekeepers. The scorekeepers are responsible for accepting the results from each Round as they are completed and entering the details accurately into the tournament records. They may also have the responsibility of arranging the pairings for each Round, if they have been given this responsibility by the tournament organiser.

Player

Each WU tournament has eight or more players. Players are those people competing in the tournament. Players are responsible for bringing their own warband, decks, game boards, dice and tokens, and for following all of the tournament rules. Players are also expected to have a decent working knowledge of the game and currently available warbands and cards. Players can also be spectators when they are not playing a match.

Spectator

A spectator is any person at a WU tournament whose role is not described above. Spectators are responsible for following all of the tournament rules in the same way as players.

PERMITTED PRODUCTS

The banned and restricted card list will be in use at the ATC 2019 Grand Battle. Otherwise, players are allowed to use warbands, cards and game boards from all Warhammer Underworlds products.

TOURNAMENT STRUCTURE

The ATC 2019 Grand Battle tournament is broken into the following steps:

Day 1

- 08:00 - 09:00 Registration and decklist check
- 09:15 - 09:30 Event briefing and initial pairings
- 09:30 - 11:00 1st Round
- 11:00 - 11:30 1st Break
- 11:30 - 13:00 2nd Round
- 13:00 - 14:00 2nd Break (Lunch)
- 14:00 - 15:30 3rd Round
- 15:30 - 16:00 3rd Break
- 16:00 - 17:30 4th Round
- 17:30 - 18:30 4th Break (Dinner)
- 18:30 - 20:00 5th Round

The final standings of the day's play will be available at approximately 20:30, when the top 16 teams will be informed of their place in Day 2's finals.

Day 2

- 08:30 - 09:30 Decklist check
- 09:45 - 10:00 Event briefing and initial pairings
- 10:00 - 11:30 Elimination Round (top 16)
- 11:30 - 12:00 1st Break
- 12:00 - 13:30 Quarter-finals
- 13:30 - 14:30 2nd Break (Lunch)
- 14:30 - 16:00 Semi-finals
- 16:00 - 16:30 3rd Break
- 16:30 - 18:00 Grand Final

TEAMS

Players register and compete as teams of three. Each player has their own warband and decks. Across a team's decks, each power and objective card may only be chosen once – two or more players in the same team could not both have Escalation (Shadespire #257) in their objective decks, for example. The same warbands can be chosen by multiple players in the same team, and each player can include up to five restricted cards in their decks.

REGISTRATION AND DECKLIST CHECK

All players must register in their teams with a scorekeeper or another official appointed by the tournament organiser. When they do so each team must give their players' names and team name, the warbands each player is using and three decklists enumerating each player's objective and power decks. These lists must be clearly legible and list all of the cards that they have included in their decks. These lists will be checked by the tournament officials, but that doesn't remove the

responsibility of teams to ensure that their decks follow the rules for deck-building. Each player will then be given a team number and player number that identify them for the duration of the tournament.

Each player must use the same warband and decks they registered in each game they play.

Once all players are registered, pairings for the 1st Round will be randomly allocated by team number.

ROUND

90 minutes are allowed for the completion of each Round, broken down as follows.

Round Pairings (5 minutes)

At the start of each Round the team captains declare which warband each player in their team is using. The team captains then roll off. The captain who wins the roll-off decides which captain will choose the first pairing. The captain choosing the first pairing then picks a player from their team and picks a player from the opposing team to be that player's opponent. This is the first match pairing. Next, the other team captain nominates a player from their team and picks a player from the opposing team to be that player's opponent. This is the second match pairing. The remaining player on each team will then make the third match pairing.

Match Pairings (85 minutes)

Each match pairing uses the matched play format described in the Warhammer Underworlds rules. A total of 85 minutes is allowed for the completion of each match pairing. If the match pairing is not finished within 85 minutes, the players must play to the end of the current round, after which the current game ends as if that was the final end phase. When the match pairing is decided, the players should fill in their results on their team sheets.

BREAK

In each break the players hand the relevant section of their results sheet to a scorekeeper, who will record the results. The pairings for the next Round are then announced, following the pairing system described in the 'Your Games and Results' section.

DAY 1 RESULTS

The Day 1 results are announced following the 5th Round.

The 16 highest-scoring teams will play Day 2 of the Grand Battle. Prizes, as described by the tournament organiser, will be awarded to the 64 highest-scoring teams. All players in a team will get the same prize for each tier.



2ND DAY

ELIMINATION ROUNDS

Rounds on Day 2 of a Grand Battle are played using the same rules as on Day 1, with the following exceptions.

Elimination

After each Round on Day 2, the teams paired with each other compare their scores from that Round (see the following page). The team with the lowest score is eliminated and will not progress any further in the tournament. If the teams have the same score from the Round, whichever team has the lowest score overall is eliminated. If there is still a tie, the tiebreakers described on the following page are used to determine which team is eliminated.

Grand Final

The Grand Final is the final Round of the tournament, played between last two teams from the Elimination Rounds. In the Grand Final, 5 minutes are allowed for Round pairings, and then 85 minutes are allowed for the match pairings.

FINAL RESULTS

The final results are announced following the Grand Final. Prizes, as described by the tournament organiser, will be awarded to the 8 highest-scoring teams. All players in a team will get the same prize for each tier.



YOUR GAMES AND RESULTS

SCORING AND TIEBREAKERS

Your games

Once a game ends, each player must record their result for that game in order to help you remember the relevant details when deciding who has won the match overall. You will need to record a win, loss or a draw for each player and their total glory points after each game.

The results of each game are decided as described under 'Victory' in the WU rulebook.

Your results and scores

Players score points for each match as follows:

Win: 3 points
Draw: 1 point
Loss: 0 points

A team's tournament score is the sum of all of its players' scores. The higher a team's score, the higher they are in the rankings.

Where there is a tie, number of games lost by all players on the team is used as a tiebreaker (fewest games lost wins).

If there is still a tie, total glory points difference is used as a tiebreaker (largest positive points difference wins).

For the purposes of final rankings, in the unlikely event that there is still a tie, the captains of the tied teams must roll off as described in the WU rules. The team of whichever captain wins the roll-off is the victor. If there are more than two teams tied, the losers of the first roll-off then roll off against each other in the same way, until all the places are decided.

In an official WU Grand Battle tournament, prizes will be awarded to the players in teams ranked in the top 64, the top 32, the top 16, the top 8, the top 4, and to the player in the team ranked in first place. The prize tiers are cumulative; for example, the players in the team in first place will receive the prizes for all other tiers as well.

PAIRING SYSTEM

Round 1

For Round 1, pairings are randomly generated using the team numbers that were assigned at registration. If there are an odd number of teams, one team (determined randomly) will be paired with spare players organised by the event organiser.

Subsequent Day 1 Rounds

For subsequent Day 1 Rounds, pairings are allocated in ranking order, so the team in 1st place will be paired against the team in 2nd place, the team in 3rd place will be paired against the team in 4th place, and so on.

If there are an odd number of teams, the lowest-ranked team (but not a team who has already been paired with spare players) will be paired with spare players organised by the event organiser.

Teams will not be paired with a team they have already faced – where that would happen they are paired with the next lowest-ranked team instead, and the other pairings are adjusted accordingly.

Day 2 Elimination Rounds

Pairings on Day 2 are allocated by team ranking, with the highest ranked team paired against the lowest-ranked team, the second highest ranked team against the second lowest-ranked team, and so on. For example, for the first match, the team ranked 1st will be paired with the team ranked 16th, the team ranked 2nd will be paired with the team ranked 15th, and so on.



PENALTIES

The following penalties may be administered at a WU tournament when a participant is judged to be breaking the rules.

Warning

A judge or head judge can issue a warning to a player if they are judged to have committed a minor offence (examples might include delaying the game, not giving an opponent a chance to react or unsporting conduct, but it is up to the judge or head judge to determine the severity of the offence).

A player who commits the same offence a second time in the same game may have to forfeit the game (see below).

A player who receives three warnings in a single day of a tournament may be disqualified (see right).

Forfeit

The head judge can rule that a player must forfeit a game if they are judged to have committed a major offence (examples might include having two copies of a card in their deck, moving a fighter when they are not permitted to or in a way which isn't permitted, or disrupting the state of the game by moving tokens and/or cards, but it is up to the judge or head judge to determine the severity of the offence). A head judge can also rule that a player must forfeit a game for persistent minor offences, or for arriving late (or not at all) for a match.

It is a judge's responsibility to inform the head judge if they believe a player must forfeit a game, but the decision is that of the head judge.

A player who forfeits a game in this way records the game as a loss with a glory points difference of -7, unless their current glory points difference would be worse than this (e.g. -8, -9). The other player records the game as a win with a glory points difference of +7, unless their current glory points difference would be higher than this.

If a head judge rules that the same player must forfeit a second game, they may consider disqualifying that player from the tournament (see right).

Where a player's offence will have affected previous games, a head judge may rule that all of that player's previous games must also be forfeited. Where this is the case, their opponents' scores will be adjusted accordingly, (so that they record the game as a win with a glory points difference of +7, unless their recorded glory points difference is higher than this).

Disqualification

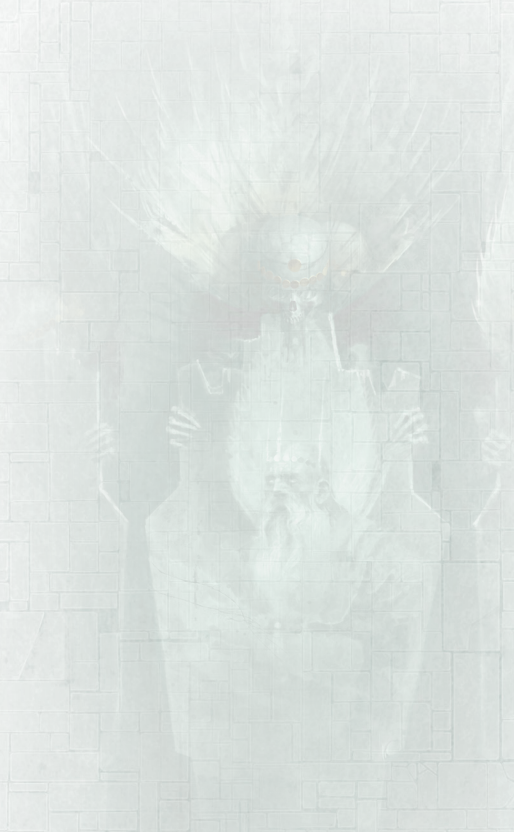
The head judge can rule that a player is disqualified from the tournament for persistent minor or major offences, for rude or threatening behaviour to any other participant, for any attempt to manipulate the tournament results through collusion, bribery or deliberately throwing a game, or for any other offence deemed severe enough by the head judge to warrant disqualification.

It is a judge's responsibility to inform the head judge if they believe a player should be disqualified, but the decision is that of the head judge.

If a player is disqualified, they and their team are removed from the rankings and will not be paired in any remaining Rounds. Their score is not counted, and they receive no prizes or reward for participation.

Expulsion

A participant may be expelled from a WU tournament at the sole discretion of the event organiser. The participant must leave the event and if they are a player they are disqualified as described above.



TOURNAMENT RULES

All games played in a WU tournament use the WU rules, alongside the latest FAQ and clarifications found at warhammerunderworlds.com. In addition, all participants are expected to know the following rules, which apply to all WU tournaments.

ALL PARTICIPANTS

Conduct

A WU tournament should be held in a spirit of friendly competition. All participants, whatever their role, are expected to show good conduct throughout the tournament. They are expected to treat each other with respect and behave in a mature and considerate manner, including during disputes, and players are expected to avoid unsporting conduct. Abuse will not be tolerated. The organiser can expel participants from the tournament for violating these rules (see Penalties).

Wagering and bribery

Wagering on matches or any part of a game is forbidden for all participants. Wagering is against the spirit of the game and could call into question a match's integrity. Similarly, bribery of any kind is forbidden for all participants. Anyone wagering or offering or accepting a bribe may be expelled from the tournament, at the organiser's discretion.

PLAYERS

Advice, notes and devices

Players may not seek advice from any other person during a match. They may, however, seek rules clarifications from a judge.

Players may not bring notes to a match, nor may they take notes during a match, whether on paper or an electronic device. They may consult notes between matches.

Use of electronic devices is not permitted during a match, although players may accept short personal phone calls at their opponent's discretion.

Miniatures

Players may only use official WU Citadel Miniatures in a WU tournament, and all miniatures must be fully assembled. Players must use the appropriate miniatures for their warband (the miniatures pictured on the fighter cards). Minor conversions – modifications to the miniatures to personalise them – may be permitted (or even encouraged!) at the organiser's discretion, but must still allow for easy identification of the fighter represented by the miniature. If a conversion is deemed to be misleading by the organiser, or if a miniature is damaged or assembled in such a way that it cannot easily be identified, the player will not be allowed to use that miniature; they must use an acceptable version of that miniature or forfeit their games until they are able to

secure an acceptable version of that miniature.

A player's fighters must also be identifiable as theirs – players may find themselves opposing another player with the same warband, and to avoid confusion each player must be able to identify their own fighters without hesitation. Each player can decide how they wish to do this – e.g. they could mark the bases in some way – but the best way is to paint their miniatures. There are a number of helpful tutorials available if you're not sure how best to go about this: simply visit warhammerunderworlds.com to learn more.

Players may not handle their opponent's miniatures. If they need to push their opponent's fighters, they should describe to their opponent how they wish the miniature to be moved. A player can waive this rule for their own miniatures if they wish, and should indicate to their opponent where this is the case.

Cards

Players may only use official WU cards in a WU tournament, and all cards (with the exception of fighter cards) must be undamaged and unmarked so that they cannot be identified when included in a deck.

Cards may be sleeved, but where a player does this they must use identical sleeves for all cards in a deck (they must use different sleeves to distinguish objective and power cards) and all sleeves must be undamaged and unmarked so that no sleeved card can be individually distinguished when included in a deck.

Players may use cards printed in a language other than English, but each card is assumed to have the text printed on the English version of that card. Players who use cards printed in another language and then mislead their opponent as to the properties of that card may be determined to be cheating by a judge or head judge, and may be penalised (see Penalties).

Players may not use the pre-release version of the Conquest objective card (identified by the 3 glory point icons at the bottom of the card).

Before each game, each player must thoroughly shuffle their decks, then present them to their opponent who can then cut each deck. If either player sees the face of a card in a deck, they must state this and the deck must be shuffled and cut again. If a player believes that their opponent has not sufficiently shuffled their deck, they may ask a judge to enforce and observe a second shuffle.

Game boards

Players may only use official WU game boards in a WU tournament. A player's game boards must be undamaged so that the grid is clear and starting and blocked hexes are easily identified. When placing the game boards for a game, the players should work together to ensure that, after the player who won the roll-off has decided the battlefield, both players have sufficient space for their decks, fighter cards and other components.

Dice

Players may only use official WU dice (including those sold separately to the starter set), and they must be undamaged. If a player's dice become damaged during a tournament, they may request to use their opponent's.

When a player makes a dice roll, they must roll the appropriate dice in such a manner as to generate a completely random result. They may use a dice tower to do so, if they wish. Dice that are rolled off the table or that do not land flat ('cocked' dice) must be re-rolled.

Tokens

Players should bring sufficient official WU tokens to a WU tournament for both players in a game (the contents of the starter set are sufficient). They may bring alternative Games Workshop-approved tokens (e.g. those awarded as prizes in other WU tournaments) as long as it is clear to their opponent and to a judge what each token represents, and the state of each token (e.g. it must be clear whether a token is a move or a charge token, and it must be clear when a glory point is spent or unspent). If the alternative tokens are found to be unsuitable, the player must use the tokens they have brought from the starter set.

To avoid players' tokens getting mixed up, at the beginning of each match, the players should agree whose tokens they will use. These tokens should be placed in easy reach of both players, and the other player's tokens should not be placed in the playing area. If they cannot reach an agreement quickly, the players should roll off as described in the WU rules, and whoever wins chooses whose tokens are used.

Playing area

Each player is responsible for ensuring that the playing area is clear of any clutter, and that the state of the game is clear to their opponent and to a judge. For example, upgrades must be clearly associated with the fighter card of the fighter that has been upgraded, glory points must be visible and clearly spent or unspent, decks should be separate and distinct from their discard piles, and so on. Players suspected of deliberately obscuring cards or tokens in the playing area that should be visible to both players, or of deliberately obfuscating the state of the game, may be penalised by a judge or head judge (see Penalties).

Power step ('Pass.' 'Pass.')

For ease and speed in the power step, a player can simply say 'Pass' to indicate that they do not wish to play a card. When both players have done so in sequence, the power step is over.

Reactions and reasonable time to react

Players must allow a reasonable amount of time for their opponent to make a reaction before playing a card or taking an activation. In addition, if the player who does not have priority wishes to make a reaction, they should allow a reasonable amount of time for their opponent to make a reaction first. This requires judgement on the part of both players, but as a rule of thumb, a delay of 5 seconds should be sufficient. A player who intends to make a reaction but sees that their opponent is about to move the game on can of course make their reaction at that point.

If a player feels that their opponent is deliberately trying to prevent them from making reactions by quickly moving the game on, they can inform a judge. Remember that all players are expected to avoid unsporting conduct.

Timely play

Players must not stall or deliberately play slowly to make a game or match take longer. If a player suspects that their opponent is deliberately slowing the game down, they can ask an available judge to observe their game.

Cheating

Players are expected to know the rules of the game, and may not cheat in any way, or through inaction allow a situation that is against the rules. If a player suspects that their opponent is cheating, they must inform a judge. A player found to be cheating may have to forfeit the game (or match) at the discretion of the head judge, or be expelled from the tournament at the discretion of the organiser (see Penalties).

Timeliness

Teams are expected to register promptly, and to find their opponents in a timely fashion when each pairing is announced. Teams who fail to do so may have to forfeit the game (or match) in question at the discretion of the head judge, or be expelled from the tournament at the discretion of the organiser.

SPECTATORS

Spectators may not interfere in any match that is being played, including by giving any information to either of the players. They may, however, inform a judge if they suspect a player of cheating. If a spectator is deemed to be interfering in a match, they may be expelled from the tournament at the discretion of the organiser.