

# WARHAMMER UNDERWORLDS SHADESPIRE



WINTER 2017

IN-STORE ACTIVITY SUPPORT



# INTRODUCTION

A Warhammer Underworlds tournament is a way for a group of people (preferably 8 or more) to compete with each other to determine which of them is the best player of Warhammer Underworlds (WU). It's easy to run a store WU tournament, helping to create a healthy community of WU players and building sales for your business. This document tells you what you need to know and contains suggestions for how you might do it, but feel free to experiment with your own ideas should you wish. We recommend small friendly tournaments, along with building/painting workshops and painting competitions this winter as the product is new and everyone is getting used to it (it's also the best way to recruit new customers).

We have however covered a more serious tournament format here as well.

This document suggests a format which can be played over a few hours or in a day, in which players face each other in up to six games in 'Swiss' pairings which mean that players of approximately equivalent strength are matched together. Whichever player has the highest score after the sixth game is the victor.

In addition to this booklet, you'll probably find it useful to have the latest FAQs to hand: you can find these at [warhammerunderworlds.com](http://warhammerunderworlds.com).

## ROLES AND RESPONSIBILITIES

Depending on how formal you want your event to be, it can be useful to make sure that everyone involved is aware of their roles and responsibilities. The purpose of these roles and responsibilities is to ensure that everyone is clear about how a tournament can be run, and that everyone has a good time!

Suggested roles in a WU tournament could be as follows:

- Organiser
- Judge
- Scorekeeper
- Player

### Organiser

Each WU tournament has a single organiser. This person is responsible for all aspects of organising the tournament, and they will need to think about such things as organising the space and equipment for the players, appointing the judge and scorekeepers, and making sure it all goes smoothly on the day (this may include organising the pairings for each round). Whilst hopefully this won't happen at your event, everyone who participates must accept that the organiser has the authority to expel anyone from the tournament for breaking the rules of the game or the event. The organiser can also be the judge and/or scorekeeper (though the bigger your event, the more you might want to share these roles around). We don't recommend that the organiser act as a player in their own event.

### Judge

Each WU tournament needs a judge (who is often the organiser in a small event). Judges observe the games as they are played, enforce the event rules and answer rules questions and settle disputes between players. It's best if the judge has in-depth and up-to-date knowledge of the game (preferably including any recent FAQs and rules clarifications). A judge's ruling is final as far as the event is concerned. A judge can also be a scorekeeper, but we

recommend that judges are not also active players in the event.

### Scorekeeper

Each WU tournament needs at least one scorekeeper. Scorekeepers compile the results from each game and may also arrange the pairings for each round, if you've given them this responsibility. A judge can also be a scorekeeper, and again we recommend that scorekeepers are not also active players in the event.

### Player

Players are responsible for bringing their own warband, decks, game board, dice and tokens, and for accepting and following all of the tournament rules. Depending on how serious you want your event to be, you may wish to let players know in advance that they are expected to have a decent working knowledge of the game and currently available warbands and cards.



# TOURNAMENT STRUCTURE

The structure we recommend for a WU tournament looks like this:

- Registration and decklist check
- 1st Round
- 1st Break
- 2nd Round
- 2nd Break
- ...
- Nth Round
- Nth Break
- Results

Feel free to change this structure if you wish, though the rules that follow are based on this structure.

## REGISTRATION AND DECKLIST CHECK

All of your players should register for the event – this may be as simple as them turning up or something more formal, such as giving their details to a scorekeeper or the event organiser and being assigned a player number. At the most serious events players are required to give their name, the warband they are using and a decklist enumerating their objective and power decks.

We recommend that players use the same warband and decks in each game they play in a WU tournament – this helps the event run faster – but you should feel free to vary this if you wish.

Once all players are registered, pairings for the 1st round will be randomly allocated – by player number if they are being used – by the organiser/judge/scorekeeper.

## ROUND

Each round in our suggested format is a single game of WU. We recommend that you allow 45 minutes for the completion of the game, though if you are running an event for beginners you may wish to allow a bit longer.

If the players run out of time in a round, we suggest that the players play to the end of the current game round, after which the game ends as if that was the final end phase. Whatever you decide, make sure that your players know what will happen! When the game is decided, the players should fill in their results sheets together.

You can have as many rounds as you like, but we suggest having at least 3 and up to as many as your time allows.

## BREAK

In each break the players hand the relevant section of their results sheet to a scorekeeper, who will record the results and update the player standings. The pairings for the next round are then announced (we recommend following the pairing system described in the appendix).

## RESULTS

The results are announced following the final break. The highest-scoring player wins.

We have described a number of tiebreakers in the appendix for when players are tied. You should make it clear as part of the information you give players what tiebreakers will be used.

You should also make it clear what prizes will be awarded, and which rankings they will be awarded to.



# TOURNAMENT RULES

All games played in an official WU tournament use the WU rules, alongside the latest FAQs and rules clarifications found at [warhammerunderworlds.com](http://warhammerunderworlds.com). In addition, all participants in an official WU tournament are expected to know the following rules. You may not want to use all of these rules in your event (particularly for less formal events), but you are likely to find it useful to read through them and decide which you want to apply. There are additional rules in the Appendix, under the Extra Rules heading, that you may find useful. Whatever you decide, you should let the participants know what is expected of them.

## 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 in the appendix). Players may not seek advice from any other person during a round. They may, however, seek rules clarifications from a judge.

## Miniatures

Players may only use 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 – are permitted (and may even be encouraged!) at the organiser's discretion, but must still allow for easy identification of the fighter represented by the 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](http://warhammerunderworlds.com) to learn more.

## Cards

Players may only use official WU cards in a WU tournament. Players may not mark cards or card sleeves in any way which allows them to identify cards within their decks.

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, and may be penalised (see Penalties in the appendix).

Players may not use the pre-release version of the Conquest objective card (identified by the three 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 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. 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 Warhammer Underworlds dice.

When a player makes a dice roll, they must roll the appropriate dice in such a manner as to generate a completely random result. Dice that are rolled off the table or that do not land flat must be re-rolled.

## Tokens

Players should bring sufficient official Warhammer Underworlds tokens to a WU tournament for both players in a game (the contents of the starter set are sufficient). To avoid players' tokens getting mixed up, at the beginning of each round, the players should agree whose tokens they will use. These tokens should be placed in easy reach of both players.

## 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 (see Penalties in the appendix).



# APPENDIX

## SCORING AND TIEBREAKERS

### Games

When a game ends, the players record the result – including if a game ends in a draw as described in Victory in the WU rules. If a game ends before the third end phase because of time running out, use the normal victory conditions, and record that result, including if a game ends in a draw. Ensure that both players record their glory points scored after each game – we suggest using a player's cumulative glory points difference as a tiebreaker after each round when players are being paired and (if necessary) for the final results (see below).

### Ranking

In our suggested format, 3 points are scored for a win, 1 for a draw and 0 points are scored for a loss. The higher a player's score, the higher they are in the rankings, and the highest-scoring player is the winner.

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

For the purposes of final rankings any tied players must roll off as described in the WU rules. Whichever player wins the roll-off is the victor. If there are more than two tied players, the losers of the first roll-off then roll off against each other until all the places are decided.

## PAIRING SYSTEM

You are free to use whichever pairing system you prefer, but this section explains how players are paired in an official WU tournament.

### Round 1

For round 1, pairings are randomly generated using player numbers assigned at registration. If there are an odd number of players, one player (determined randomly) is given a bye.

### Bye

In a WU tournament a player with a bye counts as having won a game with a glory points difference of +7.

### Subsequent Rounds

For subsequent rounds, pairings are allocated as follow:

Players are split into groups according to their tournament score so far. In the second round, for example, there will be a group with 3 points (1 win), a group with 0 points (1 loss), and potentially a group with 1 point (1 draw). Within each group, players are then ranked according to the tiebreaker (glory points difference). Where players within a group have the same ranking after tiebreakers, rankings for those players are determined randomly (except for final rankings).

The highest-ranked player in each group is paired with the lowest-ranked player in their group, then the second highest-ranked player in each group is paired with the second lowest-ranked player in their group, and so on.

If a group contains an odd number of players, the lowest-ranked player in that group is instead paired with the highest-ranked player in the group below theirs, and the other pairings are adjusted accordingly. For the purposes of determining further pairings in this round, the player in the lower group is considered to be in the higher group.

If there are an odd number of players in the bottom group (after any adjustments for the groups above them, as described above), one of those players (determined randomly, but not a player who has already received a bye) is given a bye.

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

## EXTRA RULES

### 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 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 at the discretion of the judge, or be expelled from the tournament at the discretion of the organiser (see Penalties, below).

### **Timeliness**

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

## **PENALTIES**

Depending on how formal you want to your event to be, you may decide to use some or all of the penalties described here. Whatever you decide, you should let your players know what penalties will be used at your event and when.

### **Warning**

A 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 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 below).

### **Forfeit**

The 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 to determine the severity of the offence). A 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 game.

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

### **Disqualification**

The 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 judge to warrant disqualification.

A player who is disqualified is removed from the rankings. 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.





## RESULT SHEET

<b>Game 1</b>	<b>Player No.</b>	<b>Opponent's Player No.</b>	
Win/Draw/Loss	Glory points won	Glory points conceded	Glory points difference (+/-)

<b>Game 2</b>	<b>Player No.</b>	<b>Opponent's Player No.</b>	
Win/Draw/Loss	Glory points won	Glory points conceded	Glory points difference (+/-)

<b>Game 3</b>	<b>Player No.</b>	<b>Opponent's Player No.</b>	
Win/Draw/Loss	Glory points won	Glory points conceded	Glory points difference (+/-)

<b>Game 4</b>	<b>Player No.</b>	<b>Opponent's Player No.</b>	
Win/Draw/Loss	Glory points won	Glory points conceded	Glory points difference (+/-)

<b>Game 5</b>	<b>Player No.</b>	<b>Opponent's Player No.</b>	
Win/Draw/Loss	Glory points won	Glory points conceded	Glory points difference (+/-)

<b>Game 6</b>	<b>Player No.</b>	<b>Opponent's Player No.</b>	
Win/Draw/Loss	Glory points won	Glory points conceded	Glory points difference (+/-)



# RANKING SHEET

[illegible]