



## 2023 Warhammer Underworlds NOVA Grand Clash Primer

### Overview:

Join us for a one-day Warhammer Underworlds Grand Clash event. All players will play through four rounds for the Grand Clash on Sunday. The Grand Champion will be determined following the event. Prizes will be awarded for the top three, along with the best paint job and favorite opponent.

**Tournament Organizer:** Theresa Wagner

### Schedule:

Sunday	Time
Registration and Check-in	8:00 am - 8:30 am
Round 1	8:30 am - 10:15 am
Break	10:15 am - 10:30 am
Round 2	10:30 am - 12:15 pm
Lunch	12:15 pm - 1:15 pm
Round 3	1:15 pm - 3:00 pm
Break	3:00 pm - 3:15 pm
Round 4	3:15 pm - 5:00 pm
Break	5:00 pm - 5:15 pm
Round 5	5:15 pm - 7:00 pm
Awards	7:00 pm - 7:15 pm

## Event Details:

- Format: [Nemesis Format \(rules\)](#) - Note: These rules can update before the tournament. Please keep an eye on the [Warhammer Community Underworlds page](#) prior to the event.
- **PLEASE NOTE: The Paths of Prophecy deck will NOT be allowed due to the delayed release in the US and Canada. Skabbik's Plaguepack WILL be legal.**
- Players will compete in a best-of-three format. Players will be paired randomly for the first round, then randomly within their records for the following rounds.
- A total of 105 minutes are allotted for a round. If players are not finished within the time limit, they must play to the end of their current round, after which the current game ends.
- If a victor is determined after two games, do not play a third.
- All models are required to be painted to tabletop or Battle-Ready quality. Models not meeting this standard will be removed from the event.
- When you complete your match, submit your results and glory points to the TO.
- Warbands and decklists must be printed and a physical copy must be submitted upon check-in. Warbands cannot be changed between rounds. Restricted cards must be clearly labeled on your deck list.
- Any rules posted to the Warhammer Community FAQs and Erratas (<https://www.warhammer-community.com/faqs/#warhammer-underworlds>) will be used. Please check these prior to the tournament to familiarize yourself with any changes.
- Attendees are expected to bring everything they need to play the game, including your warband, your decks, attack/defense/magic dice, at least 2 boards, and a full set of counters/tokens and glory points.
- Decks MUST be sleeved in opaque card sleeves

## Note for Attendees:

This event will follow the ITC Code of Conduct. In addition, players are expected to show proper respect to attendees of NOVA Open, its staff, and guests. If a dispute happens at the table, we encourage you to resolve it at the table. If a decision cannot be met, call over a T.O. who will make the final decision. Players are expected to abide by that decision. Any player exhibiting inappropriate conduct to any of the listed above may be asked to leave the event by the T.O. with no refund issued. This is a game we play for fun. We expect our players to play with good Sportsmanship and in the spirit of having a great time and giving their opponent an equally great time.

Please email [customerservice@novaopen.com](mailto:customerservice@novaopen.com) with any questions you may have regarding the event pack.

**Scoring:**

Players will record and submit their match results at the end of each round, including Glory Points scored in each game. Only the top two glory point totals earned in each round will be added for tiebreaking purposes.

Pairings in round 2 onwards are random in record (i.e., 1-0 players will play with a random other 1-0 player in round 2). Placing will be determined by win/loss record, followed by Glory Point differential.

**Awards:**

Awards will be given to first, second, and third place. As well, awards will also be given to the best painted warband (based on the criteria below) and favorite opponent. After round 3, players will be asked to vote for their favorite opponent.

**Hobby Rubric:**

<b>Overall Appearance:</b>	
Warband has a singular paint scheme throughout	3
The warband has unique factors to further define the warband's theme	2
<b>Basing Appearance:</b>	
All model's bases are fully painted with at least minimal details	3
Models include additional basing details, such as detailed paint, flocking, rocks, skulls, tufts	2
<b>Modeling:</b>	
Warband has all gaps filled and all mold lines removed	3
<b>Painting Technique:</b>	
Basecoats applied evenly, thinly and accurately warband wide ("Two thin coats")	2
Entire warband has been washed and/or dry brushed	3
Leaders have advanced techniques applied (such as edge highlighting, blending)	1
Entire warband has advanced techniques applied	3
<b>Extra Details:</b>	
All warband models have free hand, object source lighting, non-metallic metals, metals, and/or weathering	3

