

CLASHMASTER - Rules and Code of Conduct



Registration and Arrival

- **Registration.** Please register online up to 3 days (72h) before any event, or within the first half of the registration period on the day of the event.
- **Platform.** Use *BestCoastPairing* (further called „BCP“) for registering.
- **Location.** Our events are currently held at either **Athenaes Siegel** (Gymnasiumstr. 10, 1180 Vienna) or **SirenGames** (Friedmanngasse 13, 1160 Vienna). Please check *BCP* or *clashmaster.at* for up to date info.
- **Time.** We expect you to arrive during the registration period. If you suspect a delay, please contact us before this period ends. Losses may be assigned for matches you arrive late for.

Rules, Interpretations and Legality

- **Official Rules.** We follow the official up-to-date rules, FAQ and tournament guidelines found on WarCom.
- **Further Rules.** Any rules and interactions not addressed by the rules above will be handled individually by our judges, based on both the „Community FAQ“ as well as our best understanding of healthy game design.
- **Cut Off Time.** New warbands, decks and rules released within 7 days (168 hours) before any event are ignored, unless *explicitly* stated otherwise.
- **Deck Lists.** If you join a *Nemesis* event, you need to provide a legal decklist, either in print or via sites like *UnderworldsDB*. Providing it late, illegible or incomplete may result in penalties.

Violations and Exclusions

You are asked to follow the rules of this document and the directions of our staff. Otherwise, the following penalties may be invoked:

- **Corrections.** These are friendly reminders of our rules. If you follow them afterwards, we don't mind. Anyone can forget sometimes.
- **Warnings.** Repeated negligence of rules, or indecent behaviour, will result in official warnings. Multiple warnings will escalate to severe penalties.
- **Game Losses.** Ignoring corrections, warnings, or even committing gross and/or intentional violations of game rules may cause us to assign losses.
- **Exclusions.** If your presence threatens the integrity and/or safety of the event or any of its participants, we hold the right to exclude you from this private event.

Play Material

- **Warband.** We expect you to use official Warhammer Underworlds miniatures. If you modified them (for example by „kit bashing“) or would like to use proxies, they need to be approved by a judge.
- **Paints.** For casual events, such as beginner events, no paint is required. For competitive events, your warband needs to be either „battle ready“ (3+ colors on each mini) or be „color coded“ (a dominant & unique color per mini).
- **Boards & Tokens.** Each player is asked to bring all boards & tokens required to play a full game of WHU. If your deck or warband uses special markers for plot cards (Rage Tokens) and warscrolls (Haunch, Bile,...), you are tasked with bringing them too.
- **Decks.** We expect you to use original Warhammer Underworlds cards, printed in English. If you want to use other languages or prints, they need to be approved by a judge.
- **Sleeves.** Use undamaged, unmarked, opaque sleeves for both your power cards and objective cards. Each of these two decks needs to use sleeves that are easily distinguishable by color.

Match Progression

- **Duration.** You will be notified both 15min and 5min before your match time ends.
- **Overtime.** Once time has run out, and you are not already in an End phase, you are now in „Overtime“. During Overtime: Finish the current Turn. Then, if one player had fewer turns than the other, that player gets another Turn. Afterwards, skip any further Turns and move to the End phase. During this End phase each player may not score more Objective cards than Turns they had this battleround. Then, end the game as usual.
- **Result reporting.** Both players are responsible for reporting the correct result (win, loss, tie) and glory totals.
- **Glory difference.** For tournaments, we track *Glory totals* as well as a **Glory difference** of up to 7 for potential tie breakers.
- **„Stalling“.** If you suspect another player of *intentionally* taking more time than needed, call a judge to observe the match. Warnings may be assigned for this behaviour.

Unhappy with a Judge or a decision?

We ask you to follow our decisions DURING any event, but invite you to challenge them BETWEEN events. This creates smooth tournaments, gives you a clear window to raise concerns in a calm environment, and allows us to continue improving!

Code of Conduct

- **Tolerance.** Everybody is welcome, as long as they respect everybody else. Blatant disrespect towards another person - especially for immutable characteristics - will not be tolerated at our events.
- **Language.** We are Vienna based, so we expect you to speak either German or English. If you and your opponent share another language, you may use that for your game actions, as long as both agree.
- **Physical Boundaries.** Do NOT touch another person or their belongings without their *explicit* consent!
- **Speed.** Announce your Moves in a way that allows your opponent to concur on the legality of the Move. When using abilities, let your opponent react and agree to them.
- **Dice Rolls.** Dice results are only legal if they are rolled into a prior designated area (usually a „dice tray“) and confirmed by your opponent. If dice are „cocked“ (meaning the die didn't land flat) they are to be rerolled. If in dispute, do not touch them and call a judge.
- **Defense Dice.** We ask you to ALWAYS roll defense dice, to avoid any confusion about Surge Objectives and abilities like Overrun.
- **Power Step.** Announce a clear „Pass!“ when you don't intend to play cards or use any abilities.
- **Surge Objectives.** Keep newly drawn objective cards unmistakably separate from the ones already in your hand, until the start of the next turn. When playing the deck „*Wrack and Ruin*“, if you drew that card during the last turn of a round, requires you to keep that objective card separate THROUGHOUT that endphase.
- **„Takesies Baksies“.** Generally, you may reconsider your choices, like Moving or pushing to a different hex, or playing a power card instead of passing, like you originally indicated.
BUT: If your opponent has revealed new information since then, like showing a card from their hand, or announcing an action or intent based on that first choice, you may only „take it back“ on their explicit consent.
We realize the two truths, that yes; WHU is a complicated game and missing crucial details is therefore natural, but also that repeatedly taking back moves can become disruptive and border cheating. We appeal to each player's sportsmanship – but when in doubt, call a judge!