

WARHAMMER UNDERWORLDS

Embergard League

Format:	Semi-Competitive League
Start Date:	16th February
Sign-up Deadline:	14th February
Duration:	Player-dependant
Game format:	3-game matches
Location:	Black Dragon Games 17 Burton Street, Melton Mowbray, LE13 1AE

League

Players will be divided into pods and play a round-robin to determine which division they will progress to. Players will then play another round-robin within their division to compete for prizes at the end of the league.

Where can I play?

Skirmish Club at Black Dragon Games on Sunday afternoons is an ideal time to play, but games can be played anywhere at any time.

The League Final will take place at Black Dragon Games.

Semi-Competitive

While this league does have a fundamentally competitive structure, it is intended to provide an exciting and long-term format for players who want to enjoy more games of Warhammer Underworlds. Games should be played in a friendly and sporting manner, and this is reinforced by a low-value prize pool which is intended to create an element of tension and accomplishment without any significant consequence for winning or losing.



Taking Part

How to join in

1) Sign up to the league on our website by 14th February

2) Players will be assigned a starting pod

On 15th February all players will be randomly assigned to a pod of players who they will compete against in the first round of the league.

3) Round-Robin

You will play a match against every player in your pod over the course of approximately 10 weeks.

4) Players will be assigned to divisions

The results of Round 1 will be used to assign players to the upper division or lower division, based on their starting pod game results.

5) Round-Robin

You will play a match against every player in your division over the course of approximately 10 weeks.

6) Finals

The top 2 players from each division will play once more at our finals event to determine the ultimate winner of each division. All other players are encouraged to attend as a social event - we'll hold a painting competition and award the prizes at the end.

Prizes

Upper Division

1st place: £20 Black Dragon Games voucher

2nd place: £10 Black Dragon Games voucher

Lower Division

1st place: £10 Black Dragon Games voucher

2nd place: £5 Black Dragon Games voucher

Painting Competition

1st place: £10 Black Dragon Games voucher

2nd place: £5 Black Dragon Games voucher



Rules

Rules

Rules from the following documents will be used throughout this league:

- **Core Rules**
- **Designer's Commentary**
- The **Rivals Format** rules in the **Organised Play** document
- Any rules updates, errata or FAQs

Use the latest versions of these documents (available from the Warhammer Community website) for each of your games.

Warbands & Rivals Decks

Players will require at least **3 Warbands** and **3 Rivals Decks** to participate in the league.

Players are encouraged to explore a range of different Warbands and Rivals Decks, including new releases.

Players may change the Warbands and Rivals Decks that they are using between matches.

This is an **Organised Play** event. The Warbands, Rivals Decks and Boards that are legal are listed in the Rivals Format section of the Organised Play document.

In the event that any Warbands, Rivals Decks or Boards are removed from Organised Play after the league start date, these will still be legal for the duration of the league.

3-game matches

- 3 games will be played for each match.
- Players must bring at least 3 different Warbands and 3 different Rivals Decks to each match.
- Each player will secretly choose a Warband and Rivals Deck at the start of each game, and reveal them simultaneously. Players must use a different Warband and Rivals Deck in each game (players cannot use a Warband or Rivals Deck twice in a match).

Game Results

Report the results of the 3 games for each match on the [#embergard-league-results](#) channel on Discord.

League participants will be invited to the channel before the league starts.

Scoring

Points per game:

Major victory = 2 points

Minor victory = 1 point

Draw = 1 point

