



Polish Championships of Warhammer Underworlds '26

A World Championships of Warhammer Qualifier

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Event Summary

When	30-31.05.2026
Where	Poznań, Poland Klub Kopernika, Newtona 14
Format	Saturday — 9x Bo1 Sunday — top 8 cut plays 3x Bo3 elimination
Cost	23 EUR
Tools of Trade	Every player should have their own: <ul style="list-style-type: none">- original models or recognizable conversions (don't have to be painted)- decks with original cards (no proxies)- non-transparent sleeves- boards (at least 1) and feature tokens- dice- tokens
Card Sleeves	Note that because WHU cards have slightly different card back colors between Rivals decks, players must sleeve their cards using non-transparent sleeves.
How to register	Register to the BCP event: https://www.bestcoastpairings.com/event/ztpv106vYZRj
Side event	Players who don't make the top 8 cut can play in a 3xBo2 event on Sunday.
Meals	Not provided

I. Basic Information

Date and Time

30-31 May 2026

The games start at 9:00 am on Saturday and the event will finish around 5:00 pm on Sunday. See the schedule below for details.

Place

Poznań, Poland

Venue: Klub Kopernik, ul. Netwona 14, 60-161 Poznań

<https://maps.app.goo.gl/AhbGiQDrRhsGNpDQ7>

Note that Klub Kopernik has two locations in Poznań. We're playing at Newtona 14. Fortunately, the two locations are quite close, so don't panic if you navigate to the wrong one :)

Entry Fee

The entry fee is 23 EUR (unfortunately BCP requires us to have the price in EUR). The entry fee includes:

- participation in the event
- water, coffee, tea and sweet snacks for players

You can register and buy the ticket through BCP:

<https://www.bestcoastpairings.com/event/ztpv106vYZRj>

Organisers

The tournament is organised by the Poznań WHU community.

TO: Michał Trojanowski, michal@flep.pl, +48603573709, Discord: @trojan3911

Additional TOs:

- Karol Kolański (Discord: @__kola)
- Krzysztof Proszkiewicz (Discord: @proszek)

II. Event Schedule

Saturday (30/05/2026)

Registration 08:00 - 09:00

1st round 09:00 - 10:00

2nd round 10:10 - 11:10

3rd round 11:20 - 12:20

4th round 12:30 - 13:30

Lunch 13:10 - 14:10

5th round 14:10 - 15:10

6th round 15:20 - 16:20

7th round 16:30 - 17:30

8th round 17:40 - 18:40

9th round 18:50 - 19:50

Sunday (31/05/2026)

Top 8

Quarterfinal 09:00 - 11:15

Half final 11:25 - 13:40

Lunch 13:40 - 14:40

Final 14:40 - 17:10

Side event

1st round 10:00 - 11:45

2nd round 11:55 - 13:40

Lunch 13:40 - 14:40

3rd round 14:40 - 16:25

III. Preparing for the Tournament

Format

The tournament will be played in Nemesis format as per the official GW rules for the Embergard season. The tournament will have 9 Best-of-One (Bo1) rounds on Saturday. Top 8 players will play Best-of-Three (Bo3) single-elimination rounds.

Registration

To take part in the tournament, you must register for the tournament through Best Coast Pairings: <https://www.bestcoastpairings.com/event/ztpv106vYZRj> by **23 May 11:59 pm CET**.

We will use BCP to run the tournament. You will be able to check in to the tournament yourself, one day before the start of the event.

Decks

Decks must be submitted by the end of Sunday **23 May 11:59 pm CET**. You should submit the deck list using a link from www.underworldsdb.com by adding the link to your BCP event signup.

Rules cut-off

We will play using the Embergard rules. Players can use any warband, deck, cards, and boards legal in the Nemesis format as of **16 May 2026**. This means that any changes to the FAR list published after this date will not affect your decks.

We will use FAQ and Erratas released before **29 May 2026**.

Cards

Please bring your cards in **non-transparent** sleeves/protectors. Cards from a given deck (power/objective) should all have the same protector type and the same number of protector layers (if you keep your cards double-sleeved make sure that all cards in your deck are double-sleeved). Make sure that protectors don't have visible marks or defects. Try to use protectors that were used roughly the same amount of time (avoid putting only a few cards in new protectors, even if you use the same protector colour/theme).

Cards should be in English. If you have cards in a different language, you should bring a legible printout of their English versions.

You can only use original Warhammer Underworlds cards in your decks. Printouts/proxies are **not allowed**.

You can use printed warscrolls and fighter cards, printed from the official resources provided by GW.

Miniatures

Players must use original GW Warhammer Underworlds miniatures. Players can use conversions that are not confusing to opponents — it must be clear which miniature represents which fighter. In case of any doubts, players are encouraged to ask about their conversions beforehand, to get a green light, or to bring original, unaltered fighters in case any opponent is confused by the conversions.

Miniatures **do not** have to be painted, but it is strongly encouraged, as there will be a best painted competition.

Tools of the trade

Each player should have a set of dice, at least one board, and any tokens and counters that are in use by their warband and/or deck. Players are allowed to use custom counters, tokens, playmats, etc, but are expected, and may demand from others, to use tokens and counters that clearly represent game mechanics, they are supposed to denote. For example – using glory tokens to indicate activations or to mark the underdog may easily be mistaken or misread by the opponent, thus is not permitted. Players can use custom, clearly distinguishable promo or 3d printed tokens. The bottom line here is that tokens and counters used should, as everything, be clear and not misleading for your opponents.

Players are allowed to use any set of GW-issued Warhammer Underworlds dice – both starter set ones as well as warband or Grand Alliance specific. Any player can request that a game be played with one set of dice (a set from one player).

Players are allowed and encouraged to use dice trays, but they are not mandatory. Unless players agree otherwise, while using a dice tray, players should reroll any dice that land outside the tray.

Players can use dice towers and cups to throw dice. Players can request that their opponent does not use a cup or a tower.

Cocked dice

A die is considered cocked when it landed in such a way that another dice of the same kind stacked on top of it falls off. Players should reroll cocked dice.

IV. Tournament Rules

Tournament Pairings

The first day of the tournament will be played as a Swiss tournament with tournament points. Pairings will be done automatically by BCP. In the first round, players will be paired randomly, and players from the same team (set in BCP) won't be paired together. In the second and subsequent rounds, players will be paired using rules in the following order:

- tournament points,
- path to victory, (players who recently lost their matches will more likely play against each other)
- glory points difference
- random.

The same two players will play against each other only once. If players are paired against each other a second time, they should immediately report this to the TO. Pairings will be then adjusted manually.

Scoring and Tournament Points

The player that wins the round is awarded 3 tournament points, the loser receives 0 points. Each player receives 1 point in case of a draw.

Top 8 cut-off

At the end of the day one players will be placed using rules in the following order:

- tournament points,
- glory points difference,
- glory points,
- tournament points Strength of Schedule (SoS)

Top 8 will be determined based on those placings. The top 8 will play a single-elimination finals bracket on Sunday. These games will be played in Bo3 format. The players will be paired using the following rules:

- Quarterfinals:
 - match 1: place 1 vs place 8
 - match 2: place 2 vs place 7
 - match 3: place 3 vs place 6
 - match 4: place 4 vs place 5
- Semifinals:
 - the winner of match 1 vs the winner of match 4
 - the winner of match 2 vs the winner of match 3

Tournament Results

The top 4 places will be determined by the single elimination bracket. Places from 5-8 will be determined based on players' results from day 1 + glory diff from the quarter-finals. Other players will be placed as at the end of day one.

Side event

There will be a side event on Sunday, for players who do not participate in the top 8. The event will run 3 rounds of best-of-two. The side event will use Nemesis format. Players can bring a different warband and decks to the side event.

Players who lose their quarter-final matches can join the side event from game 2. They will be ranked as having won the first game with a +7 glory diff.

Prizes

The tournament is a World Championships of Warhammer Qualifier with one Golden Ticket awarded to the champion. The top 3 will get trophies. We will have the Spitewood Tournament Kit for the main event.

We will have additional prize support that will depend on the number of signups and potential sponsors. Stay tuned for more info.

Golden Tickets

Note that the Golden Ticket grants only the admission to the World Championships of Warhammer. Participants must pay for transportation and accommodation themselves. WCW '26 will be held 3th-6th December 2026 in Barcelona, Spain. Players eligible for a ticket will have 2 weeks to either accept or decline it. If a player declines a ticket, or does not make a decision in 2 weeks, their ticket will be offered to the person from the next eligible place. That person will again have 2 weeks for decision. Tickets will not be offered to players outside the top 8.

If a player decides to accept a ticket, but subsequently will not be able to attend WCW, they can pass the ticket to the next eligible person.

V. Gameplay, Rules, and Disputes

Rules of the game

The tournament will be played using the rules for Embergard and the Nemesis format. All official FAQs and Errata (Designer's Commentary) will be in use. For questions not answered by the official FAQs, judges will use the Polish League FAQ that you can find here (in Polish):

<https://liga-uw.pl/#faq-section>

Please consider also the following when playing your games at our tournament:

- Cards and tokens in play should be managed so that they are organised, tidy and easily interpreted by all players and judges.
- Each deck should be oriented vertically, with the short sides of the cards facing each player.
- Each player may have only one discard pile per Power deck and Objective deck.
- If a player scores a Surge Objective, they must keep the new Objective card(s) they draw separate from the existing Objective cards in their hand until the end of the turn.
- All Upgrade cards must face the same direction under the fighter they are equipped to, ensuring each card is easily identifiable.
- Each player must allow their opponent to acknowledge the result of any dice rolls before picking them up.
- Players should take extra care to properly keep track of current glory total.

Conceding

Players are strongly encouraged to play their games to the very end, as we have seen and heard many epic comeback stories in Warhammer Underworlds and the tables can always turn. However, if a player feels that the game has reached a conclusion, and it might be beneficial for them to use the time to play the next game they can concede the game. It's best that players reach mutual agreement in such a case as to how much glory should be reported as a result for the given game. If players cannot reach an agreement they should use the following rules:

- The conceding player scores 0 glory points.
- Their opponent is awarded all the Glory points they have achieved so far plus remaining Bounty for the surviving enemy fighters.

Round Time and Results

The following time-keeping mechanisms will be in place during the tournament:

- a visible clock will be projected in the gaming hall;
- a reminder of the remaining time will be announced every 30 minutes;
- when there are 10 minutes left in a round, players play to the end of the current game round, after which the game ends (there is still an end phase where players can

score).

After the match, players pass the TO the match result, or report in BCP themselves — they should report each player's glory total for each game and who won that game (in case of a tie in glory).

Intentional Ties

If both players agree, they can always report a tied game, without playing the game. In such a case, both players will be awarded 1 tournament point and 0 glory points.

Note that players cannot take an intentional tie in the elimination round.

Dispute resolution

Any rules disputes should be handled in one of two ways:

- amicably between the players who have the dispute;
- by the judge's decision, if an agreement cannot be reached.

Players are encouraged to resolve issues amicably, even by roll-off if such a need arises. However, if any player wishes, for whatever reason, including time-saving, to have any issues resolved by a judge – they are free to ask for that. A ruling made by the judge shall be binding for a given match and the rest of the tournament, but will not affect any instances where players decided to resolve a similar situation amicably in a different way during the tournament before the judges' ruling.

Cheating will not be tolerated. That means, for example:

- scoring objective cards, the conditions of which were not met;
- playing power cards, despite not meeting the conditions for them (e.g. playing more worth of upgrades than having glory);
- stalling;
- using decks that are not compliant with the format or decks that are different from the ones submitted;
- not disclosing information to your opponent, where such information is required to be disclosed;

We understand that honest mistakes happen in the heat of battle when the stakes are high. Therefore, players are encouraged not to call the judge at the first instance when something happens, or where the lack of ill intent is apparent. It is recommended that only when actions are evidently intentional, or there isn't an easy way to amicably rectify them on the fly without one player being deprived of a chance to win, the judge should be called in. Each player has the right to do so at any time and situations will be resolved based on the standard of a "reasonable competitor", which is to say that the judge will assume that a player knows their warband and deck to a degree that limits the risk of such mistakes and that allows for taking actions and playing power cards in a timely fashion. There is also always the option of checking things such as scoring conditions with your opponent beforehand.

Consequences for instances of rule-breaking will be determined by the judges, based on the

circumstances. Examples of penalties might include:

- a warning (only upon the first offence);
- rolling back the game state to the moment before a rule was broken (if it is reasonable);
- awarding additional glory to the opponent of the cheating player or deducting such from the cheater for the round differential or during an ongoing game;
- awarding a game win for the opponent of the cheating player;
- awarding a Match win for the opponent of the cheating player;
- disqualification.

Respect and Good Conduct

Respect other participants, TOs, judges, and spectators. We'll all be at the event to have fun and compete. Competition does sometimes bring with it a certain competitive spirit, which may lead to regrettable words or actions. We get it, we play the Ultimate Competitive Miniatures Game after all... But remember to always keep it civil and treat your opponents with respect.

Judges

Judges (we will have at least two people for the event) will hold the final say on all game rules and tournament issues. Rulings may be changed at the judge's discretion with new information presented, and will always be based on correct rules interpretations rather than adhering to the precedent established by a previously incorrect ruling. When calling for assistance, please be prepared to provide any relevant rules to the particular question.

A Note on Active Judging

Whenever possible, judges will try to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge.

We will not have judges at every table, and we cannot stop every instance of a minor misplay, but our goal here is to make sure all games played are as enjoyable and fair as possible for all players. Moreover, show respect for both your opponent and the judges when resolving questions or disputes. Disrespectful treatment of judges or players can incur in-game penalties or, in extreme cases, automatic game losses.

Deck checks

Decks may be vetted by the TO or judges at any time during the event. Using a non-compliant deck or a different deck than the submitted one will be treated as a severe instance of cheating.

Polish WHU League

The tournament is part of the Polish WHU League. Its results will be included in the league's

results, as per the league rules: <https://liga-uw.pl> (in Polish).