

WARHAMMER UNDERWORLDS

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PODS

ADEPTICON 2025

2025 ADEPTICON WARHAMMER UNDERWORLDS PODS RULES PACK

Our tournaments have been carefully crafted to present a format that appeals to the broadest variety of players possible. Separate paths to victory exist within the same event for all player types – competitors, powerful deck builders, generals who wish to achieve more with less, top tier painters, fun-loving chatterboxes looking to make new friends, and the bulk of attendees: those looking to have a great time fighting battles in the depths of the Underworlds!

This event pack provides information to prepare for the Warhammer Underworlds Pods's at Adepticon 2025. So strap in: let's walk through the rules so you can get yourself best prepared!

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1.0 EVENT ESSENTIALS

System: Warhammer Underworlds

Format: Nemesis Format

Location: Exhibit Hall D

Number of Rounds: Four

No of Games per Round: Three (Best two of three)

Warband Selection: Any Warhammer Underworlds warband and decks from Embergard (reference Nemesis Format Rules Winter 2024-25), provided they are released before the dates listed in section 2.1

Tools of War: Attendees are expected to bring everything they need to play at least seven rounds of Warhammer Underworlds utilising the Nemesis Format Rules. This includes:

- One deck, built using the Nemesis Format and your Warband's current warscroll.
- The decklist for your chosen deck (note that you will not be allowed to modify your deck between games)
- Attack and Defence dice
- A full set of tokens, counters, feature tokens, and board.
- All relevant Rules publications and access to FAQ and errata documents if necessary
- Please note: It is required to sleeve your deck cards in opaque card sleeves.



2.0 WARBAND CONSTRUCTION AND PAINTING

2.1 Warband Selection and Deck Creation

Any Warhammer Underworlds warband and decks from Embergard(reference Nemesis Format Rules Winter 2024-25).

For the purposes of deciding on which Warband to bring, be aware that rules published after March 22nd 2025 will not be eligible for use.

Your decks must be constructed following the Nemesis format rules, and you must bring a copy of your decklist to the event. Please provide a copy of your decklist to the event staff at check in. Your decks must remain unchanged throughout the event.

2.2 Modelling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. With this in mind, all miniatures in your collection must be Games Workshop miniatures (excluding basing or scratchbuilt components), and be fully assembled.

Each model must accurately represent its entry on your Warband Roster.

Many players “scratch build” or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should still be recognizable as the most current version of the model they represent.

Proxies or ‘counts as’ models will not be approved for use.

For any converted models, you must seek permission from useventlistssubmission@gwplc.com including photos of the models in question where possible, at least two weeks before the event, the date for which is March 12th 2025.

If you do not obtain permission for conversions before this date, you run the risk of them being removed from play, or possibly incurring score penalties. We recommend that you also bring the actual model your conversion represents, to swap out at your opponents request. We ask this as conversions may make it more difficult to determine what the model is, which would confer an unfair advantage.



3.0 TOURNAMENT FORMAT

3.1 Round Format

Each round will include up to three games played according to the Nemesis format against the opponent you are paired with. Winners will be determined by overall record within the round (Best two out of three). If you win your first two games in a round, do not start a third game.

3.2 Pairings

Your opponent for your first game will be randomly determined. Subsequent rounds will be paired by Tournament Points, Game Losses, Glory Point Differential, Tournament Point SoS, and then Random.

3.4 Game Speed Milestones

Outside of Grand Clashes, most players do not complete their games against a set clock. As a result, when a loudspeaker shouts “sixty minutes remaining,” most players don’t naturally think “OK, we should be done with the entire first game round!” To help with this, rather than simply calling time left, event staff will call time based upon the place in the game you should on average be at, and these will also be shown on the projectors in the gaming hall. These time calls exist to help keep the flow of play moving, and are not binding, but you should be aware of them. For clarity, this provides each player with, on average, the following time breakdown for the typical game:

- Playing your First Game: 20 minutes per player
- Playing your Second Game: 20 minutes per player
- Playing your Third Game: 15 minutes per player (in our experience, the third game in a round takes slightly less time, as both players are more familiar with how rules and Warbands interact)

The milestones for a Round breakdown as:

2:00 remaining:	Start round (Formally)
1:20 remaining:	First Game Complete, Begin Second Game
0:40 remaining:	Second Game Complete, Begin Third Game
0:10 remaining	Third Game Complete, Submit Round Results

Judges have access to a variety of mechanisms for speeding up or ensuring round completion should milestones be repeatedly missed. All players are expected to finish their games and rounds, and to attend with warbands and decks they feel comfortable playing a complete match within two hours. You must not intentionally leverage the clock to disadvantage your opponent.



3.0 TOURNAMENT FORMAT (CONT.)

3.5 Scoring

At the end of each game, use the score sheet provided during each round to record your results and submit them at the judges table. There may also be an option for reporting your results digitally on the day.

3.6 Event Schedule

Friday

8:00 AM-9:00 AM	Registration
9:30 AM-11:30 AM	Round 1
11:30 AM- 12:30 PM	Lunch
12:30 PM - 2:30 PM	Round 2
3:00 PM - 5:00 PM	Round 3
5:30 PM - 7:30 PM	Round 4
7:30 PM	Paint Showcase

Awards Immediately Upon Conclusion of Paint Showcase

A Note on Lateness: Should you arrive late to Round 1 of the event, you may lose your spot to a person on the Waitlist. Assuming your spot is still available, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the original Round time. A subsequently incomplete game may result in point penalties.



3.0 TOURNAMENT FORMAT (CONT.)

3.7 Event Awards

3.7.1 First Place

Players will be ranked by the following metrics in the order presented here: Tournament Points, Opponent Game Winning Percentage, Glory Points, Game Losses, Glory Point Differential and Tournament Point SoS.

Additionally, we will also award Second and Third Place for each pod, along with a Best Painted Overall (inclusive of all brackets).

3.7.2 Best Painted Warband

Paint score is determined in two phases. First, two judges will independently visit every player during the first day of play. Each player will receive an initial paint score of 30 (Battle Ready), 50 (an excellent looking tabletop army), or 70 (a Showcase Warband or work of art). If the judges assign different scores, a third judge will act as tiebreaker. As a general rule, the first pass score leans optimistic when in doubt. Each 70 will be invited to the Showcase

The Showcase takes place on the evening of the first day and entails a second round of judging from all three judges. They conduct an in-depth, exacting review of each Showcase army and give it a score of -5 to +5 each (for a final score of 55-85). Where the first pass leans optimistic, this round leans pessimistic. This round considers technical skill, visual impact, artistic decision, and consistency across the army.

A visually arresting display may help to improve your score at the judges' discretion, but the inclusion of a display does not automatically garner points. However, particularly stunning displays may be eligible for independent awards. A poorly constructed or painted display may harm your score, but this category is primarily concerned with how well your miniatures are painted.

3.8 Ties

In the unlikely event of a tie, the players with the tie will immediately play another round to break the tie. This will continue until a winner is determined.



4.0 THE PLAYERS CODE & POLICIES

4.1 Player Conduct Policies

The great Olympian Jesse Owens once said, "Friendships born on the field of athletic strife are the real gold of competition. Awards become corroded, friends gather no dust." While Warhammer is no athletic competition, the saying holds true. Warhammer Underworlds is a game best played in this spirit and we place great emphasis on playing excellent games with like-minded people at our events. Therefore we expect players to play each game with a certain code of conduct to support this. When you arrive at your table for a game, greet your opponent, introduce yourself, and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship throughout each game.

Everybody Loses from Time to Time. Be ready to lose a few games of Warhammer! It seems an odd thing to say, but it is in the nature of any event that only a few players (at most!) will finish the weekend without a loss. Barring ties, half of you will lose your very first game of the weekend, in fact!

Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time you travel to a Warhammer Event or local events. A single great friendship built out of your experiences at these will outweigh any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships... you haven't really lost at all!

4.2 Judges

Event staff will be prominently visible in the tournament hall throughout the event and 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 previous precedent. When calling for assistance, please be prepared to provide any relevant rules to the particular question.

A Note on Active Judging

At Warhammer Events, judges are empowered 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. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games played at Adepticon are enjoyable for everyone.



4.0 THE PLAYERS CODE & POLICIES (CONT.)

4.3 Conceding

We expect all players to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a player does concede before the game has reached its natural conclusion, then the players should call over a judge to appropriately score the Round

Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.

5.0 DISCLAIMER

Games Workshop PLC reserves the right to make changes to the event rules or schedule, for any reason, at any time, without prior notice.

6.0 CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us via email at:

useventslistssubmission@gwplc.com

For more information on our event privacy note please follow the link provided here:

[Privacy Policy](#)

