



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER
THE HORUS HERESY

THRONE OF SKULLS

Doubles



Horus Heresy: Throne Of Skulls Doubles Event

These events have been carefully crafted to present a format that appeals to the broadest variety of players possible. This event pack provides information to prepare for Warhammer: The Horus Heresy – Age of Darkness Clash of Arms event at Warhammer World. Each team will need to demonstrate astute knowledge of the game, sound tactical decisions and appropriate unit selection to win their games. In addition, our Horus Heresy events are a celebration of the hobby, so an attitude overflowing with good cheer, sincerity and positivity is essential for those of you looking to have a great time rolling dice upon the countless battlefields of the Horus Heresy setting.

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1.0 EVENT ESSENTIALS

System: Warhammer: The Horus Heresy – Age of Darkness

Registration: Saturday at 9:00 AM.

Location: Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS

Battle Size: 1500pts per player.

Board Size: 72" x 48"

Missions: Clash of Arms

Number of Games: Five

Army Selection: see 'Army Construction' for more details

Tools of War: Attendees are expected to bring their army, dice, a tape measure, 2 copies of their Army List and all relevant rules publications.

2.0 ARMY CONSTRUCTION AND PAINTING

2.1 ARMY CONSTRUCTION

For this event each player in the team must select one 1500pts point army, which can be made up of units selected from the Core and Expanded Army List Profiles available in current Warhammer: The Horus Heresy – Age of Darkness Army book and via other Games Workshop publications as described below.

The models brought by all players on a single team compose one ‘army’. This requires a number of adjustments to the usual rules for building an army and playing a game.

Force Organisation Each player uses their own Force Organisation chart. This can be the Crusade Force Organisation chart on page 281 of the Warhammer: The Horus Heresy – Age of Darkness rulebook or any Force Organisation chart of the player’s choosing from subsequent publications.

The Warlord

Each player must choose a Warlord for their force. However, to represent the authority of a single figure over their entire team’s army, one Warlord must be chosen as the Supreme Warlord. All of the other Warlords within that army are automatically Adjutant Warlords. Both the Supreme Warlord and all Adjutant Warlords are treated as the Warlord of their controlling player’s force in all respects, with the exception that only the Supreme Warlord may take a Warlord Trait. Adjutant Warlords may not select a Warlord Trait.

Primarchs and Lords of War

Each player must abide by their Force Organisation chart and the maximum combined Lords of War and Primarch value based on the points limit of their own individual force, rather than the Total Army Size. For example, if each player’s force is 3,000 points, then each player may include Lords of War and Primarch units totalling up to 750 points.

Unique Sub-type

Only one instance of a unit with the Unique Sub-type may be included in an army. This means that each team may only bring a single instance of a given Unique unit.

Levels of Alliance Each player’s force must abide by the guidelines described in the Allies in the Age of Darkness section on page 282 of the Warhammer: The Horus Heresy – Age of Darkness rulebook when interacting with the units included in their teammates’ forces.

Note that units may not Embark upon Transports or be joined by Independent Characters from another player’s force, regardless of their level of alliance or whether or not they share a Faction.

2.0 ARMY CONSTRUCTION AND PAINTING (CONT.)

The targeting of special abilities, Warlord Traits, and so on are still determined by the level of alliance between the relevant units. Wide-ranging Effects Due to the combination of various forces, different effects may combine in odd ways. For this reason, the specific units that are affected by various rules are modified slightly.

Friendly & Enemy Units

All units controlled by all players on a given side are considered friendly to one another. All units controlled by the players on the opposing side are considered enemy units.

Detachment

The definition and contents of a Detachment are unchanged from the Warhammer: The Horus Heresy – Age of Darkness rulebook. Army Rules that affect an entire army are considered to affect all appropriate units controlled by players on the same team as the controlling player of the rule causing the effect. For example, the White Scars Warlord Trait, Born to the Saddle, affects the Warlord and all models in the same army with the Legiones Astartes (White Scars) special rule and the Cavalry Unit Type. This Warlord Trait would therefore affect the Warlord, and White Scars Cavalry units in the Warlord's controlling player's force as well as any other White Scars Cavalry units included in the forces of the other players on the same team.

2.2 MODELLING AND PAINTING

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer: The Horus Heresy – Age of Darkness experience. With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to at least a Battle Ready standard. More information on Battle Ready can be found [here](#).



2.0 ARMY CONSTRUCTION AND PAINTING (CONT.)

Each model must accurately represent its entry on your army 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 be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties.

For any converted or scratch built models, you must seek permission from whworldevents@gwplc.com including photos of the models in question where possible, at least two weeks before the event.

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.

A Note on Basing:

Many models are no longer produced on the bases they originally came with. Wherever possible, base your models according to their current boxed kit.

As with other exceptions, if you wish to have a model reviewed, please email whworldevents@gwplc.com for approval.



3.0 THE PLAYERS CODE & POLICIES

3.1 PLAYER CONDUCT POLICIES

There is a famous adage that says, 'It matters not if you win or lose, it's how you play the game.' We believe that Warhammer: The Horus Heresy – Age of Darkness games are best played in this spirit, and at Warhammer World events we place great emphasis on playing excellent games with like-minded people at the home of Games Workshop. 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, hand over a printed version of your army list, talk through and point out any additional unit bonuses from your army list 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:

Finally, be ready to lose a few games of Warhammer: The Horus Heresy – Age of Darkness! 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 Warhammer World 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!



3.2 RULINGS

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. Individual rulings, however, are never binding precedent - it's a game, not a court of law. Rulings 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 World, our event staff 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 member of the events team. While we will not have staff at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games at Warhammer World are enjoyable for everyone.

3.3 QUIT POLICY

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 conceding player earns a loss and zero points, The winning player records a win and records as if he had achieved all objectives and counts the entire army as having been destroyed for victory points conditions for that game.

Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know that you are unable to continue playing at the event.



4.0 EVENT FORMAT

4.1 SCORING

At the end of each game, use the provided score sheet to record your results and provide them to the Event Staff table. The Team with the most Victory points will be declared the winner. At the end of each game you and your opponent will need to record your results. This should be done on the event scorecard (if required) and handed in as soon as possible. You should also record your score digitally. When your score is submitted it will be converted into the following Tournament Points:

- Victory 6 points
- Draw 2 points
- Loss 0 points

This means you can score a maximum of 30 Tournament Points from your games. These will then be added to your Favourite Game and Favourite Army scores (details of which can be found below)

4.2 FAVOURITE GAME AND ARMY SCORES

Favourite game and army scores are calculated by voting in the following two categories when you hand in your final results at the end of the event. You get two votes in each category, and you must vote only for the teams and armies you played against. This is also a secret ballot, so don't let anyone see who you've voted for. Every player must use their four votes as they are integral to the event. Each vote you receive counts as three points towards your tournament score – this means you can receive a maximum of fifteen points for Favourite Game votes and fifteen points for Favourite Army votes.

Favourite Game – Vote for the two opposing teams you enjoyed playing against the most (note that you can't vote for the same team twice!). Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, they played the game in a fair and honest manner, or it was generally a fun and engaging game.

Favourite Army – Vote for the two teams you played against that you liked the look of the most (note that you can't vote for the same army twice!). Excellent painting standards, a fantastic centrepiece model, spectacular conversions or overall complimentary theme may make up your mind.

4.3 TIEBREAKERS

If teams earn the same Tournament points at the end of the event, we will use the following tiebreakers to establish final rankings. They are listed here in order of priority:

- Tournament points
- Favourite Game votes
- Favourite Army votes

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. If you arrive late to the first round on Day 2 of the event, you may incur a penalty.

4.0 EVENT FORMAT (CONT.)

4.4 EVENT AWARDS

Our events are multi-faceted; including social, gaming, and artistic components. With that in mind we will award the following prizes:

- Best Overall for the team that ranks highest overall.
- Second place for the team that ranks second.
- Third place for the team that ranks third.
- Best Painted Army 1st, 2nd, 3rd & Judges Choice
- Favourite Team

4.5 BEST ARMY PAINTING COMPETITION

During the lunch break on day 2 we will hold the Best Army painting competition to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. Throughout Saturday the event staff will be looking at the armies and will select a short list of entries to be displayed on the Sunday. To enter the army must have been built and painted by both players and the models must be from the army you are using at the event. Peer judging will take place with the winner earning the Best Army award. The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding the competitions, feel free to contact us before the event.

4.6 EVENT SCHEDULE

Saturday

09:00 - 09:45	Registration in Bugman's Bar
09:45 - 10:00	Briefing
10:00 - 12:45	Round 1
12:45 - 13:45	Lunch in the canteen
13:45 - 16:30	Round 2
16:30 - 17:00	Break
17:00 - 19:45	Round 3
20:00	Gaming Hall Closes
20:00	Bugmans closes

Sunday

9:00 - 10:00	Bugman's open
10:00 - 12:45	Round 4
12:45 - 13:45	Lunch and Best Army voting
13:45 - 16:30	Round 5
17:00	Awards Presentation

4.7 PAIRINGS

Your opponent for your first game will be randomly determined. Subsequent rounds will pair teams randomly with other teams on similar records. For example, after round 1 if there are 20 winners you could be paired against any of them. It will not be 1v2, 3v4 etc. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

5.0 TERRAIN

5.1 TABLE LAYOUTS

Terrain will be set out on tables prior to Game 1. Before each game please adjust the terrain to follow the mission or scenario specific rules. If you have any issues with terrain placement please ask one of the Event staff for assistance.

6.0 HEALTH & SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate. Where we feel we should include additional measures to further improve the safety of our community, we will.

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:

Email: whworldevents@gwplc.com

Catch up on all the latest Warhammer World news by finding us on Facebook at Games Workshop: Warhammer World

For more information on our event privacy note please follow the link provided here: [Privacy Policy](#)

