



NARRATIVE PLAY

WARHAMMER WORLD

WARHAMMER[®] THE HORUS HERESY[®]



Clash of Arms

Battles in the Age of Darkness

Clash of Arms is a single day tournament for The Horus Heresy. Whether you're a newer player, an experienced veteran, or a fantastic hobbyist itching to show off your recently painted models, this event is a perfect opportunity to spend a day with like-minded hobbyists.

This document covers the specific details for the Battle for Epsilon-Stranivar IX event. Please refer to the Weekday Warhammer Overview and Guidelines Document for full details regarding the policies, model requirements and the painting competition rules that will be present at this event, which can be found [here](#)

EVENT ESSENTIALS

System:	Warhammer: The Horus Heresy
Registration:	Thursday 1st February 2023 at 10:00 AM
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battle Size:	1500 points
Board Size:	6ft x 4ft
Missions:	Selected from the Core Missions found on pages 147 - 158 of Campaigns of The Age of Darkness – The Siege of Cthonia
No. of Games:	3
Army Selection:	Restricted to the Crusade Force Organisation Chart
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and a copy of their army roster.

ARMY CONSTRUCTION

You will require an army of no more than 1,500 points to play at this event. Details for choosing your army can be found in the Age of Darkness Rulebook on pages 276 - 285 of the Core Book

At this event, only the Crusade Force Organisation Chart may be selected, any alternative Force Organisation charts are not permitted.

Army lists should be presented in an easy to read format. Please ensure you record your Warlord and all relevant weapon selections and unit upgrades that should be selected prior to a game.

SCORING AND PAIRING

The player with the most Wins will be the winner. In the case of a tie the players will be split using total Victory Points scored, followed by strength of schedule.

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss system, following the above ranking. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

PAINTING COMPETITION

The Worlds of Warhammer painting category for this event is: Characters You may submit a single model that has the Character keyword into the competition.



SCHEDULE

10:00 - 10:25	Registration in the Gaming Hall
10:25 - 10:30	Event Briefing
10:30 - 12:15	Game 1
12:15 - 13:15	Lunch and painting competition voting
13:15 - 15:00	Game 2
15:00 - 15:30	Break
15:30 - 17:15	Game 3
17:15 - 17:45	Break
17:45	Awards Presentation
18:00	Warhammer World Closes

TERRAIN

Terrain will be set out on tables prior to Game 1. Before each game please adjust the terrain to follow the rules for objective and terrain placement.

AWARDS

The awards for this event will be as described in the Weekday Warhammer Overview and Guidelines Document

