



MATCHED PLAY

WARHAMMER WORLD

# WARHAMMER<sup>®</sup> THE HORUS HERESY<sup>®</sup>



## Tides of War

# Battles in the Age of Darkness

Tides of War 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 this 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 3rd April 2025 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
Scoring:	'Throne of Skulls' - 33% Gaming Score 66% 'Soft' Scores
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

This event uses a 'Throne of Skulls' scoring system. Your final score is a combination of scores received for game results, Favourite Game votes and Favourite Army votes. Points are awarded for these three areas, and are split between the three. As the player the only one of these that you can directly control is how you play the game. The points for Favourite army and Favourite Game are given to you by your opponents at the end of the event.

Throne of Skulls events are a unique event format found at Warhammer World, which are very heavily weighted towards so called 'soft' scores, which may not appeal to all gamers, but may be just the thing that some players are looking for.

Your gaming score is determined by the results of your games. After submitting your results, these will be converted to Tournament points using the following system:

- Victory - 3 points
- Draw - 1 points
- Loss - 0 points

You can score a maximum of 9 Tournament points from your games.

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 a single vote in each category, and you must vote only for the players 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 two votes as they are integral to the event. Each vote you receive counts as three points towards your total Throne of Skulls score – this means you can receive a maximum of nine points for Favourite Game votes and nine points for Favourite Army votes.

Favourite Game – Vote for the player you enjoyed playing against the most. Maybe they displayed an excellent sporting attitude, perhaps they were positive and friendly, or it was generally a fun and engaging game.

Favourite Army\* – Vote for the armies you played against that you liked the most.. An entertaining or unique collection of units, excellent painting standards, a fantastic centrepiece model, spectacular conversions, or overall complimentary theme may make up your mind.

*\* Please note this is separate from the painting competition that happens during the lunch break.*

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

### **THRONE OF SKULLS SCORE EXAMPLE**

Alex has won two games and lost one game earning a tournament score so far of 6. Alex then receives two Favourite Game votes and one Favourite Army vote, which are added to the 12 points they scored from games for a total Throne of Skulls score of 15 out of a possible 27 points.

### **TIEBREAKERS**

If a player earns the same tournament score at the end of the event as another player, we will use the following tiebreakers to establish final rankings. They are listed here in order of priority:

- Gaming Score
- Favourite Game votes
- Favourite Army votes

If players are still tied they will finish in the same position

## **PAINTING COMPETITION**

The Worlds of Warhammer painting category for this event is: HQs - You may submit one Warhammer: The Horus Heresy model that is a HQ choice 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

