



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER[®] THE HORUS HERESY[®]



Clash of Arms

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

This document covers the specific details for the Clash of Arms event. Please refer to the [Weekday Warhammer Overview and Guidelines Document](#) for more information about the policies, miniature requirements, and the painting competition that will be present at this event.

EVENT ESSENTIALS

System:	Warhammer: The Horus Heresy
Registration:	10:00am on Wednesday 22 April 2026
Location:	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
Battle Size:	1,500 points
Board Size:	6ft x 4ft
Missions:	Selected from the Core Missions found on pages 303-313 of the <i>Warhammer: The Horus Heresy – Age of Darkness Rulebook</i>
Number of Games:	Three
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 need 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 278-285.

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

SCORING AND PAIRING

The overall winner will be determined by the number of victories achieved at the event. In the case of a tie, players will be split by the total amount of Victory Points scored during the event, followed by their 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 find yourself facing a player you have previously faced, please contact a member of the events team.

PAINTING COMPETITION

The Worlds of Warhammer painting category for this event is: Command miniatures. You may submit one Warhammer: The Horus Heresy miniature that fulfils either the High Command or Command Battlefield Role 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 before the first game. 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.

