



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 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 7 October 2026 |
| Location: | Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS |
| Battle Size: | 1,500 points |
| Board Size: | 6ft x 4ft |
| Missions: | Selected from the Throne of Skulls missions in this event pack |
| Number of Games: | Three |
| Tools of War: | Attendees are expected to bring their army, dice, a tape measure, and all relevant rules publications |

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 *Warhammer: The Horus Heresy – 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.

Any rules updates* released on or after Wednesday 30 September 2026 will not be used at this event, unless specifically communicated otherwise.

** This includes, but is not limited to, Errata, point changes, updated rules or model profiles, and any new releases.*

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.



Throne of Skulls Mission 1: Precipice of Ruin

Two determined forces sweep forward along a narrow front, seeking to dominate the field.

In order to claim victory in Precipice of Ruin, Players must capture a single high value central Objective Marker, or dominate surrounding lesser value Objective Markers to accumulate Victory Points each Turn.

Primary Mission Objectives:

- Capture Objective Markers.

In the Victory Sub-Phase of each Player's turn as the Active Player they may score Victory Points if they Control any Objective Markers.

Objective Markers

Objective Markers are set up as shown on the Deployment Map, below.

- The Objective Marker in the centre of the battlefield has a value of '3'
- The other two Objective Markers that are not in Deployment Zones have a value of '2'
- Each Objective Marker in a Deployment Zone has a value of '1'.

Secondary Mission Objectives:

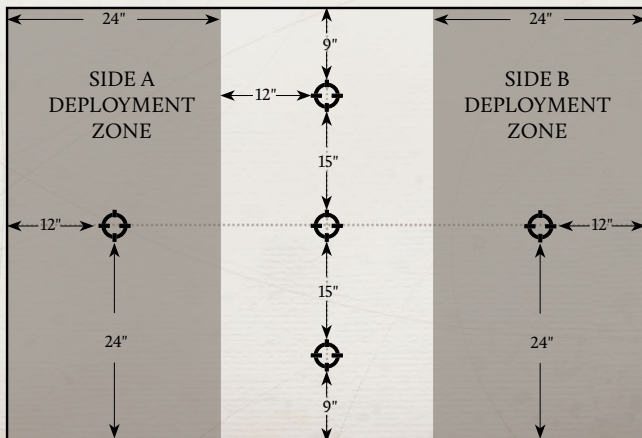
- Slay the Warlord (3)
- Giant Killer (3)
- Last Man Standing (3)
- First Strike (3)

At the end of Battle Turn Four, the Player with the highest total of Victory Points is the winner.

Mission Special Rules.

This mission uses the **Reserves, Counter Offensive** and **Seize the Initiative** Mission Special Rules.

Deployment Map



Throne of Skulls Mission 2: Providence

Heavy drop containers litter the battlefield. While they cannot be easily moved, what they contain may be the key to victory.

In order to claim victory in Providence, Players must capture Objective Markers, allowing them to slowly move them into more advantageous positions, to accumulate Victory Points each Turn.

Primary Mission Objectives:

- Capture Objective Markers.

In the Victory Sub-Phase of each Player's turn as the Active Player they may score Victory Points if they Control any Objective Markers.

Objective Markers

Objective Markers are set up as shown on the Deployment Map, below.

- Each Objective Marker has a value of '2'.

Secondary Mission Objectives:

Slay the Warlord (2)
Giant Killer (4)
Last Man Standing (4)
First Strike (2)

At the end of Battle Turn Four, the Player with the highest total of Victory Points is the winner.

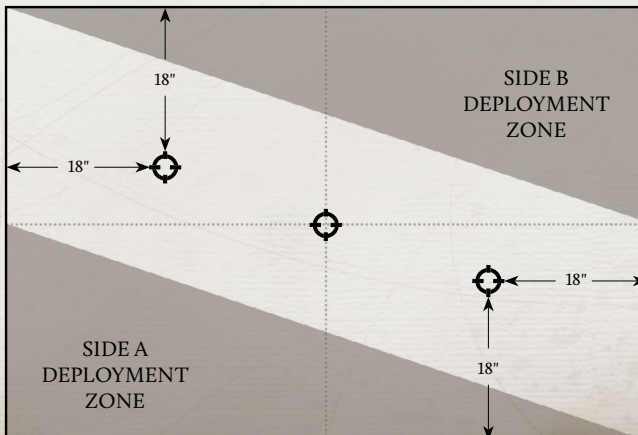
Mission Special Rules.

This mission uses the **Heavy Containers, Reserves, Counter Offensive** and **Seize the Initiative** Mission Special Rules.

Heavy Containers

In a Mission using this Special Rule, whenever a Player scores Victory Points for controlling an Objective Marker in the Victory Sub-Phase, that Player may move each Objective Marker they control 2" in any direction. Objective Markers may not be moved under or onto any Models or into Impassable Terrain.

Deployment Map



Throne of Skulls Mission 3: Escalation

Key resources must be stockpiled ready for extraction. The longer a position can be held, the more resources can be accumulated.

In order to claim victory in Escalation, Players must capture Objective Markers over multiple Turns, increasing their value each time, to accumulate Victory Points each Turn.

Primary Mission Objectives:

- Capture Objective Markers.
- In the Victory Sub-Phase of each Player's turn as the Active Player they may score Victory Points if they Control any Objective Markers.

Objective Markers

Objective Markers are set up as shown on the Deployment Map, below.

- Each Objective Marker has a value of '1'.

Secondary Mission Objectives:

- Slay the Warlord (3)
- Giant Killer (3)
- Last Man Standing (4)
- First Strike (2)

At the end of Battle Turn Four, the Player with the highest total of Victory Points is the winner.

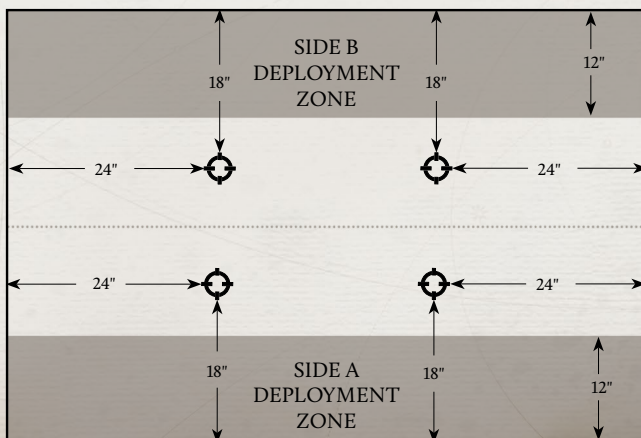
Mission Special Rules.

This mission uses the **Escalation**, **Reserves**, **Counter Offensive** and **Seize the Initiative** Mission Special Rules.

Escalation

In a Mission using this Special Rule, after a Player scores Victory Points for controlling an Objective Marker in the Victory Sub-Phase, the value of that Objective Marker is increased by 1, to a maximum of 3.

Deployment Map



Throne of Skulls Mission 4: Fall of Empires

Current positions are untenable. Both armies must advance to seize newer, more secure positions.

In order to claim victory in Fall of Empires, Players must capture Objective Markers to accumulate Victory Points each Turn. The Objective Markers in their own Deployment Zones will rapidly diminish in value however.

Primary Mission Objectives:

- Capture Objective Markers.

In the Victory Sub-Phase of each Player's turn as the Active Player they may score Victory Points if they Control any Objective Markers.

Objective Markers

Objective Markers are set up as shown on the Deployment Map, below.

- Each Objective Marker that is not in a Deployment Zone has a value of '2'.
- Each Objective Marker in a Deployment Zone has a value of '3'.

Secondary Mission Objectives:

- Slay the Warlord (4)
- Giant Killer (2)
- Last Man Standing (3)
- First Strike (3)

At the end of Battle Turn Four, the Player with the highest total of Victory Points is the winner.

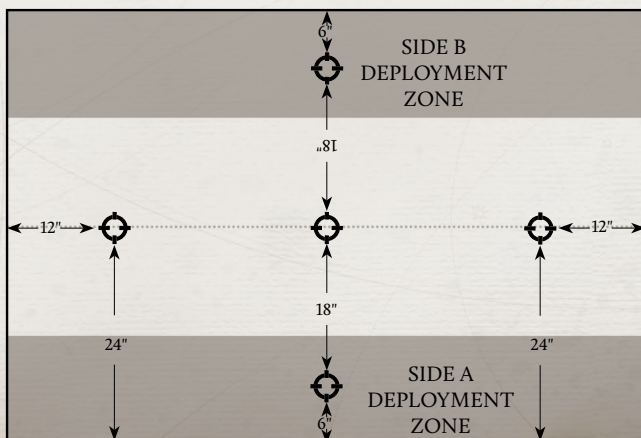
Mission Special Rules.

This mission uses the **Encroaching Entropy, Reserves, Counter Offensive** and **Seize the Initiative** Mission Special Rules.

Encroaching Entropy

In a Mission using this Special Rule, after a Player scores Victory Points for Controlling the Objective Marker in their own Deployment Zone, reduce the Value of that Objective Marker by 1, to a minimum of 0. When an Objective Marker is reduced to a value of 0, it is immediately removed from play and can no longer be controlled or scored from.

Deployment Map



Throne of Skulls Mission 5: Agents of Disruption

Forces move into neutral ground, seeking to seize ground and either fortify that position if it appears secure or despoil it if there is a risk the enemy may take it.

In order to claim victory in Agents of Disruption, Players must capture Objective Markers to accumulate Victory Points each Turn. After scoring they may choose whether to increase or decrease the value of that Objective Marker.

Primary Mission Objectives:

- Capture Objective Markers.

In the Victory Sub-Phase of each Player's turn as the Active Player they may score Victory Points if they Control any Objective Markers.

Objective Markers

Objective Markers are set up as shown on the Deployment Map, below.

- Each Objective Marker has a value of '3'.

Secondary Mission Objectives:

- Slay the Warlord (3)
- Giant Killer (3)
- Last Man Standing (2)
- First Strike (4)

At the end of Battle Turn Four, the Player with the highest total of Victory Points is the winner.

Mission Special Rules.

This mission uses the **Disruption**, **Reserves**, **Counter Offensive** and **Seize the Initiative** Mission Special Rules.

Disruption

In a Mission using this Special Rule, after a Player scores Victory Points for controlling an Objective Marker in the Victory Sub-Phase, they may select whether to increase the value of that Objective Marker by 1, to a maximum of 3, or reduce the value of that Objective Marker by 1, to a minimum of 1.

Deployment Map

