



WARHAMMER DOMINATUS EVENT COMPANION

VERSION 1.1

WHAT'S NEW?

- Generating Command Points section (below)

INTRODUCTION

Welcome to the Warhammer Dominatus Event Companion! This document is designed to help you run and play in an organised Dominatus event. It uses the Dominatus deck and the most recent Chapter Approved Mission Deck to create the best experiences for all hobbyists.

The recommendations are presented as follows:

- **Warhammer Dominatus Event Guidance:**
Recommendations on how to adapt the Dominatus deck for an organised event.
- **Warhammer Dominatus Event Mission Sequence:**
Adjustments to the steps players would normally follow to generate a mission and prepare the battlefield.
- **Pairings:** Advice for fairly pairing players.

Designer's Note: This companion is used alongside the Warhammer Event Companion, which includes guidance on the best use of the Chapter Approved Mission Deck in a Warhammer Event, as well as recommended layouts. This can be found on warhammer-community.com.

GENERATING COMMAND POINTS

Excluding Core CP, each player can gain a maximum of 1CP per battle round (including the CP gained when a player discards an active Secondary Mission card).

WARHAMMER DOMINATUS EVENT GUIDANCE

A Warhammer Dominatus Event uses the rules in the Dominatus deck, with the following recommendations:

RESOURCES

- Each player must have a Dominatus deck.

WARMASTER

- The Warhammer Event organiser is the **Warmaster**.
- At the start of each campaign phase, the **Warmaster** can select that phase's Location card, instead of rolling.
- The **Warmaster** can require a player to change their Alliance (see Muster Armies, below).

CHANGES TO THE END OF CAMPAIGN PHASE

- The Acquire Relics step and the Discard step at the end of each campaign phase are resolved at the Determine Mission step of the first battle in the next campaign phase, instead of as described in the Dominatus deck.
- The Fresh Supplies and Test of Mettle location bonuses are resolved at the Determine Mission step of the first battle in the next campaign phase, instead of as described in the Dominatus deck.
- The Auspicious Augury location bonus is resolved as described in the Dominatus deck, but we recommend that each player does so in the presence of a player from another Alliance.

WARHAMMER DOMINATUS EVENT MISSION SEQUENCE

Before attending a Warhammer Dominatus Event, each player completes the following step:

1 MUSTER ARMIES

Muster armies as described in the Warhammer 40,000 app, with the following exception: once they have mustered their army, a player selects one Force Disposition card available to them and one Alliance as described in the Dominatus deck, and records those on their roster.

A Warhammer Dominatus Event battle is then waged by completing the remaining steps below:

2 DETERMINE MISSION

- Read aloud all **war zone rules** for that phase from your Location card – these apply to the upcoming battle.
- If both players wish to attempt Agendas in the battle (if not, see Declining Agendas below), do not use the Primary Missions in your mission deck. Instead, after revealing Force Disposition cards, the players use their Alliance's current Briefing card and use the chart on it to compare their selected Force Disposition with that of their opponent. This combination will result in a specific Agenda card, which will state the Primary Mission to use in this battle.

Designer's Note: *Whether players wish to attempt Agendas or not, the players' Force Disposition cards are used to determine a layout, as described below.*

DECLINING AGENDAS

If one or both players decline to attempt Agendas in a battle, determine Primary Missions by comparing Force Disposition cards. Each player finds their opponent's Force Disposition symbol on their Force Disposition card. The Primary Mission that is listed below that symbol is that player's Primary Mission, which describes how to score VP. Only a player that declined to attempt Agendas can score VP from that Primary Mission. A player that opted to attempt an Agenda cannot score VP from that Primary Mission and instead they use the Primary Mission on their Agenda card.

3 DETERMINE A LAYOUT

Each combination of Primary Missions has three recommended layouts, labelled A, B and C. These can be found in the Warhammer 40,000 app and in the Warhammer Event Companion. As directed by the **Warmaster**, the players either use the layout specified or randomly determine which of these layouts to use.

4 CREATE THE BATTLEFIELD

Missions are played on rectangular battlefields 44" by 60" in size. Players set up the **terrain areas** as shown in the selected layout, then set up **terrain features** on those **terrain areas** as shown in the selected layout.

5 DETERMINE ATTACKER AND DEFENDER

Players look at the selected layout and agree which edges of the battlefield the players have set up correspond with the Attacker's and Defender's battlefield edges labelled on the card.

Roll off: the winner decides who will be the Attacker and who will be the Defender.

6 SELECT SECONDARY MISSIONS

Secondary Mission cards detail additional ways to score VP. Players now secretly note down whether they will use Tactical or Fixed Secondary Missions. If using Fixed Missions, they also note down which two Fixed Missions they will use (see below). Players then reveal these decisions.

FIXED MISSIONS



Fixed Missions are those marked with the symbol shown on the left. If you are using Fixed Missions, display your selected Fixed Mission cards face-up. Fixed Missions cannot be discarded and are active for you throughout the battle.

TACTICAL MISSIONS

If you are using Tactical Missions, shuffle your Secondary Mission deck face-down.

- At the start of your Command phase, draw two Secondary Missions face-up from your Secondary Missions deck; these Secondary Missions are active for you.
- (Once per battle) At the end of your Command phase, you can spend 1CP to discard one of your active Secondary Mission cards and draw one new Secondary Mission card.

ACHIEVING SECONDARY MISSIONS

At the end of each player's turn, each player does the following, starting with the player whose turn it is:

- First, if you met the conditions on one or more Secondary Missions, you can gain the VP specified on that card. If you do, and if you are using Tactical Secondary Missions, discard that Secondary Mission – it is achieved.
- Then, if it is your turn and you are using Tactical Secondary Missions, you can discard one or more of your active Secondary Missions. If you do, you gain 1CP.

7 DECLARE BATTLE FORMATIONS

Players secretly note down, in order:

- Up to 3 Upgrade cards they have earned during the campaign, and which friendly unit each of those Upgrade cards is given to until the end of the battle (a unit cannot have more than one Upgrade card).
- Which of their units will start the battle embarked within which **TRANSPORTS**.
- Which of their units will start the battle in **strategic reserves**.

Players then reveal these decisions.

8 DEPLOY ARMIES

Players take it in turns to set up their units (excluding those in **strategic reserves**) one at a time, wholly within their deployment zone, starting with the Defender. If you set up a **TITANIC** unit when it is your turn to set up a unit, skip your next turn to set up a unit. Once you have finished setting up your units, if your opponent has any units that have not been set up, they set up those units.

9 REDEPLOY UNITS

Some rules let you redeploy certain units after both armies are deployed. Unless otherwise stated, you resolve those rules in this step. Players alternate resolving any such rules, starting with the Attacker. Units placed in **strategic reserves** in this step do not count towards the combined points value of your **strategic reserves** units.

10 DETERMINE FIRST TURN

Roll off: the winner takes the first turn.

11 RESOLVE PRE-BATTLE RULES

Players alternate resolving any pre-battle rules units from their army may have, starting with the player who will take the first turn.

12 BEGIN THE BATTLE

The first battle round begins.

13 END THE BATTLE

The battle ends after five battle rounds have been completed. Even if you have no models remaining in your army at the start of your turn, players continue to play out their turns until the battle ends.

14 DETERMINE VICTOR

Each player scores 10VP if their army is painted to a Battle Ready standard. At the end of the battle, the player with the most VP is the victor. If the players are tied, the battle is a draw. The maximum VP that can be scored from each source of VP is listed below. Any VP you score in excess of these maximums are ignored.

VP SOURCE	MAXIMUM VP
PRIMARY MISSION	45VP Up to 15VP per battle round
SECONDARY MISSIONS	45VP Up to 15VP per battle round*
BATTLE READY ARMY	10VP
* In addition, you can gain a maximum of 20VP per Fixed Secondary Mission card.	

Once a victor is determined, each player that opted to attempt an Agenda in the battle checks the conditions listed on their Agenda card. If these are met, that player takes the number of Agenda Achieved cards listed.

DURING CAMPAIGN PHASES 1 AND 2

The victor randomly draws 1 Battle Honour card from that phase's deck, and their opponent randomly draws 1 Battle Skill card. If the battle is a draw, both players randomly draw 1 Battle Skill card.

If a player gained 1 or more Agenda Achieved cards from the battle, they randomly draw 1 additional card of the same type at the same time. That player then selects 1 of the drawn cards to keep, and returns the others to their respective deck.

DURING CAMPAIGN PHASE 3

The victor gains the phase 3 Battle Honour card, Path to Conquest.

DESIGNER'S NOTES

'CUMULATIVE' AND 'OR' CONDITIONS

Some cards include a condition marked as 'cumulative' that follows a normal condition. If a player achieves the cumulative condition, they gain the VP for both that and the normal condition.

Some cards include one or more conditions marked 'or' that follow a normal condition. A player can only gain VP for one of these conditions or the normal condition.

LEAVES THE BATTELEFIELD

Some cards refer to a unit or units leaving the battlefield. A unit leaves the battlefield if it is destroyed, if it embarks on a **TRANSPORT**, or if a rule removes that unit from the battlefield (e.g. to place it in **strategic reserves**).

ONE

When a card states 'one', underlined, it means exactly one, not one or more.

VP UP TO A LIMIT

Some cards award VP up to a limit, e.g. (up to 5VP). In such cases, any VP you score in excess of this limit are ignored.

WHEN DRAWN

Some Secondary Mission cards begin with a 'When Drawn' section. Note that this section only applies if you are using Tactical Secondary Missions.

PAIRINGS

There are countless different ways in which a Warhammer Event can be run. While broad-stroke concepts like pairing off players with the same record are straightforward enough, the nuance of running a successful Warhammer Event is the subject of continuous conversation and evolution. In a Dominatus event, players will be paired with a player from another Alliance, but beyond that the following recommendations are followed at most official Games Workshop events, and are designed to create the fairest, most fun experience possible for every attendee, regardless of standing.

PAIRING PLAYERS

While the first round of most events is randomly paired, subsequent round pairing can be done in a number of ways. The first pairing metric will almost always be player record, i.e. pairing a 3-1 player with another 3-1 player, and so on. Given that most rounds will include numerous players with the same record, however, deciding pairings beyond this metric can be quite nuanced, and the different methods available can have significant impacts on the experience of players at an event. We recommend pairing players by the following criteria:

- **First** – by record (i.e. the number of wins, losses and draws).
- **Second** – by win path (i.e. the timing of the rounds in which a player won or lost their games).
- **Third** – randomly within players of the same first and second criteria.

WIN PATH

A player's 'win path' refers not to their number of wins and losses, but to the timing of those wins and losses. While pairing by win path has an incidental tendency to pair people by strength of schedule, its greatest impact is on the overall enjoyment experienced by all players, as it tends to pair players based upon shared experience.

For example, let's take two 3-1 players. One of them lost their first game; they likely lowered their expectations for winning the whole event after this, but are probably in a great mood after three consecutive victories. The other won their first three games then lost their fourth – a sharp disappointment after a 3-0 start. Should these players face off, their shared enjoyment may be at odds as they are in very different emotional places. Win path ensures players enter their match with recent common experiences upon which to build a friendship during their next game of Warhammer.