

THE HORUS HERESY[®]

THRONE OF SKULLS DOUBLES

MAY 25TH/26TH

2019

WARHAMMER WORLD **EVENTS**



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THRONE^{OF} SKULLS[™]

DOUBLES

The Horus Heresy Throne of Skulls Doubles is a Matched Play event for a team of two. Comrades in arms must join forces, pool resources and fight side-by-side for honour, glory and the spoils of war. Throne of Skulls is a casual gaming event, where sportsmanship and well-presented armies go hand in hand with your ability as generals on the battlefield to crown the Throne of Skulls champions. If playing games against like-minded, enthusiastic players with fully painted armies and a friend at your side is something you enjoy, or have always dreamed of, then come and experience a weekend like no other.

Event Essentials

Date: 25th - 26th May 2019.

System: The Horus Heresy.

Format: Doubles. You will play as a team of two throughout the weekend.

Army Size: 1250 points per player for a total army size of 2,500 points.

Missions: As found in the Age of Darkness rulebook - pages 148 - 153

Number of games: Five.

Army Selection: Each team must adhere to one allegiance - see 'Army building' for more details

Publications in use: All current and in-print Horus Heresy books from Forge World, plus Beta Rules from Forge World, unless their release falls on the weekend of the event.

Meals: Lunch is provided on both days.

Other activities: Painting competitions and free entry to the Warhammer World exhibition, plus a pub quiz in Bugman's Bar on Saturday Night.



The Games

Over the weekend you will play five doubles games of The Horus Heresy using missions found in the Age of Darkness Rulebook. Each mission will be randomly determined by the events team before the round starts, along with the deployment map. Once a game starts, play through the mission exactly as laid out in the Age of Darkness Rulebook.

Your opponents for the first game will be randomly determined, then from game two onwards we will use a 'Swiss' system to match you against teams of a similar rank. By playing opponents of a similar rank, you are more likely to be matched up evenly, creating enjoyable games for all.

Model Requirements

Playing exciting, atmospheric games with painted miniatures is a big part of our events at Warhammer World. With this in mind, all miniatures in your collection must be 100% Citadel or Forge World miniatures, and be **fully assembled, painted and based**. Each model must completely and accurately represent its entry on your army roster (including all weapons and equipment).

Further more, you need to **contact us** to let us know about any **conversions** you are planning on using, and provide us with photos of the models in question where possible. Don't worry – we fully appreciate spectacular modelling skills, but we just want to make sure everything is super clear for your opponents so that no confusion can arise during games.

We will politely ask you to remove any models that don't meet these above standards to protect everyone's experience. If you would like more information on Warhammer World's model requirements then read our guide here:

<https://warhammerworld.games-workshop.com/wp-content/uploads/Model-Requirements.pdf>



Army Building

For this event each player will have their own separate 1250 point army, selected via the rules presented in the Preparing for Battle section of the Age of Darkness rulebook, beginning on page 128. Once both players have chosen their individual armies, they then combine to form their **TEAM** army. Here are a few key points that apply to this event:

- Each **TEAM** must adhere to one allegiance - Traitor or Loyalist.
- Each player chooses a Warlord for their individual 1250 point army.
- If their choice of Warlord permits it, each player may choose a Warlord trait.
- Players cannot 'share' when building an army, For example, each player must use their own force organisation chart, and cannot use the others players points.
- Lords of War and the 25% rule applies to each **PLAYER**
- Any relics found in book 4, Conquest, will not be in use for this event, as they are part of that specific campaign.
- The **Optional Leviathan Force Organisation Chart** is not in use at this event.
- Any model that is only allowed to be included once in your army is only allowed once per **TEAM**. For example, a **TEAM** may NOT have 2 x High Chaplain Erebus, even if they are from different players' 1250 point army.

Both players' armies then combine to create an army of 2,500 points. We will call this combined army a **TEAM**. When playing your games, rules that relate to an army or player will relate to your **TEAM**. That being said, for this event, when combined as a **TEAM** each individual players armies will interact with one another following The Age of Darkness Allies Chart and Age of Darkness Levels of Allegiance presented on pages 138 and 139 of the Age of Darkness Rulebook, noting the following:

- Due to the nature of doubles events, both players contribute to an overall **TEAM** score, meaning all instances of *Distrusted Allies* between **PLAYER** armies within the team are essentially treated as *Fellow Warriors*.
- If a **PLAYER** has multiple allegiances within their own individual 1250 point army, then any instances of *Distrusted Allies* within their individual army still applies.

For example, Matt and Andy have chosen to attend with a team army comprised of Matt's Loyalist World Eaters and Andy's Imperial Fists. Ordinarily, the Age of Darkness Levels of Allegiance would class these as Distrusted Allies, meaning one faction would not count as scoring units, however - due to this being a doubles event, both players must score for their team, in this case essentially meaning the two are classed as Fellow Warriors with both factions counting as scoring units.

However, if Andy chose to have an allied detachment of White Scars within his individual army, these units wouldn't count towards the team score, as they are Distrusted Allies with Imperial Fists. This would mean that for the Team army any World Eaters and Imperial Fist units would contribute as scoring units, but White Scars units would not.



Army Rosters

Once you are happy with your army, you must record both players lists on a typed and printed army roster. All text must be clearly readable for us and your opponents to check. You will need to hand one copy of your army roster in at registration, and have at least one other copy to give to your opponents before each game. You must use the same army roster for each game, and all choices available to you must be noted down on your army roster. Remember that your roster must include things like Team Allegiance, Army Factions, who your Warlords are and what Detachments you are using.

Scoring

The Horus Heresy: Throne of Skulls doubles ranks teams overall by a Throne of Skulls score. This is a combination of gaming, sportsmanship and army presentation scores. Your gaming score is based on the results of your games – you can achieve a maximum of thirty points here for winning all five games. You can then achieve a maximum of thirty points for sportsmanship and army presentation scores. These scores combined create your Throne of Skulls score.

Gaming Scores

At the end of each game, you and your opposing players will need to record your results on your event card, and then hand in your results to the event staff at the same time. We need you to do this as promptly as possible so that the next game can be organised straight away. Each game lasts two and a half hours, and once the game ends, you will have five minutes to record your result with the events team.

To determine the winner of each game, use the victory conditions as laid out in the mission. Once you know the result, you will record it on your event card using the following system:

- Win the game – 6 points
- Draw the game – 2 points
- Lose the game – 0 points

For each game you will also need to record on your event card the following secondary objectives (if you achieve them), which will be used as a tiebreaker should the need arise:

- Slay the Warlord (achievable twice!)
- Points value of enemy units destroyed – this is the total, in points, of enemy units that have been destroyed. Any units not on the board at the end of the game count as destroyed.

Throne of Skulls Score Example

At the end of the event, James and Sarah have won four games and lost one game earning a Throne of Skulls score so far of 24. They then receives three Favourite Game votes and two Favourite Army votes, which are added to the 24 points scored from the games for a total Throne of Skulls score of 39.

Sportsmanship and Army Presentation Scores

Sportsmanship and army presentation 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 two votes as a team in each category, and you must vote only for the teams and armies you played against. This is also a secret ballot, so don't let anyone see who you've voted for! Each vote you receive counts as three points towards your Throne of Skulls score – this means you can receive a maximum of 15 points for Favourite Game and 15 points for Favourite Army. Every team must use their four votes, as they are integral to the event. If you don't vote, then you don't rank!

Favourite Game – Vote for the two opposing teams you enjoyed playing against the most (note that you can't vote for the same team twice!). Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, or it was generally a fun and engaging game.

Favourite Army – Vote for the two armies you played against that you liked the look of the most (note that you can't vote for the same army twice!). Excellent painting standards, a fantastic centrepiece model, spectacular conversions or overall theme may make up your mind.

Tiebreakers

If teams earn the same Throne of Skulls score by the end of the event, we will use the total points value of enemy units destroyed achieved as a tiebreaker, followed by Slay The Warlord.

For example, two teams both achieve a score of 21, so we go to tiebreakers to establish who has the higher rank. Firstly, they both achieved a total of 10,300 points of enemy units destroyed therefore they are still of the same rank. Moving on to the next tiebreaker, we find one team has achieved Slay The Warlord six times, whilst the other has achieved it twice. The former team would therefore finish above the latter in the final rankings.

Code of Conduct and Conceding

At Warhammer World, we place great emphasis on playing excellent games of The Horus Heresy with like-minded people at the home of Games Workshop. Therefore we expect teams to play each game with a certain code of conduct to support this.

When you arrive at your table for a game, greet your opponents, introduce yourselves, offer them a copy of your army rosters and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship. After all, part of your Throne of Skulls score is based on doing just this.

With regards to conceding, we expect all teams to see the game through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, the final rankings. In the unlikely event that a team does concede before the game has reached its natural conclusion, then the conceding team earns a loss, no extra secondary objectives (e.g Slay the Warlord), and zero points for enemy units destroyed. The winning team records a crushing victory – which counts as a win and maximum extra secondary objectives achieved. Thus the winner would record six points for their Throne of Skulls score, and also record Slay the Warlord (twice) and 2500 points for 'enemy units destroyed'.

In the event of the second point under 'Sudden Death Victory' (page 145 Age of Darkness Rulebook) the winning team records a crushing victory as above, whilst the losing team records a loss, the total points value of enemy units destroyed, and any secondary objectives scored.



Painting Competitions

During the event we will hold two painting competitions. These competitions are separate from the Throne of Skulls score, so have no bearing on the overall rankings. They are there to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. To enter you must have done the building and painting yourself and the models must be from the army you are using at the event.

The first competition is the **Legends Painting Competition**. This is perfect for any particular models in your army you are most proud of. It's open entry, so each **player** may enter model(s) of their choice from their individual army into each of the categories for peer judging. The winning model from each category will win a Legend award for that player. The categories are as follows:

- **Hero of Legend** includes any one model that isn't a Vehicle, Monstrous Creature or Fortification.
- **Company of Legend** includes any unit of 2-5 models on 40mm bases or less, or 2-3 models on 60mm bases or less.
- **Icon of Legend** includes any Vehicle, Monstrous Creature or Fortification model, or any model that doesn't fit into the above categories.

The Events Team will nominate a shortlist of teams for the **Best Army Competition**. This is a prestigious award for hobbyists who manage to achieve a truly excellent standard of hobby consistently across their whole force. To be nominated for this award, **both members of the team must have done the building and/or painting**. Doubles Events are unique in that some teams go to great efforts to create a cohesive force between them. This might be a common theme, complimentary colour choice, similar heraldry, or even just consistent basing. Peer judging will take place with the winning team earning the Best Army award.

The Events Team may specify additional requirements during the event for any unusual or particularly large entries. If you have any queries regarding the competitions, feel free to contact us before the event. Please note that to win any of our Painting Competitions, each player must have built and painted the models themselves.

Awards

At the end of the event we will hold an award ceremony to celebrate particular feats of achievement over the weekend. The awards available are:

- **Throne of Skulls Doubles Champions** - For the team that ranks highest over the weekend.
- **2nd Place** - For the team that ranks second.
- **3rd Place** - For the team that ranks third.
- **Most Sporting Team** - For the team with the most Favourite Game votes, with highest overall ranking as the tiebreaker.
- **Best Army** - as voted by you, for the most impressive looking team army.
- **Hero Of Legend** - as voted by you, for the winner of the Hero category as detailed above.
- **Company Of Legend** - as voted by you, for the winner of the Company category as detailed above.
- **Icon Of Legend** - as voted by you, for the winner of the Icon category as detailed above.

Schedule

Saturday 25th May 2019

9.00am - 10.00am Registration in Bugman's
10.00am Events hall and stores open
10.20am Event brief
10.30am - 1.00pm Game 1
1.00pm - 2.00pm Lunch and Legends painting competitions
2.00pm - 4.30pm Game 2
4.30pm - 5.00pm Break
5.00pm - 7.30pm Game 3
8.00pm - Events hall and Stores close - Pub Quiz in Bugman's
10.00pm Warhammer World closes

Sunday 25th May 2019

10.00am Warhammer World opens
10.30am - 1.00pm Game 4
1.00pm - 2.00pm Lunch and the Best Army painting competition
2.00pm - 4.30pm Game 5
4.30pm - 5.30pm Break
5.30pm Award ceremony
6.00pm Warhammer World closes




Contact Us

If you wish to ask any questions, discuss any conversions or to find out more about our events, you can contact us through these channels:

Phone: 0115 9004994 **Email:** whworldevents@gwplc.com

Write: Warhammer World Events Team, Games Workshop, Willow Road, Nottingham, NG7 2WS

Catch up on all the latest Warhammer World news by finding us on  at Games Workshop: Warhammer World

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