



THRONE OF SKULLS DOUBLES



29TH/30TH
JUNE 2019

WARHAMMER WORLD EVENTS



THRONE OF SKULLS™ DOUBLES

This Warhammer Age of Sigmar Doubles Tournament is a Matched Play event for a gaming team of two. Comrades in arms must join forces, pool resources and fight side-by-side for honour, glory and the spoils of war. Teams are primarily rewarded for their battlefield skill, but also their all-round hobby acumen such as sportsmanship and beautiful looking armies. If you want to test yourselves in the crucible of battle with good cheer and awesome models, but do so with a friend at your side, then a Warhammer Age of Sigmar Doubles Tournament is for you.

EVENT ESSENTIALS

Date: 29th-30th June 2019.

System: Warhammer Age of Sigmar Matched Play.

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

Army Size: 1,000 points per player for a total army size of 2,000 points.

Battleplans: Five of the eighteen Pitched Battle battleplans (the six found in the Warhammer Age of Sigmar Core Book and the twelve in the General's Handbook 2018).

Number of games: Five.

Army Selection: Each player follows the Vanguard restrictions from the Pitched Battle chart on page 48 of the General's Handbook 2018.

Publications in use: All current and in-print Warhammer Age of Sigmar battletomes, Grand Alliance books, warscroll compendiums (including those from Forge World), General's Handbook 2018, and any warscrolls and warscroll battalions with a Pitched Battle profile, unless their release falls on the weekend of the event. We expect you to use the most current warscrolls for your models – e.g. those found in a battletome rather than a Grand Alliance book or warscroll compendium.

Meals: Lunch is provided on both days.

Other activities: Painting competitions and free entry to the Warhammer World exhibition.

MODEL REQUIREMENTS

Playing exciting, atmospheric games with fully painted miniatures is a big part of our events at Warhammer World. Therefore all miniatures in your collection must be 100% Games Workshop miniatures and be **fully assembled, painted and based**. Each model must fully represent what you have presented on your army roster (including all weapons and equipment).

We will be using the new base size guidelines found [here](#). If you have a particularly unusual model that can't follow these requirements, get in touch with us explaining why and we will consider it. Our expectation is that all players will read and follow the basing guide.

Furthermore, you need to **contact us** to let us know about any **conversions** or **proxies** you are planning on using, and provide us with photos of the models in question where possible. Don't worry, we fully appreciate awesome hobby skills and cool models, but we just want to make sure everything is super clear for your opponent and 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](#).

DOUBLES ARMIES & HOW THEY WORK

Each player within a team will have their own separate 1,000 point army following the Vanguard rules from the Matched Play Pitched Battle chart. These armies must be selected following the usual Matched Play rules for picking your army as found on page 310 of the Warhammer Age of Sigmar Core Book. These two armies then combine in your games to create a TEAM army. Here are a few key points and FAQs regarding team armies. If more FAQs arise relating to Doubles play, we will add them to the list.

- When playing your games, a 'player' is a 'team'. For example if one player's models gain control of an objective, the team gains control of it, and anything that is once per player is once per team.
- Your team generates a Command Point at the start of each of your hero phases as normal, not one per player.
- Each player's 1,000 point army is entirely their own and must be fully contained within their own army roster. You can't share points, warscroll battallions or battleline units, for example.
- When playing the game you are treated as one army. Therefore if one player has spent the points for an Endless Spell, then all **WIZARDS** belonging to that army (including your partner) may use that spell providing they are able to cast it.
- An individual player's allegiance may be different than their teammates, and can even be from a different Grand Alliance. These armies do not need to be able to ally with each other, but different allegiances within a player's army must be able to ally following the normal rules.
- Any Unique units can only be included once in a team.
- Each player selects a General from their individual 1,000 point army and may give them a Command Trait and Artefact of Power as normal. Note that as per the Core Rules, you cannot duplicate the same Artefact of Power, but Command Traits are otherwise unaffected.
- If both players have access to the same Battle Trait then it is used once for the team. For example if both players on a team are playing **NURGLE**, then there is only one Cycle of Corruption. Equally there will only be one set of gravesites for the Unquiet Dead Battle Trait, even if a team is playing **LEGION OF NIGHT** and **LEGION OF BLOOD** between them.
- Only one **SLANN** general may use the Celestial Conjunction ability per hero phase, rather than both.
- If two players are using the same Allegiance Abilities for their team army but have different sub-faction based Battle Traits within them, this is permitted providing they follow the usual rules within their respective 1,000 points. For example if two players are both using a **STORMCAST ETERNALS** army, they may use the **HAMMERS OF SIGMAR** and **HALLOWED KNIGHTS** Stormhosts Battle Trait for their respective 1,000 point Vanguard providing the usual rules are followed within their 1,000 points. Some other examples include Enclaves for **IDONETH DEEPPIN**, Temples of Khaine for **DAUGHTERS OF KHAINE** and Sky-Ports for **KHARADRON OVERLORDS**

ARMY ROSTERS

Once you have built your army, you must record each player's army on two separate army rosters. We recommend using Azyr on the Warhammer Age of Sigmar app, or Warscroll Builder on www.warhammer-community.com. All text must be clearly readable for us and your opponents to check. You will each need to hand in one copy of your army roster at registration, and have at least one other copy to give to your opponents before each game.

You must use the same army rosters for each game, and all choices available to you must be noted down on your army rosters. Your rosters must include things like who your general is, Allegiance Abilities, Artefacts of Power, Command Traits, spells, any extra command points

Any kind of ability you can choose before the game must be decided on before the event and recorded on your army roster. This includes things like Mark of Chaos for **SLAVES TO DARKNESS** Chaos Warriors. These choices are made for the tournament, and as they are part of your army roster, cannot be changed during the event.

THE GAMES

The core rules are in use up to and including allegiance abilities. Malign sorcery, endless spells, realm rules and realmscape features are in use. If playing in Ghur the Realm of Beasts, each TEAM sets up a **MONSTER** rather than each player. You do not need to specify which monster on your army rosters, just decide before the game begins.

During the event you will play five Pitched Battle battleplans from the list of eighteen (the six found in the Warhammer Age of Sigmar Core Book and the twelve in the General's Handbook 2018).

Teams should arrange terrain on the table in a mutually agreeable manner before determining pairings. Then roll a dice for each terrain feature and apply the corresponding rule from the Scenery table (page 235 of the *Warhammer Age of Sigmar Core Book*).

Your opponents for the first round will be randomly determined. From game two onwards we will use a 'swiss' system matching teams up according to their rank. If you are matched up against a team you have already played, randomly determine a swap with the team next to you, or inform us and we will arrange it.



CODE OF CONDUCT AND CONCEDED

At Warhammer World we place great emphasis on playing excellent games of Warhammer Age of Sigmar 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 tournament score is based on doing just this.

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 and zero points for enemy units destroyed. The winning team records a Major Victory and 2,000 points for enemy units destroyed (unless they have destroyed more i.e. summoned units).

In addition, if you defeat all enemy units, you should record 2,000 points of enemy units destroyed towards tiebreakers. Note that the winner of the game is still determined as per the battleplan; this clause is simply for tournament score tiebreakers to ensure that players aren't penalised in the rankings if their opponents have not taken a 2,000 point army.

PAINTING COMPETITIONS

During the event we will hold two painting competitions. These competitions are separate from your tournament 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 models of their choice from their individual army into each of the categories for peer judging - one entry per player per category. The winning model from each category will win a Legend award for that player. The categories are as follows:

- **Hero of Legend** includes any single Battleline, Leader or uncategorised model on a 60mm base or less.
- **Company of Legend** includes any unit of 5 or less models.
- **Icon of Legend** includes any Artillery model (plus any attendant crew), any Behemoth model, or any model on a base larger than 60mm.

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, we expect both members of the team to put in the time and effort to complete their hobby project. This means **both players must build and paint their respective portion of the army**. 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.



SCORING

The Age of Sigmar Doubles Tournament ranks teams overall by a tournament score. This is a combination of gaming, sportsmanship and army presentation scores. Your team's 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 ten points for sportsmanship and army presentation scores. These scores combined create your tournament score.

Gaming Scores

At the end of each game, you and your opposing team 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 hours and thirty minutes, 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:

- **Major Victory** 6 points
- **Minor Victory** 4 points
- **Draw** 2 points
- **Loss** 0 points

For each game you will also need to record the points value of enemy units and battalions destroyed which will be used as a tiebreaker should the need arise (see the Tiebreakers box below).

Summoned units DO NOT count towards this total.

DOUBLES TOURNAMENT SCORE EXAMPLE

James and Andy have won four games and lost one game earning a tournament score so far of 24. They then receive three Favourite Game votes and two Favourite Army votes, which are added to the 24 points they scored from their games for a total tournament score of 29.

FAVOURITE GAME AND ARMY SCORES

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 two votes 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. Every team must use their four votes as they are integral to the event. Each vote your team receives counts as one point towards your tournament score – this means you can receive a maximum of five points for Favourite Game and five points for Favourite Army.

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 team 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 complimentary theme may make up your mind.

TIEBREAKERS

If players earn the same tournament score by the end of the event, we will use the following tiebreakers to establish final rankings. They are listed here in order of priority:

- Points value of enemy units and battalions destroyed
- Gaming score
- Favourite Game votes
- Favourite Army votes

For example, two teams achieve a tournament score of 21, so we go to tiebreakers to establish who has the higher rank. One team has destroyed 6,420 points worth of enemy units over the weekend, whilst the other has destroyed

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:

- **First place** for the team that ranks highest overall.
- **Second place** for the team that ranks second.
- **Third 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.
- **Mortarchs** for the highest ranked **DEATH** team.
- **Lord-Celestants** for the highest ranked **ORDER** team.
- **Greater Daemons** for the highest ranked **CHAOS** team.
- **Megabosses** for the highest ranked **DESTRUCTION** team.
- **Allies of Convenience** for the highest ranked team without an allegiance in common.
- **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 29th June 2019

9.00am-10.00am Registration in Bugman's Bar

10.00am Events hall and stores open

10.20am Event brief

10.30am-1.00pm Game 1

1.00pm-2.00pm Lunch and the Legends painting competition

2.00pm-4.30pm Game 2

4.30pm-5.00pm Break

5.00pm-7.30pm Game 3

8.00pm Event hall and stores close

10.00pm Bugman's Bar closes

Sunday 30th June 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:** eventsupport@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

For more information regarding our event privacy note please follow the link provided: <https://wp.me/P4APTq-418>

