

WARHAMMER  
40,000

# THRONE OF SKULLS™ DOUBLES



AUG 31<sup>st</sup>/SEP 1<sup>st</sup> 2019

WARHAMMER WORLD **EVENTS**

**GAMES  
WORKSHOP**

# WARHAMMER 40,000 THRONE OF SKULLS DOUBLES

The Warhammer 40,000 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 aspire towards, or have always dreamed of, then come and experience a weekend like no other.

## New Battlefronts

The Warhammer 40,000 Matched play missions give players a range of strategic challenges, from the controlled scenarios of Eternal War, to the shifting battlefield objectives of Maelstrom of War. This event gives teams the chance to experience both types of challenge, testing your armies and teamwork and presenting a range of opportunities to crush your foes!



## Event Essentials

**Date:** 31st August - 1st September 2019

**System:** Warhammer 40,000 Matched Play

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

**Army size:** 900 points per player for a total army size of 1,800 points

**Scenarios:** Maelstrom of War and Eternal War from *Chapter Approved: 2018 Edition*

**Number of games:** Five

**Army selection:** Each player selects a separate Battle-forged army with a maximum of two Detachments – see the 'Army Building' section for more details.

**Publications in use:** All current and in-print Warhammer 40,000 Index books, Codexes, FAQs and Errata, plus beta rules from Games Workshop and Forge World, unless their release falls on the weekend of the event. We expect you to use the most current datasheets for your models (e.g. those found in a Codex rather than an Index if a Codex is available for your army). This means that you may use Faction-appropriate Index datasheets that might not appear in your Codex (such as Chaplain on Bike).

**Meals:** Lunch is provided on both days.

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

A pack of Tactical Objectives per team is recommended for this event!



# The Games

Over the weekend you will play five doubles games of Matched Play Warhammer 40,000 using missions from Maelstrom of War and Eternal War found in Chapter Approved: 2018 Edition. 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 players 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.

Each mission will be randomly determined by the events team before the round starts. Once a mission has been played, it will not be played again, so you will play five of the twelve Matched Play missions. Once a game starts, play through the mission exactly as laid out in Chapter Approved: 2018 Edition (these can be found on pages 46-59).

When playing Maelstrom of War missions, objectives will be drawn as a team and are achievable as a team. This will mean both players in the same team are achieving the objectives together. Army specific tactical objectives will NOT be in use unless both players within the team have the same army they relate to, however army specific stratagems that affect tactical objectives (such as the Dark Angels Secret Agenda) can be used.



## 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).

If you have painted your models in a specific way, we expect you to use the rules relevant to that scheme. For example, if you have painted your models as Salamanders, your army must have the Salamanders keyword. If you have created your own Chapter/Hive Fleet/Sept/Craftworld etc and they are painted in your own unique colour scheme, then you may give them any keyword that you wish.

If you have used different keywords between detachments, there must be a clear visual difference between each detachment. For example, if you have a Tyranid army with detachments from both Kraken and Kronos, the models in each detachment must be clearly distinguishable from one to another such as a different coloured carapace. If you are unsure whether something is clearly distinguishable, contact us via the details at the end of this pack.

Finally, 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 opponent 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

We welcome players with all armies, so if you and a friend have factions that wouldn't normally fight together, you are still welcome and allowed to play at this event. Each player will have their own separate 900 point army using no more than two Detachments. This army must be selected following the usual Matched Play rules for choosing an army as found on page 214 of the Warhammer 40,000 rulebook. Here are a few key points that apply to Doubles events:

- Each player chooses a Warlord for their individual 900 point army.
- Each player can also choose a Relic/ Artefact for their individual 900 point army, however it must be different to their partners choice as the same relic cannot be taken twice when combined as a **TEAM**
- Players cannot 'share' when building an army. For example, each player must use their own detachments, and cannot use the other player's remaining points.
- Reinforcement points apply to a player, not to the whole **TEAM**. For example, if player A has 200 reinforcement points set aside, player B does NOT have access to them.
- 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 Kharn The Betrayer, even if they are from different players' 900 point army.
- No datasheet may be included in a players army more than twice and may not be included more than three times across a **TEAM** - This does not apply to units with the Troops or Dedicated Transport Battlefield Role, nor does it apply to any units that are added to your army during the battle that cost reinforcement points.

*Eg. Elliot and Katie have both chosen to attend with a Space Marine army. Elliot has chosen to take two Predators as part of his 900 points. This means Katie can only take one predator within her 900 points, as once their individual 900 points combine to create their **TEAM** the maximum datasheet limit of three is reached.*

Both players' armies then combine to create an army of 1,800 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**. Here are a few common examples:

- **Strategic Discipline.** The same stratagem cannot be used by the same **TEAM** more than once during any single phase.
- **Psychic Focus.** As each psychic power can be attempted only once per turn, this would apply to the whole **TEAM**.
- **Deployment.** During deployment the entire **TEAM** army is set up at once.
- **Command Points.** The pool of Command Points is usable by the whole **TEAM**. In addition, the 3 Command Points for being Battle Forged is for a team, NOT each player.
- **Tactical Reserves** applies to the **TEAM**

# Army Rosters

Once you are happy with your army, you must record both players lists on a typed and printed army roster – a PDF download of a blank army roster is available from [www.warhammer-community.com](http://www.warhammer-community.com). 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 reinforcement points, Command Points, army Faction, who your Warlord is and what Detachments you are using.

Psychic powers, Warlord Traits, your chosen relic and specific Faction keywords e.g. <Chapter> or <Clan> must be decided on before the event and recorded on your army roster.

Anything else that is used 'before the battle' DOES NOT need to be recorded on your army roster. This is to give players the tactical flexibility each round. Common examples of this are Stratagems such as Relics of the Chapter (Codex: Space Marines) or Banner of Blood (Codex: Chaos Daemons). Simply declare their use to your opponent before the 'Deployment' step of a mission.

# Scoring

Warhammer 40,000: Throne of Skulls 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 three 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!)
- First Strike
- Linebreaker
- 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 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 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 players earn the same tournament score by the end of the event, we will use the total secondary objectives achieved as a tiebreaker – these are Slay The Warlord, Linebreaker and First Blood. If there is still a tie, we will use them in order of priority:

- Total secondary objectives achieved.
- Total points value of enemy units destroyed
- Total Slay The Warlord victory conditions achieved
- Total First Strike victory conditions achieved
- Total Linebreaker victory conditions achieved

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 seven secondary objectives, therefore they are still of the same rank. Moving on to the next tiebreaker, we find one team has achieved Slay The Warlord three times, whilst the other has achieved it once. 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 Warhammer 40,000 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, Linebreaker, First Strike and 1800 points for 'enemy units destroyed'.



# 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 doesn't have the **VEHICLE** or **MONSTER** keyword.
- **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 model with the **VEHICLE** or **MONSTER** keyword, 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.
- **Chaos Champions** - For the team with the **CHAOS** keyword that ranks highest overall.
- **Imperium Champions** - For the team with the **IMPERIUM** keyword that ranks highest overall.
- **Xenos Champions** - For the team with **AELDARI, TYRANIDS, T'AU EMPIRE, ORK** and/or **NECRONS** keyword that ranks highest overall.
- **Alliance Champions** - For the team that doesn't fall into the above keyword categories and ranks highest overall.
- **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 31st August 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 1st September 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](mailto:eventsupport@gwplc.com)

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

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