



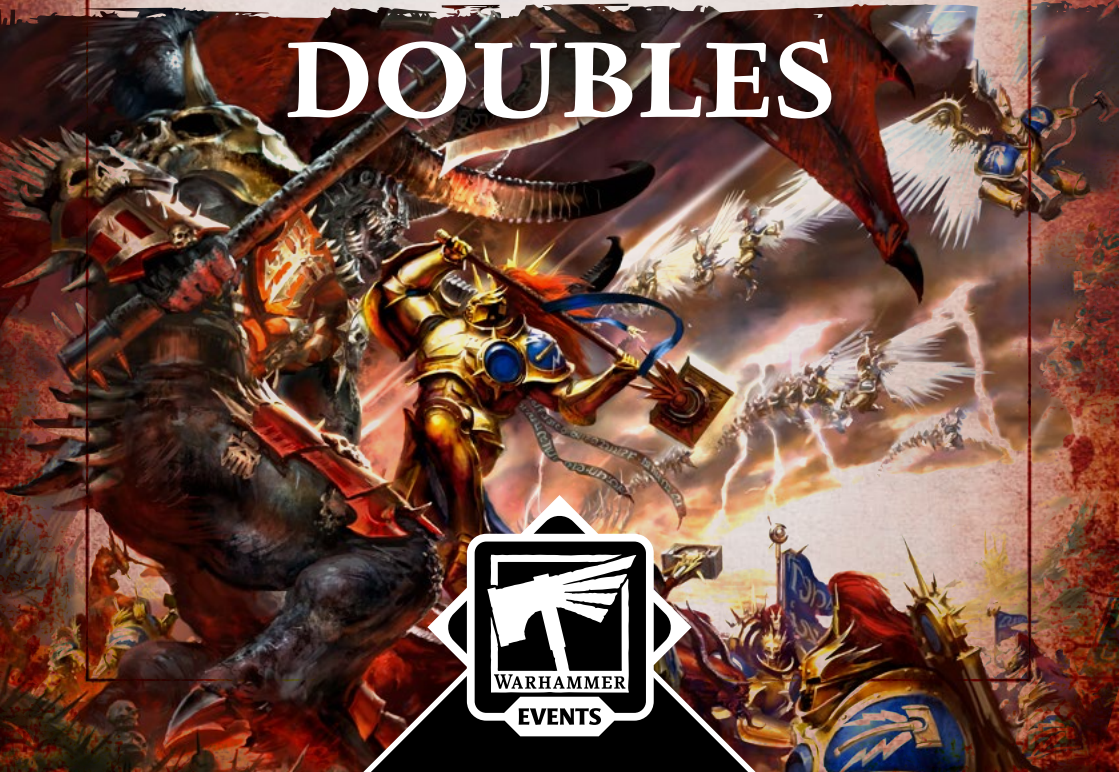
NARRATIVE PLAY

WARHAMMER WORLD

WARHAMMER AGE OF SIGMAR

THRONE OF SKULLS

DOUBLES



WARHAMMER AGE OF SIGMAR

DOUBLES EVENT

This Warhammer Age of Sigmar Doubles Tournament is a Narrative 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 with a friend at your side, then a Warhammer Age of Sigmar Doubles Tournament is for you.

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I.0 EVENT ESSENTIALS

System:	Warhammer Age of Sigmar.
Format:	Doubles. You will play as a team of two throughout the weekend.
Registration:	Saturday at 9:00 AM.
Location:	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
Battle Size:	1,000 points per player for a total army size of 2,000 points.
Board Size:	60" x 44"
Missions:	Pitched Battle Battleplans from the latest Generals Handbook.
No. of Games:	Five
Army Selection:	See the Battlehost restrictions on the Pitched Battle chart in the Generals Handbook
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and at least 2 physical copies of their army roster (one for the Event staff and one for their opponents). If you are using any electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.



2.0 ARMY CONSTRUCTION AND PAINTING

2.1 Doubles Armies and How They Work

Each player will have their own separate 1,000 point army following the rules from the Matched Play Pitched Battle chart. These armies must be selected following the usual Matched Play rules for picking your army. These two armies then combine in your games to create a Team army.

When building your army, use all the most up to date Warhammer Age of Sigmar Rules found in the Pitched Battle Publications list found in the Generals Handbook. Tome Celestial Battletome updates found in White Dwarf can also be used (for example the Sons of Behemat battalion rules). Each player's 1,000 point army is entirely their own and must be fully contained within their own army roster, with some exceptions:

- Each player's army must be from a different Faction, so you cannot take a doubles army consisting of two Stormcast forces for example.
- Any Unique units can only be included once per Team.
- You cannot duplicate core battalions 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 in a Team, but Command Traits are otherwise unaffected.
- You cannot duplicate Universal Enhancements in a Team - the rare book store only has so many Arcane Tomes!
- You may not duplicate Warscrolls across a Team. For example Ben is using Stormcast Eternals army and Hannah is using a Cities of Sigmar army. Ben wants to use Vindictors in his army so Hannah may not use Vindicators as allies within her army.
- Player's 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.

When playing your games, rules that relate to an army or player will relate to your 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.
- Any extra command points generated by abilities can be shared by the team.
- If one player has spent the points for an Endless Spell, then all Wizards belonging to the Team army may use that spell providing they are able to cast it.
- You select one overall Grand Strategy for your Team army.
- You will select ONE Battle Tactic that your doubles army aims to complete each turn.
- At the start of each game you must nominate one General from the two available to lead the your Doubles army so your opponent knows who they need to slay for any relevant Battle Tactics (such as Slay the Warlord).

2.0 ARMY CONSTRUCTION AND PAINTING(cont.)

2.2 Army Rosters

Once you have built your army, you must record each player's army on two separate army rosters. We recommend using 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 each player's 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 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.

2.3 Modelling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. With this in mind, all miniatures in your collection must be Games Workshop or Forge World miniatures (excluding basing or scratchbuilt components), and be fully assembled and painted to at least a Battle Ready standard. Below are some examples of models painted to a Battle Ready standard. (More information on Battle Ready can be found at Warhammer-Community.com)



2.0 ARMY CONSTRUCTION AND PAINTING(cont.)

Each model must accurately represent its entry on your army roster.

Many players “scratch build” or heavily convert elements of their model collection, and these activities are a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most current version of the model they represent. You may not gain a benefit from converted models, but may incur penalties.

For any converted or scratch built models, you must seek permission from whworldevents@gwplc.com including photos of the models in question where possible, at least two weeks before the event.

If you do not obtain permission for conversions before this date, you run the risk of them being removed from play, or possibly incurring score penalties.

A Note on Basing:

Many models are no longer produced on the bases they originally came with. Wherever possible, base your models according to their current boxed kit.

As with other exceptions, if you wish to have a model reviewed, please email whworldevents@gwplc.com for approval.





3.0 THE PLAYERS CODE & POLICIES

3.1 Player Conduct Policies

There is a famous adage that goes, 'It matters not if you win or lose, it's how you play the game.' We believe that Warhammer Age of Sigmar is a game best played in this spirit, and to help with this, we've put together a set of guidelines that we call the 'Player's Code.'

The cardinal rules of the Player's Code are all you really need to follow, as the principles that come below them are really just examples of the cardinal rules in practice. If you follow the Player's Code, you'll find yourself having more fun, and what's more, you'll be playing Warhammer Age of Sigmar as it's meant to be played – as an enjoyable pastime played in a spirit of friendly rivalry.

● THE PLAYER'S CODE ●

CARDINAL RULES

- Always be polite and respectful.
- Always tell the truth and never cheat.

PRINCIPLES

- Arrive on time with all of the things you need to play the game.
- Make a respectful gesture to your opponent before and after the game, such as offering a handshake, wishing them good luck, etc.
- Avoid using language your opponent might find offensive.
- Ask your opponent's permission if you wish to use unpainted models or substitute models.
- Offer your opponent a chance to examine your army roster before the battle starts.
- Answer any questions your opponent has about your army and the rules that apply to your army.
- Measure moves and distances carefully and accurately.
- Give your opponent the chance to examine your dice rolls before picking up the dice.
- Ask permission before touching any of your opponent's miniatures.
- Remind your opponent about rules they may have forgotten to use or that they have used incorrectly, especially when doing so is to your opponent's advantage rather than your own.
- Never deliberately waste time during a game.
- Avoid distracting an opponent when they are trying to concentrate, and be careful to respect their personal space.
- Never complain about your bad luck or your opponent's good luck.
- Never fix the outcome of a game.



3.0 THE PLAYERS CODE & POLICIES (cont.)

Everybody Loses from Time to Time.

Finally, be ready to lose a few games of Warhammer! It seems an odd thing to say, but it is in the nature of any event that only a few players (at most!) will finish the weekend without a loss. Barring ties, half of you will lose your very first game of the weekend, in fact!

Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more laudable. These events present you the opportunity to build friendships with fellow hobbyists who share your interests - friendships you can renew and celebrate every time you travel to Warhammer World or local events. A single great friendship built out of your experiences at these will outweigh any number of individual victories across your battles this weekend. In fact, if you do your best, have a great time, and build some lasting friendships... you haven't really lost at all!

3.2 Judges

Event staff will be prominently visible in the tournament hall throughout the event and hold the final say on all game rules and tournament issues. Individual rulings, however, are never binding precedent - it's a game, not a court of law. Rulings will always be based on correct rules interpretations rather than adhering to previous precedent. When calling for assistance, please be prepared to provide any relevant rules to the particular question.

A Note on Active Judging:

At Warhammer World, judges are empowered to actively stop instances of illegal play, with or without a player's specific request for intervention. If a player has concerns at any point, they are always welcome and encouraged to call a judge. While we will not have judges at every table, and we cannot stop every instance of a minor misplay, our goal here is to make sure all the games at Warhammer World are enjoyable for everyone.

3.3 Quit Policy

We expect all players 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 player earns a loss and zero points. The winning team records a major victory and maximum points for their grand strategy and battle tactics for the rounds remaining.

Of course, if you have some kind of emergency that means you can't proceed, just let the event staff know right away.

4.0 TOURNAMENT FORMAT

4.1 Scoring

(50% Gaming, 25% Appearance, 25%

How you played the Game)

At the end of each game, use the provided score sheet to record your results and provide them to the judges table. There may also be an option for reporting your results digitally on the day.

The Warhammer 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 30 points here for winning all five games. You can then achieve a maximum of 30 points for sportsmanship and army presentation scores. These scores combined create your tournament score.

4.1.1 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 forty five 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

4.1.2 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 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 three points towards your tournament score – this means you can receive a maximum of fifteen points for Favourite Game votes and fifteen points for Favourite Army votes.

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!). You should consider how your opponents played the game when making your choice. If your opponents played in a clean and honest manner this should be considered equal with teams that were positive, fun and engaging.

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.

4.0 TOURNAMENT FORMAT (cont.)

4.1.3 Doubles Tournament Score Example:

Edd and Max 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 39.

4.1.4 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:

- Total Gaming Score
- Total number of Favourite Game votes
- Total number of Favourite Army votes
- Number of completed Battle Tactics
- Number of completed Grand Strategies

4.2 Event Schedule

Saturday

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 10:15	Briefing
10:15 - 13:00	Round 1
13:00 - 13:45	Lunch in the canteen
13:45 - 16:30	Round 2
16:30 - 17:00	Break
17:00 - 19:45	Round 3
20:00	Gaming Hall Closes
20:00	Bugman's closes

Sunday

9:00 - 10:00	Bugman's open
09:30 - 12:15	Round 4
12:15 - 13:15	Lunch and Best Army voting
13:15 - 16:00	Round 5
16:30	Awards Presentations

4.3 Game Speed Milestones

Outside of tournaments, most players do not complete their games against a set clock. Rather than simply calling time left, event staff will call time based upon the place in the game you should on average be at, and these will also be shown on the projectors in the gaming hall. These time calls exist to help keep the flow of play moving, and are not binding. For clarity, this provides each player with, on average, the following time breakdown for the typical game:

Review Battleplan, Review army lists: 5 Minutes (both players)

Deploying models: 10 Minutes (both players)

Playing your First Turn: 20 Minutes per player

Playing your Second Turn: 18 Minutes per player

Playing your Third Turn: 15 Minutes per player

Playing your Fourth Turn: 10 Minutes per player

Playing your Fifth Turn: 10 Minutes per player

The milestones for a round breakdown as:

- **2:45.00 remaining:** Start round (Formally)
- **2:40.00 remaining:** Complete pre-game discussions and decisions
- **2:30.00 remaining:** Deployment Complete, Begin Round 1
- **1:50.00 remaining:** First Battle Round Complete, Begin Round 2
- **1:14.00 remaining:** Second Battle Round Complete, Begin Round 3
- **0:44 minutes remaining:** Third Battle Round Complete, Begin Round 4
- **0:24 minutes remaining:** Fourth Battle Round Complete, Begin Round 5
- **0:04 minutes remaining:** Do not begin a new Battle Round without Judge Permission

4.0 TOURNAMENT FORMAT (cont.)

Judges have access to a variety of mechanisms for speeding up or ensuring game completion should milestones be repeatedly missed. All players are expected to finish their games, and to attend with an army list they feel comfortable playing a complete game within 2 hours and 45 minutes. You must not intentionally leverage the clock to disadvantage your opponent.

A Note on Lateness: Should you arrive late to Round 1 of the event, you may lose your spot to a person on the Waitlist. Assuming your spot is still available, you will be paired with any other late arrivals (again, where relevant) with a mandate to complete your game in the original Round time. A subsequently incomplete game may result in point penalties. If you arrive late to the first round on Day 2 of the tournament, you may incur a penalty.

4.4 Event Awards

The Warhammer Age of Sigmar hobby is multi-faceted; including social, gaming, and artistic components. With that in mind we will award the following prizes:

- 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 (based on gaming scores only).
- Lord-Celestants for the highest ranked Order team (based on gaming scores only).
- Greater Daemons for the highest ranked Chaos team (based on gaming scores only).
- Megabosses for the highest ranked Destruction team (based on gaming scores only).
- Allies of Convenience for the highest ranked team without an allegiance in common (based on gaming scores only).
- Favourite Army (1st, 2nd, 3rd) as voted by you, for the most impressive looking team army.
- Best Army (Judges Choice).



4.0 TOURNAMENT FORMAT (cont.)

4.5 Pairings

Your opponent for your first game will be randomly determined. Subsequent rounds will be organised using a swiss system where you are paired randomly within your bracket. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

A Note on Results Reporting. Many players around the world happily participate in independently-run, often local ranking systems. Where relevant (such as the ITC), we will submit results sorted by Generalship for these standings.

4.6 Best Army Painting Competition

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.



5.0 TERRAIN

5.1 Table Layouts

Terrain will be set out on tables prior to Game 1. Before each game please adjust the terrain to follow the rules for objective and terrain placement. If you have any issues with terrain placement please ask one of the Event staff for assistance.

The Terrain Chart lists what Scenery Rules each piece of Terrain has. For example a Shattered Stormvault is considered to be Defensible and Garrisonable. If the terrain is based then that base is used to define if a model is Wholly On Terrain.

5.2 Faction Terrain

Every effort should be made to allow players to use their faction terrain that they have spent time to paint. If faction terrain cannot be placed then please speak to a member of the events team who will adjust the battlefield to accommodate the piece.



5.3 List of Scenery and Associated Terrain Traits

AOS Terrain	Terrain Traits	Terrain Traits	Terrain Traits	Rules
Dominion of Sigmar: Shattered Temple	Defensible	Garrisonable	LOS Blocking**	See rules 17.1.2 and 17.2
Dominion of Sigmar: Sigmarite Dais	Defensible	Garrisonable	LOS Blocking**	See rules 17.1.2 and 17.2
Awakened Wyldwood*	Wyldwood			See rules 17.1.4
Thondian Strongpoint	Cover			See rules 17.1.1
Baleful Realmgates	Defensible			See rules 17.1.2
Ophidian Archways	Cover			See rules 17.1.1
Numinous Oculums	Cover			See rules 17.1.1
Ruined Temples	Defensible	Garrisonable		See rules 17.1.2 and 17.2
Azyrite Ruins	Cover			See rules 17.1.1
Azyrite Townscapes	Cover			See rules 17.1.1
Dreadstone Blight	Defensible	Garrisonable		See rules 17.1.2 and 17.2
Witchfate Tor	Defensible	Garrisonable		See rules 17.1.2 and 17.2
Skullvane Manse	Defensible	Garrisonable		See rules 17.1.2 and 17.2
Gloomtide Shipwrecks	Impassable			You cannot move models over this terrain feature unless the model can fly, and you cannot set up or move a model onto this terrain feature (even if it can fly).
Rocks (Small)	Impassable			You cannot move models over this terrain feature unless the model can fly, and you cannot set up or move a model onto this terrain feature (even if it can fly).
Rocks (Large)	Impassable	LOS Blocking**		You cannot move models over this terrain feature unless the model can fly, and you cannot set up or move a model onto this terrain feature (even if it can fly).

*Any terrain on an old or new style wood base plays in the same way as Wyldwood for Line of Sight blocking purposes

**Visibility between 2 models is blocked if a straight line 1mm wide drawn between the closest point of the two models passes across more than 3" of a Line of Site (LOS) blocking terrain feature. Visibility to or from models with a Wounds characteristic of 10 or more is not blocked by Line of Sight blocking terrain features.

6.0 HEALTH & SAFETY

At Games Workshop, the health and wellbeing of our staff, their families and loved ones, and the wider community in which we operate is our top priority. When you attend one of our events, you can rest assured that we will be doing everything we can to make it as safe and enjoyable a time as possible.

At a minimum, Games Workshop will always follow government guidance in every area in which we operate. Where we feel we should include additional measures to further improve the safety of our community, we will.

Whilst we can't be certain what the exact rules will be for each of our events yet, at every event, you can certainly expect to see:

- Reduced capacities to help people can keep distanced where possible
- Organization to reduce crowding and bottlenecks in any particular area
- Measures to reduce sharing of equipment
- Sanitisation stations

Specific details will be communicated with all players closer to the event.

CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us:

Email: whworldevents@gwplc.com

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

For more information on our event privacy note please follow the link provided here: [Privacy Policy](#)

