



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER  
40,000

# THRONE OF SKULLS

## DOUBLES







# DOUBLES

The Warhammer 40,000 Doubles event is a fun and exciting 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. Doubles is a fun and exciting gaming event, where teams compete to crown one of them the Warhammer 40,000 Throne of Skulls Doubles 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.

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## 1.0 EVENT ESSENTIALS

<b>System:</b>	Warhammer 40,000 Matched Play
<b>Registration:</b>	Saturday at 9:00 AM.
<b>Location:</b>	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
<b>Battle Size:</b>	Strike Force (not exceeding 2000 points) that comprises two 1000 point armies.
<b>Board Size:</b>	60" x 44"
<b>Missions:</b>	Missions: These will be from the latest Chapter Approved: Leviathan Mission Deck and will be emailed out to players the week before the event.
<b>No. of Games:</b>	Five
<b>Army Selection:</b>	Each player must bring a legal 1000 point army. Follow Muster Armies in the latest Grand Tournament Mission Pack
<b>Tools of War:</b>	<p>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 each opponent).</p> <p>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.</p>
<b>Other Activities:</b>	<p>Lunch is included</p> <p>Painting competitions and free entry to the Warhammer World exhibition.</p>





## 2.0 ARMY CONSTRUCTION AND PAINTING

### 2.1 Army Construction

Each player must select an Incursion sized army (not exceeding 1000 points) and follow the guidelines set out on pages 55 and 56 of the Core Rules.

When building your army, use all the most up to date Warhammer 40,000 rules found in the following Games Workshop publications with the cut off date being one week before the event:

- Codexes/Index Cards
- Warhammer 40,000: The App
- Campaign Books
- Balance Dataslate, Munitorum Field Manual, FAQs and Errata found via [www.warhammer-community.com/faqs](http://www.warhammer-community.com/faqs)

Units from the Legends Field Manual and Legends: Legendary Units documents are not in use at this event.





## 2.0 ARMY CONSTRUCTION AND PAINTING [cont.]

Army lists should be presented in an easy to read format (such as army lists exported from Warhammer 40,000: The App), including all relevant wargear and unit upgrades. Take into account the following points when constructing your armies:

- Players cannot share points
- An individual player's Faction may be different from their teammates. There is no requirement for the two armies to be historically able to "ally" with each other.
- The same Datasheet cannot be included in both players' armies. Eg. Elliot and Katie have both chosen to attend with Space Marine armies. Elliot has chosen to take a Tactical Squad as part of his 1000 points. This means Katie cannot take a Tactical Squad within her 1000 point army.
- Any Unique units can only be included once in a team.
- Each player chooses a Warlord for their individual 1000 point army.
- Identical instances of Army Rules should only be used once between those players (for example if two space marine armies are on the same team you may only select one target for Oath of Moment and this will be the target for both players or if both players take Aeldari as their armies they will roll one set of dice for their Strands of Fate army ability that both players can then use).





## 2.0 ARMY CONSTRUCTION AND PAINTING [cont.]

### 2.2 Best Coast Pairings

Best Coast Pairings will be used for running the event. You can register for the event and upload your lists for the event at [bestcoastpairings.com](http://bestcoastpairings.com). This must be done before Round 1. Lists will remain hidden until the pairings for the first round have been generated. Online Registration will open up on the Wednesday before the event and we will email you out all the details.

Please note it is not a requirement for you to sign up to Best Coast Pairings. If you do not wish to do this we can register you in person on the day of the event still.





## 2.0 ARMY CONSTRUCTION AND PAINTING [cont.]

### 2.3 Modeling and Painting

Playing exciting, atmospheric games with finely detailed, painted miniatures is intrinsic to the Warhammer experience. Painting your miniatures, taking them from bare plastic to fully realised warriors, is also one of the most satisfying parts of the Warhammer hobby.

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 a Battle Ready standard. Battle Ready models have their main areas coloured and a simple finish on their bases. Check out our Battle Ready tutorials for inspiration or [head to your local Warhammer store](#) where the friendly staff can help you find the paints you need and answer your questions. Below are some examples of models painted to a Battle Ready standard.





## 2.0 ARMY CONSTRUCTION AND PAINTING [cont.]

### 2.4 Converted Models/Units

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](mailto: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](mailto:whworldevents@gwplc.com) for approval.





# 3.0 TOURNAMENT FORMAT

## 3.2 Schedule

### Saturday

09:00 - 10:00	Registration in Bugman's Bar
10:00 - 10:15	Briefing
10:15 - 13:00	Round 1
13:00 - 14:00	Lunch in the Canteen
14:00 - 16:45	Round 2
16:45 - 17:00	Break
17:00 - 19:45	Round 3
20:00	Gaming Hall and Bugman's Close

### Sunday

9:00 - 10:00	Bugman's open
10:15 - 13:00	Round 4
13:00 - 14:00	Lunch and Best Army voting
14:00 - 16:45	Round 5
17:15	Awards Presentations

## 3.3 Game Speed Milestones

Outside of tournaments, most players do not complete their games against a set clock. As a result, when a loudspeaker announces “two hours remaining,” most players don’t naturally think “OK, we should almost be done with the entire first game round!” To help with this, 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:

- ☒ Pre-Game Mission, Review army lists: 5 Minutes (both teams)
- ☒ Deploying models: 10 Minutes (both teams)
- ☒ Playing your First Turn: 20 Minutes per team
- ☒ Playing your Second Turn: 18 Minutes per team
- ☒ Playing your Third Turn: 15 Minutes per team
- ☒ Playing your Fourth Turn: 10 Minutes per team
- ☒ Playing your Fifth Turn: 10 Minutes per team

The milestones for a round breakdown as:

- 2:45:00 remaining:** Start round (Formally)
- 2:40:00 remaining:** Complete pre-game discussions and decisions, including Secondary Objectives
- 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 remaining:** Third Battle Round Complete, Begin Round 4
- 0:24 remaining:** Fourth Battle Round Complete, Begin Round 5
- 0:04 remaining:** Do not begin a new Battle Round without Judge Permission



## **3.0 TOURNAMENT FORMAT** (cont.)

### **3.3 Pairings**

Your opponent for your first game will be randomly determined. Subsequent rounds will pair players randomly with other players on similar records. For example, after round 1 if there are 20 winners you could be paired against any of them. It will not be 1v2, 3v4 etc. If you ever find yourself facing off against a player you have faced previously please contact a member of the events team.

### **3.4 Matched Play Games**

For this event we will be following the guidelines laid out on the Chapter Approved Instruction Cards with the following changes:

#### **Step 1. Muster Armies**

Neither you or your teammates' armies should exceed 1000 points each, with your team's total not exceeding 2000 points, and should be chosen before the event. Your army roster must be uploaded to the Best Coast Pairings website before the start of Round 1. You will be emailed out a link to the Best Coast Pairings sign up page before the event.

#### **Step 2. Determine Mission**

Your deployment for each mission, the Mission Rules and the Primary Mission Rules will be pre-selected. These will be emailed out to players at least one week before the event.

#### **Step 3 and 4. Read Mission Briefing & Place Objective Markers**

When the mission is revealed the players should proceed with Steps 3 and 4 as normal.

#### **Step 5. Create the Battlefield**

Terrain will be pre set for each round.

#### **Steps 6 - 13.**

Players should proceed with Steps 6 to 13 as normal.

#### **Step 14. Determine the Victor**

Follow the rules laid out in Step 14 to determine the victor. At the end of each game you and your opponent will need to record your results on the Best Coast Pairings website or on an event scorecard (if required).

When recording your scores please enter how many points you scored out of the 90 available. To play at the event every player will have an army painted to a Battle Ready Standard, so please ensure you include the 10 points available for this on top of the 90 points available from the game.

### **3.5 Best General Scoring**

At the end of each game please input your scores into the Best Coast Pairings Player app. These will then be used to calculate the Best General standings



## 3.0 TOURNAMENT FORMAT [cont.]

### 3.6 Throne of Skulls Scoring

The Throne of Skulls Doubles champions will be determined by a straight 33% split of gaming scores, favourite army votes, and favourite player votes. When you have submitted your scores using the Best Coast Pairings App your score will be converted to Tournament points using the following system

- Victory - 3 points
- Draw - 1 point
- Loss - 0 points

You can score a maximum of 15 points from your games.

#### 3.6.1 Favourite Game And Army Scores

Favourite game and army scores are calculated by voting in the following two categories when your team hands in your final results at the end of the event. Your team gets two votes in each category, and you must vote only for the team 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 you receive counts as 3 points towards your tournament score – this means you can receive a maximum of 15 points for Favourite Game votes and 15 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!). 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 teams you played against that you liked the look of their armies the most (note that you can't vote for the same team twice!). Excellent painting standards, a fantastic centrepiece model, spectacular conversions or overall complimentary theme may make up your mind.

#### 3.6.2 Warhammer 40,000: Score Example:

Edd's team has won four games and lost one game earning a tournament score so far of 12. His team then receives three Favourite Game votes and two Favourite Army votes, which are added to the 15 points he scored from his games for a total tournament score of 27.

#### 3.6.3 Tiebreakers

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

- Gaming Score
- Favourite Game votes
- Favourite Army votes

**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.



## 3.0 TOURNAMENT FORMAT [cont.]

### 3.7 Event Awards

The Warhammer 40,000 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..
- Favourite Army (1st, 2nd, 3rd) as voted by you, for the most impressive looking team army.
- Best Army (Judges Choice).
- Chaos Champions - For the team with the CHAOS keyword that ranks highest overall (based on Gaming scores only).
- Imperium Champions - For the team with the IMPERIUM keyword that ranks highest overall (based on Gaming scores only).
- Xenos Champions - For the team with AELDARI, TYRANIDS, T'AU EMPIRE, ORK and/or NECRONS keyword that rank highest overall (based on Gaming scores only).
- Alliance Champions - For the team that doesn't fall into the above keyword categories and ranks highest overall (based on Gaming scores only).

### 3.8 Favourite Army Painting Competition

The Events Team will nominate a shortlist of teams for the Favourite 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.



## 4.0 TERRAIN

### 4.1 Table Layouts

Our tables will be using the layouts provided in the Leviathan Tournament Companion. For our Throne of Skulls events we will endeavour to have a wider variety of terrain to provide another layer to the immersiveness and challenge that a general may have to overcome to claim victory.





## 5.0 POLICIES

### 5.1 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.

On a rare occasion, players may intentionally or unintentionally commit rules or sportsmanship fouls in the course of a heated or challenging battle. Behavior such as bullying, rules abuse, moving models illegally, picking up dice before your opponent has the chance to see the results, lying to judges or opponents, or any other form of unethical or inappropriate conduct can result in substantial in-game penalties, automatic loss assessment, permanent removal of parts of your army for the duration of the event, or removal from the event itself.

### *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!

### 5.2 Conceding

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 player does concede before the game has reached its natural conclusion, then the conceding player earns a loss and zero points. The winning player records a win and maximum points for any objectives 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.



## 6.0 HEALTH AND 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.

Any 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](mailto:whworldevents@gwplc.com)

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

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

# THRONE OF SKULLS

## DISCLAIMER

Games Workshop PLC reserves the right to make changes to the event rules or schedule, for any reason, at any time, without prior notice.

