



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER
AGE OF SIGMAR

THRONE
OF
SKULLS



DOUBLES

WARHAMMER AGE OF SIGMAR

DOUBLES EVENT

The Warhammer Age of Sigmar Doubles Tournament is a casual 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 not only 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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1.0 EVENT ESSENTIALS

System:	Warhammer Age of Sigmar, Matched Play Battlepack, General's Handbook 2024-25.
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"
Battleplans:	Matched Play battleplans from the latest Generals Handbook.
No. of Games:	Five
Army Composition:	Use the rules in Army Composition (Advanced Rules)
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, and all relevant rules publications.
Refreshments:	Lunch is included both days of the event. A water machine for refilling bottles is present in the gaming hall. Drinks, snacks & additional meals are available to purchase from Bugman's Bar.

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 WHAT IS THE THRONE OF SKULLS?

Throne of Skulls events are a unique event format found at Warhammer World and are very heavily weighted towards so called 'soft' scores. These may not appeal to all gamers, but may be just the thing that some players are looking for. The events are named after the iconic Throne of Skulls trophy awarded to the player who shows excellence in all aspects of the hobby. To become a Throne of Skulls Champion, a team needs to be skilled in the arts of generalship, army theme and/or painting and be able to ensure that they make the game enjoyable for both themselves and their opponent. Points are awarded for these three areas. The only one of these that you can directly control is how you play the game. The points for Favourite army and Favourite Game are given to you by your opponents at the end of the event.

2.1 How do you decide who to reward?

This is entirely up to you. Your criteria for awarding your favourite game and favourite army votes do not have any set criteria. Your favourite army votes could be determined by the list of models your opponent has chosen. If a team has picked a list with a unique or memorable theme this could also be a deciding factor. Or you may pick an army based on how well it has been converted or painted.

Remember there is a separate Favourite Army painting competition, so your decision for the Throne Of Skulls points does not have to be based solely on how an army looks.

The same goes for choosing your Favourite Games. Your opponents may have been outgoing and great fun, but this should not form the basis of your decision. You may have played a team who were quiet or more reserved, but the game could well have been close and exciting so would be equally deserving of your vote.

2.2 Becoming a Throne of Skulls Champion

Our Throne of Skulls Champion will be determined by a straight 33% split of gaming scores, favourite army votes, and favourite team votes. When you have submitted your scores using Best Coast Pairings 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 Tournament points from your games.

2.3 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 players and armies you played against. This is also a secret ballot, so don't let anyone see who you've voted for. Every player must use their four votes as they are integral to the event. Each vote you receive counts as three points towards your total Throne of Skulls score – this means you can receive a maximum of fifteen points for Favourite Game votes and fifteen points for Favourite Army votes.

2.0 WHAT IS THE THRONE OF SKULLS? (cont.)

Favourite Game – Vote for the two 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 most (note that you can't vote for the same army twice!). An entertaining or unique collection of units, excellent painting standards, a fantastic centrepiece model, spectacular conversions, or overall complimentary theme may make up your mind.

* Please note this is separate from the Favourite Army competition that happens during Sunday lunchtime.

2.4 Throne of Skulls Score Example

Edd's team has won three games and lost two games earning a tournament score so far of 9. then receive three Favourite Game votes and two Favourite Army votes, which are added to the 9 points they scored from their games for a total Overall score of 24 out of a possible 45 points.

2.5 Tiebreakers

If a team earns the same tournament score at the end of the event as another team, 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

If teams are still tied they will finish in the same position

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 ARMY CONSTRUCTION AND PAINTING

3.1 Doubles Armies and How They Work

Each player will require an army of no more than 1,000 points to play at this event. These two armies then combine in your games to create a Team Army. Details for creating your army can be found in Army Composition (Advanced Rules). When building your army roster, use all the most up to date Warhammer Age of Sigmar rules found in the Warhammer Age of Sigmar Faction Packs, any legal battletomes, and the points and regiment options in the Battle Profiles 2024-25. Each player's 1,000 point army is entirely their own and must be fully contained within their own army roster, with the following exceptions:

- Each player's army must be from a different Faction, so you cannot take a Team Army consisting of two Stormcast Eternals armies for example.
- Your Team army can have a maximum of 5 Regiments. These do not have to be split evenly between each player.
- Unique units can only be included once per Team.
- Each army cannot include more than 1 Monster worth more than 300pts. Please note units such as a Mancrusher Mob could be taken alongside a Mega Gargant
- Each player selects a General from their army.
- Manifestation Lores are limited to one per Team.
- You cannot duplicate Enhancements, Spell or Prayer lores in a Team.

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 abilities with a 'Once Per...' restriction will apply as 'Once Per Team'.

- At the start of each game you must nominate 1 General from your Team to lead your Team army so your opponents know which Regiments apply for any Seasonal rules, such as Honour Guard.
- Command Points are shared by the Team.
When picking Battle Tactics, your Team can pick 1 Battle Tactic that they are eligible to pick to complete that turn. You may select faction specific Battle Tactics, but these can only be completed by units from that faction.

3.0 ARMY CONSTRUCTION AND PAINTING(cont.)

3.2 Army Rosters

Army rosters must be presented in an easy to read format and include all relevant weapon selections and unit upgrades that must be picked prior to a battle. We recommend using the Warhammer Age of Sigmar app to build your Army Roster. All text must be clearly readable for us and your opponents to check. Army rosters should be uploaded to Best Coast Pairings before the start of round 1.

You must use the same army roster for each game, and all choices available to you must be noted on your army roster. Your roster must include things like which model is your general, your battle formation, which models have which enhancements and your lores (spells, prayers and manifestation).

Any kind of ability you can pick before the game must be decided before the event and recorded on your army roster. These choices are made for the event, and as they are part of your army roster, cannot be changed during the event.

3.3 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 Painting can be found here: [Introducing Battle Ready](#)



3.0 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.

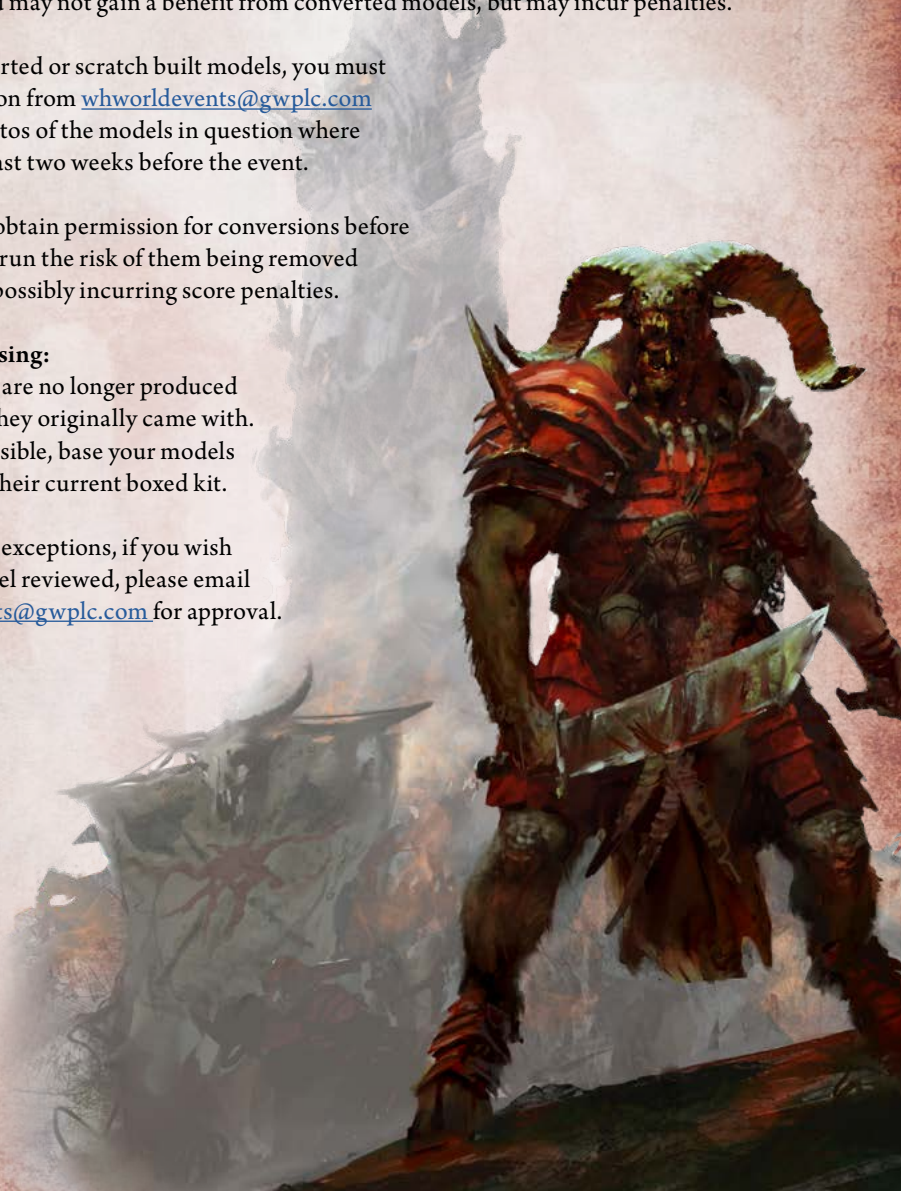
For any converted or scratch built models, you must seek permission from whworldevents@gwplc.com including photos of the models in question where possible, at least two weeks before the event.

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.



4.0 TOURNAMENT FORMAT

4.1 Best Coast Pairings

Best Coast Pairings will be used for running the event. We recommend familiarising yourself with the software as it will speed up registration for you on the day and allow you to upload your army rosters, as well as enter all your game results throughout the weekend.

Rosters must be uploaded before Round 1. Rosters will remain hidden until the pairings for the first round have been generated. Online registration will open up during the week ahead of the event and we will email you out all the details, this will be sent to the email address used to buy tickets for the event. Please note it is not a requirement for you to use the Best Coast Pairings software. If you do not wish to do this we can register you in person on the day of the event still.

4.2 Event Schedule

Saturday

09:00 - 10:00 Bugman's Bar opens. Please Register in the Gaming Hall
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 - 17:15 Break
17:15 - 20:00 Round 3
20:00 Gaming Hall Closes
20:00 Warhammer World Closes

Sunday

9:00 - 10:00 Bugman's open
10:00 - 12:45 Round 4
12:45 - 13:45 Lunch and Best Army voting
13:45 - 16:30 Round 5
17:00 Awards Presentations

4.3 Pairings

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

4.4 Scoring

At the end of each game you should input your results into the Best Coast Pairings player app.

4.5 Game Speed Milestones

Outside of tournaments, most players do not complete their games against a set clock. Rather than simply announcing the 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)

Playing 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

4.0 TOURNAMENT FORMAT (cont.)

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

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.

4.6 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).



4.0 TOURNAMENT FORMAT (cont.)

- 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).

4.7 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.



5.0 TERRAIN

5.1 Table Layouts

Terrain will be set out on tables prior to Game 1. In subsequent battles, both players should work together to set up the battlefield as shown on the corresponding battlefield terrain layout map while maintaining the distance restrictions between the battlefield edge, objectives and other terrain features. If you have any issues with terrain placement please ask one of the Event staff for assistance.

The Terrain Reference Sheet on your table lists what universal terrain rules each piece of terrain has. If the terrain is based then that base is used to define if a model is on or 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 tournament organiser who will adjust the battlefield to accommodate the piece.





6.0 THE PLAYERS CODE & POLICIES

6.1 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.



6.0 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 teams (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!

6.2 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. The first place judges will look is at any relevant rules publications, so we

recommend having a read yourself before calling us over. If players do require us to make a ruling, the referee's decision is final.

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.

6.3 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.

