



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER  
AGE OF SIGMAR

THRONE  
OF  
SKULLS





# THRONE OF SKULLS EVENT

This Warhammer Age of Sigmar Throne of Skulls tournament is a casual Matched Play event. Gather your force and prepare to fight for honour, glory and the spoils of war. In this event you will be rewarded for your battlefield skill and also your all-round hobby acumen such as sportsmanship and your beautiful looking models. If you want to test yourselves in the crucible of battle with good cheer and awesome models then a Warhammer Age of Sigmar Throne of Skulls Tournament is for you.

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## 1.0 EVENT ESSENTIALS

<b>System:</b>	Warhammer Age of Sigmar, Matched Play Battlepack, General's Handbook 2024-25..
<b>Format:</b>	Singles
<b>Registration:</b>	Saturday at 9:00 AM.
<b>Location:</b>	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
<b>Points Limit:</b>	2,000 points
<b>Board Size:</b>	44" x 60"
<b>Missions:</b>	Matched Play battleplans from the latest Generals Handbook.
<b>No. of Games:</b>	Five
<b>Army Selection:</b>	Use the rules in Army Composition (Advanced Rules)
<b>Tools of War:</b>	Attendees are expected to bring their army, dice, a tape measure, all relevant rules publications, and a physical copy of their army roster (in case you have any issues with the digital submission). 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.
<b>Refreshments:</b>	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.
<b>Other Activities:</b>	Painting competition and free exhibition entry.

## 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 player 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 player 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 award, 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 opponent may have been outgoing and great fun, but this should not form the basis of your decision. You may have played a player who was 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 combining gaming scores (33%), favourite army scores (33%) and favourite game scores (33%).

### 2.3 Gaming Scores

When you have submitted your game using Best Coast Pairings your score will be converted to Throne of Skulls points using the following system:

- Major Victory - 3 points
- Minor Victory - 2 points
- Draw - 1 points
- Loss - 0 points

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

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

### 2.4 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.

**Favourite Game** – Vote for the two players you enjoyed playing against the most (note that you can't vote for the same player 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.

### 2.5 Throne of Skulls Score Example

Jaimie has won four games and lost one game earning a Throne of Skulls score so far of 12. They then receive three Favourite Game votes (9 points) and two Favourite Army votes (6 points), which are added to the 12 points they scored from their games for a total Throne of Skulls score of 27.

### 2.6 Tiebreakers

If a team earns the same Throne of Skulls score at the end of the event as another player, 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 Army Construction

You will require an army of no more than 2,000 points to play at this event. Details for choosing your army can be found in Army Composition (Advanced Rules).

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 latest Generals Handbook. Battletome updates found in White Dwarf can also be used.

### 3.2 Army Roster Submission

Army rosters must be presented in an easy to read format including all relevant weapon selections and unit upgrades that must be selected prior to a game with limited extraneous information.

Once you have built your army, you must create an army roster. We recommend using the Warhammer Age of Sigmar app. 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 down 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 choose before the game must be decided before the event and recorded on your army roster. These choices are made for the tournament, 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. 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.

### 3.0 ARMY CONSTRUCTION AND PAINTING(cont.)



Don't forget, each model must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG).

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:

Every model in your army must be based on the correct base. The Battle Profiles 2024-25 details the correct base size for each model (which is typically the base that is contained with the current boxed kit) and can be downloaded from [warhammer-community.com/downloads](https://warhammer-community.com/downloads).

As with other exceptions, if you wish to have a model reviewed, please email [whworldevents@gwplc.com](mailto: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 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 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 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 player on the same record. 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.

### 4.3 Scoring

At the end of each game you must input your results into Best Coast Pairings or ask one of the event staff to do it on your behalf.

### 4.4 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 - 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	Bugman's closes

#### Sunday

9:00 - 10:00	Bugman's open
10:00 - 12:45	Round 4
12:45 - 13:45	Lunch and Favourite Army voting
13:45 - 16:30	Round 5
17:15	Awards Presentations

### 4.5 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 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



## 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 player that ranks highest overall.
- Second place for the player that ranks second.
- Third place for the player that ranks third.
- Most Sporting Player for the player with the most Favourite Game votes, with highest overall ranking as the tiebreaker.
- The Mortarch for the highest ranked Death player (based on gaming scores only).
- The Lord-Celestant for the highest ranked Order player (based on gaming scores only).
- The Greater Daemon for the highest ranked Chaos player (based on gaming scores only).
- The Megaboss for the highest ranked Destruction player (based on gaming scores only).
- Favourite Army (1st, 2nd, 3rd) as voted by you, for the most impressive looking army.
- Best Army (Judges Choice).

### 4.7 Favourite Army Painting Competition

The Events Team will nominate a shortlist of armies 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 you must have built and painted the army yourself. Peer judging will take place with the winning team earning the Favourite 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

Please note that at our Throne of Skulls events we want to use the best and most thematic terrain possible. Tables will not follow the maps found in the Generals Handbook for this event. Terrain will be set out on tables prior to Game 1 and should not be moved. Before each game please follow the rules for objective placement for the Battleplan you are playing. If you have any issues with how objectives interact 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.

If you do need to move terrain from the table for any reason please ensure you place it back on the table at the end of the game.





## 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 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!

### 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.

### *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.

## 7.0 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.

## 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 via email at:

[whworldevents@gwplc.com](mailto: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](#)

