



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER

THE OLD WORLD



THRONE OF SKULLS DOUBLES

THE OLD WORLD: THRONE OF SKULLS DOUBLES

This tournament has been carefully crafted to present a format that appeals to the broadest variety of players possible. This event pack provides information to prepare for the return of the infamous Throne of Skulls Doubles format to the gaming hall at Warhammer World. Team up with a friend, prepare your armies and get excited for a weekend of gaming like no other. Each player will need to demonstrate astute knowledge of the game, sound tactical decisions and appropriate unit selection to win their games. In addition, our matched play events are a celebration of the hobby, so an attitude overflowing with good cheer, sincerity and positivity is essential for those of you looking to have a great time rolling dice in the Old World.

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1.0 EVENT ESSENTIALS

System: The Old World

Registration: Saturday at 9:00 AM.

Location: Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS

Battle Size: 2000 points. See Mustering an army for more details.

Board Size: 48" x 72"

Scenarios: These will be revealed before the event...

No. of Games: Five

Tools of War: Attendees are expected to bring their army, dice, a tape measure and all relevant rules publications. 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.

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.

Other Activities: Painting competition and free exhibition entry



2.0. WHAT IS 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 and/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 an opponent 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 a straight 33% split of gaming scores, favourite army votes, and favourite opponent 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 team 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 player.

Favourite Game – Vote for the two opponents 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 Best 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. At the end of the event they also received three Favourite Game votes and two Favourite Army votes, which are added to the 12 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



3.0 MUSTERING AN ARMY AND PAINTING

3.1 ARMY CHOICE

Each player in a Doubles team should select an army from one of the following races listed below. The two armies you choose will form your Doubles army.

You may pick the same race as your doubles partner.

Armies chosen from the Ravening Hordes list may not play alongside an army from the Forces of Fantasy and vice versa.

Ravening Hordes

Orc & Goblin Tribes
Warriors of Chaos
Beastman Brayherds
Tomb Kings of Khemri

Forces of Fantasy

Kingdom of Bretonnia
Empire of Man
Dwarfen Mountain Holds
High Elf Realms
Wood Elf Realms

3.2 MUSTERING YOUR FORCE

Each member of a doubles team will require an army of no more than 1,000 points to play at this event.

Details for choosing your army can be found in the Warhammer Armies section of the Warhammer: the Old World rulebook (page 276).

When mustering your force please use the most up to date rules found in the Ravening Hordes and Forces of Fantasy publications, and any Arcane Journals, FAQs, errata, and beta rules found via www.warhammer-community.com/faqs. You can use either the Grand Army composition list for your chosen faction or you can use an Army of Infamy list from your faction's Arcane Journal.

Muster lists should be presented in an easy to read format, including which model is your General, all relevant weapon selections and unit upgrades, including any magic items etc that should be selected prior to a game with limited extraneous information. Please ensure you have the points values of all your models and upgrades included.

Named characters from the Arcane Journals are allowed.

Mercenaries can be used at the event.

3.0 MUSTERING AN ARMY AND PAINTING (CONT)

3.3 ARMY COMPOSITION

A 'doubles army' will always consist of two muster lists, one of which will be the primary force, the other of which will be the secondary force, each controlled by a different player. Each muster list must be built to the same points limit, with each making up no more than half of the total points limit and following the usual rules for army construction. Obviously, named characters are unique and each may only be included once in a doubles army.

Teams should choose which army composition list to draw their primary force from first, and then draw their secondary force from either any of the army composition lists found under the 'Allies' section of the primary force's army composition list, or from the same army composition list.

3.4 ALLIED CONTINGENTS

In doubles play, players treat their partner's force as if it were an Allied Contingent, using the special rules outlined on page 280 of the Warhammer: the Old World rulebook. When determining the type of alliance between the two contingents, most alliances will be trusted allies. However, sometimes an ally may be noted in the primary force's composition list as 'Uneasy' or even 'Suspicious'. In such cases, the alliance between the two forces is more fractious than most, and will follow the rules outlined on page 281 of the Warhammer: the Old World rulebook.



3.0 MUSTERING AN ARMY AND PAINTING (CONT)

3.5 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..

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

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.

3.6 A NOTE ON BASING:

Many models are no longer produced on the bases they originally came with. Wherever possible, base your models as per the Base Size section of their profile.

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 THE GAMES

The event will be a five game event. The scenarios for this event will be announced closer to the event

4.2 SCORING

At the end of each game you and your opponent will need to record your results

using Best Coast Pairings. Victory Points are awarded for the following:

- Dead or Fled
- The King is Dead
- Trophies of War
- Scenario Objectives
- Special Features

Full details on how these are calculated and the number of points available for each one are detailed on page 286 of the Warhammer: the Old World rulebook.



4.3 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 and Bugman's Close

Sunday

09:00 - 10:00	Bugman's Bar Opens
10:00 - 12:45	Round 4
12:45 - 13:45	Lunch in the Canteen
13:45 - 16:30	Round 5
16:30 - 17:00	Break
17:00	Awards

4.4 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.

4.0 TOURNAMENT FORMAT(CONT)

4.4 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.

4.5 EVENT AWARDS

The Warhammer: The Old World hobby is multifaceted; including social, gaming, and artistic components. With that in mind we will award the following prizes:

- Throne of Skulls Champion 1st, 2nd, 3rd - these will be the players that ranked highest over the weekend (see 4.1)
- Favourite Army (1st, 2nd, 3rd) as voted by you, for the most impressive looking army
- Best Doubles Army (Judges Choice)
- Favourite Opponent
- Best Generals (1st, 2nd, 3rd) for the teams that finish highest based on game results

5.0 TERRAIN

5.1 TABLE LAYOUTS

Terrain will be set out on tables prior to Game 1. Before each game please follow the rules for objective and terrain placement for the Pitched Battle you are playing. 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 category of terrain each piece is. The rules for each terrain piece can also be found in the Warhammer: the Old World rulebook. If the terrain is based then that base is used to define if a model is Wholly On Terrain.



6.0 THE PLAYERS CODE & POLICIES

6.1 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.

6.3 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.

6.4 QUIT POLICY

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 and zero points. The winning team records a victory and maximum victory points.

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. 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.

8.0 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

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