



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER  
THE HORUS HERESY



# THRONE OF SKULLS



Worlds at War



# Horus Heresy: Worlds at War

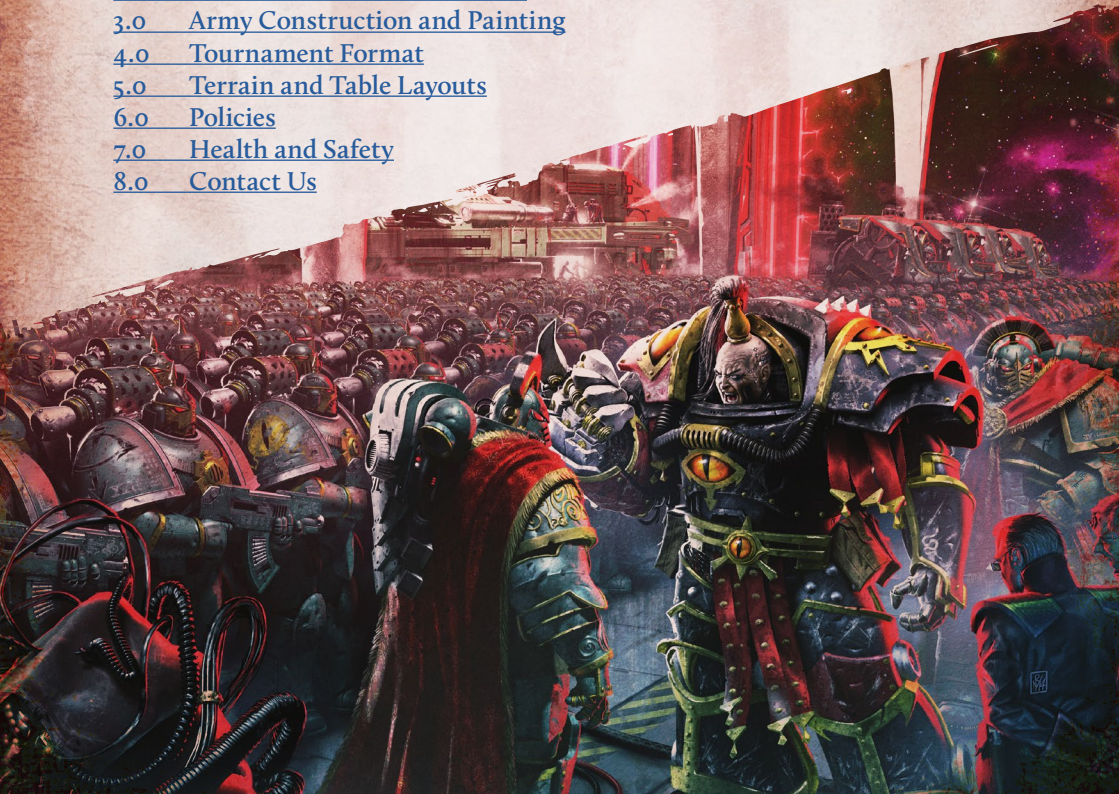
## Throne Of Skulls

This tournament has been carefully crafted to present a format that appeals to the broadest variety of players possible. This event pack provides all the information you need to prepare for the Warhammer: The Horus Heresy Throne of Skulls event at Warhammer World.

Each player will need to demonstrate astute knowledge of the game, sound tactical decision-making, and appropriate unit selection to win their games. However, our Throne of Skulls events are also a celebration of the hobby, so an attitude overflowing with good cheer, sincerity, and positivity is essential for those looking to have a great time rolling dice in the Age of Darkness.

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## I.O EVENT ESSENTIALS

**System:** Warhammer: The Horus Heresy – Age of Darkness

**Registration:** Saturday at 9:00 AM.

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

**Battle Size:** 3000 points

**Board Size:** 72" x 48"

**Missions:** A selection from The Battle for Beta-Garmon  
campaign book

**No. of Games:** Five

**Tools of War:** Attendees must bring their army, dice, a tape measure, objective markers, all relevant rules publications, and a copy of their army roster (unless it has been entered into Best Coast Pairings). If you are using an electronic device for your official rules references, ensure it is fully charged and available for reference at all times.

**Refreshments:** Lunch is included on both days. A water machine is available in the gaming hall. Drinks, snacks, and additional meals can be purchased from Bugman's Bar.

**Other Activities:** Painting competition and free exhibition entry



## 2.0. WHAT IS THE THRONE OF SKULLS?

Throne of Skulls events are a unique tournament format exclusive to Warhammer World. They place a strong emphasis on 'soft' scores, making them ideal for players who enjoy all aspects of the hobby—not just the battlefield.

The events are named after the iconic Throne of Skulls trophy, awarded to the player who excels in all aspects of the hobby. To become a Throne of Skulls Champion, a player must demonstrate skill in generalship, army theme/ painting, and ensuring an enjoyable experience for their opponents.

Points are awarded equally across these three areas. While your game results are within your control, your Favourite Army and Favourite Game votes are awarded by your opponents at the end of the event.

### 2.1 HOW DO YOU DECIDE WHO TO REWARD?

The choice is entirely yours! There are no set criteria for awarding Favourite Game and Favourite Army votes.

For Favourite Army, you may consider:

- The model selection and theme
- A unique or memorable force
- Conversions and painting quality

For Favourite Game, consider:

- Excellent sportsmanship
- An engaging and exciting battle
- A well-matched and fun experience

### 2.2 BECOMING A THRONE OF SKULLS CHAMPION

The Throne of Skulls Champion is determined by a 33% split between gaming scores, Favourite Army votes, and Favourite Game votes.

When submitting scores via Best Coast Pairings, tournament points are awarded as follows:

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

A maximum of 15 tournament points can be earned from games.

### 2.3 FAVOURITE GAME AND ARMY SCORES

Each player votes for two opponents in each category at the end of the event. You cannot vote for the same person twice in the same category. This is a secret ballot.

Each vote received counts as three points towards the total Throne of Skulls score, with a maximum of:

- 15 points from Favourite Game votes
- 15 points from Favourite Army votes

Note: The Favourite Army votes here are separate from the Favourite Army painting competition on Sunday.



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

### 2.4 EXAMPLE SCORING

Edd wins three games and loses two, earning 9 tournament points. He then receives three Favourite Game votes and two Favourite Army votes. His total score is:

9 (gaming) + 9 (Favourite Game) + 6 (Favourite Army) = 24 points out of 45

### 2.5 TIEBREAKERS

If players have the same final score, rankings will be determined in the following order:

1. Gaming Score
2. Favourite Game votes
3. Favourite Army votes
4. Position in the Gaming Rankings

## 3.0 ARMY CONSTRUCTION AND PAINTING

### 3.1 ARMY CONSTRUCTION

Players must bring a 3,000-point army, selected from the Core and Expanded Army List Profiles available in Warhammer: The Horus Heresy – Age of Darkness and other Games Workshop publications.

The Crusade Force and Questoris Household Force Organisation Charts will be used.

Army lists must be clear, including weapon selections, unit upgrades, Rites of War, Warlord Traits, and any pre-game selections.

### 3.2 MODELLING AND PAINTING

All miniatures must be Games Workshop or Forge World models (excluding basing materials or minor conversions). Armies must be fully assembled and painted to a Battle Ready standard.

Battle Ready models have their main areas coloured and a simple base finish. For guidance, visit your local Warhammer store or check online tutorials.

Conversions & Scratch Builds:

For converted models, you must email [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com) (with photos) at least two weeks before the event. If you do not obtain permission in advance, models may be removed from play or incur penalties.

Basing: Where possible, use the base size specified in the model's profile. If unsure, contact us for approval.

## 4.0 TOURNAMENT FORMAT

### 4.1 THE GAMES

The event consists of five games. These will be announced closer to the event.



## 4.0 TOURNAMENT FORMAT (CONT.)

### 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 - 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

### 4.3 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. If there are no other late arrivals and games have begun then you will be added back into the event in round 2. If you arrive late on day two the same ruling will be in place.

### 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 at this event please contact a member of the events team.

### 4.5 EVENT AWARDS

The Warhammer: The Horus Heresy 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 Painted Army (Judges Choice)
- Favourite Opponent
- Best General

### 4.6 FAVOURITE ARMY PAINTING COMPETITION

During the lunch break on Sunday we will hold the Favourite Army painting competition to celebrate hobbyists who have gone the extra mile in their modelling and painting to create something truly remarkable. Throughout Saturday the event staff will be looking at the armies and will select a short list of entries to be displayed on the Sunday. To enter the army must have been built and painted by the player using it and the models must be from the army you are using at the event. Peer judging will take place with the winner 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.



## 5.0 TERRAIN AND 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 Battle you are playing. If you have any issues with terrain placement please ask one of the Event staff for assistance.

## 6.0 THE PLAYERS' CODE & POLICIES

Warhammer: The Horus Heresy is a game best played in the spirit of friendly competition. When arriving at your table:

- Greet your opponent and introduce yourself
- Explain any converted miniatures
- Start the game promptly

### 6.1 EVERYBODY LOSES FROM TIME TO TIME

Winning with skill and grace is rewarding—but losing well is both more challenging and more commendable. This event is an opportunity to build friendships that last beyond the weekend.

### 6.2 JUDGES & ACTIVE JUDGING

Event staff will be present throughout the hall. Judges have the final say on rules disputes, and rulings will be based on correct interpretations rather than precedent.

At Warhammer World, judges may intervene in cases of illegal play, even if not specifically requested. If in doubt, call a judge.

## 6.3 CONCEDED

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 players should follow the rules for ending the game before entering any scores.

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.

## 8.0 CONTACT US

For queries, conversions, or further information, contact [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com).

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