

WARHAMMER
40,000

THRONE OF SKULLS

DOUBLES



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This 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 become 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

System:	Warhammer 40,000 Matched Play
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:	Strike Force (not exceeding 2,000 points) that comprises two 1,000 point armies.
Board Size:	60" x 44"
Missions:	Chapter Approved 2025-2026 Mission Deck
No. of Games:	Five
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, and all relevant rules publications, including the Chapter Approved 2025-2026 Mission Deck*. 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, and additional meals are available to purchase from Bugman's Bar.
Other Activities:	Painting competition and free exhibition entry

*If you do not currently have the Chapter Approved 2025-2026 Mission Deck, the events team will have a limited number that can be loaned out. Before asking the events team please check with your opponent as they may be willing to lend you one of their sets as each pack contains both Attacker and Defender cards as well as a copy of the Challenger Mission Cards which is a shared deck.

2.0 WHAT IS A THRONE OF SKULLS EVENT?

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 team 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 equally 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 awarded 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 miniatures 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 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 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 Game 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.

2.0 WHAT IS A THRONE OF SKULLS EVENT? [cont.]

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 teams 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.

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 sportspersonship, 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 an overall complementary theme may make up your mind.

* Please note this is separate from the Favourite Army competition that takes place 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. They 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 Incursion 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.

Each player in a Team must select an army from one of the following Imperium, Chaos or Xenos races listed below. The two armies you choose will form your Doubles army.

You may pick the same Faction as your doubles partner.

Each Team must use armies from the same overall faction - Imperium, Chaos or Xenos. For example, a Team army comprising Adeptus Astartes and Orks wouldn't be permitted at this event.

Imperium	Chaos	Xenos
Adeptus Astartes	Chaos Daemons	Aeldari
Adepta Sororitas	Chaos Knights	Drukhari
Adeptus Custodes	Chaos Space Marines	Genestealer Cults
Adeptus Mechanicus	Death Guard	Leagues of Votann
Astra Militarum	Emperor's Children	Necrons
Imperial Agents	Thousand Sons	Orks
Imperial Knights	World Eaters	T'au Empire
		Tyranids



3.0 ARMY CONSTRUCTION AND PAINTING [cont.]

3.1 Doubles Armies and How They Work

When building your army, use all the most up to date Warhammer 40,000 rules found in the following Games Workshop and Forge World 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

Units from the Legends Field Manual and Legends: Legendary Units documents can be used at this event. 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:

- The same datasheet cannot be included in both players' armies. For example, Elliot and Katie have both chosen to attend with Space Marine armies. Elliot has chosen to take a Tactical Squad as part of his 1,000 points. This means Katie cannot take a Tactical Squad within her 1,000 point army.
- Unique units can only be included once per Team.
- 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).

When playing your games, rules that relate to an army or player will relate to your Team. For example, if one player's miniatures 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 Warlord from your Team to lead your Team army.
- Command points are shared by the Team.



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 40,000 App to build your army roster. All text must be 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 miniature is your Warlord, which miniatures have which Enhancements and which wargear options they are equipped with. 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. Painting your miniatures, taking them from bare plastic to fully realised warriors, is also one of the most satisfying parts of the Warhammer hobby.



3.0 ARMY CONSTRUCTION AND PAINTING [cont.]

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 miniatures have all 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 miniatures painted to a Battle Ready standard.

Don't forget, each miniature must accurately represent its entry on your army roster (What You See Is What You Get - WYSIWYG). For example, if your army includes a Space Marine equipped with a meltagun, the miniature must be equipped with a meltagun. Equipment such as grenades that are included on every miniature within a unit, but not included on every miniature of that type, need not be modelled.

3.4 Converted Miniatures/Units

Many players "scratch build" or heavily convert elements of their miniature 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 miniature they represent. You may not gain a benefit from converted miniatures, but may incur penalties.

For any converted or scratch-built miniatures, you must seek permission from whworlddevents@gwplc.com, including photos of the miniatures 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.

3.5 A Note on Basing

Many miniatures are no longer produced on the bases they originally came with. Wherever possible, base your miniatures according to their current boxed kit.

As with other exceptions, if you wish to have a miniature reviewed, please email whworlddevents@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 during the week ahead of the event, and we will email you all the details. This will be sent to the email address used to buy tickets for the event.

Please note that 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.

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 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.

4.3 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 Schedule

Saturday

08:30 - 09:15	Bugman's Bar opens Please Register in the Gaming Hall
09:15 - 09:30	Briefing
09:30 - 12:30	Round 1
12:30 - 13:00	Lunch in the Canteen
13:30 - 16:30	Round 2
16:30 - 17:00	Break
17:00 - 20:00	Round 3
20:00	Warhammer World Closes

Sunday

09:00 - 10:00	Bugman's Bar opens
10:00 - 13:00	Round 4
13:00 - 14:00	Lunch and Best Army voting
14:00 - 17:00	Round 5
17:45	Awards Presentations

4.5 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 (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.

4.0 TOURNAMENT FORMAT [cont.]

4.6 Sunday Registration

On Saturday evening, all teams will be 'checked out' of the event on Best Coast Pairings. Teams will then need to re-register with the events team on Sunday morning, to be checked back into the event. This is based on feedback from previous events, to ensure the round four pairings only take into account teams that are present. The round four pairings will be drawn at 9:50am. Any teams that arrive after pairings have been determined will receive a score of 0 for round four.

4.7 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 the 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, GENESTEALER CULTS, DRUKHARI, TYRANIDS, T'AU EMPIRE, ORKS, LEAGUES OF VOTANN and/or NECRONS keyword that rank highest overall (based on gaming scores only).



4.0 TOURNAMENT FORMAT [cont.]

4.8 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 portions 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, complementary colour choice, similar heraldry, or consistent basing. 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 miniatures themselves.



5.0 TERRAIN AND MISSIONS

5.1 Generating Missions

For this event, we will be using Mission Rules from those available in the Chapter Approved 2025-26 mission deck. Once a Primary Mission and Mission Rule have been used, they will be removed from the deck and not used a second time.

5.2 Table Layouts

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 generals will have to overcome to claim victory.

Do not move the terrain or objectives unless they have been knocked out of position or you are playing a mission that requires you to move objectives.

The events team will be on hand throughout the day to clarify any rules around the terrain you may have.



6.0 POLICIES

6.1 Judges

Event staff will be prominently visible in the Gaming 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 rule interpretations rather than adhering to previous precedent. When calling for assistance, the first place we 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 event staff's decision is final.

6.2 Everybody Loses from Time to Time.

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. If you do your

best, have a great time, and build some lasting friendships, you haven't really lost at all!

6.3 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 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 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.



7.0 HEALTH AND SAFETY

At Games Workshop, the health and well-being 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 find out more about our events, please feel free to get in touch with us:

Email: whworlddevents@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](#)

