



THRONE OF SKULLS



DOUBLES



THRONE OF SKULLS DOUBLES EVENT

The Warhammer Age of Sigmar Throne of Skulls Doubles Tournament is a casual matched play event for teams of two. Comrades in arms must join forces, pool resources, and fight side-by-side for honour, glory and the spoils of war. Teams will be rewarded for their skill on the battlefield, all-around hobby acumen, sportsmanship, and beautifully painted armies. If you want to test yourself in the crucible of battle with good cheer and awesome miniatures, with a friend at your side, then a Warhammer Age of Sigmar Throne of Skulls Doubles Tournament is for you.

Jump to:

[1.0 Event Essentials](#)

[5.0 Terrain](#)

[2.0 What is Throne of Skulls?](#)

[6.0 Policies and Player Conduct](#)

[3.0 Army Construction and Painting](#)

[7.0 Health and Safety](#)

[4.0 Tournament Format](#)

[8.0 Contact Us](#)



1.0 EVENT ESSENTIALS

System:	Warhammer Age of Sigmar
Format:	Teams of two
Registration:	09:00am on Saturday 17 January 2026
Location:	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
Battle Size:	1,000 points per player for a total team army size of 2,000 points.
Board Size:	60" x 44"
Battleplans:	Selected from the Matched Play battleplans from the Warhammer Age of Sigmar <i>General's Handbook</i> 2025-26.
Number 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 refill station is available in the Gaming Hall. Drinks, snacks and additional meals are available to purchase from Bugman's Bar. If you are using electronic devices to carry your official rules references, please ensure they are charged and available for reference at all times.



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 everyone, but they will be just the thing some players are looking for.

The events are named after the iconic Throne of Skulls trophy awarded to the team that shows excellence in all aspects of the hobby. To become Throne of Skulls champions, teams must be skilled in the arts of generalship, army theme, painting, and making the game enjoyable for both themselves and their opponents.

Points are awarded for these areas. The only one you can directly control is how you play the game. The points for Favourite Army and Favourite Game will be 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 Favourite Army votes could be determined by the list of miniatures your opponents have chosen. If a team has picked a list with a unique or memorable theme, this could also be a deciding factor. You may decide to award an army based on how well it has been converted or painted.

There is a separate Favourite Army painting competition, so your decision does not have to be based solely on how an army looks.

The same applies when it's time to vote for your Favourite Game. Your opponents may have been outgoing and fun – but this should not form the basis of your decision. If you played a particularly close, exciting game against a quieter or more reserved team, they would be just as 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. Once 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 Favourite Army scores are calculated by voting when you hand in your final results at the end of the event. Every player will be given two votes to award per category. You must vote only for the players and armies your team played against, and keep your votes a secret. Teams 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 opponents you enjoyed playing against the most. Maybe they displayed excellent sportsmanship, were positive and friendly, or you simply had a fun and engaging game against them. You cannot vote for the same team twice!
- Favourite Army* – Vote for the two armies you played against that you liked the most. 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. You cannot vote for the same army twice!

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

2.0 WHAT IS A THRONE OF SKULLS EVENT? (cont.)

2.4 Throne of Skulls Score Example

Edd and Amy won three games and lost two games, earning a tournament score of nine. At the end of the event, they received three Favourite Game votes and two Favourite Army votes, which are added to the nine points they scored from their games for a total overall score of 24 out of a possible 45 points.

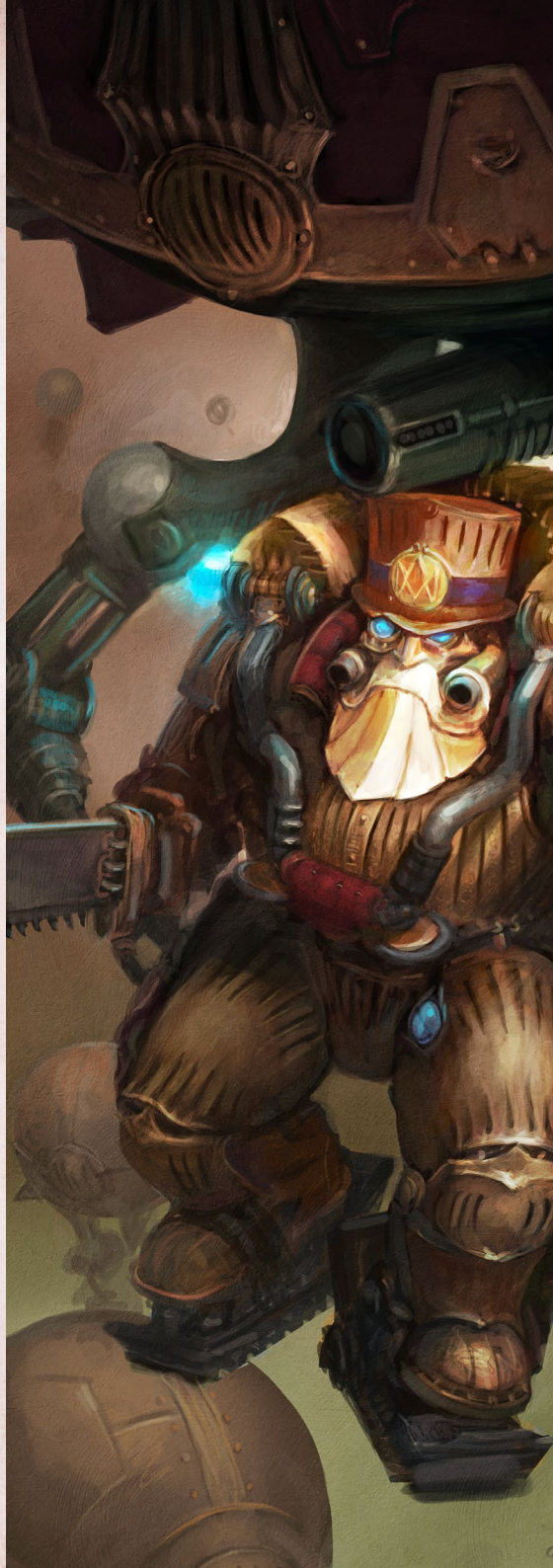
2.5 Tiebreakers

If more than one team earns the same tournament score at the end of the event, we will use the following tiebreakers to establish final rankings. They are listed here in order of priority:

- Gaming scores
- 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**. Your Team's army roster comprises the rosters of both armies.

Details for creating your army can be found in the Warhammer Age of Sigmar *General's Handbook* 2025-26 (page 56).

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 most recent Battle Profiles document, which can be found in the download section on [warhammer-community.com](https://www.warhammer-community.com).

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 **Team's** army must be created from the same Grand Alliance. Teams may not take a Team Army consisting of Soulbright Gravelords and Stormcast Eternals for example.
- Your **Team Army** may be composed of two armies from the same Faction.
- 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 Army**.
- Instead of both players picking battle tactics cards for their own army roster, the Team must pick 2 battle tactics cards for their Team's army roster.
- Your **Team** can pick either 1 universal Manifestation Lore for both players to use or up to 2 Faction Manifestation Lores.

- You may not duplicate Enhancements, Spell or Prayer lores in a **Team**.
- If your **Team Army** is made up of the same Faction you can only take one Faction terrain piece. For example, if both players decide to take Idoneth Deepkin, then only one of them can take the Gloomtide Shipwreck.
- You can't use both the Scourge of Ghyran variant and the original warscroll for a particular unit in the same **Team Army**.

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 one General from your Team to lead your Team's Army so your opponents know which regiments apply for any Seasonal rules.
- Command points are shared by the Team.
- If an ability used by a player or a unit in a player's 1,000 point army requires a friendly unit to be picked, only a unit in that player's 1,000 point army can be picked. Abilities used by a player or a unit in a player's army that affect friendly units, only affect friendly units in that player's 1,000 point army.



3.0 ARMY CONSTRUCTION AND PAINTING(cont.)

3.2 Army Rosters

Army rosters should be presented in an easy-to-read format. Please record all relevant weapon selections and unit upgrades beforehand.

We recommend using the Warhammer Age of Sigmar app to build your army roster. All text must be clearly legible for the events team and your opponents to check.

Army rosters should be uploaded to Best Coast Pairings before the start of the first round.

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 a note on which miniature is your general, your battle formation, which miniatures have which enhancements, and your chosen Lores (spells, prayers and manifestations).

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, they cannot be changed.

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 you bring to the event 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 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 our 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.



3.0 ARMY CONSTRUCTION AND PAINTING(cont.)

Remember that in a tournament setting, What You See Is What You Get – WYSIWYG. Each miniature must accurately represent its entry on your army roster.

Many players scratch build, or heavily convert, elements of their miniatures collection – this is a hallowed part of Warhammer hobby history. For the sake of fairness, any conversion should be comparable in size to the most recent version of the miniature it represents. Players may not gain a benefit from converted miniatures, but may incur penalties.

You must seek permission from whworldevents@gwplc.com for any converted or scratchbuilt miniatures, including photos of the miniatures in question, where possible, at least two weeks before the event.

If you do not get permission for conversions beforehand, you run the risk of them being removed from play or incurring score penalties.

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

A Note on Basing

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

As with other exceptions, if you wish to have a miniature 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 the first round. 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 all the details. This email will be sent to the address used to purchase tickets to the event – if you've bought multiple tickets, please ensure you share the email details with your group.

Please note that it is not a requirement for you to use the Best Coast Pairings software. The events team can register you in person on the day of the event.

4.2 Pairings

Your opponents for your first game will be randomly determined. Subsequent rounds will be organised using a Swiss system where your team will be paired randomly with another team on a similar record. If you find yourself facing a team you have previously faced, 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 Event Schedule

Saturday

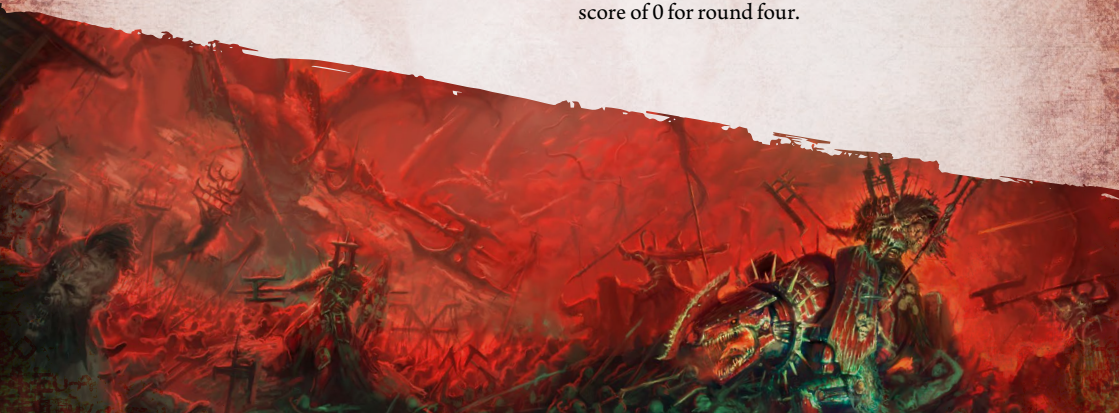
09:00 - 10:00	Bugman's Bar opens. Registration in the Gaming Hall
10:00 - 10:15	Briefing
10:15 - 13:00	Round 1
13:00 - 14:00	Lunch in the canteen
14:00 - 16:45	Round 2
16:45 - 17:15	Break
17:15 - 20:00	Round 3
20:00	Warhammer World closes

Sunday

09:00 - 09:50	Bugman's Bar opens for Sunday registration*
10:00 - 12:45	Round 4
12:45 - 13:45	Lunch and Best Army voting
13:45 - 16:30	Round 5
17:00	Awards presentation
18:00	Warhammer World closes

* 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 player feedback from previous events, to ensure the round 4 pairings only take into account present teams. The round 4 pairings will be drawn at 09:50am. Any teams that arrive after pairings have been determined will receive a score of 0 for round four.



4.0 TOURNAMENT FORMAT (cont.)

4.5 Game Speed Milestones

Outside of tournaments, most players do not complete their games against a set clock. To make sure all participants play at a suitable speed, event staff will call time based on where you should be in your game on average. These time calls exist to keep the flow of play moving and are not binding.

Below is an average time breakdown for a typical 2-hour and 45-minute game:

Reviewing battleplan and army rosters: 5 minutes (both teams)

Deploying armies: 10 minutes (both teams)

Playing your First Turn: 20 minutes per team

Playing your Second Turn: 18 minutes per team

Playing your Third Turn: 15 minutes per team

Playing your Fourth Turn: 10 minutes per team

Playing your Fifth Turn: 10 minutes per team

The milestones for a game are as follows:

- **165 minutes remaining:** Start round
- **160 minutes remaining:** Complete pre-game discussions and decisions
- **150 minutes remaining:** Deployment complete, begin round 1
- **110 minutes remaining:** First battle round complete, begin round 2
- **74 minutes remaining:** Second battle round complete, begin round 3
- **44 minutes remaining:** Third battle round complete, begin round 4
- **24 minutes remaining:** Fourth battle round complete, begin round 5

Judges have ways to speed up or ensure game completion should milestones be missed repeatedly. All players are expected to be comfortable playing a full 2-hour and 45-minute game with the army roster they attend the event with. Every team is also expected to finish every game they play throughout the event.

You must not intentionally leverage the clock to disadvantage your opponent. In extreme cases,

doing so could result in you scoring zero points, costing you the game and the round. Please note that chess clocks are not used at Warhammer World events.

4.6 Arriving Late

Should you arrive late to the first round of the event, you may lose your spot to a team on the Waitlist. Assuming your spot is still available, you will be paired with any other late arrivals and must 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 the second day of the event, you may incur a penalty.

4.7 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, Second, and Third place among the teams that ranked highest – see 2.2 Becoming a Throne of Skulls Champion.
- Most Sporting Team for the team with the most Favourite Game votes, with the highest overall ranking as the tiebreaker.
- Mortarchs for the highest-ranked Death team (based on game scores only).
- Lord-Celestants for the highest-ranked Order team (based on game scores only).
- Greater Daemons for the highest-ranked Chaos team (based on game scores only).
- Megabosses for the highest-ranked Destruction team (based on game scores only).
- First, Second, and Third place Favourite Army winners – team armies, player voted.
- Best Painted Army – judge voted.
- Best Generals (for the team that finishes highest based on game scores only).

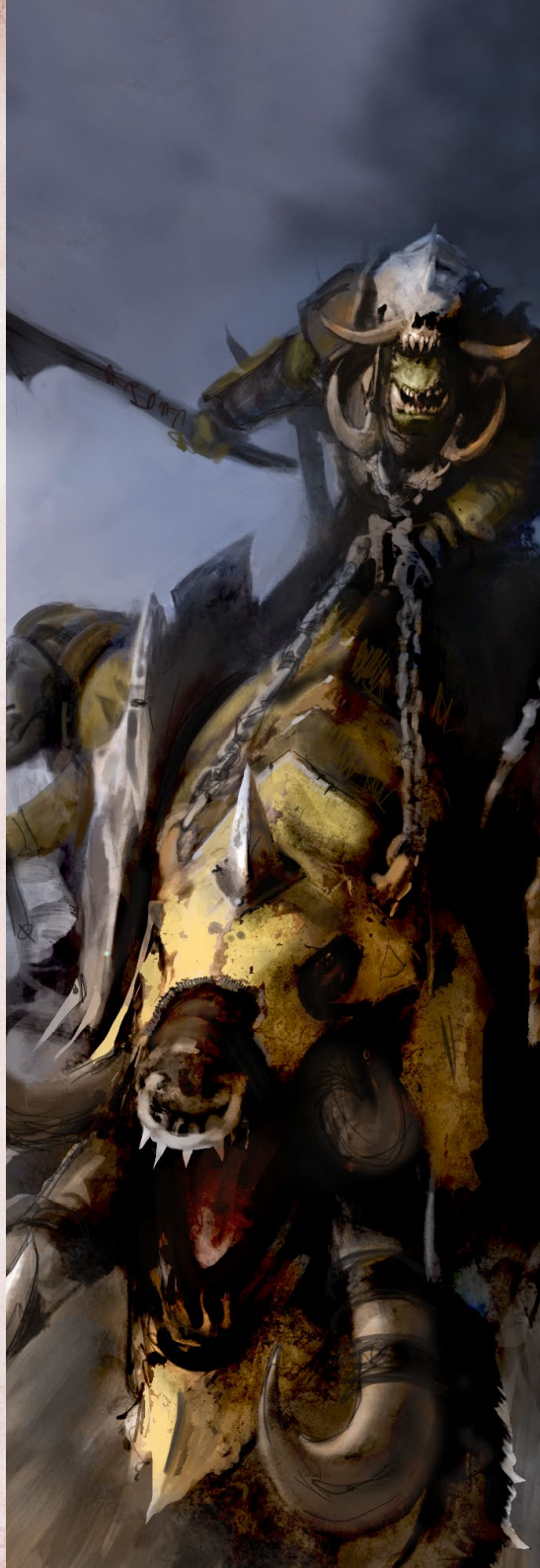
4.0 TOURNAMENT FORMAT (cont.)

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 achieve truly excellent, consistent hobby standards across their force. To be nominated for this award, we expect both members of a team to put in time and effort to complete their hobby project. 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 cohesion may come from a common theme, complementary colour choice, similar heraldry, or even just 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 questions, feel free to contact us before the event. To win any of our Painting competitions, each player must have built and painted the miniatures themselves.



5.0 TERRAIN

5.1 Table Layouts

Terrain will be set out on tables before the first game. In subsequent battles, both teams will 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 talk to a member of the events team.

The Terrain Reference Sheet on your table lists universal terrain rules for each piece of terrain. If the terrain is based, then that base is used to define if a miniature is wholly on terrain.

5.2 Faction Terrain

Every effort should be made to allow players to use their painted Faction terrain. If Faction terrain cannot be placed, speak to a tournament organiser. They will adjust the battlefield to accommodate the piece.

6.0 POLICIES AND PLAYER CONDUCT

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 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.

Be ready to lose a few games of Warhammer! It seems an odd thing to say, but it is like any event that only a few players at most will finish the weekend without a loss. Barring ties, half of all players will lose their very first game of the weekend!

Winning with skill and grace is a rewarding and perfectly acceptable goal. Losing with skill and grace, however, is both more challenging and more commendable. These events present you with the opportunity to build friendships with 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 here 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.

6.2 Judges

Event staff will be visible in the Gaming Hall throughout the event, and will have 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. Be prepared to provide the events team with relevant rules relating to your questions when calling for assistance. If players do require us to make a ruling, the judge's decision is final.

6.3 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 encouraged to talk to a judge. While we will not have judges at every table, and we cannot stop every minor misplay, our goal here is to ensure every game played at Warhammer World is fair and enjoyable for everyone.

On rare occasions, players may intentionally or unintentionally make rule or sportsmanship mistakes during a heated or challenging battle. Behaviour such as bullying, rules abuse, moving miniatures illegally, picking up dice before an opponent has the chance to see the results, lying to judges or opponents, or any other form of inappropriate conduct, can result in substantial in-game penalties. Players may also receive an automatic loss, permanent removal of parts of their army for the duration of the event, or removal from the event itself.

6.4 Conceding

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 player earns a loss and zero points. The winning team records a major victory and maximum points for their battle tactics for all missed rounds.

If you cannot proceed due to an emergency, let the events team know right away.

7.0 HEALTH AND 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 important to us. When you attend one of our events, you can rest assured that we are doing everything within our power 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.

8.0 CONTACT US

If you wish to ask questions, discuss conversions, or find out more about our events, feel free to get in touch with us via email at 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](#).

