

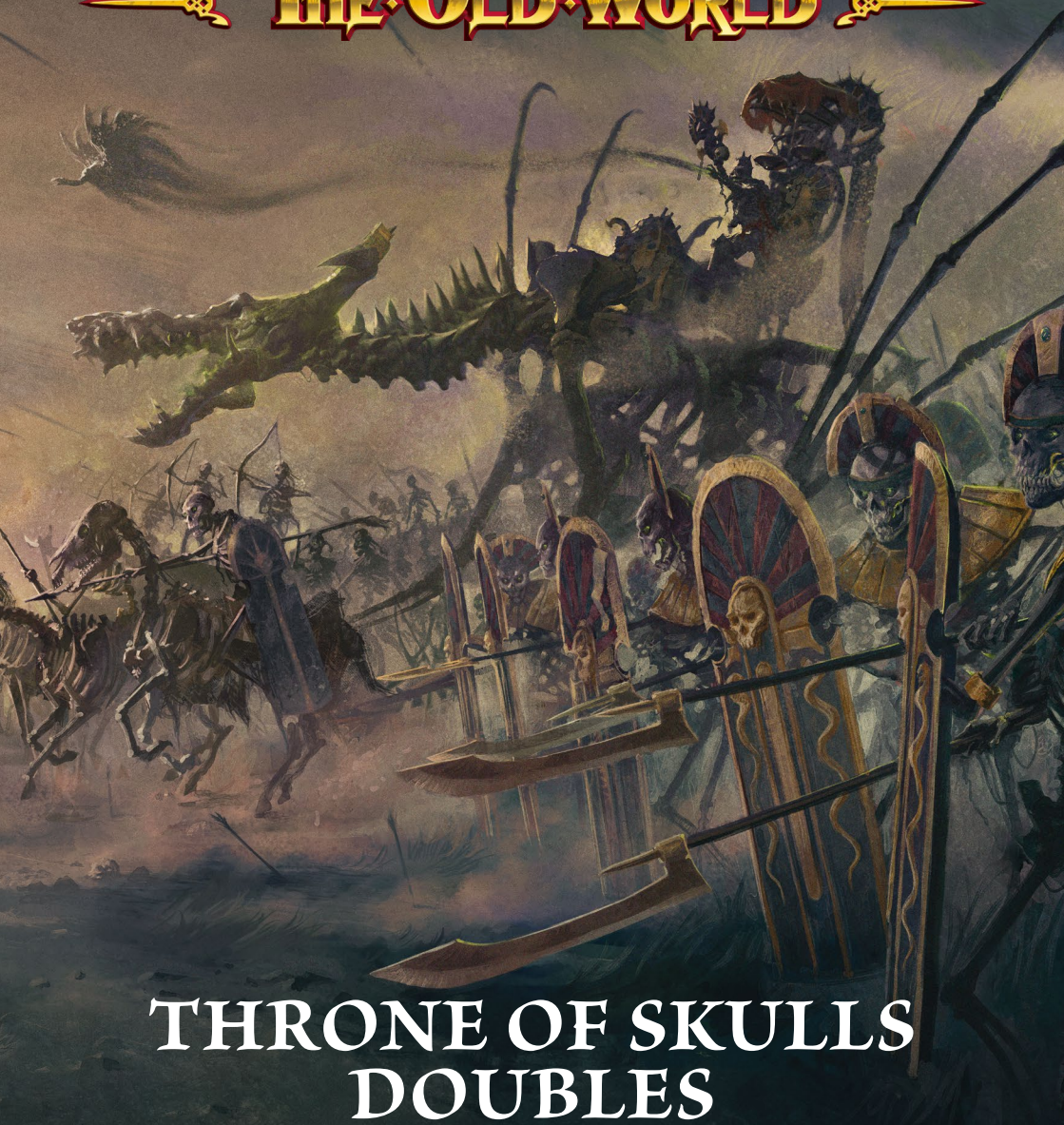


MATCHED PLAY

WARHAMMER WORLD

WARHAMMER

THE OLD WORLD



THRONE OF SKULLS
DOUBLES

THE OLD WORLD: THRONE OF SKULLS DOUBLES EVENT

This tournament has been carefully crafted to present a format that appeals to the broadest possible variety of players. 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 must select appropriate units, make sound tactical decisions, and demonstrate astute knowledge of the game to win. Our matched play events are a celebration of the hobby. An attitude overflowing with good cheer, sincerity, and positivity is essential to have a great time rolling dice in the World of Legend.

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1.0 EVENT ESSENTIALS

System:	Warhammer: The Old World
Format:	Teams of two
Registration:	09:00am on Saturday 31 January 2026
Location:	Warhammer World, Willow Road, Lenton, Nottingham, NG7 2WS
Battle Size:	2,000 points per team. See Section 3.0 for more details.
Board Size:	48" x 72"
Missions:	The Doubles Scenarios selected from the <i>Warhammer: The Old World – Matched Play Guide</i> .
Number of Games:	Five
Tools of War:	Attendees are expected to bring their army, dice, a tape measure, a physical copy of their muster list, and all relevant rules publications. If you are using 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 refill station is available 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.



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 player who shows excellence in all aspects of the hobby. To become a Throne of Skulls champion, you must be skilled in the arts of generalship, army theme, painting, and making the game enjoyable for both yourself and your opponent.

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.

2.4 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:

- Game scores
- Favourite Game votes
- Favourite Army votes
- Position in the rankings taken from Best Coast Pairings



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 factions listed below. The two armies you choose will form your Doubles army.

You may pick the same faction 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 and 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

Armies of Grand Cathay

3.2 MUSTERING YOUR FORCE

All armies taking part in this event must be assembled according to the *Warhammer: The Old World – Matched Play Guide* Open War Army Composition rules (page 13). Each member of a Doubles team will need 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, *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* as described in the Army Composition rules found in the *Warhammer: The Old World – Matched Play Guide* (page 36). Armies of Infamy can only ever be the allied contingent of a parent army. If Steve runs a Grand Army of Bretonnia, his Doubles partner Chris would be able to run a Bretonnian Exiles list.

For this event, we will be using the Secret Objectives found in the *Warhammer: The Old World – Matched Play Guide* (page 46). You must choose six and include them in your muster list.

3.0 MUSTERING AN ARMY AND PAINTING (CONT)

Muster lists should be presented in an easy-to-read format. Please record all relevant weapon selections and unit upgrades beforehand. This includes recording who your General is, magic items, and any other enhancements. Point values for miniatures and upgrades must also be included.

Named characters from the *Arcane Journals* are allowed, and mercenaries may be used at the event.

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 composition. Named characters are unique and may only be included once in a Doubles army.

Teams should first choose which army composition list to draw their primary force from. Their secondary force can then be drawn from 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 in the *Warhammer: The Old World Rulebook* (page 280). 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 will follow the rules outlined in the *Warhammer: The Old World Rulebook* (page 281).



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 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.

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

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 the Base Size section of their profile.

If you wish to have a miniature reviewed, please email whworldevents@gwplc.com for approval.



4.0 TOURNAMENT FORMAT

4.1 THE GAMES

The event will consist of five games, with two scenarios being repeated over the weekend. The scenarios for this event will be:

- Double Envelopment
- Forward Battlelines
- The Old Outpost

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 may be awarded for the following:

- Dead or Fled
- The King is Dead (as per *The Old World – Matched Play Guide*, page 37)
- Trophies of War (as per *The Old World – Matched Play Guide*, page 37)
- Scenario Objectives
- Special Features
- Secondary Objectives (as per *The Old World – Matched Play Guide*, page 28)

Full details on how these are calculated, and the number of Victory Points available for each one, are detailed in *Warhammer: The Old World Rulebook* (page 286).

4.3 EVENT SCHEDULE

Saturday

09:00 - 10:00	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	Gaming Hall and Bugman's Bar closes

Sunday

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

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 muster list they attend the event with. Every player is also expected to finish every game they play throughout the event. You must not intentionally leverage the clock to disadvantage your opponent.

4.4 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.

4.0 TOURNAMENT FORMAT(CONT)

4.5 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.

4.6 EVENT AWARDS

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

- Throne of Skulls First, Second, and Third place among the teams that ranked highest – see 2.2 Becoming a Throne of Skulls Champion.
- First, Second and Third place Best General among the teams...
- First, Second, and Third place Favourite Army winners – Voted for by each player
- Overall Best Painted Army – judge voted.
- Overall Favourite Team - Voted for by each player for the team they enjoyed playing against the most.

Best Army Painting Competition

During the lunch break on day two, we will hold the Best 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 events team will look at the armies and select a short list of entries to be displayed on Sunday. To enter, the army must have been built and painted by both players, and the miniatures must be from the army you are using at the event. Peer judging will take place, and the winner will earn the Best 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.

5.0 TERRAIN

5.1 TABLE LAYOUTS

Terrain will be set out on tables before the first game. Please follow the rules for objective and terrain placement for the pitched battle scenario you are playing. 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 the category of each terrain piece. 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 miniature is wholly on terrain.

6.0 POLICIES AND PLAYER CONDUCT

6.1 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.

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 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 conceding player earns a loss and zero points. The winning player records a victory and maximum victory points 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 our top priority. 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](#).

