



MATCHED PLAY

WARHAMMER WORLD

WARHAMMER
THE HORUS HERESY



THRONE OF SKULLS



DOUBLES

THE HORUS HERESY: THRONE OF SKULLS DOUBLES EVENT

These events have been carefully crafted to present a format that appeals to the broadest possible variety of players. This event pack provides information to prepare for Warhammer: The Horus Heresy – Age of Darkness Doubles events at Warhammer World.

Each team must select appropriate units, make sound tactical decisions, and demonstrate astute knowledge of the game to be victorious in their missions. Our Horus Heresy 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 upon the countless battlefields of the Horus Heresy setting.

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I.O EVENT ESSENTIALS

System: Warhammer: The Horus Heresy – Age of Darkness

Format: Teams of two

Registration: 09:00am Saturday 24 January 2026

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

Battle Size: 3,000 points per team

Board Size: 72" x 48"

Missions: Core Missions found in *Warhammer: The Horus Heresy – Age of Darkness Rulebook* (page 303)

Number of Games: Five

Army Selection: see 'Army Construction' for more details

Tools of War: Attendees are expected to bring their army, dice, status tokens, a tape measure, any templates they may need, two copies of their Army List, and all relevant rules publications.



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 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 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.

2.0 WHAT IS THRONE OF SKULLS? (CONT.)

- 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 ARMY CONSTRUCTION AND PAINTING

3.1 ARMY CONSTRUCTION

For this event, a team of two players will use a Covenant of War army that follows the Covenant of War force organisation chart. Players share a combined team Points Limit of 3,000 Points, which can be made up of Units selected from the Core and Expanded Army List Profiles available in the current Warhammer: The Horus Heresy – Age of Darkness army books, and via other Games Workshop publications, including Warhammer: The Horus Heresy Legacy units as described below.

3.2 COVENANT OF WAR FORCE ORGANISATION CHART

In an Army selected for use in Covenant of War Battles, the standard Crusade Force Organisation Chart is used, but the Crusade Primary Detachment is replaced with the Covenant Primary Detachment and the Covenant Secondary Detachment. One Player on the team selects the Covenant Primary Detachment and any Detachments linked to this. The other Player on the team selects the Covenant Secondary Detachment and any Detachments linked to this.



2.0 ARMY CONSTRUCTION AND PAINTING (CONT.)

Covenant Primary Detachment

- High Command
- Command (Prime)
- Command
- Command
- Troops (Prime)
- Troops
- Troops
- Troops
- Transport
- Transport
- Transport
- Transport

- May be of any Faction.
- The total Points Value of this Detachment may not exceed 50% of Army total.

An Army selected for use in Covenant of War Battles must include both a Covenant Primary Detachment and a Covenant Secondary Detachment – these Detachments may be of any Faction and may be of the same Faction.

In addition to the Covenant Primary Detachment and the Covenant Secondary Detachment, an Army selected for use in Covenant of War Battles may include any number of Auxiliary Detachments or Apex Detachments.

The number of Auxiliary or Apex Detachments available to a given Army is determined by the number of Command and High Command Force Organisation Slots filled in any Detachment in the Army. Additional Apex and Auxiliary Detachments, such as the Liber Astartes

Covenant Secondary Detachment

- High Command
- Command (Prime)
- Command
- Command
- Troops (Prime)
- Troops
- Troops
- Troops
- Transport
- Transport
- Transport
- Transport

- May be of any Faction.
- The total Points Value of this Detachment may not exceed 50% of Army total.

Auxiliary Detachments found in *Liber Astartes: Loyalist Legiones Astartes* and *Liber Hereticus: Traitor Legiones Astartes*, may be taken in the same manner as usual.

Detachments added to the Army as a result of High Command or Command Slots being filled, (and Force Organisation Slots added to Detachments, for example, via the Logistical Benefit Prime Advantage), are linked to the respective Covenant Primary or Covenant Secondary Detachment in which the slot was filled, and Units to fill them must be selected from the same Army List and have the same Faction as Units in said Detachment. No Detachment added as a result of a particular slot being filled in the Covenant Primary Detachment may not be added to the Covenant Secondary Detachment, and vice versa.

2.0 ARMY CONSTRUCTION AND PAINTING (CONT.)

3.3 Warlord, Lord of War, and Allied Detachments

Armies selected for Covenant of War Battles may include up to one Warlord Detachment and up to one Lord of War Detachment. The restrictions limiting each of these to no more than 25% of the Points Limit apply to the overall Points Limit of 3,000 Points, not each Player's allotment of this. A Warlord Detachment selected in such a manner must be linked to the Covenant Primary Detachment.

Armies may not include any Allied Detachments.

3.4 The Knight Households Primary Detachment

The Covenant Primary Detachment or the Covenant Secondary Detachment (or both) in an Army Selected for use in Covenant of War Battles may each be replaced with the Knight Households [Primary Detachment] as per *Liber Questoris: Knights and Titans* (page 20).

Designer's Note: Overall Command

The player who has selected Units to fill the Covenant Primary Detachment, or a Detachment that has replaced it, is considered to have Overall Command of the Army and must make any roll-offs or otherwise make decisions that are required during the course of a Battle that may affect the Army as a whole. For example, the use of Reaction Allotment. Otherwise, each Player should control all Models selected as part of their respective Covenant Primary or Secondary Detachment, and any further Detachments that are linked to these, and resolve any Attacks or other dice rolls for these Models.

3.5 Friendly and Enemy Units

All Units controlled by all Players on a given side are considered friendly to one another. All Units controlled by the Players on the opposing side are considered enemy Units.

3.6 Transports

Units may not Embark upon Transports or be joined by Models with the Paragon, Command, or Specialist Sub-Types from another player's Detachments, even if they share a Faction.

3.7 Detachments

The definition and contents of a Detachment are unchanged from the *Warhammer: The Horus Heresy – Age of Darkness Rulebook*. Army Rules that affect an entire army are considered to affect all appropriate Units controlled by all Players on the same team, in the same manner as those of the Controlling Player of the rule causing the effect.



2.0 ARMY CONSTRUCTION AND PAINTING (CONT.)

3.8 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 Army 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 their current boxed kit.

4.0 TOURNAMENT FORMAT

4.1 Scoring

At the end of each game, either you or your opponent will need to record your results. This should be done digitally. The Team with the most Victory points at the end of the event will be declared the winner as described in Section 2.2: Becoming a Throne of Skulls Champion.



4.0 TOURNAMENT FORMAT (CONT.)

4.2 EVENT SCHEDULE

Saturday

09:00 - 09:45	Registration
09:45 - 10:00	Briefing
10:00 - 12:45	Round 1
12:45 - 13:45	Lunch in the canteen
13:45 - 16:30	Round 2
16:30 - 17:00	Break
17:00 - 19:45	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

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.

4.3 EVENT AWARDS

Our events are multi-faceted, including social, gaming, and artistic components. With that in mind, we will award the following prizes:

- Throne Of Skulls Champions - First, Second, and Third place for amongst the teams that received the most victory points. that ranked highest – see 4.1 Scoring.

- Best General - First, second and third place awards for the Teams with the highest gaming score.
- Favourite Army - 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.

4.4 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.

4.5 PAIRINGS

Your opponents for your first game will be randomly determined. Subsequent rounds will pair teams randomly with other teams on similar records. For example, if there are 20 winners after the first round, you could be paired against any of them. If you find yourself facing a team you have previously faced, please contact a member of the events team.

4.0 TOURNAMENT FORMAT (CONT.)

4.6 MISSIONS

At this event, five games will be played over the weekend using all three Core Missions found in the *Warhammer: The Horus Heresy – Age of Darkness Rulebook* (page 303), and repeating two of them. In a slight deviation from the mission set-up described in the rulebook, players will be required to write their Army List before the event and bring only that Army List to use across all five games.

5.0 TERRAIN

5.1 TABLE LAYOUTS

Terrain will be set out on tables before the first game. Before each game, you may adjust the terrain to follow the mission or scenario-specific rules. If you have any issues with terrain placement, please talk to a member of the events team.

6.0 POLICIES AND PLAYER CONDUCT

6.1 PLAYER CONDUCT POLICIES

There is a famous adage that says, 'It matters not if you win or lose, it's how you play the game.' We believe that *Warhammer: The Horus Heresy – Age of Darkness* games are best played in this spirit. At Warhammer World, the home of Games Workshop, we place great emphasis on playing excellent games with like-minded people. We expect players to play each game according to a certain code of conduct to support this. When you arrive at your table for a game, greet your opponent, introduce yourself, hand over a printed version of your

Army List, talk through and point out any additional Unit bonuses, and start the game promptly. Players are expected to interact with each other respectfully and demonstrate good sportsmanship throughout each game.

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 RULINGS

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 their games through to the very end and not concede, as doing so can impact tiebreakers and, ultimately, 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 remaining player records a major win and maximum points for all primary and secondary objectives for all missed rounds.

If you cannot proceed due to an emergency, let the event staff 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 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](#).

