

WARHAMMER
40,000

THRONE OF SKULLS

DOUBLES



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The Warhammer 40,000 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, awesome miniatures, and a friend at your side, then a Warhammer 40,000 Throne of Skulls Doubles Tournament is for you.

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1.0 EVENT ESSENTIALS

System:	Warhammer 40,000
Format:	Teams of two
Registration:	09:00am on Saturday 7 February 2026
Location:	Warhammer World, Willow Road, 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:	Selected from the Chapter Approved 2025-2026 Mission Deck
Number 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 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 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 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.

2.0 WHAT IS THRONE OF SKULLS? [cont.]

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 Painting Competition that will take place 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

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 [Warhammer Community](#)

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.
- The team army cannot include the same EPIC HERO more than once.
- Identical instances of Army Rules should only be used once per team. 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 one Warlord from your team to lead your team's army.
- Teams share Command Points.



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 typically chosen before a battle.

We recommend using the Warhammer 40,000 App to build your Army Roster. All text must be clearly readable for the events team and your opponents.

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 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 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 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.



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.

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.

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, and will remain hidden until the pairings for the first round have been generated. Online registration will open the week before 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 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 Schedule

Saturday

08:30 - 09:15	Bugman's Bar opens. Registration in the Gaming Hall
09:15 - 09:30	Briefing
09:30 - 12:30	Round 1
12:30 - 13:30	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 - 09:50	Bugman's Bar opens for Sunday registration
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
18:00	Warhammer World closes

4.5 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.]

4.6 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 round four pairings only take into account teams that are present. 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, Second, and Third place among the teams that ranked highest – see 2.2 Becoming a Throne of Skulls Champion.
- First, Second, and Third place Favourite Army winners – Doubles teams, player voted.
- Most Sporting Team for the team with the most Favourite Game votes, with the highest overall ranking as the tiebreaker, player voted.
- Best Army Painting Competition (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, TYRANIDS, GENESTEALER CULTS, T'AU EMPIRE, ORKS, LEAGUES OF VOTANN, and/or NECRONS keyword that ranks highest overall (based on Gaming scores only).



4.0 TOURNAMENT FORMAT [cont.]

4.8 Best Army Painting Competition

The events team will nominate a shortlist of teams for the Best Army Painting 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 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. 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

At this event, we will be using Mission Rules from 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 of immersion and challenge generals must 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 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.

6.2 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.

6.3 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.

6.4 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 team earns a loss and zero points. The winning team records a win and maximum points for any remaining objectives.

Of course, if you have some kind of emergency that means you can't proceed, 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 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](#)

