

WARHAMMER
AGE OF SIGMAR

THRONE OF SKULLS

WARHAMMER
FEST

GAMES
WORKSHOP

MAY 12TH/13TH
2018



THRONE OF SKULLS

Throne of Skulls is a Matched Play tournament for the casual gamer. Players are encouraged to embrace all aspects of the hobby at this event - savvy generalship, astute knowledge of the game, consistent and coherently painted armies, and an attitude overflowing with good cheer and sincerity. This means sportsmanship and well presented armies go hand-in-hand with the results from your games to crown the overall winner.

WARHAMMER FEST

Held at the Ricoh Arena in Coventry, Warhammer Fest is Games Workshop's signature event. As well as playing four games of Warhammer Age of Sigmar, attendees will be able to enjoy all that Warhammer Fest has to offer. Meet the Design Studios, check out the latest models and display boards, see the Golden Demon painting competition and much more.

EVENT ESSENTIALS

Date: 12th & 13th May 2018

System: Warhammer Age of Sigmar Matched Play.

Army Size: A 2,000 point Battlehost.

Battleplans: Pre-selected Pitched Battle battleplans from *General's Handbook 2017*. See Schedule.

Number of games: Four.

Publications in use: All current and in-print Warhammer Age of Sigmar battletomes, Grand Alliance books, warscroll compendiums (including those from Forge World), *General's Handbook 2017*, any warscrolls and warscroll battalions with a Pitched Battle profile, and all up-to-date FAQs and Errata. Any future publications are in use unless their release falls on the weekend of the event. We expect you to use the most current warscrolls for your models e.g. those found in a battletome rather than a Grand Alliance book or warscroll compendium.

Other activities: Full access to all of Warhammer Fest.

Lunch and refreshments: Available to purchase on site.

MODEL REQUIREMENTS

Playing exciting, atmospheric games with fully painted miniatures is a big part of Games Workshop events. Therefore all miniatures in your collection must be 100% Games Workshop miniatures and be **fully assembled, painted and based**. Each model must fully represent what you have presented on your army roster (including all weapons and equipment).

Furthermore, you need to **contact us** to let us know about any **conversions** or **proxies** you are planning on using, and provide us with photos of the models in question where possible. Don't worry, we fully appreciate awesome hobby skills and cool models, but we just want to make sure everything is super clear for your opponent and no confusion can arise during games.

We will politely ask you to remove any models that don't meet these above standards to protect everyone's experience. If you would like more information on event model requirements then read our guide here: <https://warhammerworld.games-workshop.com/wp-content/uploads/Model-Requirements.pdf>

SCHEDULE

Saturday 12th May 2018

10.00am-12.00pm **Registration**

12.00pm-2.30pm **Game 1 Total Conquest**

2.30pm-4.00pm **Break**

4.00pm-6.30pm **Game 2 Battle For The**

Pass



Sunday 13th May 2018

9.00am-11.30am **Game 3 Starstrike**

11.30am-12.30pm **Break**

12.30pm-3.00pm **Game 4 Scorched Earth**

3.45pm **Award Ceremony**

4.00pm **Warhammer Fest Closes**



YOUR ARMY

You will require an army of no more than 2,000 points to play at this event. Follow the Picking Your Army section (pages 74-78) in the *General's Handbook 2017* when choosing your army. Note the Battlehost restrictions in the Pitched Battle chart on page 75.

Once you are happy with your army, you must record it on an army roster. All text must be clearly readable for us and your opponent to check. You will need to hand one copy of your army roster in at registration, and have at least one other copy to give to your opponents before each game. You must use the same army roster for each game, and all choices available to you must be noted down on your army roster. Remember that your roster must include things like reinforcement points, who your general is, army allegiance, the allegiance abilities you will use, artefacts of power, spells, and the number of leaders, artillery and behemoth models in your army.

Any kind of ability you can choose before the game must be decided on before the event and recorded on your army roster. This includes things like Mark of Chaos for Slaves to Darkness Chaos Warriors. These choices are made for the entire event, and as they are part of your army roster, cannot be changed during the event.

THE GAMES

Over the weekend you will play four games of Matched Play Warhammer Age Of Sigmar using the Pitched Battle rules found on pages 74-85 of the *General's Handbook 2017*. Your opponent for the first game will be randomly determined, then from game two onwards we will use a 'Swiss' system to match you against players who have achieved similar results so far. You need only play each opponent a maximum of once, so if you get drawn against someone you have already played, feel free to swap with the table next to you, or let us know and we will find you a different opponent.

You will have two hours and thirty minutes to play each game. The schedule at the start of this pack will show you the times all four games start and finish on each day, and will show you which battleplan to play for each game.

You will be given a scorecard when you register for the event, and be given a round result slip during each of the first three games. At the end of the game, hand in the round result slip to an event staff member, then record your result and score on your own scorecard. At the end of the final game, you will hand in your scorecard only. Information on scoring can be found on the next page.

CODE OF CONDUCT AND CONCEDING

At Games Workshop events we place great emphasis on playing excellent games of Warhammer Age of Sigmar with like-minded people. Therefore 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, offer them a copy of your army roster and start the game promptly. We then expect players to treat each other positively and demonstrate good sportsmanship. After all, part of your tournament score is based on doing just this!

If you disagree on the interpretation of a rule in the game, we will have staff members on hand to help as referees. Feel free to get one of us to solve the problem. The first place we will look is the rulebook, so we recommend having a read yourself before calling us over. If players do require us to make a ruling, the referee's decision is final.

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 for enemy units destroyed. The winning player records a Major Victory and 2,000 points for enemy units destroyed.

AWARDS

At the end of the event we will hold an award ceremony to celebrate particular feats of achievement over the weekend. The awards available are:

- **Throne Of Skulls Champion** - This award goes to the player that ranks first overall.
- **2nd Place** - This award goes to the player that ranks second overall.
- **3rd Place** - This award goes to the player that ranks third overall.



SCORING

This event will rank players overall by a tournament score. This is a combination of gaming, sportsmanship and army presentation scores. Your gaming score is based on the results of your games – you can achieve a maximum of 24 points here for winning all four games. You can then achieve a maximum of 24 points for sportsmanship and army presentation scores. These scores combined create your overall tournament score. Your event card will contain spaces to record all the following information.

GAMING SCORES

Play through the game exactly as laid out in the battleplan to determine the winner. Once you know the result, record it on your scorecard using the following system:

- **Major Victory** 6 points
- **Minor Victory** 4 points
- **Draw** 2 points
- **Loss** 0 points

For each game you will also need to record the following:

- **Points value of enemy units destroyed** - This is the total, in points, of enemy units (including summoned units) that have been completely destroyed.
- **Opponent's initials** - Ask your opponent to initial your scorecard to confirm the result

TOURNAMENT SCORE EXAMPLE

At the end of the tournament, Elliot has won three Major Victories and lost one game, earning a tournament score so far of 18. He then receives three Favourite Game votes and two Favourite Army votes, which are added to the 18 points he scored from his games for a total tournament score of 33.

SPORTSMANSHIP AND ARMY PRESENTATION SCORES

Once you have played your fourth game, record the result as above, then cast two votes each for sportsmanship and army presentation. These four votes you must cast are based on the following:

Favourite Game—Vote for the two opponents you enjoyed playing against the most. Maybe they displayed excellent sportsmanship, perhaps they were positive and friendly, or it was generally a fun and engaging game. Note that you cannot vote for the same person twice.

Favourite Army—Vote for the army you played against that you liked the look of the most. Excellent painting standards, a fantastic centrepiece model, spectacular conversions or overall theme may make up your mind. Note that you cannot vote for the same person twice.

Each vote a player receives for the above counts as three points towards their final score. This means you can receive a maximum of 12 points for Favourite Game and 12 points for Favourite Army. Every player must cast their votes as they are integral to the event. If you don't vote, then your final scores won't count!

TIEBREAKERS

If players earn the same tournament score by the end of the weekend we will use the total points value of enemy units completely destroyed (including any summoned units) as a tiebreaker to establish the final rankings.

For example, John and Edd both achieve a tournament score of 28, so we go to the tiebreaker to establish who has the higher rank. We find out John has destroyed 5920 points worth of enemy units, whilst Edd has destroyed 2770, meaning John will be ranked higher than Edd.

CONTACT US

If you wish to ask any questions, discuss any conversions or to find out more about our events, please feel free to get in touch with us:

Phone: 0115 9004994 **Email:** whworldevents@gwplc.com

Write: Warhammer World Events Team, Games Workshop, Willow Road, Nottingham, NG7 2WS

Catch up on all the latest event news by finding us on  at Games Workshop: Warhammer World

