

# THRONE OF SKULLS™

## RULES PACK 2013



Throne of Skulls is all about having a great time playing your favourite games. This rules pack explains in detail how Throne of Skulls will work, but for those of you that are more interested in just turning up and playing, here's all you really need to know:

***Arrive on time with your painted army, dice, tape measure and rulebooks. Then get ready to spend a day or two fighting some great battles, seeing some wonderful-looking armies, making new friends and swapping war stories about your victories and defeats afterwards.***

**And that's really all there is to it! Our aim is simply to get people together so they can play great games, meet up with their mates, make new friends and immerse themselves in the Games Workshop hobby for a day or two.**

- [Entrants must be 12-16+ years of age.]
  - A full health and safety briefing will be given at the start of the Event.
  - Entrants must adhere to the spirit of this event and are advised that the decisions of all Judges, Referees and Games Workshop staff regarding the fair adjudication of the rules are final. Discussions will not be entered into.
  - Knives of any sort (including craft and modelling knives) may not be brought on to the premises.
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  - Games Workshop reserves the right to vary the content and schedule for the Event without notice.
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# Welcome!

Welcome to the pack for the Throne of Skulls gaming events held at Warhammer World. Ahead of you lies a great series of games, where you will get to proudly line your army up against those of your opponents and fight for glory.

Throne of Skulls is not just about fighting battles, far from it, there are lots of other things to do as well. It is a fantastic opportunity to meet other players, and many a regular opponent and firm friend have been made at such an event. By the same token, Throne of Skulls is a great place to meet up with people you haven't seen for a while.

Throne of Skulls also offers an unrivalled opportunity to showcase your own hobby talents, as well as see other, truly inspirational armies, painted to an incredible standard. You're sure to come away with some new ideas for your own collection, and hints and tips on how to achieve the best effects when painting your own army.

At a Warhammer World Throne of Skulls, there are loads of additional activities to take part in outside of the gaming. Look out for the Artisan of Reknown and the Legends Painting Competitions as well as the ever popular Bugmans Pub Quiz. There's also the "News from the Front" feature, where you get to record some of the most impressive stories from your games, and win notoriety for them!

It's worth underlining that our games, and our events are written to be played in a spirit of friendly competition, where winning is less important than making sure that everyone has a great time. You can help maintain this friendly spirit by not striving for success at the expense of an opponent's enjoyment. After all, we all know that a really great game is one where all the participants have fun – regardless of whether we find ourselves on the winning or losing side. Just keep this in mind and you'll find that Throne of Skulls is a fantastic way to celebrate all aspects of the Games Workshop hobby.

Have a great time and keep rolling sixes!  
The Warhammer World Events Team

## Pre-Registering

When you receive your ticket, you'll need to confirm your attendance by contacting us and letting us know you're coming. You can phone us, email us or post us the information, using the contact details at the end of this pack.

We need to know:

- Your name.
- Your e-mail address.
- Which specific Throne of Skulls event you are attending.
- Your ticket number
- If you have any special dietary requirements (eg vegetarian/ allergies)
- Any medical conditions you would like us to be aware of.

## Arriving at Throne of Skulls

When you arrive at the Throne of Skulls, you'll need to register in with the events staff, who will give you an events pack containing a record card, a rules pack and random table number for your first game. If you have pre-registered first, you'll save a lot of time here! To register, you will need –

- Your ticket
- **Two** copies of the army list you are using over the weekend.

At a two-day event, we will open an optional early registration the evening before the event begins. If you arrive in Nottingham early, and want to avoid the queues, then why not pop along and register early with us!

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## Your Army

To play in a Throne of Skulls event, you'll need to bring along a fully painted and based army, picked to a specified points value from a current and official list (Please see the full list of legal armies at the end of this pack). The points value of your army depends on which game you are playing:

**Warhammer:** 2000 points chosen from any army list in any official and current Warhammer Armies Book.

**Warhammer 40,000:** 1500 points chosen from any official and current Warhammer 40.000 Codex

**The Hobbit: An Unexpected Journey Strategy Battle Game™:** 1000 points chosen from any official and current Sourcebooks.

### Don't forget!

There are a few more things you'll need to remember to bring with you as well!

- Your ticket!
- Dice
- Tape Measure
- Templates
- Rulebooks (including Army Books, Codexes and Sourcebooks)
- 2 copies of the Army List you are using
- Glue for any running repairs
- Pen and Paper

## Your Army List

**When you arrive at Throne of Skulls you will be asked to hand in a copy of your Army List. In the case of a tie (including Favourite Game votes) the player with the best Army List will win. The quality of your list will be based on how well presented and entertaining it is. Because of this you may want to include things like the names of the units and characters, and a background story for the army.**

## The Rules of Engagement

These guidelines have been created in order to ensure everyone has a great hobby experience at all of our events. The intention is that, whilst ensuring everyone can take full advantage of their creative urges, there is no confusion over what models represent and that the event is relaxed and enjoyable for all.

### Miniatures

- All of your models must be **fully painted** and **based** and **fully** represent what is on your army list (including all equipment).
- Every miniature and component must be produced by Games Workshop (Citadel, Forge World or Warhammer Forge).
- We know many people like to take the opportunity to convert models for thematic and creative reasons. We actively encourage this, but do ask that if you are going to do so, please check with the events team first. We may ask you to make allowances at the event in order to ensure there is no confusion for your opponents.

### Proxies

- A "proxy miniature" is a model that is standing in for something else and has not been changed in any way. Examples include using plastic Cadian Shock Troops as Stormtroopers or plastic Tyranid Raveners as Fiends of Slannesh.
- We do not allow any proxy miniatures at our events. If Games Workshop produces a model for a unit entry, we expect you to use the correct model, for the sake of clarity to your opponent. (For conversions, please see the point above in the 'Miniatures' section).
- If you wish to personalise your units and/or convert/kit bash plastic or Citadel Finecast kits to create your own unique models that fit your vision of your army, please check with the events team first. We may ask you to make allowances at the event in order to ensure enjoyment of your opponents. Simply gluing a scope to plastic Cadian Shock Trooper won't make him a Kasrkin, but adding a gnarly chainsword and an appropriate paint job to a tactical marine can easily make him a heretic Chaos Marine Renegade

### Conduct

- We do ask that you try and resolve any rules problems out yourselves using your rulebooks. If you can't, or you need help, feel free to call over a member of staff.
- Remember the Warhammer World Most Important Rule - everyone is here to have fun!

If you have any questions regarding the Rules of Engagement, you can find an FAQ document on the Warhammer World section of the website. Please feel free to contact us with any other queries (details at the end of this pack).

# Games

You will get to play a series of games – three in a one-day Throne of Skulls event or five in a two-day event. Your opponent in each round will be randomly selected for you, and each game will last two and a half hours. (see the schedule on the back page)

Scenarios will be taken from the rulebook of the game you are playing:

**Warhammer:** You will be using the Pitched Battle scenarios from the Warhammer Rulebook (pages 142-150)

**Warhammer 40,000:** You will be using the Eternal War missions from the Warhammer 40,000 Rulebook (pages 118-131)

**The Hobbit: An Unexpected Journey Strategy Battle Game™:** You will be using the Points Match scenarios from the sourcebooks (pages 9-15)

Scenarios will be randomly generated by the Events Staff before the beginning of each round. Everyone at the Throne of Skulls event will play the same scenario (including deployment/ number of objectives).

Terrain will be set up on the gaming tables by the organisers. If a scenario requires special terrain features, the events staff will provide them for you.

After each game, please fill in a results form with the ticket number of your opponent, and the result of the game (win, lose or draw). Once filled in, please hand your results in to the events staff.

## Scoring

You will score 3 points for each win, 1 point for each draw and nothing for each loss.

In the final round you may pick your favourite game that you played at the event. A slip for this can be found on your record sheet, and the completed slip must be handed in with your results form at the end of the round. This is a 'secret ballot' and your vote should not be discussed with or disclosed to other players. There are extra points available for receiving these votes from other players – see the scoring summary.

The players that scored the most points with an army from each army book or codex will be given a winners certificate. In *THE HOBBIT™* events a certificate will be given to each player using a force from each of the Sourcebooks, as well as the best Grand (good) Alliance player and the best Evil Alliance player.\*

\*If your army only includes models from one of the Sourcebooks, you will be considered for one of the best Force awards. If your army contains models from two or more Sourcebooks, you will be considered for the best Grand Alliance or Evil Alliance award.

The overall champion will be the player that beat the average score of other players using the same army by the greatest margin. If there are less than three players using an army, then the average score will be assumed to be 3 points at a one day event, and 5 points at a two day event.

In the case of a tie, the number of 'Favourite Game votes' will be used to decide the winner. If still tied, then the army with the best presented army list (in the opinion of the event organisers) will be deemed the winner.

## Scoring Summary

<u>Win Game</u>	<u>3 points</u>
<u>Draw Game</u>	<u>1 point</u>
<u>Lose Game</u>	<u>0 points</u>
<u>3+ Favourite Game Votes</u>	<u>5 points</u>
<u>2 Favourite Game Votes</u>	<u>3 points</u>
<u>0 - 1 Favourite Game Vote</u>	<u>1 points</u>

## Scoring Example

A small Warhammer Throne of Skulls Gaming Event takes place between four High Elf players and four Skaven players.

The High Elf players score 11, 8, 6 and 1 point respectively. The player that scored 11 points is given the certificate for 'Best High Elf Player'. The average score for the other High Elf players was  $(8+6+1) / 3 = 5$ , giving the High Elf champion a margin of victory of  $11-5 = 6$  points.

The Skaven players score 7, 5, 2 and 2 points respectively. The player that scored 7 points is given the certificate for 'Best Skaven Player'. The average score of the other Skaven players was  $(5+2+2) / 3 = 3$ , giving the Skaven champion a margin of victory of  $7-3 = 4$  points.

As the High Elf Champion's margin of victory was highest, they are crowned the overall winner.

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## News from the Front

Throughout the event, our staff want to hear your stories of bravery, heroism and outright luck. You know the ones – where you try something that just shouldn't work, but does? Or where the Dice Gods seemed to smile upon you for a few minutes? Well, we want to hear those stories! We'll be writing down the very best ones and publishing them on our Facebook site throughout the event, so everyone can hear your tales.

A quick note on heroism... We want narrative-driven stories of hugely-defied odds, the underdog winning or insurmountable glory like this-

- "My Imperial Guard officer, *Colonel Volkstaff* charged into a Trygon, *The Scourge of Macragge* by himself, and killed it in one round of combat!
- "My unit of Gnoblar, *The Ankle biters*, charged that unit of Seekers of Slannesh, *The Devine Dance*, and killed them! Then they overran into a Bloodthirster, *Khornes's Chosen* and killed that too!" (**note** - this actually happened here once. No lies. It really did.)

### And not-

- "My Devastators shot their Lascannons at an Ork Trukk and destroyed it!"

(note – if the Trukk then careened into a building, exploding it, thus killing the unit of 20 Boyz inside and the Big Mek who was with them, losing the Orks an objective and winning the Space Marines the game, we'd want to know...)

We offer three prizes at the Award Ceremony for the most impressive stories: **Most Infamous Unit**, **Most Infamous Hero** and **Single Most Heroic Act**. These are decided by the events staff who record the stories. So why not make some heroic charges, or try things you might never do normally- you could win glory and honour!

## The Bugman's Pub Quiz

At our two day events, we will be holding a pub quiz on the evening of the first day. Make no mistake, this is no ordinary pub quiz, for it is entirely based on the game you are playing! With rounds such as "Guess that Model", "Name that Stat-Line", "The Rules Round-up" and "The Warhammer Wipeout", the pub quiz is a great fun way to wind down and relax after a hard day's gaming. Simply get together into teams of six or less players and get ready for a riotous evening of brain-taxing hobby questions! The team that wins the pub quiz will earn the **Bugman's Rangers** award at the Award Ceremony, as well as a free round of drinks, courtesy of Bugman's Bar.

## The Award Ceremony

At the end of the Throne of Skulls, we will have an Awards Ceremony, where we will recognise the achievements earned over the course of the event. At Warhammer World, we like to recognise every aspect of the hobby, so there is something for everyone, no matter what you love about it. We will be presenting:

- **Throne of Skulls Overall Champion:** to the Best of Race player who achieved the highest margin of victory
- **Best of Race:** to the player from each race who scored the highest number of points.
- **The Artisan of Renown:** to the player who receives the most number of votes for Best Army
- **Best Army Nominee:** to each player who was nominated for the Artisan of Renown Award.
- **The Scribes' Quills:** to the player the events staff deem to have handed in the best presented Army List.
- **Bugman's Rangers:** to the winning pub quiz team (two day event only).
- **Legends Painting Competition Winners:** to the players who win the Legends Painting Competitions.
- **News from the Front Awards:** to the players deemed to have performed the most heroic deeds.
- **The Emperor's Laurels:** to the player/ players who receive the highest number of Favourite Game Votes.
- **Warhammer World Knight of the Inner Circle:** this rare and prestigious award is given to any player who receives 100% of the available Favourite Game votes (three in a one day event, or five in a two day event)

## Favourite Game Votes

After the final round you may pick one player you fought against as your favourite. This is a completely subjective judgement, but should reflect which game over the Throne of Skulls event you enjoyed the most. Perhaps it was a really close game, or the opponent was great fun to play against? Maybe their army was beautifully painted or you learnt some new tactics– it's up to you to decide!

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# Hobby Awards and how to win them

## The Artisan of Renown

During the event, the staff will circle the hall a good number of times and take a very close look at all of the armies in attendance. We will then make a shortlist of armies we believe to be the best in the hall, and nominate them for the Artisan of Renown Award. The criteria we use when deciding our nominations are –

- **Quality of Painting** – is there a high technical quality of painting across the army?
- **Appearance as a whole** – does the army look great as a whole on the table? Do the models complement each other?
- **Originality** – are there conversions, or a colour scheme we haven't seen before? Is your army unique?
- **Theme** – is your army obviously themed?
- **Centrepiece** – is there a great centrepiece model for the army?
- **Army extras** – have you got cool objective markers etc ?

If you've been nominated for The Artisan of Renown Award, you will be informed just before voting takes place. (Please note – we will ask you if you have painted everything yourself. Please be honest here – if you didn't paint the army, we can't put you forward for the award, as it would be unfair on those that have). All the nominated players will then have the chance to display their models during the lunch break (on the second day for a two-day event) while all the players at the event vote on them in secret, using the painting competition slips on your record sheets. The player who receives the most votes will win **The Artisan of Renown** prize at the Award Ceremony.

## The Scribes' Quills

Every time we have an event here at Warhammer World, we're amazed by the quality of the Army Lists we get handed to us – old dusty tomes, electronic read-outs, scrolls, skulls, fully illustrated books and the like! We even had a huge Orc shield given to us once... To honour this creativity, we created the Scribes Quills award for best Army List. Judged by the member of the Events Staff who checks all of the Army Lists, this prize goes entirely on presentation, and not on the composition of your army in any way. So why not go mad and see what you can create? The player who is judged by us to have the most extravagant and well-presented Army List will win **The Scribes' Quills** at the Award Ceremony!

## **LEGENDS** **PAINTING COMPETITION**

The Legends Painting Competition is run alongside Throne of Skulls and gives the chance to show off your skills with single models rather than with whole armies. Open to everyone at the Throne of Skulls event, simply enter a model in the relevant category when we are holding the competition (times are different depending on a one day or two day event – check the schedule at the end of this pack). Once all the entries are in, we will open voting for everyone at the event to choose their favourite in each category, using voting slips provided. The entrant who receives the most number of votes will receive the relevant prize at the Award Ceremony. Please note - these models do not have to be from your army for the event, so feel free to bring anything, from any games system you like!

**Hero of Legend** – you may enter any single miniature from your collection, which is on a 25mm (Infantry base) or smaller.

**Beast of Legend** – you may enter any monster at all from your collection. It must be on a 40mm (Terminator/Ogre/*The Hobbit: An Unexpected Journey Strategy Battle Game*™ Cavalry) sized base or bigger.

**Engine of Legend** – you may enter any war machine or vehicle from your collection.

**Monument of Legend** – you may enter any piece of scenery from your collection (dimensions 2' x 1' and 18" tall or smaller)



## The Schedule (One Day Event)

8:00	Event opens. Registration begins Bugman's Bar serving breakfast menu
9:00	Registration Closes
9:15	Welcome and Event Briefing
9:30-12:00	Round One
12:00-13:00	Lunch Served Voting for Best Army 12:30 – 12:55
13:00-15:30	Round Two
15:30-16:00	Afternoon break Legends Painting Competition. Entries taken 15:30-15:40. Voting open 15:40-15:55
16:00-18:30	Round Three
18:30-19:00	Evening Break
19:00-19:30	Awards Ceremony

## Contact Us

To pre-register, if you have any questions, or need further information, please do not hesitate to contact us:

Phone: 0115 9004994

Email: [whworldevents@gwplc.com](mailto:whworldevents@gwplc.com)

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



Find us and follow us on Facebook-  
Games Workshop: Warhammer World.

## The Schedule (One Day Event)

	Evening before the Event
18:00-20:00	Optional early registration open
18:00-22:00	Casual gaming in the hall

### Day One

8:00	Event opens. Registration begins Bugman's Bar serving breakfast menu
9:00	Registration closes
9:15	Welcome and Event Briefing
9:30-12:00	Round One
12:00-13:00	Lunch Served Legends Painting Competition. Entries taken 12:20-15:40. Voting open 12:20-12:50
13:00-15:30	Round Two
15:30-16:00	Afternoon Break
16:00-18:30	Round Three
18:30-19:30	Evening Meal Served
19:30-21:00	Bugman's Pub Quiz

### Day Two

8:00	Event Opens. Bugman's Bar serving breakfast menu
9:30-12:00	Round Four
12:00-13:00	Lunch Served Voting for Best Army 12:30 – 12:55
13:00-15:30	Round Five
15:30-16:00	Afternoon Break
16:00-16:30	Awards Ceremony



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# Legal Army Lists

For the 2013 Throne of Skulls Season, you may use any of the Army Lists included in the current versions of the following books-

## WARHAMMER

**Army Books:** Beastmen, Bretonnia, Daemons of Chaos, Dark Elves, Dwarfs, The Empire, High Elves, Lizardmen, Ogre Kingdoms, Orcs & Goblins, Skaven, Tomb Kings, Vampire Counts, Warriors of Chaos, Wood Elves.

**White Dwarf:** Daemons of Chaos Supplement (included in White Dwarf issue 392, August 2012)

**Digital Army Books:** Any Digital versions of the above Army Books, released by Games Workshop on iTunes.

## WARHAMMER 40,000

**Codexes:** Black Templars, Blood Angels, Chaos Daemons, Chaos Space Marines, Grey Knights, Dark Angels, Dark Eldar, Eldar, Imperial Guard, Necrons, Orks, Space Marines, Space Wolves, Tau Empire, Tyranids.

**White Dwarf:** Sisters of Battle (as printed in White Dwarf issues 380 and 381, August and September 2011) and Chaos Daemons Supplement (included in White Dwarf issue 392, August 2012)

**Digital Codexes:** Any Digital versions of the above Codexes, released by Games Workshop on iTunes.

## THE HOBBIT AN UNEXPECTED JOURNEY STRATEGY BATTLE GAME

**Sourcebooks:** *The Hobbit: An Unexpected Journey Strategy Battle Game™*, Kingdoms of Men, Free Peoples, Mordor, Fallen Realms, Moria & Angmar.

**Digital Sourcebooks:** Any Digital versions of the above Sourcebooks, released by Games Workshop on iTunes.

## WHITE DWARF

You may use current and official rules printed in White Dwarf, such as the Space Marine Storm Talon, Ork Bommer, Eldar Night Spinner. Check with the Events Team if you are unsure.

### Please Note

- Forge World and Warhammer Forge rules and Army Lists are not in use at Throne of Skulls events.
- Rules and Army Lists from expansions such as Storm of Magic, Blood in the Badlands, Apocalypse, Battle Missions, Planetstrike, Cities of Death, Spearhead, War of the Ring and War of the Ring: Battlehosts are not in use at Throne of Skulls events.
- A new Rulebook, Army Book, Codex, Sourcebook or White Dwarf Update is Throne of Skulls-legal as soon as it is released. The only exception to this is if the book is released on the day of the event itself, in which case, we will use the already existing version.