



Two-Day Aqshian Crusade

Day 1: 9am, 26th September

Day 2: 10am, 27th September

Format:	Aqshian Crusade
Duration:	Two days
Army Size:	2000 points
Game System:	Age of Sigmar - Matched Play - General's Handbook 2026-27
Number of Games:	Five
Location:	Black Dragon Games 17 Burton Street, Melton Mowbray, LE13 1AE
Free Parking:	• Parking is available in Burton Street car park (2 minute walk from the shop) • <i>Please check parking restrictions carefully</i>
Food:	• Snacks and refreshments are available in-store • There are a number of venues close to Black Dragon Games that serve food • You are welcome to bring your own food to the shop

Aqshian Crusade

Bring along a fun and thematic 2000-point army for a weekend of narrative gaming. All games will be played using the Matched Play rules from the General's Handbook 2026-27, with one Grand Alliance emerging victorious!

There are no prizes for individual player performance, but prizes will be awarded for Army Theme, Best Painted and Most Sporting.



Rules

Rules

This event uses the following rules sources:

- Age of Sigmar: Core Rules
- Age of Sigmar Rules Update*
- The Battletome or Faction Pack for your army
- General's Handbook 2026-2027

**The latest version on the Warhammer Community website will be used.*

Matched Play

All games will be played as Matched Play games using the content from the General's Handbook 2026-2027.

All rules specified in the General's Handbook 2026-2027 will be in play (including Battle Tactics and all Advanced Rules).

Army Construction

Players must bring a 2000 point army built using the **Army Composition** Advanced Rules.

Players must bring a printed army list and are encouraged to accompany it with a short narrative description of their army.

Painting and Modelling

Painting Requirement:

Models do not have to be fully painted for this event.

All unpainted models must be primed in the same colour.

Conversions and Kit-bashing:

We love conversions and kit-bashing!

Units should be clearly recognisable as the warscroll that they represent. Where a unit contains models with musicians/champions/standard bearers/different weapons, these should be easily identifiable.

If in doubt, please ask in advance at: www.blackdragongames.co.uk/contact

Judges

A member of staff will be nominated as Judge. If players are unable to determine or agree on a ruling then the event judge will make a final decision on how any given rule is to be interpreted.

Please note that the Judge may be participating in the event.



Games & Scoring

Battleplans

The battleplan sequence will be determined by the Aqshian Crusade selected at the start of the event.

Terrain

Each gaming table will feature a selection of terrain features, which will be pre-set for the first game. The Defender will set up the terrain for the second/third game of each day (in accordance with the battleplan).

Playing your games

- Games will be played best-of-1.
- Games are expected to be played to completion. A player who concedes a game will score zero points for their Grand Alliance.
- Games should take no longer than 180 minutes to complete. Players should check with a judge before starting a new game round after 160 minutes.

Teams & Pairings

- All players will be assigned to a Grand Alliance at the start of the event.
- 2 to 4 Grand Alliances will be used.
- Players may be assigned to the "wrong" Grand Alliance to balance teams.
- Players will play against a different player in each round, and play against a player from an opposing Grand Alliance wherever possible.

Game Scores

Players will score the following points for each game:

Major Victory	5 points
Minor Victory	4 points
Draw	3 points
Minor Loss	2 points
Major Loss	1 point

Fury of the Vanquished

- At the start of Day 2, each team will be awarded a number of Fury Points equal to the difference between their total points and the total points of the leading Grand Alliance.
- Each team will divide these Fury Points up between their armies.
- Each Fury Point may be used to increase their army's Fury Level by 1 (to a maximum of 7) at the start of the first game of Day 2.

Glory to the Victors

The Grand Alliance with the most points at the end of day 2 will be declared the victors.



On the Day

Event Schedule - Day 1

09:00 - 09:15	Registration
09:15 - 12:15	Game 1
12:15 - 13:00	Lunch
13:00 - 16:00	Game 2
16:00 - 16:30	Voting
16:30 - 19:30	Game 3
19:30 - 20:00	Tidy up

Event Schedule - Day 2

10:00 - 10:15	Registration
10:15 - 13:15	Game 1
13:15 - 14:00	Lunch
14:00 - 17:00	Game 2
17:00 - 17:15	Tidy up
17:15 - 17:30	Awards

What to bring

- Your army
- A printed army roster
- Warscroll cards for your army (in physical or digital format)
- Dice and rulers/tape measure
- A set of General's Handbook 2026-2027 battleplan cards and objective markers

Prizes

Best Painted, Most Sporting, Most Thematic Army:

1st place: £10 Black Dragon Games voucher

2nd place: £5 Black Dragon Games voucher

