



# Spearhead League: City of Ash

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| <b>Format:</b>           | Spearhead League  |
| <b>Game System:</b>      | City of Ash   |
| <b>Start date:</b>       | Sunday 21st June  |
| <b>Sign-up Deadline:</b> | 9pm on Friday 19th June   |
| <b>Duration:</b>         | Approximately 4 months  |
| <b>Location:</b>         | <b>Black Dragon Games</b><br>17 Burton Street, Melton Mowbray, LE13 1AE |

## Fun & Friendly Community

We have an amazing Age of Sigmar community who are keen to meet new players. If you're looking to play some more fun & friendly games then this league is the place to be!

There are loads of prizes up for grabs at the end-of-league social to celebrate everyone's efforts throughout the league. There are also prizes for the top players in each division to ensure that the league remains exciting throughout.

## League

Players will be divided into pods and play a round-robin to determine which division they will progress to in round 2. Players will then play another round-robin within their division to compete for prizes at the end of the league.



# Taking Part

## How to join in

**1. Sign up for the league:** [www.blackdragongames.co.uk/CityOfAsh](http://www.blackdragongames.co.uk/CityOfAsh)

*Sign-up Deadline: 9pm on Friday 19th June.*

**2. Choose 2 Spearhead armies and email your choices to:** [ash@blackdragongames.co.uk](mailto:ash@blackdragongames.co.uk)

*Spearhead army choices must be submitted by 9pm on Friday 19th June.*

**3. Round 1**

Players will be sorted into pods. You will play 1 match against each player in your pod over the course of 6 to 8 weeks.

**4. Round 2**

Players will be divided into an upper and lower division based on their win records. You will play 1 match against each player in your division over the course of approximately 6 to 8 weeks.

*Additional divisions may be added if we have a particularly large group of players.*

**5. Finals**

The top 2 players in each division will play off at our finals event to determine the ultimate winner of each division. All players are encouraged to attend this as a league social event, where we'll award additional prizes for painting and sportsmanship.

## Painting & Modelling

**Painting Requirement:**

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

All unpainted models must be primed in the same colour.

**Proxies:**

Players may field models that do not match those found in a Spearhead boxset so long as the models used clearly represent the units specified by the Spearhead army list.

## Where can I play?

Sigmar's Saturday at Black Dragon Games on Saturday evenings is an ideal time to play, but matches can be played anywhere at any time.

Playmats, fully painted terrain and card sets will be available at Black Dragon Games for participants to use while playing there.

The League Social/Final will take place at Black Dragon Games.

## Army Changes

Players must use the same two Spearhead Armies through Round 1, but may change one of their armies between Round 1 and Round 2.



# Matches

## Matches

- All matches will be played as the best of two games.
- Players simultaneously reveal either one or two Spearhead armies that they wish to use for the match.

### Game 1:

- Players simultaneously select the army that they will use for the first game.
- Play a game as per the City of Ash Battleplan.

### Game 2:

Play as per the City of Ash Battleplan, with the following exceptions:

- Flip the board over and play on the opposite side for Game 2.
- The player who lost the Pre-Battle Sequence roll off in Game 1 automatically wins it in Game 2.
- The loser of Game 1 may change army for Game 2, but the winner may not. If the loser does not change army then the winner **must** change their Regiment Ability **and** Enhancement.

*If the first game was a draw then both players must simultaneously reveal which army they will use in Game 2; both players may change Regiment Ability and Enhancement.*

## Incomplete Matches

### Location:

This league is centred around Black Dragon Games and it is assumed that the majority of matches will take place here. Players are welcome to organise their matches elsewhere, but should be willing to travel to Black Dragon Games for all of their matches if their opponent wishes to play here. In a situation where two players are unable to arrange a match and one player is unwilling to travel to Black Dragon Games, that player will forfeit the match and their opponent will score 3 league points.

### Timing:

Players should expect to play a match approximately every two weeks. If two players are unable to find a time to arrange a match within the window for a round then the match will be forfeit and they will both receive 1 league point for that match.

## Match Results

Report your match results (including actual scores) on the *#city-of-ash-league-results* channel on Discord.

All league participants will be invited to the channel before the league starts.



# Scoring & Prizes

## Scoring

### League Points per game:

Victory = 2 points

Draw = 1 point

*Total points scored will be used as a league score tie-breaker if necessary.*

## Prizes

### Upper Division:

1st place: £20 Black Dragon Games voucher

2nd place: £15 Black Dragon Games voucher

### All other divisions:

1st place: £10 Black Dragon Games voucher

2nd place: £5 Black Dragon Games voucher

### All other categories:

#### *Best Painted, Most Sporting*

1st place: £10 Black Dragon Games voucher

2nd place: £5 Black Dragon Games voucher

## Finals/League Social

- The League will end with a Finals event where the top two players in each division will play off for 1st place.  
*Finals matches will be played best-of-three.*
- All other players are invited to join in as a social event and play some casual games or grudge matches.
- All prizes will be awarded at the end of the event.

