



Spearhead Showdown

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| Format: | Competitive Tournament |
| Date: | Sunday 23rd March 2025 |
| Time: | 10am to 6pm |
| Game System: | Age of Sigmar - Spearhead (Fire & Jade) |
| Number of Games: | Four |
| Pairing System: | Swiss (randomly generated first round) |
| Location: | Black Dragon Games 17 Burton Street, Melton Mowbray, LE13 1AE |

Painting & Modelling

Painting Requirement: All models must be painted and based to a "Battle Ready" standard.

Proxies:

Players may field units that do not match those found in a Spearhead boxset so long as the models used clearly represent the same unit.

For example, a Stormcast Eternals player could replace their Liberators squad with a Liberators squad from an earlier edition of Age of Sigmar or even a Sequitors squad, so long as one of the miniatures in the squad is equipped with a two-handed weapon to represent the Grandhammer. Note that the unit must use the original Spearhead Warscrolls regardless of the miniatures used.

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

Competitive Tournament

This tournament is aimed at players looking to test their skills in battle! Players will compete for prizes by winning games and placing in the top 3, so bring along your best Spearhead army and most cunnin' tactics...

Despite the competitive nature of this tournament, the primary focus of our events is always to bring players together to enjoy the games they love in a friendly and courteous environment. Prizes will be awarded for most sporting and best-painted army.



Rules

Rules

This tournament uses the following rules sources:

- Age of Sigmar: Fire & Jade
- Age of Sigmar Rules Update*

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

Rule Clarification: Wholly On Terrain and Behind Terrain

For the sake of clarity, the Advanced Rules definition of **Wholly on Terrain and Behind Terrain** will be used, where relevant:

A model is wholly on a terrain feature if its base is on that terrain feature and no part of its base extends past the edge of that terrain feature. A unit is wholly on a terrain feature if every model in that unit is wholly on that terrain feature.

When a unit is targeted by an attack, the unit is considered to be behind a terrain feature if it is impossible to draw a straight line from a model in the attacking unit to a model in the target units without that line passing across that terrain feature. If the attacking unit is making a shooting attack, ignore parts of terrain features within its combat range for the purposes of determining if the target is behind that terrain feature.

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 that game.
- Games should take no longer than 90 minutes to complete. Players should not start a new game round after 75 minutes without permission from a judge.
- Scores should be reported to the Judge at the end of the round. Games will be recorded as Win/Draw/Loss, while each player's cumulative points scored will be used as a tie-breaker at the end of the tournament (if needed).

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 tournament.



On the Day

Event Schedule

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| 10:00 - 10:15 | Registration |
| 10:15 - 11:45 | Game 1 |
| 11:45 - 12:30 | Lunch & Painting Competition |
| 12:30 - 14:00 | Game 2 |
| 14:00 - 14:15 | Break |
| 14:15 - 15:45 | Game 3 |
| 15:45 - 16:00 | Break |
| 16:00 - 17:30 | Game 4 |
| 17:30 - 17:45 | Tidy up |
| 17:45 - 18:00 | Prize giving |

What to bring

- One Spearhead Army
- Spearhead Warscrolls for your army (in physical or digital format)
- Dice and rulers/tape measure
- Fire & Jade Spearhead decks (if you own them)
- A Spearhead terrain set and playmat (if you own them)

*Spearhead decks, terrain and playmats will be provided, where needed.
Terrain provided may be different to the terrain found in the Fire & Jade set.*

Prizes

- First Place:** Trophy, certificate & £15 Black Dragon Games voucher
- Second Place:** Certificate & £10 Black Dragon Games voucher
- Third Place:** Certificate & £5 Black Dragon Games voucher
- Best-painted:** Certificate & £5 Black Dragon Games voucher
- Most Sporting:** Certificate & £5 Black Dragon Games voucher

Best-painted and Most Sporting will be judged by peer voting

