



Across the Mortal Realms the fires of war burn ever brighter. From shattered kingdoms to ancient, forgotten battlefields, armies gather under banners both old and new, driven by fury, vengeance, ambition and the promise of glory. With lands scarred by generations of conflict, only the strongest can endure the road ahead.

The *Ashen March* calls upon commanders to lead their Spearheads into battle. No two commanders will face the same path, for fate itself shall decide which forces march forth. Through ruined cities, ancient lands and war-torn realms, every victory will be hard fought and every defeat remembered.

The march begins...

Spearhead Tournament Pack

- ❖ **Venue:** Old Girl's School, Sherburn-in-Elmet
 - ❖ **Date:** 10th October 2026
 - ❖ **Organizer:** Dan Peel
 - ❖ **Time:** First game starts at 09:00
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- ❖ The *Ashen March* is an Age of Sigmar: Spearhead tournament consisting of four games of 90 minutes each. The games will be played across all three Spearhead battlepacks: Fire & Jade, Sand & Bone and, City of Ash.
- ❖ Competitors must bring at least one full Spearhead army but are free to bring up to 4. Using multiple armies is explained in the rules below.
- ❖ There is no painting requirement, but extra points will be awarded at the end of the event for players who bring at least one fully painted spearhead army.
- ❖ Prizes (*like, really terrible ones*) will be awarded for first and last place.

Event Schedule:

Game 1	09:00 – 10:30
Game 2	10:45 – 12:15
Lunch	12:15 – 13:00
Game 3	13:00 – 14:30
Game 4	14:45 – 16:15
Results / Prizes	16:30

Rules:

- ❖ Games are to be played using the Age of Sigmar Core rules, the published army rules (either in the relevant battletome or on the Age of Sigmar app) and the appropriate Spearhead battlepack (Fire & Jade, Sand & Bone or City of Ash).
- ❖ Pairings will be worked out using a Swiss system after game 1 and final results will be worked out in a league style fashion. *3 points* are to be awarded for a **win**, *2 points* for a **draw** and *1 point* for a **loss**. Players are also to record their victory points, as these will be the deciding factor in the event of a tie.
- ❖ Each player who brings at least *one* fully painted army will be awarded *3 bonus points* at the end of the event.
- ❖ Using multiple armies: Players are free to bring up to a maximum of 4 or as few armies as they like (**minimum of one**). If using multiple armies, these armies are considered to be in '*a pool*'. Once an army has been used, it is removed '*from the pool*' and can't be used again until the remaining armies in the pool have been used.

Example: 'Dan brings three armies, Idoneth, Slaves to Darkness and Soulblight Gravelords. He randomly selects Soulblight Gravelords for his first game, removing them from the pool. They can't be added back into the pool until game 4.'

- ❖ Players using multiple armies must also select them at random (as per GW Spearhead tournament rules). The player controlling multiple armies assigns the numbers to them.

This is done using a d6:

If a player has **2 armies**, they pick one to be selected on a *roll of 1-3*, the other to be selected on a *roll of 4-6*.

If a player has **3 armies**, this roll becomes a **d3**. *1 = first army, 2 = second army, 3 = third army.*

If a player has **4 armies**, then each army is assigned a *number between 1 and 4*. 1 = Army one, 2 = Army two, etc. If a 5 or 6 is rolled for army selection, re-roll the dice.

- ❖ Army selection happens *before* players roll off to decide who is Attacker or Defender

Play to win, but above all have fun.

