



QUESTS RECORD CARD

NAME:		FACTION:	
GRAND ALLIANCE: <input type="checkbox"/> ORDER <input type="checkbox"/> CHAOS <input type="checkbox"/> DEATH <input type="checkbox"/> DESTRUCTION (Tick your Grand Alliance)			
VICTORY	Quest Points Earned	Tick when complete	Opponent's initials
Win Game 1	3		
Win Game 2	3		
Draw Game 1	1		
Draw Game 2	1		
BATTLE TACTICS	Quest Points Earned	Tick when complete	Opponent's initials
Score Take The Flanks Battle Tactic	1		
Score Raid Battle Tactic	1		
Score War Of Attrition Battle Tactic	1		
Score Cut Off The Head Battle Tactic	1		
Score Hold Ground Battle Tactic	1		
Score Take Without Warning Battle Tactic	1		
Score The Dracothion Dais Battle Tactic	1		
Score The Behemat Dais Battle Tactic	1		
Score The Ignax Dais Battle Tactic	1		
Score Attack On Two Fronts Battle Tactic	1		
Score Do Not Waver Battle Tactic	1		
Score Raze Battle Tactic	1		
COMMANDS	Quest Points Earned	Tick when complete	Opponent's initials
Use 6 Commands in one game	2		
Use 2 Commands in the same turn	1		
Use a Command in a Hero Phase	1		
Use a Command in a Movement Phase	1		
Use a Command in a Shooting Phase	1		
Use a Command in a Charge Phase	1		
Use a Command in a Combat Phase	1		
UNIVERSAL	Quest Points Earned	Tick when complete	Opponent's initials
Kill an enemy General	1		
Your General kills the enemy General (in addition to the above)	2		
Kill an enemy MONSTER or WAR MACHINE	1		
Kill an enemy WIZARD or PRIEST	1		
Spend one Battle Round as the Underdog, and in the next Battle Round, your opponent is the Underdog	1		
You are the Underdog in Battle Rounds Two, Three and Four.	1		
You are the attacker and decide to go second in Battle Round One	1		
Destroy every model in the enemy army by the end of Battle Round 3 (including all Reinforcements)	1		
Allow your opponent to choose your Regiment Ability for you	2		
Allow your opponent to choose your Enhancement for you	2		
You discard a full hand of three Battle Tactics Cards at the beginning of a Battle Round	2		
You score 15 or more Victory Points but you lose the game	1		
QUEST OF THE DAY	Quest Points Earned	Tick when complete	Opponent's initials
Complete today's Quest of the Day (announced at beginning of the evening)	3		
PAINTING	Quest Points Earned	Tick when complete	Judge's Initials
Your army is painted to Battle Ready standard	1		
Your army is painted to Parade Ready standard (in addition to the above)	1		
You brought your own painted terrain themed to your Spearhead	1		
SUB-TOTAL QUEST POINTS			
Add these up before handing in your Record Card			
SPORTSMANSHIP (secret vote held at the end of the event)	Quest Points Earned	Votes	
Each Favourite Game Vote earned	1 (per vote)		
TOTAL QUEST POINTS			
Including Favourite Game Votes- Judge to complete			

SPEARHEAD REFERENCE

PRE-BATTLE SEQUENCE

- Roll off. Winner chooses who is **attacker** and who is **defender**.
- **Attacker** picks regiment ability and enhancement, then **defender** does so.
- **Defender** chooses **Aqshy** or **Ghyran** side of realm battlefield.
- **Defender** picks deployment map (horizontal or diagonal) and chooses which territory is theirs.
- **Defender** sets up 1 large and 1 small terrain feature. Then **attacker** does the same. Each terrain feature must be set up wholly within friendly territory, more than 6" from all other terrain features and more than 3" from both long battlefield edges and enemy territory. Terrain features cannot be set up on objectives.

DEPLOYMENT

Attacker sets up their army first, followed by the **defender**. Each unit must be set up wholly within friendly territory and more than 6" from enemy territory.

SEIZING THE INITIATIVE

If the player who went **second** in the previous battle round wins the priority roll and **chooses to go first** in the current battle round, they do not draw any battle tactic cards for that battle round unless they are the underdog and the difference in victory points between the players is 5 or more.

BATTLE TACTICS CARDS

- Start of first battle round: draw 3 battle tactic cards.
- Start of second or later battle round: discard any battle tactic cards in your hand if you wish. Then if you have less than 3 battle tactic cards in your hand, keep drawing them until you have 3.

VICTORY POINTS

At the end of each of your turns:

- Score 1 victory point if you control at least one objective.
- Score 1 victory point if you control two or more objectives.
- Score 1 victory point if you control more objectives than your opponent.
- Score 1 victory point for each battle tactic you completed this turn.

START OF BATTLE ROUND SEQUENCE

- First battle round: **attacker** chooses who takes the first turn. Later battle rounds: players make a **priority roll** (Core Rules, 12.0).
- Determine **underdog** (Core Rules, 12.0).
- Draw **twist card**.
- Players draw **battle tactic cards** (see below).
- **Start of Battle Round** abilities are used.

TERRAIN

Large Terrain Feature: Cover, Obscuring, Unstable

Small Terrain Feature: Cover, Unstable

Cover: Subtract 1 from **hit rolls** for attacks that target a unit that is behind or wholly on this terrain feature, unless that unit **charged** or has the **FLY** keyword.

Obscuring: A unit cannot be targeted by shooting attacks if it is behind or wholly on this terrain feature, unless it has the **FLY** keyword.

Unstable: Models **can** move across but **cannot** be set up on or end any type of move on any part of this terrain feature that is more than 1" tall.

Once Per Turn, Your Movement Phase

CALL FOR REINFORCEMENTS

Declare: Pick a friendly **REINFORCEMENTS** unit that has been **destroyed**.

Effect: Set up an identical **replacement unit** on the battlefield, wholly within friendly territory, wholly within 6" of the battlefield edge and not in combat.

Each **REINFORCEMENTS** unit can only be replaced once. Replacement units cannot themselves be replaced.

KEYWORDS **CORE**