

# WARHAMMER

AGE OF SIGMAR

## SPEARHEAD

### SAND & BONE





Sand & Bone is a single day tournament for Warhammer: Age of Sigmar - Spearhead. Whether you're a newer player, an experienced veteran, or a fantastic hobbyist itching to show off your recently painted miniatures, this event is a perfect opportunity to spend a day with like-minded Spearhead fans.

This document covers the specific details for this event. Please refer to the Weekday Warhammer Overview and Guidelines Document for full details regarding the policies, miniatures requirements and the painting competition rules that will be present at this event, which can be found here: [\[LINK\]](#)

## EVENT ESSENTIALS

<b>System:</b>	Warhammer: Age of Sigmar - Spearhead
<b>Registration:</b>	Wednesday 15th October, 2025 at 10:00 AM
<b>Location:</b>	Warhammer World, Willow Rd, Lenton, Nottingham, NG7 2WS
<b>No. of Games:</b>	Three
<b>Tools of War:</b>	Attendees are expected to bring their Spearhead, dice, a tape measure, and all relevant rules publications.

## SPEARHEAD

Each player will need at least a single Spearhead to participate in this event. Spearhead forces should be painted to a Battle Ready standard at a minimum. More information on Battle Ready can be found [here](#)

The event will use the Spearhead warscrolls, which are available to download [here](#)

## PREPARING FOR THE EVENT

You'll need to bring with you:

- 1x Warhammer Age of Sigmar: Spearhead force\*
- 1x complete set of Spearhead cards (minimum 1 x set of Battle Tactics cards, and both Twist decks. We recommend putting your cards in sleeves to protect them and make them easily recognisable as yours.)
- A copy of the Warhammer Age of Sigmar Core Rules
- A copy of all the rules you need for your Spearhead
- 1x tape measure and enough dice to get you through your game

\*You may bring multiple Spearheads to the event if you wish.



## SCORING AND PAIRING

During the event you will play three games of Spearhead. You will have 90 minutes for each game.. Your first opponent will be randomised. For your remaining games you will be paired against an opponent with a similar ranking to you.

After each game you will need to report the result of the game (either a win, a draw or a loss) along with your total victory points scored. Players will be ranked in order first by the number of games they won and second by the total amount of Victory Points they have scored. Win your games if you can, but even if you think you may lose, it's still worth trying to score any Victory Points you can!

## BATTLEPLANS

Once pairings have been determined for each game players should select which of their available Spearhead forces to play, and then follow the process set out on the Battleplan: Sand & Bone.

## SELECTING A SPEARHEAD

If you have brought multiple Spearheads to the event, you must roll off in front of your opponent to decide which one you will use from those you have not used to that point. If you get to a game where you have used all of your available Spearheads then you can add them all back into the pool of those available.

*For example, Ben has brought three Spearheads to the event. For the first game, these are all available, so he rolls off and has to use his Lumineth Realm-lords. For the second game he now has two available to use, as the Lumineth Realm-lords will not be allowed to be used again.*

*Sarah has brought two spearheads to the event. Before game 1 she rolls off and has to use her Gloomspite Gitz Spearhead. For game 2 she must use her Skaven Spearhead. Because both Spearheads have now been played, Sarah will have to roll off again before game 3 to see which one she will use.*





## PAINTING COMPETITION

During the break between Game 1 and 2, all players will have a chance to display their Spearhead. Players will then have a chance to vote for the Spearhead they feel is the best, be that for painting, conversions or anything else worthy of recognition. The player whose Spearhead receives the most votes will win the Best Spearhead award. Any ties will be broken by the event organisers' vote.

If players have brought multiple Spearheads, they should select one to enter into the painting competition. Please note you must also play at least one game with the Spearhead force you enter into the painting competition.

## FAVOURITE GAME

After your final game has concluded you'll need to vote for the opponent you enjoyed playing against the most. The player with the most favourite game votes will receive the Most Sporting Player award, seen by many to be the highest accolade of all. In the case of a tie, the award will be given to the player ranked highest (See Results).

## SCHEDULE

10:00 - 10:25	Registration in the Gaming Hall
10:25 - 10:30	Event briefing
10:30 - 12:00	Game 1
12:00 - 13:00	Lunch and painting competition voting
13:00 - 14:30	Game 2
14:30 - 15:00	Break
15:00 - 16:30	Game 3
16:30 - 17:00	Break
17:00	Awards presentation
20:00	Warhammer World closes





# TERRAIN

The event will provide Spearhead boards and Terrain.

## BRINGING YOUR OWN TERRAIN

One of the great things about Spearhead is that, if you would like to, you can model your own terrain pieces which are themed with your force. What's more - if you do, and it's painted, you'll be able to display it with your Spearhead as part of the Best Spearhead painting competition.

- You need one large terrain piece and one small terrain piece
- These should display the same traits as the terrain pieces included with Spearhead: Sand & Bone Gaming Pack
- These should roughly be the same size and shape as the terrain pieces included with the Spearhead: Sand & Bone Gaming Pack

## AWARDS

The awards for this event will be as described in the Weekday Warhammer Overview and Guidelines Document.

