

WARHAMMER AGE OF SIGMAR SPEARHEAD

FIRE AND JADE

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|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------|--------------------|---------------------|
| 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 | 2 | | |
| Win Game 2 | 2 | | |
| Draw Game 1 | 1 | | |
| Draw Game 2 | 1 | | |
| REALM BATTLEFIELDS | Quest points earned | Tick when complete | Opponent's initials |
| Play a game on the Aqshy realm battlefield | 1 | | |
| Play a game on the Ghyran realm battlefield | 1 | | |
| BATTLE TACTICS | Quest points earned | Tick when complete | Opponent's initials |
| Score Attack on Two Fronts Battle Tactic | 1 | | |
| Score Cut Off the Head Battle Tactic | 1 | | |
| Score Do Not Waver Battle Tactic | 1 | | |
| Score Hold Ground Battle Tactic | 1 | | |
| Score Raid Battle Tactic | 1 | | |
| Score Raze Battle Tactic | 1 | | |
| Score Take The Flanks Battle Tactic | 1 | | |
| Score Take Without Warning Battle Tactic | 1 | | |
| Score The Behemat Dais Battle Tactic | 1 | | |
| Score The Dracothian Dias Battle Tactic | 1 | | |
| Score The Ignax Dias Battle Tactic | 1 | | |
| Score War of Attrition Battle Tactic | 1 | | |
| COMMANDS | Quest points earned | Tick when complete | Opponent's initials |
| Use 6 Commands in one game | 2 | | |
| Use 3 Commands in the same turn | 2 | | |
| Use a Command in a Hero Phase | 1 | | |
| Use a Command in a Movement Phase | 1 | | |
| Use a Command in a Shooting OR 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 | 2 | | |
| Your General kills the enemy General (in addition to the above) | 1 | | |
| Kill an enemy MONSTER or WAR MACHINE | 1 | | |
| Kill an enemy WIZARD or PRIEST | 1 | | |
| Destroy an enemy NON-HERO INFANTRY or NON-HERO CAVALRY unit where each model had at least 4 Health | 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 AND lose the game | 1 | | |
| You score 15 or more Victory Points, but you lose the game | 1 | | |
| Destroy every model in the enemy army by the end of Battle Round 3 (including all Reinforcements) | 2 | | |
| Allow your opponent to choose your Regiment Ability for you | 1 | | |
| Allow your opponent to choose your Enhancement for you | 1 | | |
| Control every objective on the board at the end of any turn | 2 | | |
| Control no objectives at the end of any turn | 1 | | |
| Use ability to Heal to remove 1 or more damage points from a unit | 1 | | |
| Use a Spearhead that no other player is using at this event | 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 | 2 | | |
| Your army is painted to Parade Ready standard and bases have painted texture added (in addition to the above) | 1 | | |
| You brought your own painted Terrain themed to your Spearhead | 1 | | |
| You brought 5 custom Markers for claiming objectives (if markers include miniatures, they are painted) | 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 | 2(per vote) | | |
| TOTAL QUEST POINTS Including Favourite Game Votes- Judge to complete | | | |

WARHAMMER AGE OF SIGMAR SPEARHEAD

SAND AND BONE

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|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------|--------------------|---------------------|
| 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 | 2 | | |
| Win Game 2 | 2 | | |
| Draw Game 1 | 1 | | |
| Draw Game 2 | 1 | | |
| REALM BATTLEFIELDS | Quest points earned | Tick when complete | Opponent's initials |
| Play a game on the Dolorum realm battlefield | 1 | | |
| Play a game on the Ossia realm battlefield | 1 | | |
| BATTLE TACTICS | Quest points earned | Tick when complete | Opponent's initials |
| Score Attack on Two Fronts Battle Tactic | 1 | | |
| Score Desolate Landscapes Battle Tactic | 1 | | |
| Score Dig Two Graves Battle Tactic | 1 | | |
| Score Hold Ground Battle Tactic | 1 | | |
| Score Morbid Consecration Battle Tactic | 1 | | |
| Score Raid Battle Tactic | 1 | | |
| Score Raze Battle Tactic | 1 | | |
| Score Take Without Warning Battle Tactic | 1 | | |
| Score The Dais of Blood Battle Tactic | 1 | | |
| Score The Dais of the Necropolis Battle Tactic | 1 | | |
| Score The Grip of Death Battle Tactic | 1 | | |
| Score War of Attrition Battle Tactic | 1 | | |
| COMMANDS | Quest points earned | Tick when complete | Opponent's initials |
| Use 6 Commands in one game | 2 | | |
| Use 3 Commands in the same turn | 2 | | |
| Use a Command in a Hero Phase | 1 | | |
| Use a Command in a Movement 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 | 2 | | |
| Your General kills the enemy General (in addition to the above) | 1 | | |
| Kill an enemy MONSTER or WAR MACHINE | 1 | | |
| Kill an enemy WIZARD or PRIEST | 1 | | |
| Destroy an enemy NON-HERO INFANTRY or NON-HERO CAVALRY unit where each model had at least 4 Health | 1 | | |
| Destroy an enemy replacement unit | 2 | | |
| Your unit takes 2 or more mortal damage from UNHOLY DRAUGHT ability in a single turn | 1 | | |
| You went first in a Battle Round, won the priority roll for the next Battle Round and chose to go second in the new Battle Round (give your opponent the “double turn”) | 2 | | |
| Control every objective on the board at the end of any turn | 2 | | |
| Allow your opponent to choose your Regiment Ability for you | 1 | | |
| Allow your opponent to choose your Enhancement for you | 1 | | |
| One of your units was destroyed in Battle Round 1 | 1 | | |
| Your General is still on the battlefield at the end of the battle | 1 | | |
| You score 15 or more Victory Points, but you lose the game | 1 | | |
| Use a Spearhead that no other player is using at this event | 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 | 2 | | |
| Your army is painted to Parade Ready standard (in addition to the above) | 1 | | |
| You brought your own set of fully-painted Sand and Bone Terrain | 1 | | |
| You brought 5 custom Markers for claiming objectives (if markers include miniatures, they are painted) | 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 | |
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| TOTAL QUEST POINTS | | | |
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