

OFFICIAL

SPEARHEAD

WARHAMMER
40,000
EXPANSION

Prepare yourself, for no other style of warfare in the 41st Millennium can compare to the brutal devastation of a full-scale armoured assault. Jervis Johnson presents a new Expansion for Warhammer 40,000.



Welcome to Spearhead – an exclusive new Expansion for Warhammer 40,000. Spearhead allows you to fight huge tank battles of the 41st Millennium, bringing the devastation wrought when two armoured companies clash to your tabletop. Spearhead has it all, from daring flank attacks to brave armoured assaults into the heart of the enemy battleline.

Armoured Onslaught

When opposing armoured columns clash, the battles are devastating and bloody. Such encounters are marked by squadrons of tanks, thunderous artillery support and sleek schools of skimmers. Elite tank formations are deployed to spearhead the attack. Waves of armoured vehicles unleash hell upon one another. In the midst of this mechanised madness, troops dash for cover, although it offers scant protection against such an array of prodigious firepower.

To an infantryman this is not a battlefield; it is a slaughtering ground, little more than a killing field. They soon learn to fear the grinding clank of metal tracks, the deep thrumming of massed grav-tanks, or the high-pitched whine of straining jetbike engines.

Spearhead Formations

In a Spearhead battle both players are allowed to include special spearhead formations in their army. These represent additional assets that are made available to lead the attack. Sometimes they will be specially trained units drawn from the armoury, or the most elite units handpicked to form a formidable new regiment.

On occasion, even a battle-dominating super-heavy tank is released from reserve to front the offensive. These spearheads must lead your army's armoured assault through the seething cauldron of blazing wrecks.

There are a wide range of spearheads to choose from and every army can take advantage of such formations in a different way. An altered Force Organisation Chart allows players to concentrate on units that suit their objectives – tank armies, wedges of monstrous creatures or a force built around a Baneblade or Stompa. There are endless combinations that you can include.

New Battles to Fight

Spearhead also uses a new set of missions. What will strike most players straight off is that Spearhead battles are fought down the length of the table, with opposing sides starting some distance apart. This is very different to the purposefully claustrophobic standard missions in the Warhammer 40,000 rulebook, where the two sides start fairly close together. The set-up used in Spearhead ensures a different confrontation, one that favours long-ranged firepower and heavily armoured troops and vehicles.

How this Expansion Works

Spearhead is a completely new Expansion for Warhammer 40,000. You'll find all the rules and scenarios for Spearhead on the following pages, along with the spearhead formations. You can also find a Spearhead battle report in the White Dwarf archive elsewhere on this website to show you what a Spearhead battle looks like on the tabletop. All of the other material that you will need to play is included in this PDF.

You can fight a Spearhead battle using your existing Warhammer 40,000 army, although spearhead formations provide a great excuse to add new units and vehicles to

your army. All you need to do to get started is study the rules, read the battle report and you're ready to play. So fire up your engines, unleash your armoured spearheads, and prepare yourself for the sheer carnage and ruin that you will see unfold!

Spearheads

Spearhead battles can include all manner of additional spearhead formations; from veteran tank crews who have honed their skills hunting enemy armour in countless battles to daring pilots using dangerously experimental weaponry to devastating effect.

When you fight a Spearhead battle, each player is allowed to include one spearhead of each type in his army. There are at least 18 different spearhead types, although each of these can be composed in many different ways, leaving countless tactical possibilities. Picking the right spearhead formations to use, and deciding which models to build them with, is important and worth careful thought. If you favour aggressive units, then you may want to consider formations like an Armoured Spearhead or a Super-heavy Spearhead. If, on the other hand, you prefer to out-manoeuvre an enemy, then the Mechanised Assault Spearhead may be more your cup of tea. No matter your tactical preferences, there will be a spearhead to suit.

The Spearhead Formation rules describe how to pick and use the units in a spearhead, as well as rules (as explained later) for using them in the game, but an example spearhead is shown below to give you a taste of what to expect. You'll find all 18 Spearhead Formations in the latter half of this document.

TANK HUNTER SPEARHEAD	POINTS: 60 + UNITS
<p><i>Tank Hunter Spearheads are made up of tanks crewed by proven veterans who know how to destroy the armoured fighting vehicles of their enemy. They can be relied upon to carry out their mission with cold efficiency and deadly skill. Before the battle begins the tank crews will memorise the details of every terrain feature and ambush site on the battlefield, as well as the weak points on the enemy vehicles they are likely to meet. Honed to perfection, ready to meet any threat and ideally suited to the task in hand, Tank Hunter Spearheads often display their prowess through kill-rings, enemy-slain tallies, or even the crude displays of past victims.</i></p>	
SPEARHEAD	SPECIAL RULES
Up to three Tank or Walker units.	<p>Tank Hunter Crews: The tank crews that make up this spearhead are hardened veterans. Each vehicle counts as having the following universal special rule: Tank Hunters.</p>

ORGANISING A BATTLE

The following rules will take you through the steps you need to follow in order to set up a Spearhead game. In addition it describes the special rules that apply in Spearhead battles, and notes on how to set up the terrain and scenery for the game.

SPEARHEAD SET-UP

1. Agree points limit & choose forces
2. Prepare the battlefield
3. Select a mission
4. Deploy forces
5. Fight the battle!

1. Agree Points Limit and Choose Forces

In a Spearhead battle you agree points limits and choose forces in a slightly different way than you would when fighting one of the missions described in the Warhammer 40,000 rulebook. We recommend that you set the points value for your games rather higher than normal, at least 500-1000 points more, simply because all those extra vehicles can soak up a lot of points very quickly.

The Force Organisation Chart used for Spearhead is slightly different to a standard mission from the Warhammer 40,000 rulebook. As you'll see in the chart below, there are no minimum requirements, and you are allowed to include a spearhead formation of each type in your army. This opens up many new possibilities to create formidable combinations.

Spearheads

Any number of spearhead formations may be included in each player's army. A spearhead can be a single unit, or several units grouped together to form a devastating attack group. A spearhead represents powerful, specially trained, or veteran units that have been made available for the battle. How these units are selected is explained in more

detail in the Spearhead Formation rules that can be downloaded from the website.

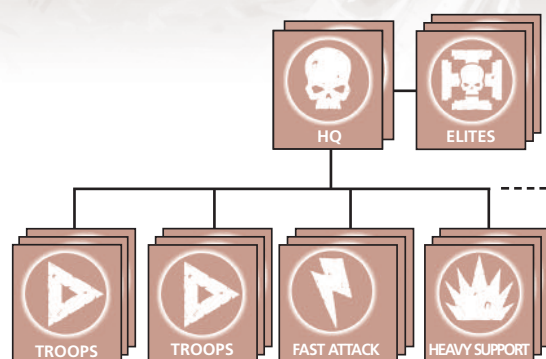
Each spearhead provides the extra rules, background and additional points value for the formation. Spearheads can be used by any army, but not every force will be able to field every type of spearhead. Most units in a spearhead are chosen from a Codex, but sometimes they are super-heavy units, and in such cases the information needed to field the super-heavy unit can be found in Apocalypse. Suffice it to say that the addition of a spearhead unit or two allows you to create an army that you couldn't field in a standard game or a normal tournament battle, and the extra rules of these formations will add to your enjoyment of the challenging new scenarios.



"To feel the thunder of munitions like the fury of the gods as the ground tears apart around you, that is to know true glory. Mark it well."

- Logan Grimnar, the Great Wolf

SPEARHEAD FORCE ORGANISATION CHART



0-2 HQ
0-3 Elite
0-6 Troops

0-3 Fast Attack
0-3 Heavy Support
Any number of spearheads

Up to one
spearhead
formation of
each type.

This means that your army could include:

- Your usual Warhammer 40,000 army.
- Your usual Warhammer 40,000 army, plus one or more spearheads!
- Nothing but spearheads!

2. Prepare the Battlefield

Once your armies have been selected, the battlefield should be set up using the guidelines found in the 'Organising a Battle' section of the Warhammer 40,000 rulebook. The rules that follow assume that the battle will be fought on a 6' by 4' gaming table, although larger or smaller surfaces can be used too if very large or very small armies are being used. The only thing to watch out for is that the gaming area is at least 5' long, as otherwise there may not be enough room to deploy the two armies.

Also, note that the table is divided in half along its width, rather than its length, and that therefore the player's table edges – that is the edge that new units enter from and units retreat towards – are the narrow table edges in a Spearhead battle. Outflanking units will arrive on the long table edges rather than the narrow ones.

How much Terrain?

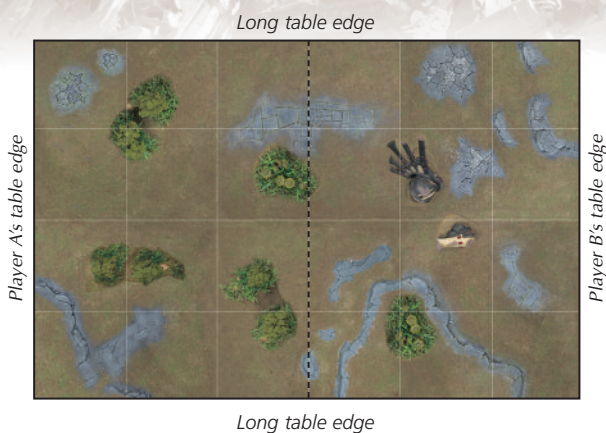
Some of the most famous tank battles of the 41st Millennium have been fought across barren deathzones where there is little natural cover. Conversely, many armoured assaults have been tasked with battling through ruined cities, heavily cratered no-man's-land, and every type of terrain known. Armour battles can occur anywhere and there are no additional rules about how much terrain you should use.

This said, we've found that Spearhead battles benefit from using slightly less terrain than usual. After all, you want to leave enough room for your tanks to manoeuvre through! Try 'grouping' or clustering terrain so there is a gap of at least 12" and up to 24" between terrain features, as this allows both cover and killing zones for games featuring large numbers of vehicles. As the game progresses, the chassis of wrecked tanks will provide additional cover. After you've fought a few battles, try a relatively barren battlefield or a very densely packed one for a new challenge.

INFANTRY? IN A TANK BATTLE?

Astute army builders will notice two things about the Spearhead Force Organisation Chart. First off, some will have recognised you can use your standard army if you wish. This means it is possible to fight Spearhead battles straight away with your standard Warhammer 40,000 army. Secondly, players will notice that infantry are still allowed in games of Spearhead. Tanks, armoured vehicles, and mechanised infantry are at an advantage, however you can take as much infantry as you like. You may well find that some units of infantry are helpful in supporting an armoured column, countercharging enemy units or bringing their own anti-tank weapons to bear. Effective support units can mean the difference between victory and defeat.

THE BATTLEFIELD



A Blood Angels armoured assault encounters heavy resistance from the Tyranids

3. Select a Mission

When you are fighting a Spearhead battle you use the following missions rather than those found in the Warhammer 40,000 rulebook. There are three Spearhead missions, and you and your opponent can either agree on the mission you will play, or roll a D6 and consult the chart below.

D6 Roll

1-2

3-4

5-6

Mission:

Breakthrough

Lightning War

Vital Ground

Ending the Game

A Spearhead battle lasts a random number of turns, using the same method as for a standard mission. At the end of game turn five, one of the players rolls a dice. On a 1-2 the game ends immediately, but on a roll of 3 or more another turn is played. If the game carries on, roll the dice again at the end of game turn six. This time the game will continue on a roll of 4 or more, and will end on a roll of 1-3. The game ends automatically at the end of game turn seven.

As normal, as soon as the game ends and before working out victory conditions, all units that are falling back are removed and count as destroyed.

Scoring Units

Unlike a standard Warhammer 40,000 mission, where only Troops count as scoring units, in a Spearhead battle the following units are scoring units:

- Any units from an army's Troops allowance. A unit of Troops embarked in a transport can control objectives (measure the distance to their vehicle's hull).
- Any Tank or Walker units, no matter which section they were selected from. Even damaged or immobilised Tanks or Walkers count as scoring units (although obviously destroyed ones do not!).
- All spearhead units.

There are a few exceptions, where units that would otherwise qualify do not count as scoring units:

- If they have the Swarm special rule.
- If they have a special rule specifying that they never count as scoring units.

Wipeout!

Regardless of the victory conditions, if you destroy every single unit in the enemy army before the end of the game, then you win the game!

The full armoured might of the Tau Empire is unleashed upon the foe.



BREAKTHROUGH

After months of bloody fighting, the build up of reserves is finally in place. Tanks and support vehicles have been rushed to the front; commanders and officers have made their plans and delivered stirring speeches to their troops. The time has finally come to smash the enemy aside and drive into the open ground beyond! You must create a hole through the enemy's lines to open a corridor that the rest of the army will pour through. But beware, for the enemy is not ignorant of your gathering forces and stands ready to repulse you.

Victory Conditions

At the end of the game, each player scores 1 victory point for each scoring unit that is at least partially within the enemy's half of the table.

The player that has the highest total of victory points at the end of the game wins. If the players have the same total, the game is a tactical draw.



LIGHTNING WAR

Nothing short of an all-out attack will break the enemy's lines! Now is the time to strike hard and strike fast. Whoever makes the opening move and executes this action with a decisive and paralyzing blow will gain the advantage. To enact this you must contain the foe's forces, while your own troops surge forwards and overrun the enemy positions. Steal a march on the enemy for victory!

Victory Conditions

Before setting up their forces, the players must set up three objectives. The winner of a roll-off places the first objective, marking it with a counter, nominating a terrain feature detail, or any other method that is equally clear. Players take it in turn placing the next two objectives. Objectives must be placed at ground level and not in impassable terrain, or within 24" of another objective. In addition, one objective must be placed within 18" of each table edge, and one objective must be placed within 18" of the table's centre. After placing the objectives, deployment of the forces begins, as described in the next section.

Your super-heavy vehicles that are wrecked during the game become an objective for your opponent.

At the end of the game you control an objective if there is at least one of your scoring units, and no enemy unit (of any type, scoring or not), within 3" of it. As objectives may vary in size and shape it is important to agree at the beginning of the battle exactly where this distance will be measured from.

The player controlling the most objectives at the end of the game wins. If the players control the same number of objectives, the game is a tactical draw.

VITAL GROUND

Controlling the battlefield is important, but a particularly vital area, such as a supply dump or a fuel depot, is the primary objective. Whoever gains control of this vital target will almost certainly win the battle. You must claim the vital objective and deny the enemy all other tactical points on the battlefield to secure victory. Only once the area is fully in your control can the next stage of the campaign begin.

Victory Conditions

Before setting up their forces, the players must set up the objectives. These are split into two types: a single vital objective and 3 minor objectives. The winner of a roll-off picks the vital objective, choosing a position in one half of the table, marking it with a counter, nominating a terrain feature detail, or any other method that is equally clear. The other player then picks 3 minor objectives in the other half of the table. All objectives must be at ground level and none of the objectives may be in impassable terrain, within 12" of another objective, or within 6" of any table edge. After positioning the objectives, deployment of the forces begins, as described next.

Your super-heavy vehicles that are wrecked during the game become an objective for your opponent.

At the end of the game you control an objective if there is at least one of your scoring units, and no enemy unit (of any type, scoring or not), within 3" of it. As objectives may vary in size and shape it is important to agree at the beginning of the battle exactly where this distance will be measured from. A vital objective is worth 3 points, and the minor objectives and wrecked super-heavy vehicles 1 point each. The player controlling the most points' worth of objectives wins. If the players have the same total, then game is a tactical draw – with no force gaining the upper hand.



4. Deploy Forces

With your armies selected, terrain set-up and the mission decided, it is time to deploy the armies taking part in the battle. Spearhead battles are always fought down the length of the table, although exactly how you deploy will depend on the type of battle being fought. You can either agree with your opponent what type of deployment to use, or roll a D6 and consult the following chart.

D6 Roll	Deployment type
1-2	Counter-attack
3-4	Cauldron
5-6	Escalation

A Note on Secrecy

To keep things fair you should always make clear to your opponent which squads are embarked in which transport vehicle. In addition, before starting to deploy their armies, it is a good idea for the players to agree whether or not they can read each other's force rosters before or during the game, or only after the battle is finished. Some players prefer full disclosure (which is the norm in tournaments, for example), as they want to concentrate on outplaying their opponent rather than winning by springing a secret trump card on them. Others prefer to keep things secret, as bluffing can add an enjoyable element to the game. Just make sure you agree before the game.

Infiltrators and Scouts

In all three types of deployment, the sequence is the same. First the players deploy their forces, apart from units left in reserve or that choose to use their Infiltrate special rule. Then they deploy their infiltrators, as described in the Warhammer 40,000 special rules. Finally they move units with the 'Scouts' special rule. Units that enter play by outflank do so by one of the long table edges.

Multiple Unit Choices

Note that occasionally a Codex will allow a player to include several units in his army at the cost of a single force organisation slot (such as dedicated transports). Apart from counting as a single choice when selected, these units operate and count as separate units in all other respects.

Seize the Initiative!

The defender (i.e. the player moving second) may try to seize the initiative in a Spearhead battle in the same manner as in a standard mission. In order to do so, just before the attacker (i.e. the player moving first) begins his first turn, the defender may roll a dice. On a roll of a 6, the defender will go first instead, immediately beginning his first turn (and no, the attacker cannot then try to seize the initiative back again!).

In this case the enemy has obviously stolen a march on the attacker; after all, vehicles in the 41st Millennium can be unreliable and cantankerous if you don't apply the correct rites of ignition!

COUNTER-ATTACK

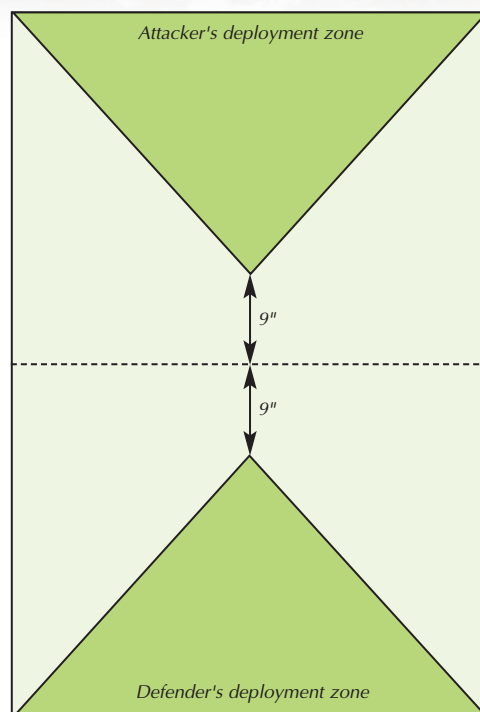
One army has committed its forces to an all-out attack. As they advance, they are spotted by the enemy, who immediately launches a counter-attack.

The table is divided into two halves, by drawing an imaginary line through the middle of the long table edges. The players roll-off to decide who will be the attacker and who will be the defender.

Both players may choose to place units that can Deep Strike and any units transported in them in reserve. Up to half of any remaining units (rounding up) may also be placed in reserve if desired. All other units must be deployed on the battlefield.

The attacker then chooses one of the short table edges to be his own table edge. He deploys his army in a wedge-shaped area, as shown on the map to the right – the tip of the wedge should be 9" away from the centre point of the table (this is his deployment zone). The defender then deploys in the opposite half of the table, as shown.

If players have the Infiltrate or Scout special rule, they may deploy and/or move after other units have deployed. Once deployment is finished, the attacker starts game turn 1 with his first player turn.



CAULDRON

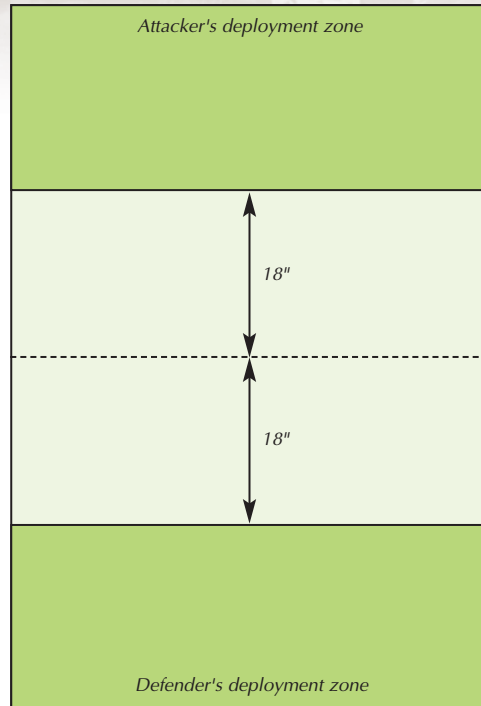
Both sides have committed their forces to battle at the same time. The two armies crash into each other, turning the battlefield into a swirling and extremely deadly cauldron of destruction.

The table is divided into two halves, by drawing an imaginary line through the middle of the long table edges. For example, a 6' by 4' table would have two 4' by 3' halves.

Both players may choose to place units that can Deep Strike and any units transported in them in reserve. Up to half of any remaining units (rounding up) may be placed in reserve if desired. All other units must be deployed on the battlefield.

The players roll-off to decide who will be the attacker and who will be the defender. The attacker then chooses one of the short table edges to be his own table edge. He deploys his army in his half of the table, more than 18" away from the table's middle line (this is his deployment zone). The defender then deploys in the opposite half of the table.

If players have the Infiltrate or Scout special rule, they may deploy and/or move after other units have deployed. Once deployment is finished, the attacker starts game turn 1 with his first player turn.



ESCALATION

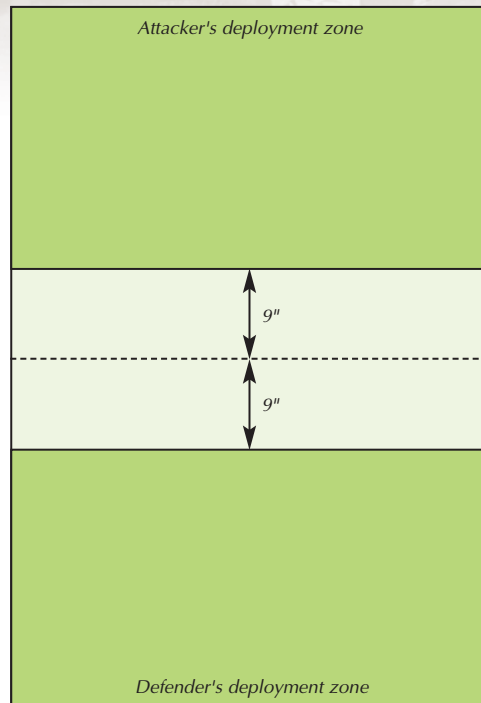
What starts out as a small local fight between frontline troops quickly escalates into a full-scale onslaught as both sides feed more and more reserves into the battle.

The table is divided into two halves, by drawing a line through the middle of the long table edges.

The players roll-off to decide who will be the attacker and who will be the defender. The attacker then chooses one of the short table edges to be his own table edge. He deploys his army in his half of the table, more than 9" away from the table's middle line (this is his deployment zone). The defender then deploys in the opposite half of the table in a similar manner.

Both players must deploy either one spearhead or three non-spearhead units on the battlefield. All remaining units must be placed in reserve. If for any reason a player does not have enough units, then he must deploy as many units as he has available. Units that can infiltrate, can do so, as long as at the end of deployment the player still has a maximum of one spearhead or three non-spearhead units.

Once deployment is finished, the attacker starts game turn 1 with his first player turn.



SPEARHEAD FORMATIONS

SELECTING A SPEARHEAD

When you fight a Spearhead battle, each player is allowed to include one spearhead of each type in his army. Simply look through the spearheads on the following pages and pick which ones you will use.

There are 18 different spearhead types, although each of these can be composed in many different ways leaving countless tactical possibilities. Picking the right spearheads to use, and deciding which models to build them with is important and worth careful thought. If you are an aggressive player, then you may want to consider formations like a Super-heavy Spearhead. If, on the other hand, you prefer to out-manoeuvre an enemy, then the Mechanised Assault Spearhead may be more your cup of tea, and so on.

CHOOSING UNITS

Once you've selected the spearheads you will use, you can then pick the specific units that make them up. Each spearhead lists what type of units you can pick – in general you will select the units from a Codex, but some will allow you to pick from other sources.

Unless stated otherwise, all of the units in a spearhead must be chosen from the same entry in the army list, though they may take different options and upgrades. Remember that even though normally an entry allows you to buy a single vehicle, in some army lists an entry will allow you to buy an entire squadron of vehicles!

When selected as part of a spearhead, dedicated transports count as Heavy Support units instead, and therefore are selected without a transported unit.

The units in a spearhead do not come for free – you must still pay the points for the units in the spearhead from the point's allocation you have agreed with your opponent. So, if you were playing a 2000-point Spearhead battle, then the points for the spearhead units you use in your army would count towards the total points value of your army.

In addition, most spearhead formations have an additional cost, that covers the special rules associated with the spearhead.

Note that you don't have to take any spearhead units at all if you don't want to. However, as spearhead units can eat up your points allocation quite quickly, if you are going to take any, it is a good idea to select these important formations first.

We have found playing our regular sized armies and 'topping them up' with a spearhead or two is a good way to get started. We usually allow an extra 500 to a 1000 points for spearhead units, and use these to top up a standard army to a total of 2000 points or so. However, it is also great fun to play a larger game with several spearheads on both sides.

SPECIAL RULES

Each spearhead includes one or more special rules that are listed on the spearhead datasheets. In addition, the following special rules also apply. Unless noted otherwise, these rules apply only to the units that make up the spearhead.

THE SPEARHEAD RULE

Spearheads are either specially trained units or elite veterans that know how to act in unison and provide each other with covering fire. To represent this, units in a spearhead benefit from the following special 'Spearhead rule' when they are within 4" of another unit from the same spearhead at the start of the Shooting phase:

- Vehicles other than Walkers, that are moving at up to cruising speed, can fire one more weapon than would normally be permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for Shooting. Note that vehicles which are moving flat out may not take advantage of this rule.
- Walkers and Monstrous Creatures may fire one weapon after they run. Note that they may not shoot and then run, they must always run first.

DEPLOYING SPEARHEADS


Each spearhead counts as a single unit for the purposes of deployment and arriving from reserve, unless noted otherwise in its entry. This means that all units in the spearhead must either be deployed on the battlefield, or held in reserve, and that when rolling for the arrival of reserves a single dice roll is made for the whole spearhead. In effect, all of the models in the spearhead (apart from casualties) must either be on the table or off it.

Description: An explanation of what is in the spearhead and how it is used.

Points Cost: In addition to the points cost of the models in the spearhead, there is often an extra cost you must pay to use the formation.

Type: Remember, you can only have one spearhead per type in your army.

Picture: A illustration of what a spearhead of this type might look like in battle.

ARMoured SPEARHEAD		POINTS: 60 + UNITS	
<p><i>An Armoured Spearhead is made up of armoured vehicles that have been fitted with extra protection. These metal behemoths are almost invulnerable to small arms fire, and even heavy weapons can have a difficult time affecting them. Armoured Spearheads are trained to work as a team, mutually supporting each other in case any member is hit. As they lumber towards the enemy their powerful weapons will lay down a withering hail of fire on any enemy troops that they see. Armoured Spearheads are often used to lead the attack, soaking up firepower so the rest of the assaulting force can advance behind their defensive shield.</i></p>			
<p>SPEARHEAD Up to three Tank units.</p>		<p>SPECIAL RULES Armoured Behemoths: The armoured vehicles used to spearhead an assault will be fitted with extra protection and reinforced internal armour. This provides all of the vehicles in the Armoured Spearhead with a 5+ invulnerable save.</p>	

Spearhead Units: This states the number and type of units that make up the spearhead, and where they are chosen from. All units must be chosen from the same Codex as the rest of the army, unless stated specifically otherwise. Any options normally allowed may be chosen at the usual points cost.

Special Rules: There may be special rules that apply to all of the units in the spearhead. These are in addition to the 'usual' special rules that may apply to any of its units.

“Fire at the lead tank of an enemy column if you want to blockade their movement. Fire at the rearmost vehicles to deny the enemy cover from the wreckage of the vehicles you destroy.”

- *Tactica Imperium*

ARMoured SPEARHEAD

POINTS: 60 + UNITS

An Armoured Spearhead is made up of armoured vehicles that have been fitted with extra protection. These metal behemoths are almost invulnerable to small-arms fire, and even heavy weapons can have a difficult time damaging them.

Armoured Spearheads are trained to work as a team, mutually supporting each other in case any member is hit. As they lumber towards the enemy their powerful weapons will lay down a withering hail of fire on any enemy troops that they see. Armoured Spearheads are often used to lead the attack, soaking up firepower so the rest of the assaulting force can advance behind their defensive shield.



SPEARHEAD

Up to three Tank units.

SPECIAL RULES

Armoured Behemoths: The armoured vehicles used to spearhead an assault will be fitted with extra protection and reinforced internal armour. This provides all of the vehicles in the Armoured Spearhead with a 5+ invulnerable save.

AMBUSH SPEARHEAD

POINTS: 75 + UNITS

An Ambush Spearhead is set up in a hidden position where it cannot be seen by the enemy. The vehicles that make up the spearhead will be moved into position under cover of night, or while the enemy is occupied by a raid or spoiling attack designed to distract their attention. Once in position the vehicles and their crews will remain hidden, not making a sound or doing anything that will attract the enemy's attention. Then, when the appropriate time finally arrives, the hidden units will reveal themselves, pouring devastating volleys of fire into the unsuspecting foe.



SPEARHEAD

Up to three Tank or Walker units. Units with a transport capacity may not be selected.

SPECIAL RULES

Ambush: The vehicles that make up this spearhead have been deployed in carefully hidden positions and expertly camouflaged. Each vehicle has the Stealth* and Infiltrate universal special rules, but may not be placed in reserve.

* The vehicles are not actually stealthy, of course. Rather this rule represents their ability to make the maximum use of cover.

MECHANISED ASSAULT SPEARHEAD

POINTS: 60 + UNITS

A Mechanised Assault Spearhead is made up of lightly equipped, fast-moving troops. They will make maximum use of their speed to close quickly with the enemy, trusting to the suddenness of their attack and their manoeuvrability to avoid damage. Once amongst the foe they will cause as much damage and confusion as possible, tying up the enemy with hit and run attacks, and buying the rest of the assaulting force valuable time. As the enemy struggles to deal with their elusive assailants, they will suddenly find themselves beset by the rest of the attacking army.



SPEARHEAD

Up to three vehicle units with a transport capacity. For each vehicle taken, you must take one unit of any type, from one or more entries in the army list, that can be transported in the vehicle.

SPECIAL RULES

Flank Attack: All of the units in the Mechanised Assault Spearhead must be mounted in their transports and placed in reserve. However, they will always arrive in their side's first turn (no roll is necessary), in the same manner as an outflanking unit. Roll only once to see which table edge the spearhead arrives on; all units in the spearhead will arrive on this edge.

TANK HUNTER SPEARHEAD

POINTS: 60 + UNITS

Tank Hunter Spearheads are made up of tanks crewed by proven veterans who know how to destroy the armoured fighting vehicles of their enemy. They can be relied upon to carry out their mission with cold efficiency and deadly skill. Before the battle begins the tank crews will memorise the details of every terrain feature and ambush site on the battlefield, as well as every weakpoint on the enemy vehicles they are likely to meet. Honed to perfection, ready to meet any threat, and ideally suited to the task in hand, Tank Hunter Spearheads often display their prowess through kill-rings, enemy-slain tallies, or even the crude displays of past victims.



SPEARHEAD

Up to three Tank or Walker units.

SPECIAL RULES

Tank-Hunter Crews: The tank crews that make up this spearhead are hardened veterans. Each vehicle counts as having the following universal special rules: Tank Hunters.

ARCHEOTECH SPEARHEAD

POINTS: 30 + UNITS

The troops gathered together for an assault will sometimes include new or extremely rare types of armoured vehicles. These vehicles will have been fitted with ancient technology from forbidden worlds, and will carry improved guns or perhaps stores of rare but powerful ammunition. Vehicles associated with the Chaos powers might not have technical upgrades, but instead sorcerous ones. Regardless of the source of this extra firepower, the Archeotech Spearhead can lay down hellish swathes of lethal gunfire.



SPEARHEAD

Up to three Tank or Walker units.

SPECIAL RULES

Experimental Upgrades: All the weapons fitted to the vehicles in the spearhead receive a +1 Strength modifier (up to a maximum of 10). A single D6 must be rolled after the vehicle fires its weapons in the Shooting phase. On a roll of 1 the vehicle suffers a penetrating hit, on a 2 the vehicle suffers a glancing hit, and on a 3-6 nothing happens. Do not make this roll if the vehicle does not shoot.

OUTRIDER SPEARHEAD

POINTS: 60 + UNITS

An Outrider Spearhead is formed when the survival of a tank necessitates that escort vehicles guard its flanks. These 'outriders' are usually less heavily armoured but more manoeuvrable than their Spearhead Leader. Outriders are tasked with the protection of their charge no matter the cost, and there inevitably comes a time when there isn't time for escort vehicles to bring their firepower to bear. In these occasions the only course left to the outriders is to interpose themselves between an enemy's guns and their target, trusting that their sacrifice is not in vain.



SPEARHEAD

Two or three Tank, Skimmer or Walker units. One unit (the Spearhead Leader) must be chosen from a different army list entry to the others.

SPECIAL RULES

Protection Duty: Each time the Spearhead Leader suffers a penetrating or glancing hit caused by an enemy shooting attack, and after any cover saves have been taken, you can choose to intercept the attack with any of the spearhead's other vehicles that are within 4". If you choose to do so, the damage is resolved against the nominated vehicle instead of the original target regardless of any different armour values, facings, cover etc.

SKYFALL SPEARHEAD

POINTS: 45 + UNITS

True master pilots of skimmer craft know how to push, twist, and get maximum thrust and lift out of their anti-gravitic engines. Through expert timing and deft manoeuvre, such a pilot can 'bounce' his craft high in the air on a powerful airburst – often straight into cloud cover, allowing him to then come screaming downwards and arrive at his objective straight from the heavens! When such a devastating force lands unexpected amidst the foe's positions, it can devastate vulnerable side or rear armour, disrupt enemy battle plans, drop off close-ranged assault troops and generally wreak havoc.



SPEARHEAD

Up to three Skimmer units.

SPECIAL RULES

Rapid Descent: All units in a Skyfall Spearhead must be held in reserve. All gain Deep Strike if they do not already have it. On the turn they arrive only roll for scatter for the first vehicle to be deployed; any other vehicles in the spearhead are placed within 4" of a vehicle that has already been deployed and will not scatter. In addition, shooting attacks made by the vehicles on the turn they Deep Strike have the pinning characteristic and are always resolved against a vehicle's side armour.

MONSTROUS SPEARHEAD

POINTS: 60 + UNITS

Some armies include terrifying monsters that are twice or more the height of a normal warrior, and which can cleave through the armour of the most heavily protected tank with ease. They are usually only encountered in small numbers, but when an army makes an all-out assault these monstrous creatures can gather in great swarms. Surging ahead, they will lead the lesser creatures in the army towards the enemy, shrugging off damage that would destroy a battle tank, slaughtering or smashing aside anyone or anything that gets in their way.



SPEARHEAD

Up to six units with the monstrous creature unit type. HQ units may not be selected.

SPECIAL RULES

On the Rampage: The monstrous creatures that make up the spearhead have the following universal special rules (assuming they don't have them already, of course): *Counter-attack*, *Fleet* (cannot be combined with flying creatures), *Furious Charge*, *Rage*.

MASS ATTACK SPEARHEAD

POINTS: 90 + UNITS

Some armies have little choice but to pit a horde of lightly armed troops against the armoured onslaught of their foes. Although there is little chance for survival in such a contest, if gathered in enough numbers they can get close enough to overwhelm the enemy. When the time for the assault arrives, the massed formations rise up and advance. Enemy fire will tear them apart, leaving gaping holes. They may falter, but the enemy will have to kill every last one of them before they give up. If the infantry finally get to charge they will release their pent-up fury at the foe!



SPEARHEAD

Up to six non-vehicle units chosen from the Troops section of the army list.

SPECIAL RULES

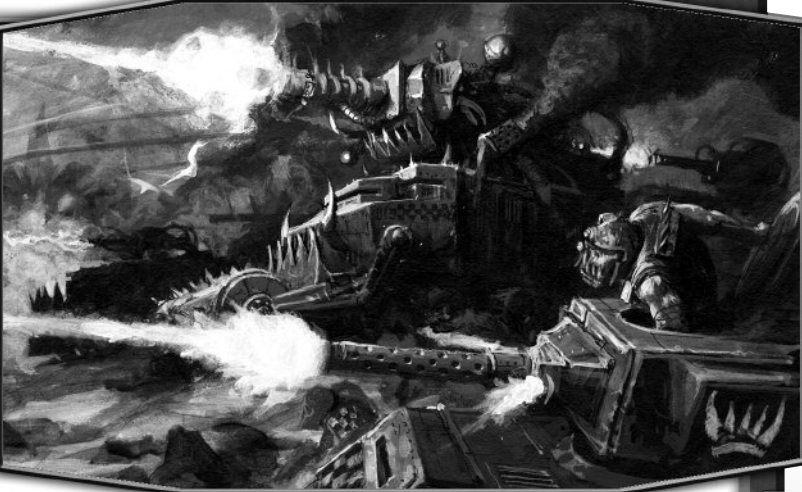
Thermite Bombs: All of the models in the units that make up the spearhead are armed with special assault weapons for use against vehicles. These count as Krak grenades with a Strength of 7. In addition the units have the 'Preferred Enemy: Monstrous Creatures' special rule.

The Final Push: Hate-filled propaganda, stimulants, alien fervour, or sheer hatred means that all units in the spearhead can test to regroup regardless of any normal restrictions.

CRUSHER SPEARHEAD

POINTS: 15 + UNITS

The vehicles that make up a Crusher Spearhead are heavily modified so that they can literally crush the enemy. Strong internal supports are added to the vehicle in order to make it more robust, and additional armour plating and crash bars are added to the front to absorb the impact as it smashes into enemy vehicles and troops. Finally the engine is upgraded and fuel injection systems added so the much heavier vehicle can be driven pell-mell towards the foe. At the start of the battle the vehicles in the Crusher Spearhead start their engines and surge towards the enemy lines with only one aim in mind: to smash the foe to pieces and grind them to dust under their tracks.



SPEARHEAD

Up to three Tank units. Skimmers may not be selected.

SPECIAL RULES

Ramming Speed! The Tanks that make up this spearhead count as having a frontal armour value of 15 when they ram another vehicle. Enemy units that are tank shocked by vehicles from this spearhead suffer a -1 Leadership modifier.

SEEK & DESTROY SPEARHEAD

POINTS: 50 + UNITS

Sometimes it is reasoned that if you can strike hard and fast enough and land a single determined blow, the enemy, no matter how powerful, will be sent reeling into defeat. That is the battle theory exploited at rapid breakneck speed by the Seek & Destroy Spearhead. Such spearheads are made up of very fast-moving vehicles such as skimmers, bikes or jetbikes. Enemy commanders will struggle to maintain their composure as waves of fast moving attackers rocket across the battlefield, all the while laying down a withering hail of fire.



SPEARHEAD

Up to three units of Fast Skimmers, Jetbikes or Bikes.

SPECIAL RULES

Lightning Strike: Once per game, all models in the Seek & Destroy Spearhead can move flat out or use Turbo-boosters and can shoot as if they had moved at combat speed or not Turbo-boosted.

LINEBREAKER SPEARHEAD

POINTS: 50 + UNITS

A Linebreaker Spearhead specializes in destroying enemy fortifications, especially in built up areas. It is capable of smashing through defence lines, blasting apart bastions, levelling city blocks, and reducing defenders to liquefied remains with casual ease. The role of a Linebreaker Spearhead is to engage the enemy where it is strongest, clearing paths for other formations to penetrate the enemy lines. All of the vehicles concentrate their fire on a single point, destroying it utterly.



SPEARHEAD

Three Tank units chosen from any section of the army list. All of the vehicles must either have an ordnance weapon, or a weapon with Blast and a Strength of 7+

SPECIAL RULES

Combined Fire: As long as there are three vehicles remaining in the spearhead, they may combine their fire. Resolve the shots as a single strength 10, AP2, Ordnance shot, using the 10" Apocalyptic Blast marker, if the hole in the centre of the blast marker lands over a terrain feature it is destroyed on a roll of 4+ (replace it with suitable debris). Models in the destroyed feature suffer 1 wound on a roll of 4+ (saving throws allowed) and each unit must take a pinning test. Vehicles suffer a glancing hit.

RAPID ASSAULT SPEARHEAD

POINTS: 25 + UNITS

A Rapid Assault Spearhead is made up entirely of fast-moving infantry. They rely on a swift approach to surprise the enemy, moving quickly and quietly into their attack positions before surging forward to assault the foe. More often than not the first thing their victims will know of the attack will be when the Rapid Assault Spearhead unleashes its primary volley of shots. The spearhead will then fall upon the enemy, and supporting formations will advance from hidden reserve positions to complete the rout.



SPEARHEAD

Up to six non-vehicle units chosen from the Troops section of the army list. All models must have the Fleet special rule.

SPECIAL RULES

Rapid Assault: The player that takes this spearhead must deploy all of the units from the spearhead on the table. All other units must be placed in reserve, even if this means that more than half of the units in the army are in reserve for certain missions.

Surprise Attack: Enemy units must first pass a Leadership test in order to move, go to ground, shoot or assault in the first turn. Test before carrying out each action. If the test is failed the action may not be carried out.

STRONGPOINT SPEARHEAD

POINTS: 100

Sometimes the best form of attack is a solid defence. A Strongpoint Spearhead consists of a series of bastions and defence lines that have either been built specifically for the purpose, or captured from the enemy. These will be used as an impregnable bulwark against which attacking enemy formations can be broken and scattered. Once the enemy has wasted their strength in futile attacks, fresh formations will be fed into the battle, first stopping the enemy in their tracks and then turning their attack into a headlong retreat.



SPEARHEAD

One Strongpoint.

Note that you need the Planetstrike Expansion to use this Spearhead.

SPECIAL RULES

Strongpoint: The Strongpoint consists of two bastions, defence lines, and five interceptor guns. See the rules for bastions, defence lines and interceptor guns in the Planetstrike Expansion. The player that took this spearhead must set up the Strongpoint terrain pieces wherever he likes on the table, before either army deploys. The Strongpoint does not count as the single spearhead you may deploy in the Escalation scenario (i.e. you can still deploy it along with one other Spearhead).

SKYSTORM SPEARHEAD

POINTS: 45 + UNITS

Skimmer transport vehicles can use their flight capabilities to launch a lightning fast assault. Before the battle begins they will fly high above the combat zone. Once the enemy are engaged they swoop down from the skies, trading altitude to build up speed until they are hurtling along in a screaming dive. Their velocity hurls them swiftly across the battlefield and deep into the enemy lines, from where the troops carried in the skimmers can swiftly disembark and launch a murderous close-range assault upon the foe.



SPEARHEAD

Up to three skimmer units with a transport capacity. For each vehicle taken, you must also take one unit of any type, that is from the same army list and can be transported in the vehicle.

SPECIAL RULES

Skystorm Assault: All of the units in the Skystorm Spearhead must be mounted in their transports and placed in reserve. On the turn they enter play they must make a special Skystorm move instead of moving normally. A Skystorm move can be up to 36" and the transports may fire one weapon in the Shooting phase. At the end of the move any transported units must disembark, and can launch an assault in the turn they do so.

DESTROYER SPEARHEAD

POINTS: 75 + UNITS

A Destroyer Spearhead is used to crush the enemy through sheer weight of fire. It will be made up of the units in the army that have the most devastating weaponry. As the rest of the assault force advances to engage the foe, these units will cover the attack by laying down a storm of heavy weapons fire. Enemy units that are not destroyed outright will be forced to take cover or fall back in the face of this onslaught. Once any objectives have been captured, the units in the Destroyer Spearhead will move forward to help protect them from counter-attack.



SPEARHEAD

Up to three units (of any type) chosen from the Heavy Support section of the army list.

SPECIAL RULES

Preparatory Barrage: The units in a Destroyer Spearhead are allowed to fire all of their weapons before the battle starts. This takes place after both sides have completely deployed and made any pre-battle moves (for Scouts or Infiltrators, etc). If both sides have Destroyer Spearheads, then the player moving first, goes first. The shooting attacks are carried out in exactly the same manner as a shooting attack in the Shooting phase.

GARGANTUAN SPEARHEAD

POINTS: COST OF UNIT

Some armies are accompanied into battle by gargantuan living creatures, every bit as huge as the super-heavy vehicles used by other armies. These creatures are so large that they can level entire buildings, crush armoured vehicles underfoot, smash skimmers out of the air, and annihilate entire companies of smaller creatures. Although usually held back so they are available for extremely large battles, when in dire need a commander can call on one of these behemoths to spearhead a vital attack.



SPEARHEAD

Up to one Gargantuan Creature chosen from any Apocalypse datasheet.

Note that you need the Apocalypse Expansion to use this Spearhead.

SPECIAL RULES

Gargantuan Creature: See the rules for Gargantuan Creatures in the Apocalypse Expansion.

Large Target: Unless the Gargantuan Creature is placed in reserve it will suffer D3 wounds before the battle starts, with no saves of any kind allowed. This represents enemy weapon strikes on the creature before the battle starts. The damage is applied at the start of the first game turn.

SUPER-HEAVY SPEARHEAD

POINTS: COST OF UNIT

Super-heavy vehicles such as the Imperial Baneblade or Ork Stompa are amongst the most deadly combatants on the battlefields of the 41st Millennium. Just one of them can dominate a battlefield. Although incredibly rare, their presence can single-handedly spell the difference between victory or defeat. Because of their might and nigh-on invulnerability, super-heavies are often used to spearhead an assault. Protected by incredibly thick armour, they shrug off even heavy weaponry, and they are armed with batteries of guns that can level a city block and destroy entire swathes of enemy troops.



SPEARHEAD

One super-heavy vehicle chosen from any Apocalypse datasheet aligned with your race.

Note that you need the Apocalypse Expansion in order to use this spearhead.

SPECIAL RULES

Super-Heavy Vehicle: See the rules for super-heavy vehicles in the Apocalypse Expansion.

Large Target: Unless the super-heavy vehicle is placed in reserve, it will suffer one penetrating hit before the battle starts. This represents enemy weapon strikes on the vehicle before the main battle begins. The damage is resolved at the start of the first game turn.