SPEARHEAD

Spearhead is an expansion for Warhammer 40,000 that brings new rules for fighting conflicts between forces of armoured vehicles on the battlefields of the 41st Millennium. In these cacophonous environments, speed, armour and big guns are the keys to victory!

Across the galaxy, wars are lost and won by decisive armoured assaults. From formations of Leman Russ battle tanks pounding the foe with their formidable cannons, to squadrons of sleek Aeldari craft swooping over the battlefield, lances of bright energy bursting from their weapons to annihilate any threats. On countless worlds, infantry must move unseen amongst the wreckage of armoured fighting vehicles, working their way closer to plant mines and grenades to cripple enemy war machines. Vast fortresses roll forwards on gargantuan tracks, crushing everything in their path as they conquer worlds. Fearsome

Dreadnoughts stride into the enemies' lines, punching mighty fists through the thickest of armour plates. These are the battlefields of Spearhead – forces of armoured vehicles duelling to the death across a battlefield cratered by the heaviest of munitions, and the detonations of mortally wounded machines. Victory will only be won by those who can utilise speed, overwhelming firepower and the heavy armour of their vehicles to best effect!

Spearhead is an expansion that incorporates fast-moving vehicular warfare missions into Warhammer 40,000. In these missions, one player

takes the role of the Attacker and their opponent the Defender. As a result, the missions presented in this expansion are designed primarily for narrative play, telling the story of these brutal armoured assaults. As with any game that puts players in different roles, we recommend replaying these missions, but switching the Attacker and Defender around to give both players a chance to test out a different set of tactics.

This expansion supplements the core rules with additional abilities, Warlord Traits, and Stratagems that reflect the tactics deployed when playing a Spearhead mission.

The ground shakes as the massed armoured might of the Astra Militarum rolls forth to crush the foe beneath their iron treads. No heretic shall long endure their wrath!

SPEARHEAD ABILITIES

Spearhead missions use the following additional rules:

ROADS

Forces can move quickly across streets and roads, but doing so often leaves them exposed to enemy fire.

After you have created the battlefield, the players should agree what areas count as Roads. If a VEHICLE model spends its entire Movement phase wholly on a Road, its Move characteristic is increased by 3" until the end of the phase. This has no effect on units that can FLY.

DANGEROUS TERRAIN

Even the relatively open spaces favoured by armoured commanders are full of hazards for a careless driver or pilot. Tank traps or hidden mines have all been the downfall of even the greatest tank aces in the galaxy.

Some terrain is classed as dangerous terrain. Each time a model Advances or Charges through dangerous terrain, roll a D6; on a 1, that model's unit suffers 1 mortal wound.

NARRATIVE PLAY MISSION SPECIAL RULES

Most narrative play missions use one or more additional special rules to better represent the different tactics and strategies used by Attackers and Defenders. Some of the more in-depth mission special rules are collected below and referenced by the missions that appear later.

CONCEALED DEPLOYMENT

In some battles, commanders have had time to conceal the positions of their forces from their enemy.

If a mission uses Concealed Deployment, the Defender will need a set-up marker for each unit in their army that they intend to start the battle deployed on the battlefield. You do not need any markers for units that will start the battle embarked on a **Transport**, only a marker for the transport itself. Each marker needs to be distinct (e.g. have a different number) so it can correspond to a specific unit. The Defender must write down which unit each marker represents and keep this information secret from their opponent.

When the Defender deploys their army, they set up the markers instead of their models. Once the Defender has set up all their markers, the Attacker deploys all their forces. Once this has been done, the Defender then reveals which marker corresponds to which unit, setting up the appropriate models as they do so. The first model in each unit must be placed exactly where the unit's set-up marker was placed, and the entire unit must be set up wholly within the player's own deployment zone.

DAWN RAID

Cunning commanders often attack under cover of darkness.

If your mission uses Dawn Raid, then in the first battle round, when resolving an attack made with a ranged weapon, subtract 1 from the hit roll.

PRELIMINARY BOMBARDMENT

In a major offensive, the attacker will often launch a heavy bombardment prior to the main attack.

If your mission uses Preliminary Bombardment, then at the start of the first battle round, but before the first turn begins, the Attacker should roll a dice for each enemy unit that is on the battlefield (do not roll for units that are embarked inside Transports). On a roll of 6, that unit has been hit by a Preliminary Bombardment; that unit suffers D6 mortal wounds. **Infantry** units that are hit by a Preliminary Bombardment can choose to go to ground before the damage is determined – if they do they only suffer D3 mortal wounds, but cannot move, make shooting attacks or charge in the first battle round.

RANDOM BATTLE LENGTH

War is rarely predictable, and the time available to achieve your objectives is never certain.

If your mission uses Random Battle Length, at the end of battle round 5, the player who had the first turn must roll a D6. On a roll of 3+ the game continues, otherwise the game is over. At the end of battle round 6, the player who had the second turn must roll a D6. This time, on a roll of 4+ the game continues, otherwise the game is over. The battle automatically ends at the end of battle round 7, or when one army has destroyed all of its foes.

RESERVES

Reserves are forces which are not directly present at the start of battle, but are available as reinforcements.

If a mission uses Reserves, it will detail which units in your army start the game in Reserve – these units are not deployed with the rest of your army.

The mission will usually state when the units placed in Reserve arrive on the battlefield – this is typically at the end of a particular Movement phase. If the mission does not specify when units arrive, roll for each unit at the end of your second Movement phase (and at the end of each of your Movement phases thereafter) – this is called a Reserve roll. On a 3+ the unit being rolled for arrives from Reserve. Note that if a unit placed into Reserve is embarked within a Transport, they will arrive when their transport does, not separately (if rolling, make a single roll for the transport and the units embarked in it).

The mission will explain how and where to set up units when they arrive from Reserve.

SUSTAINED ASSAULT

Occasionally, an army will possess overwhelming superiority in numbers.

If your mission uses Sustained Assault, any of the Attacker's units

that are destroyed can be brought back into play later in the battle, to represent their almost limitless supply of reinforcements. At the end of each of the Attacker's Movement phases, roll a dice for each of their destroyed units, adding 2 to the result if that unit has the Troops Battlefield Role. On a 4+ immediately set up that unit within 6" of a battlefield edge – the mission will specify which.

The Attacker can also, at the end of any of their turns, remove any of their units from the battlefield that have a quarter or less of their starting number of models (or, in the case of single-model units, a quarter or less of their starting number of wounds). This unit then counts as having been destroyed for all purposes, and so can be brought back into play later, as described above.

TANK ACES

Each race of the galaxy that makes use of armoured vehicles exalts those warriors who show great skill in this type of warfare. From Commander Longstrike of the T'au Empire to Antaro Chronus of the Ultramarines, these warriors are rightly feared by their foes.

Before the battle, you can use the following Stratagem. If you do so, you must mark on your army list which unit it is being used on.

1/3CP

TANK ACE
Spearhead Stratagem
This vehicle is home to one of the greatest armour commanders your race has to offer. This veteran of countless conflicts guides the vehicles under their command with an expert eye and a killer's instinct.

Use this Stratagem before the battle. Pick one VEHICLE model from your army that is not TITANIC for 1CP or pick one TITANIC VEHICLE model from your army for 3CP. Add 1 to hit rolls made for that VEHICLE model until the end of the battle. In addition, re-roll hit rolls of 1 for friendly VEHICLE models whilst they are within 6" of this model. You can only use this Stratagem once per battle.

BATTLEZONE: TANK GRAVEYARD

Throughout the galaxy, numerous battlefields lie littered with the shattered hulks of ruined war machines. Whether this detritus is the result of recent conflict, or one from ages past, combatants must take care not to disturb discarded ordnance whilst navigating the burning remnants of recently slain vehicles.

So long as you and your opponent agree, any Spearhead battle can use the Spearhead Battlezone rules on this page. These rules allow you to recreate battles that are fought in an environment that is even more hostile and hazardous to the combatants than usual. These can be used in addition to, or instead of, any other Battlezone rules found in other publications.

If you choose to use this Battlezone, the following rules apply to your battle:

Unexploded Ordnance: Each time a unit Advances, roll one D6 for that unit. On a 1, that unit suffers D3 mortal wounds.

Smoke-wreathed Wasteland: After both sides have deployed, the players roll off. The winner then rolls one D6 for each terrain feature on the battlefield (other than Obstacles). On a 4+ the terrain feature being rolled for is ablaze and is treated as dangerous terrain for the remainder of the battle.

Models cannot see through or over terrain features that are ablaze. This means that a unit is not visible, and so cannot be targeted if you cannot draw a straight line, 1mm in thickness, between the attacking model and the target, without it passing over or through any part of this terrain feature. Units that are on or within a terrain feature that is ablaze can be seen and targeted normally.

SPEARHEAD MISSIONS

This expansion includes three Spearhead missions designed for narrative play games. If you wish to play a Spearhead battle, you should first select a mission from the table below, or roll to randomly select which mission you will play.

D3	MISSION
1	Wall of Iron
2	The Trap is Sprung
3	Counter-Attack

SPEARHEAD ARMIES

In a Spearhead mission, at least half (rounding up) of the units in a player's army must be **VEHICLES** that do not have the Flyer battlefield role. If you are using Battle-forged armies, treat the red HQ icon as being grey in Spearhead and Outrider Detachments (therefore these Detachments do not require a compulsory HQ choice to fulfil them).

SPEARHEAD BATTLEFIELDS

In a Spearhead mission, the battlefields are characterised by relatively open spaces, with a few large terrain features. As such, unless the mission you are playing instructs you otherwise, we recommend having a single large terrain feature in each 2' by 2' area, as well as a scattering of obstacles or barricades.

OBJECTIVE MARKERS

Many missions use objective markers – these represent sites of strategic import that both sides are attempting to secure. These can be represented by any appropriate markers or models you have available. A player controls an objective marker if they have more models within 3" of it than their opponent does. When measuring distances involving objective markers, always measure to and from the centre of the marker.

ARMOURED CONQUEST

All **VEHICLE** units (except those with the Flyer battlefield role) gain this ability. Such a unit that is within range of an objective marker (as specified in the mission) controls the objective marker even if there are more enemy models within range of that objective marker. If an enemy unit within range of the same objective marker has a similar ability, then the objective marker is controlled by the player who has the most models within range of it, as normal.

SPEARHEAD WARLORDS

If you are playing a Spearhead mission, you can use the following Warlord Traits when choosing your army:

D6	WARLORD TRAIT
1	**Armour-Slayer:** *This warlord has fought against enemy armoured formations across the length and breadth of the galaxy, and knows instinctively where to place their shots to cause maximum damage.* Re-roll wound rolls of 1 for attacks made by this Warlord that target an enemy **VEHICLE**. You can re-roll failed wound rolls instead if the target **VEHICLE** has a Toughness characteristic of 8 or more.
2	**Defensive Gunner:** *This warlord excels at plunging their vehicle into the foes' lines, keeping enemy infantry back with pinpoint volleys from their lighter weapons, while they hunt their true target.* When this Warlord makes an attack with a weapon profile with a Strength characteristic of 5 or less, you can re-roll hit and wound rolls if that attack targets an enemy **INFANTRY** unit that is within 12" of your Warlord.
3	**Indomitable Spirit:** This Warlord knows how to keep their vehicle fighting, even when suffering serious injury and near-catastrophic damage. If this Warlord would lose a wound, roll one D6; on a 6+ that wound is not lost. In addition, at the start of your Movement phase, this Warlord regains 1 lost wound.

MISSION:
WALL OF IRON

Sometimes a defending army must create an impenetrable wall of armour to block an enemy assault. Every thoroughfare is blocked with the heaviest units a commander can find, presenting a wall of cannons to dissuade even the most bold attacker.

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but this mission works especially well with ground-based armies that contain few units that can FLY. Once the armies have been chosen, the players must then decide who will be the Attacker and who the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Defender, and their opponent the Attacker. Otherwise, the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The battlefield should contain a reasonable amount of terrain features, especially around the Defenders deployment zone.

DEPLOYMENT

After terrain has been set up, the players set up their armies using the Concealed Deployment rules (pg 24). All of the Attacker's units must be set up in their deployment zone, and cannot be set up in other locations, such as teleportarium chambers, or in the webway.

FIRST TURN

The Attacker rolls one D6. On a 3+ the Attacker has the first turn, otherwise the Defender has the first turn.

BREAKTHROUGH

The Attacker must try to move models from their army off the Defender's battlefield edge. If a VEHICLE model from the Attacker's army finishes any kind of move in contact with the Defender's battlefield edge, the Attacker can remove that unit from the battlefield. That unit is considered to have broken through.

BATTLE LENGTH

The players should use the Random Battle Length rules to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the game, the Attacker should add up the total Power Rating of all the units that have broken through.

If the total Power Rating of units that have broken through is more than 50% of the total Power Rating of the Attacker's army, the Attacker is the winner.

If the total Power Rating of units that have broken through is more than 25%, but less than 50% of the total Power Rating of the Attacker's army, the game is a draw.

If the total Power Rating of units that have broken through is less than 25% of the total Power Rating of the Attacker's army, the Defender is the winner.

Attacker's Deployment Zone 24"

18"

Defender's Deployment Zone 12"

Defender's Battlefield Edge
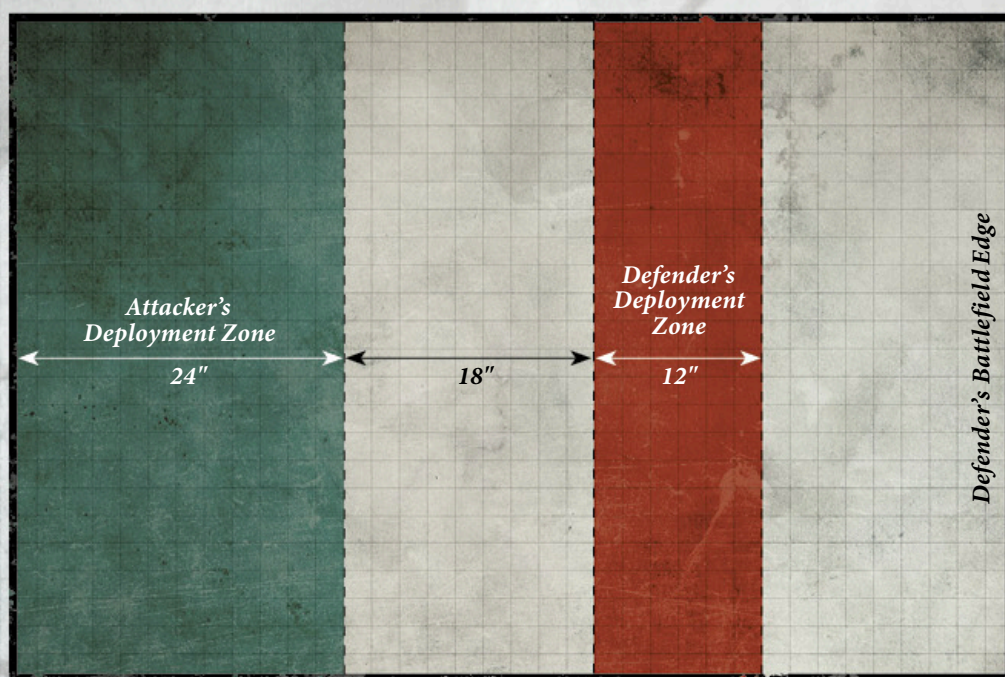
MISSION:
THE TRAP IS SPRUNG

When a weak point in the enemy line is detected, your armoured battle-group is dispatched to break through. But all is not as it seems. Just as your force is about to break through, the enemy emerge from hiding, converging on your troops. This fight will not be as easy as it first appeared!

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but this mission works especially well with ground-based armies that contain few, if any, units that can **Fly**. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker, and their opponent should be the Defender. Otherwise, the players can roll off to decide. If one player has a higher total Power Rating than their opponent, make a note of the difference before starting the battle.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. The battlefield should contain a reasonable amount of terrain features, especially around the Defenders deployment zone.

DEPLOYMENT

After terrain has been set up, the players set up their armies using the Concealed Deployment rules (pg 24). The Defender can set up their units in either of their deployment zones.

FIRST TURN

The Defender rolls one D6. On a 3+ the Defender has the first turn, otherwise the Attacker has the first turn.
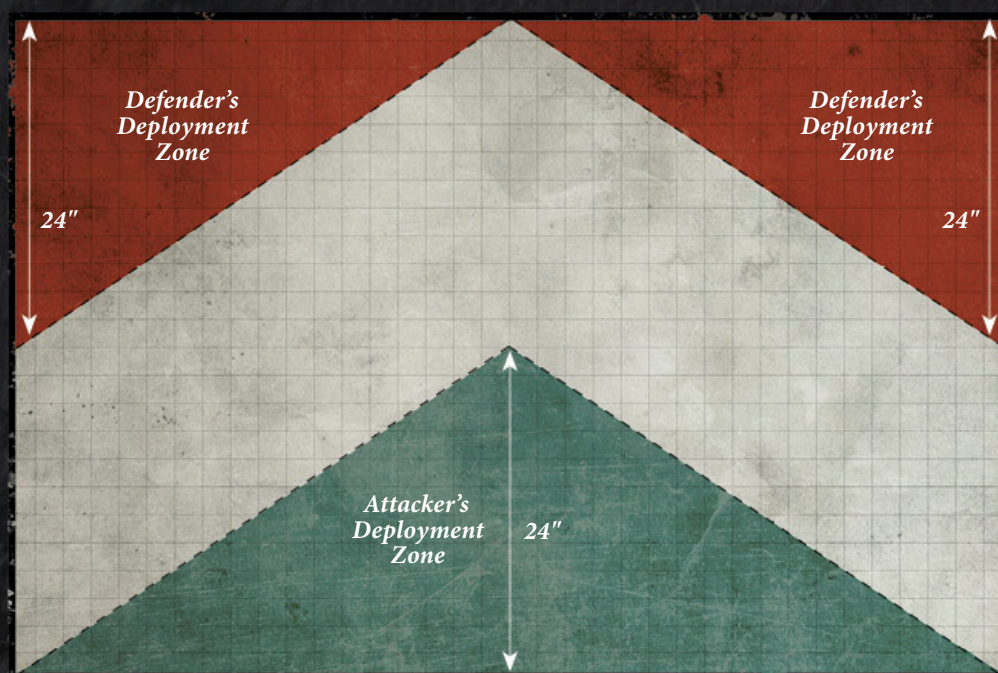
BATTLE LENGTH

The players should use the Random Battle Length rules to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the game, each player should add up the Power Rating of each unit they have remaining on the battlefield. If the unit is below 50% of its starting number of models (or starting Wounds characteristic if it is a single model) only add 50% of its Power Rating (rounding up).

If one player had a higher total Power Rating at the start of the battle, that player should subtract the difference (noted at the start of the battle) from their total.

The player with the highest total Power Rating remaining on the battlefield is the winner. If the total is tied, the game is a draw.

Defender's Deployment Zone — 24"
Defender's Deployment Zone — 24"
Attacker's Deployment Zone — 24"

MISSION:
COUNTER-ATTACK

The enemy advance has been stalled. Now is the time to mobilise our faster elements and strike back at them while they are vulnerable. Lead out your war machines and smash the enemy with your armoured fist!

THE ARMIES

Each player must first muster an army from the miniatures in their collection. A player can include any models in their army, but this mission works especially well with ground-based armies that contain few, if any, units that can FLY. Once the armies have been chosen, the players must then decide who will be the Attacker and who will be the Defender. If the Power Levels of the two armies are different, then the player whose army has the higher Power Level should be the Attacker, and their opponent should be the Defender. Otherwise, the players can roll off to decide.

THE BATTLEFIELD

Create a battlefield using the deployment map below and then set up terrain. Then, set up 3 objective markers in the Defender's deployment zone, as shown on the map below. The battlefield represents an apparently empty area which the attackers are trying to break through.

DEPLOYMENT

After terrain has been set up, the players set up their armies using the Concealed Deployment rules (pg 24).

PRELIMINARY BOMBARDMENT

Once both sides have been set up, the Attacker launches a Preliminary Bombardment (pg 24).

SUSTAINED ASSAULT

Returning units from the Attacker's army return from the short battlefield edge at the back of the Attacker's deployment zone.

DAWN RAID

This battle uses the Dawn Raid rules found on page 24.

FIRST TURN

The Defender has the first turn.

BATTLE LENGTH

The players should use the Random Battle Length rules to determine how long the battle lasts.

VICTORY CONDITIONS

At the end of the game, if a player controls more objective markers than their opponent, that player is the winner. If no player controls more objective markers than their opponent, the game is a draw.

Attacker's Deployment Zone — Defender's Deployment Zone — 18" — 12" — 3" — 12" — 3" — 12" — 3" — 12"
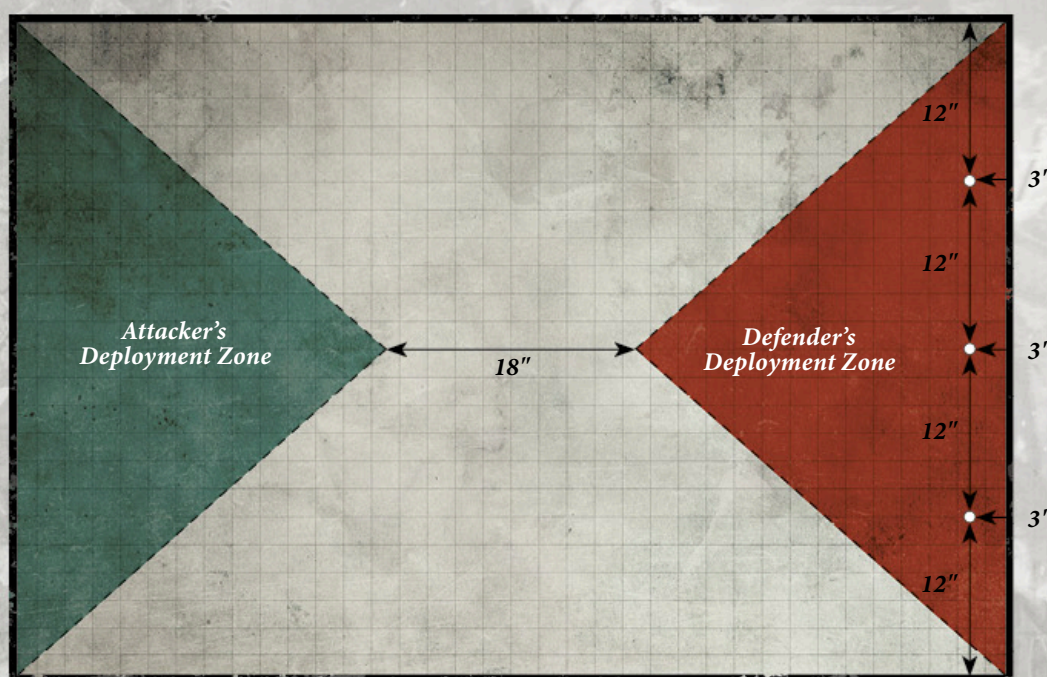
SPEARHEAD STRATAGEMS

If your army is Battle-forged, you can use Command Points (CPs) to use the following Stratagems in Spearhead games. Please note that the Adeptus Astartes Spearhead Stratagem can be used if you have any Space Marines, Blood Angels, Dark Angels, Space Wolves, Grey Knights or Deathwatch Detachments in your army. The Heretic Astartes Spearhead Stratagem can be used if you have any Chaos Space Marines, Death Guard or Thousand Sons Detachments in your army.

GODHAMMER LASCANNONS
2CP

Adeptus Astartes Spearhead Stratagem
The mighty armaments of the Land Raider are rightly feared by its foes for their unbridled destructive potential.

Use this Stratagem when you select an **ADEPTUS ASTARTES LAND RAIDER** unit from your army to shoot. You can re-roll wound rolls for attacks made using this unit's twin lascannons that target an enemy **VEHICLE** model until the end of that turn.

CHORAL GUIDANCE
1CP

Adepta Sororitas Spearhead Stratagem
The machine spirits within the weapons systems of Sororitas vehicles are awakened by the sounds of the faithful.

Use this Stratagem when you pick an **ADEPTA SORORITAS VEHICLE** model to shoot that has at least two other friendly **ADEPTA SORORITAS VEHICLE** units within 6" of it. Re-roll hit rolls of 1 for attacks made by this unit until the end of that phase.

PERCUSSIVE BLAST
1CP

Astra Militarum Spearhead Stratagem
A battle cannon shell strikes armour like a mighty hammer, leaving ears ringing and crew momentarily stunned.

Use this Stratagem when an enemy **VEHICLE** model suffers any wounds as a result of an attack made using a battle cannon by a **LEMAN RUSS** model from your army. Halve the Move characteristic of that enemy model until the end of your opponent's next Movement phase.

MINED APPROACHES
1CP

Genestealer Cult Spearhead Stratagem
Experts in disrupting enemy movements, the cult often seed approaches to their ambush site with hidden explosives.

Use this Stratagem when an enemy **VEHICLE** model finishes a move within 10" of a **GENESTEALER CULT** unit from your army, or an Ambush Marker. Roll one D6; on a 2+ that enemy vehicle suffers D3 mortal wounds.

THE LIONS POUNCE
1CP

Adeptus Custodes Spearhead Stratagem
Even the Emperor's praetorians must react with all swiftness to the threat posed by enemy armour.

Use this Stratagem when you declare a charge with an **ADEPTUS CUSTODES** unit from your army that targets only **VEHICLE** models. Add 2 to the charge roll for that unit.

OBLITERATING FIRE
1CP

Imperial Knights Spearhead Stratagem
The Nobles of the Knight houses know well that overwhelming firepower can defeat even the strongest armour.

Use this Stratagem when you select one enemy **VEHICLE** model as the target of all the ranged weapons fired by a **QUESTORIS CLASS** model from your army. Re-roll wound rolls of 1 for attacks made by this Questoris Class model that target the selected enemy vehicle until the end of that phase.

COMPOSITE ACCELERATORS

2CP

T'au Empire Spearhead Stratagem

Utilising experimental linear accelerators, this gunship is able to fire a series of railgun munitions in the blink of an eye.

Use this Stratagem when you pick a **HAMMERHEAD GUNSHIP** model armed with a railgun to shoot. Until the end of that phase, change the Type characteristic of this weapon's Solid Shot profile to Heavy 3.

CRUSHING TREAD

2CP

Chaos Knights Spearhead Stratagem

The cruel pilots of corrupted knight suits love nothing more than using their vast clawed feet to crush their foes to dust.

Use this Stratagem when you select a **CHAOS KNIGHTS** model to Fight. You can re-roll the damage roll for attacks made using this model's titanic feet until the end of that phase.

CORRUPTING TOUCH

2CP

Chaos Daemons Spearhead Stratagem

Even the touch of the daemonic has an entropic effect.

Use this Stratagem when you pick a **CHAOS DAEMONS** unit to attack in the Fight phase. Until the end of that phase, when resolving an attack made by this unit against a **VEHICLE** model, a wound roll of 6+ inflicts 1 mortal wound, in addition to any other damage.

BLASTS OF DARK ENERGY

1CP

Drukhari Spearhead Stratagem

When the dark energy of the Drukhari is focused on a single target, the effects are spectacular.

Use this Stratagem when a **RAVAGER** model from your army selects one enemy **VEHICLE** model as the target of all of its ranged weapons. Add 1 to wound rolls for attacks made by this **RAVAGER** model until the end of that phase.

HAYWIRE STRIKE

2CP

Harlequins Spearhead Stratagem
A carefully placed blast of haywire energy can disable, or even cripple, an enemy war machine in an instant.

Use this Stratagem when you pick a **HARLEQUINS** unit armed with haywire cannons to shoot. Until the end of that phase, add 1 to wound rolls for attacks made using haywire cannons by this unit.

GUIDED BY ASURYAN

1CP

Craftworlds Spearhead Stratagem
Expert Fire Prism gunners are able to make pin point armour-breaking strikes against even fast moving targets.

Use this Stratagem in your Shooting phase when you choose a **FIRE PRISM** model to shoot with. Until the end of the phase, when resolving an attack made with a prism cannon's lance profile by that model, you can re-roll the hit roll.

CRIPPLING STRIKES

1CP

Heretic Astartes Spearhead Stratagem
The followers of the dark gods will often cripple an enemy vehicle piece by piece to draw out the kill.

Use this Stratagem at the end of your Shooting phase. Select one enemy **VEHICLE** model that suffered four or more wounds as a result of attacks made by any **HERETIC ASTARTES VEHICLE** models from your army. Subtract 1 from hit rolls made for that enemy vehicle until the start of your next turn.

REACTIVE SHIELDING

1CP

Necrons Spearhead Stratagem
Should the Necrontyr be familiar with their foes' weaponry, it is possible to minutely tune their quantum shielding to better defend against these attacks.

Use this Stratagem before rolling the D6 for the Quantum Shielding ability. You can roll one additional D6 and select which result is used for this attack.

HUNTER ORGANISMS

2CP

Tyranids Spearhead Stratagem
Evolved to combat armoured vehicles, these small but vicious creatures enter through vents, or breaks in armour plate, to tear crew members and vehicle systems to shreds.

Use this Stratagem after deployment is complete, but before the first battle round. Select one enemy **VEHICLE** unit that is on the battlefield and visible to a **SYNAPSE** unit from your army. Roll one D6 at the start of each battle round. On a 6, that **VEHICLE** unit suffers D6 mortal wounds. An enemy unit can only be selected by this Stratagem once.

BROADCAST TARGETING DATA

1CP

Adeptus Mechanicus Spearhead Stratagem
Precise targeting data is paramount in war.

Use this Stratagem at the start of your Shooting phase. Select one <**FORGE WORLD**> model from your army that has a broad spectrum data-tether. Until the end of the phase, when resolving an attack made by a friendly <**FORGE WORLD**> model whilst its unit is within 6" of the selected model that targets a **VEHICLE** unit, re-roll a hit roll of 1.