

# SPEARHEAD FORMATIONS

Spearhead is an expansion for Warhammer 40,000. The rules and scenarios for Spearhead appeared in June 2010's White Dwarf. This web article describes the spearheads you can include in the spearhead battles that you fight.

## 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 12 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 2,000 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 spearheads 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 1,000 points for spearhead units, and use these to top up a standard army to a total of 2,000 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.

<b>ARMoured SPEARHEAD</b>	<b>POINTS: 50 + UNITS</b>
<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><b>SPEARHEAD</b> Up to three Tank units.</p>	<p><b>SPECIAL RULES</b> <b>Extra Armour:</b> 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.

## JUST THE START

The spearheads in this book are by no means exhaustive, and we plan to publish more in White Dwarf magazine and on our website. When using datasheets not printed with this article (especially against a new opponent) it is always best to discuss their use ahead of time.

**"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 weakness 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 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 infantry or lightly armed jetbikes 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 units chosen from the Troops section of the army list.

### SPECIAL RULES

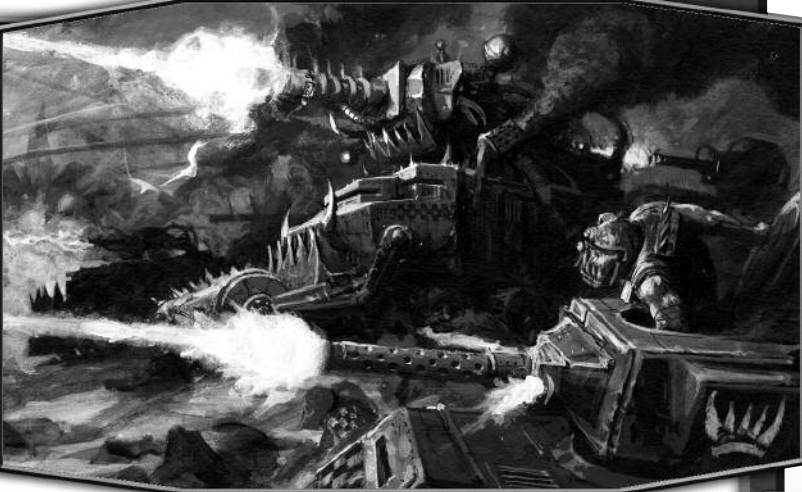
**Thermite Bombs:** All of the models in the units that make up the spearhead are armed with special assault weapons for use against vehicles. These counts as Krak grenades with a Strength of 7. In addition the units have the 'Preferred Enemy: Monstrous Creatures' special rule.

**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 army 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 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.

## 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.

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

### SPECIAL RULES

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

**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.