

SPEARHEAD



CITIES OF SIGMAR CASTELITE COMPANY

This Spearhead army consists of the following units:

GENERAL

- ◆ Freeguild Cavalier-Marshal

UNITS

- ◆ 5 Freeguild Steelhelms
- ◆ 5 Freeguild Steelhelms
- ◆ 5 Freeguild Cavaliers
- ◆ 1 Ironweld Great Cannon



Although, at its core, the tactical doctrine of Sigmar's mortal armies relies upon massed firepower and defence in depth, there are times when Freeguild commanders must be more flexible. On occasions where the deployment of a full army corps is not viable, smaller formations such as the Castelite Company will be dispatched to seize vital ground and defend it against threats.

Commanded by an experienced Cavalier-Marshal who has displayed particular adaptability and initiative in the face of the enemy, a Castelite Company specialises in absorbing the fury of an enemy attack before unleashing a devastating riposte in return. Freeguild Steelhelms form a sturdy core, advancing into battle with shields locked together, relying on discipline and faith to hold the line against whatever horror comes at them. With this anvil in place, the process of breaking the enemy upon it can begin. An Ironweld Great Cannon sends bone-shattering ordnance blasting through the enemy ranks, while the Cavalier-Marshal leads a thunderous counter-charge to sweep them from the field. Freeguild Cavaliers sing Sigmarite battle-hymns as they crush the opposition beneath the grinding hooves of their destriers or bash in their skulls with hammers and flails.

'Steady yourselves, lads. Raise your shields and stir your spirits. I've never lost a battle, and I don't intend to start today.'

– Cavalier-Marshal Guillam Marcanrothe of Settler's Gain



BATTLE TRAITS

● Once Per Battle Round, Start of Battle Round

THE OFFICAR'S ORDER: *Reading the flow of battle, a ranking Freeguilder dispatches an order that could well turn the tide in the Sigmarites' favour.*

Declare: Pick a battle tactic card in your hand and place it face-down separately next to your other battle tactic cards. The information on it is still hidden from your opponent but make it clear which card is separate. The card stays separate until you use the command on it or score the battle tactic on it as described below.

Effect: When you use the command on that card, it is not discarded but returns to your hand. Your opponent can check the information on it before it returns to your hand. The card goes back to being a

normal battle tactic card, with the exception that you cannot use the command on it in the same phase it went back into your hand.

If you did not use the command on the card you separated, you can still score the battle tactic on it at the end of your turn as normal if you met its conditions. If you do so, discard it as normal. If you neither used the command nor scored the battle tactic on the card, it automatically returns to your hand at the end of your turn.

Designer's Note: *This ability essentially lets you use a command 'for free', but you have to choose the command at the start of the battle round, so it requires some planning ahead!*



REGIMENT ABILITIES: Pick 1 of the following regiment abilities.



Passive

FOR SIGMAR, CHARGE!: *With their blade raised high, the Marshal signals the charge of the Cavaliers.*

Effect: Friendly **CAVALRY** units have **STRIKE-FIRST** if they charged in the same turn.

Once Per Turn, Enemy Shooting Phase

IRONWELD DISCIPLINE: *With nerves of steel, the crew of the Great Cannon prepare to fire even as enemies close in on all sides.*

Declare: Pick your **Ironweld Great Cannon** to use this ability.

Effect: Roll a dice. On a 3+, it can use the 'Shoot' ability as if it were your shooting phase.



ENHANCEMENTS: Give your general 1 of the following enhancements.



Once Per Battle, Start of Any Turn

FLASK OF LETHISIAN DARKWATER: *Sourced from the lakewaters of the city of Lethis, when this potion is carefully sipped, its black liquid soothes the body and soul.*

Effect: Heal (D6) your general.

Passive

HEIRLOOM BLADE: *Wielded in countless battles, the edge of this blade is as keen as the day it was forged.*

Effect: Add 1 to the Rend characteristic of your general's **Master-forged Longsword**.

End of Any Turn

BRAZIER OF HOLY FLAME: *The torch borne by this champion symbolises the light of civilisation being carried forth into the darkness of the wilds, a sacred act that emboldens those who march alongside them.*

Declare: Pick a friendly **Freeguild Steelhelms** unit within your general's combat range.

Effect: You can return up to D3 slain models to that unit.

Passive

GLIMMERING: *The glinting facets of this tiny fragment of Mallus offer fleeting glimpses of the future.*

Effect: Each phase, you can re-roll 1 hit roll, or 1 wound roll, or 1 save roll made for your general.

• SPEARHEAD WARSCROLL •

FREEGUILD CAVALIER-MARSHAL

MOVE 10"
 HEALTH 7
 SAVE 3+
 CONTROL 2

Every Cavalier-Marshal is trained to be bold and aggressive, taking the fight to the foe when they are at their weakest. Nigh unstoppable on the charge, they gallop hard into the enemy ahead of their soldiers, collapsing battlelines in a single decisive attack even as they spur their fellow Sigmarites into battle with rousing calls to action. Though they often carry the weight of a Dawnbringer Crusade upon their shoulders, they are inspiring champions well used to leading by example.

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Dragoon Pistol	10"	2	3+	4+	1	1	Shoot in Combat
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Master-forged Longsword	5	3+	4+	1	2	-	
Warhorse's Steel-shod Hooves	2	5+	3+	-	1	Companion	

⚙ Your Hero Phase

DECISIVE COMMANDER: *In the face of the oncoming enemy, Freeguild Marshals employ rousing oratory to inspire their soldiers to stand strong in the name of Sigmar.*

Declare: Pick a friendly Freeguild Steelhelms unit wholly within 12" of this unit to be the target and roll a dice.

Effect: On a 2+, pick 1:

On Your Feet!: If the target unit is not in combat, you can return D3 slain models to it.

Yield No Quarter!: Add 3 to the target unit's control score until the start of your next turn.



KEYWORDS

HERO, CAVALRY



• SPEARHEAD WARSCROLL •

FREGUILD STEELHELMS

HEALTH	MOVE	SAVE
	5"	
1	4+	
CONTROL	1	

While the hard-slogging Freeguild Steelhelms are often individually outmatched by the myriad threats they face in their mission to retake the realms, they have three things on their side: discipline, gutsy determination and their faith in Sigmar. With shields locked together and voices joined in song, they can prove a difficult prospect for even the most hardened killers. The Battle Priests who accompany them are experts in resecrating those lands tainted by Chaos, and turning the innate power of the land to their advantage – even if it takes the sacrifice of their comrades-in-arms to do so.

MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
Freeguild Weapon	2	4+	4+	-	1	-

🛡️ Your Movement Phase

CONSECRATE THE LAND: *Bellowing Sigmarite hymns, the Battle Priest who accompanies the Steelhelms purges the taint of Chaos from the land and consecrates it in the name of the God-King.*

Declare: If this unit is contesting an objective you control that is not contested by any enemy models, roll a dice.

Effect: On a 3+, that objective is considered by you to be **consecrated**. Friendly units have **WARD (6+)** while they are contesting a consecrated objective. If your opponent gains control of a consecrated objective, it is no longer consecrated.



KEYWORDS

INFANTRY, REINFORCEMENTS



• SPEARHEAD WARSCROLL •

FREEGUILD CAVALIERS

MOVE
10"
HEALTH 3 3+ SAVE
1 CONTROL

The battlefield shakes as the heavy cavalry of the Sigmarite cities make their charge. No idle jousters are the Freeguild Cavaliers but men and women hardened by bitter experience and keen to take out their wrath on the enemies of the God-King. These knights are at their most fearsome when they crash into the foe at full speed, but they are certainly no strangers to brutal attritional melees in which rider and steed are expected to fight for hours at a time without rest.

⚔	MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability
	Cavalier Weapon	3	4+	4+	1	1	Charge (+1 Damage)
	Warhorse's Steel-shod Hooves	2	5+	3+	-	1	Companion

⚔ Any Charge Phase

DEVASTATING CHARGE: *Thundering across the battlefield, the Cavaliers build up momentum before smashing deep into the enemy's ranks, laying about themselves with blade, axe, hammer and flail.*

Declare: If this unit charged this phase, pick an enemy unit in combat with it to be the target and roll a dice.

Effect: On a 2+, inflict D3 mortal damage on the target.



KEYWORDS

CAVALRY, REINFORCEMENTS

• SPEARHEAD WARSCROLL •



IRONWELD GREAT CANNON

HEALTH	MOVE	SAVE
	3"	
8	4+	
CONTROL	2	

The massive artillery pieces known as Ironweld Great Cannons act as the bastions of the Castelite formations. Protected by thick oaken gunshields affixed to the weapon's fore, the crew tirelessly load and reload their weapon to ensure the barrage upon the enemy is relentless. Should foes draw too close, a muzzle full of grapeshot will bring their charge to an abrupt and gory halt.

RANGED WEAPONS	Range	Attacks	Hit	Wound	Rend	Damage	Ability
Great Cannon: Cannonball	24"	2	4+	2+	2	D3+2	-
Great Cannon: Grapeshot	12"	5	3+	3+	1	2	-
MELEE WEAPONS	Attacks	Hit	Wound	Rend	Damage	Ability	
Crew's Tools and Sidearms	2	4+	4+	-	1	-	

Passive

SHOT AND SHELL: *The engineers of the Ironweld Arsenal have developed different ammunition for the Great Cannon to fire.*

Effect: Each time this unit uses a **SHOOT** ability, choose either the **Cannonball** or **Grapeshot** weapon characteristics for all the attacks it makes with its Great Cannon. The Cannonball can only be chosen if this unit has not used a **MOVE** ability that turn.



KEYWORDS

WAR MACHINE, REINFORCEMENTS