

SPEARHEAD DOUBLES

Spearhead is a fast, fun way to play small skirmish-style games of Warhammer Age of Sigmar with a friend. But what if you have three friends who all want to play Spearhead with you? Worry not, as on the following pages, you can find rules for playing Spearhead Doubles!

These rules explain how to use your existing Spearhead sets to team up with a friend and battle another two-player team in Aqshy, Ghyran or Shyish.

You'll need 2 Spearhead Gaming Packs – either *Fire and Jade* or *Sand and Bone* – and each player will need a Spearhead army.

SPEARHEAD DOUBLED!

Spearhead Doubles is also an easy way to simply play... a bigger game of Spearhead! It's very common for 2 players to each have a copy of *Fire and Jade* or *Sand and Bone*, and if you wanted to, you could simply follow the rules on these pages to allow you and your opponent to battle one another using 2 Spearhead armies each. This is a great way to get all those armies you've been collecting onto the tabletop – indeed, if you have 2 Spearhead armies from the same faction, like *Cities of Sigmar* or *Ogor Mawtribes*, then you'll have a thematic force like no other!



BATTLEPLAN

SPEARHEAD DOUBLES

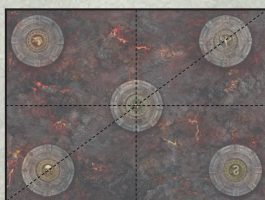


After a deadly battle, two generals find common cause in a shared set of foes. With little choice and even less trust, they take to the field with their depleted forces to rout the enemy and claim glory.

In Spearhead Doubles, you will team up with a friend to take on another team of 2 players. As a group, you'll need to decide which Spearhead battlepack to use: *Fire and Jade* or *Sand and Bone*. Once you've decided, follow the rules below.

PRE-BATTLE SEQUENCE

1. Each player picks a Spearhead army to command. Players on the same team must pick different Spearhead armies.
2. The players on each team roll off to determine their team's **overlord**. Whenever a team cannot agree on a decision, the **overlord** makes the final decision.
3. The players on each team roll a dice and add their rolls together. The team that rolls highest wins. This is called a **Doubles roll-off**. The winner of the **Doubles roll-off** chooses which team is the **attacking team** and which is the **defending team**.
4. Each player on the **attacking team** picks their regiment ability and their enhancement for their Spearhead army. Then each player on the **defending team** does the same.
5. The **defending team** chooses where the players will be fighting. If you are using *Fire and Jade*, pick either Aqshy or Ghyran:

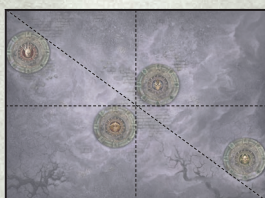


Aqshy

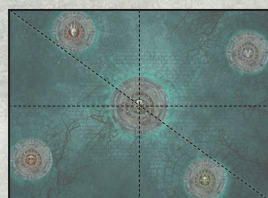


Ghyran

If you are using *Sand and Bone*, pick either Ossia or Dolorum:



Ossia



Dolorum

The **defending team** then sets up 2 realm battlefields for that location as shown in the corresponding **realm map** (pg 3).

6. The **defending team** picks 1 of the **deployment maps** (pg 3) and chooses which territory belongs to which team.
7. If you are using *Sand and Bone*, the **defending team** sets up the mystical terrain as shown on the **deployment map** (if any).
8. If you are using *Fire and Jade*, the **defending team** sets up 2 large terrain features and 2 small terrain features. Then the **attacking team** does the same.

If you are using *Sand and Bone*, the **defending team** sets up both Terrain Group A (Large Wall and Small Fence) and Terrain Group B (Small Wall and Large Fence). Then the **attacking team** does the same.

In all cases, terrain features must be set up wholly within friendly territory, more than 6" from all other terrain features and more than 3" from both **long** battlefield edges and enemy territory. Terrain features cannot be set up on top of the objectives (either wholly or partially).

DEPLOYMENT

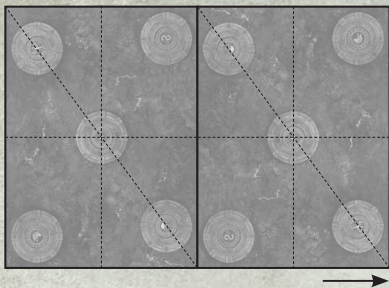
Do not deploy armies as described in the Core Rules. Instead, one player on the **attacking team** sets up all the units in their army first, then one player on the **defending team**, followed by the other player on the **attacking team** and finally the other player on the **defending team**. Each unit must be set up wholly within friendly territory and more than 6" from enemy territory.

BATTLE LENGTH

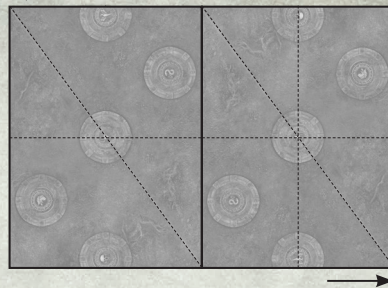
The battle lasts for 4 battle rounds.

FIRE AND JADE REALM MAPS

AQSHY

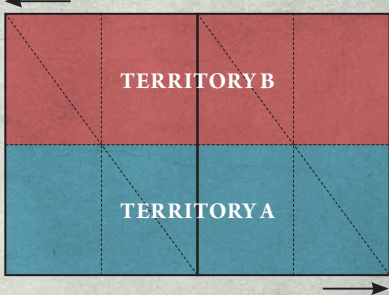


GHYRAN

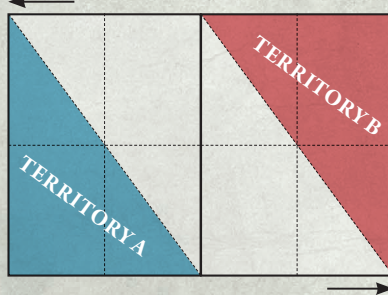


FIRE AND JADE DEPLOYMENT MAPS

DEPLOYMENT OPTION 1

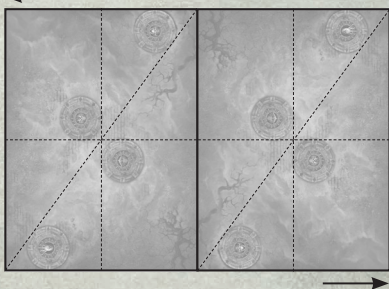


DEPLOYMENT OPTION 2

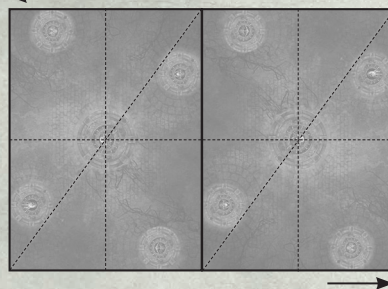


SAND AND BONE REALM MAPS

OSSIA

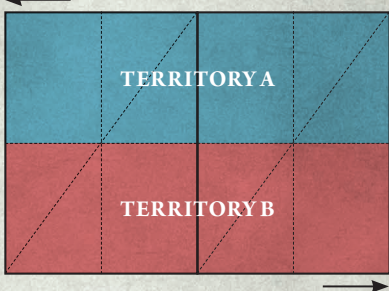


DOLORUM

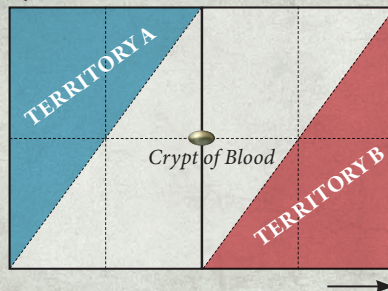


SAND AND BONE DEPLOYMENT MAPS

DEPLOYMENT OPTION 1



DEPLOYMENT OPTION 2



SPECIAL RULES

DOUBLES

The following rules are used in Spearhead Doubles battles:

- Units controlled by the other player on your team are friendly units, but any rules for your Spearhead army that affect or target friendly units only affect or target units in your own Spearhead army.
- Units in the opposing team's Spearhead armies are enemy units.
- For battle tactics that require a named objective to be controlled (e.g. 'Control the Dracothion Dais'), your team must control both objectives with that name in order to score that battle tactic.
- For battle tactics that require a terrain feature to be controlled (e.g. 'Control the large terrain feature in enemy territory'), your team must control both of those terrain features in order to score that battle tactic.
- Where a rule says 'the players roll off', use the **Doubles roll-off** instead.
- When alternating picking units to use a **FIGHT** ability, one team picks 1 unit from 1 of their Spearhead armies, then the other team picks 1 unit from 1 of their Spearhead armies, and so on.

PREPARING THE SPEARHEAD DECK

One player takes the **twist deck** that corresponds to the Spearhead battlepack you are using and the realm map that was chosen, shuffles it and places it face down next to the battlefield (the other twist deck is not used).

Then, each team takes 1 **battle tactic deck** that corresponds to the Spearhead battlepack you are using, shuffles it and places it face down where they can reach it during the battle.

START OF THE BATTLE ROUND SEQUENCE

If it is the first battle round, the **attacking team** chooses who will take the first turn. In any other battle round, the players make a **priority roll** (Core Rules, 12.0).

1. Determine the **underdog** (Core Rules, 12.0).
2. The **twist card** is drawn (see opposite).
3. The players draw **battle tactic cards** (see opposite).
4. Any abilities with the **Start of Battle Round** timing are used.

TWIST CARDS

One twist card is drawn at the **start of each battle round**. Follow the rules on it as it is drawn.

BATTLE TACTIC CARDS

At the start of the **first battle round**, each team draws a shared hand of 3 **battle tactic cards**.

At the start of each subsequent battle round, each team draws battle tactic cards until they once more have a shared hand of 3 battle tactic cards. Before they do so, they can **discard** any number of battle tactic cards in their hand. Cards are discarded face up. Both players on a team can contribute to scoring their team's battle tactics.

SEIZING THE INITIATIVE

If the team that went second in the previous battle round wins the priority roll and **chooses to go first**, it is called **seizing the initiative**. When a team seizes the initiative, they do not draw any battle tactic cards for that battle round unless they are the underdog and the difference in victory points between the two teams is 5 or greater.

VICTORY POINTS

Each team scores **victory points** at the **end of each of their turns** as follows:

- Score 1 victory point if you control **two or more** objectives.
- Score 1 victory point if you control **four or more** objectives.
- Score 1 victory point if you control **more objectives than the opposing team**.
- Score 1 victory points for **each battle tactic your team completed** this turn.

GLORIOUS VICTORY

The team with the **most victory points** at the end of the battle is the **winner**. If the teams are tied on victory points, the battle is a **draw**.