Modern Spearhead Rules Clarifications

(compiled by Jake Collins, May 2006)

The following rules clarifications have been compiled by the members of the Spearhead Yahoo Mailing List. They have been formatted and placed here for individual use.

2.3.3 Support Battalions & Attachment

*An entire support battalion can be attached to a fighting battalion, even if it exceeds the 3 company attachment limit.

*Support battalion stands (and HQs) increase the size of a fighting battalion for morale and cmd. zone purposes.

3.2 HQ stands

* An HQ stand can close assault a target stand along its command arrow provided at least one other non-HQ stand participates.

* HQ stands can't fire, but other stands in a HQ company can fire.

* HQ stands in defense may never move or pivot.

3.7 Attack orders

* All stands incl HQ can move less than min, pivot 45deg or halt on the turn after enemy is spotted by any stand in the Btn (attack order still applies). If they no longer spot enemy then they must move as ordered along arrow.

* If a Command Arrow goes thru a terrain feature (e.g. a wood) then BC must go thru the wood , but other stands may move round it within 1" & then move parallel to the arrow at the other side of the wood.

* If a Command arrow bends then all stands turn <u>when</u> they reach the bend.

* You can use spotted enemy recon as an excuse to stop moving, but not to change orders.

* You may attempt an order change any turn after any of your units have spotted enemy non-recon stands. You need not currently be able to spot enemy units.

3.8 Defend orders

* When BC reaches end of arrow it halts , orders automatically change to Defend at the end of that turn. Next turn all non-HQ stands move to their defense positions, this may take > 1 turn & unlimited pivots are allowed, but can't exceed move distances. Once in their defense positions, all stands remain stationary unless enemy are spotted.

3.11 Breaking off

* When performing a breakoff you retreat one full movement in the first phase and another full movement in the next turn's movement phase, or until cover is reached.

3.13 Command Zone

* Suppressed stands can be left behind under Attack orders, outside the CZ. Once they cease to be suppressed they move at top speed parallel to the arrow until back in CZ, then they operate normally.

5.0 Movement

* You can move to within a fraction of an inch of enemy stands & not just 1".

* Attacking stands of the 1st Moving Player must complete their obligatory movement, even on the turn enemy stands are spotted. The 2nd Moving Player may react to newly spotted moving enemy stands.

5.7 Infantry movement

* Motorcycle & bicycle troops are spotted as foot infantry.

* Infantry armed only with LAW/MAWs (i.e. 3" or 6" range ATGW factor) may combat move and fire.

6.3 Line of sight

* LOS is blocked by woods, but if a stand enters a wood it can spot (& hence fire) up to 3" inside the wood. E.g. A stand in a wood 1" from the edge can spot 1" to the edge, but not outside, or 3" inside the wood.

* A stand in the open can only spot enemy in the wood if the enemy are at the edge.

* A stand once spotted remains spotted until LOS is broken.

* You may see out of a town sector, measuring range from the edge of the sector, but adjacent sectors block LOS.

6.5 Ambush
* A stand can ambush thru freshly laid but not stoked smoke.
* Stands that fire from cover are spotted to 12". Any enemy that saw them ambush fire still spots them even if they stop firing. Any enemy that didn't see them fire can be ambushed from the same location.

7.1 Timing of fire
* In each fire phase dead stands are removed as they occur. Dead stands can only fire back in the phase they died.
* Dismounting/unlimbering doesn't count for disappearing fire. Infantry are fired on after dismounting if they are still spotted, unless they disappeared during transportation. E.g. A gun with 18" range spots Inf. dismounting at 14", it cant fire at them since >9" spotting range.

7.3 Target priority
* Within each priority group all targets are equal & proximity rule decides. E.g. Tank shoots at an Armored Car if it's closer than a Tank, TD or SPG; or AAA shoots at observation helicopter closer than attack helicopter.
* Disappearing target rule is subordinate to Proximity rule, both are subordinate to Like Target rule. E.g. Tank, with enemy APC at 3", SPG at 4" & disappearing Tank (flank) at 5", fires at SPG at 4".
* Any weapon with a "-" on the data cards "ignores" all targets of that type for priority purposes.

7.4 Firer eligibility
* Line Of Sight for shooting is center of front edge to center of any edge.
* You can't fire direct from hill to hill or over a depression if friendly stands are in between.

7.4.1 Support fire
* The special SF rule (measure range from front of supported stand in a wood) is only used if the support stand can't see the target.
* If using the special SF rule, a firing support stand can be spotted and fired on, fire priority permitting. If the supported stand were killed, the support stand would either have to move to the wood/hedge/hill crest edge or the supported stand be replaced, before the support stand could fire.

8.3 Observed fire missions
* A FO stand may not be targeted with direct or indirect fire unless he is the only available target.
* An FO stand may freely target an HQ stand for indirect fire.
* Indirect fire at a stand occurs as at where it is in the artillery phase (i.e. you can't claim disappearing fire). Fire at a sector in which sector combat is taking place has any hits allocated at random or pro rata.

8.5.5 Smoke
* Smoke can be laid anywhere the FO or crew can see, up to 18"away, but not onto town sectors. E.g. The edge of a wood/hedge/sector, any visible part of a hill. If FO/crew are on a hill, add 3" per level higher than target.
* Priority & proximity rules are not used when laying smoke.
* Smoke must always be placed <u>parallel</u> to the table edge & placed before rolling the die to see if it lands.

10.4 Aircraft attacks
* Aircraft weapon loads must be specified before the game.
* All SAM stands may combat move and fire. They may not fire if they move a full move.
* Units with integral AA factors may only use it if they are directly attacked and they may only use it against the aircraft attacking them.
* Once an AA/SAM stand fires at any plane, all planes within its range suffer the presence modifier that turn.
* Each target in the beaten zone can only be attacked once per plane.

12.0 Close combat
* The front edge or corner of attacking stand can contact any part of the defending stand to CC.
* Close combats can't circumvent target priority rules. You can't CC a lower priority target if a higher priority target can be assaulted or shot at.
* Tanks <u>may not</u> CC other tanks (except in the special circumstance of town sector combat).
* If larger force loses a multiple platoon combat, one stand dies (random choice or loser choice) & the rest

retreat. They instantly retreat double move distance straight back according to their current facing. They pass thru any enemy enroute.

* In multi-stand CC, if the best roll has tied, and there are no morale differences, you then reroll all dice involved taking into account all applicable modifiers.

* If moving 2nd you can CC an enemy who has moved to CC another friendly stand. This would create a multiple platoon combat where 1 die is thrown for each stand, apply modifiers to each die roll.

* Those involved in a CC may be fired at by both indirect fire and direct fire before the CC is resolved.

12.2 Overrun attacks

* Sequence: Move to target. If target breaks off (target can't pivot), you may follow it up to the remainder of movement allowance (pivot allowed if needed to follow target). If you catch it, it is automatically eliminated. If you contact any other enemy dismounted stands whilst pursuing, you may attack them. Once all

movement is complete resolve fire attacks, check morale if necessary then resolve close combat, as per play sequence.

* Overrun attacks may only be conducted against soft targets. ICT combined arms assaults may be made against any stand type in the open.

13.2 Sector movement

* When exiting a sector, a stand can pivot 45deg at the edge then move in a straight line.

* If a road separates 2 sectors, you can't move directly from 1 sector to the other if enemy occupy it. You must halt adjacent on the road, spot & enter next turn. But if the sector is unoccupied you can move straight in.

13.6 Sector combat

* Stands can't move into occupied town sectors & CC unspotted enemy in the same turn. They must stop at the edge, spot & close assault next turn. Those inside the sector may not direct fire out at them.

* All losers are eliminated. Eg. 1) 6 attackers v 1 defender & defender wins, 6 attackers die. Eg. 2) 6 attackers v 2 defenders is split into 2 combats of 3:1. Attacker wins 1st, 1 defender dies. Defender wins 2nd, 3 attackers die. Further round of combat of 3:1. Defender wins, 3 remaining attackers die.

13.7 Sector outskirts

* The stand must be placed flush against the centre of the sector edge.

* Outskirts only exist if you hold the sector, if the enemy hold it you can't be in outskirts. If enemy is in contact with sector edge you can't occupy that edge as outskirts.

* You can't reverse into the outskirts but must move in from the town sector.

* A town sector has no outskirts on a side if a road or other terrain like woods or fields are adjacent.

15.2 Mines

* Stands are attacked if moving into or thru a minefield square. E.g. a stand, moving through 2 squares & ending its move in a 3rd square, would be attacked 3 times. If next turn it moves out of the 3rd square then it is attacked again as it leaves.

* All stands move as ordered on the turn mines are contacted. Next turn they can treat the minefield as if "spotted" enemy. They may: Try to move round it (obeying CZ & pivot restrictions); Stay still (so they are not attacked); Move up Engineers to clear it; Try to change orders.