

# Modern Spearhead - Quick Reference Sheet

1" = 125 metres

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## Sequence of Play:

1. Determine Initiative
- 2a. Movement: Side A, Side B marks Disappearing Fire. Conducts EW Missions.
- 2b. Movement: Side B, Side A marks Disappearing Fire. Conducts EW Missions.
3. Fire Attacks
  - 3a. Artillery, Mortar & Rocket Fire.
  - 3b. AA Fire, Air attacks, & Helicopter attacks.
  - 3c. Stationary Direct Fire, ambush fire first.
  - 3d. Moving Direct Fire.
4. Morale Tests due to Fire.
- 5a. Close Combat Resolution.
- 5b. Additional Morale Checks if any.
6. Command Phase: Rally from Suppression; Order Changes; Reserve Commitments.

## Flank March: - Roll for each Battalion

### Successful on:

NATO 1:	3-6
NATO 2:	4-6
Warpac 1:	4-6
Warpac 2:	5-6
Third World:	6

### Modifiers:

Entering deep into enemy territory - 1

## Combat Chart:

### Die Roll

3 or less:	No Effect, roll of "1" always a miss.
4-5	Target Suppressed
6	Target Destroyed
11-12	Suppressive Fire

### Ground Modifiers to die roll:

- \* Compare AT/AI/AI vs. DEF, max +3
- \* Compare ATGW/LAW vs. CED, max +3
- \* Target hull down (direct fire only) - 1
- \* Target in light protective cover -1
- \* Target in heavy protective cover -2

### Helicopter Modifiers to Die roll:

- \* Target in light protective cover -1
- \* Target in heavy protective cover -2
- \* Target is AA that fired at helicopter under Mission D -1

## Close Combat

### Modified die roll greater than opponent:

One opponent destroyed, any remaining losers retreat double move. Re-roll ties unless higher morale, losers then retreat. Platoons in trucks/towing auto destroyed.

### Close Combat Modifiers:

- \* Target entrenched -1
- \* Any vehicle in town unsupported -2
- \* Combat team in town +1
- \* Combat team vs. unsupported AFV in open -1
- \* Combat team vs. soft target in open +2
- \* Armour conducting overrun in open +1
- \* Combat engineers/Assault CEV/Flame +1
- \* Veterans +1
- \* Crew served weapons including ATGW & SAM armed AFVs -1
- \* Suppressed -2
- \* HQ stand +1
- \* Attacking enemy in flank or rear +1

## Order Change:

### Successful on:

NATO 1:	2-6
NATO 2:	3-6
Warpac 1:	4-6
Warpac 2:	5 or 6
Third World:	5 or 6

### Die Roll Modifiers:

Higher HQ Attached + 1  
If under fire (except Israeli) -2  
Enemy conducting Radio Jamming - 1

### Command Zone:

- \* Battalions up to 12 platoons: 8"
- \* Battalions from 13-18 platoons: 12"
- \* Battalions larger than 18 platoons: 16"
- \* Recon platoons under attack orders 24"
- \* Exception for Support fire & 3.13.1.

## Spotting:

<b>Target:</b>	<b>Infantry/Guns</b>	<b>Vehicles</b>
In Cover	2"	4"
In Open	6"	12"

+2" per level higher than target.

All platoons that fire are spotted to 8". ATGWs and SAMs which fire are spotted to 12".

Ambush Fire may be claimed by previously unspotted platoons in cover, except ATGWs.

### Poor Visibility Spotting:

<b>Condition</b>	<b>TI</b>	<b>IR</b>	<b>None</b>
Rain, Snow, Fog	x2/3	x1/2	x1/2
Dusk/Dawn	x1	x2/3	x2/3
Moonlit Night	x1	x1/2	x1/2
Night	x2/3	x1/2	x1/3

## Target Priorities:

### A: Tanks, AT Guns, & Dedicated ATGWs must fire at:

- \* Any MBTs.
- \* Other AFVs or Combat Teams.
- \* Any other Targets.

### B: Combat Teams, Direct Fire Artillery & SP Guns must fire at:

- \* Any Combat Teams or ATGWs.
- \* Any Rifle Platoons.
- \* Any other Targets.

### C: Dismounted Infantry, HMGs & Infantry Guns must fire at:

- \* Any Rifle Platoons.
- \* Any Combat Teams or crewed weapons.
- \* Any other Targets.

### D: Anti-Aircraft Weapons must fire at:

- \* Any Aircraft.
- \* Any Helicopters.
- \* Any other Targets.

### Helicopters 'Mission A' must fire at:

- \* AA Platoons or Helicopters.
- \* MBTs.
- \* Any armoured targets inc. combat teams.

### Helicopters 'Mission B' must fire at:

- \* AA Platoons or Helicopters.
- \* Infantry, Combat Teams, Crew Wpns.
- \* Any Field Artillery or AT Guns.
- \* Any other soft target.

### Helicopters 'Mission C' must fire at:

- \* AA Platoons or Helicopters.
- \* Any armoured targets..
- \* Any other target.

### Helicopters 'Mission D' must fire at:

- \* AA Platoons.
- \* Other aircraft of helicopters.

## Morale/Rally:

### Morale Checks at:

Green:	33%	50%	66%
Regular:	50%	66%	
Veteran:	66%		

5-6 Unit Continues  
1-4 Unit Destroyed

### Rally from Suppression

4-6 Rally

### Modifiers

- \* Green - 1
- \* Veteran +1
- \* 2" of Brigade/Regt HQ +1,
- or 2" of Divisional HQ +2

## Movement:

Terrain	Tracked	Halftracked	Wheeled	Towed	Infantry
Woods	1/3	1/3	1/4	1/4	-
Lt. Hedge	-	-	1/2	1/2	-
Hedgerow	NA	NA	NA	NA	1/2
Rolling Hills	-	-	1/2	1/2	-
Rough Ground	1/2	1/3	1/3	1/3	1/2
Plowed/Wheat Fields	-	-	1/2	1/2	-
Soft Ground	1/2	1/3	NA	NA	1/2
Snow	2/3	1/2	1/3	1/3	1/2
Mud	1/2	1/3	NA	NA	1/2
Marshes	1/2	1/2	1/3	1/3	1/2
Depressions	-	-	1/2	1/2	-

Streams: see 5.8 for details.

Combat Movement 1/2 or 2/3 maximum permitted speed.

Reverse Speed maximum 2".

Road Bonus: Tracked 2" Wheeled 4".

**Artillery Response:**

NATO 1	2-6
NATO 2	3-6
Warpac 1	2-6
Warpac 2	3-6
Third World	4-6

Apply response modifiers based on spotter and level of artillery. Crew-sighted batteries do not use artillery response procedures and may immediately fire upon any targets they themselves spot. Indirect Fire directed by Bde/Div FOs are not subject to Target Priority.

**Smoke:** Lands on a 3-6 after placement.

**Response Modifiers:**

Spotter	Battalion	Level of Artillery	
		Brigade	Division
Fighting Platoon	-1	-2	-3
Recon Platoon	0	-1	-2
Battalion HQ	0	-1	-2
Brigade/Regt. HQ	No	0	-1
Division HQ	No	No	0
Forward Observer	0/No	0/No	0/No

All penalties doubled for Warpac 1, Warpac 2 & Third World nations. An unmodified roll of 6 always succeeds.

**Counter Battery Location:**

NATO 1	3-6
NATO 2	4-6
Warpac 1	4-6
Warpac 2	5-6
Third World	6

**Counter Battery Modifiers:**

- \* Target unit just fired for first time in the game -1
- \* If target moved since it last fired -1
- \* If target unit is SPGs (not MRLs) -1
- \* If Target unit is MRLs +1
- \* If target unit has fired for two consecutive turns +1

**Electronic Warfare:**

EW Missions can be used any time after enemy spotted. Each Brigade/Regiment may per turn.

**Radio Jamming:**

Designed to degrade enemy command & control

- \* All enemy Artillery & Aircraft response rolls -1
- \* All enemy Order change attempts -1

Effects last until the end of the turn.

**Radar Jamming:**

Designed to jam enemy air defence radar

- \* All enemy dedicated AA platoons suffer combat -1

Effects last until the end of the turn.

**Radio Location:**

Designed to locate enemy command & control centres. If successful one Battalion, higher HQ or FO is located. Once located the stand remains located until it moves. Located units may be fired on using counter battery fire. They are located in priority as follows:

- \* Any higher HQ which issued an order change, committed reserves or called in fire last turn.
- \* Any Battalion HQ which received an order change, issued a tactical break-off, or called in fire last turn.
- \* A FO which called in fire last turn.

**Radar Location:**

Designed to locate enemy radar air defence platforms. If successful one dedicated AA platoon is located. Once located the stand remains located until it moves. Located units may be fired on using counter battery fire. They are located in priority as follows:

- \* Any off-table vehicle launched SAM
- \* Any on-table vehicle launched SAM
- \* Any on-table AA guns of 20mm or larger.

**Aircraft:****AA Fire:**

Suppression results cause an abort. Aircraft which abort return next turn & must attack the same target or a new target within 6". Two aborts in the same turn destroy the aircraft stand.

**Die Roll Modifiers:**

Enemy conducting Radar Jamming -1

**Air Attacks:**

Tactical support aircraft have one beaten zone 6" long x 2.5" wide. If the aircraft modified attack number is equalled or exceeded, the target is destroyed.

**Target Eligibility:**

Bombs: first target plus two soft targets in beaten zone.  
 Cannon: first two vehicular targets in beaten zone.  
 Fuel-Air Explosives: first four targets in beaten zone.  
 ICM: first three targets in beaten zone.  
 Napalm: first four targets in beaten zone.  
 Rockets: first three targets in beaten zone.  
 Smart: first two targets in beaten zone.  
 Anti Radiation Missiles: first AA vehicle in beaten zone.

**Die Roll Modifiers:**

- \* Bomb attack vs. moving vehicle -1
- \* Bomb/Cannon/Rocket/Smart attack vs. target in any cover -1
- \* Bomb/Cannon/Rocket/Smart attack vs. entrenched target -2
- \* ICM attack vs. stationary target in cover or entrenchments -3
- \* ICM attack vs any moving vehicle or Combat Team +1
- \* Napalm attack vs. Tank/AFV (not including Combat Team) -2
- \* Napalm attack vs. target in entrenchments -1
- \* Anti-Radiation Missile attack vs. Veterans -1

**AA Fire Modifiers: ( Not Helicopters)**

- \* Any attack within 12" of AA guns or infantry SAM Except SB or ARM) -1
- \* Any attack within 20" of large on-table launched SAM -1
- \* Any attack in presence of off-table vehicle launched SAM -1

These modifiers are cumulative.

**Electronic Warfare:**

EW Mission Conducted by:	Against				
	NATO 1	NATO 2	Warpac 1	Warpac 2	Third World
NATO 1	4	3	3	2	2
NATO 2	5	4	4	3	2
Warpac 1	5	4	4	3	2
Warpac 2	6	5	5	4	3
Third World	6	6	6	5	4

The die roll must equal or exceed the list number to be successful.

**EW Modifiers:**

- \* If conducting radio or radar location vs. a defending army -1
- \* If conducting radar jamming without air superiority (as defined by scenario designer) -1