

## **WWII SPEARHEAD RULES CLARIFICATIONS**

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The following clarifications have been compiled by the members of the Spearhead Yahoo Mailing List. They have been formatted and placed here, along with a number of optional advanced rules, for player use.

### **2.3 SUPPORT BATALIONS & ATTACHMENT**

- \* Regt or Brigade Heavy Weapon Coys do count towards the 3 Coy attachment limit.
- \* Regt or Brigade HQ Coy is attached by Coy.
- \* HQ Coy does not count towards the 3 Coy attachment limit. 3 "ordinary" Coys + 1 HQ Coy can be attached.
- \* If splitting a Support Btn , the HQ Coy is attached with one of its "ordinary" Coys.
- \* An entire Support Btn, incl. HQ Coy, can be attached to a Fighting Btn, even if it exceeds the 3 Coy attachment limit.
- \* Support Btns are listed as Div/Corps Assets in TO&E. Being attached to a Fighting Btn doesn't necessarily mean a stand can use Support Fire (see 7.4).
- \* HQ stands & any attached stands (except Recon/FO ) increase the size of a Btn for Morale & Cmd. Zone purposes.

### **3.2 TACTICAL HQ**

- \*Attacking HQ stand can Close Assault along its arrow provided at least 1 other stand also engages.  
The non-HQ stand(s) don't have to contact the same target.
- \*A soft vehicle or Halftrack mounted HQ stand can dismount & become a foot HQ stand.  
Other AFV mounted HQ stands cant do this.
- \* HQ stands cant fire, other stands in a HQ Coy can fire.
- \* If BC dies, a platoon acts as the new BC in all respects (cant shoot, rides arrow in attack, stationary in defend etc).

### **3.7 ATTACK ORDERS**

- \* If you cant see enemy at start of your movement phase ("unopposed"), all stands must move 6" min (terrain permitting) & may only stop if they accidentally bump into an enemy stand. Exception-BC must stop at arrowhead.
- \* All stands incl HQ can move less than min, pivot 45deg or stop 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 above as ordered along arrow.
- \* If a Command Arrow goes thru a terrain feature (eg. 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 when they reach the bend.

### **3.8 DEFEND ORDERS**

- \* As long as enemy is visible to a stand , all non-HQ stands can pivot 45deg, advance & reverse, all within the CZ. But they cant pivot & advance towards or reverse away from enemy stands they cant see, even if they are very close.
- \* When BC reaches end of arrow , 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 cant exceed move distances. Once in their defense positions, all stands remain stationary unless enemy are spotted.

### **3.10 RESERVE ORDERS**

- \* Can commit Reserve after any stand on your side spots a stand from an enemy Fighting Btn (not a Recon stand).

### **3.11 BREAKING-OFF**

- \* If vehicles break-off they pivot 180deg , move directly away & may suffer disappearing fire to their rear aspect.

### **3.12 CHANGING ORDERS**

- \* Once any enemy fighting (not recon) stand is spotted by any friendly stand on your side, orders can be changed.

### **3.13 COMMAND ZONE "CZ"**

- \* 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.

### **4.0 RECON**

- \* Recon stands wanting to return to the normal CZ cant turn about face & move straight back. They can only pivot 45deg or reverse 3" per turn straight back.

### **5.0 MOVEMENT**

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

### **5.6 LIMBERING/UNLIMBERING**

- \* When limbering/unlimbering towed weapons, physically replace the weapon with the transport stand & vice versa.

### **5.7 INFANTRY MOVEMENT**

- \* Motorcycle & bicycle troops are spotted as foot infantry.
- \* Motorcycle troops move 12", don't suffer any wheeled movement penalties & get 6" bonus on roads.
- \* Bicycle troops move 6", don't suffer any wheeled movement penalties & get 3" bonus on roads.
- \* Infantry on horseback are spotted as vehicles, have DEF factor 4, but can permanently dismount & DEF becomes 5.
- \* Carts carrying mortars or HMGs must be stationary to fire.
- \* When dismounting, simply replace the transport with the infantry stand, they are not placed touching the transport.

### **6.1 SPOTTING DISTANCE**

- \* Infantry & guns in cover or open & vehicles in cover are spotted to 12" if they fire.  
Exception- mortars (82mm or less) are only spotted to 3" if firing from cover.

### **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.  
Eg. 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 touching a wood edge can only spot enemy in the wood if the enemy are at the edge.

### 6.5 AMBUSH

- \* A stand can ambush fire thru "freshly laid" but not thru "stoked" smoke.
- \* Stationary stands in cover can claim ambush. Spotting cover is included (hills, fields, hedges etc).
- \* Ambush fire occurs in the appropriate stationary fire phase & not before any other fire.
- \* A stand that qualifies for ambush, & chooses not to fire, can't be fired at in the turn it was first spotted.
- \* Stands that fire from cover are spotted to 12". Any enemy that saw them fire still spot 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. Eg. A gun with 18" range spots Inf. dismounting at 14", it cant fire at them since >9" spotting range. If the gun was on a 2 level hill (adds 6" to spotting) it spots the Inf. & can fire AI (-1).
- \* SPGs firing in phase 3c usually have DEF 3(5) (eg. Marder). Assault Guns (eg. Stug) & TDs (eg. Hetzer) can only fire in 3d, except turreted TDs (eg. M10/18/36) can fire in 3d & 3f.

### 7.3 DIRECT FIRE TARGET PRIORITY

- \* Within each priority group all targets are equal & proximity rule decides. Eg. Tank shoots at an Armored Car if it's closer than a Tank, TD or SPG.
- \* Tanks, Assault guns, TDs, SPGs, ATGs, Artillery, Flak, Armored cars & Halftracks use Tank target priorities:
  - a. Tanks, TDs, Armored cars or SPGs.
  - b. Other armored vehicles (eg. APC)
  - c. ATG, Flak or Artillery (limbered or not)Exception- German SPGs (Gw1-11, GW 38t & Sig33) are treated as Infantry Guns.
- \* Rifles, SMG, HMG, Flame & Infantry guns (SP or towed) use Infantry target priorities:
  - a. Infantry (Rifle/SMG) then
  - b. Gun, HMG or Mortar crew (mounted or not)
- \* Weapons with AT or AI "-" can not use that fire mode. Eg. PzI tank cant fire AT so priority (using AI) is:
  - a. SPG (only if DEF 3(5)),
  - b. APC (only if DEF 2/2/5),
  - c. ATG/Flak/Artillery (only if not armored), then closest "soft target".
- \* Disappearing target rule is subordinate to Proximity rule, both are subordinate to Like Target rule. Eg. Tank, with enemy APC at 3", SPG at 4" & disappearing Tank (flank) at 5", fires at SPG at 4".

### 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 SUPPORT FIRE

\* Only "heavy weapons" can SF: Tanks, Assault guns, TDs, SPGs, ATGs, IGs, Flak, Artillery, HMG, Recoilless rifles, Armored Cars, Halftracks, Flame-thrower vehicles. But see exceptions

below.

- \* Jeep (0.3cal) in 1942 US TD Btn Gun Coy can SF, but not the Jeeps or Scout Cars in the Recon Coy.
- \* M20 Armored Car in 1943-45 US TD Btn can SF, but not the M8 Armored Cars in the Recon Coy.
- \* Heavy weapons listed as "Support" in the US TO&E qualify (eg. M8 HMC & M4 /105mm in Tank Btns).
- \* Any tank ( incl. Heavy ) attached to a Tank Btn cant SF.
- \* Any tank attached to an Inf. Btn in an Inf. Div can SF.
- \* Cross-attached tanks in an Armor Div cant SF. Cross-attached tanks in an Inf. Div can SF, only in "Inf heavy" Btn.
- \* Stugs in the Panzer Grenadier Div "Panzer Btn" can SF only if attached to an Inf. Btn.
- \* Stugs or Marders in the Div Anti-Tank Btn can SF if attached to any Btn (incl. a Tank Btn or "Panzer Btn" above).
- \* Engineers cant SF unless "heavy" (APCs & hand-held flame-throwers don't count, AVRE Petard & Sturmtiger do).
- \* Recon platoons integral to or attached to a Fighting Btn cant SF.
- \* If the Div Recon Btn is used as a Combat Btn, then its heavy weapon stands can SF. Those that qualify are:  
Germany: Heavy Weapons Coy (excl. Engineer platoons).  
USA: Lt. Tank Coy (M3/M5), Assault Gun Troop (M8 HMC). Russia: M/Cycle Btn Anti-tank Battery (45mm ATG).
- \* If using the special SF rule, a firing support stand can be shot at even though its not visible, 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.
- \* The special SF rule (measure range from front of supported stand) is only used if the support stand can't see the target.

### 7.5 INFANTRY FIRE ATTACKS

- \* Infantry can fire at APCs up to 3" using AI factor. If APCs are over 3" away then other targets must be chosen.

### 7.5 DIRECT FIRE MODIFIERS

- \* Target in foxholes in woods = -1.
- \* Target in well-prepared entrenchment's in woods = -2.
- \* Hull down is not cumulative with other cover mods. Target hull down in woods = -1.
- \* Target in light cover (foxholes, woods & outskirts but not fields & hedges) = -1.

### 7.9 APCs, TRUCKS & TOWED WEAPONS

- \* APCs, Trucks & other soft vehicles are permanently removed when passengers dismount. Exception: Engineers in APCs can keep their APCs when performing engineer tasks ( eg. clearing mines ).
- \* Against APCs, attacker chooses best factor AT or AI, except infantry must use AI & only to 3".
- \* Weapons being towed or limbered up have DEF=2 (for the towing vehicle). On the turn they unlimber DEF=5.

### 8.2 MINIMUM/MAXIMUM RANGE

- \* An artillery target, outside max direct fire range & inside min indirect fire range, can't be targeted.

#### 8.4 OBSERVED FIRE MISSIONS/TARGETING

- \* Fighting /Recon/HQ platoon acting as FO need not be designated until calling in fire for the first time. They do block friendly fire & count towards town sector capacity limit. They use Infantry priority & proximity rules (7.3).
- \* Crew-Sighted batteries may use indirect fire on targets they spot themselves with no response die roll necessary, use Infantry priority & proximity rules. If capable of direct fire, they use direct fire instead & Tank priority/proximity rules
- \* Div FO doesn't block friendly fire & doesn't count towards town sector capacity limit.
- \* Div FO in Divisional Support must move with his assigned Btn, even if it breaks off.
- \* Div FO in General Support, in CZ of Btn that breaks off, need not move with it, but may move to another Btn CZ.
- \* Div FO in General Support can roam between Btns as desired (ie. move from one CZ to another CZ).
- \* Div FO is spotted at all times like foot infantry & moves 12" in any terrain.
- \* Div FO can call in fire against any eligible target ( incl. HQ ) & is not restricted by priority or proximity rules.
  - Exception: Div FO may not be targeted with direct or indirect fire unless he is the only target.
  - Exception: He must support the btn to which he is attached , he must target any enemy opposing his btn first.
- \* Div FO can be targeted with smoke to block his LOS.
- \* Div FO in Close combat alone is automatically killed. If paired-off with friendly stands, Div FO suffers their fate.
- \* Observed indirect fire lands on a target position after movement, in the artillery phase, with no disappearing fire.

#### 8.5 SMOKE

- \* Smoke can be laid anywhere the FO or crew can see, up to 18"away, but not onto town sectors. Eg. 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 parallel to the table edge & placed before rolling the die to see if it lands.
- \* When stoking, you may roll to replace smoke that failed previously. FO doesn't need LOS to do this.

#### 8.8 ROCKET ARTILLERY

- \* Every time it fires, whether it's the same target or not, you must roll 4 or higher to get it on target.

#### 9.4 AIRCRAFT ATTACKS

- \* When placing aircraft in attack position, it can be placed anywhere adjacent to the target stand to maximize its effect against other eligible stands nearby or avoid flak.
- \* Flak presence modifier applies in aircraft attack provided flak stand(s) actually fire flak that turn.
- \* Once a flak stand fires at any plane, all planes within its range suffer the flak presence modifier that turn.
- \* Each target in the beaten zone can only be attacked once per plane.

#### 9.6 FLAK FIRING PROCEDURE

- \* Towed or SP flak (Halftrack or Möbelwagen) use direct fire in 3c. They can't move & fire.
- \* Fully turreted flak (Wirbelwind or Ostwind) use direct fire in 3d or 3f. They can move ½ speed & fire.

- \* Flak stands can use direct fire (but not AA fire) from wood edges or support fire if behind a stand at a wood edge.

#### 10.0 CLOSE COMBAT

- \* Stands can't move into town sectors & CC unspotted enemy in the same turn. They must stop at the edge & close assault next turn. Ignore the rule that says there never any accidental close combats unless inside town sectors.
- \* The front edge or corner of attacking stand can contact any part of the defending stand to CC.
  - Eg. 3 attacking stands can contact a defenders front at left corner, center & right corner.
- \* Close combats can't circumvent target priority rules (7.3). You can't CC a lower priority target if a higher priority target can be assaulted or shot at.
- \* If larger force loses a multiple platoon combat, one stand dies (random choice or loser choice) & the rest retreat. They retreat double move distance straight back according to their current facing. They pass thru any enemy en route.
- \* If moving 2<sup>nd</sup> 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.

#### 10.2 OVERRUN ATTACKS

- \* Sequence: Move to target. If target breaks off (target cant 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 can't circumvent target priority rules (7.3). Eg. Tank can't attack an ATG if spotted enemy AFVs can be shot at. Eg. Tank can't attack infantry if spotted enemy ATG can be attacked or shot at.

#### 10.3 CLOSE COMBAT MODIFIERS

- \* Assault Engineers = +1 (only if German Armored Assault Coy of Div Engineer Btn).
- \* Flame-throwers = +1 (German Assault Engineers (above) don't get this mod as well).
- \* Armor overrunning dug-in target = -1 entrenched. Entrenched is not in open for combat purposes.
- \* Armor in town sectors is supported provided at least 1 friendly infantry stand is in with them, alive.
- \* Heavy Tanks (unsupported in town -1) are:
  - 1939-41: Char-B, Matilda 1 & 2 , Valentine, T34, T35, KVs.
  - 1942: Tiger 1, Churchill, KVs.
  - 1943-45: Tiger 1 & 2, Brumbar, Sturm & Jagdtiger, Jagdpanther, Elefant, Churchill, Pershing, IS2, ISU122, ISU152.
- \* Target in Outskirts = -1
- \* Suppressed defender = -2.
- \* Attacker moving into sector (not outskirts) & suppressed by sector defender fire = -2
- \* Sector defenders don't get "+" mod for defending the sector & don't count as entrenched.
- \* Crew served weapons (set up only) = -1. Platoons attacked in trucks or towing die auto along with towed weapon.
- \* Target entrenched = -1. This applies even if attacked in flank or rear, but +1 for attacker under 14.0 Advanced rules.

#### 11.2 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.

### 11.6 SECTOR COMBAT

\* 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 first, 1 defender dies. Defender wins second, 3 attackers die. Further round of combat of 3:1. Defender wins, 3 remaining attackers die.

\* Limit is 6 stands max per side in sector combat. Stands in outskirts are not involved. Eg. Side A moves first & can move up to 6 stands in, Side B had 1 stand in & may move up to 5 more in. Only the stand originally in can fire.

\* At end of combat, if victor has >3 stands, then excess must retire to the sector they came from or to the edge of the sector they entered from (adjacent to & facing the edge) or if they had reversed in from the outskirts, then back to the outskirts. The route of retreat can not be in to contact with enemy, retreating stands deviate the minimum distance necessary to avoid contact.

### 11.7 SECTOR OUTSKIRTS

\* The stand must be placed against the center of the sector edge.

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

\* A stand in outskirts must be contacted in order to close assault it, you cant just contact the sector edge.

\* Outskirts entry methods: a. Move out from the sector. b. When deploying under defend order (incl. implied order change when attacker reaches arrow point). You can't reverse in.

\* Spotting /firing is measured to/from the stand in outskirts & not the sector edge

\* A town sector has no outskirts if a road or other terrain like woods or fields are within 1.25".

### 13.0 MINES

\* Stands are attacked if moving into or threw a minefield square. For example a stand, moving through two squares & ending its move in a third square, would be attacked three times. If next turn it moves out of the third square then it is attacked again as it leaves. Exception: An engineer stand rolls a die for each minefield square & if 3-6 rolled it is not attacked. If 1-2 rolled, the engineer is attacked, but they still detect the minefield.

\* 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.

## ADVANCED RULES

The following are optional advanced rules.

### PRE-GAME RECONNAISSANCE:

The following variation attempts to model the situation where opposing forces have been in the battle area for a number of days. During this time the attacker, in particular, has sent out small patrols to gather information of local enemy formations as well as key defense positions. The following explains the process:

1. Each commander, depending on the size of table and scenario, marks the battalion headquarters of any on-table troops on their own map. This is of course normally only the defender, but sometimes the attacker has battalions on table as well.
2. Battalion headquarters are placed on the table within 6" of the marked positions.
3. The defender determines allocation of support weapons and cross attachments and marks these on his rosters as normal.
4. The attacker determines support weapons and cross attachment allocations.
5. Both commanders now commit their command arrows to their maps. This is, of course, usually only the attacker, as the defender has stands allocated to defend or reserve orders. The attacker defines all pre-programmed artillery fire in his attack plan.
6. Both players adjust the location of their respective battalion headquarters stands to comply with their maps and then deploy their battalions within command radius of the battalion headquarters stands. The game now begins, including any pre-game pre programmed artillery fire.

### ANTI-AIRCRAFT FIRE:

When conducting anti-aircraft FLAK attacks against aircraft stands measure the distance from the anti-aircraft stand to the aircraft, as normal, this determines if the attacking aircraft can be shot down, or forced to abort, before it begins its attack run. However, when actually resolving the aircraft attack against ground targets measure the distance the from each attacked ground stand to the anti-aircraft weapon. If the distance between the two is within the lateral range of the anti-aircraft weapon the attacking aircraft suffers the normal attack air attack modifier penalty corresponding to the type of anti-aircraft system. This simulates the flak as the aircraft progresses down it's bomb run. Anti-aircraft weapons so engaged can, of course, not fire in other combat phase.

### SMALL VEHICLES:

All jeep, kubelwagon and motorcycle platoons are spotted and fired on as infantry stands, with a DEF 5, if they move 6 inches or less. If however, they move greater than 6 inches in the turn they are spotted as and fired on as vehicles. British carrier platoons that move more than 6" in a turn are spotted as vehicles.

These stands can not move more than 3" and fire against armoured targets.

### TOWN SECTORS:

Specialised forward observer stands, including Air Ground Controllers, in town sectors, not outskirts, increase the range they can spot enemy by 3".

## COUNTER BATTERY FIRE

Prior to the start of the game, the following should be done:

Allocate which Battalions (Commonwealth Battery's) are assigned to Counter Battery duty. These units may not participate in normal artillery fire and may only conduct counter battery tasks. They should be the units equipped with the largest calibre or longest ranged weapons - it was not normal practice to have 75mm Howitzers on C.B. duty and 150mm Guns firing barrages and bombardments! Normally this artillery will be from Corps or Army reserve assigned to the Division's sector especially for this task (e.g. British 4.5" Gun Medium Artillery Batterys, U.S. 155mm Long Tom Battalions, etc). Rocket units may not be assigned to C.B. tasks in W.W.II. These units have limited ammunition the same as normal artillery units. Some Nations only assigned a very very small portion of their artillery to this, nations such as the British Commonwealth and the U.S. assigned quite a bit, even their Divisional Field Guns (25pdr, 105mm Howitzer) undertaking C.B. roles sometimes.

Decide whether any Counter Battery spotting unit is present with sound ranging equipment and such. Only one unit is required to direct/assist all the C.B. artillery of the Division.

During the game Counter Battery fire is conducted in the artillery fire phase after all other artillery fire by both sides has been completed. Use the following sequence:

Roll once for every enemy Battalion/Battery that fired this turn (or fired Counter Battery last turn) and that has not already been located. Any unit firing 65mm Guns or larger or 120mm (4.2") Mortars or larger may be located. Throw 5+ to locate, adjusting throw as follows:

- +2 if British/Commonwealth/U.S. Counter Battery Spotter present with the Division.
- +1 if German/Italian/French/Soviet Counter Battery Spotter present with the Division.
- +1 if Target unit has fired for 2 or more consecutive turns.
- -1 if Target unit fired for the first time in the game or moved/unlimbered in the previous turn.
- -1 if Target unit is Infantry Guns or Mortars.
- -1 if no Counter Battery Spotter present.

If the throw required is greater than 6 then throw 2 dice with 11-12 resulting in successful location.

Once located a unit will be automatically spotted each time it fires, until it changes position by moving all its stands at least 6".

Allocate available C.B. units as desired to located enemy Artillery units that fired **this** turn. Generally fire should be directed at enemy C.B. units or large calibre artillery first then down the chain to lesser targets, firing on mortars and I.G.s only if no other targets are available.

The firing unit will be assumed to spread its fire evenly between all the gun stands of the target.

The C.B. firer must have an equal or greater range than the target if the target is off-table. If the target is on table the C.B. firer is always assumed to have sufficient range.

Resolve Indirect Fire effect against target stands as normal - the location roll above replaces the response roll for normal indirect fire - so just throw for suppression, etc...

## IMPROVED BRITISH ARTILLERY:

The Royal Artillery was a highly effective force, and although Spearhead represents the numerical advantage that the British and Commonwealth artillery enjoyed, in my opinion it underrates it, and does not represent the superior fire control. Additionally the British should "technically" have an observer for every gun model, and 1 for every battery HQ, any of which can control all the guns of the Regiment (and later the Division and Corps). Therefore, to bring it back on a par with the US and German artillery, and to provide it with the equivalent of the US General Support bonus, I suggest the following two rules:

- All British and Commonwealth artillery is treated as US on the "Divisional Support" table after August 1942 (i.e.. throw 3+ for success).
- From September 1942 any British or Commonwealth Battery FO may claim **all** the guns of their Regiment for a fire mission (treat as one "large" artillery unit). All the Guns must of course be available in the game. They must declare this intent before throwing for success. This represents both the British system of placing complete responsibility and trust for decision making with their junior officers (The Troop and Battery commanders), and the improvements made to their artillery fire control and communication techniques in and after 1942.

An example of the quality of Commonwealth Artillery was the New Zealand Division in Italy in 1943-45. The German forces could identify the location of the Division solely by the accuracy and speed of reaction of its Artillery fire! When the Division was transferred to Cassino its Artillery was forbidden to fire so as not to alert the Germans that it had moved from the Adriatic front.