

## **WWII SPEARHEAD RULES CLARIFICATIONS**

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The following clarifications were originally compiled by the members of the Spearhead Yahoo Mailing List. This file has since been modified further with some minor modifications and clarifications specifically for use at the New Zealand National Wargame Convention 2007.

### **2.3 SUPPORT BATTALIONS & ATTACHMENT**

- \* Regiment or Brigade Heavy Weapon Companies do count towards the three company attachment limit.
- \* The Regiment or Brigade HQ company is attached by company.
- \* An HQ Company does not count towards the three attachment limit. Three "ordinary" companies plus one HQ Company can be attached.
- \* If splitting a Support Battalion, the HQ Company is attached with one of its "ordinary" companies.
- \* An entire Support Battalion, incl. HQ Company, can be attached to a Fighting Battalion, even if it exceeds the three company attachment limit.
- \* Support Battalions are listed as Divisional or Corps Assets in TO&E. Being attached to a Fighting Battalion doesn't necessarily mean a stand can use Support Fire (see 7.4).
- \* HQ stands & any attached stands (except Reconnaissance, FAO and AGC) increase the size of a Battalion for morale & command zone purposes.

### **3.2 TACTICAL HQ**

- \* Attacking HQ stand can Close Assault along its arrow provided at least one 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 can't do this.
- \* HQ stands can't fire, other stands in a HQ Company can fire.
- \* If Battalion HQ stand is eliminated, a platoon, other than a higher level stand stepping down, defines the command radius of the battalion and rides the command arrow. It can continue to fire as a normal stand.

### **3.7 ATTACK ORDERS**

- \* If elements of a battalion can not spot 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, including HQ stands, can move less than minimum, pivot 45deg or stop on the turn after enemy is spotted by any stand in the battalion. The attack order still however applies. If they no longer spot enemy then they must move as above as ordered along arrow.
- \* If a command arrow goes through a terrain feature, for example a wood, then BC must go through 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 can not pivot & advance towards, or reverse away from, enemy stands they can't 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 more than one turn. Unlimited pivots are allowed, but stands can not exceed move distances. Once in their defense positions, all stands remain stationary unless enemy stands are spotted by elements of the battalion.

### **3.10 RESERVE ORDERS**

- \* Can commit Reserves after any stand on your side spots a stand from an enemy Fighting Battalion unless the spotted stands are reconnaissance stand.
- \* The entry point of off table reserve battalions should be marked on the players map prior to the game.

### **3.11 BREAKING-OFF**

- \* If vehicles break-off they pivot 180 degrees, 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**

- \* Reconnaissance stands wanting to return to the normal CZ can't 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 and British Carrier Platoons 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.

Fields only provide spotting cover in mid-late summer when tall crops, such as maize and corn, are at their full height. At all other times they are deemed open ground, or if other types of low crops. Fields of tall crops block LOS so you can not see beyond them or into the centre of them unless on higher ground. Likewise you cannot see out unless on the edge or observing troops on higher ground.

Example: Infantry in the centre of a maize field can not be seen by troops outside the field and can only be seen at 3" by those inside it. However, some infantry observing on an adjacent one contour hill can see them at 6", (3" for infantry in cover +3" for one hill contour). If the infantry open fire for any reason the observers on the hill will be able to see them at 15". Other observers outside the hill will not be able to see them. Likewise a tank in the maize field would be visible to the observers on the hill at 9", or if it fired to 15".

### 6.3 LINE OF SIGHT

\* LOS is blocked by woods, but if a stand enters a wood it can spot, and hence fire, up to 3" inside the wood. For example, 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 and not before any other fire.

\* A stand that qualifies for ambush, and 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 eliminated stands are removed as they occur. Stands eliminated can only fire back in the phase they were eliminated.

\* Dismounting/unlimbering doesn't count for disappearing fire. Infantry are fired on after dismounting if they are still spotted, unless they disappeared during transportation. For example a gun with 18" range spots infantry dismounting at 14", it can't fire at them since >9" spotting range. If the gun was on a two level hill, adding 6" to spotting range, it spots the infantry and 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. For example tanks shoot at Armored cars 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:

- Tanks, TDs, Armored cars or SPGs.
- Other armored vehicles (eg. APC)
- 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:

- 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 can't fire AT so priority (using AI) is:

- SPG (only if DEF 3(5)),
- APC (only if DEF 2/2/5),
- 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.

For example a 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 Support Fire (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 battalion Gun company can SF, but not the Jeeps or Scout Cars in the Reconnaissance company.

\* M20 Armored Car in 1943-45 US TD battalion can SF, but not the M8 Armored Cars in the Reconnaissance company.

\* Heavy weapons listed as "Support" in the US TO&E qualifies for SF (eg. M8 HMC & M4 /105mm in Tank battalions).

\* Any tank (incl. Heavy) attached to a tank battalion can not SF.

\* Any tank attached to an infantry battalion in an infantry division can SF.

\* Cross-attached tanks in an armoured division can't SF. Cross-attached tanks in an infantry division can SF, only in "infantry heavy" Battalion

\* Stugs in the Panzer Grenadier Division "Panzer battalion" can SF only if attached to an infantry battalion.

\* Stugs or Marders in the divisional Anti-Tank battalion can SF if attached to any battalion (including a tank battalion or "Panzer battalion" above).

\* Engineers can not SF unless "heavy" (APCs & hand-held flame-throwers don't count, AVRE Petard & Sturmtiger do).

\* Reconnaissance platoons integral to or attached to a fighting battalion can not SF.

\* If a Divisional Recon Battalion is used as a Combat Battalion, 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 Battalion 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, measuring range from front of supported stand, is only used if the support stand can't see the target.

With reference to 7.4, paragraph two, the rule only applies to woods, fields of tall crops, marsh or swamps, or area equivalents such as orchards and vineyards. It does not apply to troops sheltering behind hedges or walls or troops on hills.

## 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 modifications, for example a 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. For example, 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 maximum direct fire range & inside minimum indirect fire range, can not be targeted.

## 8.4 OBSERVED FIRE MISSIONS/TARGETING

- \* Fighting, Reconnaissance or HQ platoons 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.
- \* A divisional FO does not block friendly fire & does not count towards town sector capacity limit.
- \* A divisional FO in Divisional Support must move with his assigned Battalion, even if it breaks off.
- \* A divisional FO in General Support, within the command zone of battalion that breaks off, need not move with it, but may move to another battalion command zone.
- \* A divisional FO in General Support can roam between battalions as desired. That is it may move from one command zone to another command zone.
- \* A divisional FO is spotted at all times like foot infantry & moves 12" in any terrain.
- \* A divisional FO can call in fire against any eligible target, including HQ stands, & is not restricted by priority or proximity rules.  
Exceptions: A divisional FO may not be targeted with direct or indirect fire unless he is the only target. The FO must support the battalion to which he is attached, he must target any enemy opposing his battalion first.
- \* A divisional FO can be targeted with smoke to block his LOS.
- \* A divisional FO in Close Combat alone is automatically killed. If paired-off with friendly stands, a divisional 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. For example, 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.
- \* Smoke from multiple artillery battalions should be placed before any is dicing for dispersion is made.
- \* 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 rocket artillery fires, whether it's the same target or not, you must roll 4 or higher to get it on target.
- \* The die roll for being on target is made for each template, not the battalion as a whole.
- \* Templates from firing stands must be aligned contiguously and parallel to the players base edge each template having the same distance from the players table edge. They may not be stacked.
- \* The rules state that rocket fire can be drawn down on likely enemy positions. This is only allowed in games using full hidden movement.

## 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

- When FLAK vehicles firing at ground targets the following clarifications apply:
- \* All FLAK vehicles firing at ground targets, rather than aircraft, fire in phase 3d or 3f determined by the stand having been stationary or having moved.
  - \* 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 not move into town sectors & initiate close combat (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.  
For example three 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 threw any enemy en route.
- \* If moving second 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 the stands allowance. A pivot is allowed if needed to follow target. If you catch 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). For example a tank can't attack an ATG if spotted enemy AFVs can be shot at. Likewise a 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 Battalion).

\* Flame-throwers +1 (German Assault Engineers, above, don't get this mod as well).

\* Armor overrunning dug-in target -1 entrenched. Entrenched are not in open for combat purposes.

\* Armour in town sectors is supported provided at least one friendly infantry stand is in with them, and has not been eliminated.

\* 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 "+ " modification for defending the sector & don't count as entrenched.

\* Crew served weapons (set up only) -1. Platoons attacked in trucks or towing are automatically eliminated 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 45 degrees at the edge then move in a straight line.

\* If a road separates two sectors, you can't move directly from one 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. Example One: Six attackers vs one defender & defender wins, six attackers are eliminated. Example Two: Six attackers vs two defenders are split into two combats of 3:1. Attacker wins first, one defender is eliminated. Defender wins second, three attackers are eliminated. Further round of combat of 3:1. Defender wins, three remaining attackers are eliminated.

\* Limit is six stands maximum per side in sector combat. Stands in outskirts are not involved. For example side A moves first & can move up to six stands in, side B had one stand in & may move up to five more in. Only the stand originally in can fire.

\* At end of combat, if victor has >three 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. Retiring stands can not contact enemy and deviate 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 can not 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 is 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.

## **TABLES OF ORGANISATION & EQUIPMENT**

### **SOVIET TANK BRIGADES** (Page T/O 35 – 40)

As indicated in the Organizations, these are used either as an entire Brigades with a single Order, or may be used (usually from 1943 on as per Organizations) as individual battalions each with a separate Order, or as entire Brigades as before.

### **SOVIET TANK/TD/SPG COMMANDERS** (Page T/O 35 - 40)

When a Command stand is not given in an organization for a regiment or battalion, and when such units are permitted to operate independently, use one of the vehicles as the "commander" for purposes of establishing radius and following the Command Arrow. Examples include Tank Destroyer and SPG Regiments from Corps Assets, and also later war tank battalions when permitted in the Organization notes.

### **SOVIET SELF-PROPELLED GUNS** (Page T/O 35 - 40)

SU-76s are considered to be direct fire weapons only. They are not able to fire indirect.

### **SOVIET DIVISIONAL ASSETS**

Small Russian divisional support battalions, which do not comprise separate companies such as the 1944 Tank Corps Tank Destroyer Regiment of four SU-85s, count as one company for attachment purposes. They may also be fielded as Reduced Battalions as described in 3.0. See also the clarifications file for defining command stands in small Russian battalions.

### **BRITISH CARRIER PLATOONS**

The Carrier Platoons, and stands carried in carriers rather than towed by carriers, are spotted as infantry. Due to their increased movement they are counted as tracked for movement penalties such as moving through woods.

## **DATA CARD ERRATA**

### **GERMAN**

\* Sdkfz 250/8 with 76mm is misnamed. The correct designation is 251/22. Data remains unchanged.

\* Nebelwerfer maximum Indirect range is 70", not 140".

### **ITALIAN**

\* Semovente 90/53mm Direct Fire AI range should be 6", not 5".

### **RUSSIAN**

\* ISU 122 Direct Fire AT= 9, not 8.

\* SU-76 can not conduct indirect fire.

### **UNITED STATES**

\* Pershing Tank DEF= 7/5 not 7/2.