

Modern Spearhead (1956+) Quick Reference Sheet (Mod ARSM Mk6)

Sequence of Play

1. Determine Initiative

- Initiative: NATO 1/2 +2; Warpac 1/2 +1
- Check for Flank March

2. Movement

- A Move, declare Close Combats & EW
B mark possible Disappearing Fire
- B Move, declare CC & EW attacks
A mark possible Disappearing Fire

3. Fire

- Indirect: Artillery, Mortar, Rocket & SRBM
- Air Support requests, AAA, fixed then rotary wing Air Attacks
- Stationary Direct Fire
 - Ambush Fire resolved First
 - All other Stationary Direct Fire
- Moving Direct Fire

4. Close Combat Resolution

5. Command

- Forced Order Change Ck/Rally
- Rally from Suppression
- Order Changes
- Reserve Commitments

Spotting

Cover: Inf/Jeeps 3" Other Vehicles 6"

Open: Inf/Jeeps 9" Other Vehicles 18"
+3" per level higher.

Platoons firing from cover are Spotted to 12" except mortars of 82 mm or smaller. ATGWs and SAMs are Spotted to 18".

Reduced Visibility

Night-Vision	Conditions	Dsk/Dwn	Moon	Rain	Night
None	x 2/3	x 1/2	x 1/2	x 1/2	x 1/3
IR	x 2/3	x 1/2	x 1/2	x 1/2	x 1/2
TI	x 1	x 1	x 2/3	x 2/3	

Ambush: Unspotted stationary platoons in Cover may claim ambush fire, except ATGWs.

Spotting occurs at any time during a phase, but does not take effect until the beginning of the next phase.

Unit Types

Units are characterised by Combat effectiveness in attack and defense, by their Cohesion and by their reaction to casualties (Limited/Total War).

Combat: Raw, Trained, Regular, Crack, Elite.

Cohesion: High, Normal, Low (+Stubborn)

3rd World may have **Poor Maintenance**.

Movement

Terrain Track Htrk WI/Tw Inf

Open	—	—	—	—
Woods	1/3	1/3	1/4	—
Lt Hedge	—	—	1/2	—
Hedgerow	NA	NA	NA	1/2
Roll Hills	—	—	1/2	—
Rgh Grnd	1/2	1/3	1/3	1/2
Fields	—	—	1/2	—
Soft/Mud	1/2	1/3	NA	1/2
Snow	2/3	1/2	1/3	1/2
Marshes	1/2	1/2	1/3	1/2
Depress	—	—	1/2	—

Road Bonus: Wheeled 6", Tracked 3"

Combat Movement: 1/2 or 2/3 Max.

Command Zone:

Recon: 36" (same as rest of Btn if **Poor Recce**)
Rest of Btn: 12 Plt 12", 13-18 18", 19+ 24"
any distance if supports dropped-off.

Electronic Warfare

Missions:

- Radio Jamming
Artillery/Air Response & Order Change -1
- Radar Jamming
AA Platoon Fire -1
- Radio Location-locates 1 HQ or FO
Location Priority
 - Higher HQ issued Order Change, committed Reserves or Called Fire
 - BC that received Order Change, issued Tactical Break-Off or Called Fire
 - Div/Bde FO which Called Fire
- Radar Location-locates 1 AA Platoon
Location Priority
 - Off-table vehicle-launched SAM
 - On-table vehicle-launched SAM
 - On-table AA Guns ≥ 20 mm

Mission Success Chart

EW Mission	Against				
	N 1	N 2	W 1	W 2	3rd W
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
3rd World	6	6	6	5	4

Modifiers to Die Roll:

- Radio or Radar Location vs defender -1
 - Radar Jamming without air superiority -1
- Die roll must equal or exceed the listed number in order for the EW Mission to be successful.

Flank March

Die Roll Result

1-3	No
4-6	Yes

Modifiers to Die Roll:

- NATO 1 +1
- NATO 2, Warpac 1 +0
- Warpac 2 -1
- Deep Flank March -1
- 3rd World -2

Artillery & Air Response

Die Roll Result

1-2	No Fire this Turn
3-6	Fire Mission this Turn

Modifiers to Die Roll:

- NATO1 & Warpac1 +1
- NATO2 & Warpac2 0
- 3rd World -1
- Radio Jamming -1

Artillery level (NATO/Warpac/3rd World)

Spotter	Battalion	Brigade	Division
Fight Plt	-1/-2/-2	-2/u6/No	-3/u6/No
Recon Plt	0	-1/-2/-2	-2/u6/No
Bttn HQ	0	-1/-2/-2	-2/u6/u6
Bde/Rgt HQ	No	0	-1/-2/-2
Div HQ	No	No	0
FO*(own Bttn)	0	0	0

- (u6)= Unmodified throw of 6 succeeds.
- Unmodified throw of 6 always succeeds.
- Indirect fire directed by Bde/Div FOs are not subject to Target Priority.
- Smoke lands on 1D6=3-6 after placement.

Counter Battery Location

Die Roll Result

1-3	Not Located
4-6	Located this Turn

Only Divisional artillery may locate

Modifiers to Die Roll:

- NATO 1 +1
 - If Target Unit has fire 2+ consec. turns +1
 - Target is MRLs +1
 - NATO 2, Warpac 1 +0
 - Target firing for 1st time or moved -1
 - Warpac 2 -1
 - Target is SPGs (not MRLSs) -1
 - 3rd World -2
- Natural 6 always locates.

Fire Priority (Ground)

'A' (Main Battle Tanks): 1. Main Battle Tanks (AT 7+), 2. Other AFVs or Combat Teams, 3. Any other target

'B' (Combat Teams/Other AFVs): 1. Any Combat Teams or ATGWs, 2. Any Rifle or SMG, 3. Any other target

'C' (Infantry): 1. Any Rifle or SMG, 2. Any Combat Teams or Crewed Weapons, 3. Any other target

'D' (AAA/SAM): 1. Any Fixed Wing Aircraft, 2. Any Helicopters, 3. Any other target

Fire Priority (Air)

Mission A: 1. AA or Helicopters, 2. Main Battle Tanks, 3. Any armored target (inc. Combat Teams)

Mission B: 1. AA or Helicopters, 2. Any Infantry, Combat Teams, Crew wpns, 3. Any Field Artillery or AT Guns, 4. Any other soft target

Mission C: 1. AA or Helicopters, 2. Any armored targets, 3. Any other target

Mission D: 1. AA, 2. Other Aircraft Helicopters

Aircraft Attacks

Die Roll \geq modified Aircraft Attack Number, then target is destroyed.

Target Eligibility:

Bombs: 1st + next 2 soft targets in Beaten.

Cannon: 1st 2 vehicle targets in Beaten

Fuel-Air Exp: 1st 4 targets in Beaten zone

ICM: 1st 3 targets in Beaten zone

Napalm: 1st 4 targets in Beaten zone

Rockets: 1st 3 targets in Beaten zone

Smart: 1st 2 targets in Beaten zone

Anti-Radiation Missiles: 1st AA target in Beaten

Die Roll Modifiers:

1. ICM vs moving vehicle or combat team +1
2. Bomb vs moving vehicle -1
3. ARM vs Crack -1
4. Napalm vs Entrenchments -1
5. Bomb/Cannon/Rocket/Smart vs cover -1
6. Bomb/Cannon/Rocket/Smart vs Entren -2
7. Napalm vs Tank/AFV (not CT) -2
8. ICM vs stationary in Cover or Entren -3
9. **Poor Ground attack training.** -1

AA Fire Modifiers*:

1. AA or Infantry SAM firing $\leq 18''$ -1
(ignore if delivering SB or ARM)
2. Larger SAM firing $\leq 30''$ -1
3. Off-Table SAMs fired -1

*AA Modifiers do not apply to helicopter attacks.

Fire Effect

Target Effectiveness Ratings

Die Roll	Elite		Trained	
	Crack	Regular	Raw	Result
1-3	1-2	1	No Effect	
4	3	2	Artillery/Air Suppress	
5-6	4-5	3-5	Suppress	
7+	6+	6+	Kill	

Throw one die at a time, apply current modifiers:

unmodified 1D6=1 always Miss.

Artillery/Air cannot double Suppress.

If 1D6 cannot Kill nor Suppress,

2D6=11,12 will always Suppress.

Final modifiers cannot exceed +3 or -3.

Modifiers to Die Roll:

1. Elite/Raw Firer +1/-1
2. vs Recce mode -1
3. Direct fire vs Woods -1
4. vs Foxholes -1
5. vs Heavy Cover -2
6. vs Suppressed -1
7. vs Town/Village indirect $\geq 150\text{mm}$ -2
8. vs 105mm \leq Twn/Vill. indirect $< 150\text{mm}$ -1

Close Combat

Roll 1 die for each platoon. Modified die roll greater than opponent, then 1 enemy destroyed & loser retreats Double Move. Re-roll ties unless higher morale; losers then retreat. Platoons attacked while in trucks or towing automatically destroyed.

Modifiers to Die Roll:

1. Combat Team in Open vs Soft Target +2
2. Crack/Elite +1/+2
3. Armor Overrunning in Open +1
+0 otherwise
4. Combat Team in Town +1
5. HQ platoon +1
6. Combat Engineers/Assault CEV/
Flamethrower +1*
7. Target Entrenched -1
8. Raw or Trained -1
9. Crew served weapons incl. ATGW &
SAM Vehicles -1
10. Combat Team in Open attacking
Unsuppressed AFV -1
11. Any Unsupported Vehicle in Town -2†
12. Suppressed -2

* Standard (Light) Engineers do not get this modifier.

† Vehicle stands are unsupported if at least 1 non-HQ dismounted infantry or Engineer, or non-HQ Infantry or Engineer Combat Team stand is not present in the sector.

3rd World armies may comply to following rules:

Poor officers

Forced Order Change

Die Roll	Result
≤ -2	Order Drops 2 Levels
1 to -1	Order Drops 1 Level
2-6+	Order Unchanged

Order: Attack, Defend, Break-off, Disperse. Check each turn unit is in contact.

Voluntary Break-off: Retreat for 2 turns/1 turn if cover is reached, on second turn go in defense (may turn freely).

Break-off: Retreat for 2 turns the roll on this table, on 2-6+, go to defense next move, else continue.

Modifiers to Die Roll:

1. Troops Cohesion High/Normal/Low +1/0/-1
 2. Stubborn w Defending Order +2
 3. Others w Defending Order +1
 4. $1/4(1/8) \leq$ Cum. Losses $< 1/2(1/4)$ -1
 5. $1/2(1/4) \leq$ Cum. Losses $< 2/3(1/3)$ -2
 5. Cumulative Losses $\geq 2/3(1/3)$ -3
 6. Enemy Penetrate Position -1
 7. Enemy on Flank/Rear $\leq 6''$ -1/-2
 8. Attacked by air this turn -2
- Cumulative Losses: for Total War (Limited War)

Suppression Rally

Die Roll	Result
≤ 0	Dispersed
1-3	Remain Suppressed
4-6	Rally

Modifiers to Die Roll:

1. Crack/Elite +1
2. Raw/Trained -1
3. $3'' \leq$ Bde/Regt HQ +1
4. $3'' \leq$ Division HQ +2

3rd World armies may comply to following rules:

Surrenders

Order Change

Die Roll	Result
1-3	No
4-6	Yes

Modifiers to Die Roll:

1. NATO 1 +2
2. NATO 2 +1
3. Higher HQ attached +1
4. Warpac 1 +0
5. Radio Jammed -1
6. Warpac 2, 3rd World -1
7. Under Fire (not IDF) -2

3rd World armies may comply to following rules:

Compulsory frontal assault, Poor combined arms assault, Poor attacks along roads.

Reconnaissance units targets

A Recce unit in **Recce mode** cannot fire but gets targeted at -1 by all direct and indirect fires, as in cover. The mode is declared during movement. The firing unit is not obliged to fire on the recce and may disregard fire priority if other targets are available.

If a recce unit wishes to fire, it must not be in Recce mode and will be treated as a standard unit as a target.

A Recce unit hit by fire and suppressed, may opt to break-off for one move directly away from fire and remove the suppression immediately.

This rule allows higher survivability of the recce units on the table, prompting them to observe and not fire, as it should be.

Irregular Forces

Irregular forces do not behave as a centralised command army have to adhere to the following rules:

- Irregular forces may have small battalion sized units, so a command range of 6" is added for "battalions" (combat groups) of six or less bases.
- An irregular force may be given defence or attack orders at the beginning of the game. These orders are given by the higher command of the irregular force.
- Orders cannot be changed by higher command to a battalion, as normal, when enemy units are seen by any unit, but can be changed only when elements of the battalion see directly an enemy. This is effectively a self-change of orders, not prompted by a higher-level command. This self-change may be caused by seeing any enemy, so also recce units. This rule simulates the poor coordination of irregular forces.
- Defence order. Irregular army defence order allows the irregular units to move within the "battalion" command range more freely and have a more flexible defence. It means that units may also disengage with backward movement (3") and not only pivot in place by up to 45 degrees per move. Battalion HQ can move backward as well (3"), but only away from spotted enemy units.
- Irregular armies are not very resilient to enemy fire, so they break-off combat (full two move retreat) on a bad morale roll if at least one unit is destroyed in combat, unless they are within a built-up area or on its edges, or all in cover or higher ground respect to any enemy firing unit.
- if a unit is destroyed by air units, a battalion in the open scatters in any direction at full speed (by the enemy player), away from spotted enemy ground troops. At the end of the two-move all irregulars must be within battalion command radius before any order can be issued again. Better follow above rules on ground units dispersion...

Limited and Total war losses

Forced order changes uses two different sets of modifiers in cases, depending whether the army consider the battle part of a limited or total war.

Examples:

- Gulf War should be considered a Limited war for both Allied and Iraqi armies. Allied may afford very few losses while Iraqi troops did not really considered war worthwhile the losses.
- Iran-Iraq war should be considered a Total War for the whole war in case of Iran, a Limited war up to 1981, then Total War for Iraqis .
- Third World War in Europe should be considered a Total War.

Variable Length Turn

Throw dice at the end of every turn, time will pass by:

1 = 15 minutes,

2-5 = 30 minutes,

6 = 60 minutes.

The extracted time is used for timed orders, artillery barrages etcetera.

Strategic Movement

These rules are meant to be used to connect between strategic movement on a mapo with march movement on the table.

Some rules must be devised, otherwise strategic movement of a Leopard II would be 6 km/hour, instead of the 20-25 km/hour in real life.

from Yahoo: even assuming a time scale of 15 minutes (at the lower end of the permitted window of 15 - 30 minutes for MSH) 4 turns is an hour. Which means that 6.0km an Hour for a leopard II, 4.8km an Hour for a Leopard 1, 3.6km an hour for a BRDM-2, 2.4km for infantry

Another:

I found it interesting that the tankers recording their experiences in the attack on Jalibah Airfield during Desert Storm reported combat speeds of only 8mph (!) and 20mph. The .50cal on the Abrams is meant to be fired when stationary! Many of the tankers stopped to fire throughout the 24th's campaign, stablization or no.

The Thunder Runs of 2003 were also conducted at well below 25mph. During the Marine attacks on the river bridges the tanks almost literally crawled.

That contrasted considerably with the 73 Easting reports where the infantry stayed mounted and all the vehicles moved together. Reports vary, but some maneuvering there was as slow as 12mph, at other times, 30!

Maybe combat is not as fast as I thought.

I need to look into strategic movement rates next, but it seems operations are always conducted at speeds far below what vehicles are capable of in theory.

Battalion with administrative vehicles movement, tanks are separated more, 1 vehicle every 4" to take into account non-fighting vehicles?

If you're going to try to represent road movement, then you must also consider road space. For example a German WW2 tank battalion occupies 7200 yd (4 miles) of road and moves at 20 kph. [The speed is set by doctrine and not vehicle performance, BTW.]

If we play on a map, and troops are declared on march, it becomes possible to move X4 respect to game movements. If attacked, such troops suffer a +2 attack modifier. Very risky!

This is map movement only, on table we use standard road movement. If a player decides to move in real march column, then he may decide to move up to X4 (one vehicle every 4 inches), with a +2 modifier whena attacked. Troops making such movement are seen at X1.5 and X2 distance.

Third World Armies

applies to Regular and Green Units, not Veterans. Examples are many units from Egypt 1948-1973, Iraq during all wars, Jordan in 1967.

Any of these rules may be applied depending on the theatre and scenario chosen.

Sheltered crews

units in Defence Order, under air attack or under threat of an air attack (Iraqis in 1991 Gulf War for example) are ambushed by all enemy units seen for the first time. This rule simulates the unmanning or partial manning of vehicles and heavy weapons by troops expecting or under an air attack.

(Example: an Iraqi unit which is attacked by US troops in a sandstorm, gets fired before it actually sees the enemy and it is not able to answer back in the same move, but it may fire in the next one).

Compulsory Frontal Assault

The attack arrow of a third world army can only be straight, unless it goes along a road (see "Poor tactics on attacks along roads" below). Elaborate attacks cannot be carried out for these armies, they just tend to go straight and do frontal attacks.

If a more elaborate attack is chosen, it may be done in a series of straight arrows. Every time the battalion will go to defence and a new order will be necessary to make further attacks.

Poor Combined Arms assaults

This rule partly exists already, I just rephrase it and add a rule. Third world armies have difficulties in making combined arms attacks.

Every unit in an attacking battalion must move at top speed. In this way becomes difficult to coordinate for example infantry attacks with attached tanks.

In addition to this, a non third-world enemy will be able to choose who to attack. Fire priorities, designed especially for developing combined arms attacks do not apply to third world armies targets.

A combined arms-like attack is still possible, but it will not be very convenient as in the case of better trained armies.

Poor assault tactics on attacks along roads

It is possible to make an attack arrow with bends (Compulsory frontal attack rule forces to attack using straight arrows), but only along roads. The command arrow is drawn on road, but all units must move along road.

Some third world armies do not go outside roads, even when conducting an attack on enemy positions (Example: Egyptians in Yemen in 1980's).

Poor officers

When HQ of a battalion with defence order has any of his units assaulted, morale needs to be tested for the HQ in the Morale phase. On 1D6=1,2 the HQ flees. The rout of the HQ will cause all defending troops to freeze in place, non being able to move or reorient to defend properly their positions.

This rule simulates the effect of coward battalion commanders fleeing in front of an assault, like Jordanians officers in 1967, leaving their troops at their destiny in front of a direct israeli assault.

Poor fire discipline

There are many accounts of third world units making heavy expenditure of ammunition (Syria in 1982 for example, Libyans in Tchad, Saudi in Gulf War). In this case remove one ammo counter when ANY unit in a battalion fires.

- 2 ammo trucks removed per move, when 4+ platoons are firing, or when specialist ammunition is fired (support ATGW for example)
- 1 ammo truck is spent when 3 or less platoon fire, with no specialist ammunition fired.

ammo trucks return in game as suggested in the logistic rule, but suffer from maintenance. Throw one die per truck spent, on fail it will not return as new supply and will be lost for the game.

Poor maintenance

Third world armies have a big problem with unit maintenance. Vehicles, even with simple failures are sent back to rear echelon instead of being repaired on the field. For this reason unit strengths are around 50-70% availability on average. At the beginning of the game throw one 1D10 per platoon, it appears on table with 50-70% chance. (Example: Iraqi units in Gulf War, Iran army during Iran-Iraq war, it is in general common to all Third World Armies).

Surrendering units

Suppressed Green units from a Third World Army, failing a rally test and with enemy at 3" or less, or in a neighbouring built-up area, will surrender to enemy units. Every surrendering base has to be guarded by an enemy base, which will not be able to move or fire for one move (it applies to iraqi in 1991 for example).

Supply and Logistics (by Mike Reese), Page 1

While approved by Arty Conliffe, the following rules are intended as optional "House Rules" for scenario use: they may slow down tournament play.

The following provides a fairly simple way to simulate ammo and fuel supply using the SPEARHEAD rules. You will need both cargo and tanker truck models, or if you have no tankers, two different kinds of cargo trucks (say 1 with and 1 without canvas tops, or 4x4 for ammo and 6x6 for fuel).

Artillery battalions require ammo in order to fire. This is covered in the SH rules. To simulate ammo you can use small wooden crates or make "stacks of ammo crates" for your artillery battalions. Each time you fire a battery from the battalion you use up one turn's worth of ammo. Remove it. [Note: you use 1 ammo unit if 1, 2, or all batteries in the battalion fire.]

An alternate to using the "ammo crates" is to designate a truck model as an ammo truck. If your 155mm artillery battalion has six turns of fire, then you would have six ammo trucks with the battalion. Ammo trucks must be within the command distance of the battalion command (BC) platoon to provide ammo for that battalion. Every time you fire the battalion (or any batteries in the battalion), remove one ammo truck and place it behind your start line (at the friendly edge of the table.)

Every combat battalion normally has 4 turns of ammo (2 hours of fire). Any time 4 platoons or more in the battalion conducts fire combat, one turn of ammo is used up. Firing 3 platoons or less in the battalion will not use up a turn of ammunition. Simulate the battalion ammunition supply with 4 ammo trucks.

Just as you do with the artillery ammo trucks, place the used battalion ammo truck behind your start line after it is used. Battalions with no ammo trucks left are limited to having no more than 3 platoons in the battalion fire. For counting firing, the battalion includes ALL attached units, except artillery battalions, who have their own ammo supply. When determining the battalion platoon strength for morale do NOT include ammo or fuel supply trucks.

Every combat battalion normally has enough fuel to support movement for 24 turns (12 hours). Fuel supply is represented by four fuel trucks in the battalion. Use either tanker trucks or regular, but identifiable supply trucks. Each tanker truck provides enough fuel for the battalion to move for six turns. Track this with a small die placed next to the BC.

Every time the battalion has units move, adjust the number showing on the die. When it reaches six, at the end of the turn remove one tanker (fuel) truck. As with ammo trucks, place the used fuel truck behind your start line when it is used up. The four tanker trucks provide twenty-four turns (6 turns each x 4 trucks = 24) of movement. Pivoting is considered movement if a vehicle or SP pivots. As with ammo, the fuel truck must be within command control distance of the BC in order to provide fuel for that battalion.

A unit without fuel is not automatically halted from lack of fuel, but may attempt to move without any fuel trucks available (remember, movement includes pivoting). If the battalion has no fuel available, it may move OR pivot a number of platoons equal to a D6-1 die roll (0-5 platoons). Combat units without vehicles, such as an air dropped parachute infantry battalion, does not need fuel to move.

Infantry units on foot may ALWAYS move in accordance with the SPEARHEAD rules.

Ammo and Fuel trucks/units are legitimate targets for other combat units. However, the rules of engagement (priority fires and target proximity Section 7.3 of SPEARHEAD) apply to them as well.

Ammo and fuel trucks removed, are placed behind your start line and may be brought back onto the table on your next movement phase. They move as any ordinary truck would. Any ammo truck can provide ammo for any battalion, just as any fuel truck can provide fuel for any battalion.

In order to do this they must move within the command control distance of the BC of the battalion they are supplying. On the turn after this is done, that battalion has ammo to fire or six turns of movement available for each ammo/fuel truck. This will recreate re-supply.

Note that battalions will be harder to re-supply the further from their baseline they are, and battalions that use a flank march (or are parachuted behind enemy lines) will be very hard to re-supply because the re-supply trucks will have difficulty reaching them. A successful "raid" or break-through behind enemy lines will catch enemy re-supply vehicles moving up, giving such a move an operational as well as tactical mission.

For certain scenarios, you may provide more than 4 ammo and 4 fuel trucks per battalion. For example, on board field artillery providing support for an infantry offensive, might have stockpiled ammunition so they would have 8 ammo trucks, and no fuel trucks. A battalion conducting a flank march might carry additional ammo and fuel with it since the commander knows his battalion will be cut off for a time. **A player involved in a static game might establish an ammo depot or fuel depot behind his lines, but closer to the front than his start line.**

In this case, you would place "crates" or "jerry can pallets" for the depot (or mark it in secret on a map) and that would be the location your re-supply trucks would be placed to enter the game. Another way to show the "depot" is not just off the table, would be to require a successful D6 roll before a re-supply ammo or fuel truck could re-enter the table. How far or close the depot was to the table edge would be simulated by how hard it is to make the D6 roll (2+ would be close, 6 would be far.)

A few units may have NO re-supply trucks. The best example is a parachute battalion dropped behind enemy lines (as in D-Day, 5-6 June, 1944). The battalion would have four turns of ammo and no fuel. Ammo would be represented by ammo pallets (or counters) located with the BC. It would be expended in the normal way. The paratroops would have to rely on air drops for supplies. To qualify for this, the paratroops would have to hold an LZ (landing zone) open for drops to be made. Fly a transport aircraft to the LZ and "bomb" it with supplies.

Out-of-ammo units which are assaulted count as suppressed in combat (they may surrender easily).

Supply and Logistics (by Mike Reese), Page 2

Enemy AA can shoot at and effect the air drop as if the transport is dropping bombs instead of supplies. Supplies landing on enemy units are lost. If successful, for every transport dropping supplies you get one turn of ammo. Place an ammo counter on the BC.

A platoon which overruns (armor) or close assaults (infantry) a supply unit, either a depot (boxes/counters representing ammo units) or ammo or fuel trucks, may attempt to capture the ammo or fuel. Captured ammo can be used if your forces have the same weapons as the enemy (not often) or use the same fuel (All except Russians can use and have their fuel used, by the opposing side. US, British, Germans used gasoline in their combat vehicles, Russians used diesel.). Ammo or fuel is captured on a D6 roll of 4+, adding +1 to the die if the supply truck/depot is being close assaulted by infantry.

Ammo and Fuel Summary

All artillery and combat units must have ammunition to fire. Non- Artillery Battalions without ammunition may fire up to three platoons, and Battalions with ammunition may fire up to three platoons without using up a turn of ammunition.

All vehicles must have fuel to move or pivot. Battalions without fuel may move or pivot a number of vehicle platoons equal to a D6-1 die roll (0-5).

Ammunition and Fuel supply, either a depot or truck, must be within the normal command control distance of the Battalion Command (BC) in order to provide that battalion with ammunition or fuel.

Artillery battalions use up a turn of ammunition whenever any battery or batteries in the battalion fires in a turn. Artillery battalions without ammunition may never fire.

A unit of fuel (a fuel truck) is used up whenever any vehicles in a battalion have moved or pivoted for six turns. (The turns do not have to be consecutive.)

A used up fuel or ammunition supply truck/vehicle is returned to the game table from the friendly baseline of the player, or from any friendly supply dump located on the table. This vehicle is a re-supply vehicle.

Re-supply vehicles provide fuel or ammunition to a battalion the turn after they are within the command control distance of the BC.

Supply and re-supply vehicles DO NOT COUNT as part of the battalion's total platoon strength for morale purposes.

Supply vehicles or dumps under close combat (SH 10.0) are either automatically destroyed, or, at the attacker's discretion, may be captured on a D6 roll of 4+, with a +1 modifier if the close combat is an infantry assault. Captured fuel may be used by the attacker to supply his vehicles (unless Russian units or Russian fuel). Captured ammunition may only be used if the scenario designates that it is possible. (for example, one side is using captured Soviet tanks, then both captured Soviet fuel and ammunition could be used.)

Supply trucks can carry only one type of supply, either ammo or fuel, not both. Units without vehicle may either use wagons to carry supplies, or a fixed dump.

Iran-Iraq War: Pasdaran Battalions Orders

Due to lack of communication equipment in the early stages of the war (at least up to 1982), orders to Pasdaran Battalions can be changed only if higher echelon HQs, Divisional or Brigade HQs, are in command range of BHQs of the battalion which will test for a new order.

Orders may also be delivered by runner, moving from Brigade or higher HQ at 12" per move during the order phase.