

WW2 Spearhead Quick Reference Sheet (Mod ARSM Mk3)

Sequence of Play

- 1. Movement (roll for initiative)**
 - 1a. Movement: all break-offs
 - 1b. Movement: Side A
 - 1c. Movement: Side B
- 3. All Fire Attacks**
 - 3a. Air attacks/FLAK and Artillery (indirect)
 - 3b. Stationary Infantry fire (all SMG platoons)
 - 3c. ATGs/Field Guns/IG Guns (certain "SP" Guns)
 - 3d. Stationary Vehicle Fire
 - 3e. Moving Infantry Fire
 - 3f. Moving Vehicle Fire
- 4. Forced Order Change tests**
- 5a. Close Combat Resolution**
- 6. Forced Order Change for all Battalions who have done close combat.**
- 7. Command Phase:** Order Changes, Reserve Commitments, Rally from Suppression

Movement

Terrain	Track	Htrk	Wl/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 max speed.

Command Zone:

Recon: 24"

Rest of Btn: ≤12 Plt up to 6", >12 Plt up to 12". Any distance if supports dropped-off.

Any unit may go to voluntary **Break-off Order** and execute it during movement phase

Unit Types

Units are characterised by Combat effectiveness in attack and defense, and by their Cohesion.

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

Cohesion: High, Normal, Low (+Stubborn)

Spotting

TARGET IN COVER:

Inf/Jeeps/AT guns 3" Other Vehicles 6"

TARGET IN OPEN:

Inf/Jeeps/At guns 9" Other Vehicles 18"

+3" per level higher (one level=10m elevation) to observe targets in open.

1. Platoons firing from cover are Spotted at 12" except mortars of 82 mm or smaller.
2. Stationary platoons on hills are targets in cover.
3. Low cover (low hedges, walls,...) do not block LOS from observers on hills.

Ambush fire may be claimed by previously unspotted platoons in cover.

Flank March

Die Roll	Result
1-3	No
4-6	Yes

Modifiers to Die Roll:

1. Germans +2
2. Italians lead by Germans +2
2. US, British -1
3. Russians (other national.) -2
4. Deep into enemy territory -1

Artillery Response

Die	Battalion Support				Divisional Support (and Aircraft)			
	German	US	British	Russian*	Germans	US	British	Russian
1	No	No	No	No	No	No	No	No
2	Yes	Yes	No	No	No	No	No	No
3	Yes	Yes	Yes	No	Yes	Yes	No	No
4	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No
5	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes
6	Yes	Yes	Yes	Yes	Yes	Yes	Yes	Yes

*Use Russian Charts for French, Italian and Polish

Response Modifiers

-1 Pip to the die roll if Artillery is in General Support and not attached to a Battalion (for the US the -1 is not applied).

Crew-Sighted Batteries do not use the Artillery Response procedures and instead may immediately fire upon any targets they themselves spot.

Indirect Fire directed by Battalion FOs is subject to Target Priority, sec. 8.4.

Smoke: lands on 3-6, after placement.

AT/AI attacks: use Indirect fire Combat Chart.

Order Change

Die	German	US/Brit	Russ 41-43	Russ 44-45
1	No	No	No	No
2	Yes	No	No	No
3	Yes	No	No	No
4	Yes	Yes	No	No
5	Yes	Yes	No	Yes
6	Yes	Yes	Yes	Yes

All other nations as Russians.

1. Higher HQ attached +1
2. Under Indirect Fire or Germans under fire -1

1 always fails, 6 always succeeds.

Units using direct fire or under direct fire may not change orders, unless Germans.

Aircraft/FLAK

Aircraft type				
Type	DEF	Rockets	Bombs	AT cannon
JU-87	4	—	2	3
JU-88	4	—	3	—
Hs-129	3	4	4	3
Me-110	4	—	4	3
Do-17	4	—	4	—
Sturmovik	5	4	3	3
Pe-2	4	—	4	—
“Jabos”	4	—	4	3

If the Modified number is equalled or exceeded the target is destroyed. Target always suppressed on natural roll > 2.

- Bombs vs moving vehicle -1
- Bombs/Rockets vs Unit in Cover -1
- Any attack within 12” of AAMG or 20-40mm Flak -1
- Any attack w.12” of 4x20mm, 2x40mm or 88-90mm -2
- Any attack within 12-18” of 88-90mm -1

Indirect Fire Combat Chart

Target Unit Combat type

Elite/Crack	Average	Trained/Raw	Result
2 or less	2 or less	1 or less	No effect
3-6	3-5	2-5	Suppressed
7+	6+	6+	Destroyed

Compare AT/AI Factors vs Target Defence Factor

- Target in Light (protective) Cover (foxholes, woods, but not fields) -1
- Target is suppressed -1
- Target in Heavy (protective) Cover (well-prepared entrenchments) -2

Suppressive fire: 2D6=11-12

Artillery cannot double suppress/destroy a target platoon in the same Turn (kills only from “Destroyed” results)

Close Combat Chart

Units who suffered Order Drop during latest Force Order test cannot assault.

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 attacked while in Trucks or Towing: automatically Destroyed.

Close Combat Modifiers:

- Crew-served weapons -1
- Target Entrenched -1
- Unsupported Armor in Town -2 (-1 if Heavy Tanks)
- Suppressed Defender -2
- Overrunning Target in Open (for Tanks and TD; “0” in any other terrain) +2
- Overrunning Target in Open (for Halftracks, APCs and TD; “0” in any other terrain) +1
- Veterans/Assault Engineers +1
- Submachinegun-armed Platoon +1
- HQ Platoon +1

Forced Order Change

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

Natural 6 always succeeds

Order Levels:

Attack, Defend, Break-off, Disperse

Break-off: Retreat for 2 turns or 1 turn if cover is reached, then roll 2+ on above table.

Check each turn in contact.

Modifiers to Die Roll:

- Troops Cohesion High +1
- Troops Cohesion Low -1
- Stubborn on Defending Order +2
- Others on Defending Order +1
- w Voluntary Breakoff Order +1
- Cumulative Losses ≥ 1/6, <1/3 -1
- Cumulative Losses ≥ 1/3 -2
- Enemy Penetrate Position -1
- Enemy on Flank/s or Rear ≤6” -1
- Attacked by air this turn -2

Direct Fire Combat Chart

Target Unit Combat type

Elite/Crack	Average	Trained/Raw	Result
3 or less	3 or less	2 or less	No effect
4-6	4-5	3-5	Suppressed
7+	6+	6+	Destroyed

Compare AT/AI Factors vs Target Defence Factor

- Target Hull Down -1
- Target in Light (protective) Cover (foxholes, woods, but not fields) -1
- Target beyond 12” (for high-velocity guns) -1
- Target in Heavy (protective) Cover (well-prepared entrenchments) -2
- Raw firer -1
- Target is suppressed -1
- Elite firer +1

Suppressive fire: 2D6=11-12

Infantry Anti-Armor (3” range)

AT equal or > than DEF, 1D6=5,6 kills, lower 1D6=6 kills

Rally from Suppression

4-6: Rally

1-3: Remain Suppressed (natural 1 always fails)

Die Modifiers

Green Platoon	-1	
Veteran Platoon	+1	
≤3” from Germ. Batt. Cmdr/Other Regt. Cmdr.		+1
≤3” from Germ. Regt. Cmdr/Other Div. Cmdr.		+2
≤3” from Germ. Divisional Commander		+3