
GREAT WAR SPEARHEAD

Scenario Generation System

Revision Date: 12 September 2007 (Draft)

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1.0 INTRODUCTION:

This Great War Spearhead scenario generation system was adapted from the system devised by Keith McNelly for World War II and Modern Spearhead. The work of adapting the system was undertaken by Robin Sutton (with assistance from Keith McNelly, Shawn Taylor and Robert Dunlop). The project has been given specific permission to use the previously developed scenario generation system and format.

The motivation for this adaptation of Keith McNelly's original system derived from the same desire to generate scenario style games without the need for formal scenario development. The aim is not to replace scenario games, but rather to allow Great War Spearhead games to be played where scenario development is not possible due to time constraints or lack of forces. One advantage of the system is that a player can build and use an initial army then, as his collection increases, add various additional options.

The system requires players to begin a game with a core army list for each tactical situation, and a range of options that may be selected depending upon the specific tactical challenges that the terrain and the objective present. Hopefully players will be prepared to think laterally, and see these options as adding multiple layers of complexity to what in essence is a simple game. Players are encouraged to take several variants of each option: variety offers its own surprises to your regular opponents.

The system could be used as the basis of a competition. However, as with the Spearhead rules themselves the following rules are more focussed on scenario games rather than on competition play.

The system is designed to create troop densities, and tactical problems, similar to those present historically during different phases of the war in different theatres.

The scenario points-limits have been designed to create games that should be playable to a conclusion within three to four hours for players who are confident in their knowledge of the rules. Players less confident with the rules may require more time to play a game to a conclusion.

I am grateful to those players who helped me to play test the system. Early games were perhaps more challenging as we struggled to get play balances right. The system that follows owes a lot to their good humour, support and perseverance.

Finally, it is often tempting for people to modify the Great War Spearhead rules and I imagine in time, this scenario generation system. I would discourage players from doing either. A standard set of rules allows players who normally do not game together to pick up the rules and play a game. Further, from the perspective of this document, Keith McNelly has invested significant time into developing what is a subtle scenario generation system and even small changes will greatly impact play balance.

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2.0 NATIONALITIES AND YEAR:

Prior to the game the year, theatre and nationality of the forces must be decided. Both players may only field troops available during that year. In each game one player must field an Axis list and the other an Allied list. Players or competition organisers may wish to further reduce the period or lists available.

3.0 ARMY COMPOSITION:

Use of the term Brigade implies either a Brigade or a Regiment as appropriate to the TO&Es as written in the Great War Spearhead rules. Each player normally calculates, prior to the battle, three separate lists, an Encounter list, a Defend List and an Attack List. A points system, which defines the point cost for all stands, is included. Refer section 10.0.

Each list must draw its component parts from only one of the corps TO&E as defined in the Great War Spearhead rulebook. Different TO&Es can be used for different lists. For example a German Defend List can use an infantry corps TO&E while an Attack List could use a cavalry corps TO&E. Corps support assets and specialist troops should be limited. In a competition the organiser should define them.

Some brigades can be fielded at reduced strength, refer section 9.0. The strength of a brigade will impact victory conditions and other game restrictions. For the purpose of determining victory conditions or for counting as an "on table brigade" when determining the number of brigades that can be held in reserve, or flank marching, a brigade with at least ten stands at the start of the game is a normal brigade. If it does not, it counts as a "Small Brigade". Small brigades count as normal brigades for the purposes of calculating brigades in reserve or flank marching brigades if they themselves are held off table in reserve or are flank marching. See also sections 7.0 and 9.0.

Before the game each player must calculate the following three lists:

Encounter list: This list is used for those situations where forces have 'accidentally' collided. The Encounter List consists of troops amounting to the points total defined below. In addition, two options must be calculated, Option A and Option B. In certain circumstances a player may elect to use one of these two options to reinforce his forces. It is acceptable to have more than one Option A or B reinforcement list, one of which may be selected for a particular game. This enables the player to make decisions based on the terrain or generated scenario. A player may also elect to purchase light entrenchments (but ONLY light entrenchments). However if a player buys light entrenchments in his Encounter list, and then becomes the attacker in an Advance to Contact encounter scenario, these entrenchments are lost (see section 10.3).

Defend List: This list is used for game situations where the player is forced into a defensive stance. The Defend List consists of troops amounting to the points total defined below. When fighting battles on the western front 1914 light entrenchments sufficient to entrench two infantry brigades' fighting stands, HQ stands and those support stands integral to those brigades may be purchased using these points. Additional troops, designated Option A, must also be calculated. This may include additional troops or entrenchments. In certain circumstances a player may use this option to reinforce his defence. It is acceptable to have more than one Option A reinforcement, one of which may be selected for a particular game. This enables the player to make decisions based on the terrain or generated scenario. For western front battles fought in the years 1915-18 entrenchments need not be purchased. Players should use the Great War Spearhead rules, Section 15.2 for games set in 1915/16, and Section 17 for games set in 1917/18, to determine entrenchments in these latter phases of the war.

Attack List: The Attack List consists of troops amounting to the points total defined below. In addition, two options must be calculated, Option A and Option B. In certain circumstances a player may elect to use one of these two options to reinforce his attack. It is acceptable to have more than one Option A or B reinforcement list, one of which may be selected for a particular game. This enables the player to make decisions based on the terrain or generated scenario.

The following table defines the points available to each list and option.

	Basic List	Option A	Option B
Defend List	350	60	-
Attack List	650	60	100
Encounter list (not available in theatres/periods constricted by trench /defensive lines)	500	60	100

4.0 THE BATTLEFIELD:

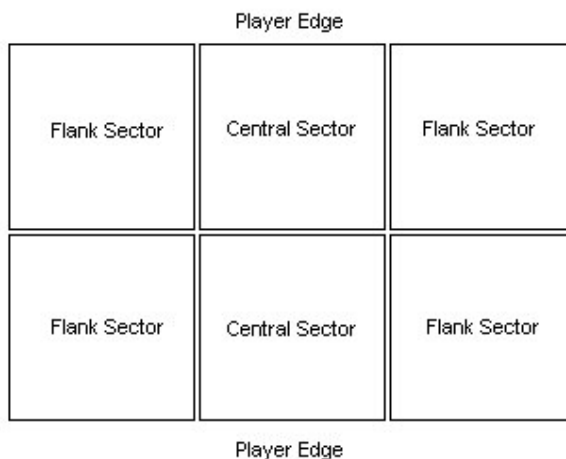
4.1 Defining the Battlefield:

The table should measure 1.8 metres in width by 1.2 metres in depth. These dimensions are important as they impact the troop density of the various scenarios.

It is critical that the terrain on the table be representative of the area the battle is being fought in. With a potentially large geographical area, ranging from areas of dense European countryside scattered with villages to the deserts of Palestine it is difficult to compile detailed terrain generation rules. Therefore only the most general of guidelines will be described.

The battlefield is defined as being either a desert battlefield or a non-desert battlefield. The theatre, period and armies available determine this. Some areas often thought of as desert may not be classed as desert for the purposes of deploying terrain. These areas are likely to be near water sources and in more heavily populated areas.

The table is divided into six "sectors", each 600mm x 600mm. There are two central sectors and four flank sectors, two on each side of the table. This can be illustrated as follows:



On a non-desert battlefield each sector must include, in addition to other terrain, at least one key terrain feature. The player placing terrain within a sector defines one key terrain feature as a Potential Objective for that sector. On non-desert battlefields five of these Potential Objectives will eventually become game objectives. On desert battlefields one less than the total number of Potential Objectives will become game objectives.

- A small village or farm complex: Represented by a single town sector. Unless defined otherwise at the time of placement such a sector consists of small wooden buildings or, in the case of a desert battlefield, small weak buildings. Refer section 11.5 of the main rulebook.
- Large town: A collection of two or three town sectors. Only one town can be used.
- Small town: A collection of one or two town sectors. Only two small town sectors may be used, and

- an individual player may not place more than two small, or one large, town.
- A bridge, or bridges: Crossing a river or stream.
- Hills: A key terrain hill feature would be the highest feature, or a dominating ridge for example. Often a key hill will dominate other features such as a village, crossroad or bridge.

The centre of a key feature must be at least 300mm from a table edge and no part can be closer than 150mm to a table edge.

The size of hills can vary considerably, ranging from long ridges through to numerous small single contour rises that break up visibility and reduce effective visibility and engagement ranges.

Woods can range from small areas that represent tree lines along roads up to large areas of wooded terrain bisected by forest tracks, roads streams or rivers. A player is only allowed to dominate two sectors with a large wood and then must include an objective other than a hill. Other sectors containing woods should contain two or more sections that can be moved as described in Terrain Placement, refer section 4.2.

In some areas woods may be replaced by jungle. An area of jungle is limited to only two sectors and must dominate one or both sectors. No other jungle terrain can be placed. Objectives in these sectors may include hills. The use of jungle should be by player agreement prior to the game and list selection.

Fields can be of various types. The type and classification should be defined when it is placed. Generally they will be of low height, which restricts movement but does not block visibility. Examples include ploughed fields. Other fields may consist of tall crops which reduce movement and block visibility unless on the edge. Fields may, or may not, be surrounded by hedges or hedgerows.

A coastline, or large lake, cannot be placed, even in part, in more than one sector of a table edge.

Rivers or canals, which can only be crossed by bridge, are limited to no more than two sectors only one of which can be a central sector. When a river is positioned in a central sector the sector's potential objective must be positioned closer to the opposite long table edge than the river or canal. Streams, which slow rather than prevent movement, can be used more frequently than rivers or canals and do not suffer these restrictions.

Desert battlefields cannot have woods, rivers, canals or streams. A desert battlefield cannot have more than two built up areas. These areas may be either small villages or up to one small town.

A desert battlefield may have a special terrain feature called a desert road. Unlike other roads, which are placed after all other terrain, desert roads are placed initially. Only three sectors may have a desert road except as noted in 4.2 when connecting towns placed after a desert road.

4.2 Terrain Placement:

Before determining the tactical stance each player rolls a D6. The highest player places terrain first. The player numbers the sectors and rolls again. The resultant sector is then populated with terrain excluding roads. When the terrain is deployed in the sector the player defines the Potential Objective of the sector. Players then alternate terrain placement, dicing to see which sector is to be populated next, until all sectors have been populated.

Terrain is usually contained within the sectors. However, particularly large hills may extend into adjacent sectors so long as no other terrain has been placed in that sector. Streams, rivers and canals cannot be placed so that they enter a sector that has already had terrain placed in it. A stream or river placed touching a sector that does not currently have terrain in it must be extended when terrain for that sector is placed.

Once terrain is positioned in all sectors each player may pivot or move one D6 terrain features, other than rivers, streams and canals. If the die scores are the same no terrain movement takes place. In other situations players alternate terrain movement, the player with the original highest score starting. The player with the low score may "pass", in which case the other player may move terrain. Players continue moving terrain until both players have "passed" consecutively at which time no more terrain is moved, or the high scorer has moved terrain pieces equal to his initial dial roll. Terrain cannot be moved completely out of a sector. Potential objectives may not be moved if their new position would make their new position illegal as defined in section 4.1.

Finally, roads are placed connecting all villages, towns and bridges. Each long table edge must have two or three roads exiting it and each short edge must have one or two roads exiting it. In desert terrain there will be one less road per table edge. On desert battlefields villages are presumed to connect to desert roads or able edges via desert tracks. These tracks are not modelled and have no impact on movement. Towns must be connected to desert roads and the nearest table edge. This is the only time that roads are placed on the battlefield during this terrain placement phase.

4.3 Defining Objectives:

Each player now rolls a D6 and the highest scorer defines a Potential Objective as a game Objective. Players then alternate until five Potential Objectives have been nominated or, if in desert terrain, one less than the total number. These objectives are objectives for both players and are of equal value.

4.4 Weather and Time of day

On a non-desert battlefield, and before play begins, both players roll a D6. If the combined score is 11 or 12 there is rain. Thereafter at the start of each turn roll a further die: when a 6 is rolled the rain stops. Once rain has stopped it does not start again. Rain impacts on visibility. Any areas of the battlefield hit by more than one round of pre-planned artillery fire during or after rain are considered soft ground for movement purposes. Players may also by mutual agreement decide to modify the odds of rain to depict seasonal variations. Unless both players agree however, the preceding rules apply.

The battle is presumed to take place during daylight hours.

5.0 TACTICAL SITUATION:

There are two possible scenarios. They are an "Attack-Defence Scenario" or an "Encounter Scenario". After terrain placement and objectives have been decided each player rolls a D6 and this score is added to the nationalities Strategic Situation Table value to determine the scenario.

If the modified scores are the same, or the difference is one, an Encounter Scenario occurs. Otherwise an Attack-Defence scenario takes place. In this situation the high scorer is the attacker, the low scorer the defender.

For games set on the western front between 1915 and 1918, games must be attack/defence scenarios. Therefore if the modified die rolls are equal, re-roll dice, applying modifiers from the Strategic Situation Table to determine who is attacker and who is defender. The player with the higher die roll is the attacker.

Strategic Situation Table	1914	1915	1916	1917	1918 pre June	1918 post June
German	+2	+1	+1	+1	+2	0
Italian (from 1915), Other allied	+1	+1	0	0	0	0
Other Axis: Bulgarian etc	0	0	0	0	0	0
British, Commonwealth	0	+1	+2	+2	0	+2
American	-	-	-	-	0	+2
Russian	+1	0	+1	+1	-	-
French	+1	+2	+1	+1	0	+2
Austro-Hungarian	+2	0	0	0	0	0
Turkish	+1	+1	+1	0	0	0
Serbian	0	+2	0	0	0	+2

6.0 THE SCENARIO:

Each scenario and permissible options are defined within the following sections. Unless stated otherwise troops entering the table do so from the player's own long table edge, this edge being determined by the scenario.

6.1 The Attack Defence Scenario:

The defender nominates which long table edge will be his preferred base line and rolls a die. If he rolls a 1-4 this becomes his base line and his opponent that opposite. If he rolls a 5 or 6 the positions are reversed.

6.1.1 Attacker's Options:

The attacker uses his Attack List. He may elect to reinforce his attack with either his Option A or Option B list. However, by selecting either one of these lists he is penalised with respect to victory conditions. Refer to the Victory Conditions section 7.0. The decision to use the reinforcement is made before the defender's HQ elements are deployed and is noted on the player's roster sheet. If a reinforcement option is not taken at this point the option is lost for the game. The use of the Option A reinforcement need not be declared until the end of the game. The use of Option B reinforcement is declared immediately and impacts the defender's options.

Flank marches are not permitted on the western front in scenarios set between 1915 and 1917 (inclusive).

In other circumstances the attacking player may flank-march on one short table edge. Any flank march is not declared until it arrives and is not permitted to arrive before turn three if a deep flank-march. Deep flank marches, which have any stands arriving further than 600mm from the attacking player's base line incur a1 on the flank march table. Stands flank marching must arrive at least 300mm from the defender's base line. The numbers of brigades that can flank-march are defined in the main rulebook.

Any off-table reserves must have their entry point marked on the player's map. The numbers of brigades that can be held in reserve, on or off table, are defined in the main rulebook.

Where pre-planned artillery fire is permitted, the attacker may elect to pre-plan artillery fire from any or all off-table artillery regiments during the game with up to six pre-planned fire missions per artillery regiment (5 fire missions for artillery of more than 90mm, see section 8.2.1). These fire missions count towards a regiment's total number of fire missions.

6.1.2 Defender's Options:

The defending player uses his Defend List. He may elect to reinforce his defence by using his Option A list. The use of this option has an impact on victory conditions: refer to section 7.0.

The defender must deploy at least 450mm from the enemy base line. Any off-table reserves must have their entry point marked on the player map. The number of brigades that can be held in reserve is defined in the main rulebook.

The defender cannot pre-plan artillery fire.

6.1.3 The Attack-Defence Sequence:

The following sequence is followed:

1. The table orientation is determined.
2. Both players declare the corps TO&E that their list has been drawn from.
3. The attacker determines and notes down if he is using reinforcements. If he is using his Option B reinforcement this is declared.
4. The defender determines if he is using his Option A reinforcement and notes this down.
5. The defender places on the table all entrenchments, and brigade headquarters of all on-table

- brigades, and states the brigade type. Normal off-table reserve rules apply and the entry point of reserve brigades are marked on the defender's map. All on-table brigades must have "defend" orders. In games in more static periods of the war between 1915 and 1917 the defender must ensure that troops are deployed in all three front line sectors (left, centre and right). Great War Spearhead Rules 15 to 17 apply depending upon the year
6. Where the attacker is attacking from trench lines, the attacker also places entrenchments on table.
 7. The defender and attacker complete the allocation of support weapons.
 8. The attacker draws command arrows, defines the entry point of reserves and any flank marching brigades (where flank marches are permitted). The attacker also defines any pre-planned artillery fire in his attack plan. The attacker must also ensure that troops are deployed in all three sectors his front line, but this deployment need not be even across all three sectors.
 9. The defender may adjust the on table location of his brigade headquarters stands by up to 150mm and then deploys all stands. He may elect to deploy up one infantry battalion or cavalry regiment of fighting stands with its TO&E MMG stand(s), in hidden deployment. Such stands cannot be in open terrain unless entrenched. These stands are marked on his map and are not revealed until they fire, move or are spotted. These stands may be deployed out of command. If so they are treated as a separate brigade for morale purposes. They may not move at all, even to rejoin the parent brigade. If they are eliminated they do not count as a brigade for calculating victory conditions.
 10. The game begins.

6.2 The Encounter Scenario:

The base line of both players is a long table edge. Both players roll a D6. The player with the higher die roll can select his table edge; the other takes the edge opposite. Each player counts as under attack orders for reserves. Both players use their Encounter List. In some situations a player may reinforce his attack by using either an Option A or Option B list. The decision to use the additional option is made before the player completes his command plan. He notes the reinforcement on his roster sheet. It is not however declared until the end of the game. If a reinforcement option is not selected prior to the start of the game it is lost.

Artillery cannot be pre-planned. Entrenchments can only be used where noted below in 6.2.1.

Both players may flank-march. Any flank march is not declared until it arrives. Deep flank marches, which have any stands arriving further than 600mm from the player's base line incur a1 on the flank march table. Flank marches must arrive at least 300mm from the opponent's base line.

If both players elect to flank march, and both have flanked marched on the same table edge, that arriving later instead is deployed on the players base edge within 300mm of the short table edge. A flank march that arrives on table and that has enemy within 300mm of the entry point is displaced 300mm closer to the player's own base edge. The command arrow is redrawn immediately on the turn of arrival and is redrawn to arrive at the original final position by the most direct route.

There are two possible situations in the encounter scenario: the Mutual Encounter and the Advance to Contact.

6.2.1 Advance to Contact:

If the modified score in section 5.0 is different the following situation exists.

The player with the lowest modified score must deploy one brigade on table prior to the game. The brigade cannot be positioned further than 600mm from the players' base line and the brigade can only be allocated attack, defend or timed orders. Infantry or dismounted cavalry fighting stands and infantry support weapons of this brigade may use light entrenchments if these have been purchased. He may elect to use an Option A or Option B reinforcement but suffers a victory point penalty if he does, refer to section 7.0.

The player with the high score may use his Option A reinforcement without penalty. He may elect to use one of his Option B reinforcements, if he elects this option he suffers the normal victory penalty, refer to section 7.0.

6.2.2 Mutual Encounter:

If the modified score in section 5.0 is the same the following situation exists.

Either player may elect to use his Option A or Option B reinforcement. The use of this option has an impact on victory conditions: refer to section 7.0.

6.2.3 The Encounter Sequence:

The following sequence is followed:

1. The table orientation is determined.
2. Both players declare the corps TO&E that their list has been drawn from.
3. If there is a low scorer, as defined in section 5.0, the low scorer places a brigade HQ on table and states the brigade type.
4. If there is no low scorer, as defined in section 5.0, each player decides if an optional reinforcement will be selected and notes this down.
5. Each player determines support weapons allocations.
6. Both players draw command arrows and define the entry point of reserves and any flank marching brigades.
7. The low scorer may adjust the position of the on-table brigade HQ by up to 6 inches and then deploys all stands of the brigade.
8. The game begins.

7.0 VICTORY CONDITIONS:

Victory points are totalled at the end of play. End of play should be four hours calculated from the start of the initial terrain set-up starting unless by mutual agreement. The winner is the player with the higher total. If the results are the same the game is a draw.

An objective is considered held by the defender in an Attack-Defence scenario unless the attacker has captured it during the game. In other situations an objective is not held unless captured. To capture an objective a player must have had at least part of one brigade, or two small brigades as defined in section 3.0, at the objective, or has been the last to move through the objective. Further the brigade HQ, or in the case of two small brigades both HQs, must be within, or have been within, 300mm of at least part of the objective.

The enemy can contest an objective that is held. An objective is contested if at least three enemy elements are within 300mm of an otherwise held objective and all are capable of firing at stands at or on the objective with direct fire. When determining if a town is contested the measurement is made to any centre edge of a sector making up the objective. When determining if a hill is held measure to any edge of the top contour. When determining if a bridge is held measure to the centre of the bridge.

Points	Description
+2	For each objective held at the end of play. To claim an objective as held the player must have at least one brigade, as defined in section 3.0, at the objective, or has been the last to move through the objective, and no enemy elements are within 300mm of the objective and capable of firing at stands at the objective with direct fire. When determining if a town is held the measurement is made to any centre edge of a town sector. When determining if a hill is held measure to any edge of the top contour.
+3	For an attacker, in a Attack-Defence Scenario, if a brigade has exited the enemy base line during the game and all the following apply: <ul style="list-style-type: none"> • The exiting brigade has not had to test morale. • The exiting brigade did not conduct a flank march. • The exiting brigade was at least 10 stands in strength at the start of the game. • The brigade exited the table within 300mm of a road and the road can be traced back to the players base line or starting trench lines with a corridor of 200mm either side of the road that is clear of enemy stands at the end of the game, OR the brigade can trace a straight line back to its starting trench line that represents a corridor at least 300mm wide and is clear of enemy stands at the end of the game. This can only be claimed once.
+5	For an attacker, in a Attack-Defence Scenario featuring continuous entrenched defensive lines, and the attacker has exited a brigade from the enemy base line during the game and all the following apply: <ul style="list-style-type: none"> • The exiting brigade has not had to test morale. • The exiting brigade did not conduct a flank march. • The exiting brigade was at least 10 stands in strength at the start of the game. • The brigade exited the table within 300mm of a road and the road can be traced back to the players base line or starting trench lines with a corridor of 200mm either side of the road that is clear of enemy stands at the end of the game, OR the brigade can trace a straight line back to its starting trench line that represents a corridor at least 300mm wide and is clear of enemy stands at the end of the game. This can only be claimed once.
+1	For each enemy green brigade that has been forced to test morale.
+1	For each enemy green brigade that has been forced to make a second morale test.
+2	For each enemy regular, veteran or elite brigade that has been forced to test morale.
-1	If using an "Option A" reinforcement, unless as defined in section 6.2.1 it has been provided without penalty.
-2	If using an "Option B" reinforcement.
+1	If the player maintains a regular, veteran or elite fighting brigade of at least 10 stands, as defined in 3.0 Army Composition, off-table in reserve at the end of the game.

7.1 Competition Victory Conditions:

If the game forms part of a competition a running total of victory points should be maintained. The final score will determine the competition winner. A player with a negative individual game score should have his individual game score rounded to zero. A player with an individual game score that is greater than twelve should have the game score reduced to twelve.

8.0 ADVANCED RULES:

8.1 Official Advanced and Optional Rules:

The following table summarises the use of optional and advanced rules.

Great War Spearhead Optional Rule	Status
3.7.2 Obligatory Movement French infantry	Applies
12.3 Optional use of Russian morale chart	Applies
14.0 Stosstruppen and infiltration stands	Amended rule as posted on the official Great War Spearhead web page applies
Hidden Movement	Not used. Special deployment rules provide limited hidden deployment.
Close Combat Flank/Rear Aspect	Applies.
Engineering Tasks	Apply unless noted otherwise below.
Morale Retreats	Optional Morale Retreat rule does not apply.
TO&E section	Applies.
Special Consideration for the Austrian Army	Applies
Russian Army Special Rules R1, R3, R5	Applies
Russian Army Special Rules R2, R4	Do not apply
Turkish Army variable strength rule	Does not apply
Turkish Army Yildirim and Defend orders morale rules	Apply

8.2 Special Advanced Rules:

The following advanced rules should be used with the scenario system.

8.2.1 Artillery & Heavy Mortars – fire missions:

Individual support stands found at brigade level, as long as no more than one stand of the same calibre weapon per brigade or regiment respectively is available, are not limited in the number of indirect fire missions available. All other artillery and heavy mortar brigades, either on or off table, are limited in the number of indirect fire missions per brigade as follows:

FIRE MISSION TABLE	Number of Fire Missions
Regiments with guns 90mm or less	10
Regiments with larger calibre artillery	5

The above represents several factors. Firstly, it encourages the use of more common field artillery. It also presumes that heavier corps artillery is also supporting other formations of the corps.

In attack/defence games set between 1915 and 1918 additional artillery is allocated per Great War Spearhead rule 16.1. This artillery is allocated in addition to that purchased by the player from his allocation of points: no additional points are required for its purchase.

If the attacker's preliminary bombardment exceeds 3 days, the defender receives an additional brigade per Great War Spearhead rule 16 at no additional points cost to the defender.

These variations will result in higher artillery densities as befits actions set in these periods of the war.

Smoke ammunition, when available, is limited to two rounds of fire per regiment. This applies to all weapons irrespective of the weapon being on or off table.

Gas ammunition may only be used by:

- The attacker in an attack defence scenario, when gas fire missions may be used for either pre-planned fire, or counter-battery fire, and the attacker is limited to 6 gas fire missions in total regardless of their use
- The defender in an attack defence scenario, when gas fire missions may only be used for counter-battery fire, and the defender is limited to 3 gas fire missions.

Gas ammunition may not be used in any other scenarios or situations.

The availability of gas by year is defined in Great War Spearhead rule 8.9.2.5

8.2.2 Off-Table Artillery:

Only off-table artillery can conduct pre-planned or counter-battery fire.

Pre-planned fire is only available to the attacker in Attack-Defence Scenario. The attacker and defender may also employ a preliminary bombardment, and its response, per Great War Spearhead Rule 16 page 10.

The points cost of artillery that remains off-table is reduced by 20% refer section 10.2.

8.2.3 Counter-Battery Fire:

Indirect counter battery fire was a technique that was developed during the Great War. Starting in 1915, players may choose to have their heavy artillery regiments conduct counter battery missions against enemy artillery regiments.

Prior to the game, the player designates which heavy and super-heavy artillery regiments will conduct counter battery fire and against which enemy regiments. Only artillery regiments that are in general support may be pre-designated for counter battery fire. The player then rolls a D6 and determines the results from the table below.

Modifiers are used as required.

Die roll	Effect
1	No effect
2	No effect
3	Regiment AI drops by one this turn only
4	Regiment silenced this turn
5	Regiment AI drops by one this turn and next turn
6	Regiment AI silenced for remainder of game
7	Regiment Destroyed

Modifiers	
British Empire after 1916	+1
Italian/Austrian/Turkish/Russian	-1
Gas used	+1

8.2.4 Aircraft:

Aircraft are deployed as per Great War Spearhead rule 9.1.2 (Page 15). Aircraft are paid for in the appropriate list, but are called onto the table using a General Support die roll. Aircraft are not available for scenarios set in 1914.

9.0 TABLES OF ORGANISATION & EQUIPMENT:

The TO&E defined in the Great War Spearhead rule book should be used to generate typical formations for the games. The formation making up each list must be drawn from a single corps TO&E from the Great War Spearhead rulebook. It cannot draw troops from other formations. However when creating an Option B list, the player may use a different corps TOE. For example if the main list is drawn from an infantry division, a player may create his option B list from a cavalry division and vice versa. Other specific exceptions may be defined by agreement between players or by a competition organiser. Players or competition organisers may also elect to allow specific historical TO&E. If this is done the possible TO&E must be fully researched and available prior to the game or event.

A brigade may be under strength. However, no more than one third of the original fighting stands of the brigade may be removed from the brigade. Reconnaissance stands and any stand capable of conducting support fire may always be removed when forming under strength brigades in addition to the one third of the fighting stands.

Brigade morale must be composed of those types available to a division as stated in the Great War Spearhead TO&E. Ratios defined need not be applied to those brigades represented on table if the number of brigades is less than the total brigades of that morale type.

An under strength division may be chosen, but must include at least two brigades from the official OOB as stated in the Great War Spearhead TO&E regardless of nationality

A division HQ must always be purchased. Where elements from more than one Division are purchased, an appropriate number of Division HQ, and a Corps HQ, must be purchased.

Artillery must always be Regular unless the division being modelled is rated as all brigades entirely Green, or entirely Veteran. In this situation the artillery must be rated the same as the rest of the division.

10.0 POINTS SYSTEM:

10.1 Troop Purchase Conditions:

- Each list must be drawn from a single corps TO&E from the Great War Spearhead rulebook, except as defined in section 9.0.
- Brigade morale must be composed of those types available to a corps as stated in the Spearhead TO&E. Ratios need not apply to those brigades represented on table.
- Artillery FOOs must always be Regular unless the division being modelled is rated as all brigades entirely Green, or entirely Veteran. In this situation the artillery must be rated the same as the rest of the division.
- Off table artillery regiments must be purchased at full strength as specified in the official Great War Spearhead TOEs.

10.2 National Quality Multipliers:

All ground units must have their total cost multiplied by the following factors. Calculate the cost of each brigade and then multiply the brigade total by the modifiers listed in the Nationality Quality Table below. Calculate Divisional Assets by company or brigade depending on the quantities selected. Aircraft and Field Defences are never multiplied by these costs. Off table artillery is calculated at 20% less than the normal value for that nationality and morale grade.

NATIONAL QUALITY TABLE	Elite	Veteran	Regular	Green	Random
German/USA/French/UK	130%	120%	100%	80%	-
Russian/Turkish Italian/Austro Hungarian/Bulgarian/Other	120%	110%	90%	70%	80%

10.3 Defences

For games set in the early months of 1914, when defences were often rushed in construction, and warfare was more mobile in nature, defences are purchased according the points given below. These points are also used in more mobile actions set in the Middle East, and on the eastern front during its more mobile phases. Where defences are purchased, and a player finds himself playing as an attacker in an 'Advance to contact' Encounter scenario, the points spent on defences are lost.

For games set in the more static periods of the war, rather than use points from the points allocations given to each player, use the Great War Spearhead rules Sections 15.0-18.0 (inclusive), pages 17-27.

These rules should also be used for the allocation of additional artillery per Great War Spearhead rule 16.1, page 21. This artillery is allocated in addition to that purchased by the player from his allocation of points: no additional points are required for its purchase.

These variations will result in higher artillery densities as befits actions set in these periods of the war.

10.4 Aircraft:

Aircraft are one-shot weapons, and their cost is never multiplied by the National Quality factors. The cost of an aircraft is given in the table below. One air support mission is equal to one model aircraft. Only one aircraft may be on table at any one time.

AIRCRAFT COSTS:				
Type	Year	Def	Bombs	Points cost
Fighter	1915-18	4	4	12
Tactical bomber	1916-18	4	3	18
Multi-engine bomber	1917-18	5	3	22

A force is also restricted to a maximum number of aircraft according to the Great War Spearhead rules 9.1, page 13. Use section 9.1.1. Page 13 to determine air superiority, and therefore the number of aircraft that each side may purchase.

10.5 Troop Values:

10.5.1 Costs for generic troops and defences/fortifications:

GENERIC TROOP TYPES & DEFENCES	Cost
Artillery FOO	10
Light Entrenchments for infantry and infantry support weapons, and on table light entrenchments for artillery (cost per stand)	1
Heavy Entrenchments for infantry and infantry support weapons (cost per stand)	4
Pillbox	8
Bunker	12
Fort	20
Section of Wire 3 1/4" wide (3 regular fighting stands)	3
Gas fire mission: persistent	9
Gas fire mission: non-persistent	6

10.5.2 Troop costs by nationality

Austro-Hungary					
Infantry & Support Weapons:					
Infantry	5	3 rd Line Reserve infantry	4	Cavalry	5
Cavalry MGs 1914-16	6	Cavalry MGs 1917-18	7	Cavalry engineers	5
Bicycles	5	MG 1914-15	5	MG 1916	6
MG 1917-18	7	Storm troopers	7	Engineers	5
Trench Mortar 76mm	3	Trench Mortar 90mm	5	Infantry HQ stand	6
Artillery:					
75mm mountain gun	6	76.5mm field gun	6	90mm field gun	6
120mm field gun	9	104mm field gun	9	150mm howitzer	10
210mm howitzer	12	420mm howitzer	30	240mm mortar	14
305mm mortar	16	420mm mortar	28		
Armoured vehicles:					
Romfell a/c	12				

Belgium					
Infantry & Support Weapons:					
Infantry	5	3 rd Line Reserve infantry	4	Cavalry	5
Bicycles	4	MG	7	Engineers	5
Infantry HQ stand	6				
Artillery:					
37mm infantry gun	2	75mm field gun	6	120mm field gun	6
105mm howitzer	9	150mm howitzer	10	210mm howitzer (fortress artillery)	12
Armoured vehicles:					
Minerva a/c	12	S.A.V.A. a/c	12	Mors a/c	12

British Empire					
Infantry & Support Weapons:					
Infantry with mad minute	6	Infantry	5	African Askari/Imperial infantry	4
Cavalry	5	Cavalry MG	6	Cavalry Eng	5
Bicycles	4	MG 1914	5	MG 1915-18	6
Engineers	5	3" Trench Mortar	3	Infantry Brigade HQ	6
Artillery:					
13pdr field gun	5	15pdr field gun	5	4.7" field gun	5
18pdr field gun	6	4.5" howitzer	9	60pdr field gun	10
6" howitzer	11	6" gun	11	8" howitzer	13
9.2" howitzer	16	15" howitzer	25	6" Trench Mortar	10
9.45" Trench Mortar	12	12" Rail gun	13	14" Rail gun	18
Armoured vehicles:					
Mk I Male 6pdr	13	Mk I Female MG	14	Mk IV Male 6pdr	13
Mk IV Female MG	14	Mk V Male 6pdr	14	Mk V Female MG	15
Whippet	14	Leyland a/c	11	Austin a/c	12

Bulgaria					
Infantry & Support Weapons:					
Infantry	5	3 rd Line Reserve infantry	4	Cavalry	5
Infantry HQ stand	6	MG	7	Engineers	5
Artillery:					
75mm Mountain gun	5	75mm field gun	6	87mm Field Gun	3
105mm howitzer	9	120mm howitzer	9		

France					
Infantry & Support Weapons:					
Infantry	5	Infantry Regt HQ	6	3 rd Class reserve infantry	4
Cavalry	5	Cavalry MG 1914	5	Cavalry MG 1915-18	7
Cavalry Eng	5	Bicycles	4	MG 1914	5
MG 1915-16	6	MG 1917/18	12	Engineers	5
58mm Trench Mortar	6	3" Trench Mortar	3		
Artillery:					
37mm Infantry gun	3	75mm field gun	7	90mm field gun	6
95mm field gun	6	120mm field gun	10	150mm field gun	11
150mm howitzer	12	220mm howitzer	13	280mm howitzer	16
240mm mortar	14	270mm mortar	16	370mm mortar	18
320mm Rail gun	16	400mm Rail gun	25	520mm Rail gun	30
Armoured vehicles:					
Schneider 75mm gun	12	Sr Chamond 75mm	13	FT17 MG	13
FT17 37mm	13	AC47mm a/c	12	Renault a/c	12

Germany					
Infantry & Support Weapons:					
Infantry	5	Landwehr 1914-15	4	Trench battalions 1916-18	4
Cavalry	5	Cavalry MG	7	Cavalry Eng	5
Bicycles	4	MG 1914-1916	7	MG 1917-18	12
Engineers	5	Minenwerfer 76mm	4	Infantry Regiment HQ	6
Stosstruppe	7				
Artillery:					
37mm infantry gun	4	76.2mm infantry gun	5	75mm mountain gun	6
77mm field gun	6	170mm mortar	10	240mm mortar	12
105mm howitzer	9	150m howitzer	11	210mm howitzer	13
280mm howitzer	16	420mm howitzer	28	280mm Rail gun	13
300mm Rail gun	16	400mm Rail gun	24		
Armoured vehicles:					
A7V 57mm gun	16	Mk IV Female MG captured	14	Mk IV Male 6pdr captured	13

Greece					
Infantry & Support Weapons:					
Infantry	5	3 rd Line Reserve infantry	4	Cavalry	5
Infantry HQ stand	6	MG	7	Engineers	6
Artillery:					
70mm Mountain gun	5	75mm field gun	6	105mm howitzer	9

Italy					
Infantry & Support Weapons:					
Infantry	5	3 rd Line Reserve infantry	4	Cavalry	5
Cavalry MG 1914-15	5	Cavalry MG 1916-18	7	Cavalry engineer	5
Infantry HQ stand	6	Bicycle	5	MGs 1914-15	
MG s 1916-18	7	Arditi	7	Engineers	5
3" Trench mortar	3				
Artillery:					
70mm Mountain gun	3	75mm field gun	7	105mm howitzer	6
149mm howitzer	12	210mm howitzer	13	305mm howitzer	16

Montenegro					
Infantry & support weapons:					
Infantry	5	2 nd Line reserve infantry	4	Infantry Regt HQ	6
Cavalry	5	MGs	7	Engineers	5
Artillery:					
70mm mountain gun	3	75mm field gun	7	120mm howitzer	9

Russia					
Infantry & support weapons:					
Infantry	5	3 rd Line reserve infantry	4	Infantry Regt HQ	6
Cavalry	5	Cavalry MGs	6	Cavalry Engineers	5
Bicycle	4	MGs 1914	5	MGs 1915-18	6
Engineers	5	Infiltrators	6		
Artillery:					
76mm field gun	6	90mm field gun	7	4.5" howitzer	9
122mm howitzer	9	150mm howitzer	11	8" howitzer	12
11" Mortar	16	420mm mortar	20	280mm rail gun	13
380mm rail gun	25				
Armoured vehicles:					
Fiat a/c	12	Austin a/c	12		
Armoured train:					
Gun car	10	Other cars	8		

Roumania					
Infantry & support weapons:					
Infantry	5	3 rd Line reserve infantry	4	Infantry Regt HQ	6
Cavalry	5	MGs	7	Engineers	5
Artillery:					
77mm field gun	6	105mm howitzer	9	120mm howitzer	10
150mm howitzer	10				

Serbia					
Infantry & support weapons:					
Infantry	5	3 rd Ban infantry	4	Infantry Regt HQ	6
Cavalry	5	MGs	7	Engineers	5
Artillery:					
75mm mountain gun	5	75mm field gun	6	120mm field gun	6
120mm howitzer	9				

Turkey					
Infantry & support weapons:					
Infantry	5	1918 Arabs/3 rd line reserves	4	Infantry Regt HQ	6
Cavalry	5	MGs	7	Engineers	5
Artillery:					
75mm mountain gun	3	75mm field gun	6	105mm howitzer	9
120mm howitzer	9	150mm howitzer	12		

United States					
Infantry & Support Weapons:					
Infantry	5	Infantry HQ stand	6	Cavalry	5
Cavalry MGs	7	MG	7	Engineers	5
3" Trench Mortar	3				
Artillery:					
37mm Infantry gun	3	75mm field gun	6	120mm Field Gun	9
155mm field gun	10	155mm howitzer	12	8" Howitzer	13
9.2" Howitzer	16	6" Trench Mortar	9	240mm Trench Mortar	12
10" Rail gun	16	14" Rail gun	18	16" Rail gun	25
Armoured vehicles					
FT17 MG	13	FT17 37mm gun	13		