

# SPEARPOINT 1943

## SITUATION IX: GERMAN AIRFIELD

V1.0



### GENERAL'S ORDERS

A small airfield we control is providing air cover for our frontline units 40km to the south. FlaK batteries at the airfield continue to spot reconnaissance flights by American planes. Our successes must be drawing their attention. Continue to execute air strikes against the Americans in support our frontline forces. Strengthen our reserves near the airfield and be ready for enemy movement toward our position.



### GENERAL'S ORDERS

A small German-held Italian airfield is the source of enemy aircraft harassing our frontline units and reserves. We need to push forward and capture that airfield, taking out any enemy aircraft we encounter. Reconnaissance flights indicate an active German garrison controls the area and there is at least one 88mm FlaK gun near the airfield. Expect heavy German resistance.

### STARTING, COMMITTED UNITS

(Do not count toward deck point total)

Airfield Reserves (See Setup, not yet committed)

1X 8.8cm FlaK 36

1X Artillery Crew (With 8.8cm FlaK 36)

2X Rifle Squads

1X Panzer IIIJ

1X Tank Crew (With Panzer IIIJ)

### STARTING, COMMITTED UNITS

None

### WIN CONDITIONS

- The first player to score 80 points or achieve overrun.
- If the US can overrun the Germans, the Rear Line German Airfield is captured in the first turn of the overrun condition and the game immediately ends.

### SPECIAL RULES

- [GERMAN SETUP] Remove the following Unit Cards and set them aside:  
2X Messerschmitt Bf-109s  
1X Focke-Wulf FW-190A  
1X Junkers JU-87B  
4X Luftwaffe Pilots
- [GERMAN SETUP] Place the four Luftwaffe Pilots in one facedown stack. Then shuffle the four German aircraft and place them next to the Pilots in another facedown stack. These stacks represent German "Airfield Reserves". Place the two stacks along the German Rear Line as shown in the German setup illustration on Page 2.
- [GERMAN SETUP] Place four random Command Cards face down, end to end, in a line next to the Airfield Reserves as shown. These four Command Cards collectively represent the German-controlled airfield. Place all starting German Units along the appropriate lines as shown.
- [SETUP] The US player creates a 130 point maximum, 100 point minimum Reserves Deck. The German player creates a standard 100 point maximum, 80 point minimum Reserves Deck. There are no unit restrictions.
- [SETUP] The German player's starting hand includes 3 Command Cards (no Unit Cards). The US player's starting hand includes 5 Unit Cards and 3 Command Cards.

[OVER]




  
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**SPECIAL RULES [CONT.]**

- [GERMAN DRAW PHASE] Each Draw Phase, the German player may choose to draw from his/her 100 pt. Reserves Deck **OR** from his/her Airfield Reserves. If drawing from the 100 pt. Reserves Deck, treat the Draw Phase as a standard game Draw Phase (draw 1 Command Card, then draw 2 additional cards of any type). If drawing from Airfield Reserves, **do not draw a Command Card** and **do not draw cards into your hand**. Instead, reveal and place the **top card** of each Airfield Reserves stack face up on a single open Airfield card (one of the four facedown Command Cards representing the Airfield). This “stages” a single German aircraft and Pilot for commitment in a future turn.
- [GERMAN COMMITMENT CHOICE] Each Commitment Phase beginning with Turn 2, the German Player may **EITHER** commit new units from his or her hand **OR** may commit one or more staged aircraft from the Airfield. As German aircraft are committed into play from the Airfield, any Fighter Ace Command Cards may also be played.
- [RETURNING GERMAN AIRCRAFT TO THE AIRFIELD] As a German aircraft exhausts Turns of Flight, place the aircraft and pilot face down under the appropriate Airfield Reserves (Aircraft or Pilot) stacks instead of under the 100 pt. Reserves Deck. This action returns German aircraft to the Airfield after fuel is spent. Clear any Damage Cards incurred but retain any Fighter Ace Command Cards by placing them back in the German Player’s hand.
- [STAGED AIRCRAFT VULNERABILITY] Staged German aircraft are temporarily vulnerable to attacks from the US and are considered **Rear Line vehicles** for targeting purposes until committed. Staged aircraft may not fire. If the German frontline is lost, consider the staged aircraft to be **Frontline vehicles** for targeting purposes. Note that Airfield Reserves stacks may not be targeted by US units at any time.

**GERMAN FRONTLINE (RIFLE SQUAD, PANZER IIIJ w/CREW)**



(4) LUFTWAFFE PILOTS

(4) RANDOM GERMAN AIRCRAFT



GERMAN AIRFIELD (4 RANDOM COMMAND CARDS)



AIRFIELD RESERVES STACKS

8.8CM FLAK 36 w/CREW

GERMAN REAR LINE (AIRFIELD, AIRFIELD RESERVES, 8.8CM FLAK 36)

GERMAN SETUP ILLUSTRATION

