

SPEARPOINT 1943

STARTING DECK SUGGESTIONS



GERMANY

“ANGRIFF” (100 PTS)

- 1x Pz. VI Ausf. E Tiger I (21 pts)
- 2x Pz. V Ausf. A Panther (36 pts)
- 3x Tank Crew (6 pts)
- 2x Rifle Squad (10 pts)
- 2x Mortar Squad (10 pts)
- 2x MG-42 Team (8 pts)
- 1x Panzerschreck Team (4 pts)
- 1x Scharfschütze (Sniper) (5 pts)

Strengths: Armor heavy frontline force. Easy to commit forces. Good infantry support.

Weaknesses: No air or artillery support. Weak against enemy air and artillery attacks.

Suggested Starting Hand: 2x Pz. V Panther A, 2x Tank Crew (bring in the big boy later for a guaranteed “Oh #^\$@!” reaction)

“EINSATZBEREIT” (99 PTS)

- 2x Panzer IV Ausf. G (22 pts)
- 2x Tank Crew (4 pts)
- 1x Focke-Wulf Fw190A-4 (9 pts)
- 1x Luftwaffe Pilot (2 pts)
- 2x 8.8cm FlaK 36 (12 pts)
- 1x Nebelwerfer 41 (4 pts)
- 3x Artillery Crew (6 pts)
- 3x Rifle Squad (15 pts)
- 3x MG-42 Team (12 pts)
- 2x Panzerschreck Team (8 pts)
- 1x 8cm Mortar Squad (5 pts)

Strengths: Good versatile balance of frontline, rear line, and air forces. Good vs. enemy air and artillery.

Weaknesses: Weaker armor support. Weak against enemy armor en masse.

Suggested Starting Hand: 1x 8.8cm FlaK 36, 1x Artillery Crew, 1x Panzerschreck Team, 1x Rifle Squad



UNITED STATES

“MOBILE FIREPOWER” (99 PTS)

- 3x M4A1 Sherman (42 pts)
- 2x Gun Motor Carriage M10 (24 pts)
- 1x M7 Priest (11 pts)
- 6x Tank Crew (12 pts)
- 2x M1 Bazooka Team (6 pts)
- 2x .30cal LMG Team (4 pts)

Strengths: Mobile, powerful anti-tank force.

Weaknesses: Weak vs. enemy artillery, if the artillery is well-protected. No air support.

Suggested Starting Hand: 1x M4A1 Sherman, 1x M7 Priest, 2x Tank Crew



US NATIONAL ARCHIVES

M10 TANK DESTROYER

“FIRE FOR EFFECT!” (99 PTS)

- 1x 8in Howitzer M1 (9 pts)
- 2x 105mm Howitzer M2A1 (8 pts)
- 3x Artillery Crew (6 pts)
- 2x M7 Priest (22 pts)
- 2x M5A1 Stuart VI (14 pts)
- 4x Tank Crew (8 pts)
- 2x Rifle Squad (12 pts)
- 2x 81mm Mortar Squad (12 pts)
- 2x M1 Bazooka Team (6 pts)
- 1x .30cal LMG Team (2 pts)

Strengths: Artillery. Rain down heavy fire from a rear line protected by infantry and light tanks.

Weaknesses: Light tank support, no air support. Weak vs. enemy aircraft.

Suggested Starting Hand: 1x Rifle Squad, 1x M1 Bazooka Team, 1x M7 Priest, 1x Tank Crew

FRONTLINE GENERAL™
SPEARPOINT 1943



GERMANY

“GESCHÜTZ” (99 PTS)

- 3x 8.8cm FlaK 36 (18 pts)
- 1x 15cm sFH 18 (6 pts)
- 1x Nebelwerfer 41 (4 pts)
- 1x 7.5cm PaK 40 (4 pts)
- 1x Pantherturm I (8 pts)
- 7x Artillery Crew (14 pts)
- 4x Rifle Squad (20 pts)
- 3 MG-42 Team (12 pts)
- 2x Panzerschreck Team (8 pts)
- 1x Scharfschütze (Sniper) (5 pts)

Strengths: Heavy Artillery support deck. Good defense vs. enemy air, artillery, and infantry.

Weaknesses: No Armor.

Suggested Starting Hand: 1x Panzerschreck Team, 3x Rifle Squad



US NATIONAL ARCHIVES

FOCKE-WULF Fw 190A-4

“LUFTANGRIFF” (100 PTS)

- 2x Messerschmitt Bf 109G-6 (22 pts)
- 1x Focke-Wulf Fw 190A-4 (9 pts)
- 3x Luftwaffe Pilot (6 pts)
- 1x Pz. V Ausf. A Panther (18 pts)
- 1x Panzer IV Ausf. G (11 pts)
- 2x Tank Crew (4 pts)
- 1x 8.8cm FlaK 36 (6 pts)
- 1x Artillery Crew (2 pts)
- 2x Rifle Squad (10 pts)
- 2x MG-42 Team (8 pts)
- 1x Panzerschreck Team (4 pts)

Strengths: Well-rounded force with good air support.

Weaknesses: Weak artillery support.

Suggested Starting Hand: 1x Pz. V Ausf. A Panther, 1x Tank Crew, 1x Focke-Wulf Fw 190A-4, 1x Luftwaffe Pilot



UNITED STATES

“FLYBOYS” (100 PTS)

- 2x P-38J Lightning (26 pts)
- 2x P-40F Warhawk (22 pts)
- 4x Army Air Corps Pilot (8 pts)
- 2x M4A1 Sherman (28 pts)
- 2x Tank Crew (4 pts)
- 2x Rifle Squad (12 pts)

Strengths: Aircraft are great against enemy armor, aircraft, and artillery.

Weaknesses: No artillery, few ground forces. Weak vs. enemy FlaK guns.

Suggested Starting Hand: 1x M4A1 Sherman, 1x Tank Crew, 2x Rifle Squad

“COMBINED ARMS” (100 PTS)

- 1x P-38J Lightning (13 pts)
- 1x Army Air Corps Pilot (2 pts)
- 2x M4A1 Sherman (28 pts)
- 1x M7 Priest (11 pts)
- 3x Tank Crew (6 pts)
- 1x 105mm Howitzer M2A1 (4 pts)
- 1x 57mm Anti-Tank Gun M1 (4 pts)
- 2x Artillery Crew (4 pts)
- 2x Rifle Squad (12 pts)
- 1x 81mm Mortar Squad (6 pts)
- 1x M1 Bazooka Team (3 pts)
- 1x .30cal LMG Team (2 pts)
- 1x Sniper (5 pts)

Strengths: Good variety of forces.

Weaknesses: Average numbers of all units.

Suggested Starting Hand: 1x M7 Priest, 1x Tank Crew, 1x Rifle Squad, 1x M1 Bazooka Team



US NATIONAL ARCHIVES

SOLDIER WITH BAZOOKA