

WWII TACTICAL CARD GAME

FRONTLINE



GENERAL™

SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

RULES OF PLAY V1.0



FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

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SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

I. INTRODUCTION

Frontline General: Spearpoint 1943 Village and Defensive Line Map Expansion (CEW00005) contains a two-sided Map, two-sided Feature Tiles, two-sided Counters, Rules, Quick Reference Cards, a Score Sheet, and Scenarios with fictional introductions by Mark H. Walker. This expansion is not standalone and requires either one copy of **Frontline General: Spearpoint 1943** (CEW00004) or one copy of **Frontline General: Spearpoint 1943 Eastern Front** (CEW00006) to play. The Italian Village side of the included map and associated Feature Tiles are inspired by Italian architecture and set in the summer of war-torn Italy in 1943. The Defensive Line map and associated Feature Tiles are inspired by the Gustav prepared defensive line in Italy and set in the winter of 1943. **The rules herein supersede the rules of Frontline General: Spearpoint 1943/Frontline General: Spearpoint 1943 Eastern Front when played with this expansion.**



Frontline General: Spearpoint 1943 (CEW00004)



Frontline General: Spearpoint 1943 Eastern Front (CEW00006)

The original rules of each base game are still valid if either game is played alone. Scenario-based *Situation Games* or open-ended *Standard Games* may be played using the components from either base set along with the components of this expansion.

ABOUT QUICK RESPONSE (QR) CODES



Quick Response (QR) Codes are provided throughout these rules to make it easier to learn how to play the game. A QR Code may be scanned by most Smart Phones. Alternatively, each QR Code is a hyperlink in the PDF version of this rules set and may be clicked if viewing the rules

online. Click or scan the code to watch a video tutorial of the concept or rule in action. To get started, click or scan the code in this section to watch an introductory video about this game.

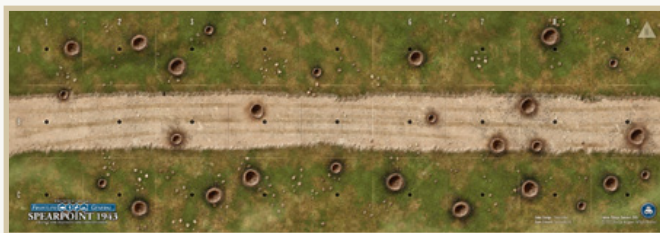
II. COMPONENTS



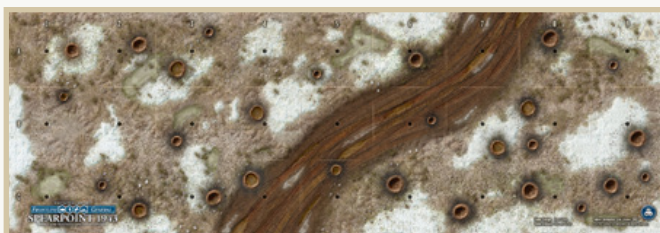
For a video overview of the game's major components and their functions, click or scan the following QR Code.

VILLAGE/DEFENSIVE LINE MAP

Each expansion map includes a 12"x36" playable area that replaces the "Frontline" from the original Spearpoint 1943 game. Side 1 is a war-torn Italian Village in summer (See Village Map Illustration) and Side 2 is an Italian Defensive Line in winter (See Defensive Line Map Illustration). Use the appropriate side of the map as required by each Scenario or Standard Game along with the appropriate Feature Tile set identified by Tile numbers 1-24 and side A or B. Each 4" square space on the map is considered Open Space and has no terrain modifiers by default. Scenarios and Standard games generally require placement of certain Feature Tiles that modify the basic map spaces and represent realistic terrain.



Village Map Illustration



Defensive Line Map Illustration

FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

FEATURE TILES

Twenty four 4" square double-sided Feature Tiles represent terrain and present various modifiers such as defensive advantages, concealment, or blocking features. Feature Tiles may restrict line of sight, movement, unit function, and/or provide protection for occupants. Each Feature Tile function is described in this section, and each Terrain Effect is also summarized on the Feature Tile itself for quick reference (See Feature Tile Detailed). If the Feature Tile contains an element that blocks Line of Sight, such as walls of a building, that blocking feature is defined on the tile by the artwork of the feature itself. Each Feature Tile includes a center dot for Line of Sight checks between an attacker and a target. Some Feature Tiles include placement orientation requirements and/or Entry and Exit arrows that define how infantry units may enter or exit the Feature (such as a Bunker or Trench). Always place Feature Tiles "square" and on-center of a Map space during terrain setup, and once placed, do not modify the orientation, even if the tile is flipped due to destruction.

Some Features such as buildings are destructible. If destroyed, the terrain modifiers, line of sight information, and other factors change as provided on the ruined, reverse side of the tile. All feature tiles are numbered and each side is designated as A or B. Types of Feature Tiles are described below.

FEATURE TILE DETAILED

Title. A brief title to identify the Tile.

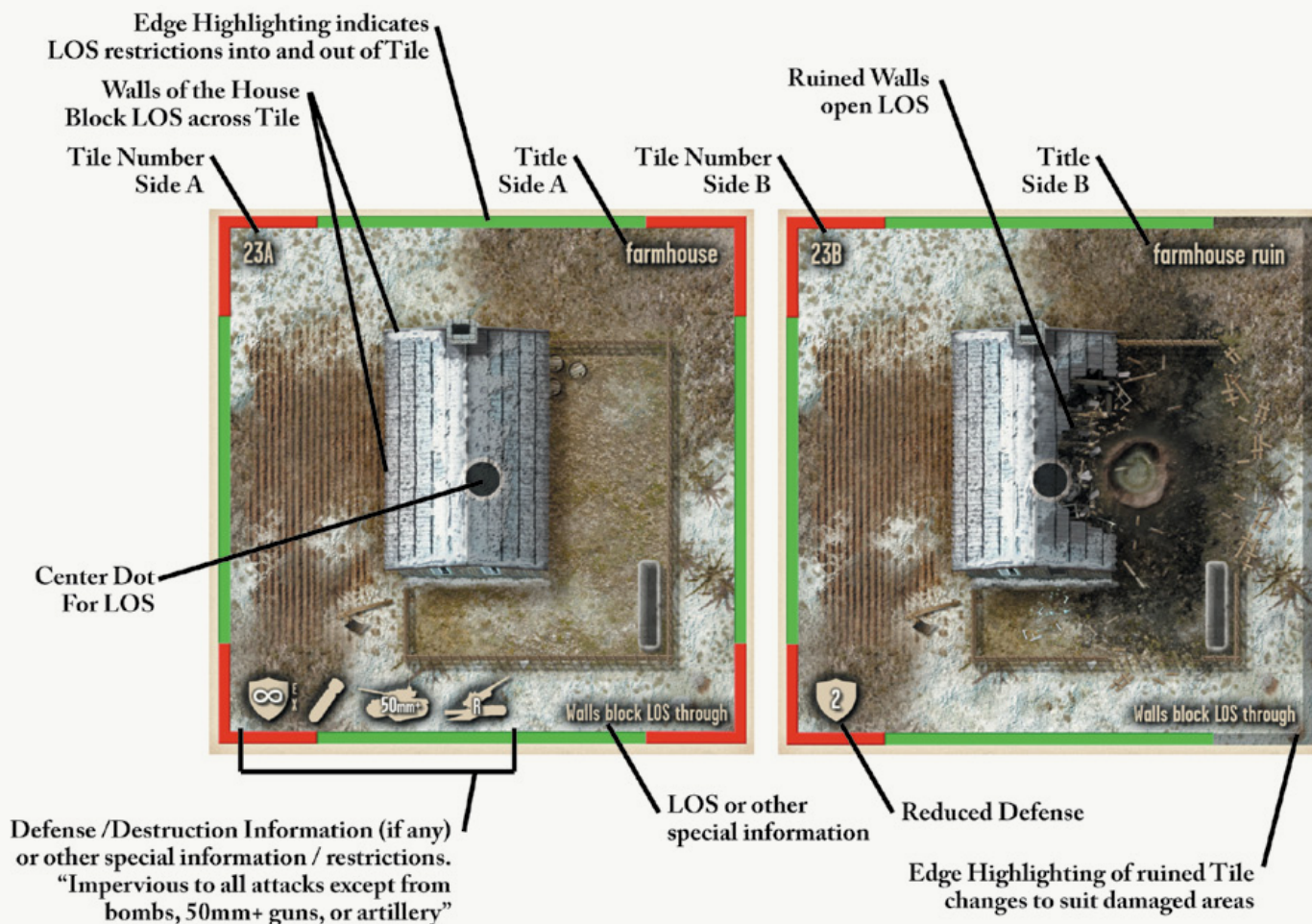
Tile Number. Each Tile is numbered for reference in Scenario Setup. Each numbered Tile has a Side A and Side B.

Edge Highlighting. Edge Highlighting relates to checking for an unobstructed Line of Sight between an Attacker and a Defender in or out of the Tile. See Combat – Line of Sight for more information.

LOS/Other Special Information. If Line of Sight across the Tile is blocked by an element of the tile (such as a Wall), that information is provided here.

Defense Information (If Any). If the Tile provides a Defense Bonus for occupying Units, that Bonus is shown here. If an Infinity Symbol is shown here, the Tile is indestructible (but may be entered by Infantry).

Destruction Information (If Any). For Tiles that may be destroyed (non-infinite Defense Value), this area details the Weaponry required to do so.



FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

TYPES OF FEATURE TILES

- 1. Buildings** (Village buildings, Shed, Farmhouse) – Side A provides impervious defense for occupying infantry until destroyed or raided (entered) by enemy Infantry. Intact Buildings may be destroyed by tanks (50mm or greater main gun), artillery, mortars, and bombs. Side B represents the destroyed side of the same building, which opens up line of sight and reduces the Defensive Bonus from “Impervious” to a lesser value. Walls block Line of Sight across both the intact and ruined sides of Building tiles.



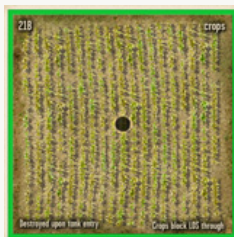
- 2. Village Fountain** (Village Tile) – Side A provides a defensive bonus of 3 for Infantry near the fountain. The Intact Fountain may be destroyed by tanks (50mm or greater main gun), artillery, mortars, and bombs. Side B represents the destroyed side of the same fountain, which lessens the Defensive Bonus for Infantry. The Fountain does not block Line of Sight across the tile.



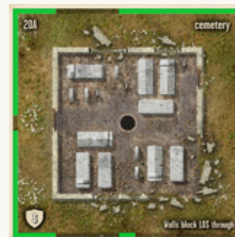
- 3. PzKpff VI Tiger Wreck Blocking Village Road** (Village Obstacle) – This one-sided Tile blocks the road of the Village where placed, preventing tank movement across the tile and providing a defensive bonus of 5 for occupying infantry using the knocked out tank for cover. The destroyed tank is not functional, may not be occupied, and may not be removed. The Tiger Wreck does not block Line of Sight across the tile.



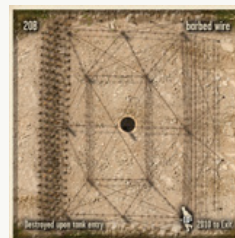
- 4. Crops** (Village Tile) – Village Crops provide concealment for infantry occupying them and are tall enough to block line of sight across the tile. No defensive bonus is provided by occupying the tile. Crops may be destroyed upon entry of a tank. If a tank enters Crops, remove the tile from the game.



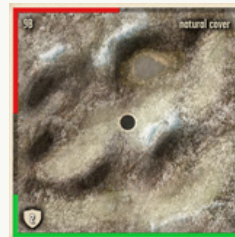
- 5. Cemetery** (Village Tile) – The Village Cemetery provides concealment and a small defensive bonus for infantry occupying the tile. Limited portions of the tile block line of sight across the tile. The Cemetery may not be destroyed.



- 6. Barbed Wire** (Village Obstacle) – Barbed wire restricts infantry movement across the tile in all directions. Any Infantry Unit may enter barbed wire but must pass a check roll to attempt to exit the barbed wire to an adjacent space or remain stuck in the Barbed Wire field. For any unit attempting to exit, roll 2D10 in the Movement Phase. Infantry pass the exit check if the sum is 10 or higher. If failed, that Unit must remain in the Barbed Wire that turn and cannot attempt to exit until next turn. If the exit check roll succeeds, the unit may exit the Barbed Wire that turn. Barbed wire may be destroyed upon entry of a tank. If a tank enters Barbed Wire, even with Infantry present within it, remove the tile from the game.



- 7. Natural Cover** (Defensive Line Tile) – Natural Cover for infantry and guns includes rocks, underbrush, trees, and debris that provides concealment and Defense Bonus 2 for occupying units. Natural Cover may not be destroyed.



- 8. Bunker** (Defensive Line Fortification) – Provides an impervious defense against all attacks (nothing may destroy the bunker but it may be raided by Infantry). Infantry may enter or exit a bunker by moving into it from the direction of the entry/exit arrows shown on the Tile. When placed, at least one entry/exit arrow must not border a map edge, minefield or other obstacle, or be oriented otherwise in a manner that prevents access. Bunkers may not be destroyed and the bunker's walls block LOS across the tile. Only a small field of view is provided to fire outward from the Bunker.



FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

- 9. MG Nest** (Defensive Line Tile) – Prepared Machine Gun positions provide Defense Bonus 3 for a single occupying MG Team, Bazooka Team, Panzerschreck Team, or Sniper if fired upon by a ground-based attack (excludes Artillery and Mortar attacks). MG Nests may not be destroyed.



- 10. Panzernest** (Defensive Line Fortification) – Common in Italy, the Panzernest is a pre-fabricated German fortification that, once buried, houses and protects a single MG team. This feature provides a limited field of view for the machine-gunner, but a Defense Bonus protecting the single occupying MG Team until it is destroyed. The Panzernest must be destroyed before the occupying Infantry may be targeted. The Intensity of the destruction shot determines the fate of the MG Team within in accordance with Crew Survival Rules. The Panzernest is destructible and is vulnerable to attacks from tank main guns (50mm or greater), artillery, mortars, and bombs. Side B represents the destroyed side of the Panzernest, which renders it inoperable as a concealing fortification. The Panzernest blocks Line of Sight across the tile.

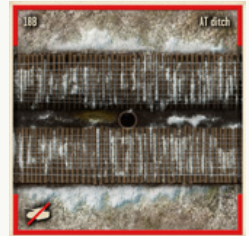


- 11. Pantherturm I** (Defensive Line Fortification) – Also common in Italy, the Pantherturm I is a pre-fabricated German bunker fortification that is buried in the ground. The top of Pantherturm is a recycled Panther Turret typically taken from a knocked out German Tank. Once buried, the Pantherturm is a strong fortification with a powerful weapon that houses and protects a single Artillery Crew. This feature visually represents the Unit Statistics of the Unit Card of the same name from **Frontline General: Spearpoint 1943** and replaces use of the card on the board. If used for its intact function, the Unit Card "Pantherturm I" does count toward the German player's Deck Build points total. Set the Unit Card aside and use the stats of the Unit Card to track the weapon's damage, defensive bonus provided, and Endurance. The Pantherturm I must be destroyed before the occupying Crew may be targeted, in accordance with Crew Survival Rules. The Pantherturm I is destructible and is vulnerable to attacks from tank main guns (75mm or greater), artillery, mortars, and bombs. Side B represents the destroyed

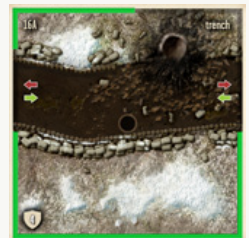


side of the Pantherturm I, which renders it inoperable as a concealing fortification. The Pantherturm I does not block Line of Sight across the tile.

- 12. Tank Trench** (Defensive Line Obstacle) – Tanks may not cross this feature. Infantry may cross a Tank Trench perpendicular to the trench but Obstacle Entry/Exit rules apply. Infantry do not gain a Defensive Bonus from a Tank Trench, but may gain concealment from ground attacks (excludes Artillery and Mortar attacks). Tank Trenches may not be destroyed.



- 13. Infantry Trench** (Defensive Line Obstacle) – Infantry Trenches provide a movement network for Infantry within each trench and concealment from ground attacks (excludes Artillery and Mortar attacks). Each Trench provides Defense Bonus 4 for occupying infantry. Infantry may freely move into and out of the trench along the trench Entry/Exit Arrows. Infantry may also enter the Trench from the rear or front edge (perpendicular to the trench) by following Obstacle Entry/Exit rules.



- 14. Minefield** (Village / Defensive Line Obstacle) – Any Ground Unit may enter a minefield but must pass a check roll to attempt to exit the minefield to an adjacent space. For any unit attempting to exit, roll 2D10 in the Movement Phase. Infantry fail an exit check if the sum is 11 or higher. Vehicles/Tanks fail an exit check if the sum is 7 or higher. If failed, immediately draw and apply a Damage Card. If a Damage Card is already applied to that unit, destroy that unit instead. Surviving units may attempt to exit the minefield in a future turn or choose to remain in the minefield. If the exit check roll succeeds, the unit may exit the Minefield that turn. Tanks due to their size have a greater chance of tripping a mine.



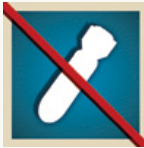
FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

COUNTERS

1" square Counters are provided to track various game and unit functions. Each type of Counter and its use is described below.

Bombs Depleted – If an Aircraft drops all of its bombs during an attack, place this counter on the aircraft's Unit Card to indicate no bombs remain.



Initiative – Use this counter to track which side has the initiative for the current turn. Place the blue side up to indicate US Initiative and the gray side up to indicate German Initiative.



Overrun – Use this counter to track and count down the Overrun Win Condition for either the US or German side. Place the blue side up to indicate the US is in an Overrun state and the gray side up to indicate the Germans are in an Overrun state.



Reserves Entry Point – Use this counter to mark an entry point on the map for frontline Reinforcements.



Smoke – The Lay Smoke Command Card is used to lay smoke in a map space or over a Rear Line Unit in order to block line of sight for three turns. Use this counter to track the location and remaining duration of the smoke. Rotate the counter to count down the number of turns the smoke remains active and remove it when that count equals zero.



US National Archives



US National Archives

Spotter – Place this counter on an Infantry Unit Card to indicate that Infantry unit with line of sight to a target is acting as a Spotter for an indirect Mortar or rear line Artillery attack.



Targeting Counters (8 blue US pair, 8 gray German pair) – Use these paired numbered counters in the Combat Phase to track declared attacks for every attacking unit. As each attacking unit resolves its attack, flip over the Targeting Counter pair, revealing red slashes to indicate completion of the attack.



Temporary Endurance (x) – Use an appropriate Temporary Endurance counter to track the remaining Endurance of a unit that receives damage during Combat. Rotate or replace this counter as the unit receives additional damage this turn. Remove all Temporary Endurance counters during each End Turn portion of each game turn (at the end of a turn, a unit is either damaged past its half breakpoint and has a Damage Card associated with it, is destroyed and removed from the game, or at Full Endurance).



Turns of Flight (x) – Place this counter on a committed Aircraft Unit Card to track how many Turns of Flight remain for that aircraft (ToF varies by aircraft and is listed under the title of the aircraft on its Unit Card). During each End Turn portion of each game turn, rotate this counter to count down remaining Turns of Flight, if any. If no Turns of Flight remain, remove the counter, aircraft, and pilot. Place the Aircraft and Pilot Unit Cards under the Reserves Deck.



FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

UNIT CARDS (FROM SPEARPOINT 1943 OR SPEARPOINT 1943 EASTERN FRONT)

Unit Cards from the original **Spearpoint 1943** or **Spearpoint 1943 Eastern Front** game represent the combatant units of each game. When used with the **Map Expansion**, these cards are used as the game's pieces, and contain all applicable statistics to control the unit the card represents (See Spearpoint 1943 Unit Card Detailed). *As an option, players may use 3rd party 15mm miniatures to represent units in place of the Unit Cards during gameplay.*

SPEARPOINT 1943 UNIT CARD DETAILED

Unit Title. A brief title to identify the unit.

Cost/Point Value. This number indicates the unit's Point Cost for Reserves Deck construction (deck-building) and the Point Value earned by the opposing side if destroyed during combat.

Card Color and Back Indicate Nationality

Commitment Line or Turns of Flight (aircraft)

Unit Title

Cost / Point Value

Unit Type Icon

Crew Requirement

Defense

Half Endurance

Full Endurance

Photo with Caption/Source

Attack Icons†

Damage Index

Attack Values‡

Rate of Fire Multiplier

Card Number

†Attack Icons: Infantry, Vehicles/Tanks/Guns, Aircraft. If attacking an immobile gun, lower Attack Value by 2.

‡Attack Values: This result or higher on sum of 2D10 to hit. Weapons with an underscored value cannot affect Armor.

Unit Type Icon. Each type of unit is identified in the upper left corner of the Unit Card by a Unit Type Icon as shown in the Unit Type Icons Illustration below.



Crew Requirement. If a unit requires a Crew, the required Crew is identified by a second icon directly under the Unit Type Icon. For the unit to function, pair the Unit with the required Crew. "N/C" means no Crew is required.

Commitment Line or Turns of Flight. Units designated as "Frontline" include Infantry, Tanks, and some Guns and enter play on the chosen map in a designated setup zone for the appropriate force. Units designated as "Rear Line" enter play "off-board" or outside of the chosen map in front of the controlling player and include units such as Artillery and some Self-Propelled Guns. In place of a Commitment Line, all Aircraft Units have a limited number of "Turns of Flight" listed in this area indicating how many turns that aircraft may remain in the Battle Area once committed, based on fuel.

Defense. The Gray Shield icon indicates the Defense value of the unit, if any.

Full Endurance. The Green Cross Icon indicates the Full Endurance of the unit, or hit points.

Half Endurance. The Red Cross Icon indicates the Half Endurance of the unit. If the unit receives damage during combat and reaches this value, a Damage Card is drawn to determine a critical effect based on Unit Type.

Photo/Caption. This area presents an identifying photograph of the unit, the source of the photo, and a caption.

Weapon. The unit's Armament is listed here. Multiple weapons are listed as separate rows.

Attack Icons. From left to right, Infantry, Vehicle/Tank, Gun, and Aircraft Icons with a superimposed target sight form column headers for the Attack Values of each weapon depending on the target.

Damage Index. The Damage Index column lists weapon-specific damage Indices, or modifiers, that are added to a randomization factor called Intensity to determine damage inflicted during Combat.

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Attack Values. Attack Values vary by weapon and target type. This number is the minimum number required to “hit” a target by rolling 2d10 and adding the results during Combat. **Note that if a value is underscored, that weapon cannot affect units that have a Defense value of 2 or greater.**

Rate of Fire Multiplier. Some weapons like Machine Guns have a high rate of fire. If so, this will be indicated with a Rate of Fire Multiplier and 2X, 3X, or 4X within the circle icon. A high rate of fire means that multiple attack rolls, each with damage resolution if a hit, may be made against the same target during combat.

Card Number. The Card Number is an identifying feature for the Unit Card. Each card within a set has a unique number.

COMMAND CARDS (FROM SPEARPOINT 1943 OR SPEARPOINT 1943 EASTERN FRONT)

Command Cards from the original **Spearpoint 1943** or **Spearpoint 1943 Eastern Front** game give players command options within the game and may also be used to perform a few additional functions if discarded instead of played (See Spearpoint 1943 Command Card Detailed). **The effects of identical command cards are not cumulative.** These cards are replenished in-game from a common shuffled deck in the Draw Phase. **Players may discard a maximum of one Command Card before any die roll to improve that roll by +1 instead of using the effect of the card.**



†Action / Effect: A player may also discard any Command Card to add 1 to any die roll before rolling or move one unit an extra 1 space. If discarded or burned, ignore the card's Action / Effect.

Command Card Title. An identifying card title.

Applicable To Icons. Unit Type Icons in this area restrict usage of each Command Card to certain Unit Types.

Bonus Reminder. Some Command Cards provide a bonus to a corresponding unit when played. If the Command Card stays in play until the Unit is destroyed or removed, a Bonus Reminder is shown here (Typically Attack or Defense bonuses). The card may be tucked under the Unit Card on which it was played (See Command Card with Bonus Reminder Example).

Photo/Caption. This area presents a representative photograph of the Command Card function, the source of the photo, and a caption.

Action/Effect. This area describes the function of the Command Card and lets players know when to play it. Some rules herein modify how certain Command Cards function with this Expansion. See the section “Other Special Rules”.

Card Number. The Card Number is an identifying feature for the Command Card. Each Card within a set has a unique number.

Visible Bonus Reminder and Command Card Title

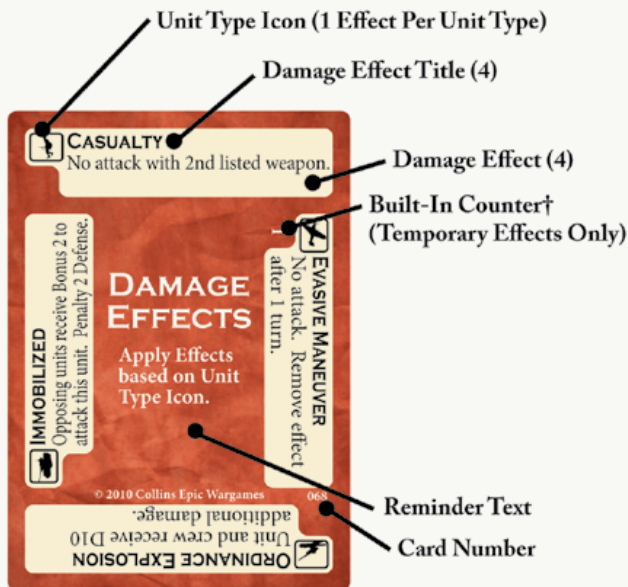


FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

DAMAGE CARDS (FROM SPEARPOINT 1943 OR SPEARPOINT 1943 EASTERN FRONT)

Damage Cards from the original **Spearpoint 1943** or **Spearpoint 1943 Eastern Front** game provide unique detrimental damage effects to units when they take enough damage to reach their Half Endurance breakpoint. Appropriate Damage Effects are applied based on Unit Type Icons, and are tucked under the Unit Card, revealing only the appropriate Damage Effect. If necessary, a built-in counter tracks any temporary effects.



†Built-In Counter: Temporary Effects from sustained damage may be counted down using the built-in counter. Count the turn in which the Damage Card was drawn as “1”. Once the temporary effect is over, remove the effect, but not the card (the Unit is still damaged).

DAMAGE CARD DETAILED

Unit Type Icon. Unit Type Icons in this area identify the type of unit (Infantry, Vehicles, Guns, or Aircraft) to which the Damage Effect applies.

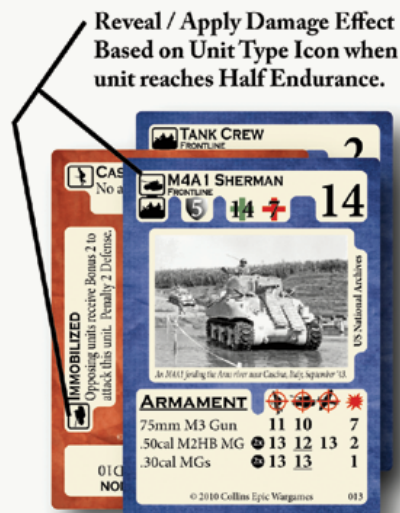
Damage Effect Title. An identifying Damage Effect Title.

Damage Effect. This text describes the detrimental effect and how to apply it to the unit.

Built In Counter. If a Damage Effect is temporary, a built in counter may be used to track and count down the effect. Temporary Effects last a number of Turns equal to the counter duration. The current turn in which the Effect is applied counts as “1”. Hide the counter’s numbers with the Unit Card edge by tucking the Damage Card further under the Unit Card until the effect expires. Note that while the effect may be

gone, the unit remains damaged, and the card itself stays under the Unit Card as a reminder of the damage.

Card Number. The Card Number is an identifying feature for the Damage Card. Each Card within a set has a unique number.



Damage Effects may be temporary or permanent, but the Damage Card remains applied until the unit is withdrawn, destroyed, or something else removes the Damage Card.

QUICK REFERENCE SHEETS AND SCORE CARD

Two Quick Reference Sheets (one per player) summarize the most important game rules and are provided for in-game reference to minimize rules lookup. Download and print out free score card tokens for the US and Germany at www.collinsepicwargames.com or use a spare die, coin, block, or colored targeting counter.

DICE (FROM SPEARPOINT 1943 OR SPEARPOINT 1943 EASTERN FRONT)

Four d10 dice are included with either base game and are used to determine Initiative and Resolve Combat. Use the appropriate colored dice for the side represented.

In the game and the expansion, a “0” is always treated as “10”.

FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

III. GAMEPLAY

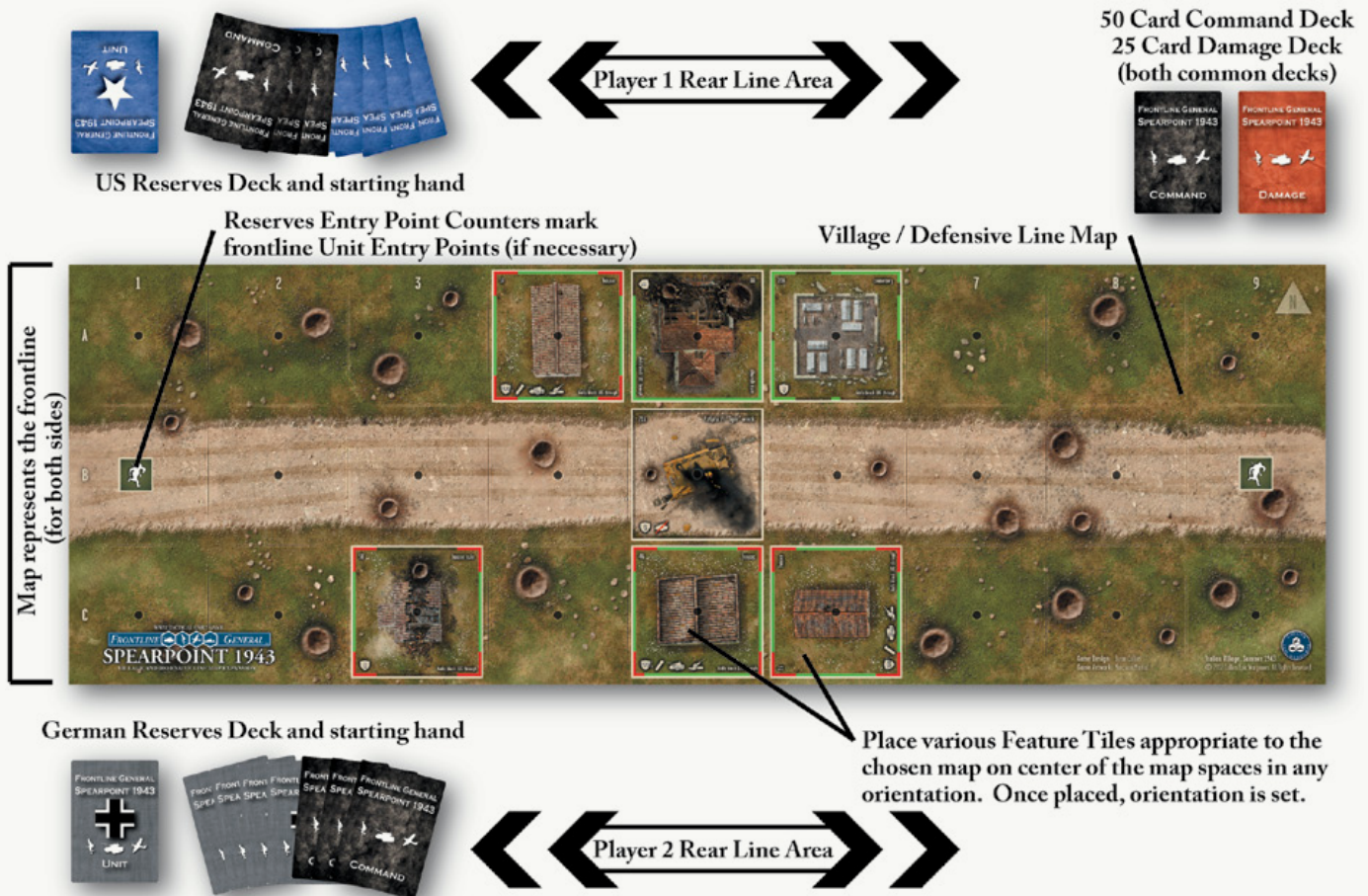
GAME TYPES AND SETUP

Two ways to play this expansion include Standard Games and Scenario Games. Expansion Standard Games are points-based games that have a very flexible setup. Expansion Scenario Games may also be points-based but follow the framework of a scenario to provide a more controlled setup, along with some special rules, where necessary, to present the given scenario. Both game types use one of the included maps and a selection of dynamically-setup Feature Tiles to represent terrain.

1. Standard Game Setup.

- Choose which map to use (Village or Defensive Line).
- Choose a country to control.
- Alternate placement of appropriate Feature Tiles on the map beginning with the most experienced player. Place a number of Tiles as agreed upon (we recommend at least 4 tiles total per Standard Game).

- Each player creates a 100 points maximum (80 points minimum) Reserves Deck from available Unit Cards of the country they control (the point cost of each unit is indicated in the upper right corner of the Unit Card). Restrictions, if any, must be mutually agreed by both players (e.g. no aircraft, limited artillery, etc.).
- Alternate choosing a Setup Space (or group of spaces if agreed upon) for frontline reinforcements beginning with the least experienced player. Mark Setup Spaces on the map with a Reserves Entry Point Counter if necessary.
- Determine any special objectives for each side (or use the default Standard Game Win Conditions).
- Select a starting hand of four initial Unit Cards from the Reserves Deck.
- Shuffle and set aside a 25-card Damage Deck.
- Shuffle and set aside a 50-card Command Deck and draw 3 Command Cards per player.
- Begin the Turn Sequence.



FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

2. Scenario Game Setup.

Scenarios are provided at the end of this Rulebook and online. We recommend players learn the basics of the game using Scenario 1, *Man vs. Beast*, and then move on to other Scenarios or Standard Games. Each Scenario includes a fictional introduction, background, Win Conditions, and some special rules and restrictions. To setup a Scenario Game, follow the unique setup instructions of the chosen Scenario.



WIN CONDITIONS AND SCORING

In an Expansion Standard Game, the first player to score 51 Victory Points or Overrun their opponent is the victor.

In an Expansion Scenario Game, the first player to achieve the Win Condition(s) specified by the Scenario is the victor.

To Overrun the enemy, all enemy units in play on the frontline (map) must be destroyed or captured and the frontline remain occupied by at least one friendly ground unit for **three consecutive turns without the commitment of new enemy ground units to the frontline**. An "Overrun Condition" begins at the end of the turn in which all enemy units formerly occupying the frontline are destroyed. The condition "resets" if the enemy commits any new ground forces to the frontline. Enemy Artillery Units, if any, may still make attacks but are overrun after the third consecutive turn of the Overrun Condition, which ends the game. Use the Overrun Counter to track the Overrun Condition as necessary.

Scoring Victory Points in the game is accomplished by capturing or destroying enemy units.

The point value of a destroyed unit is the Cost/Point Value as shown on the Unit Card.

The point value of a captured unit is **double** the Unit's Cost/Point Value.

TURN SEQUENCE

Once setup is accomplished for the chosen game type, begin the Turn Sequence and repeat until one player achieves a Win Condition. **All functions in each phase are first accomplished by the winner of Initiative that turn, and then the other player.** The Turn Sequence of each Game Turn and a summary of functions carried out in each step or Phase in order are as follows:

BEGIN TURN

Roll Initiative for this Turn using 1D10. The highest number wins (re-roll ties).

MOVEMENT PHASE (SKIP ON TURN 1)

- Move ground units already in play (if desired and if able to move)
- Resolve Opportunity Fire (if any)

COMMITMENT PHASE

- Commit new ground units into play in legal setup areas
- Commit new air units into play and declare all aircraft flight paths
- Perform all other Commitment Phase functions

COMBAT PHASE

- Declare aircraft and artillery targets
- Declare all other targets
- Alternate resolving attacks (initiative winner resolves first attack)

DRAW PHASE

- Draw 1 Command Card
- Draw any combination of 2 additional cards (Command or Unit)

END TURN

- Count down all Damage Effects and other counters. Place any aircraft (with pilot) under the appropriate player's Reserves Deck if Turns of Flight would equal zero.



BEGINNING THE TURN

Initiative determines which player performs the actions of each phase first in the current turn. Roll Initiative for each Turn using 1D10. The higher number wins (re-roll ties).

Initiative changes as the game progresses and may be influenced by certain Command Cards. If a Command Card provides an Initiative Bonus, that card may be played at the beginning of the Turn. If a Command Card provides a function in addition to an Initiative Bonus, a player must choose whether to use the card for the Initiative Bonus or the function in the appropriate phase.

For example, the Ambush! Command Card may provide an Initiative Bonus of 2 at the Beginning of the Turn or it may be used to bring in additional units from a player's hand during the Combat Phase.

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MOVEMENT AND STACKING

Ground Units in play the previous turn may move, if able, during the Movement Phase from one space to another space within stacking limit and movement restrictions. Starting Units, if any, may not move during the first Game Turn. For a visual introduction to movement in a typical game turn, please watch the video.



- 1. Ground Unit Stacking Limit.** The Ground Unit Stacking Limit within a single frontline map space or feature is **any two friendly Ground Units**. Crews of tanks and guns **do not** count toward this stacking limit unless separated from the crewed unit (voluntarily or involuntarily). There is no limit to the number of deployed rear line units.

- 2. Ground Unit Speed and Space Occupation.** Movement rates and space occupation restrictions for Ground Units are as follows:

Unit Type	Rate (Spaces/Turn)	May Occupy
<i>Infantry/Crew</i>	2 (3 if sprinting)*	Any space, any feature
<i>Gun (Frontline Unit)</i>	N/A	Any Space or Feature except intact buildings, obstacles, and emplacements
<i>Artillery (Rear Line Unit)</i>	N/A	Rear Line (Off Board)
<i>Tank</i>	1 (2 if pushed)**	Any Space or Feature except buildings, features that have a 'no tank' icon, trenches, and emplacements

* Infantry may **sprint**, increasing their movement rate that turn by 1 space. To sprint, discard one Command Card per sprinting Infantry Unit.

** A tank may be pushed to its mechanical limits for temporary speed. To push, discard one Command Card per pushed tank. That turn, the tank may move 2 spaces instead of 1.

Infantry may move 2 spaces or sprint for 3 by discarding a Command card.

Tanks/Vehicles may move 1 space or push for 2 by discarding a Command card.

A crewed Unit counts as 1 toward the 2 friendly Unit stacking limit per space.

Key Rules

- Units move in the Movement Phase, Initiative winner first.
- Units may not move diagonally.
- Infantry move 2, Tanks move 1.
- Move one additional space by discarding a Command card.
- Units may trigger Opportunity Fire if they move adjacent to or past an enemy Unit.
- Some Units have space occupation restrictions (see the Quick Reference Card).

Stacking: A maximum of 2 friendly Units of any type may occupy the same space (crews in crewed units only count as 1)

AT Guns / Artillery cannot be moved once deployed.

Portion of Village Map

FRONTLINE GENERAL SPEARPOINT 1943

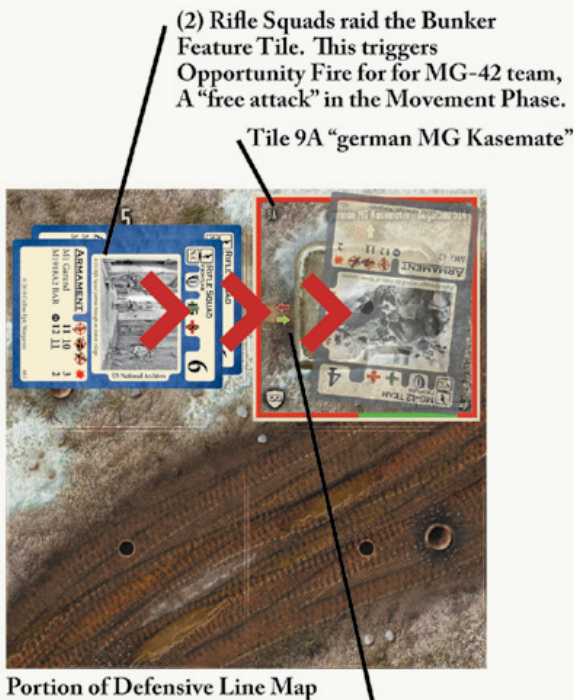
VILLAGE AND DEFENSIVE LINE MAP EXPANSION

3. Movement Direction. Units may only move into adjacent spaces without exceeding the Ground Movement Stacking Limit or entering prohibited Terrain Tiles. **Diagonal movement is not permitted.**

4. Moving Through Spaces Containing Other Units. Units may not pass through a space containing an enemy unit, but may pass through a space containing a friendly unit. A Unit may temporarily exceed stacking limits to move through a space to reach another space.

5. Raiding Spaces/Feature Tiles.

Infantry may “raid” any enemy-occupied space or feature by appropriately entering that Space/Tile (using Entry/Exit arrows if required) during the Movement Phase. This triggers Opportunity Fire by the enemy. Infantry fighting within that feature must target each other in each subsequent Combat Phase until one occupying side is eliminated. A unit engaged in fighting within a Space/Tile may not withdraw.



Certain Features like this Bunker have Entry/Exit Arrows that restrict how the Tile may be entered. Since this Bunker cannot be destroyed, raiding by Infantry is the only US option.

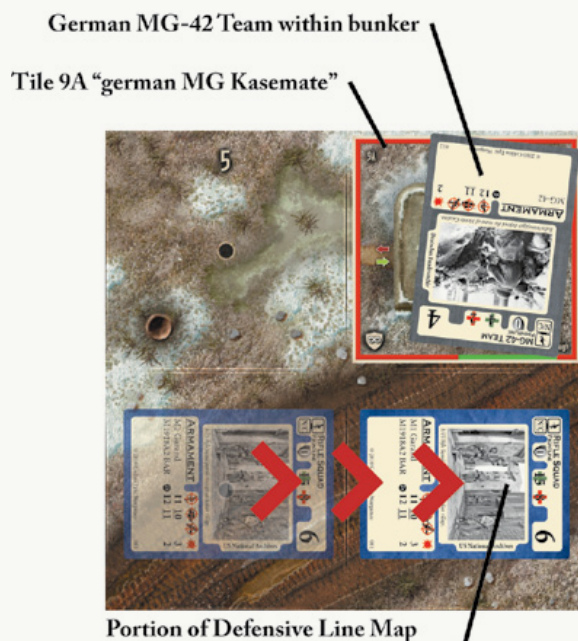
6. Raiding a Space/Tile containing a Frontline Gun with Crew. If raiding a frontline Space/Tile that contains a crewed Gun (such as a 57mm AT Gun), the Gun itself may not target the raiding unit(s). However, the Gun’s crew may defend itself with the weapon(s) of the Crew Unit Card.

7. Moving Into an Obstacle ends Movement of the Unit.

A ground unit moving into or out of a Feature Tile designated as an “Obstacle” (unless by using Entry/Exit Arrows where they exist) ends the current movement of that unit. Movement into/out of Feature Tiles with Entry/Exit Arrows using the arrows does not stop movement. Follow the special rules for the particular Obstacle Feature Tile entered. Certain Obstacles prevent entry of tanks and vehicles such as the Tank Trench Feature Tile.

8. Opportunity Fire.

If one or more ground units attempt to move into the same space or past an enemy ground unit occupying an adjacent space, the enemy unit may attack using Opportunity Fire. Treat Opportunity Fire as a bonus attack prior to the Combat Phase (the attacking unit receives its normal attack this Combat Phase). If the unit is damaged by Opportunity Fire, even partially (with or without reaching the unit’s Damage Breakpoint), that temporary damage carries into the same turn’s Combat Phase and is cumulative with any additional damage the unit may receive *that turn*.



A Rifle Squad moves adjacent to a German MG-42 Team. This triggers Opportunity Fire for for MG-42 team, A “free attack” in the Movement Phase. The MG-42 may attack again in Combat.

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9. Moving Self-Propelled Guns. Certain units may operate on either the Frontline or Rear Line. To move between the lines, the Unit must enter/exit in a designated map setup zone. Move the SPG to the desired line during the Movement Phase.

COMMITMENT

All types of units enter play from a player's hand by committing them into play during the Commitment Phase. Once in play, they may move, attack, and perform certain specialized functions such as close assaulting a tank or spotting for mortars or rear line artillery. Certain Command Cards may only be played during the Commitment Phase such as *Commit Reserves*. Functions such as moving crews into or out of units also occur during the Commitment Phase.

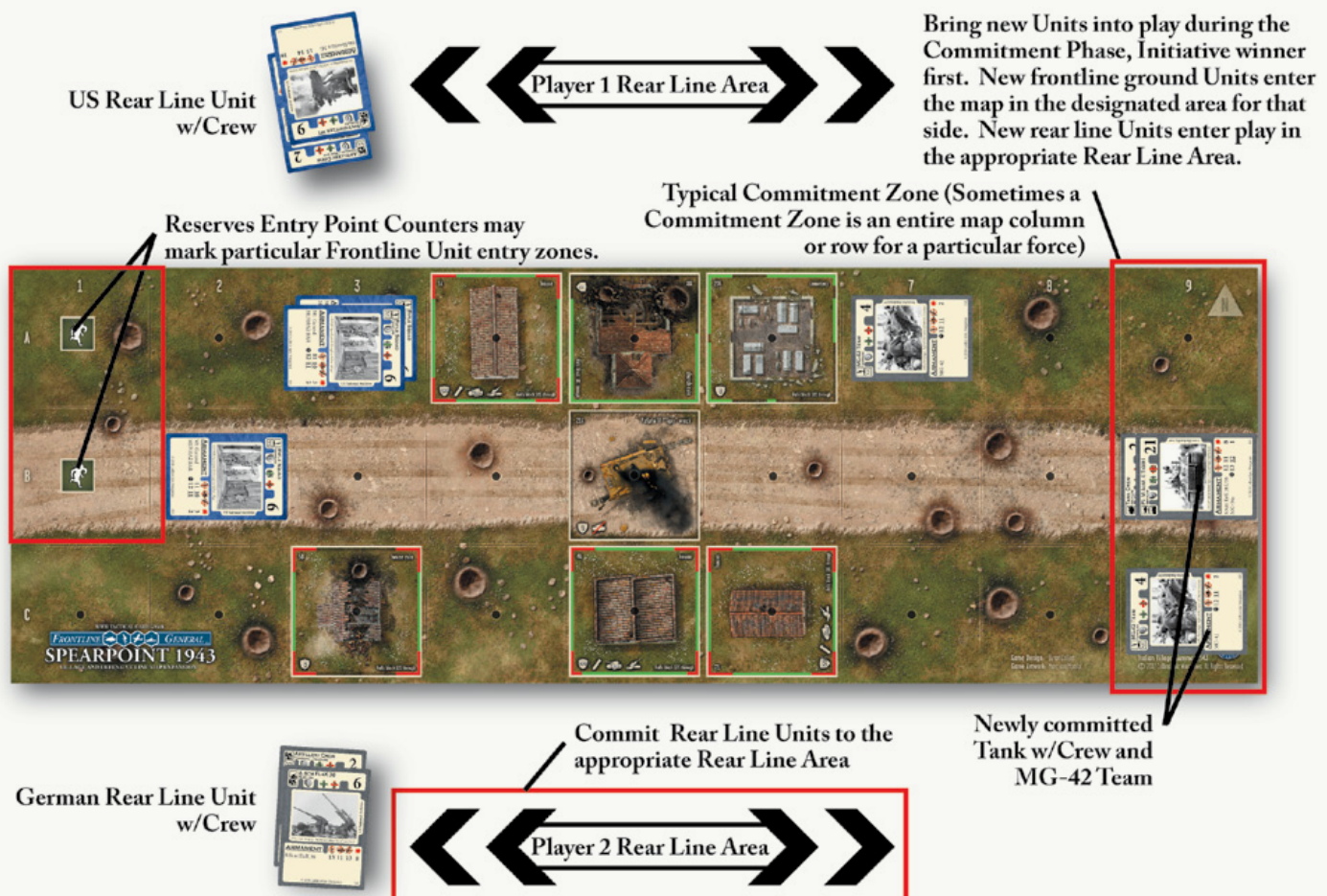
1. Committing Ground Units into Play. The term "Frontline" or "Rear Line" on each ground Unit Card is under the title and indicates where each unit is committed and operates. Self-Propelled Guns such as the US M7 may operate on either the Frontline or the Rear Line.



To commit a Frontline Ground Unit into play, place the chosen unit (and crew if required) from your hand into a map setup zone designated for reinforcements. There is no limit on the number of units that may be committed in a single turn. However, stacking limits for frontline spaces apply.

To commit a Rear Line Ground Unit into play, place the chosen unit (and crew if required) from your hand onto the table outside of the map along a line closest to you. This forms a "Rear Line" that is considered miles away from the frontline, and is typically occupied by Artillery and Self-Propelled Guns.

2. Commitment of a Crew Separate from a Crewed Unit. Players may not commit a Crew without also committing a unit they may crew and vice versa. One exception is committing a Crew to replace a destroyed/captured Crew of a unit already in play. If replacing the crew of a unit on the frontline, the crew must enter the map at the appropriate Reserves Entry Point and work toward the crewless unit as a typical infantry unit would in the Movement Phase. This allows a replacement crew to enter the map, move to, and eventually re-crew a tank or gun.



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3. Committing Aircraft to Flight Paths.

Aircraft flight paths are declared during the Commitment Phase (initiative winner first). A flight path is a straight line the aircraft will fly on over the designated area, which may be any map row, column, or opposing rear line. Place the aircraft Unit Card along the edge of the chosen path to declare it. Aircraft attacks are executed during the **Combat Phase** along the path designated in the Commitment Phase. Flight paths may not be diagonal and cannot be changed once declared in the current turn. Paths from multiple friendly or enemy aircraft may be the same and may cross.

Choose a new flight path each Commitment Phase for each aircraft that remains in play. Count down *Turns of Flight* during the End Turn step of the Turn Sequence using a *Turns of Flight Counter* and remove the aircraft from play once this count reaches zero (Return it and the Pilot to the bottom of the Reserves Deck).



Each Movement Phase, an aircraft is considered to be (1) approaching the map area, (2) maneuvering around to make an attack, or (3) exiting play and returning to the player's Reserves Deck. The Commitment Phase sets the exact flight path and the Combat Phase declares and executes the aircraft attack.

4. **Commitment of a Frontline Gun.** A frontline Gun (such as an AT Gun) with Crew may be committed **up to one space beyond** any allowed setup zone into a space it may occupy. The gun may not move the entire game.
5. **Enemy Occupation of a Reserves Entry Point.** If a Reserves Entry Point on a map space is occupied by an Enemy Unit, that Entry Point is not "blocked" from new unit commitment. However, if a player commits one or more new units to into play at an enemy-occupied Reserves Entry Point, it triggers Opportunity Fire for the occupying unit(s).
6. **Withdrawing Aircraft.** A player may choose to withdraw any Aircraft from play during any Commitment Phase, returning the Aircraft and Pilot Unit Cards to the bottom of the player's Reserves Deck prior to reaching



Aircraft fly along flight paths over the map or opposing rear line while in play. Declaring a straight line flight path occurs during the Commitment Phase, Initiative winner first. The path is executed along with any attacks during that turn's Combat Phase.

1

Place Aircraft at the edge of the map or opposing player's Rear Line to declare a straight line flight path.



2

The declared Flight Path is executed during the Combat Phase, along with any attacks along that path, such as against the Tiger I tank on the ground.



3

As long as the aircraft has at least one turn of flight remaining, declare a new flight path during the next Commitment Phase.

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the Turns of Flight limit of the aircraft. A Withdraw Command Card is not required to perform this action.

7. Withdrawing an Immobilized Unit or Emplaced Gun.

A tank that is immobilized or any frontline Gun (such as an AT Gun) may not be withdrawn using the Withdraw Command Card. The Crew of such a unit may abandon the unit during any Movement Phase and move as a normal Infantry Unit. The Gun unit remains on the map and may be crewed by an appropriate friendly or enemy crew in a future Movement Phase.

8. Placing and Removing Defensive Bonus Command Cards.

Defensive Bonuses of Command Cards (such as "Dig In") are **cumulative** with Defensive Bonuses of Feature Tiles (such as "Natural Cover"). However, if a Command Card that provides a Defensive Bonus is placed on a Unit, and then that Unit moves in a future Movement Phase, that Command Card is removed and discarded (cleared).

COMBAT

Each Combat Phase consists of declaring and resolving attacks for the current Turn. Combat is broken up into declaring Aircraft and Artillery targets, declaring all other targets, and alternating Attack resolution. To see a video explanation of Combat Declaration, click or Scan the QR Code.



1. Legal Target. Each Committed Unit able to attack may declare to attack a single "legal" target with **up to two weapons** listed on the Unit Card. **A legal target is defined as an enemy unit or destructible Feature Tile 1) within line of sight (or spotted if firing a Mortar or Rear Line Artillery), 2) within range (see #7 below), and 3) able to be affected by the chosen weapon(s).** *If a weapon listed on a Unit Card has no attack value for the Unit Type Icon shown, the weapon cannot affect that type of target. Certain Feature Tiles may also only be vulnerable to certain large weapons. If so, this information is provided on the tile itself and in the section that describes each Feature Tile in detail.*

2. Target Declaration and Tracking. All targets are declared during each Combat Phase in the order of Initiative winner first, and then the opposing player for both declaration steps (aircraft / artillery, and all other targets). To declare an attack, the player verbally states where the unit will fire and marks both the attacking unit and its target with numbered Targeting Counter pair. *The specific number of the Targeting Counter pair is not important and is only used to tie an attacker to a specific target and track when the attack is complete. However, it is helpful to use the appropriate color that*

matches the side of the attacker (blue for the US, gray for Germany).

3. Targeting Artillery and Guns. Artillery and Gun Units are targeted *as Vehicles* with an Attack **bonus of 2** to hit the gun due to their immobility.

4. Targeting Crews of Frontline Guns Specifically. Frontline Gun Crews may be specifically targeted, potentially knocking out the crew of a manned gun, saving the gun from damage. The crew gains the Defense Bonus of the Feature they occupy (if any), and the Defense Bonus of the Gun they man (if any).

5. Aircraft Target Selection within a Flight Path. Aircraft may target a single ground or air unit or destructible Feature Tile (if vulnerable to the aircraft's armament) along the previously-designated flight path during the **Combat Phase**. Once the **Combat Phase** is complete, move the aircraft to the opposite end of the flight path and place it out of the map area.

6. Targeting Aircraft from the Ground. Frontline ground units that may affect an aircraft with one or more weapons may target an aircraft as long as the aircraft's flight path passes over the frontline (map). Rear Line ground Units that may affect aircraft with their main gun (such as Flak guns) may target any aircraft regardless of its flight path. Rear Line ground units that may affect aircraft with a secondary gun (such as the MG on an M7 SPG) may only target enemy aircraft on a flight path over the Rear Line that ground unit occupies.

7. Unit Range. Units are considered *within range* of enemy units and Feature Tiles within the following restrictions:

Infantry Unit Range. All Infantry Units have a maximum weapon range of **5 spaces** with the exception of Mortars and Snipers.

Mortar, Sniper, Tank, and Frontline Gun Unit Range. Mortar Squads using Mortars, Snipers, Tanks, and all crewed frontline Guns (such as AT guns) are considered within range to each space on the frontline map.

Aircraft Unit Range. Aircraft are considered within range of any enemy ground or air target but may only attack a target in line with the declared Flight Path that turn.

Close Range Attack Bonus. Frontline Ground Units receive **Bonus 3** to Attack when within **1 space** of a target.

Mortar Minimum Range. Mortar Squads may not attack using a Mortar if the intended target is within **3 spaces**.

Rear Line Artillery Unit Range. Rear Line Artillery Units and Mobile Artillery Units may fire from the Rear Line to any space on the frontline Map using their main

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- ① A "legal target" is an enemy Unit / destructible Feature Tile that is 1) within line of sight or spotted if firing mortars/artillery, 2) within range, and 3) able to be affected by the Unit's weaponry.

- ② Target Declaration occurs in two steps:
1) Aircraft and Artillery targets.
2) All other targets.
Each step is first accomplished by the Initiative winner.

- ③ Mark the attacking Unit and legal target with a numbered Targeting Counter pair

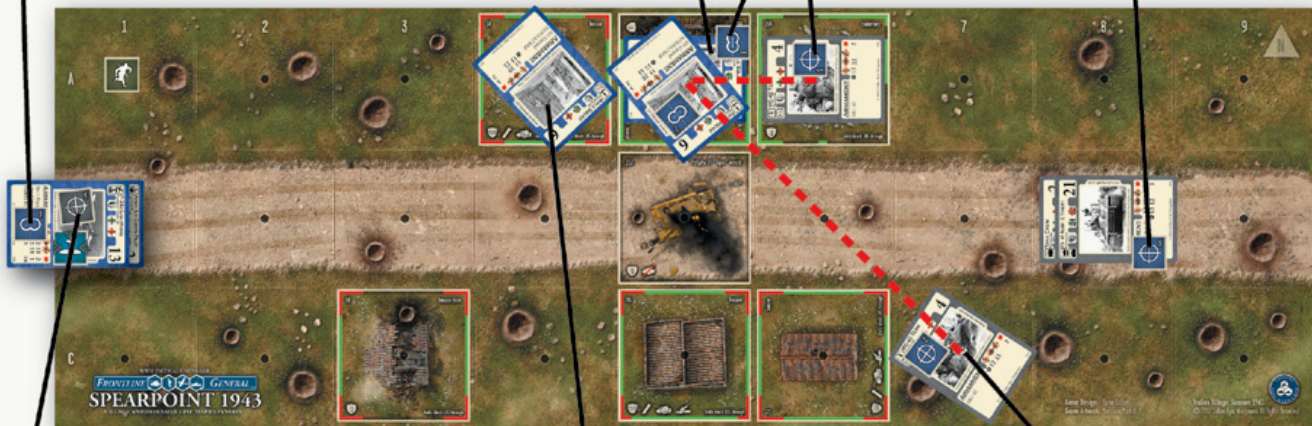
US "target" Counter #1

US "sight" Counter #1

To declare an aircraft attack, choose a single legal target along the flight path of the aircraft.

US Targeting Counter pair #3

These Units can "see" out of the green edges of the building to target the MG-42 Teams that are within range.



German Targeting Counter pair #9

To declare an artillery attack, choose a single legal target. If targeting a frontline ground Unit, the target must be spotted.



This Unit cannot "see" out of the building corner to target the MG-42. For more information on Line of Sight, see the next example.

This Unit cannot "see" into either building to target US infantry, and therefore has no target this turn.

- ④ As Units attack, flip over the Targeting Counter pairs to track Units that have fired.



gun, within Line of Sight restrictions. These units may also fire upon enemy Rear Line Artillery Units and Aircraft (if able).

8. **Line of Sight (LOS).** Units must have clear Line Of Sight (LOS) to attack a target, otherwise the target is *concealed*. Determine LOS by tracing a straight line from the center dot of the space or tile an attacking unit occupies to the center dot of the space or tile a target unit occupies. Depending on what that LOS crosses, LOS is considered "clear" (target may be attacked) or "blocked" (target is concealed and may not be attacked) according to the following rules:

Feature Tiles and LOS. Some Feature Tiles contain red or green highlighted edges and/or areas without highlighted edges. Highlighted edges indicate concealment for units within the tile from certain directions and also define the direction an occupying unit may attack outward.

LOS into a Feature Tile. A target unit is *concealed* (may not be attacked) if LOS from the attacker to the target crosses a red or green highlighted edge of the feature the target unit occupies. Strafing attacks from aircraft (from any direction) and attacks that affect the entire space

(such as from Mortars, Artillery, or Aircraft Bombs) are allowed as long as the Feature Tile is not impervious to such attacks (such as a Bunker). When LOS into a Feature Tile crosses an un-highlighted portion of the tile, the unit(s) within may be directly targeted, but gain the defensive bonus of the tile, if any, given by the shield icon in the lower left of the tile.

LOS out from a Feature Tile. Ground Units may attack *from* a feature they occupy along any LOS that crosses an un-highlighted or green-highlighted edge of their occupied Feature Tile. LOS out is blocked if the line crosses a red-highlighted edge. Unit(s) firing over a green edge are considered to be firing from cover.

LOS across a Feature Tile. When LOS crosses one or more Feature Tiles between the attacker and target, determine if the LOS crosses a *blocking feature* of the tile(s) in between such as the wall of a house. Features that contain blocking elements state this as well as what the blocking element is on the tile for clarity, for example, intact and ruined buildings state "Walls Block LOS". If a line drawn across a building to a target would be obstructed by the walls of the building, LOS is blocked and the attack is not allowed. Treat lines that run along the edge of a blocking feature as blocked.

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Direct LOS Through any Space Occupied by a Friendly Unit. LOS to a target is considered **blocked** if the line would pass through a space containing a friendly unit. However, mortars may fire **over** a space containing a friendly unit as long as the Mortar has direct or indirect LOS to the target.

Mortars and LOS. A Mortar Squad using its Mortar may target enemy units or destructible features directly in their own LOS, or indirectly, in any friendly Infantry unit's LOS, *as long as that friendly Infantry unit does not also attack that Combat Phase*. If neither the Mortar Squad nor a friendly Infantry unit has a clear LOS, the Mortar Squad may not attack with its Mortar. Normal LOS rules apply for secondary Mortar Squad weapons. Mark the target space and attacking Mortar unit using a Targeting Counter Pair, and mark any Infantry unit spotting for the Mortar with a Spotting Counter. The attack affects **all** units in the target space as long as they are not within an impervious structure such as a bunker.

Off-Board Artillery and LOS. Off-board Rear Line Artillery units may target enemy Artillery units (along the opponent's rear line), Aircraft (if allowed by Targets Allowed Icons), or any space on the map that is within LOS of a friendly Infantry unit, *as long as that friendly*

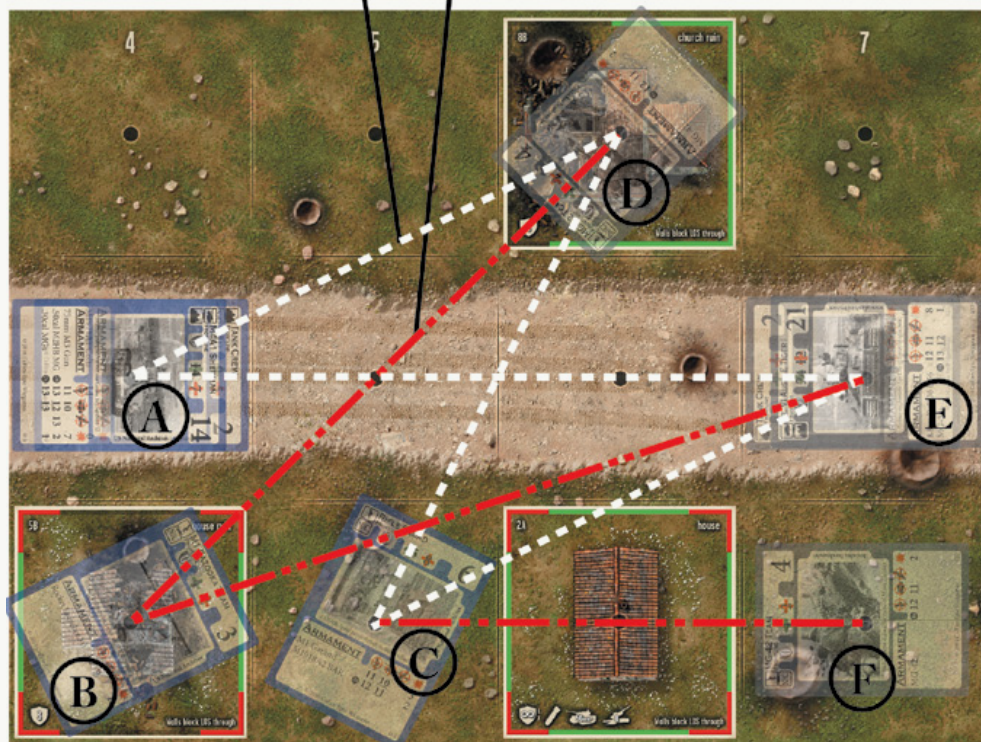
Infantry unit does not also attack that Combat Phase. Mark the target space and attacking Artillery unit using a Targeting Counter Pair, and mark any Infantry unit spotting for the fire mission with a Spotting Counter. Ground attacks directed to the Frontline affect **all** units in the target space as long as they are not within an impervious structure such as a bunker. Mobile Artillery Units off-board may not use secondary weapons such as machine guns to attack frontline or enemy rear line targets, but may use them to attack aircraft flying over the rear line if able.

Multiple Artillery Unit Attacks against a single Target. Multiple Off-board Rear Line Artillery Units may target the same Map Space using a single Spotter. Normal target declaration steps and alternating attack resolution in the Combat Phase apply (see 9).



For example, a .30cal LMG Team acts as a Spotter for (2) Rear Line 105mm Howitzers. The fire is directed to a single target.

Valid Lines of Sight are shown as white Dashed Linetypes.
Invalid Lines of Sight are shown as Red Phantom Linetypes.



Portion of Village Map
(Units shown transparent for clarity)

Key Rules (see Combat 8. for details)

- Determine Line of Sight (LOS) by tracing a straight line from the center dot of the space or tile an attacking unit occupies to the center dot of the space or tile a target unit occupies.
- LOS is blocked if it crosses a space containing a friendly unit (B-E).
- LOS across a tile is blocked if it crosses the specified blocking features of any tile (walls) (F-C).
- Ignore highlighted edges when drawing a line that crosses a tile (E-C).
- When LOS into a Feature Tile crosses an un-highlighted portion of the tile, the unit(s) within may be directly targeted, but gain the defensive bonus of the tile (A-D).
- A target unit is concealed if LOS from the attacker to the target crosses a red or green highlighted edge of the feature the target unit occupies (D-B, C-D, E-B).
- Units firing across a Green highlighted edge are firing from cover (D-C).

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9. Attack Resolution. To resolve each attack, alternate choice of attack resolution between players beginning with the winner of Initiative this Turn using the following steps for each attack:

Choose an Attack to Resolve. The Initiative winner this turn has first choice of which attack to resolve. Once that attack is resolved, flip the associated targeting counters, and pass choice to the other player to resolve an attack. Attack choice alternates until all previously declared attacks this turn are resolved.



US National Archives

a. Choose Weapon(s) to Fire. For the chosen attack, choose to fire up to two weapons listed on the Attacker's Unit Card that may affect the target (an Attack Value is listed for the target type under the Targets Allowed area and all special attack rules are followed). If using two weapons, **both weapons must be directed at the same target.**

b. Roll to Hit the Target. For the chosen weapon, roll 2d10 and add the results. A hit occurs if the sum equals or exceeds the weapon's Attack Value for the appropriate Unit Type. A miss occurs if the sum is less than the weapon's Attack Value for the appropriate Unit Type. **Each hit requires Damage Resolution as it occurs.** For attacks with two weapons, return to this step and roll to hit with the second weapon after damage resolution of the first weapon if it hits. **2X, 3X, or 4X** within a black circle next to a weapon represent that weapon's high rate of fire. For such a weapon, roll attack two, three, or four times respectively, resolving damage for each hit. This multiple rate of fire counts as firing one weapon.

c. Determine Damage if hit. If an attack hits, determine damage by adding the Damage Index of the weapon (as listed on the Unit Card) to a factor called **Intensity**. For each hit, roll Intensity using 1d10. Add the result to the weapon's Damage Index, then subtract the target's defense value (if any) from the total damage sum. This is the damage that actually "gets through" to the target. Higher Intensity rolls represent well-placed, more damaging hits. Lower Intensity rolls may still hit the target, but do little or no damage.

d. Apply Damage to the Target's Current Endurance.

Subtract the damage that "gets through" to the target from the Target's current Endurance, which may be Full, Half, or some value in between if damage has already been taken this Combat Phase. Damage to a single Unit from multiple hits is cumulative in the current combat phase.

e. Check for and Track Critical Damage. Damage Cards represent Critical Damage to a unit. If as a result of a hit, a unit takes enough damage to reduce its Current Endurance to its Half Endurance value, draw a Damage Card. Apply the appropriate Damage Effect that matches the Unit Type Icon and tuck the Damage Card under the Unit Card, revealing that effect. Some effects are temporary and include a turn counter on the Damage Card, but others are permanent. Either way, the damage (and card) remains with the unit until the unit is withdrawn, destroyed, or something removes the Damage Card (such as certain Command Cards).

f. Check for Unit Destruction. If at any time a unit reaches 0 Endurance or less, that unit is destroyed and removed from the game. Score points as appropriate and determine Crew Survival, below (see 11.).

g. Track Current Endurance. It is useful to track Temporary Endurance with Temporary Endurance Counters. Rotate the value of the counter until the Current Endurance of the unit is shown oriented with the Unit Card's text as shown.

h. Repeat for Multiple Weapons of the Attacking Unit. All weapons of the attacking unit are expended at the same time against the declared target. Repeat the above steps b through g for each of up to two weapons of the attacking unit if the target is not destroyed by the first weapon used. If the target is destroyed by the first weapon, the fire is over; the secondary weapon may not target a new enemy unit.



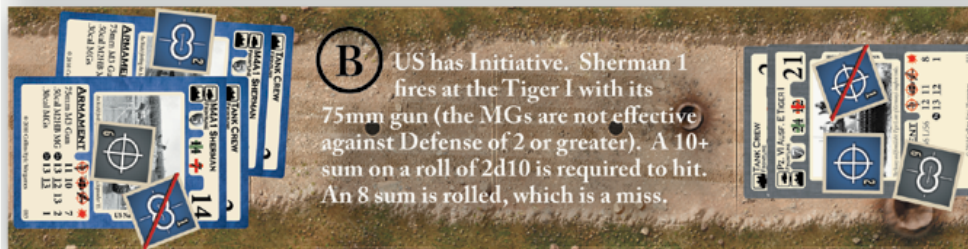
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FRONTLINE GENERAL SPEARPOINT 1943

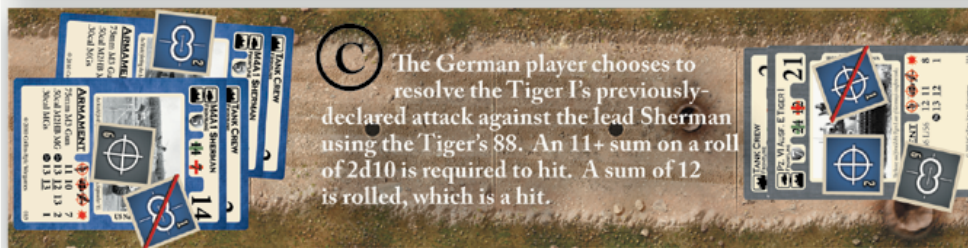
VILLAGE AND DEFENSIVE LINE MAP EXPANSION



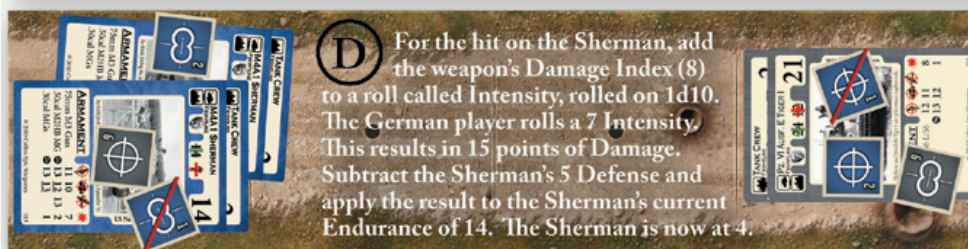
A Check LOS and Range for all Legal Targets declared.



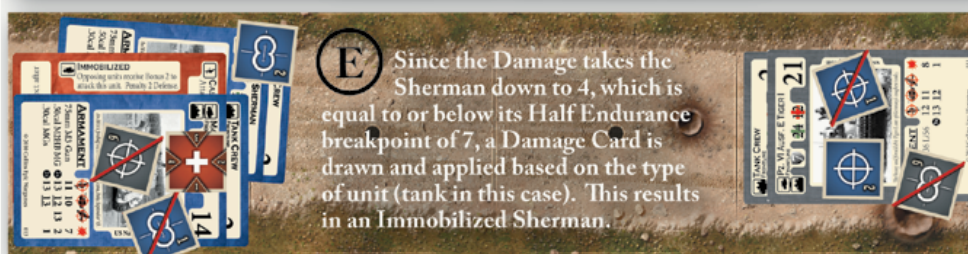
B US has Initiative. Sherman 1 fires at the Tiger I with its 75mm gun (the MGs are not effective against Defense of 2 or greater). A 10+ sum on a roll of 2d10 is required to hit. An 8 sum is rolled, which is a miss.



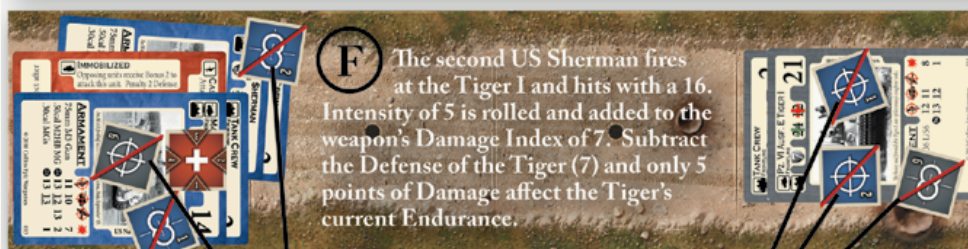
C The German player chooses to resolve the Tiger I's previously-declared attack against the lead Sherman using the Tiger's 88. An 11+ sum on a roll of 2d10 is required to hit. A sum of 12 is rolled, which is a hit.



D For the hit on the Sherman, add the weapon's Damage Index (8) to a roll called Intensity, rolled on 1d10. The German player rolls a 7 Intensity. This results in 15 points of Damage. Subtract the Sherman's 5 Defense and apply the result to the Sherman's current Endurance of 14. The Sherman is now at 4.



E Since the Damage takes the Sherman down to 4, which is equal to or below its Half Endurance breakpoint of 7, a Damage Card is drawn and applied based on the type of unit (tank in this case). This results in an Immobilized Sherman.



F The second US Sherman fires at the Tiger I and hits with a 16. Intensity of 5 is rolled and added to the weapon's Damage Index of 7. Subtract the Defense of the Tiger (7) and only 5 points of Damage affect the Tiger's current Endurance.

Portion of Village Map

Once all Targeting Counters are flipped, all Attacks this turn are resolved.

Attack Resolution (see Combat 9.)

- (A) Declare Legal Targets and verify LOS and Range for each. Targets are marked with Targeting Counters.

- (B) Initiative winner this turn has first choice of attack resolution. Then remaining attacks alternate choice between players.

- (B) For the chosen weapon, roll 2d10 and add the results. A hit occurs if the sum equals or exceeds the weapon's Attack Value for the appropriate Unit Type (In this case, 10 for a Tank).

- (B) The US player rolls a sum of 8 for the attack, which is a miss. Flip over the #1 Targeting Counter pair to mark this attack as complete.

- (C) Alternate Attack resolution until all Attacks are complete. In this example, the German Tiger I fires an 88mm Gun at the lead Sherman and hits with a 12.

- (D) Determine Damage if hit by adding the Damage Index (DI) of the weapon (in this case, 8) to a factor called Intensity. Roll Intensity using 1d10 (in this case, the result is a 7). Damage to the Sherman is a 15.

- (D) Subtract the Sherman's Defense of 5. 10 points of Damage actually "gets through" to the Sherman's current Endurance of 14, which takes it down to 4 and passes the Sherman's Half Endurance breakpoint of 7.

- (E) Damage Cards represent Critical Damage to a unit. Since the Tiger's hit was enough to reduce the current Endurance of the Sherman to its Half Endurance value or less, draw and apply a Damage Card. Apply the tank Damage Effect in this case, which results in immobilization. To mark the current Endurance of the tank, a Temporary Endurance Counter is placed on the unit card reflecting 4 (in the orientation of the card).

- (F) The US player now resolves the second Sherman's attack using the main 75mm Gun. An attack sum of 16 is rolled, which hits the Tiger I. Intensity of 5 is rolled, which is added to the 7 DI of the main 75mm Gun. Accounting for the Defense of the Tiger I (7), only 5 points of Damage are applied to the Tiger's current Endurance of 24. Other attacks this turn could accumulate damage on the Tiger, but in this case, the Tiger shrugs off the damage at the end of the turn.

FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

10. Damage Recovery. A unit that takes damage but does not take enough damage to reach a critical breakpoint and draw a Damage Card “recovers” back to Full Endurance in the End of Turn Step. A unit that already has a Damage Card applied but does not take enough damage to reach 0 Endurance (destruction) “recovers” back to its Half Endurance value. The Red Damage Card reminds players to use the Red Half Endurance value of the unit as the Current Endurance of the unit next Turn. Remove all Temporary Endurance Counters in the End of Turn Step.

11. Crew Protection from Damage.

Crews of units are protected from damage as long as a hit does not destroy the crewed unit. If a hit destroys a crewed unit, determine the fate of the crew using the Intensity roll of the destroying attack as follows:

Frontline Crews. If a crewed unit in play on the map (frontline) is destroyed, the fate of crew as follows:

- Intensity 1-3, crew survives unharmed, may fight as infantry
- Intensity 4-6, crew survives damaged, may fight as infantry.
- Intensity 7+, crew perishes.



Portion of Defensive Line Map

A Pantherturm I attacks and destroys a Sherman tank with a well-placed shot.

The Intensity result of the destroying shot determines the fate of the Sherman's Crew. If it is high (7+) the crew is also destroyed. If low, the crew may survive, unharmed (1-3) or damaged (4-6) and fight as an Infantry unit.

Rear Line Crews and aircraft shot down over a Rear Line flight path always perish with the destroyed unit.

Rear Line Crew Survival. If an off-board Artillery unit or Aircraft is destroyed, the crew is also destroyed.

12. Crew/Unit Capture. Units or unit Crews are sometimes captured as a result of certain Damage Effects or Command Cards. If an enemy captures a Crewed Unit, the enemy also captures the crew. Remove the crew from the game and score as appropriate. The captor may choose to keep any Crewed Unit he captures in play and crew the captured unit with an appropriate crew (and score no points) or score the captured unit as appropriate and remove it from play.

13. Underscored Vehicle Attack Values. Weapons that fire bullets (MGs, Rifles, etc.) cannot affect units that have a Defense of 2 or greater (base Defense before applying modifiers). These weapons are identified on unit cards with an underscored Attack Value vs. Tanks/Vehicles/Guns.

14. Special Attack Results. Several high attack rolls result in double Intensity or the chance to automatically draw and apply a Damage Card:

On an **Attack sum of 18**, double Intensity before applying the weapon Damage Index.

On an **Attack sum of 19-20**, automatically draw and apply a Damage Card. If the target already has a Damage Card applied, destroy the unit instead.

15. Attacks from Mortars, Artillery, and Aircraft Bombs affect all Units in a Space/Feature Tile. Compare *one Attack Roll* to each required Attack Value based on target unit type. *Roll Intensity once* and apply the same amount of damage to each unit individually, accounting for each unit's Defense and any defensive Command Card or Feature Tile bonuses.

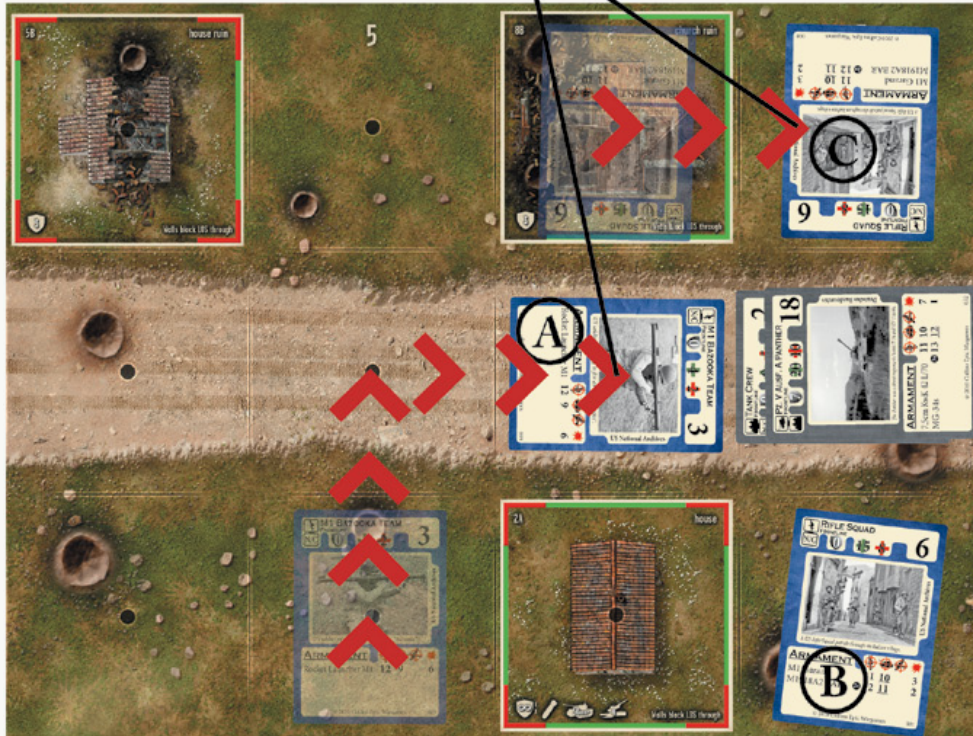
16. Close Assault. Three or more infantry units each equipped with at least one weapon with an Attack Value versus vehicles/tanks/guns may **Close Assault** a frontline tank or crewed frontline gun from any space adjacent, but not diagonal, to the tank or gun. To declare and execute a close assault, declare a single target for the group. Roll attack once using the *best* attack value (lowest number) vs. vehicles/tanks of any Unit in the attacking group. If the target is hit, roll 1d10 for *each* attacking Infantry Unit of the group, add the total, and then apply it against the target's Defense. If a unit is destroyed as a result, use the highest roll of the attacking group as the determining factor for crew survival. If the crew survives in the same space as the assault, that crew is captured as long as at least one member of the assaulting group survives the close assault. Close Assaulting Units may occupy the assaulted space up to the Stacking Limit or move to any space adjacent to, but not diagonal from, the assaulted space.



FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

Infantry units move adjacent to a close assault target.



Portion of Village Map

Units A, B, and C target the Panther as a group.

Key Rules (see Combat 16. for details)

- Three or more Infantry units may close assault a crewed Tank or Gun by forming a group and declaring the attack as a Close Assault.
- The group may assault from different sides of the target, but must all be adjacent to, not diagonal from, the target at the time the attack is declared.
- The assault may be “broken up” if one of the assaulting infantry units is destroyed before the assault occurs. The assault only occurs if at least three Infantry units are able to execute it at the time of attack.
- Roll attack once using the best attack value vs. vehicles/tanks of any unit in the assaulting group (here, a 9).
- If the assault is a success, roll 1d10 for each assaulting infantry unit, add the total, and then apply it against the target’s Defense and current Endurance.
- If a unit is destroyed as a result of the close assault, use the highest roll of the attacking group to determine crew survival.

17. Infantry Defense from a Tank. If an Infantry Unit occupies the same space as a friendly Tank, that Infantry Unit gains a defensive bonus equal to the Defense value of the Tank minus 2. For example, if a German Rifle Squad occupies a space that also contains a Tiger I, the Tiger I provides the infantry unit with a Defense of 5 (base Tank Defense of the Tiger I of 7 minus 2).

18. Friendly Fire. Do not invoke Friendly Fire (a rule from **Frontline General: Spearpoint 1943**) for any unit that rolls an attack sum of 2 or 3. Instead, consider buying new dice if you roll this low.

19. Snipers. Only a Sniper may target an enemy unit in a space that also contains a friendly unit. This situation may occur during a feature tile raid.

20. Destroying Terrain Features. Tanks, Artillery, Mortars, and Aircraft may target intact buildings and other destructible features within LOS and attempt to destroy them. Modifiers and conditions to destroy an intact feature vary by unit type and range and are summarized in the table below. If an intact feature is destroyed, immediately flip the Tile over, keeping the orientation the same, to display the corresponding ruined side. Only destructible features have a ruined side. Certain features have special destruction requirements such as

the Pantherturn I. Special destruction requirements, if any, are described in the rules under Feature Tiles.

Unit Type	Range	Weapon Requirement	Attack Modifier (use Vehicle Att)	Destroyed if
Tank	1-2 spaces	50mm+	Auto-hit, do not roll	Intensity 5+
Tank	3+ spaces	50mm+	Bonus 4	Intensity 6+
Mortar	3+ spaces min.	50mm+	Bonus 3	Intensity 6+
Artillery	Off board	N/A	Bonus 2	Intensity 4+
Aircraft	N/A	Bomb(s)	Bonus 3	Intensity 4+

21. Infantry Occupying a Feature that is Destroyed.

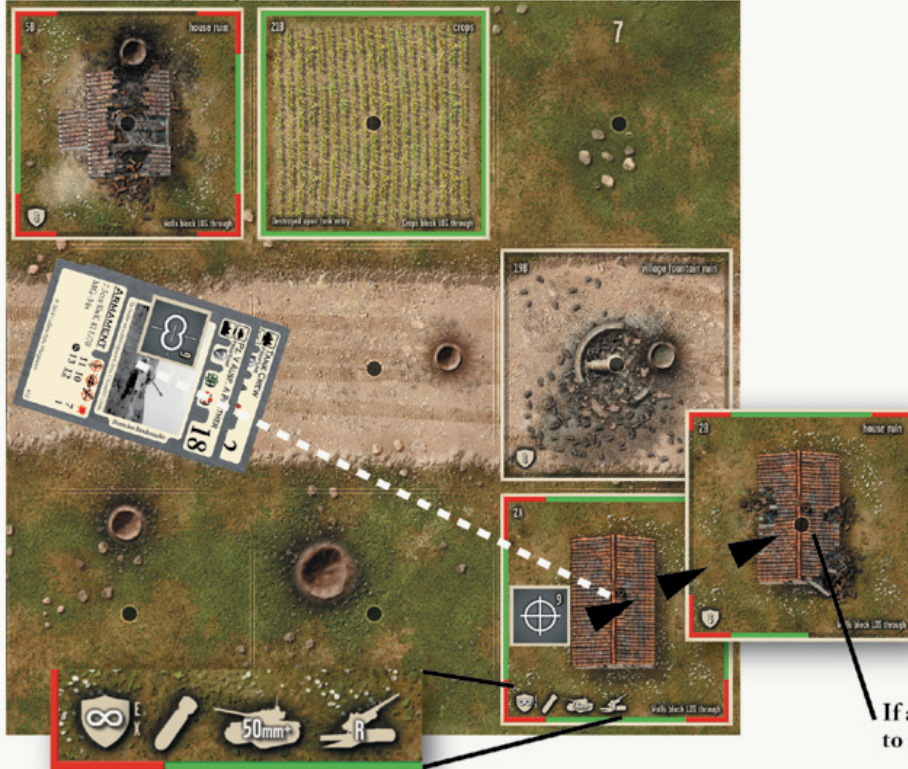
An Infantry unit or units occupying a feature that is destroyed is immediately “Damaged” and placed in the resulting ruin. Draw and apply a Damage Card for the occupying Infantry. If already damaged, the unit(s) is destroyed along with the feature. If an attack against a feature fails to destroy it, the occupying infantry are unharmed.



FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

Portion of Village Map



What can destroy a feature is listed in the lower left corner of the tile.

A German Panther targets and destroys this house. According to the chart under Combat 20., the tank needed a 6 or greater to hit the house on 2d10 (Vehicle attack value with main gun, 10, with bonus 4 for a range of 3+), and needed to roll a 6 or greater on 1d10 (Intensity) to destroy it.

Key Rules (see Combat 20. for details)

- Tanks, Artillery, Mortars, and Aircraft may target intact buildings and other destructible features within LOS and attempt to destroy them.
- A table provides conditions to destroy Features based on Unit Type and range.
- If a feature is destroyed, flip the tile over keeping the orientation the same, to display the ruined version of the feature.
- Special requirements to destroy certain feature tiles are described in Section II.
- Certain features like Crops are destroyed upon entry of a tank. Simply remove the feature tile in this case.
- An Infantry unit or units occupying a feature that is destroyed is immediately "Damaged" and placed in the resulting ruin. Draw and apply a Damage Card for the occupying Infantry. If already damaged, the unit(s) is destroyed.

If an attack destroys a feature, flip the tile over to reveal the ruined side.

22. Fighting Within a Feature Tile. A Feature Tile's Defensive Bonuses and any Command Card Defensive Bonuses do not apply to units engaged in fighting within the same tile. However, all units engaged in fighting within the same tile are protected from external attacks outside of the tile per the Defensive Bonuses of the tile (if any) as well as any LOS restrictions. Ensure that all units fighting within the same tile receive the Close Range Attack Bonus.

23. Use of the Lay Smoke Command Card. The Lay Smoke Command Card conceals a single targeted space and **lasts 3 Turns**. LOS is blocked for all lines that would pass through the targeted space. Use a Smoke Counter to track remaining turns of Smoke. Any Units in the space containing Smoke may not be targeted by any other unit and they may not fire. Lay Smoke cannot be played on a space containing Units already fighting within the same space.

24. Use of Aircraft Bombs. Each Aircraft Bomb Weapon (if any) listed may only be used once to attack during an aircraft's Turns of Flight. Once all bombs are used, place a Bombs Depleted counter on the Aircraft Unit Card.

25. Use of "Capture That Unit!" Command Card. The "Capture That Unit!" Command Card may only be used to attempt capture of a non-Infantry frontline ground unit within one space of at least one friendly Infantry unit. The Infantry unit attempting capture is subject to Opportunity Fire if the capture attempt fails.



US National Archives

FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

DRAW PHASE FUNCTIONS

Replenishing Unit Cards from a player's Reserves Deck and Command Cards from a common Command Deck between players occurs during each Draw Phase as follows:

Draw one Command Card. Draw one new Command Card from the common face-down Command Deck.

Draw any two additional Cards (Command or Unit). From the common face-down Command Deck, and/or from a player's Reserves Deck, draw any combination of two additional cards.

Maximum Hand Size. At the end of any Turn, a player may hold a maximum of 5 Command Cards and 7 Unit Cards. If that number would be exceeded, discard down to the appropriate number. Discarded Command Cards are placed in a face up discard pile and are permanently removed from the game. If a player must discard a Unit Card, place it face down under the Reserves Deck (do not remove it from the game).



US National Archives

ENDING THE TURN

Each turn ends after completion of the Draw Phase. Count down all temporary Damage Effects and other counters such as Turns of Flight and Smoke. Place any Aircraft (with Pilot) under the appropriate player's Reserves Deck if Turns of Flight would equal zero. Remove the Smoke Effect if the Smoke Counter would equal zero.

Remove all Temporary Damage Counters, Spotting Counters, and any Targeting Counter Pairs.

FULL TURN EXAMPLE

To watch a video of a complete game turn in action, scan or click the QR Code.



IV. SCENARIOS AND FICTION

A NOTE ON THE SCENARIOS AND ASSOCIATED FICTION

Scenarios in this expansion are sequential. Each Scenario includes a gritty and realistic fictional introduction (intended for ages 13+) by Mark H. Walker of Lock N' Load Publishing. Mark graciously agreed to lend his writing talent to us to help fully immerse you, the players, into this game. Each portion of the story builds upon the last, yet how you play through the scenarios determines the actual end result. We begin in a small Italian Village in the Summer of 1943 alongside Private First Class Andy Migliore. "Migs" and others work their way through tough Italian terrain and grueling warfighting to a prepared defensive line set in the Winter of 1943.

SCENARIO UPDATES AND ADDITIONS

Collins Epic Wargames may update scenarios from time to time and release new ones. Check our website, www.collinsepicwargames.com to ensure that you have the latest version of each scenario before play.

Once CEW00006 is released (Frontline General: Spearpoint 1943 Eastern Front), which is also compatible with this expansion, CEW will release an all-new scenario booklet for use with the Eastern Front Spearpoint game.



US National Archives

FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

MAN VS. BEAST

Fiction by Mark H. Walker

Years later Private First Class Andy Migliore would remember the zip. It came first—a cross between a passing mosquito and hot metal hissing through cold water. Then the splat—the sound a hand makes when slapping concrete, and finally the blood: hot and guilty. Hot because a heartbeat previously it had been pumping in another human. Guilty because that human was Corporal Matt Shank, Migliore's best friend, and Migs, as Shank liked to call him, was grateful the bullet had blown through Shank's head, not his.

Shank's corpse flipped onto its back, the blood from the shattered skull spreading across the room's hard wood floor. The lighter Shank had held to Migs' cigarette but a second before, spun across the room. Two more rounds zipped through the window, tearing chunks from the opposite wall, showering the couch below with plaster and dust.

Migs tossed his cigarette into the pool of blood, and crawled to the room's other window. Below him, on the small Italian house's first floor, the squad's BAR began hammering at their assailants. On his knees now, Migs peered over the window's sill. The squad's firing position looked over a small traffic circle. At least that's what they called them in Jersey. A fountain—as dry as Migs' mouth—adorned the center of the circle. Streets fanned from the circle like spokes on a wheel. Across the way, a small café faced his building, and from the lower window a German MG34 chattered, the bullets walking across the stone facing below him.

Whoosh! A stream of white smoke shot from the cemetery to his right. The stream disappeared into the MG34's window and erupted, dust belching from the opening. *Oh hell yeah!* Migs grinned at the silence. Fatman and Hillbilly were the best bazooka team in Italy.

Then he heard the sound all infantrymen dreaded, heard it and his grin disappeared—the sound of squeaking sprockets. Sarge had told them there were Tigers south of the village, but Migs hoped the Tigers had had bigger fish to fry than a squad of riflemen and their 57mm anti-tank gun. The squeaking grew louder. Now the machine's rumbling diesel thrummed against the morning air. A pair of gray-uniformed German infantry appeared at the end of the street. He didn't fire. No one in the squad fired. No one wanted the squeaking sprockets to know where they were. Migs prayed, prayed hard. *I'm sorry Matt died. I'm sorry I lived. Please Lord let the squeaking be something the boys on the Fifty-seven can handle.*

It wasn't.

First he saw the flash suppressor. He knew that flash suppressor, knew it was bad news. The long barrel slid inexorably into the street facing him, then the tracks, the fender, and finally the monster turned onto the street proper, facing Migs. The Fifty-seven crew fired. It was hopeless. Migs knew that, the men on the Fifty-seven knew that, but still they fired. The 57mm anti-tank gun popped impotently, the sound seemingly no louder than Migs' own Garand. The shell struck the Tiger dead on, sparking bright on the gun mantle, ringing like a church bell.

Migs held his breath. *Please, God, please.* Migs didn't know, maybe the 57mm round might scare the tankers, maybe it might hurt something, hurt someone.

It didn't.

The motors whined as the massive turret swung the gun toward the Fifty-seven. The eight-eight millimeter gun spoke, and it was anything but impotent.

SETUP:

Orders (US): Take up defensive positions with infantry in the village 3 miles north of our Command Post. The village remains deserted of Italian civilians and our bombs cleared out the enemy weeks ago but we've spotted increased enemy activity in the area. The Germans may be trying to re-occupy the village.

Orders (Germany): Provide close infantry support with a Tiger as our men move in to re-take the village. Secure the village and destroy or capture any enemy units.

SPECIAL RULES:

- [Setup] Remove all copies of the following cards from the Command Deck: Capture That Unit!, Fighter Ace, Fire Mission!, Fire for Effect!, Sabotage, & Zero In Artillery. These cards are not used as part of the Command Deck in this Situation.
- [Setup] Use the Village side of the Village / Defensive Line map. Take turns placing any combination of Village Feature Tiles. Do not place any tiles in Columns 1 or 9.
- [Setup] Place starting US Units within any Feature Tile or in Open Spaces excluding the zones of Columns 1 and 9. The German Player then chooses either Column 1 or 9 as the German Unit Setup Zone. The opposite Column becomes the US Unit Setup Zone. Place starting German Units within the selected Setup Zone.
- [Setup] Each player creates an Infantry-Only 35 point maximum Reserves Deck.
- [Setup] Each player selects 1 Unit Card and randomly draws 1 Command Card as a Starting Hand.

FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

- Newly committed German Units always enter the village in any space of the chosen German Unit Setup Zone. Newly committed US Units always enter the village in any space of the US Unit Setup Zone.
- Additional US Units may not be committed until Turn 2. Additional German Units may not be committed until Turn 3.
- This Situation does not use a rear line. Ignore any Damage Effect that would require a unit to retreat to the rear line such as “Shaken”.
- Each player draws one Command Card plus one card of any type in each Draw Phase.

STARTING, COMMITTED UNITS (DO NOT COUNT TOWARD DECK POINT TOTAL):

US:

- 1X Sniper (Roll D10 before placement. If 8 or higher, choose either a Field Camouflage or Veteran Soldiers Command Card and place the Sniper with that card).
- 1X Any Team
- 1X Rifle Squad
- 1X 57mm Anti-Tank Gun with Artillery Crew

GER:

- 1X Panzer VI Tiger I with Tank Crew (Roll D10 before placement. If 7+, place with a Veteran Crew Command Card)
- 1X Rifle Squad

WIN CONDITION

The first player to score 25 points or cause Overrun is the victor.

WHAT NOW, SARGE?

Fiction by Mark H. Walker

There was blood on the deck of the battleship. Not a lot, but enough to cover the rising sun on the turret, the torso of the rocket ship pilot, and the laser he fired. It might have been the Fifty-seven's gunner's blood. The Tiger's cannon had obliterated the light anti-tank gun, and a three-finger thick shard from the gun's shield now protruded from the gunner's eye, but he didn't care. He was dead.

It might have been Fatman's; the MG-34 had chewed his arm up good. And Fatman did care. He cared so much

that Staff Sergeant John Jay Stauffer could still hear him screaming through the din of the firefight, and Doc had him three buildings back. Either way, it didn't matter. There was blood on the deck, right below the “Amazing Stories” logo.

Sergeant Stauffer loved the science fiction magazine. Hell, he loved any fiction that took him away from a reality of buzzing bullets, exploding bombs, and crushing responsibility. He scooped up the magazine from where it had fallen, and stuffed it into his back pocket.

“What now, Sarge?” Beside him, crouching in the rubble of the Italian building, Private Migliore screamed to be heard. Stauffer didn't know how he did that with a cigarette in his mouth, but do it he did. Next door the squad's—his squad's—BAR hammered, its target the German MG-34 up the street. But who the hell cared about an MG-34? That wasn't the problem.

Migs banged off the last two rounds from his Garand, and the clip popped with a load ping. He flipped to his back to reload, and once again the MG-34 tore into their position, its 7.92mm bullets chipping stone, and sparking off the brick road in front of their position. But that wasn't the problem.

Thunder cracked, and the BAR's firing position disintegrated. Stauffer raised an inch above the rubble, hoping the smoke and dust from the explosion would hide his curiosity, hoping someone from the BAR's position had survived.

They hadn't.

To his right, seventy meters distant, a Sherman flamed furiously. That had been the Company Commander's solution to the problem. To his left, no more than the length of a soccer pitch away, sat a German Tiger. A disabled Tiger, Fatman—before he got his arm shredded—and Hillbilly had made sure of that, but a Tiger nonetheless. That was the problem.

“Sarge?” It was Migs again, always questioning.

Stauffer nodded. “Shut up and let me think, Migs.”

There wasn't much to think. The Fifty-seven was kaput, the Bazooka team down, the Sherman in flames. Stauffer's eyes scanned the rubble room—two wounded at the back, Smitty and Hollywood, Migs with his M-1, and Hillbilly with a bent Bazooka launcher. Not much. His gaze swept to Migs' feet, beside them lay the last satchel charge. Waiting. Stauffer couldn't risk anymore of his men. Couldn't live with that.

He grabbed the satchel and rose to a crouch. “Cover me,” he yelled.

FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

SETUP:

Orders (US): German forces have overrun the small Italian village were holding, forcing our weary soldiers back. It is imperative that we eliminate enemy occupation of this village in order to push through the valley and open up the road. With the support of our Rear Line Artillery and Aircraft, soften up the village before commencing a ground assault.

Orders (Germany): Reinforce our position in the village as you move our heavy guns into range. Expect the Yanks to advance on the village.

SPECIAL RULES:

- [Setup] Use the Village side of the Village / Defensive Line map. Take turns placing any combination of 8-10 Village Feature Tiles. Do not place any tiles in columns 1 or 9. Note: Players may optionally carry over the final state of the Village Feature Tiles from Scenario 1.
- [Setup] The German player chooses either Column 1 or 9 as the German Unit Setup Zone and places starting German Units within any Feature Tile or Open Spaces. Newly committed frontline German Units always enter the Village through the chosen German frontline Unit Setup Zone. The US player does not begin the game with a frontline Unit Setup Zone established.
- [Setup] Set aside starting German and US Units. The German player creates an unrestricted 100 point maximum Reserves Deck. The US player creates an unrestricted 120 point maximum Reserves Deck.
- [Setup] Starting US Units include Aircraft. These aircraft must be brought into play during Turn 1.
- [Setup] Use standard starting hands.
- The US player may make “unspotted” Rear Line Artillery attacks until Turn 3 when US ground forces arrive and enter the village. Unspotted attacks may be directed at any space on the map at an Attack Penalty of 5 to hit the target. Spotted artillery attacks are required if US ground forces occupy any space on the map.
- The US player establishes two open frontline Unit Setup spaces (Reserves Entry Points) during the Commitment Phase of Turn 3 and may change one of these setup spaces once during this game at the beginning of any Turn. The chosen setup Spaces must be at least 2 columns away from the German frontline Unit Setup Zone, must be along any map edge, and do not have to be adjacent. Mark the chosen Setup Spaces with two Reserves Entry Point counters.

- At least two frontline US Units must enter the Village during Turn 3.

STARTING, COMMITTED UNITS (DO NOT COUNT TOWARD DECK POINT TOTAL):

US:

- 2X 105mm Howitzers with Artillery Crews
- 1X 8in Howitzer with Artillery Crew
- Choice of 2X aircraft with Pilots

GER:

- 1X Panzer VI Tiger I (Damaged with a “Fire Control Damage” Damage Card) with Tank Crew
- Choice of 6X Infantry Units

WIN CONDITION

The first player to score 51 points or cause Overrun is the victor.

GUNTER'S RETURN

Fiction by Mark H. Walker

Hauptmann Gunter Eisenbach hated flying. Born and raised outside Cologne, he had never wanted anything more than to work his father's farm, grow their herd of cattle, and marry Alisha Guttman. Alisha died in 1942, one of the casualties of the massive British raid that did little but destroy worker's homes in Cologne. Following a subsequent raid that same year, a downed Lancaster crew stumbled on Gunter's farm, murdering his father and raping his mother.

A Lieutenant in the Wehrmacht, Gunter applied for pilot training the day after his broken mother's letter reached him. Still, however, he hated flying, but he was good at it, earning ace status by downing a Lancaster in June of 1943. He flew for one reason, to kill Allied pilots. It was why he flew today. There was a mission—he must escort a pair of Stukas, on an attack run, but that was irrelevant. He flew to kill.

Gently he pushed the yoke left, dipping his wing. Below him the two Stukas cruised, thin contrails streaming from their wings, below them the Italian countryside—verdant hills and orchards juxtaposed with blackened, cratered villages. A glance skyward revealed his wingman, Oberleutnant Ernst Whitman, beyond him the bright, white-blue sky, slightly below him a pair of gulls.

FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

Gunter scanned his gages, airspeed, fuel, and engine RPM. Gulls! There weren't any gulls at 12,000 feet! He looked again, and the gulls started firing.

Gunter immediately recognized them for what they were, twin-tailed P38s, as they closed on his plane.

"Bandits, four-o'clock, formation break," he yelled into his mouthpiece. And they did. Tracers streamed by his cockpit as he broke left, engine straining. Below him, he saw several streaks of fire stitch one of the Stukas, and the plane erupted in flames. Simultaneously, he spotted Whitman on a P38, the Bf109's twin machine guns winking light from the engine cowling. As he watched the American fighter began streaming thick, white smoke. An instant later the pilot ejected.

Again tracers streamed by his cockpit, this time rushing aft to fore. One of the Yanks was on his tail! Gunter reached left, slamming his flaps to their full extension, and throttling back his engine. His airspeed dropped dramatically, and the Messerschmitt fell for one, maybe two seconds. Much longer and he would have fallen out of control, but Gunter didn't need much longer. The P38, now moving much faster, shot by overhead. Gunter trimmed his flaps, adjusted his engine speed and fell in behind.

Gently he worked the yoke, the American fighter swaying to and fro in the gun sight. It took but a second, he squeezed the trigger, the guns chattered, the fuselage shuttered, and the tracers walked up the American plane, exploding it in a furious orange ball. Through the ball, the heat flashing over the cockpit, and then Gunter was clear.

He scanned the endless blue. There was Whitman, there was the surviving Stuka, and there, no more than a thousand feet below, a parachute drifted lazily.

"Whitman, take the Stuka. I'll join you momentarily." Gunter knew their mission was safe. Their target, the Italian town, was no more than a dozen kilometers distant. It was time to kill.

Gunter kicked the rudder and throttled back, centering the puffy white parachute in his sights. But no, that would never do. A tick less on the throttle, a bit less airspeed, and his gun sights settled on the helpless pilot. Gunter thought of Alisha, thought of his Father, thought of his Mother, and Gunter squeezed the trigger.

SETUP:

Orders (US): Search all buildings in this blasted village house to house. We believe the Germans were using one of the houses as a regional Command Post. Do not destroy any more buildings- if we can locate the post, we may find intel that saves lives. Take no chances. Clear every building with infantry. We'll have some covering air support up soon.

Orders (Germany): Our men are executing a hasty withdrawal from the village area along Highway 6 to a prepared defensive line. Remnants of our ground forces must hold and destroy our Command Post located in one of the buildings. Hold the village in the area of the CP until we can ensure complete destruction of the post. Then, withdraw and join up with our units north of here. Two Stukas escorted by two of our best pilots, including Gunter Eisenbach, are en route from our airfields near Foggia to finish off the Command Post and cover our withdrawal.

SPECIAL RULES:

- [Setup] Use the Village side of the Village / Defensive Line Map. Place an intact village house (any) in Space A-5. This building houses the German Command Post. Players then alternate placing 4 additional houses anywhere in rows A and C. Place Tile 21A (PzKpfw VI "Tiger" wreck) in zone B-5. Note: You may choose to carry over the final state of the village after completion of Situation 2 to set up the Feature Tiles of this Situation.
- [Setup] Set aside starting German and US Units. The German player creates an infantry-only 20 point maximum Reserves Deck. The US player creates an unrestricted 100 point maximum Reserves Deck.
- [Setup] Place starting German Units in any spaces within columns 4, 5, and/or 6. Place starting US Units in any spaces of column 1. Newly committed frontline German Units always enter the village in spaces A-4 or A-6 (mark with Reserves Entry Point Counters). Newly committed frontline US Units always enter the village in column 1.
- [Setup] Starting German Units include two Aircraft. Set aside both Aircraft and bring them into play along one or more declared flight paths during Turn 6's Commitment Phase if the Situation has not yet ended.
- [Setup] Each player selects 2 Unit Cards and randomly draws 3 Command Cards as a Starting Hand, and then shuffles their Reserves deck.
- The US player may not target any village building for destruction with any unit.
- During the Commitment Phase of Turn 6, the German Stuka and Bf-109 (with Ace Gunter) come into play. The Stuka must attack the building in space A-5 (Command Post) with bombs. Gunter is free to target anything, but his modified Bf-109 does not carry bombs for this Situation (See Reinforcement Units).
- If the Stuka attack in Turn 6 fails to destroy the building in space A-5, extend the Win Condition by 2

FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

turns. By the end of Turn 8, all intel will be considered destroyed by any remaining German infantry.

STARTING, COMMITTED UNITS (DO NOT COUNT TOWARD DECK POINT TOTAL):

US:

- 1X M4A1 Sherman with Tank Crew + Veteran Crew Command Card
- 3X Rifle Squads

GER:

Choice of 3X Infantry Units

REINFORCEMENT UNITS (DO NOT COUNT TOWARD DECK POINT TOTAL):

GER:

(Enter during Turn 6 Commitment)

- 1X modified* Bf 109 with Luftwaffe Pilot + Fighter Ace Command Card ("Gunter")
- 1X modified* Bf 109 with Luftwaffe Pilot ("Whitman")
- 1X JU87B-1 Stuka with Luftwaffe Pilot
- *No Bombs, Turns of Flight = 2.

WIN CONDITIONS:

Germany must prevent occupation of the Command Post in space A-5 until the end of Turn 6. The US must occupy space A-5 (Command Post) with at least one infantry Unit by the end of Turn 6. If any German Units remain in the space, the US is not considered to occupy the CP.

THE LIRI VALLEY ROAD

Fiction by Mark H. Walker

Lt. Bob Huntsman looked past the edge of his wing at the mess below. A line of trucks and jeeps, interspersed with an occasional halftrack, snaked away from the small village and into the valley beyond. Fires dotted the convoy, a truck in flames there, a small cottage smoldering there. Nothing moved. No, that wasn't entirely true. Here and there a soldier ran from truck to crater, diving for cover.

"Stupid grunts," muttered Huntsman. Can't they tell a P-40 Warhawk from a Messerschmitt?

Maybe not, he thought. At least not in the state they were in. The convoy had been shelled heavily, and the soldiers were no doubt a bit gun shy.

Guns flashed. Big guns. German guns. Past the convoy, on the side of the looming hill, tucked behind a orchard. An instant later shells splashed below, bright and deadly.

Huntsman kicked the rudder, pointing the nose at the guns. The plane pivoted sluggishly, no doubt slowed by the 500lb and 100lb bombs snuggled under his wings and fuselage.

"That's okay," mumbled Huntsman as he closed on the German artillery battery, "I won't have the bombs much longer."

SETUP:

Orders (US): We are advancing our equipment and supplies to a new front along the treacherous Italian terrain. Winding mountainous roads have given way to straighter stretches in the valleys. All roads lead to Rome. As we advance along Highway 6, we must be mindful of the ever-present enemy in the hills and mountains above. We have scouted out several potentially dangerous ambush locations. As we approach them, we will continue to cover our convoys by air. Be ready for anything.

Orders (Germany): In the process of withdrawing to our prepared positions, we have set up several artillery batteries to cover the road behind us. Scouts and spotters on high ground have a perfect view of the valley below. We await the US advance north. Equipment convoys are the primary target.

SPECIAL RULES:

- [Setup] Use the Village side of the Village / Defensive Line Map. Place one intact village house of any style with the "shed" tile and "crops" tile adjacent to each other anywhere along row A or C, in any orientation. Do not place any additional Feature Tiles.
- [Setup] Set aside starting German and US Units. The German player creates a 50 point maximum Reserves Deck limited to rear line Artillery, Artillery Crews, Aircraft, and Luftwaffe Pilots. The US player creates an unrestricted 75 point maximum Reserves Deck.
- [Setup] Set aside 6 randomly-drawn Command Cards face down. These cards represent US transport trucks, halftracks, and jeeps carrying equipment and supplies. These cards will enter play as US-controlled Units during certain game turns.
- [Setup] Place starting German Artillery Units in the appropriate rear line area. Place starting US Units anywhere in spaces B-7, B-8, or B-9. Newly committed frontline US Units always

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enter the road in space B-9 (mark with a Reserves Entry Point counter if necessary).

- [Setup] Each player selects 2 Unit Cards and randomly draws 1 Command Card as a Starting Hand, and then shuffles their Reserves deck.
- Hidden German Artillery Spotters allow all German rear line Artillery Units to fire as if each frontline target is spotted. These spotters cannot be discovered and act automatically to spot for each Artillery Unit.
- During the Commitment Phase of Turns 2, 4, and 6, the US player must commit two each of the 6 Command Cards that were set aside during setup into play in space B-9. These Command Cards are committed face down and stack and move as if they are normal vehicles (limit two friendly units per space, movement rate = 1 space / turn, may be "pushed" for 2 if a Command Card is discarded). However, their movement is restricted to row B. Each Movement Phase, "convoy units" must advance at least one space toward column 1. The German player may target these units as vehicles. If a convoy unit is targeted and hit, it is destroyed immediately if the Intensity result is a 4 or higher.
- During the Commitment Phase of Turn 3, the US P-40 Warhawk and Pilot come into play. Until Turn 3, the US player may not commit any Aircraft into play.

STARTING, COMMITTED UNITS (DO NOT COUNT TOWARD DECK POINT TOTAL):

US:

- 2X M4A1 Shermans with Tank Crews
- 1X Gun Motor Carriage M10 with Tank Crew
- 2X Rifle Squads

GER:

Choice of 2X rear line Artillery Units with Artillery Crews, each with a "Zero In Artillery" Command Card

REINFORCEMENT UNITS (DO NOT COUNT TOWARD DECK POINT TOTAL):

US:

(Enter during Turn 3 Commitment)

- 1X P-40 Warhawk with Pilot (Lt. Bob Huntsman)

WIN CONDITIONS:

Germany must destroy all six "convoy units". The US must survive until all German Units are destroyed or captured or get at least two convoy units to space B-1. If any convoy unit reaches this space, remove it from the game in that Movement Phase.

MOONLIGHT ON METAL

Fiction by Mark H. Walker

Gefreiter Henrik Christian Haude peered down the sights of his Kar98 rifle. Something had moved, he was sure of it, out there amid the craters, shattered trees, and rumbled buildings.

A shadow, or maybe just the thought of the shadow. But it was gone now, the pale light weeping from the half moon too weak to aid his squinting eyes. He pulled back from the sights, relaxed, and let his subconscious find the shadow.

He wouldn't be looking much longer. The 34th Panzergrenadiers, new to the line, were relieving Henrik's unit later that night. Obergefreiter Cabell, who normally shared Henrik's foxhole, had gone back to lead their reliefs forward.

Once again Henrik scanned his sector. The view was at once similar to yet wildly different from the West Virginian mountains in which he was raised. Similar because of the thick rolling ridges, each appearing eager to ride over the next. Wildly different because of the devastation war had wrought. Where once stood a hillside copse of trees, now stark and leafless branches raised their gnarled limbs to the inky darkness. Where once a small church had gathered its congregation, a pile of rubble spread across a cratered street.

Henrik Dreamed of West Virginia now—the bucolic landscape, his High School friends, and sweet, sweet Maria. His first love, his only love. He smiled. West Virginia haylofts were great.

His parents didn't like Maria. His mother and father were German to the bottom of their souls. Born in Frankfurt, the two left Germany when Henrik was five, moving to West Virginia. And there they had stayed until the war broke out.

"We are German. My father was German. We will go home to Germany." And with those words, Henrik's father had uprooted Henrik's life, as well as the life of his brother Magnus, and younger sister, Annika. But not really. Magnus was eighteen at the time, working in a coalmine, studying at the University of West Virginia. Magnus refused to come home. Henrik missed Magnus, his unruly, bright-blond hair, his easy laugh. He was a good big brother, a good friend.

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They had embraced when the family said its goodbyes, Father angry, mother and sister tearful. Henrik confused. Was he German, where he had been born? Or was he American, where he had been raised? That was four years ago. Four years without a word from Magnus.

A flash of metal, not more than thirty meters distant, pulled him from his reverie. Moonlight on metal? Of course it was, and only one metal moved during the Italian night. Gunmetal.

The MG-42 in the firing position next to Henrik's tore the night with a burst of fire, the flashing muzzle illuminating the gunner. The response was stunning. Fully one hundred meters of the shattered woods facing Henrik opened up in a sheet of flame. Lead filled the air, the zipping bullets keening as they ripped by Henrik's ears. Tracers crisscrossed the Italian field, hurrying to deliver their death.

A flare popped and out of the night came the Yanks, screaming like madmen, charging the German line. There was no time to aim, no time to think. A dark form flitted across Henrik's sights. He squeezed the trigger and the form flitted no more. Robotically, he worked the KAR98 bolt, chambering the second round. A grenade cracked flatly, brightly, and the MG-42 fell silent. And then they were on him. Two jumped in his hole. Big men. One with a shock of blond hair. He fired, and the blond hair fell, face down, into the mud. The other Yank tried to bring his rifle to bear. Big mistake, thought Henrik. No time for that.

Henrik swung his rifle from the hip, and heard the crunch when the butt struck the American's face. The man staggered back, and then Henrik's bayonet was off his hip, a heartbeat later it was through the man's throat. The blood ran hot on Henrik's hand, the American's eye's fluttered, and a tear rolled down a filthy cheek, tracing a streak of white.

Henrik let him fall and turned to the remaining soldier. He lay where he had fallen, face down in the mud. The helmet had slipped aside and Henrik could see the blonde hair clearly. Could it be? About him, over him, the battle raged, but for this moment it was forgotten. He knelt, hesitantly he placed a hand on the shoulder. Was it his brother's shoulder? The man breathed still. Gently he rolled the soldier over. His eyes saw two things, one familiar, one not.

Unfortunately, the gaping muzzle of the .45 caliber pistol in the soldier's hand was familiar. His face was not.

SETUP:

Orders (US): Surprise is on our side for once. We've approached the German prepared line under cover of darkness. At 0300 we attack. Position your men but do not open fire until 0300. Our rear line 105's will light up the night with flares, light the battlefield, and signal the attack.

Orders (Germany): We are expecting the allies to attack tomorrow by daybreak. Scouts have noticed increased activity south and west of our positions. We're moving more reinforcements to the line as the Organisation Todt continues to build fortifications east of here, including new buried Pantherturm I emplacements.

SPECIAL RULES:

- [Setup] Use the Defensive Line side of the Village / Defensive Line Map. The German player places two MG Nests and one German Bunker anywhere along rows A or B. The German player may then select three additional Defensive Line Feature Tiles except the Pantherturm I and place them anywhere in rows A or B. The US player may then place up to three Natural Cover tiles anywhere in rows B or C, except adjacent to the German Bunker. Do not use the Pantherturm I.
- [Setup] Set aside starting German and US Units. Each player creates a 100 point maximum Reserves Deck. Neither player may include Aircraft or Pilots in their deck. Use standard starting hands.
- [Setup] Place starting German Units in any spaces within row A, or within any feature that may be occupied (if any) in row B. The MG-42 Teams must be placed in the two MG Nest Features. Place starting US Units anywhere along row C. Newly committed frontline German Units always enter the Defensive Line anywhere along row A. Newly committed frontline US Units always enter the Defensive Line anywhere along row C.
- This Scenario takes place at night. Parachute flares from US Artillery light up the Defensive Line battlefield every even numbered turn (2, 4, 6, etc.). During the even turns, Units from both sides (except artillery) may freely target each other and fire within line of sight, range, and legal target restrictions. During odd turns (1, 3, 5, etc.), units may move freely, but can only see each other for targeting if adjacent to or within the same space as the target.
- The German player cannot commit new units into play until Turn 2.
- Artillery fire may not be spotted for or called in to the frontline at any time. Artillery may only conduct counter-battery fire (rear line to rear line) during even turns. Mortars may only be spotted for during even turns and may not fire with a Mortar weapon during odd turns.
- Due to muddy / dark conditions, Infantry may only move 1 space per turn and cannot sprint for a faster movement rate. Vehicles cannot stray from the central road and cannot be pushed for a

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faster movement rate (a map space is considered "road" if it touches the muddy road artwork).

STARTING, COMMITTED UNITS (DO NOT COUNT TOWARD DECK POINT TOTAL):

US:

- 3X Rifle Squads
- 2X .30cal LMG Teams
- 1X Sniper
- 2X 105mm Howitzers with Artillery Crews

GER:

- 2X Rifle Squads
- 2X MG-42 Teams (1 each in each MG Nest)
- 1X 15cm sFH 18 with Artillery Crew

WIN CONDITIONS:

Germany must prevent a US breakthrough across the line for 10 turns. A breakthrough is defined as at least three US frontline ground Units exiting the map anywhere along Row A by the end of turn 10. Count crewed Units as a single Unit. To exit the map, the Unit must move off of the board in a movement phase (not simply reach Row A).

CRIMSON SNOW

Fiction by Mark H. Walker

When a gun's firing pin strikes the shell's primer, it makes a surprisingly loud retort. For example, a Kar98 cartridge holds only about 60 grams of gunpowder, but its firing can be heard for over a kilometer. In Gefreiter Henrik Christian Haude's case the gun's retort was much closer, and the resultant damage catastrophic. But neither the retort nor the effect was a surprise to Henrik. He fully expected to die.

But he expected wrong. The gun boomed, and the American's head simply exploded, splashing the foxhole's earthen wall with bloody grizzle. The .45 caliber pistol, which only a breath before had threatened his life, fell from the limp hand. Spinning, Henrik pulled his Kar98 to his shoulder, ready to confront whatever new danger had ended the Yank's life, but there was no danger. There was only Obergefreiter Cabell.

"Jesus, Udo. You saved my butt." And it was then that Henrik noticed the firing had stopped, as if his personal battle with the Yank had marked the high tide of the attack.

Udo Cabell shrugged, "Wasn't me." He gestured over his shoulder as he jumped into the foxhole, his boots splashing in the muddy, bloody concoction that pooled there. "Meet Herr Panzergrenadier."

At the edge of the foxhole crouched the Panzergrenadier, and Henrik wanted to thank him, he really did, but he couldn't. In fact, he couldn't even speak. The grenadier was lanky, with bright blonde air peeking from beneath the helmet, and when he saw the expression on Henrik's face he laughed. Easily.

"Hello, Henrik," the Panzergrenadier boomed.

"Ma...Ma...Magnus," was all Henrik could stutter.

SCENARIO 6: CRIMSON SNOW

Orders (US): We could not exploit a brief breakthrough during the night and were pushed back. Use Artillery to our advantage to soften up the line before another push and before more Germans arrive to bolster the line. Aircraft are grounded for now, but the weather is improving each hour. We must not get bogged down here.

Orders (Germany): We have pushed the Yanks back from an early morning assault. Continue to hold the Winter Line as we bring in more reinforcements. Our prepared fortifications are proving too much for them to breach.

SPECIAL RULES:

- [Setup] Use the Defensive Line side of the Village / Defensive Line Map. Setup may be carried over from Scenario 5 (optional). The German player places one Bunker, one Panzernest, and up to five additional Defensive Line Feature Tiles anywhere in rows A or B. The US player may then place up to three Defensive Line Feature Tiles anywhere in rows B or C except adjacent to the German Bunker. Do not use the Pantherturm I.
- [Setup] Set aside starting German and US Units. Each player creates a 100 point maximum Reserves Deck. Note that aircraft may be included but cannot be committed until weather conditions improve according to the special rule below. Use standard starting hands.
- [Setup] Place starting German Units in any spaces within row A, or within any feature that may be occupied (if any) in row B. One MG-42 Team must be placed within the Panzernest Feature and one within the Bunker. Place starting US Units anywhere along row C. Newly committed frontline German Units always enter the Defensive Line anywhere along row A. Newly committed frontline US Units always enter the Defensive Line anywhere along row C.

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- Due to muddy conditions, Infantry may only move 1 space per turn and cannot sprint for a faster movement rate. Vehicles may stray from the central road but cannot be pushed for a faster movement rate (a map space is considered "road" if it touches the muddy road artwork).
- Snowy weather may or may not clear up over the course of this game. At the beginning of each turn starting with Turn 2, each player rolls a D10 to check weather. Re-roll ties. As long as the German player rolls higher, weather conditions remain poor, grounding all aircraft. Check again next turn. If the US player rolls higher, the poor conditions improve, allowing commitment of aircraft by both sides that turn and all subsequent turns. Do not roll future checks if the US player out-rolls the German player.

STARTING, COMMITTED UNITS (DO NOT COUNT TOWARD DECK POINT TOTAL):

US:

- 2X Rifle Squads
- 1X .30cal LMG Team
- 2X 105mm Howitzers with Artillery Crews

GER:

- 3X Rifle Squads
- 2X MG-42 Teams (1 occupying the Panzernest, 1 occupying the Bunker)
- 2X 8.8cm FlaK 36s with Artillery Crew

WIN CONDITIONS:

Germany must prevent a US breakthrough across the line for 10 turns. A breakthrough is defined as at least three US frontline ground Units exiting the map anywhere along Row A by the end of turn 10. Count crewed Units as a single Unit. To exit the map, the Unit must move off of the board in a movement phase (not simply reach Row A).

A BURIED TANK

Fiction by Mark H. Walker

The Sherman clanked beside Private First Class Johnny DiPonio, the squeal of the drive sprockets muted by the falling snow. Shermans scared the hell out of Johnny. On one hand it was nice to have the big 75mm gun to back you up. It could handle things that no Garand or BAR could. On the other

hand, large pieces of steel with big guns tended to draw fire, and anything that drew fire wasn't good. Johnny didn't want to win the war; he just wanted to live through it. Of course he doubted that would happen.

Two of the tanks escorted DiPonio's platoon. They stuck to the narrow Italian road, the platoon fanned out on either side, mostly hidden in the purple twilight of the snow-thickened air. Life sucked for the platoon. Last night they had broken through the German line two miles south, today they looked for the next string of fortifications, without air cover, without hot food, and without much hope of seeing it through alive.

"They're idiots."

"Of course," Johnny nodded. He knew the voice without looking. Gabe Levenesque, his squad's BAR man. He should have been properly spaced, not walking beside DiPonio. But the Army shouldn't be sending them out in the middle of a snowstorm to find Germans either.

A cigarette dangled from Gabe's lip. "They're idiots," he repeated. "We catch the Germans and then we try to make 'em run. We make 'em run and then we try to catch 'em. I wish the brass would make up their minds."

Johnny chuckled.

And then the Sherman exploded.

Not the Sherman next to him. *Thank God for small favors*, he thought as he leapt over the roadside ditch. Time was when DiPonio and his buddies would have dove into those ditches for cover, but the Germans had a nasty habit of mining the ditches. DiPonio learned that when Tim Janowicz jumped right onto a mine a month back. Triggered it with his chest. Tore Janowicz in half.

DiPonio cleared the ditch and dropped onto the snow-covered mud on the far side. Through the leafless trees he could see the Sherman burning brightly, its commander still draped on the turret, his body transformed into a charred corpse. The second Sherman fired. Nothing happened. A breath later DiPonio spotted a flash in the woods, heard a flat crack, and then the second Sherman erupted in flames, the heat washing over DiPonio like a passing patch of sunlight.

Sarge plopped down beside him, out of breath, stinking, sweating despite the cold. "They got a tank buried up there."

"Of course," DiPonio answered. What would the Krauts think of next? A Messerschmitt in a barn?

"We got to take it out," Sarge continued.

"Of course." Johnny replied. "Of-freaking-course."

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SETUP:

Orders (US): Further north we've advanced to what we believe to be another prepared position. The terrain is muddy and the weather continues to degrade. British intel reports sightings of a new type of German emplacement – a buried tank or a tank turret mounted on a bunker that is nearly impossible to spot until it's too late. Be on the lookout for these as we push north. Continue the advance but watch out for choke points.

Orders (Germany): Pantherturm I's are now set into position along all major roads leading north. Our next prepared line featuring these fortifications will certainly slow the allies. After the last allied breakthrough, the Field Marshal has decided to send more reinforcements south from Rome and northern Italy.

SPECIAL RULES:

- [Setup] Use the Defensive Line side of the Village / Defensive Line Map. The German player places the Pantherturm I tile (intact) in space A-5 or A-6, and then places up to four additional Defensive Line Feature Tiles anywhere in rows A or B. The US player may then place up to three Defensive Line Feature Tiles anywhere in rows B or C except adjacent to the Pantherturm I.
- [Setup] Set aside starting German and US Units. Each player creates a 60 point maximum Reserves Deck. Due to poor weather and muddy conditions, do not include aircraft, pilots, tanks, or tank crews. Use standard starting hands.
- [Setup] Place starting German Units in any spaces within row A, or within any feature that may be occupied (if any) in row B. Place starting US Units anywhere along row C with the exception of the two crewless Sherman tanks, setup in spaces as designated below. Newly committed frontline German Units always enter the Defensive Line anywhere along row A. Newly committed frontline US Units always enter the Defensive Line anywhere along row C.
- Use the unit statistics of the Pantherturm I Unit Card but note that the Feature Tile represents this crewed unit on the map.
- Due to muddy / snowy conditions, Infantry may only move 1 space per turn and cannot sprint for a faster movement rate. Vehicles may not be committed as they would simply bog down.

STARTING, COMMITTED UNITS (DO NOT COUNT TOWARD DECK POINT TOTAL):

US:

- 2X M4A1 Shermans without Crews, each with a Damage Card with vehicle effect "Crew Casualty – crew destroyed" one in space B-6, and one in space C-5.
- 2X Rifle Squads
- 1X .30cal LMG Team
- 1X Sniper

GER:

- 1X Pantherturm I with Artillery Crew (represented by the Pantherturm I Feature Tile) – setup in space A-5 or A-6.
- 2X Rifle Squads
- 1X MG-42 Team

WIN CONDITIONS:

The German player must score 40 points or Overrun the US player. The US player must score at least 35 points and destroy the Pantherturm I emplacement or Overrun the German player.

EPIPHANY

Fiction by Mark H. Walker

Shank was grinning at him, part goofy, part good humor, and all Shank. He could see the gap between his front teeth, and the glitter in his blue eyes, but that wasn't possible. Shank was dead. Not only dead, but dead without a head. So recently promoted Corporal Andy Migliore knew the grinning face couldn't be Shank, and with that knowledge the face began to fade.

The smile faded, first losing the curve of the lips, and then the lips themselves. And then the face, losing form like wax in the sun, till nothing was left, nothing but the guilt. Shank had died. Migs hadn't. And then came the shaking.

"Sir, sir, wake up." The hand was on his shoulder, the shaking insistent. Migs blinked, he hadn't been asleep. *Or had he?* He was so tired he didn't know, but he did know that Shank's visits—whether dreamed or not—were all too frequent.

The hand shook again and he brushed it off, glaring into the face of the latest in a stream of replacements, so latest he didn't even stink. "Get off me jerk," Migs barked, "I ain't a

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sir. The pimply-faced kid with the butter bars on his collar is the sir."

The replacement straightened, color flushing his cheeks. "Sarge sent me. Says we're moving in five."

Migs stood and stretched. Stretching wasn't a good idea in Italy, not in the winter of '43. The bad guys were gone for now, the smoldering emplacement, not a dozen yards distant, attested to that, but you could just never tell when a random sniper might decide you were a juicy target. He lowered his arms and shrugged. Worrying could drive you insane. Shank's face flashed through his mind. *If I'm not already there.*

"What should I tell him?" the replacement persisted.

Migs shouldered his pack and picked up his Garand. "Whatever you want, jerk."

"Hey, don't call me a..." but then Migs looked at him, looked at him with flat, expressionless eyes, eyes that said, "I'd just as soon spend the next bullet on you as a Kraut," and the replacement closed his mouth.

Staff Sergeant Stauffer stood next to the smoldering emplacement, peeing into it. An upended Panther turret lay on the other side of the gaping hole. Migs took his place beside Stauffer, adding his stream to the Sergeants', both flows hissing as they splattered against a charred German corpse.

"What's up, Sarge?"

Stauffer buttoned up before answering. "Charlie Company broke through during yesterday's snowstorm." Migs buttoned, his eyes on the two Shermans the Panther turret had brewed up, smiling at the smell of urine on burnt meat.

"Yeah," was all he added to the statement.

"Yeah," Stauffer returned. "'Captain says there ain't nothing left between us and Highway 6. The Germans are beaten."

Migs dropped the magazine from his Garand, checked the rounds, and snapped it back home. "And the Captain knows?"

Sarge slung his Thompson and lit a pair of cigarettes, handing one to Migs. "Who the hell really knows, Migs?"

Migs nodded his thanks.

Sarge puffed. One, maybe two, draws. "Anyway, we got point. So get 'em up and ready, we walk in three."

Migs toed the dirt-snow morass on which the two men stood, kicking a clod of muck onto the corpse below. "Yeah, Sarge, I'll do that. We'll walk that point, but don't expect me to put my ass on the line for that Captain, or any of these baby-faced kids they send us for replacements. Some one else can win the war this week."

Sarge tossed his cigarette in the pit. "We move in three, Migs. Be ready." Without another word he clomped away, boots squishing through the Italian muck.

Migs returned to the squad, but not without another visit from Shank. "Be careful Migs," his old, dead friend whispered in his ear. "Them Krauts are never beaten. You don't wanna end up dead." The whisper turned to a chuckle. "Dead like me."

Counting Sarge and him there was eight in the squad. In addition to himself, only Sarge, Hillbilly, and Smitty, remained from those who had landed at Paestum. The rest were replacements. Migs took point. No sense giving it to one of the new guys, they'd screw it up; get him killed. They walked in the snow-covered field to the left of the road, the dead remnants of summer's crops poking through the white fluff like fronds in a pond. Leafless trees bordered the endless fields, their branches stark against the winter sky. The air clung coldly to his fingers, the stench of unburied dead hung persistently in his nostrils.

"Good place for an ambush, Migs," Shank whispered. "Look at that tree line."

Migs shook his head. "Go away, Shank."

"You say something, Corporal?"

It was one of the replacements. Three paces behind and five to the left, just like the book said.

"Shut up, jerk." Migs hissed. They were all jerks, all the new guys. Because if they weren't jerks, you might treat them like humans, might care, and it was better not to care.

They walked thirty minutes. Migs and his squad on point, the rest of the company strung out behind, the grey skies dripping a thick mist. Ahead the ground rose slightly, and Migs crested the rise, crawling on thighs and stomach. In the shallow valley beyond, blurred by the mist, stood a farmhouse, stone walled, derelict, and dangerous. A hand signal halted the squad. Migs wiped the mist from his face. Sarge hit the ground beside him. At first neither spoke.

Sarge looked back at the road. "Wish we had a tank."

"Yeah." Migs agreed.

Then Sarge looked at the woods. "That's the only way."

Migs looked too.

"We can flank 'em," Sarge continued.

"Maybe" Migs whispered.

Both slid down the safe side of the small slope and stood.

"I'll take point," Sarge began, "You follow with the..."

"Migs, get down!" a voice screamed from the tree line. Migs turned, and saw Shanks, standing in the trees, his skull nothing but pulpy goo, the way the German machine gun had

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left it. "Get down," the pulpy goo screamed, "They're in the trees!"

And Migs did, dropping to the mud and snow as the Germans broke their ambush.

The farmhouse was a ruse. Judging from the bullets churning the snow at the top of the ridge, the Germans had a least a squad in the stone redoubt, but they weren't the ambush. Migs knew their job consisted of nothing more than keeping the Americans' heads down. The German MG34 in the woods was tasked with killing them. And it was proving to be very good at it.

The first burst of fire stitched Sarge. Would have stitched me too, thought Migs. Stitched me good, if not for my mind's deranged connection with a dead man. Sarge lay where he had fallen, one leg tucked unnaturally behind him, four weeping bullet holes across his chest, his life painting the snow cherry red.

Migs hugged the ground. Not moving, hoping the Germans thought him dead.

"That's it Migs," Shank whispered in his ear. "It's their turn. Let someone else take the bullet."

A replacement, a jerk, rose, shouting at Migs. "Corporal, what do we..."

The man never finished his question, a 7.62mm bullet from the German MG34 tearing through his neck, ending his life in a shower of blood.

"That's another, Migs. The Captain's slow on this one."

The bullets whined through the air, keening like a demented ghost. Migs stayed flat, the snow cold against his cheek, ice cold, the smell clean in his nostrils. Not really that bad, all things considered. He could wait it out right here. The Captain would send another platoon through the trees to take out that Kraut machinegun.

Another jerk rose to a knee and squeezed off an eight-round clip from his Garand. At least that was his intention, guessed Migs.

"Don't let him do that, Migs" cajoled Shank. "You know better."

Two rounds into the clip the MG34 nailed him in the shoulder, throwing him to the ground.

But how many more would die while he waited? Migs didn't know the answer to that question. The jerk with a bullet in his shoulder was screaming, his legs churning the snow to mud as he lay on his back. Migs squeezed his eyes shut, willing it to end. But it didn't.

The bullets were keening, Smitty was yelling for orders, the Captain was nowhere to be seen, and the wounded jerk kept screaming, just as Shank had screamed when the machine gun caught him in the face. How many more screams, how

many more dead? The screaming stopped. Migs opened his eyes.

The jerk was dead, wide-eyed, staring at Migs. Dead. And the corpse spoke.

How many more, Corporal?

Migs didn't know the answer, but he did know that he couldn't take another, not one single more.

With a roar he jumped to his feet, to his right sprawled Sarge, his life staining the ground, to his left, the questioner, his throat puréed by the MG34, behind him lay the dead man (Not a jerk, but a man.) with a hole through his shoulder. Ahead the MG34 flashed, spitting death at 900 rounds per minute. Migs sprinted for the woods thirty feet to the left of the machine gun.

"No, Migs. Not this way," the familiar voice whispered in his ear.

"Go to hell, Shank," Migs yelled back. Behind him the squad opened up, Smitty's BAR hammering at the German position, the replacements' rifles popping impotently. Rifles weren't going to solve this problem. The din was deafening, the air alive with hissing bullets.

Ahead the German gunners shifted position. Migs saw it. They were swinging the barrel of the MG34 his way. Flames shot from the tip. Migs tensed, waiting for the impact. The bullets tore the ground behind him. Ten feet to the woods.

"No, Migs, no" whispered Shank. Migs ignored the voice.

The MG34 fired again, the sound like ripping paper. Something slammed into Mig's calf, spinning him to the ground, the ground beside the woods. He crawled, one foot, two feet. In the woods!

Strange voices shouting in a strange language, no doubt the crew swinging the machinegun his way. Migs pulled a grenade from the web gear crossing his chest.

"Get out while you can, Migs." Shank's voice was loud, insistent.

Migs didn't think he could stand; he guessed his calf was a mess, if he even had a calf on his injured leg. But he needed to stand. He grabbed the nearest tree, a Birch he noticed. With his free hand he pulled on a low branch, with his good leg he pushed against the mud and snow. And Migs stood.

There they were. Not fifteen feet away he saw the gray helmets of the German MG34 crew. Frantically, they worked the gun. Jammed! Migs smiled, pulled the pin on the grenade, and rolled it toward the gray helmeted men.

The grenade exploded with a flat crack that didn't do the devastation justice. Where once there had been a two-

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man machinegun crew there was now only shredded corpses, clothed in bloody rags.

Migs was still smiling when the German rifleman's bullet blew into his back. He dropped like a stone, his life pumping rapidly away.

The world faded to black, but Shank was there, cradling Migs. His face no longer goo, but bright and smiling, just like it was in boot camp, when they went on weekend passes, chasing woman.

"There were more Germans in those woods, Migs. I knew."

"Yeah, I knew too," smiled Migs.

SETUP:

Orders (US): The emplacement is busted. Move your men north past this chokepoint and scout out for our full advance to exploit the break. Aircraft and Artillery support will be ready again soon. Watch our flanks and expect the Germans to push hard to re-gain the line. Our goal is Highway 6.

Orders (Germany): Reinforcements are arriving daily. We're sending down the first division to bolster our hold on the Winter Line in the area of Highway 6, an area the Yanks are pressing hard. Re-establish the line in this sector.

SPECIAL RULES:

- [Setup] Use the Defensive Line side of the Village / Defensive Line Map. The German player places the Pantherturn I tile (destroyed) in space C-2 or C-3 and the intact farmhouse in space A-4. Players then alternate placing Natural Cover tiles anywhere on the map, beginning with the US player.
- [Setup] Set aside starting German and US Units. Each player creates two decks – a 35 point maximum "infantry" Reserves Deck, restricted to Infantry only (no crews), and a 100 point maximum "support" Reserves Deck with no restrictions. Set aside the 100 point Reserves Decks. Each player randomly draws two Unit Cards from the Infantry Reserves Deck as a starting hand and three Command Cards. In addition, the German player begins the game with an Ambush Command Card (in addition to the three randomly drawn Command Cards).
- [Setup] Place starting German Units in the spaces designated under Starting, Committed Units, below. Place starting US Units anywhere within 1 space of the destroyed Pantherturn I emplacement. Newly committed frontline German Units always enter the Defensive Line in any spaces of either columns 1 or 9 (flanks). Newly committed

frontline US Units always enter the Defensive Line anywhere along row C except space C-1 or C-9.

- During gameplay, each player has two Reserves Decks as constructed above- an Infantry Reserves and a Support Reserves. During each Draw Phase, players must draw Unit Cards from their Infantry Reserves Deck only until it is exhausted. After the Infantry Reserves Deck has been drawn through, players may then begin drawing Units from their Support Reserves Deck.
- If any action, card, or game rule requires a player place a unit "under the Reserves Deck", always place that unit under the Support Reserves Deck, even if it is not yet available for use.

STARTING, COMMITTED UNITS (DO NOT COUNT TOWARD DECK POINT TOTAL):

US:

- 1X Rifle Squad with a "Veteran Soldiers" Command Card ("Migs' squad")
- 1X Rifle Squad ("replacements")
- 1X .30cal LMG Team

GER:

- 1X Rifle Squad inside the intact farmhouse
- 1X Rifle Squad in any "Natural Cover" tile previously placed
- 1X MG-42 Team

WIN CONDITIONS:

The first player to score 71 points or cause Overrun is the victor.



US National Archives

FRONTLINE GENERAL SPEARPOINT 1943

VILLAGE AND DEFENSIVE LINE MAP EXPANSION

CREDITS

Frontline General: Spearpoint 1943 Village and Defensive Line Map Expansion v.1.0

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Cover photo colorized by Marc von Martial and courtesy of www.alanhamby.com and the US National Archives. "Tiger I column advancing on a road."

Fiction by Mark H. Walker is intended for a "PG-13" audience as it contains graphic depictions of war.

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