



Print and Play Quick Combat Demo

Our gift to you today is this free quick and easy Print and Play combat demo for *Spearpoint 1943 Eastern Front*. Combat is one element of *Spearpoint* that's a lot of fun and is the core of the game. This demo uses actual cards from *Spearpoint 1943 Eastern Front* including a Tiger I, German Regular Tank Crew, T-34B, Russian Veteran Tank Crew, and two Damage Cards. These are just 6 cards of the 175 included in the game. Follow the instructions below and let's get these two tanks in action! After you get the combat concept down, try a few variants—including 2 on 1, 3 on 1, or 2 on 2. Last tank standing wins! This should take you about 5 minutes each game. Note that this is not the full game, not even a full turn— and we haven't included any Command Cards, other unit types like Infantry, Aircraft, or Artillery which really switch things up. ***Have fun!***

- 1) Print two copies (at least) of Sheet 2 of this file. Print them in full color (preferably), on card stock if you have any, and with no scaling. Trim out the cards and Temporary Damage Counters. Use those counters to track each tank's current Endurance.
- 2) Supply your own two D10 dice (or four dice, two for each side).
- 3) Watch the [5-min tutorial video](#) (youtube) that walks you through a turn— skipping to the part about combat— for a quick overview.
- 4) If you want to get all the particulars, read the Combat section of the [Spearpoint 1943 Rules](#) (PDF) from the original game.
- 5) Pair a Tank with a Tank Crew for each side. ***Roll some dice and fight it out!***
- 6) Share it, tweet it, link to it! And remember to [check out the full game \(and project video\)](#) (Kickstarter) currently on Kickstarter until Jan 20th. **Pledge for it and help us reach our goal to make this game!**





SURRENDER
 N/A if Veteran. Unit Captured.

WING DAMAGE
 Opposing Units receive Bonus 2 to attack this Unit.

DISENGAGE
 Place Unit and Crew under Reserves Deck.

CREW CASUALTY
 No attack with crewed weapons this and next turn.

DAMAGE EFFECTS
 Apply Effects based on Unit Type Icon.

SURRENDER
 N/A if Veteran. Unit Captured.

WEAPON DAMAGE
 No attack with 2nd listed weapon.

CHANGE POSITION
 No attack with crewed weapon this and next 2 turns.

IMMOBILIZED
 Bonus 2 to Attack this Unit. Penalty 1 Defense.

DAMAGE EFFECTS
 Apply Effects based on Unit Type Icon.

PZ. VI AUSF. E TIGER I
 FRONTLINE
 7 24 12 21

T-34/76B MODEL 1941
 FRONTLINE
 5 13 7 12

Deutsches Bundesarchiv
German 'Panzerbesatzung' man their Panzer IV tank.

ARMOR PLATE PRESS
 14 0

ARMOR PLATE PRESS
 12 0

PZ. VI AUSF. E TIGER I
 FRONTLINE
 7 24 12 21

T-34/76B MODEL 1941
 FRONTLINE
 5 13 7 12

Deutsches Bundesarchiv
The heavy and formidable Tiger I, one of Germany's toughest tanks.

ARMOR PLATE PRESS
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