

SPEARPOINT 1943

SITUATION III: ONE CHUTE OPEN!

V1.0



GENERAL'S ORDERS

We lost Gunter, one of our ace Bf-109 pilots. Another 109 pilot noticed an open chute, but he said Gunter is going down close to enemy lines north of the American beachhead. Find Gunter before the Americans do and lead him to safety. We can't afford to lose him.



GENERAL'S ORDERS

One of our pilots shot down a Messerschmitt Bf-109 in a dogfight. The wreckage is somewhere north of our beachhead. Several men on the beach reported seeing a parachute open up. If that German pilot is alive, I don't want him running around on my beach. I want him captured and brought in. Send in a team to scout for the pilot.

STARTING, COMMITTED UNITS

(Do not count toward deck point total)

1X Luftwaffe Pilot w/Fighter Ace Command Card
(Hidden)

STARTING, COMMITTED UNITS

(Do not count toward deck point total)

None

WIN CONDITIONS

- Germany must find Gunter and withdraw. If engaged in a firefight, they must defeat all committed US Units.
- US must capture Gunter alive. If captured, the game ends and the US units withdraw.
- If Gunter does not survive for some reason (such as friendly fire), both players lose.

SPECIAL RULES

- Reserves Deck maximum point total 40, minimum 30. **Only Infantry allowed (Both sides).**
- The effects of the Command Card "Withdraw" and any withdrawal Damage Effects do not apply.
- All German Units are hidden unless Gunter chooses to fire his Pistol at the US patrol, at which time he is revealed and may be targeted for capture the following turn. During the next Combat Phase, all other German Infantry are also revealed and may fight alongside Gunter.
- Each Combat Phase that Gunter remains hidden, the US and German patrols may search for him **as an alternative to attacking**. Roll initiative to determine who searches first in each Combat Phase. Then roll once using the table to determine if Gunter is found. The more Infantry Units that search for Gunter, the greater the chance of discovery.
- US Units may not attack Gunter at any time, but they may attack other Germans if revealed.
- If found by the US, Gunter automatically has Initiative that Combat Phase and only he may attack using his pistol (US units may not attack him that phase). In any future Combat Phase, the US may attempt to capture Gunter according to the same table, based on the number of Infantry Units attempting to surround him. Those Units may not attack other Germans if attempting to surround Gunter.
- If found by the Germans before any shots are fired, Gunter and all other German Units withdraw and the game ends.

Infantry Units Searching	Chance to Find/Capture Gunter (Roll sum or greater on 2D10)
1	19
2	18
3	17
4	16
5	14
6+	11