

# SPEARPOINT 1943

## SITUATION II: BEACHHEAD AIR DEFENSE V1.0



### GENERAL'S ORDERS

Recon reports several US LSTs (Landing Ship, Tank) are beached along the shore offloading supplies. Continue to launch missions to attack the beachhead and fire on all targets of opportunity. Our ground defenses are expecting a push forward by the Americans at any time.



### GENERAL'S ORDERS

Axis fighter aircraft continue to harass our beachhead. Scramble fighters and engage them. Provide air cover for our ships and ground troops while they continue to offload supplies. Intercept and destroy any incoming enemy aircraft. I'm also giving the order to mobilize and move our ground forces further north.

### STARTING, COMMITTED UNITS

(Do not count toward deck point total)

2X Messerschmitt Bf 109G-6s  
 1X Junkers Ju-87B-1 Stuka  
 1X Focke-Wulf Fw 190A-4  
 4X Luftwaffe Pilots

### STARTING, COMMITTED UNITS

(Do not count toward deck point total)

1X LST (unused face-down US Unit Card)  
 2X P-38J Lightnings  
 2X P-40F Warhawks  
 4X Army Air Corps Pilots

### WIN CONDITIONS

- The German player must score 85 points or overrun US forces.
- The US player must score 70 points or overrun German forces.

### SPECIAL RULES

- Place one unused US Unit Card face down in the Battle Area. This card represents a beached US LST. German aircraft may target and attack the LST. Treat the LST as a fixed gun for Attack purposes with a Defense of 1 and unlimited Endurance. If the LST is hit, all Net Damage results in bonus Victory Point(s) for Germany. The LST cannot be destroyed in this Situation. Ignore the effects of Special Attack Rolls of 2, 3, 18, 19, and 20 when attacking the LST.
- Each player creates a standard (100 point) Reserves Deck, but it is not available until all starting aircraft of one side are destroyed. The US Reserves Deck may contain a maximum of three (3) tanks/vehicles.
- Ignore Aircraft Turns of Flight until the dogfight is over. Instead, all aircraft remain committed until they are destroyed. Surviving aircraft are placed under the player's Reserves Deck. Bombs on aircraft may only be used once in the dogfight portion of this Situation for each aircraft.
- Once all aircraft of one side are destroyed, Reserves Decks are available for drawing land-based Units and the land-based US push forward begins. Each player may choose a new Starting Hand of **up to 5 Unit Cards** at this time. Also at this time, remove the LST from the game.
- The first side to destroy all enemy aircraft receives **bonus 10 Victory Points**.