

SPEARPOINT 1943

SITUATION VII: VILLAGE ASSAULT

V1.0



GENERAL'S ORDERS

Continue to fortify defensive positions around the village. Installation of the Organisation Todt prefabricated Pantherturm I must be finished as soon as possible. The allies are near. Hold the village and prevent the allied advance.



GENERAL'S ORDERS

Assault enemy units holding the small village north of the bridge. Reports indicate the element of surprise is ours, but the enemy is well dug-in and weather is no good for air support. You will have divisional artillery at your disposal. Begin the attack at 0600.

STARTING, COMMITTED UNITS

(Do not count toward deck point total)

- 1X Pantherturm I (Dug In) – Not yet available
- 1X 8.8cm FlaK 36 (Dug In)
- 1X 7.5cm PaK 40 (Dug In)
- 3X Artillery Crews (With above Units)
- 3X Rifle Squads (Dug In)
- 2X MG42 Teams (Dug In)
- 1X Panzerschreck Team (Dug In)

STARTING, COMMITTED UNITS

(Do not count toward deck point total)

- 1X 8-in Howitzer M1
- 2X 105mm Howitzer M2A1s
- 3X Artillery Crews (With above Units)
- 3X Rifle Squads
- 1X Bazooka Team
- 2X .30cal MG Team
- 1X Howitzer Motor Carriage M7
- 2X M4A1 Shermans
- 3X Tank Crews (With M7 and M4A1s)

WIN CONDITIONS

- Germany must survive for at least 5 Turns. If German units remain committed at the end of the 5th turn, Germany holds the village and wins the game.
- The US must destroy **all** German forces holding the village before the end of **Turn 5**. The US player wins as soon as all committed German Units are destroyed.

SPECIAL RULES

- Each player creates a standard (100 points) Reserves Deck.
- No starting Unit Cards in hands.
- No aircraft may be committed due to poor weather.
- During the first Combat Phase only, the US player receives **Bonus 5 Initiative**.
- All starting and future committed German Units are **"Dug In"**. Apply the effects of the Command Card "Dig In" (Defense Bonus) to all German land-based infantry, vehicles, and artillery.
- The German Pantherturm I w/crew (starting Unit) is committed but not yet available for use. At the beginning of the game, and each Commitment Phase until success, the German player rolls 1D10. The Pantherturm I is available for use once the result is a **7 or greater**. This Unit is a target regardless of its availability.



PANTHER TURRET EMPLACEMENT
US NATIONAL ARCHIVES