

FRONTLINE  GENERAL™
SPEARPOINT 1943
FAQ

V1.0

I. GENERAL QUESTIONS

1. What does a 0 on a D10 mean in this game?

10. Otherwise, the 19-20 Special Attack rolls would not be possible.

2. Do you win as soon as you reach 51 points or does the current Combat Phase play out?

The first person to 51 points wins a Standard Game. As soon as 51 or more points are scored, the game ends. The rest of the current Combat Phase does not play out.

3. What happens to Damage Cards and Command Cards currently on a Unit that retreats back into the Reserves Deck (due to Withdraw or certain Damage Effects)?

Damage Cards, Command Cards that give defensive bonuses (Dig In, Hull Down, etc.) and even Veteran / Ace Command Cards are all cleared once the Unit is placed under the Reserves Deck or if the Unit leaves the Battle Area for any reason.

4. When is a Damage Card drawn and when do its effects come into play?

A damage card is drawn as soon as a Unit's endurance reaches or exceeds the half-breakpoint (Half Endurance) without being destroyed (without reaching zero Endurance). Any Damage Effects are immediately applied. If a Unit is destroyed from a single shot, a damage card is not drawn.

5. During the Draw Phase, I can select a combination of Command and Unit cards- but do I have to select what I'm drawing beforehand or can I look at the first card, and then choose what to draw as my second card?

Always choose what to draw before drawing.

II. TARGETING AND ATTACK QUESTIONS

1. Who chooses targets first during Target Declaration?

Each player chooses targets at the same time and may adjust those chosen targets as necessary until rolling Initiative. Once players roll Initiative, players may not change declared targets without an appropriate Command Card (Redirect Fire). If there is a case where two players cannot agree on who gets the "last say" for targeting, a die roll would suffice, then proceed to roll Initiative.

2. Why can't a tank fire its main gun at another tank while its .50cal MGs fire at a plane?

This is a time scale and simplicity design choice. To keep things simple, Units are only allowed to target one other Unit in the timeframe of a single Combat Phase. This also makes it possible to use the pointing mechanic to keep declared targets straight.



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3. Regarding multiple weapons on the cards, can you fire all of the weapons on the card at once or do you fire only one weapon each round?

The rules state that any two weapons may be fired against a single legal target. Both weapons resolve in the same Attack (against the previously-declared target), then Attack choice passes to the opponent for one of his Units to fire its weapons.

4. If I target a Unit with a Unit that can fire multiple times or has multiple weapons, do I roll for Attack success for all weapons / shots before rolling for damage or do I resolve damage after each successful Attack roll?

Resolve damage after each successful hit. Many times you won't have to continue the Attack rolls and you'll save time for example, if the Unit is taken out as a result of a hit.

5. Do attack bonuses add to the die roll or lower the "to hit" number? Example: If I roll a 16 and have an Attack Bonus 2, do I get the critical hit an 18 provides and roll double intensity?

Attack Bonus 2 means that a 12 becomes a 10 to have a successful hit, so it lowers the "to hit" number.

6. The rules state that bombs may only be used to attack once during an aircraft's total Turns Of Flight. The P-40F Warhawk has 2 turns of flight and carries 2 sets of bombs. Since any attacking Unit can only use 2 weapons against a single target each Combat Phase, can both sets of bombs be used to attack the same target on turn 1, or can you only use 1 set on the first turn of flight and the other set on the second turn of flight?

The Warhawk lists a 500 lb bomb and 100 lb bombs as separate weapons. Since any two weapons may be used to attack a single legal target in a combat phase, both the 500 lb and 100 lb bombs may be used in one combat phase against the same target. Since they're listed separately, you as the player have several options on how best to use the Warhawk's weaponry. Your choice will depend on what you are targeting.

7. If multiple Units target a single enemy Unit and the first of those multiple attackers destroys the enemy Unit, what happens to the Units that have not yet fired? Are their shots "wasted" or can they re-allocate to another target?

The attacks from each of those multiple attacking Units are still targeting that one enemy Unit, that turn, regardless of the first shot results. Sometimes this is overkill, sometimes it is not enough.

There is one case where you can declare a new target for what would be a 'wasted shot'. If that situation occurs, it's a great time to use a "Redirect Fire" Command Card if you have one, which lets you choose a new target for one attacking Unit.

8. If a Unit cannot attack another Unit with a base defense of 2 or greater what is the purpose of having an underlined attack value vs. Vehicles? Why not just leave it blank?

The vehicle attack values are also used for attacking guns (with a bonus of 2 due to gun immobility). Also, while not included in the base game, expansions will have lightly armored vehicles such as halftracks that are vulnerable to weapons with an underscore (MG's, etc.). This keeps your base game cards 'upward compatible' with expansions.

9. If a tank suffers a friendly fire result, can it be forced to shoot "backwards" against friendly rear line artillery?

No, because frontline Units can only affect other frontline Units.



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10. Can I voluntarily call off an attack?

No. Once you commit / order Units to fire on targets, those attacks are set in stone when Initiative is rolled. One exception is a later play of the Command Card Redirect Fire- which doesn't call off an attack- it just changes the Unit's target.

III. CLOSE ASSAULT QUESTIONS

1. The rules say that three infantry Units can "group together" to close assault a tank. Does that mean that the three infantry cards are stacked together as one group? Then, if successfully attacked, all three would suffer damage from a single hit?

The infantry cards are still considered separate Units- a single attack against the group does not damage all of them. Consider the close-assaulting infantry as attacking from multiple angles.

A close assault can be broken up, which makes it risky. If any of the three Units is destroyed before the close assault happens, it's no longer a legal close assault. A minimum of three infantry have to group together, so if one is taken out, the close assault does not happen. That makes it a risk to the assaulter.

If the group misses or if the close assault is broken up, all of those Units miss that may have been otherwise able to fire upon and damage other soft targets that turn. Close Assault is meant to give infantry the ability to do something if they're facing a tank and otherwise could not affect it.

2. Can an MG or Bazooka Team participate in a Close Assault vs. a tank?

Yes. As long as the Unit has an Attack Value vs. Vehicles/tanks/guns (even if underscored), they may Close Assault. For example, most infantry can with the exception of a Sniper. During Close Assault, Units are not necessarily using their normal weapons- they're using improvised attack means such as sticky bombs, grenades, AT Mines, etc. to try and take down an armored Unit.

3. If a Close Assault eliminates an armored, crewed unit, what roll determines the Crew's fate?

Each Close Assaulting Unit rolls a D10 if the Close Assault is a success. The sum is then applied to the assaulted Unit's Defense and Endurance. If the Unit is destroyed as a result, use the highest of the D10 die rolls for determining the crew's fate.

IV. FRONTLINE / REAR LINE / OVERRUN QUESTIONS

1. From the rules, "If a player loses all frontline Units, that player's rear line becomes the frontline. Any newly committed rear line Units form a new rear line." So If I lose my frontline, the artillery that has been in my rear line for a couple of turns is now pushed forward into the frontline and the self-propelled guns I've just placed on the table form a new rear line? Do I get to re-shuffle these exposed Units and do the frontline Units I commit next turn form a new frontline or do they have to fight alongside the artillery frontline?

Enemy Units are advancing once they destroy your frontline. Newly committed frontline Units in future turns must be placed alongside your artillery since that is now the new frontline. Of course now your artillery is easier to target and destroy by your opponent's frontline Units and may become quick victory points. This is intended to give you the "overrun" feeling of advancing enemy forces and force you to protect that rear line.



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Example: I am the US and all of my frontline Infantry and Tanks are knocked out. I lose my frontline, which was protecting some 105mm Howitzers and their crews. The Germans essentially advance. My rear line is now my new frontline. If in the next turn, I commit a new “frontline” Unit like a Rifle Squad or Bazooka Team, they come in side by side with those 105s. There generally isn't time to tow Units back, etc., with the exception of using a “Withdraw” Command Card. Withdraw lets you specifically remove a single Unit (and crew) to the bottom of your Reserves Deck. This can be a good option if your Units are becoming outnumbered or overrun. You can then re-group before the Overrun win condition comes into effect and potentially save an exposed Unit such as a 105mm Howitzer.

One exception is Self-Propelled Guns like the M7 Priest. It is a Frontline / Rear Line Unit and may be committed to either line. It may also move between the lines in any Commitment Phase per the rules. SPGs reflect their real-life advantage of mobility. Once a few new frontline units are committed, move the Priest back to the rear line.

It's also worth noting that some Damage Effects (on Damage Cards) in the game can make crews abandon their Units. Some infantry damage effects even temporarily move the Unit to the rear line (where it cannot fire upon frontline Units) and then move it back to the frontline (i.e. the Shaken Damage Effect for Infantry).

2. The rules say one victory condition (overrun) is at least one ground Unit maintaining an unopposed status for three turns. What exactly does unopposed mean and when does the count begin? If I've abandoned the frontline but commit an infantry Unit that immediately gets destroyed is the opponent's Unit(s) still considered unopposed or does that brief stint of sitting on the frontline cause the count to reset to zero?

Unopposed means no Unit stands in the way of (fights against) your committed land-based Unit(s) for 3 consecutive turns, regardless of line. The count begins the next turn, since the current turn; Units were opposed by the (now) eliminated Unit(s). The brief stint of a newly committed Unit within the 3 turn count would cause the count to “reset”. But at the same time, it would be feeding your opponent points to commit ‘cannon fodder’. The Overrun condition counts to 3 consecutive turns before causing a win for a few reasons:

- It simulates an “enemy advancing” feeling. Those enemy Units are moving up. The next Units they meet are not yet committed- they may be in the opponent's hand.
- It keeps someone who is at a disadvantage from not committing anything and creating a stalemate.
- 3 turns allows the disadvantaged opponent to regroup across up to 3 draw phases and commit a worthy force which simulates a counterattack.

After being completely wiped out, some players are able to regroup and counterattack, using the 3 turns of the overrun condition to draw forces to do so.

3. If my Infantry Damage Effect is “Shaken”, does the Unit retreat to the rear line immediately before any remaining shots can be taken at it from the same Unit, or must it receive all shots and then retreat if it survives?

Shaken immediately forces the Unit to the rear line since Damage Effects are effective as soon as they are drawn. Imagine an infantry Unit taking fire, receiving damage, and then retreating to the rear while under fire. They may very well escape any remaining shots because of the temporary retreat. One other thing with that card- the Shaken Unit cannot attack from the rear line vs. any normal frontline target.



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4. Please clarify what is meant by “frontline” and “rear line” Units with respect to where they are committed and where they may physically end up due to losing a line or other Damage Effects.

A Frontline Unit is a Unit that normally operates on (and is committed to) the frontline, such as Infantry and Tanks. A Rear Line Unit is a Unit that normally operates on (and is committed to) the rear line.

However, in the game, some Damage Effects (such as Shaken for Infantry) and some situations such as losing the frontline result in rear line Units operating from the frontline or frontline Units physically located along the rear line. The line they normally operate from (front or rear) has some connections to the range of their weaponry. Therefore, even if a frontline infantry Unit is physically moved to the rear line (due to Shaken, for example), it is still considered a “Frontline Unit”, and it cannot physically attack opposing frontline Units until it re-occupies the frontline. Artillery that can fire upon front or opposing rear line Units that operate along the frontline (due to losing their protective frontline) may still target front or opposing rear line Units.

V. CREW / CREWED UNIT QUESTIONS

1. One of the Damage Cards states, “Crew Casualty, Crew Destroyed.” Do you get victory points for the crew and what happens to the now crewless Unit, is it captured or does it remain on the battlefield awaiting another crew?

You get victory points for the crew. The crewless Unit remains on the battlefield awaiting another crew. If however the crewless Unit is still in play when all other Units along the frontline are lost, the crewless Unit is enveloped / captured by your advancing forces. At that point, you may choose to remove the Unit from the game and score double the Unit’s cost in victory points, or you may supply your own crew in a future Commitment Phase and use the captured Unit against its former controller.

2. If a crew is crewing a Unit, can both the crew and the crewed Unit attack? Or does the crew “become a part of” the main Unit?

The crew mans the Unit it crews so no; a crew cannot attack separately from the Unit it crews. The reason they have weapons is that some Situations have some crews fending for themselves without their crewed weapons.

3. Can I target the crew of an artillery Unit without targeting the artillery gun itself?

No.

VI. SPECIFIC COMMAND CARD QUESTIONS

1. The Capture That Unit! Card says “If you roll a 1-8, that Unit gets a free attack.” Is that free attack an additional attack on top of their regular attack or is it just their normal attack that cannot be defended against? Also when does this free attack occur?

If the capture attempt fails, the Unit that was targeted for capture gets an immediate attack against any legal target just before declaring attacks (as normal) for that Combat Phase. The Capture card completely resolves ‘before declaring attacks’ in the Combat Phase. So the same Unit gets to then ‘declare attacks’ and fire again.



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2. When using the Commit Reserves Command Card, under what circumstances could you commit a tank for example (without its crew)?

Commit Reserves allows a single Unit card to come into play during the Commitment Phase from your Reserves Deck. You cannot commit a Tank AND Crew from Reserves by using one of these cards. However, you can commit a Crew from your HAND and a Tank from Reserves. The crew from your hand crews the tank committed from your Reserves Deck. Both are legal “commitments” since you’re still in the same Commitment Phase.

3. I’m not really clear on how to use the Ambush! Command Card. Does this card allow you to commit additional Units from your hand to the attack adding to those Units already on the table? For example, you started with four Units, play the Ambush! Card and increase your commitment to say six Units and then engage in combat?

Yes. The Ambush! Card says “Play this card in the Combat Phase after attacks are declared. Commit up to 4 Units from your hand and declare their attacks. Bonus 2 Initiative this turn.” The key is timing. Since it is played “after attacks are declared”, none of the ambushing Units may be targets this turn (unless the opponent then plays a Redirect Fire Command Card for one of his attacking Units). The Ambush! Card protects those Units that are ambushing for one turn. It attempts to simulate a bit of surprise as well- which is the basis of the Initiative bonus.

VII. UNIT CAPTURE QUESTIONS

1. If I capture a Unit and choose to keep it in play for myself (by adding my own crew), does it remain in the condition I captured it? Meaning, if it’s damaged, does it stay damaged? Or does a captured Unit return to full strength?

If you capture a damaged Unit, it stays damaged. Any effects remain and continue to count down if temporary.

2. On an Intensity Roll of 4-6, it states that a crew is captured if there is an enemy ground Unit in the battle area. What happens to the crew if there isn’t an enemy ground Unit? This happened when a plane strafed an artillery Unit in a recent game.

Since both a 1-3 and 4-6 base intensity of the destroying shot results in survival of the crew, if there are no enemy ground forces in play to actually capture the Unit, treat this case as the crew survives and goes under the Reserves Deck.

3. The Battle Area is the whole front and rear lines. Is that correct? It seems odd that you could take out an artillery piece in the rear line with other artillery or planes and have the crew captured when you still have troops on the frontline.

Correct. Consider the “lines” more dynamic and more like “bands” that encompass a broad area, the “battle area”. The rear line and frontline aren’t just static straight lines that don’t change or flex as the battle progresses. Mechanically in the game it makes it easier to line up cards in straight lines along the table to keep things simple.

With that, when a Unit on the rear line is captured and you still have frontline Units, perhaps some of the enemy’s Units outflanked your artillery piece to capture that position- maybe they even spotted for the artillery piece or plane that took the Unit out. Perhaps that band of a frontline wraps around to the side near your artillery and your frontline Units can’t protect it from all sides.

4. If your Unit is captured, then later you destroy it, do you get the points for it or does it just go to the bottom of your Reserves Deck?

A captured Unit crewed and used by the enemy is now an enemy Unit. If you later destroy it, you get the points.

