SPEARPOINT 1943

COLLINS EPIC WARGAMES

EXTENSIVE PREVIEW

Tank Crew
Frontline
2

M4A1 Sherman
Frontline
5 14 14

IMMOBILIZED Opposing units receive Bonus 2 to attack this unit. Penalty 2 Defense.

An M4A1 fording the Arno river near Cascina, Italy, September '43.

US National Archives

ARMAMENT
75mm M3 Gun	11 10		7
.50cal M2HB MG	2x 13 12 13		2
.30cal MGs	2x 13 13		1

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Panzerschreck Team
Frontline
N/C 0 4 4

The improved Raketenpa...

ARMAMENT
RPzB 54

© 2010 Co...

MG-42 Team
Frontline
N/C 0 4 4

Fallschirmjäger defend the ruins of Monte Cassino.

Deutsches Bundesarchiv

ARMAMENT
MG-42	4x 12 11		2

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Pz. VI Ausf. E Tiger I
Frontline
7 24 12 21

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

www.alanhamby.com

ARMAMENT
8.8cm KwK 36 L/56	12 11		8
MG-34s	3x 13 12		1

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Editor's Notes
Byron Collins

I have many things to share with you about our games, our company, and what we have in store for 2010 and I feel it is time for a proper newsletter. I hope that you enjoy Issue 14 and all that CEW has to offer in 2010 and beyond.

In this issue, I invite you to read all about our exciting new WW2-based tactical card game, Frontline General: Spearpoint 1943. I'll walk you through the rules, show you final artwork, and take you through several game turns of a sample game step-by-step and include Design Notes along the way. As a supplement to this article, we are also creating several videos that show you the components and take you through a complete game as played between myself and my friend. A link to the video tutorials page is provided in our Important Links inset. I encourage you to read about the new game and then watch the videos once they are online to see firsthand how quickly Spearpoint plays and to witness the tension that builds between players during each game.

This newsletter issue is dedicated to Spearpoint 1943, but I want to also mention our previously-released video preview of the final Mark Mahaffey map artwork for San Pietro Infine, which is another upcoming title of ours. View the video preview to discover how the functional map design easily communicates tactical terrain and elevation information to players during games without the need for complex charts. The video is available for download thru our Video Tutorials Page. San Pietro Infine is a large historical conflict simulation, covering the full WWII Battle of San Pietro in 1943 through a series of solo and two-player scenarios. It will include very nice "euro-style" components, large counters, a mounted map, and more.

The rules for Frontline General: Italian Campaign Introduction are in the final stages of the first revision. Version 1.0 will soon be released online and will dramatically improve and streamline the game in many ways. In the Collins Epic Wargames News and Updates section, I'll talk about some of the major changes and why they are being made. Some of the main goals of this revision are to communicate more information in fewer words, improve the flow of the rule book, and give you a more concise set of rules that is easy to learn and reference during games of Italian Campaign Introduction.

Also in the Collins Epic Wargames News and Updates section, I'll give you an update on our company's growth, what conventions we're planning to attend in 2010, announce distribution news, provide preorder target status of our two "P500" titles, discuss upcoming projects, and more.

Happy gaming- and I hope you and yours are already having a wonderful New Year!

Byron Collins
Collins Epic Wargames, LLC

Important Links
Frontline General Series Website
CEW Direct Webstore
CEW Direct Preorder Policy / Status Page
Video Tutorials Page
Boardgamegeek.com Entry for Spearpoint 1943
Boardgamegeek.com Entry for San Pietro Infine
Boardgamegeek.com Entry for Frontline General:ICI
CEW Support Forum on Consimworld
CSW Social Group for Collins Epic Wargames
Williamsburg Muster Convention Site (Feb 5-7, 2010)
Prezcon Convention Site (Feb 24-28, 2010)
Origins Convention Site (June 23-27, 2010)

Collins Epic Wargames News & Development

Byron Collins

Introduction

This section is devoted to the latest news and development information from Collins Epic Wargames. This article covers a variety of company news and product updates, planned upcoming convention appearances, projects, preorder target status (P500), and more.

Frontline General: Spearpoint 1943 Ready for Production!

Frontline General: Spearpoint 1943 is now completely ready for production. Final artwork is done and approved by our printer, and we'll be receiving several pre-release Print-On-Demand (POD) copies this week. We are heavily promoting the game through contests, tournaments, and print and online advertising. The focus of this newsletter is to preview Spearpoint 1943 in our feature article. Hopefully if you're on the fence about preordering, the article and accompanying video will help you make a decision to order. Preorders will help fund the initial production run of this game and we are ready and excited to tell our printer the simple two-letter word "Go!"

P500 Status - Spearpoint 1943

Our goal is to sell 500 preorders of Spearpoint 1943 before production. This is commonly referred to as "P500". Current orders received to date total approximately 150. Considering these orders have been made based on a description and box art alone (and perhaps satisfaction with our first game!),

we are proud of our progress so far and thrilled about your confidence in us as a publisher! We appreciate each and every preorder received so far. Some supporters have even ordered two or three copies just to help us push the game closer to production!

If you're wondering how to preorder, there are a couple of ways. First, you may place a preorder with your local game store if you are in the US or Spain. We encourage this because it also supports our distributor and all of the great retail stores out there. Second, you may preorder direct in our online store (See the Important Links Inset). Direct preorders are offered at a 20% discount for this title, bringing the price down from **$29.95** to only **$24** (+ actual shipping). The discounted pricing only lasts until we go to production at which time the price will rise to **$29.95** direct.

Planned 2010 Convention Appearances

We are excited about a new year of conventions, gaming, demos, and fun! What is the best way to learn more about our games? Play them in person!

It really is great to meet all of you gamers out there who attend some of the many excellent shows held in the US each year such as Gen Con, Origins, WBC, Historicon, and more. This year, we're planning some special events including a Spearpoint 1943 tournament at the 2010 Williamsburg Muster. We're even sponsoring some shows like Havoc that we won't be able to attend due to distance.

Collins Epic Wargames is planning to exhibit at the shows listed in the inset below. Links to all of these shows' websites are provided in the Important Links inset.

Conventions are an excellent way to reach the right audience- you- and provide you with a tangible look at our products. Convention demos and events are a lot of fun and we really enjoy running them. We are always happy to show you our products, walk you through a game, and answer all of your questions. So please consider stopping by if you plan to attend any of the shows listed in the inset!

2010 Convention Appearance Schedule (Tentative)

- **Williamsburg Muster (Feb 5-7), Williamsburg, VA**
- **PrezCon (Feb 24-28), Charlottesville, VA**
- **GAMA Trade Show (Mar 23-26), Las Vegas, NV**
- **Origins Game Fair (Jun 23-27), Columbus, OH**

San Pietro Infine Progress Update

With our new tactical card game complete, Collins Epic Wargames is currently working on Frontline General: San Pietro Infine, including bringing you more video previews of how this standalone historical consim works. Programmable solo play is one of the major focuses of San Pietro Infine since the consim will include both 2-player and solo scenarios.

The previously-released video walkthrough of the San Pietro Infine map has been well-received by interested historical gamers both for its functional design and its beautiful Mark Mahaffey artwork. To learn more about the tactical map, please view the video (link in the Important Links inset) and let us know what you think!

P500 Status- San Pietro Infine

Our goal is to sell 500 preorders of San Pietro Infine before production (P500). Current orders received to date total approximately 100. We appreciate each and every preorder and hope that if you're undecided, the upcoming previews will help you determine if this game is right for you and your group.

Direct preorders are offered at a 30% discount for this title, bringing the price down from $160 to $112 (+ actual shipping). Discounted pricing only lasts until we go to production at which time the price will rise to $160 for this game. Please check with your local store for in-store pricing.

Other Projects

One of the other projects on the horizon is an expansion for Spearpoint 1943 pending how well the base card game is received.

We are fairly confident that we'll be offering an **Eastern Front Expansion** sometime after Spearpoint 1943 is on the shelves. Other expansions are also possible.

Another project CEW is currently working on is a joint design effort between Uwe Eickert of Academy Games and Byron Collins of CEW. We can't say much about this game yet, other than "we're working on something very cool that will be jointly designed and published." Uwe and Byron work well together and honestly it's a bit scary how many hobbies they have in common.

Italian Campaign Introduction Rules Update almost complete

We believe that any rules update requires a lot of proofing and testing. Originally announced a while back, the streamlined rules for our first game, Frontline General: Italian Campaign Introduction, are almost complete. The updated rules focus on adding clarity through fewer words. Some key rules were being missed by players (as determined through player support via e-mail) and so we're making sure those rules are prominant and not 'buried in the text'. We'll be reducing rules text by approximately 30 or more pages! That's a LOT less reading! Some of this reduction includes eliminating rules that are seldom required such as Command Radius rules. Another major change focuses on bringing the combat system in line with the combat system of Spearpoint 1943. In this way, Spearpoint may act as a gateway to other games in the Frontline General series such as ICI.

The updated rules text is entirely written, but does require additional proofing, testing, and formatting before release. We'll be running the rules by the scrutiny of several game groups familiar with the our first game to get their feedback on the changes. If you are one of these groups, please get in touch with CEW and let us know you'd like to review a draft copy!

Version 1.0 of the rules will be available online for free and we'll keep our newsletter subscribers informed on our progress.

CEW in Distribution

As previously announced in a press release, Collins Epic Wargames is now in distribution across the US. Our games should be available through your local game store- just ask! We are excited about this achievement and look forward to reaching gamers all across the country through many great retail stores. If you are a retailer that carries our products, please contact us directly and we will list your store's contact information on our website.

CEW is now an LLC

We are growing. To help accommodate this growth, Collins Epic Wargames is now officially a Limited Liability Company!

Our new official company name is Collins Epic Wargames, LLC but we'll still be doing business as Collins Epic Wargames.

Frontline General: Spearpoint 1943 Preview

Byron Collins

Introduction

Frontline General: Spearpoint 1943 focuses on frontline combat, the historical behavior of the units in the game, chaos, quick decisions, and tension. The game includes an assortment of card-based land and air units presented on Unit Cards (100 total) as well as Command Cards (50 total), Damage Cards (25 total), 4 dice, simple rules (1 folded 11"x17" sheet), several pre-constructed deck suggestions and 8 downloadable Situations (Scenarios). **Each intense card game usually lasts 30 minutes or less including setup.**

This article begins with an overview of the ways to play Spearpoint 1943 and a look at the core game components including German and US Unit Cards, Command Cards, and Damage Cards. The purpose of each type of card is explained and actual graphical examples of each are provided. The majority of the rules are then discussed to provide a feel for how the game plays and how turns are structured. The versatility and replayability of the game is shown by explaining how the components and players interact and giving a sample of the many decisions players face. Several game turns of a sample Standard Game are presented as a step-by-step gameplay introduction.

To get a better feel for a complete game, we will soon release a supplementary video that walks through a complete game played against the designer. Green Insets in this article feature several Designer Notes that explain the thought processes behind certain game elements and what they represent. Finally, the article concludes with a complete list of all 175 Unit, Command, and Damage Cards included with Spearpoint 1943.

Spearpoint 1943 Box Cover
Art by Mark Mahaffey

Spearpoint 1943 components
175 Cards, 4 Dice, Rules (not shown), Box (Cover Shown)

Ways to Play Spearpoint 1943

There are two ways to play Spearpoint 1943- Standard Games and Situation Games. In Standard games, which simulate Meeting Engagements, each player assembles a Reserves Deck from available Unit Cards specific to their chosen side that totals a certain point value (usually 100). Players may include multiples of the same unit to reach but not exceed the limit. Players attempt to win Standard Games in one of two ways: 1) Achieve a score of at least 51 victory points, or 2) overrun their opponent.

Situation Games focus on **tactical objectives**, giving more depth to each game. For example, in one Situation, the US player must overcome existing German defenses in depth by ground to destroy a battery of 8.8cm FlaK 36 guns. Another Situation takes place among aircraft in the skies above an amphibious invasion where each side fights for air supremacy. Situation Games modify the rules, adding special rules and win conditions and changing things like weather (which may restrict use of certain units), availability of artillery support, and defining starting units for one or both sides.

Most Situations partially retain the deck construction / unit selection elements of Standards games, making each Situation highly replayable. Spearpoint 1943 includes 8 freely-downloadable Situations available online upon release with more on the way. Collins Epic Wargames also encourages players to create and submit their own Situations which will be reviewed and made available online for all Spearpoint 1943 players to enjoy.

Regardless of game type, tracking is minimal. Only score and some temporary Damage Effects are tracked. As you'll see, Damage Cards assist with tracking Damage Effects with their built in counters. Game duration is very quick because of the minimal bookkeeping.

COMPONENT PREVIEWS

Unit Cards

Unit Cards are the core of Spearpoint 1943. 100 total Unit Cards are included (50 US and 50 German), representing a selection of combatant forces that were available during 1943 WWII for these two countries. During each game,

FRONTLINE GENERAL SPEARPOINT 1943 — UNIT

FRONTLINE GENERAL SPEARPOINT 1943 — UNIT

players use Unit Cards to represent committed forces that engage the enemy in combat. All information required to resolve attacks are provided on these cards along with a representative period photograph of the unit. Each player's Reserves Deck is composed entirely of Unit Cards chosen by the player prior to beginning a Standard Game.

Units are categorized by type, which affects if and how opposing units may target them, what they may do, and how damage is applied. Some Units require a crew while others such as Infantry do not. Each Type of Unit is identified in the upper left corner of the card by a silhouette-style Unit Type Icon (Infantry,

Tank/Vehicle, Gun, Aircraft, and various crew types). If a Unit such as a tank, aircraft, or artillery piece requires a crew, the required crew is identified by another silhouette-style icon directly below the Unit Type Icon. Simply match the unit with the required crew based on these icons. A crew is not required if "N/C" (No Crew) is shown on the card in the Crew Requirement block.

Each Unit Card lists the Endurance of each unit, the half breakpoint for Endurance or Half Endurance, the line the unit is committed to (Front or Rear or none for Aircraft), Defense, the actual weapons of the unit (Armament) and associated attack/damage values, and the unit's cost, which is also its point value for scoring. Each player has a maximum hand of 7 Unit Cards.

Players also use Unit Cards during the game to physically indicate targeting during combat by simply "pointing" the top of the card toward the targeted unit. This makes it easy to keep track of what is firing where when it is time to resolve combat.

COMMITMENT LINE (OR AIRCRAFT TURNS OF FLIGHT)

UNIT TITLE

COST / POINT VALUE

UNIT TYPE ICON

REQUIRED CREW

HALF ENDURANCE
FULL ENDURANCE

DEFENSE

PHOTO, PHOTO CREDIT, CAPTION

ATTACK ICONS
(VS. INFANTRY, TANKS/GUNS, AIRCRAFT)

DAMAGE INDEX

WEAPON LIST

RATE OF FIRE
MULTIPLIER

CARD NUMBER
(OF 84 UNIQUE CARDS)

M4A1 SHERMAN
FRONTLINE
5   14 7   14

An M4A1 fording the Arno river near Cascina, Italy, September '43.

US National Archives

ARMAMENT		⊕	⊕	⊕	☀
75mm M3 Gun		11	10		7
.50cal M2HB MG	2x	13	12	13	2
.30cal MGs	2x	13	13		1

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SPEARPOINT 1943 US M4A1 SHERMAN UNIT CARD DETAILED
COMMON US AND GERMAN UNIT CARD BACKS SHOWN ABOVE

FRONTLINE GENERAL
SPEARPOINT 1943

COMMAND

Command Card Detailed

VETERAN CREW

US National Archives
A veteran US AA gun crew prepares to fire.

Play this card as you commit a land unit crew. This crew receives Bonus 1 to attack with the weapon(s) of the unit they crew.

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- **COMMAND CARD TITLE**
- **APPLICABLE TO ICON(S)**
- **PHOTO, PHOTO CREDIT, CAPTION**
- **ACTION/EFFECT**
- **CARD NUMBER (OF 84 UNIQUE CARDS)**

SPEARPOINT 1943 COMMAND CARD DETAILED

Command Cards

Command Cards provide options for players and may enhance units, provide bonuses, or help players in some other way. 50 Command Cards are included with the game. These cards are drawn from a common face-down shuffled deck during games and are not country-specific. They may be played at appropriate times on appropriate units, decks, or hands (as indicated on each card by Applicable To Icons) and they ensure that every game of Spearpoint 1943 is a unique experience.
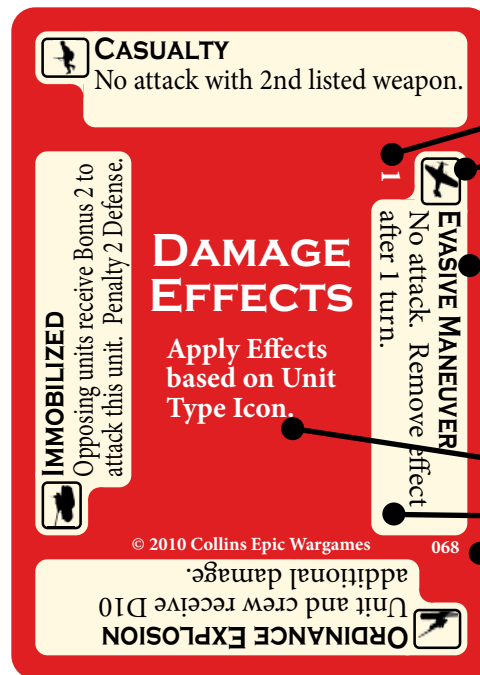
Bonuses to units provided by Command Cards include things such as Field Camouflage and digging units in for better defense. Other cards are played to launch surprise attacks, deploy veterans, sabotage the enemy's reserves, gain intel, and more. While some Command Cards resolve immediately, others remain in play until the Unit they enhance is destroyed or withdrawn. Each player has a maximum hand of 5 Command Cards that may be replenished throughout each game.

FIRE FOR EFFECT

Self-propelled guns fire for eff

Play this card i as you declare rear line arti Bonus 4 Intens

© 2010 C

AMBUSH!

German soldiers pass burnin

Play this card i after attacks are up to 4 units f declare their Initiative this

© 2010 C

COMMIT RESERVES

US National Archives
A tank battalion preparing to attack along highway 65 in Italy.

Play this card in the Commitment Phase. Choose any unit in your Reserves Deck and commit it, then shuffle the deck.

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SPEARPOINT 1943 COMMAND CARD EXAMPLES
FIRE FOR EFFECT!
AMBUSH!
COMMIT RESERVES

Frontline General
Spearpoint 1943

Damage

Spearpoint 1943 Damage Card Detailed

CASUALTY
No attack with 2nd listed weapon.

BUILT IN COUNTER (IF ANY)

APPLICABLE TO ICON

DAMAGE EFFECT TITLE

DAMAGE EFFECTS

Apply Effects based on Unit Type Icon.

IMMOBILIZED
Opposing units receive Bonus 2 to attack this unit. Penalty 2 Defense.

EVASIVE MANEUVER
No attack. Remove effect after 1 turn.

REMINDER TEXT

DAMAGE EFFECT

CARD NUMBER (OF 84 UNIQUE CARDS)

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ORDNANCE EXPLOSION
Unit and crew receive D10 additional damage.

Spearpoint 1943 Damage Card Detailed

Damage Cards

When a unit is damaged in combat, a Damage Card tracks this damage and applies one of many Damage Effects based on Unit Type. Damage Effects range from loss of infantry morale to aircraft tail or engine damage. Players simply place the drawn Damage Card under the damaged unit leaving the side of the card appropriate to that unit's type (again identified by icons) revealed. The edge of the card that applies remains revealed to remind players of the damage and to apply the Damage Effect until it is cleared or until the unit is destroyed.

Each of the 25 Damage Cards included in the game is a unique mix of different Damage Effects that apply to four different Unit Types (Infantry, Tanks/Vehicles, Guns, and Aircraft). If a Damage Effect lasts only a couple of turns, a built-in counter next to the effect helps track the effect until it is removed. The illustration on the lower right shows an example unit in play that becomes damaged. The drawn Damage Card is placed under the unit with only the appropriate portion showing based on unit type. Since the Unit in the illustration is a tank, the Tank/Vehicle Damage Effect applies. This particular effect immobilizes the tank, making it an

easier target for opposing units. The effect is tracked by using the built in counter (which is not required in this case, since immobilization is not a temporary effect).

Even if a temporary effect no longer applies, the Damage Card remains under the Unit Card to remind players that the unit has a reduced Endurance. At the end of the Combat Phase, if the Unit has not been destroyed, the Unit will recover only to the Half Endurance value.

RULES

Next, **actual game rules** are presented, followed by a play example that spans 3 turns of a sample game. Some **pregame** rules are provided in the example game.

TANK CREW
FRONTLINE

N/C   0   9   5   **2**

PANZER III AUSF. J
FRONTLINE

4   10   5   **9**

Panzer III Ausf. J received increased frontal armor and a longer hull.

ARMAMENT
5cm KwK 38 L/42
MG-34s

12   11   4
(3x) 13   12   1

Deutsches Bundesarchiv

www.axxxxxxxxx.com

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Spearpoint 1943 Damage Card Example
Immobilized Effect Applied to Panzer III Ausf. J.

Game Phases

Each player actively participates at all times in Spearpoint 1943 and accomplishes each phase simultaneously with a bit of alternation during Combat.

One turn consists of three phases: **Commitment**, **Combat**, and **Draw**. Turns continue until one player achieves a Win Condition.

All units in each player's hand represent units that are "ready for battle" but are "uncommitted". Units in a player's hand may be committed onto the game table (i.e. the Battle Area) in the **Commitment Phase** to the appropriate line (or no line for aircraft). Combat occurs among opposing committed units that have legal targets in the **Combat Phase**. Players draw new Units and Command Cards into their hands in the **Draw Phase**.

Commitment Phase

Commitment is simultaneous among players. Each player hides the unit(s) they wish to commit (up to their maximum hand size) in one hand. Units are then revealed and they enter the Battle Area along the appropriate front or rear line (or no line for Aircraft).

The terms "Frontline" or "Rear Line" printed on each Unit Card indicate where each unit is committed and from where each unit operates. Frontline units are generally tanks, anti-tank guns, infantry, and vehicles. They protect Rear Line units such as long range artillery. Aircraft are not committed to a particular line, which make them very versatile. In the Battle Area, the Rear Line consists of units along a line placed closest to the controlling player. The frontline consists of units along a line placed closest to the opposing player as shown in the illustration.

US Rear Line Units

US Frontline Units

German Frontline Units

German Rear Line Units

Combat Phase

Declaring Attacks

For each committed unit in the Battle Area, players may declare to attack a single "legal" target and choose to fire up to two weapons against that target once.
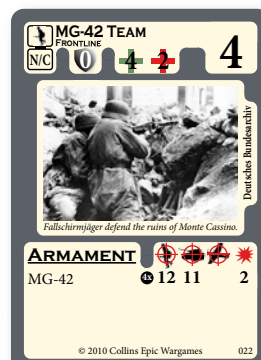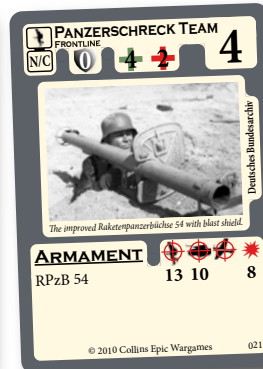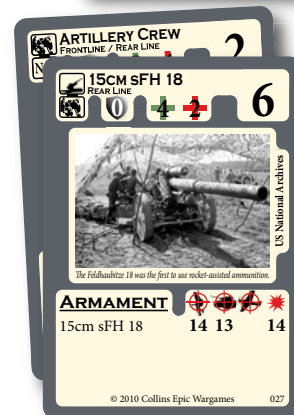
Players verbally declare to fire **up to two (2) weapons** of each attacking unit against a target vulnerable to those weapons and physically turn the attacking unit card so that the top of the card points toward the target (see illustrated example of targeting, right). A target is "legal" if at least one of the attacking unit's weapons may affect the target according to the Attack Icons, if the unit may be targeted based on its current line, and any special rules. If no Attack Value exists under the Attack Icon for the type of unit targeted, that weapon cannot affect that type of unit. *For example, the main gun on the M4A1 Sherman Tank has no Attack Value for Aircraft. Therefore, aircraft cannot be attacked using this weapon.*

Frontline units may target other frontline units and aircraft. Rear line units (long range artillery) may target frontline or opposing rear line units and aircraft. Aircraft may target any Unit regardless of line. If a player's frontline is destroyed, that player's rear line **becomes the frontline**. Any newly committed rear line units form a new rear line.

Spearpoint 1943 Targeting Example
Players Declare Targets by physically turning Unit Cards to point toward them. Red Arrows indicate one possible targeting solution.

DESIGN NOTE

The ability to "lose the frontline" gives a sense of units advancing in the game even without maneuver as an explicit action. Maneuver in the game is automatic and implied even though players do not "move" units. If the frontline is lost, rear line artillery units are suddenly vulnerable, representing a breakthrough. Even with a steadfast frontline, powerful rear line artillery units are always vulnerable to counter-battery fire and aircraft.
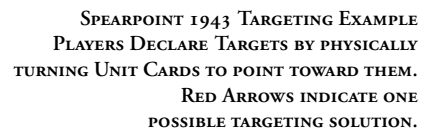
Initiative

After target declaration, each player rolls Initiative using one D10 die and applies any modifiers, re-rolling ties. The highest roll determines *who resolves the first attack*. Players then alternate resolving attacks in the order of their choice until all attacks declared this phase are complete.

Attack

To resolve any attack, roll two D10 dice (2D10) and sum the result. A hit occurs if the sum equals or exceeds the weapon's Attack value based on target unit type. A miss occurs if the sum is less than the weapon's Attack Value. 2X, 3X, or 4X indicators (white text in a black circle) next to a weapon indicates a high rate of fire. For such a weapon, roll Attack two, three, or four times respectively, resolving damage for each hit.

Several special Attack rolls add additional damage, automatically destroy the target, or result in "friendly fire". Special Attack rolls are as follows:

On an Attack sum of 2-3, friendly fire occurs. Opponent chooses a single target friendly to the attacker that the unit may affect. Apply damage and score no points if destroyed.

On an Attack sum of 18, double the Intensity Roll before adding the weapon's Damage Index.

On an Attack sum of 19-20, the target (and crew) is immediately destroyed.

Damage Resolution

If an attack hits, the attacking player determines *Damage* as the hit occurs. For each hit, roll *Intensity* using one D10 die and add the *Damage Index (DI)* of the weapon (indicated by the red explosion icon). Higher Intensity rolls represent well-placed, more damaging hits.

Raw Damage is the sum of Damage Index and Intensity. Subtract the target's *Defense* (Gray Shield Icon) from Raw Damage to determine *Net Damage*. Net Damage is then subtracted from the target's *Full Endurance* (Green Cross Icon) to determine actual damage inflicted on the target. Crews of Units are protected from Net Damage as long as the crewed Unit is not destroyed.

Damage is instantaneous. If enough damage is applied to reach the unit's *Half Endurance* breakpoint (Red Cross Icon) *or more* as a result of any hit or cumulative hits in a single Combat Phase, draw a *Damage Card* from the face-down Damage Card Deck and apply the appropriate *Damage Effect* based on Unit Type. If a unit reaches 0 or less Endurance at any time, it is destroyed, scored, and removed from the game.

Net Damage against a single target from one or more sources is **cumulative in a single Combat Phase only**.

Other Key Combat Rules

Guns and Emplacements are attacked as Vehicles with Bonus 2 to Attack due to immobility.

Weapons that fire bullets (MGs, Rifles, etc.) cannot affect units that have a Defense of 2 or greater (Base Defense on Unit Card).

If a Crewed Unit is destroyed, the base Intensity Roll also determines Crew Survival as follows:

Base Intensity 1-3, crew survives and is placed on the bottom of the Reserves Deck. Score *no points* for the opponent.

Base Intensity 4-6, crew is captured as long as the captor has land units in the Battle Area.

Base Intensity 7+, crew destroyed.

FRONTLINE GENERAL
SPEARPOINT 1943

DAMAGE

A SPEARPOINT 1943 DAMAGE CARD IS ONLY DRAWN IF A UNIT IS REDUCED TO HALF ENDURANCE OR LESS WITHOUT BEING COMPLETELY DESTROYED.

Draw Phase

The Draw Phase presents players with several choices for replenishment of Unit Cards and Command Cards up to the maximum hand size of each.

Each player draws **one** Command Card *and then chooses* one of the following:

Draw **one additional** Command Card *and then* **one** Unit Card,

Draw **two** Unit Cards, or

Draw **two additional** Command Cards.

Players may retain up to 7 Unit Cards and 5 Command Cards in their hand at the end of the Draw Phase. If a Unit Card must be discarded, it is placed under the Reserves Deck (not removed from the game).

A New Turn begins upon completion of the Draw Phase.

Other Key Rules

The effects of Identical Command Cards are **not** cumulative.

If a Crewed Unit is captured, the crew is also captured. The captured Crew is removed from the game and scored. The captor may choose to keep the captured crewed unit in the Battle Area on their own appropriate line and commit their own crew or remove the captured unit from the game and score double its cost in Victory Points.

A Crew cannot be committed without also committing the unit they crew. One exception is if the Crew is committed to replace a destroyed/captured crew of a unit already in the Battle area.

A Crewed unit cannot be committed without also committing an appropriate Crew.

Committed aircraft remain in the Battle Area based on fuel for a number of turns X, defined by *Turns of Flight (X)*, as listed under the aircraft's title. When no Turns of Flight remain, place the aircraft and pilot under the Reserves Deck at the end of that Combat Phase.

Bombs may only be used to attack once during an aircraft's total Turns of Flight.

Mobile artillery units that may be committed to either the Front or Rear Line such as the US M7 Priest may move between these lines during any Commitment Phase.

Mobile artillery units, if positioned along the rear line, cannot use any weapons to fire other than the 1st listed weapon (the long range weapon).

Victory Points

Destroyed Units are worth their Cost in Victory Points for the destroyer.

Captured Units are worth double their Cost in Victory Points for the captor.

Winning the Game

In a Standard Game, the first player to reach 51 Victory Points wins.

Or, if one player maintains at least one unopposed committed Unit for three consecutive Combat Phases, the unopposed Units overrun the opponent. The player controlling the unopposed Units wins.

In a Situation Game, the first player to achieve a Win Condition of the Situation wins.

Play Example

This example provides a look at how a Standard Game is set up and how turns flow. The objective in this game is to score at least 51 Victory Points or overrun the opponent. In the example, any text that is *italicized* represents an action taken by players in the example, while regular text provides rules explanations and general comments.

Pregame Deck Construction

Pulling from available Unit Cards included with the game, the US and German players each assemble a 100-point Reserves Deck (minimum 80-points), ensuring to include any crews required by crewed units.

Each player assembles a Reserves Deck. Units chosen for this example are listed below:

Germany (99 points)
1x Pz. V Ausf. A Panther (18 points)
1x Pz. VI Ausf E Tiger I (21 points)
1x Panzer IV Ausf. G (11 points)
3x Tank Crews (2 points each)
1x 15cm sFH 18 (6 points)
1x 8.8cm FlaK 36 (6 points)
2x Artillery Crew (2 points each)
2x Rifle Squad (5 points each)
2x MG-42 Team (4 points each)
1x Panzerschreck Team (4 points)
1x 8cm Mortar Squad (5 points)

United States (99 points)
3x M4A1 Sherman (14 points each)
1x Gun Motor Carriage M10 (12 points)
4x Tank Crews (2 points each)
1x P-38J Lightning (13 points)
1x Army Air Corps Pilot (2 points)
2x 105mm Howitzer (4 points each)
2x Artillery Crews (2 points each)
1x Rifle Squad (6 points)
2x .30cal LMG Teams (2 points each)

Setup

Players shuffle the Damage Card and Command Card Decks and place each face down to the side of the area between players (the Battle Area).

*Players choose a starting hand of **4 Unit Cards** and shuffle the remaining Unit Cards of their Reserves Deck, placing the deck face down nearby. Each player then receives **3 starting Command Cards**.*

Starting hands are shown below and to the right for each player.

FRONTLINE GENERAL
SPEARPOINT 1943

DAMAGE

FRONTLINE GENERAL
SPEARPOINT 1943

COMMAND

Shared Command and Damage Card Decks are shuffled.

> **DESIGN NOTE**
> The German deck in this example is armor-heavy while the US deck is more varied and includes some air support. Each Reserves Deck remains secret before and throughout the game unless players play certain Command Cards that reveal the composition of a Reserves Deck.

Starting US and German hands.
Unit Cards are chosen from Reserves.
Command Cards are randomly drawn.

Turn 1

The first turn begins, starting with Commitment.

Commitment (Turn 1)

The US and German players each place into one hand the Unit Cards they wish to commit. These Unit Cards are placed on the table simultaneously along with any Command Cards.

Both players choose to commit all four starting Units to the Battle Area. The German player plays the Command Card "Hull Down" on his Panther tank, giving it a defensive bonus.

The first Turn's Commitment Phase is now complete and the play area looks like this:

Combat (Turn 1)

The first Combat Phase begins after Commitment. Each player verbally declares attacks and physically turns any attacking Unit Cards toward their respective targets. Each Unit may target only one other Unit.

Players declare attacks as follows:

German Player: "I'm going to fire at one Sherman tank with my Panther and the other Sherman with my Panzerschreck Team. My MG-42 Team has no target this turn because I can't affect your armored units with it."

US Player: "I'm firing at your Panther with both Shermans."

After attacks are declared, the Battle Area is as shown on the next page.

M4A1 SHERMAN
FRONTLINE

ARMAMENT
75mm M3 Gun		11	10		7
.50cal M2HB MG	⊕	13	12	13	2
.30cal MGs	⊕	13	13		1

An M4A1 fording the Arno river near Cascina, Italy, September '43.

US National Archives

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TANK CREW
FRONTLINE

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M4A1 SHERMAN
FRONTLINE

ARMAMENT
75mm M3 Gun		11	10		7
.50cal M2HB MG	⊕	13	12	13	2
.30cal MGs	⊕	13	13		1

An M4A1 fording the Arno river near Cascina, Italy, September '43.

US National Archives

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TANK CREW
FRONTLINE

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HULL DOWN

TANK CREW
FRONTLINE
N/C   0   9   5   **2**

Pz. V AUSF. A PANTHER
FRONTLINE
7   20   10   **18**

The Panther was a direct response to Soviet T-34 and KV-1 tanks.

Deutsches Bundesarchiv

ARMAMENT
| 7.5cm KwK 42 L/70 | | 11 | 10 | 7 |
| MG-34s | ⊕ | 13 | 12 | 1 |

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PANZERSCHRECK TEAM
FRONTLINE
N/C   0   4   2   **4**

The improved Raketenpanzerbüchse 54 with blast shield.

Deutsches Bundesarchiv

ARMAMENT
| RPzB 54 | 13 | 10 | 8 |

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MG-42 TEAM
FRONTLINE
N/C   0   4   2   **4**

Fallschirmjäger defend the ruins of Monte Cassino.

Deutsches Bundesarchiv

ARMAMENT
| MG-42 | ⊕ | 12 | 11 | 2 |

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TURN 1 US AND GERMAN UNIT COMMITMENT.
ALL UNITS ARE FRONTLINE UNITS.
HULL DOWN IS APPLIED TO THE PANTHER.

DI is added to Intensity and results in 9 points of "Raw Damage".

To apply this damage, which is instantaneous, subtract the target's Defense (5) from the Raw Damage inflicted (9). The result is Net Damage of 4. This is the damage that actually "gets through" and is subtracted from the Sherman's Full Endurance (14). 14-4 is 10. The Sherman remains at 10 for the rest of this Combat Phase and may either be damaged by other units, destroyed, or untouched the rest of the turn. If untouched, since 10 is not enough to reach Half Endurance (7) the Sherman will "recover" back up to 14 at the end of this turn.

It is now the US player's choice to select and resolve a previously-declared attack.

US Player: "I'll fire at your Panther using the main gun of the Sherman that was not hit by the Panther."

He needs a 10 to hit the Panther. *He rolls 2D10 and the sum is 7.* Since this is less than 10, the Sherman misses.

Back to the German player for attack choice, *he chooses to fire his Panzerschreck Team's anti-tank rocket.*

The Panzerschreck Team needs a 10 to hit the Sherman. *The German player rolls 2D10 and the sum is 16, which is a hit.* Intensity is rolled using 1D10 and is added to the Panzerschreck's Damage Index (8). The result is not good for the Sherman Tank. Intensity is a 7. Added to DI, 8+7 = 15 points of Raw Damage. Subtracting the Sherman's Defense (5) results in 10 points of Net Damage that gets through to the tank. The tank is now down to 4 Endurance, which is below the Half Endurance breakpoint of 7.

Turn 1 targeting

Next, players roll Initiative using 1D10 to determine who chooses the first Attack to resolve.

The German player rolls a 7. The US Player rolls a 5. The German player wins the Initiative roll and selects one of his units to commence firing. Along with selecting the unit to fire, the German player chooses up to two weapons to fire with from that unit against its previously declared target.

The German player chooses to fire first with his Panther tank.

He may only use the tank's main gun since the target is an armored unit with Defense greater than 2 and machine guns are are ineffective against armor.

German Player: "I'll fire with my Panther using its main gun."

The German player rolls 2D10 on the Attack and compares the sum of the dice to the required Attack value of the Panther's main gun vs. vehicles/tanks. He needs to roll at least a sum of 10 to hit the Sherman. *He rolls a sum of 15, which is a hit.*

Next the German player rolls 1D10 for Intensity, the damage randomizer, and adds this result to the Panther's main gun Damage Index (DI) (the red explosion icon on the right) which is 7.

The German player rolls a 2- which represents a damaging, but less severe hit than it could have been.

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Since the Sherman tank was damaged down to at least its Half Endurance value, but not destroyed, the US Player draws one Damage Card and applies the Tank/Vehicle effect identified by the Tank icon.

The US player draws a Damage Card and the Tank Damage Effect is "Immobilized" which makes the tank easier to hit and reduces Defense.

He places the drawn Damage Card under the Sherman's Unit Card to track the effect as shown. The Damage Card remains under the tank to remind both players that the tank does not recover to its Full Endurance of 14 at the end of this turn. Instead, the tank will only recover to 7 at the end of this turn, which is the Half Endurance value shown on the Sherman's Unit Card. If other German Units still had oustanding attacks against the Sherman, Endurance would continue to count down from its current value of 4.

The US Player now fires with his remaining Sherman tank. *Targeting the Panther as previously declared, he rolls 2D10 and uses the Sherman's main gun.* He needs a 10 to hit the tank and rolls a 13. This is a hit. Rolling 7 on 1D10 Intensity and adding the main gun's DI of 7, the result is 14 points of Raw Damage. Subtracting the Panther's Defense of 7 and the Bonus 1 Defense provided by Hull Down, only 6 points get through to the Panther's Full Endurance of 20. This takes the Panther down to 14, but only temporarily. The Panther recovers back up to 20 at the end of this Combat Phase.

This concludes all attacks of the first Combat Phase.

Draw (Turn 1)

Players now execute the Draw Phase which is very quick, but often includes some tough decisions. The US player plays the Command Card "HQ Orders" at the beginning of this Phase. HQ Orders allows him to draw two additional Command Cards this turn. He then draws one Command Card (as normal). The German Player draws one Command Card as well.

Both players must now decide whether to draw 2 more Command Cards, 2 more Unit Cards, or 1 of each.

The US player decides to draw 2 more Unit Cards and the German player draws 1 Unit Card and 1 Command Card.

HQ Orders

Play this card at the beginning of the Draw Phase. Draw two additional Command Cards.

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The US Player plays HQ Orders to draw additional Command Cards in the Draw Phase.

If either player had more than 5 Command Cards, that player would have to discard Command Cards (face up, next to the deck) down to 5 at this time.

At the end of the Draw Phase of Turn 1, player's hands are as follows:

German Hand (End of Turn 1):
15cm sFH 18
Withdraw
Intelligence Report
Commit Reserves
Lay Smoke

US Hand (End of Turn 1):
P-38J Lightning
Tank Crew
Fill the Ranks
Zero In Artillery
Redirect Fire
Ace Pilot
Fire Mission

Immobilized Sherman

Turn 2

The turn phases begin again with Commitment.
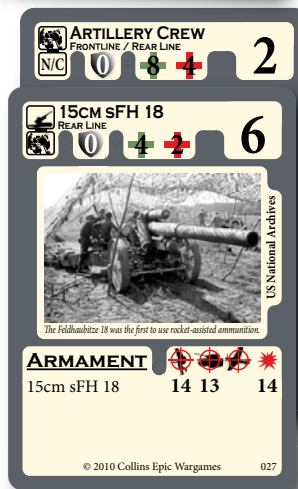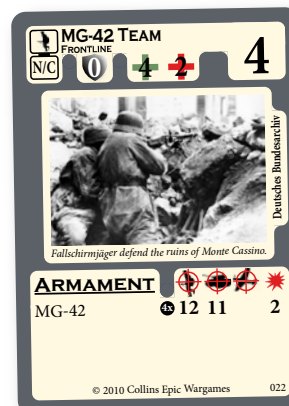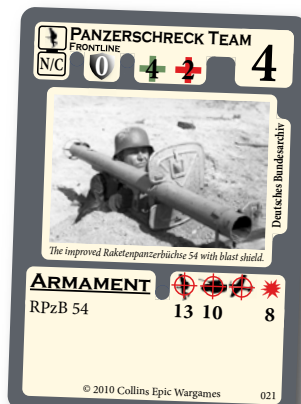
Commitment (Turn 2)

The US player has nothing to Commit. He has a P-38J Lightning without a Pilot and a Tank Crew that needs a tank.

> **DESIGN NOTE**
> The randomness of each Reserves Deck represents the chaos of what is ready for battle and what is not. Certain cards let you search your Reserves Deck to effect what Units are drawn and even commit them straight from the Deck (Frontline Priority, Commit Reserves). Managing the chaos is one challenge that players face throughout the game.

The German player chooses to play the Command Card "Commit Reserves" which lets him search through his Reserves Deck, choose any Unit, and commit it. Since this is done in the Commitment Phase, he can also commit units from his hand to pair up with the Unit pulled from the Reserves Deck if necessary. *He searches his Reserves Deck for an Artillery Crew, commits it, and then shuffles his deck.* Since a Crew cannot be committed by itself, *he also commits the 15cm sFH 18 artillery unit from his hand (which requires an Artillery Crew).* This unit is placed along the German Rear Line as indicated on the Unit Card under its title.

The second turn's Commitment Phase is now complete. The play area now looks like this with the new German Artillery unit in the Battle Area:

TURN 2 US AND GERMAN UNIT COMMITMENT. NEW GERMAN ARTILLERY UNIT (15CM SFH 18) ENTERS THE BATTLE AREA.

Combat (Turn 2)

The second Combat Phase now begins.

Prior to declaring attacks, the German Player plays the Command Card "Lay Smoke". He chooses his Panther tank and covers it with a smokescreen. The tank may fire, but may not be a target for this Combat Phase only.

Each player verbally declares attacks and physically turns the attacking Unit Cards toward their respective targets. Attacks are declared as follows:

German Player: "I'm going to fire at your damaged Sherman with my Panther and Panzerschreck Team. I'm firing the 15cm sFH 18 against your other Sherman. My MG-42 has no target this turn."

US Player: "I can't target your Panther because of the Smoke, and I have no rear line units or aircraft that can fire on your artillery, so I'm firing at your infantry instead using each Sherman tank. I'll use the damaged Sherman against your MG-42 Team and the other against the Panzerschreck Team."

After attacks are declared, the Battle Area looks like this:

Players now roll Initiative using 1D10 to determine who chooses the first Attack to resolve.

The German player rolls a 3 and the US Player rolls a 6. The US player wins the Initiative and selects one of his units to fire.

US Player: "I'll fire with my damaged Sherman first using its main gun and the .50cal MG against your MG-42 Team."

He then rolls 2D10 to Attack with the main gun and compares the sum of the dice to the required Attack value of the Sherman's main gun vs. Infantry (11). The sum is a 9, which is a miss. He then continues his attack with the .50cal MG, rolling twice because of the high rate of fire.

He rolls a sum of 14 which is a hit. He resolves damage for this hit immediately since it may take out the unit and make it unnecessary to roll the remaining attack with the MG.
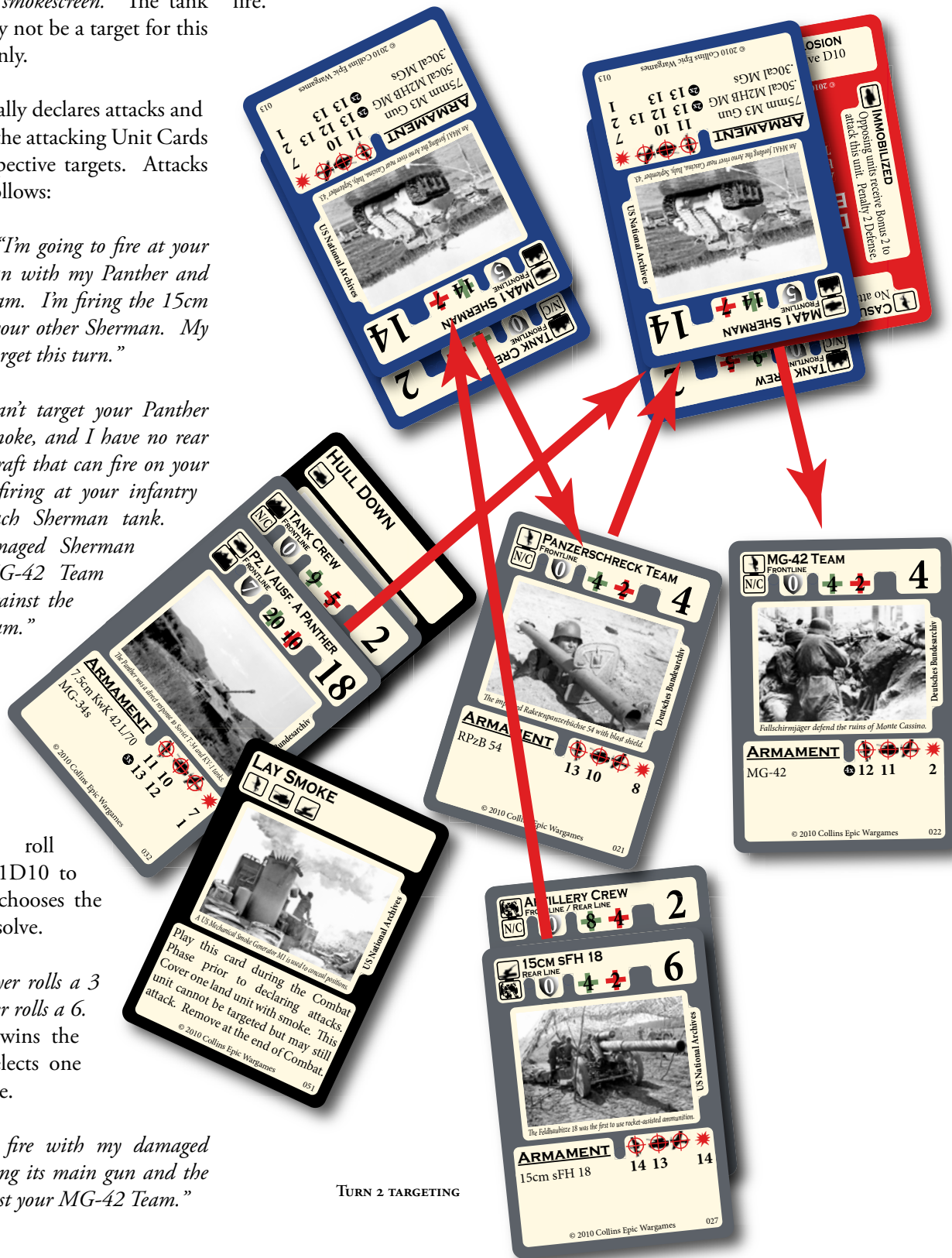
Turn 2 targeting

Intensity for the first hit is 3. Adding the DI of the .50cal MG (2), and accounting for the infantry unit's Defense of 0, 5 points of damage get through to the MG-42 Team. The Team's full Endurance value is only a 4. Therefore this unit is immediately destroyed, removed from the game, and scored. The US player receives 4 points and it is unnecessary to continue firing with the Sherman's .50cal MG.

The German Player now chooses to resolve an attack.

German Player: "I'm firing my Panzerschreck Team vs. your damaged Sherman."

The German player needs a 10 to hit the tank. *He rolls 2D10 and the sum is 18, a direct hit!* The German Player doubles the Intensity result and then adds the Damage Index of the gun because of the special attack sum of 18.

He rolls Intensity using 1D10 and the result is a 7. This is doubled to 14 and then added to the Damage Index of the Panzerschreck, which is an 8. Total Raw Damage is 22. Taking into account the damaged tank's reduced Defense of 3 (due to the Damage Effect), the Net Damage is 19, which cuts through the tanks' Half Endurance of 7, destroying the Unit.

What about the crew?

The base Intensity roll determines the fate of the crew. A 7 means the Tank Crew is also destroyed. Both the Tank and its Crew are removed from the game and scored for the German Player. He receives 16 total Victory Points based on the cost of the units destroyed.

The US Player retaliates with his remaining Sherman against the Panzerschreck Team.

Using both Machine Guns, the tank fires a total of 4 times due to the 2X rates of fire of each MG. The first attack roll of the .50cal MG is a 5, a miss. The next roll sum is a 16, which is a hit.

Intensity is rolled using 1D10 resulting in a 5. The DI of the .50cal MG is a 2, which inflicts a total Raw Damage of 7 against the Team. The Panzerschreck Team's Full Endurance is a 4, so they are destroyed by the MG fire from the second Sherman, removed from the game, and scored (4 points). It is now unnecessary to roll attack for the other MG of the Sherman.

Since the Panzerschreck Team previously destroyed the damaged Sherman, the Panther's previously-declared attack does not happen. If the German Player had a Command Card called Redirect Fire, he could play it to change the target of the Panther to another enemy Unit.

The German Player resolves his final attack with the 15cm Artillery Unit from the rear line vs. the surviving Sherman. He needs a 13 to hit and he rolls a 12, barely missing the unit.

This concludes the second Combat Phase. The Lay Smoke Command Card is removed from the Panther and discarded. As a result of Combat this phase, the score is 16-8 in favor of the Germans.

At the end of Combat, this is what the Battle Area looks like:
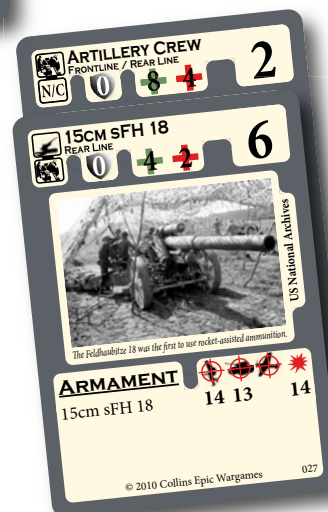
Battle Area at the end of the 2nd Combat Phase

Draw (Turn 2)

Each player draws one Command Card.

Both players decide to draw 2 more Unit Cards.

The US player has 6 Command Cards and must discard down to 5 at the end of this Phase. He chooses to discard "Fill The Ranks".

At the end of the second Draw Phase, each hand looks like this:

Turn 3

The turn phases begin again with Commitment.

Commitment (Turn 3)

The US player now has a Pilot for his P-38J Lightning and a Self-Propelled Gun that he may also commit.

The German Player plays the Command Card "Intelligence Report" which forces the US player to reveal his hand of Unit Cards. He sees that the US player will most likely bring in air support this turn as well as a self-propelled gun.

The US player places the Pilot, the Lightning, the M7 Priest, and the Tank Crew in his hand. He also readies his Fighter Ace Command Card.

The German player cannot commit anything this turn.

The US player commits the Pilot and P-38J Lightning (aircraft are not committed to a line) and plays the Fighter Ace Command Card, which gives the pilot a bonus to attack with all weapons.

The US player places the M7 Priest along the Rear Line.

The third turn's Commitment Phase is now complete.

US and German hands at the end of Turn 2.

Who will emerge victorious?

These detailed example turns should provide a general feel for the flow and structure of the game. In a typical game, the 2-1/2 turns described in this sample game would take approximately 10 minutes to complete or less. Play would continue until one player achieves a Win Condition.

What will happen when the P-38J comes into play? During its three Turns of Flight, will the US player use the aircraft to go after German Rear Line artillery or will he focus the aircraft on frontline units such as the tough Panther tank? How does the M7 Priest give the US player a mobility advantage? What new units and Command Cards will come into play this turn and beyond?

Will the German player consider playing his Withdraw Command Card to pull back a unit and build up greater strength for a counterattack? How will the Tiger tank factor in (assuming the German Player can find a crew)?

Many paths may be chosen by each player during the game. Rather than continue reading how one path may resolve, please consider the above thoughts. Also, what would you do differently as the US or German player? How would your Reserves Deck be defined before the game begins? What strategies would you use against your opponent? And do they know your play style well enough to anticipate those strategies?

Frontline General: Spearpoint 1943 Card List

On this page, you'll find a complete list of the **175 cards** included with Frontline General: Spearpoint 1943. These cards come together with the rules to make each game a unique and tense experience.

Frontline General: Spearpoint 1943 Full Game Video

Now that you have glanced at the card list and read through the rules and a few example turns, please browse to our website under the Tutorials, grab a beer and some pretzels, and view the video of a **complete game** played against the designer. This video will be online shortly after February 1st 2010 along with other videos that provide more component previews. Reading gameplay examples and rules are certainly great ways to learn a game, but at Collins Epic Wargames we believe video tutorials and examples go a step further.

The Spearpoint 1943 full game video will allow you to "see" the game in action, how it works, how the tension builds, and just how many decisions players face. Look for it online soon!

Preorder Frontline General: Spearpoint 1943

Collins Epic Wargames is pleased to offer Spearpoint 1943 for preorder. We've received a good response so far, but we do need more to make this game a production reality. It is completely ready to go and the direct preorder discount of **20% off** will disappear as fast as that MG-42 once we tell our printer "Go!" If you like what you see, preorder today and support this game and all of the hard work that has gone into designing, testing, and refining it!

Preorders may be placed through Collins Epic Wargames in our online store or you may preorder through your local game store if you are in the US or Spain.

To **preorder now**, please ask your favorite local game store or point your browser to our preorder page. The Preorder page on our site lists our Preorder Policy and has a direct link to the Spearpoint 1943 Preorder page in the CEW webstore:

HTTP://FRONTLINEGENERAL.COM/HTML/PREORDER.HTML

We'd like to thank all of the supporters of this game who have already preordered!

THANK YOU!

Spearpoint 1943 Card List

US Units (50)
4X Rifle Squad
2X 81mm Mortar Squad
2X M1 Bazooka Team
4X Army Air Corps Pilot
5X Artillery Crew
10X Tank Crew
3X .30cal LMG Team
1X Sniper
2X 57mm AT Gun M1
2X 105mm Howitzer M1
1X 8-Inch Howitzer M1
2X M5A1 Stuart VI
4X M4A1 Sherman
2X Gun Motor Carriage M10
2X M7 Priest
2X P-38J Lightning
2X P-40F Warhawk

German Units (50)
4X Rifle Squad
2X 8cm Mortar Squad
4X Luftwaffe Pilot
2X Panzerschreck Team
3X MG-42 Team
8X Tank Crew
7X Artillery Crew
1X Sniper
1X 7.5cm PaK 40
1X 15cm sFH 18
3X 8.8cm FlaK 36
1X 15cm Nebelwerfer 41
2X Panzer III Ausf. J
2X Panzer IV Ausf. G
2X Panzer V Ausf. A Panther
2X Panzer VI Ausf. E Tiger I
1X Focke-Wulf Fw 190A-4
1X Junkers Ju-87B-1 Stuka
2X Messerschmitt Bf 109G-6
1X Pantherturm I

Command Cards (50)
2X Ambush!
2X Capture that Unit!
3X Commit Reserves
3X Dig In!
3X Field Camouflage
2X Fighter Ace
4X Fill the Ranks
2X Fire for Effect!
2X Fire Mission!
2X Frontline Priority
2X HQ Orders
3X Hull Down
1X Intelligence Report
2X Lay Smoke
2X No Retreat!
2X Reconnaissance
2X Redirect Fire!
2X Sabotage!
2X Veteran Crew
2X Veteran Soldiers
3X Withdraw
2X Zero In Artillery

Damage Cards (25)
25X Unique Damage Cards