

# SPEARPOINT 1943

## SITUATION V: CHOKE POINT

V1.0



### GENERAL'S ORDERS

We know the Americans are weak in several zones along the front. Exploit their weakness by driving into the line and setting up an ambush along the road between the mountain pass. If they send reinforcements, we'll be ready for them. If encountered, armor is a priority target.



### GENERAL'S ORDERS

We are aware of several gaps in our frontline coverage. Our infantry are spread across miles of terrain and require additional tank support. I want you to move up Sherman tanks along with some supporting Stuarts and M7s to help cover the northern gap while we transport support equipment, infantry, and supplies to the northwestern gap. Proceed cautiously. Reconnaissance teams report that several potential choke points along the way may be hazardous until we completely control the area. No contact with the enemy has been made at this time.

### STARTING, COMMITTED UNITS

(Do not count toward deck point total)

None

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(Do not count toward deck point total)

4X M4A1 Shermans  
 1X M5A1 Stuart  
 1X M7 Priest  
 6X Tank Crews (with the above)

### WIN CONDITIONS

- The first player to score 60 points wins.
- If the US tank column meets no resistance, the US player wins by default.

### SPECIAL RULES

- The German player begins the game with two Ambush Command Cards plus one other Command Card as his/her starting three Command Cards.
- The US player does not begin with a hand of Unit Cards.
- Starting US Units represent a tank column on the move toward the frontline. Newly-committed US Units represent reinforcements in the area called in for support.
- Neither player may commit Units until the US tank column reaches the choke point. Once US Units reach the choke point, the German player may play one or both Ambush cards to commit up to an entire hand of Units that turn. Normal commitment by both sides is allowed for all future turns.
- To determine when the US tank column reaches the choke point, the US player rolls a D10 at the beginning of each new Turn. On a result of 1, US Units reach the choke point. Otherwise, the US tank column advances. Each new turn, the chance to reach the choke point increases by 1 on the check roll.
- The US Player may not draw Unit Cards from his/her Reserves Deck until US Units reach the choke point.
- All M7 Priests (Self-Propelled Artillery) remain on the frontline for this situation (they may not move to the rear line).