TIDE OF IRON
CAMPAIGN EXPANSION

STALINGRAD

CAMPAIGN RULES AND SCENARIO GUIDE

STALINGRAD CAMPAIGN RULES AND SCENARIO GUIDE

CAMPAIGN OVERVIEW

The Stalingrad expansion introduces a new campaign game for *Tide of Iron* players. This particular campaign requires players to acquire and manage severely limited resources through a series of linked scenarios as they assume command of either the German 6th Army or the Soviet 62nd Army.

In this campaign, two players play through the four linked scenarios presented at the end of this guide. One player plays various German forces attacking Stalingrad, while the other player assumes the role of the Soviet defenders of the beleaguered city.

The Stalingrad campaign game is very different than the 29th Division campaign game that appeared in the *Normandy* campaign expansion of *Tide of Iron*. The 29th Division campaign followed a single American infantry division from Omaha Beach to the Siegfried Line in 1944. As such, the rules for upgrading the 29th's order of battle reflected the increased combat experience of the division through continuous engagements. The Stalingrad campaign game is an entirely different experience than the 29th Division campaign game, and does not modify or alter the 29th Division campaign rules in any way.

The Stalingrad campaign game does not follow a single unit, but focuses on key actions of the battle. Stalingrad was a duel of logistics as well as one of armed might. Both sides faced shortages of men and resources in a brutally hostile environment. To simulate the importance of these resources, players compete to earn command of three different types: ammunition (ammunition), supply, and morale. After each scenario, players spend the command that they earned during each scenario to purchase advantages for their side.

Although designed for the campaign of linked scenarios, each of the four scenarios can also be played as stand alone scenarios. Players wishing to play through the four scenarios as a linked campaign should play them in the order presented. However, players wanting to play the scenarios individually or launch the campaign from a different starting point can do so. However, the resource management system embedded in the scenarios does not have as great an impact if played out of sequence.

After choosing which side each player wishes to play in the campaign, begin play with the first scenario: "Ramming Speed."

Future linked scenarios, both official and player-made, will be available online at www.1agames.com. Detailed descriptions of new campaign components and rules, as well as explanations of how they are used, are included on the following pages.

CAMPAIGN ELEMENTS

The *Stalingrad* campaign expansion contains several new elements that are particular to the campaign game. The various elements are explained in detail below.

CAMPAIGN COMMAND

The new campaign command objectives are all neutral objectives. In addition, each token has an icon that shows what kind of command that particular campaign command objective provides.

Ammunition, Morale, and Supply campaign command objectives

CAMPAIGN COMMAND CARDS

Each player receives a set of Campaign Command cards at the beginning of the campaign (one card each from the Ammunition, Supply, and Morale decks). These are in addition to a player's normal Initiative card.

When a player receives a specific type of command, he places that command on the appropriate card. Its placement on a specific Campaign Command card lets both players know what kind of command that particular token represents. For instance, all command tokens on a player's Morale Campaign Command card represent "morale command."

When placing command on a nation's Initiative card or when paying for cards from strategy decks other than the campaign decks, any type of command may be used.

Campaign Command cards have two sides: a Recruit side, which is blank, and a Veteran side that contains game text that may be used by the owning player as specified on the card. Campaign Command cards always begin the campaign

with the Recruit side face up, but may be flipped over to their Veteran side by paying the necessary command cost during the Campaign Phase. Once flipped, a Campaign Command card will remain with its Veteran side face up until the end of the campaign.

CAMPAIGN STRATEGY DECKS

This expansion introduces Campaign Strategy decks that contain the following number of cards:

- Campaign Ammunition Deck I: 14 cards
- Campaign Supply Deck I: 13 cards
- Campaign Morale Deck I: 13 cards

These cards are used like normal strategy decks with a few key exceptions as follows:

First, each Campaign Strategy deck is linked to a specific Campaign Command card. For instance, a Morale Campaign card must be paid for with command from a player's Morale Campaign Command card.

Shared Strategy Decks

In certain scenarios, some Strategy decks are listed as shared. A shared Strategy deck is placed in the common play area (between both players) instead of a nation's HQ area. When drawing cards during the Status Phase, either player may choose to draw cards from a shared Strategy deck.

THE STALINGRAD CAMPAIGN

The following sections prepare players for using this guide's scenarios in a campaign setting.

CAMPAIGN SCENARIO SET UP

Campaign scenarios are set up just like any other *TOI* scenario, but with the following two additional requirements:

Both players place their set of Campaign Command cards beside their Initiative card. These cards are placed with the Recruit (blank) side face up.

In addition, during each scenario's set up, each player should place two command tokens on each of their Campaign Command cards.

CAMPAIGN PLAY

Scenarios presented in this particular campaign format are played like regular scenarios with the following two exceptions:

First, for the duration of the campaign, players use the nations they selected when they started the campaign.

Second, between each scenario there is a **Campaign Phase**, which requires each player to adjust the resources available to their units based upon their performance in the previous scenario, then allows players to buy additional resources for their forces in the next scenario.

Campaign Phase

After completing a given scenario, both players enter the Campaign Phase and use the following process:

1. Record end-of-scenario statistics and Campaign Victory Points (CVP) earned. On a separate sheet of paper, players must record several details regarding their performance. First, record how much command each player has of each type at the end of the scenario (ammunition, supply, morale). Next, record who held initiative at the end of the scenario. Finally, calculate how many CVP each player earned during the scenario by adding together CVP awards for command, initiative, and scenario performance.

2. Identify adjustments to the next scenario's set up. Winning a scenario often only provides CVP for a player. However, judicious use of command allows a player to purchase various advantages in the next scenario.

When players wish to continue the campaign, they should consult the Campaign Phase Table on the back of this *Campaign Rules Guide* to see what additional benefits and/or penalties apply during set up in the next scenario based upon their performance in the previous scenario.

3. Purchase additional resources. Players may spend command to purchase additional starting cards as well as entire card decks, and/or additional units, and possibly better starting positions for use in the next scenario. These costs are listed in the Resource Acquisitions Table on the back of this *Campaign Rules Guide*. Unless otherwise noted, these newly purchased resources last for the subsequent scenario only.

4. Continue playing. Finally, after each player has spent their command as dictated by the Campaign Phase Table, players continue with the next scenario of the campaign.

COMMAND	🟢 AMMUNITION	🟠 MORALE	🟣 SUPPLY
0-2	Reduce your ammunition command to 0 during setup. Place an unarmed restriction in one of your squads.	Remove two morale command. Remaining command may be spent on the Resource Acquisitions Table. Unspent command is lost.	Reduce your supply command to 0 during set up. Place a starving restriction in one of your squads.
3-5	Remove two ammunition command. Remaining command may be spent on the Resource Acquisitions Table. Unspent command is lost.	Remove two morale command. Remaining command may be spent on the Resource Acquisitions Table. Unspent command is lost.	Remove two supply command. Remaining command may be spent on the Resource Acquisitions Table. Unspent command is lost.
6-9	Remove two regular infantry from your starting forces and replace with an MG Crew, Mortar Crew, or two elites. Then remove two ammunition command. Remaining command may be spent on the Resource Acquisitions Table. Unspent command is lost.	One of your divisions may use the advanced set up hexes in addition to its normal set up hexes. Then remove two morale command. Remaining command may be spent on the Resource Acquisitions Table. Unspent command is lost.	Choose an objective and increase its value by 1. Then remove two supply command. Remaining command may be spent on the Resource Acquisitions Table. Unspent command is lost.
10+	You may reduce your ammunition command by half (round down) to gain +1 CVP. Gain any effects based on your new command total. If a CVP is not gained, the player gains the 6-9 effect above.	You may reduce your morale command by half (round down) to gain +1 CVP. Gain any effects based on your new command total. If a CVP is not gained, the player gains the 6-9 effect above.	You may reduce your supply command by half (round down) to gain +1 CVP. Gain any effects based on your new command total. If a CVP is not gained, the player gains the 6-9 effect above.

Campaign Phase Table

Players should also note that other elements of a scenario, such as cards remaining in one's HQ or figures remaining on the map, are irrelevant when proceeding from one scenario to the next. At the end of a scenario, all cards are returned to the appropriate decks and all units and tokens are removed from the board. Because of this, players do not leave a game set up between scenarios.

Penalty for Losing a Scenario

During the campaign, the player who scored the most CVP during a scenario is considered to have won the scenario.

The losing player (the player who scored the least amount of CVP during that scenario) must immediately lose one command of each type (ammunition, morale, and supply). Alternatively, the loser may choose to lose two command from the same type, but the type is chosen by their opponent (the winner of the scenario).

Note that this command loss occurs before determining any bonus effects or CVP gained from the scenario due to command totals.

Initiative at the End of a Scenario

Holding initiative during the last Game Round of a scenario gives the following bonuses depending on whether the player won or lost the scenario. Note that in the event that each player has the same number of CVP at the end of the scenario, the player who has the initiative at the end of the Status Phase is the winner.

- If the player who held the initiative at the end of the Status Phase won the scenario, he gains an additional +1 CVP.
- If the player who had initiative at the end of the Status Phase lost the scenario, he does not gain a CVP bonus from holding initiative at the end of the scenario. However, he does not suffer the command loss penalty that normally is imposed on the loser.

Using the Campaign Phase Table

After each scenario, players use the Campaign Phase Table (see page 15) to determine additional results of the scenario's outcome to their side.

The first column shows possible amounts of command that may be retained after a scenario. For each different command type, a player should find the appropriate amount and cross-reference the command type currently being evaluated. The results indicate what effects the player must apply to their side prior to the next scenario.

For example, James ends the first scenario with six supply command. Following the 6–9 row over to the Supply column, he sees that he must increase the value of a command objective by 1. In addition, he lowers their supply command by two from six to four. Since he has four supply command left, he may spend them on the Resource Acquisitions Table prior to the next scenario.

Resource Acquisitions Table

After determining the results of the Campaign Phase Table, a player may spend surplus command points to provide additional resources to their side for the next scenario. The Resource Acquisitions Table is used as follows:

- All purchases occur in the Campaign Phase, with the player who has initiative for the next scenario making purchases first.
- Flipping a Command card to its Veteran (text) side is a permanent purchase, lasting for the rest of the campaign scenarios.
- To purchase additional figures, a player must first purchase a base for those figures to go into.
- If all four holes of the newly purchased base(s) cannot be filled by newly purchased units, a player may not purchase the base(s) nor the figure(s).
- If purchasing multiple bases, a player must alternate colors, buying one for division 1, then one for division 2.
- A player may not purchase additional armor for a division that does not start the next scenario with armor.
- A player may only buy up to three additional starting cards from available decks in addition to the starting cards he receives normally.
- Players should put together their starting divisions according to the scenario set up instructions prior to purchasing any new units.
- If the siG 33b Operations card is in effect for the next scenario, the German player may **not** purchase any StuG IIIs.

Advanced Deployment Hexes

Beginning with the second scenario "Order no. 227," players have the option to activate advanced deployment hexes. Advanced deployment hexes are marked with the deployment icon shown to the right.

When activated, advanced deployment hexes work like normal deployment hexes. However, each hex may only be used by one division or the other. Because of this, a player may purchase the same hex twice in order to place units from both divisions in the same advanced deployment hex.

Force Limits

Players may only use the Soviet and German units from this *Stalingrad* expansion and the *TOI* core game.

Measure of Campaign Success

Immediately after the Status Phase of the fourth scenario, the campaign comes to a close. To determine who has won the campaign, players add together the CVP earned from each scenario. The player with the highest CVP value wins the campaign. If the result is a tie, the Soviet player wins, as he has successfully stopped the German advances.

The most accurate evaluation of player performance is to play through the campaign twice, switching sides between campaigns. In this case, CVP is totaled from all eight scenarios. A tie is broken by the player who scored the most CVP as a Soviet player. If still tied, the player who won the most scenarios as the Soviet player is victorious.

WWW.1AGAMES.COM

RAMMING SPEED

October 14, 1942, the first day of the assault on the tractor factory, saw heavy fighting as Soviet forces struggled desperately to repel a German advance. Front lines blurred as troops from both sides became isolated. Chaos ensued as tanks crashed through the outer walls of the factory, spraying machine gun fire into the Soviet defenses.

OBJECTIVES:

• **5 CVP:** Have more figures in the building on map 40A at the end of round 5 than your opponent.

• **1 CVP:** Each campaign command objective controlled at the end of round 5.

"Guns destroyed. Battery surrounded. We fight on and will not surrender. Best regards to everyone."

—*Commissar Babachenko's farewell, Hero of the Soviet Union*

SOVIET SETUP

DIVISION 1

• 7 Squad Bases
- 20 Regular Infantry
- 2 Elite Infantry
- 2 Officers
- 2 Machine Gun Crews
• 2 T-34s

x2

x2

DIVISION 2

• 7 Squad Bases
- 20 Regular Infantry
- 5 Elite Infantry
- 1 Officer
- 1 Mortar Crew
• 2 T-70s

x1

x1

• **Starting Strategy Cards:** 2

• **Strategy Deck**
- Campaign Ammunition I (shared)
- Campaign Morale I (shared)
- Campaign Supply I (shared)

• **Operations Cards**
- Rushed Tank Repair
- Tank-Mounted Machine Guns (shared)

• **Deployment Zone**
- Division 1: Any hex with a red border on maps 40A and 50A.
- Division 2: Any hex with a red border on maps 46A and 47A.

GERMAN SETUP

DIVISION 1

• 8 Squad Bases
- 20 Regular Infantry
- 6 Elite Infantry
- 2 Officers
- 1 Machine Gun Crew
- 1 Mortar Crew
• 2 Panzer IIIs

x2

DIVISION 2

• 8 Squad Bases
- 20 Regular Infantry
- 6 Elite Infantry
- 2 Officers
- 1 Machine Gun Crew
- 1 Mortar Crew
• 2 StuG IIIs

x2

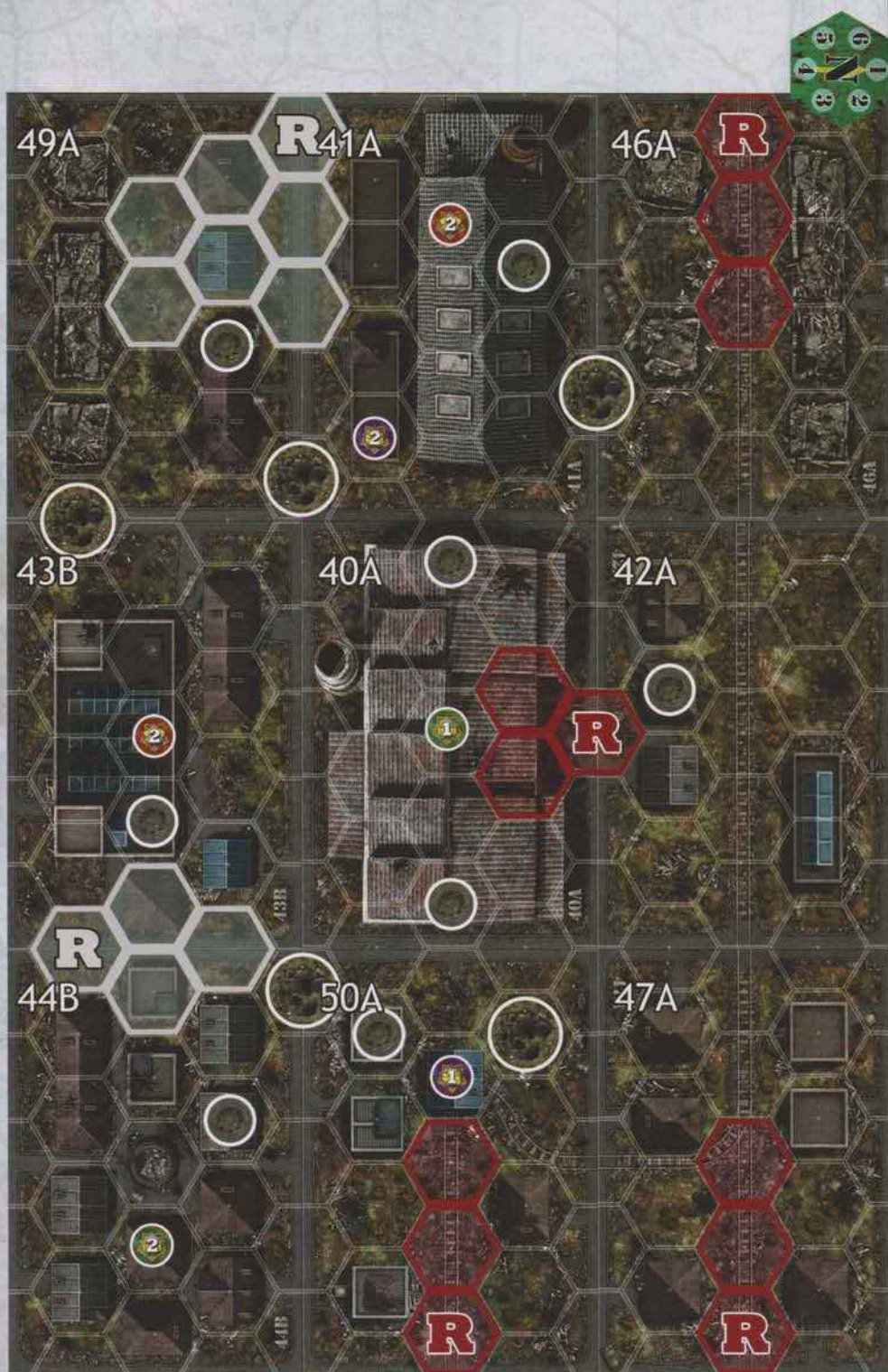• **Starting Strategy Cards:** 2

• **Strategy Decks**
- Campaign Ammunition I (shared)
- Campaign Morale I (shared)
- Campaign Supply I (shared)

• **Operations Cards**
- Shield of Armor
- sIG 33b
- Tank-Mounted Machine Guns (shared)

• **Deployment Zone**
- Division 1: Any hex with a grey border on maps 43B and 44B.
- Division 2: Any hex with a grey border on map 49A.

SCENARIO DETAILS

- **Rounds:** 5
- **Starting Initiative:** Germans
- **Actions per Turn:** 2 actions per nation

REINFORCEMENTS

All reinforcements arrive during the Status Phase of the rounds indicated:

Soviets – Status Phases 2–4:

- 1 T-34 (each phase)

Germans – Status Phase 2:

- 2 Squad Bases
  - 6 Regular Infantry
  - 2 Officers
  - 1 Medic Specialization
  - 1 Anti-Tank Specialization

Germans – Status Phase 3:

- 1 Panzer III

SPECIAL RULES

- Sewer 3

- Tanks may attempt to ram into a building hex during movement from a non-building hex. To do so, the player controlling the tank rolls dice equal to the tank's firepower against vehicles divided by 4 (round down). A "6" on any die is a success. If the building is weakened, success is automatic.

- On a successful ram, a tank occupies the target building hex and ends its movement.

- Place a weakened token on a building hex if a tank enters it.

- Tanks in building hexes only have LOS to adjacent hexes.

TERRAIN FEATURES

  - 5 Bombarded Terrain
  - 8 Sewers

- Buildings are *destructible*.

ORDER NO. 227

The central district of Stalingrad was known for continuous house-to-house fighting. The most famous action was the defense of "Pavlov's House," a multi-story building overlooking a square with excellent visibility. Multiple machine guns at different vantage points, minefields and razor wire, and an AT gun positioned on the roof allowed Soviet defenders to hold on for 58 days before being relieved.

OBJECTIVES:

• **5 CVP:** Control the victory objective at the end of round 5 (Germans only).

• **1 CVP:** If at least one unit, at the end of round 5, is in a hex that started containing a minefield (Germans only).

• **1 CVP:** If at least one unit, at the end of round 5, is in a hex that started containing razor wire (Germans only).

• **3 CVP:** If at least one unit is in the building hex on map 45A at the end of round 5 (Germans only).

• **1 CVP:** Each campaign command objective controlled at the end of round 5 (Soviets only).

"Not one step back."
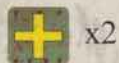
—Line from Order No. 227
Josef Stalin

SOVIET SETUP

DIVISION 1

• 7 Squad Bases
 - 12 Regular Infantry
 - 6 Elite Infantry
 - 2 Officers
 - 2 Machine Gun Crews
 - 2 Mortar Crews

🟩 x2

➕ x2

DIVISION 2

• 5 Squad Bases
 - 16 Regular Infantry
 - 1 Elite Infantry
 - 1 Officer
 - 1 Mortar Crew
• 2 T-70s

🛡 x2

❓ x2

• **Starting Strategy Cards:** 1

• **Strategy Deck**
 - Campaign Ammunition I (shared)
 - Campaign Morale I (shared)
 - Campaign Supply I (shared)

• **Operations Cards**
 - Dangerous Debris
 - Katyusha Support
 - Lay Mines
 - Tank-Mounted Machine Guns (shared)

• **Deployment Zone**
 - Division 1: Any building hex on map 45A.
 - Division 2: Any hex with a red border.

GERMAN SETUP

DIVISION 1

• 9 Squad Bases
 - 24 Regular Infantry
 - 6 Elite Infantry
 - 2 Officers
 - 1 Machine Gun Crew
 - 1 Mortar Crew
• 2 Panzer IIIs

🟨 x2

DIVISION 2

• 9 Squad Bases
 - 24 Regular Infantry
 - 6 Elite Infantry
 - 2 Officers
 - 1 Machine Gun Crew
 - 1 Mortar Crew
• 2 StuG IIIs

⚙ x2

• **Starting Strategy Cards:** 2

• **Strategy Decks**
 - Campaign Ammunition I (shared)
 - Campaign Morale I (shared)
 - Campaign Supply I (shared)

• **Operations Cards**
 - Clear Mines
 - Shield of Armor
 - Tank-Mounted Machine Guns (shared)

• **Deployment Zone**
 - Division 1: Any hex with a grey border on map 50A.
 - Division 2: Any hex with a grey border on map 49A.

SCENARIO DETAILS

- **Rounds:** 5
- **Starting Initiative:** Germans
- **Actions per Turn:**
  - 3 actions for Germans
  - 2 actions for Soviets

REINFORCEMENTS
None

SPECIAL RULES

• In addition to Artillery and German Urban Warfare Decks, the German player may buy the German Reinforcement Deck I for this scenario.

• Collapsed buildings in this scenario are treated like bombarded terrain hexes except their cover is reduced by two.

• Russian mortars on the top level of the yellow shaded hexes may fire normally.

• German mortars may fire smoke rounds instead of a normal area attack. At range 2 or 3, the smoke round is always on target. At range 4 or 5, the placement drifts one hex. At range 6 to 8, the round drifts twice (by one hex each time). Roll separately for each drift.

• If there are no German units in a building hex on map 45A, the number on each Soviet-controlled command objective is considered one higher.

• **Soviet tanks may not move.**

TERRAIN FEATURES
  - 5 Bombarded Terrain
  - 6 Minefields
  - 11 Razor Wire

• Buildings are *destructible*.

GULLY OF DEATH

After the fall of the tractor factory, the German forces quickly pressed forward to the Barrikady gun factory. Gurtiev's 308th (Siberian) Rifle Division dug in to defend against the next German assault. One regiment was assigned to hold the flank, a deep ravine running to the Volga. Already in flames, this area was nicknamed the "Gully of Death."

OBJECTIVES:

• **5 CVP:** Destroy the six-hex building on map 48A (Germans only).

• **2 CVP:** Each German unit eliminated by a Soviet unit that started its activation on a Sewer card (Soviets only).

• **3 CVP:** Control the majority of campaign command objectives at the end of round 6.

"It was a terrible, exhausting battle, on and below the ground, in ruins, cellars, and factory sewers."

— *Officer in the 14th Panzer Division*

SOVIET SETUP

DIVISION 1

• 6 Squad Bases
- 12 Regular Infantry
- 6 Elite Infantry
- 2 Officers
- 1 Machine Gun Crew
- 1 Mortar Crews
• 2 T-34s

x2

x1

DIVISION 2

• 8 Squad Bases
- 24 Regular Infantry
- 6 Elite Infantry
- 2 Officers
• 2 T-34s

x2

x2

• **Starting Strategy Cards:** 1

• **Strategy Decks**
- Campaign Morale I
- Campaign Supply I (shared)

• **Operations Cards**
- Katyusha Support
- Tank-Mounted Machine Guns (shared)

• **Deployment Zone**
- Any hex with a red border (Advanced Deployment hexes must be purchased)

GERMAN SETUP

DIVISION 1

• 8 Squad Bases
- 22 Regular Infantry
- 4 Elite Infantry
- 2 Officers
- 1 Machine Gun Crew
- 1 Mortar Crew
• 2 StuG IIIs

x1

DIVISION 2

• 8 Squad Bases
- 22 Regular Infantry
- 4 Elite Infantry
- 2 Officers
- 1 Machine Gun Crew
- 1 Mortar Crew
• 2 Panzer IIIs

x2

• **Starting Strategy Cards:** 1

• **Strategy Decks**
- Campaign Ammunition I
- Campaign Supply I (shared)

• **Operations Cards**
- sIG 33b
- Tank-Mounted Machine Guns (shared)

• **Deployment Zone**
- Any hex with a grey border (Advanced Deployment hexes must be purchased)
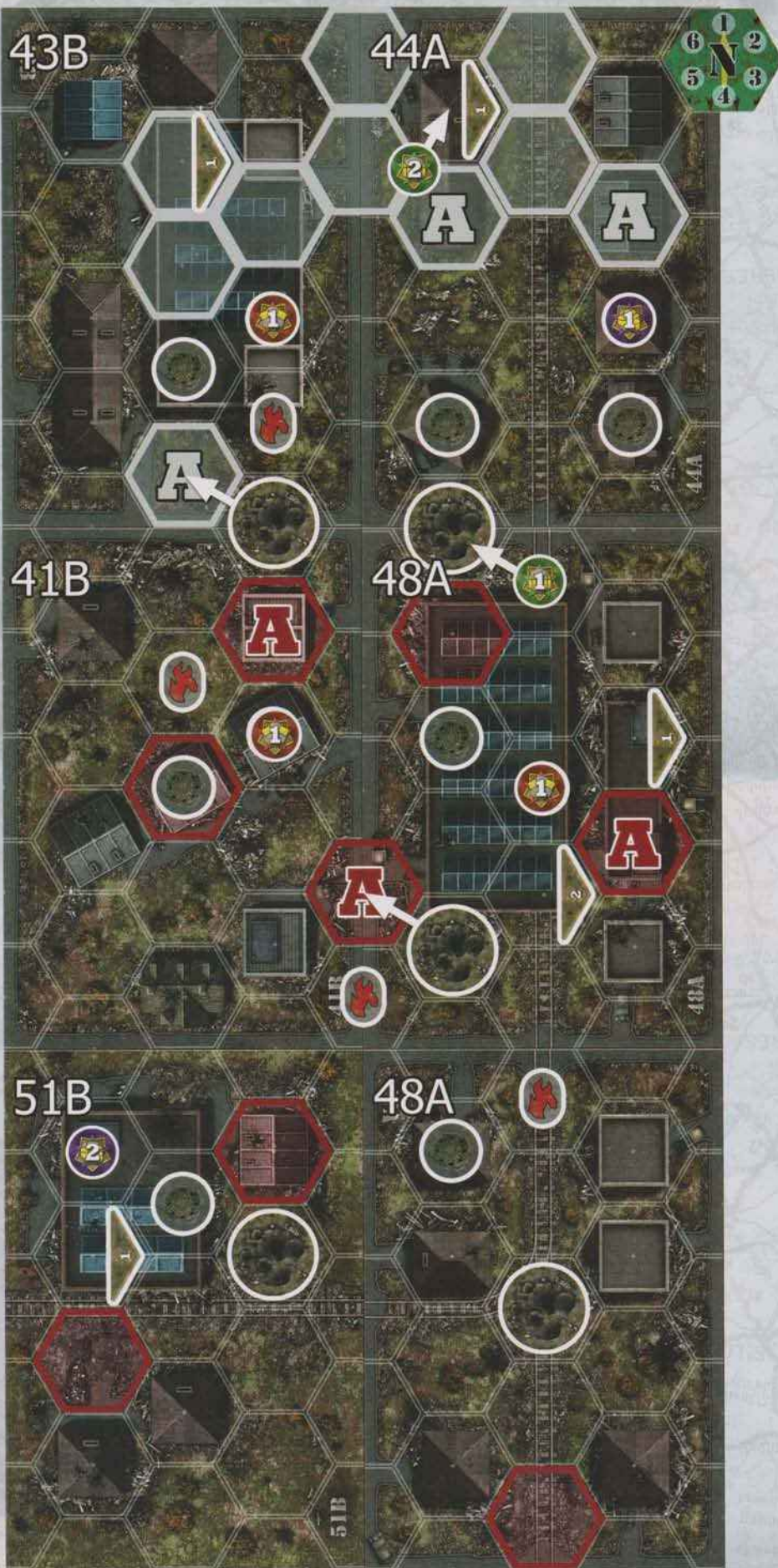
SCENARIO DETAILS

- **Rounds:** 6

- **Starting Initiative:** Soviets

- **Actions per Turn:** 3 actions per nation

REINFORCEMENTS
None

SPECIAL RULES

- Sewer 3

- Assaulting squads that started their activation on a sewer card gain +2 firepower.

- The Germans can destroy the six-hex building by either weakening all six hexes or by destroying any three hexes.

- At the beginning of each round starting on round 2, place a weak fire token in a random hex (using the directional hex) adjacent to each strong fire token present at the start of the round.

- Building hexes on fire are considered weakened.

- Once per round, as a special action, the Soviet player may place an Op Fire token on a Sewer card with a squad on it by spending one of each type of command.

TERRAIN FEATURES
  - 5 Bombarded Terrain
  - 4 Strong Fires
  - 7 Sewers

- Buildings are *destructible*.

RED OCTOBER

Massive Stuka attacks contributed to the "house-warming" of the Red October factory beginning on the 29th of September, 1942. As the battle for the Red October drifted into October, Chuikov realized that the best hope for defense did not depend on isolated soldiers fighting and retaking parts of the city lost to German attacks. Instead, the Soviet artillery across the Volga would continue its task of breaking up German assaults.

OBJECTIVES:

• **1 CVP:** Each campaign command objective controlled at the end of round 7.

• **2 CVP:** Germans control the morale command objective in the building on map 41A at the end of round 7 (Germans only).

• **2 CVP:** Soviets control the ammunition command objective on the level

II hill on map 49B at the end of round 7 (Soviets only).

"Factory walls, assembly lines, the whole superstructure collapses under the storm of bombs but the enemy simply reappears..."

—General Strecker, German XI Army Corps

SOVIET SETUP

DIVISION 1

• 7 Squad Bases
  - 24 Regular Infantry
  - 2 Officers
  - 1 Machine Gun Crew
  - 1 Mortar Crew
• 3 T-70s

[icon] x1
[icon] x1

DIVISION 2

• 7 Squad Bases
  - 24 Regular Infantry
  - 4 Elite Infantry
• 3 T-34s

[icon] x1
[icon] x2

• **Starting Strategy Cards:** 0

• **Strategy Decks**
  - Campaign Ammunition I (shared)
  - Campaign Morale I (shared)
  - Campaign Supply I (shared)

• **Operations Cards**
  - Desperate Defenders
  - Katyusha Support

• **Deployment Zone**
  - Any hex with a red border (Advanced Deployment hexes must be purchased)

GERMAN SETUP

DIVISION 1

• 7 Squad Bases
  - 20 Regular Infantry
  - 4 Elite Infantry
  - 2 Officers
 - 1 Machine Gun Crew
• 3 Panzer IIIs

[icon] x2

DIVISION 2

• 7 Squad Bases
  - 20 Regular Infantry
  - 4 Elite Infantry
  - 2 Officers
  - 1 Mortar Crew
• 3 StuG IIIs

[icon] x1

• **Starting Strategy Cards:** 0

• **Strategy Decks**
  - Campaign Ammunition I (shared)
  - Campaign Morale I (shared)
  - Campaign Supply I (shared)

• **Operations Cards**
  - Merciless Assault

• **Deployment Zone**
  - Any hex with a grey border (Advanced Deployment hexes must be purchased)
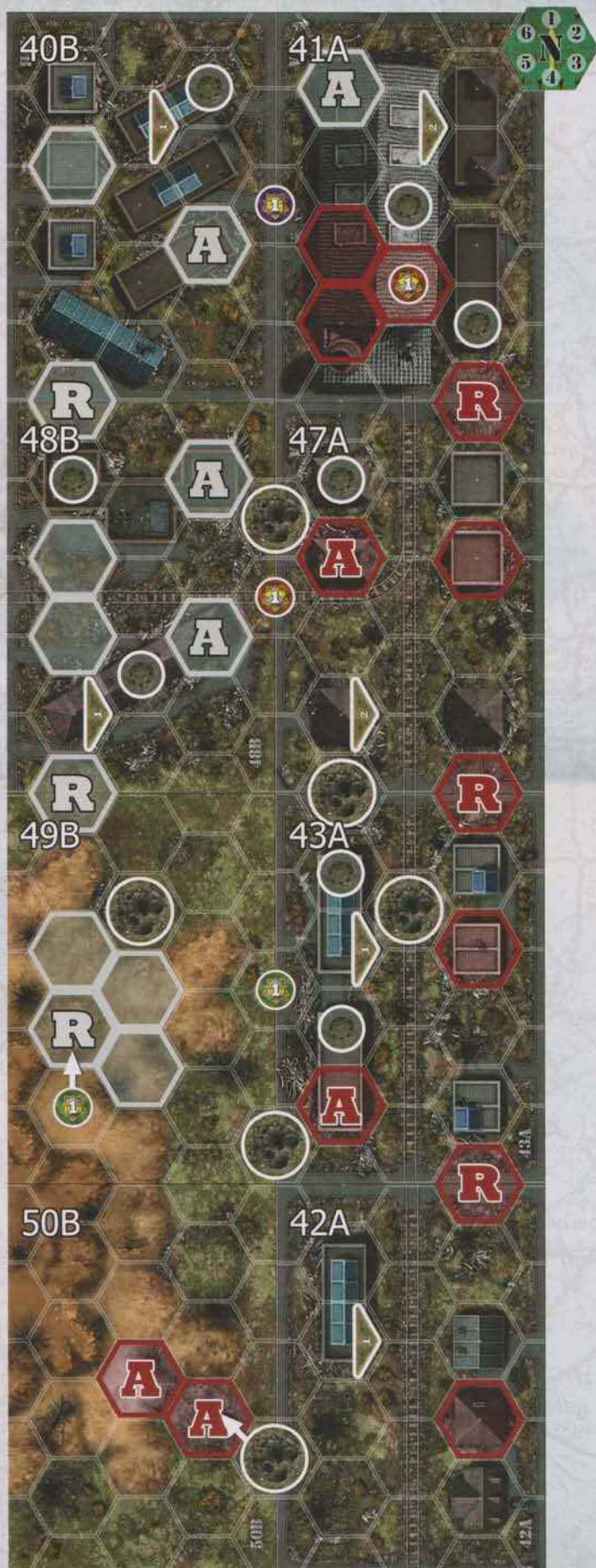
SCENARIO DETAILS

- **Rounds:** 7

- **Starting Initiative:** Germans

- **Actions per Turn:** 2 actions per nation

REINFORCEMENTS

During each Status Phase beginning in round 2, both players may purchase reinforcements from the Resource Acquisitions Table. A player may not purchase any item that would force him to go below 2 command on any Campaign Command card.

SPECIAL RULES

- Sewer 2

- The Germans gain 1 additional CVP per turn if they have more figures than the Soviets at level 2 elevation (top floor) of the building on map 41A.

- The Soviets gain 1 additional CVP per turn if they have more figures than the Germans on level II hill hexes.

TERRAIN FEATURES

- 6 Bombarded Terrain
- 8 Sewers

- Buildings are *destructible*.

NEXT WAVE UPDATED 2013

TIDE OF IRON
TD01

Base Game: United States Army versus the German Army (Das Heer) from D-Day across northwest Europe (1944-1945) with infantry and vehicles – including U.S. M4A1 Sherman tanks and M3A1 half-tracks, German Panzer IV and Tiger I tanks, and German SdKfz 251 half-tracks.
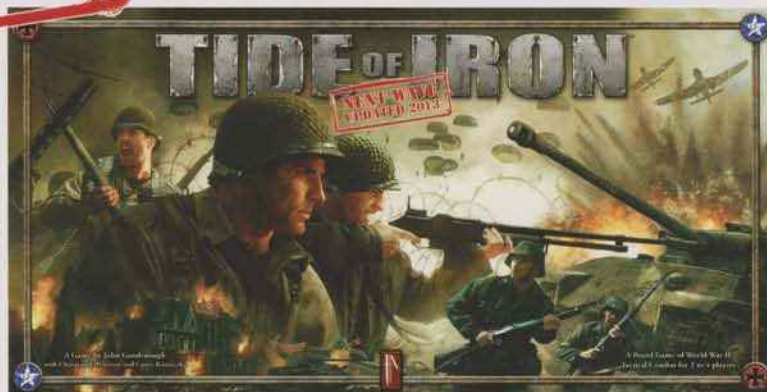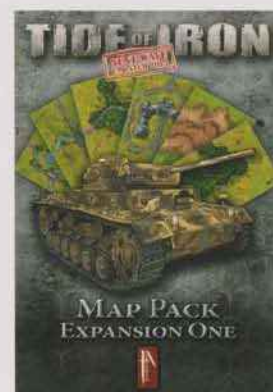
DAYS OF THE FOX
TD02

Expansion: Adds British Army infantry, plus British Matilda and Crusader tanks and Bren Gun Carriers, the German Panzer III, and British 6-pounder, U.S. 57mm, and German 88mm anti-tank guns in scenarios featuring Erwin Rommel ("The Desert Fox") in North Africa (1941-1942).
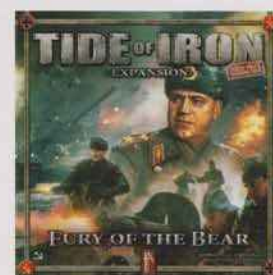
NORMANDY
TD03

Campaign Expansion: Adds British Army infantry, U.S. M10 tank destroyers, German Panther and King Tiger tanks, and StuG III and Jagdpanzer IV armored vehicles, in Normandy (June-July 1944).

DESIGNER SERIES VOLUME ONE
TD04

Scenario Book: A collection of 22 scenarios (15 for the *Tide of Iron* base game and 7 for the *Days of the Fox* expansion) by 19 critically acclaimed game designers, including 9 Hall of Fame inductees.

MAP PACK EXPANSION ONE
TD05

Expansion: 12 double-sided map boards and 23 double-sided hexagon-shaped map overlays that can be used with the base game and expansions.
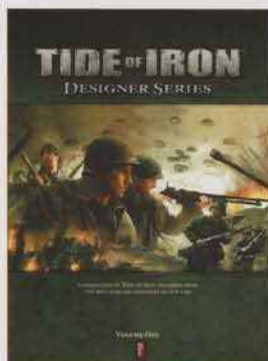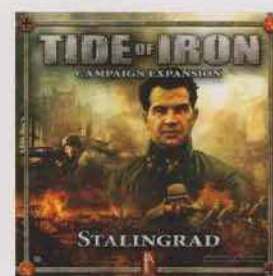
FURY OF THE BEAR
TD06

Expansion: Adds Red Army infantry plus Soviet T-34/76 and KV-1 tanks, SU-122 armored vehicles, U.S. M3A1 half-tracks in Soviet color (Lend-Lease), Soviet 76.2mm and German 75mm anti-tank guns in Russia (1942-1944).

STALINGRAD
TD07

Expansion: Adds the T-70 light tank, 12 urban terrain maps, 8 new scenarios (including 4 linked campaign scenarios), and strategy cards that let you experience the brutal street fighting of the Battle of Stalingrad.

CAMPAIGN PHASE EXAMPLE

The first scenario ("Ramming Speed") has ended and James, the Soviet player, is preparing to move to the Campaign Phase.

James must record the following information in order to complete the steps of the Campaign Phase. First, James looks at his Campaign Command cards and writes down the command he has earned (A). In this case James has 2 ammunition command, 4 morale command, and 12 supply command.

Next, James sees that he held the initiative at the end of the last Status Phase of the scenario, but he lost the scenario, so he gains no bonus CVP. However, he does not lose any CVP as the losing player normally would, because he holds the initiative. He then removes the command tokens from his Initiative card. That command is permanently lost, as if it had already been spent.

Finally, James records the number of CVP earned from the scenario. If he had won the scenario while holding the initiative, he would have listed any bonus CVP he may have earned. Looking at the scenario's objectives, James sees that he scored three CVP from having control of three campaign command objectives.

James also looks at the Campaign Phase Table (see back cover). He sees that 12 supply command gives him the ability to gain an additional CVP by reducing his supply command to half its original value (round down) (B). He pays 6 command for that CVP, bringing his total CVP up to four. Next, he goes to the 6-9 row on the Campaign Phase Table which matches his current supply command of 6. He finds that he must choose a command objective for the next scenario and increase its value by 1. Finally, he loses 2 supply command, leaving him with 4 to spend on the Resource Acquisitions Table.

A.

B.

> You may reduce your supply command by half (round down) to gain +1 CVP. Gain any effects based on your new command total.
>
> If a CVP is not gained, the player gains the 6-9 effect above.

C.

His morale command of 4 is reduced to 2, and gains no further penalty on the Campaign Phase Table. However, his low ammunition command of 2 is immediately lost (C) and he must place an unarmed restriction on one of his units while setting up for the next scenario.

Now James moves on to the Resource Acquisitions Table (see back cover), where he may spend 4 supply command and 2 morale command.

Since all unspent command is lost, James decides to spend as much of his remaining command as possible. His first purchases on the Resource Acquisitions Table are to flip both his Morale Command card and Supply Command card over to their Veteran (text) sides by spending 1 morale command and 1 supply command, respectively. This is a very important purchase since, unlike other purchases that only apply for the duration of the next scenario, Veteran Command cards remain in play for the rest of the campaign (D).

+ 1CVP

D.

James then spends his last available morale command on an advanced deployment hex. He decides to unlock the Soviet Urban Warfare deck for the next scenario in order to give the Germans some nasty surprises. If he had two more command, he would have been able to buy a squad base and four regular infantry, but since squads have to be purchased with all slots filled, his 3 supply was not enough to buy any bases or figures (E).

E.

15

CAMPAIGN PHASE TABLE

COMMAND	1 AMMUNITION	1 MORALE	1 SUPPLY
0-2	Reduce your ammunition command to 0 during setup. Place an unarmed restriction in one of your squads.	Remove two morale command. Remaining command may be spent on the Resource Acquisitions Table. Unspent command is lost.	Reduce your supply command to 0 during set up. Place a starving restriction in one of your squads.
3-5	Remove two ammunition command. Remaining command may be spent on the Resource Acquisitions Table. Unspent command is lost.	Remove two morale command. Remaining command may be spent on the Resource Acquisitions Table. Unspent command is lost.	Remove two supply command. Remaining command may be spent on the Resource Acquisitions Table. Unspent command is lost.
6-9	Remove two regular infantry from your starting forces and replace with an MG Crew, Mortar Crew, or two elites. Then remove two ammunition command. Remaining command may be spent on the Resource Acquisitions Table. Unspent command is lost.	One of your divisions may use the advanced set up hexes in addition to its normal set up hexes. Then remove two morale command. Remaining command may be spent on the Resource Acquisitions Table. Unspent command is lost.	Choose an objective and increase its value by 1. Then remove two supply command. Remaining command may be spent on the Resource Acquisitions Table. Unspent command is lost.
10+	You may reduce your ammunition command by half (round down) to gain +1 CVP. Gain any effects based on your new command total. If a CVP is not gained, the player gains the 6-9 effect above.	You may reduce your morale command by half (round down) to gain +1 CVP. Gain any effects based on your new command total. If a CVP is not gained, the player gains the 6-9 effect above.	You may reduce your supply command by half (round down) to gain +1 CVP. Gain any effects based on your new command total. If a CVP is not gained, the player gains the 6-9 effect above.

RESOURCE ACQUISITIONS TABLE

COST	RESOURCE GAINED	COST	RESOURCE GAINED
ANY: 1	Choose one Campaign Command card to permenantly flip to its Veteran (text) side. The chosen card must match the type of command used for this ability.	**AMMUNITION: 2**	Flamethrower, Engineer, Antitank specialization or remove unarmed restriction
MORALE: 1	One advanced set up hex	**1 OF EACH CATEGORY PLUS 1 WILD**	T-70 or Panzer III
SUPPLY: 1	One squad base	**2 OF EACH CATEGORY**	T-34 or StuG III
AMMUNITION: 2	One heavy weapons figure	**ANY 2**	Starting Card (up to 3)
SUPPLY: 2	Two regular infantry or one elite	**ANY 3**	Unlock one Artillery deck or your nation's Urban Warfare Deck (it is possible to do both of these by paying twice)
MORALE: 2	One officer		