

TIDE OF IRON™

NEXT WAVE



TM

TOOLS OF WAR

READ THIRD

COMPONENTS

- 1 Rules of Play Booklet
- 1 Tools of War Booklet
- 1 Quick-Start Scenario Pamphlet
- 2 Player Reference Sheets
- 216 Plastic Figures:
 - 58 American Regular Infantry
 - 14 American Elite Infantry
 - 6 American Officers
 - 4 American Machine Gun Crews
 - 4 American Mortar Crews
 - 10 M4A1 Sherman Tanks
 - 4 M10 Tank Destroyers
 - 4 M3A1 Half-Tracks
 - 4 GMC CCKW 353 Transport Trucks
 - 48 German Regular Infantry
 - 18 German Elite Infantry
 - 6 German Infantry Officers
 - 6 German Machine Gun Crews
 - 4 German Mortar Crews
 - 8 Panzer IV Tanks
 - 4 Tiger I Tanks
 - 4 StuG III Assault Guns
 - 6 SdKfz 251 Half-Tracks
 - 4 Opel Blitz Transport Trucks
- 40 Squad Bases
 - 10 Light Gray German Bases
 - 10 Dark Gray German Bases
 - 10 Light Green American Bases
 - 10 Dark Green American Bases
- 12 Map Boards
- 24 Map Overlay Pieces
- 14 Black Attack Dice
- 6 Red Defense Dice
- 1 Round Track
- 1 Round Marker
- 1 American Victory Point Marker
- 1 German Victory Point Marker
- 110 Cards:
 - 90 Strategy Cards
 - 18 Operations Cards
 - 1 American Initiative Card
 - 1 German Initiative Card
- 5 Punchboards:
 - 1 Initiative Token
 - 48 Activation Tokens
 - 24 Damage Tokens
 - 36 Condition Tokens
 - 6 Immobile Tokens
 - 6 Anti-Tank Specialization Tokens
 - 6 Engineer Specialization Tokens
 - 6 Flamethrower Specialization Tokens
 - 6 Medic Specialization Tokens
 - 6 Alpha Specialization Tokens

- 6 Bravo Specialization Tokens
- 8 Recon Specialization Tokens
- 4 Expert Specialization Tokens
- 4 SMG Specialization Tokens
- 4 Mounted Specialization Tokens
- 4 American Munitions Specialization Tokens
- 4 German Munitions Specialization Tokens
- 6 Unarmed Restriction Tokens
- 6 Victory Objective Markers
- 8 American Command Objective Markers (various values)
- 8 German Command Objective Markers (various values)
- 8 Neutral Command Objective Markers (various values)
- 8 American Control Markers
- 8 German Control Markers
- 50 Command Tokens (in 1s and 5s)
- 4 American Concealed Squad Markers
- 4 German Concealed Squad Markers
- 8 American Transport Markers
- 8 German Transport Markers
- 8 American Off-Board Indicator Tokens (numbered 1-8)
- 8 German Off-Board Indicator Tokens (numbered 1-8)
- 24 Double-Sided Pillbox/Entrenchment Markers
- 14 Double-Sided Tank Trap/Razor Wire Markers
- 6 Smoke Markers
- 6 Minefield Markers
- 1 Target Token
- 1 North Directional Marker

COMPONENT OVERVIEW

Below you will find illustrations and brief descriptions of all the components in the game.

Plastic Figures



These 216 detailed plastic figures represent the American and German military personnel and vehicles that the players will be commanding. Each subsequent expansion has additional figures for the infantry, vehicles, and guns of other nations, beginning with the British and Soviets. Each player starts the game with the specific figures listed by the chosen scenario.

Squad Bases

The squad bases come in four different shades representing the players of a four-player game. All green bases belong to the



AMERICAN SQUAD BASES



GERMAN SQUAD BASES



AMERICAN VP
MARKER



ROUND
MARKER



GERMAN VP
MARKER

American players, while the gray bases belong to the German players. Each base can hold up to four infantry figures. In a two-player game, each player takes control of all bases of one color (nation), ignoring the light and dark shades, after set-up is completed.

Player Reference Sheets

These sheets provide players with the combat values and special abilities of each figure, as well as summaries of important rules and concepts.



Strategy Cards

During the game set-up, as instructed by each individual scenario, players typically receive one or more Strategy card decks. During the game players will be able to activate cards from these decks for a variety of benefits, including reinforcements and artillery support.



Map Boards

The 12 double-sided map boards are used to build the game board for each scenario. They can be arranged in a large number of different variations, allowing for a wide variety of scenarios.

Map Overlay Pieces

Map overlay pieces are placed on top of the map boards to add additional terrain features. Map overlay pieces feature everything from additional buildings and woods to streams and roads.



Dice

Black dice are **attack dice** and represent the firepower and effectiveness of an attack. Red dice are **defense dice** and represent both cover gained from terrain features and the difficulty of penetrating a vehicle's armor.

Round Track, Round Marker, and Victory Markers

The round marker is placed on the round track to keep track of the number of game rounds. Each nation also has a victory point marker, which is placed on the round track to keep track of each nation's current victory point total. All of these markers have "+10" on their reverse sides, for use if a nation exceeds 10 victory points or a game goes longer than 10 game rounds.



ROUND TRACK

Operations Cards

Some scenarios indicate that one or both nations start with certain Operations cards, which provide additional game rules. These rules can cover anything from weather conditions and morale options to specialization enhancements, such as those that give engineer squads the ability to remove minefields or lay smoke on the battlefield.



Initiative Cards and the Initiative Token



AMERICAN
INITIATIVE CARD



GERMAN
INITIATIVE CARD



At the end of each Command Phase, the player with the most command on his Initiative card gains the initiative token. The player with the initiative token acts first during a game round and determines the order in which effects are resolved during timing conflicts.

Activation Tokens

These tokens are used to keep track of which units have already acted during a game round. The activation tokens have two sides: a **fatigued** side and an **opportunity fire (Op Fire)** side.



FATIGUED
SIDE



OPPORTUNITY
FIRE SIDE

Damage Tokens



LIGHTLY
DAMAGED



HEAVILY
DAMAGED



IMMOBILE

These tokens are used to indicate when a vehicle has been damaged. The two sides of the damage tokens indicate whether the vehicle is lightly or heavily damaged. The immobile token is a special type of damage token and is covered in the Vehicle Damage sidebar on page 27 in the *Rules of Play*.

Condition Tokens



PINNED
SIDE



DISRUPTED
SIDE

These tokens are used to reflect the condition (i.e., morale) of a squad that has been subject to suppressive fire. The two sides of these markers indicate whether a squad has been pinned or disrupted.

Squad Specialization Tokens



ANTI-TANK



ENGINEER



FLAMETHROWER



MEDIC

Specialization tokens are used to indicate that a squad has special equipment or training, giving it additional abilities.

Squad Restriction Tokens

Restriction tokens are used to indicate that a squad is limited in some way. These tokens may often be removed during play, restoring the squad to its full capabilities.



UNARMED

Victory Objective Markers

These markers act as reminders as to which hexes are related to the victory conditions specified by the scenario. Each scenario will describe where to place these as well as their purpose on the game board.



Command Objective Markers



AMERICAN COMMAND
OBJECTIVE MARKER



GERMAN COMMAND
OBJECTIVE MARKER



NEUTRAL COMMAND
OBJECTIVE MARKER

These markers come in three colors and with various numeric values. Gray markers represent German command objectives, green markers indicate American command objectives, and blue markers indicate neutral *Tide of Iron* objectives that can be used by either side. The various *Tide of Iron* expansions also include command objective markers in additional colors for different nations. They are placed on the game board and represent areas of tactical importance on the battlefield. Controlling these objectives provides a player with command points. Each scenario will indicate where to place these on the game board.

Control Markers



AMERICAN
CONTROL MARKER



GERMAN
CONTROL MARKER

Each nation has eight control markers. These are used to indicate which nation controls the various victory and command objectives during the game.

Command Tokens

Command tokens are used to keep track of a nation's total available command. Nations spend command to gain initiative, activate Strategy cards, and pay for other special abilities and effects during a scenario.



COMMAND
TOKENS

Transport Markers, Off-Board Indicator Tokens, and Concealed Squad Markers

Each nation has 8 transport markers (with corresponding off-board indicator tokens) and 4 concealed squad markers. These are used to mark which squads are being transported in vehicles and those that are concealed.



OFF-BOARD
INDICATOR TOKENS



TRANSPORT MARKERS



CONCEALED SQUAD
MARKERS

Fortification Markers



ENTRENCHMENT



PILLBOX

These markers are used to show where fortifications are present on the game board. They are double-sided, with one side showing a pillbox and the other showing an entrenchment. These fortifications provide defensive bonuses to squads that enter them.

Obstacle Markers



TANK TRAP



RAZOR WIRE

These markers are used to show where obstacles are present on the game board. They are double-sided, with one side showing a tank trap and the other showing razor wire.

Smoke and Minefield Markers



SMOKE



MINEFIELD

These markers are used to indicate where smoke or minefields are present on the game board.

Target Token

The target token is used in conjunction with many Strategy cards to mark a target hex on the game board, usually in conjunction with artillery, or other off-board support cards.



GAME AREA

GERMAN HQ AREA



1. ROUND TRACK
2. COMMAND PILE
3. NORTH DIRECTIONAL MARKER
4. STRATEGY CARD DECKS
5. AVAILABLE STRATEGY CARDS

GERMAN PLAY AREA



AMERICAN PLAY AREA



AMERICAN HQ AREA



6. ACTIVATED STRATEGY CARDS
7. INITIATIVE CARD
8. AVAILABLE COMMAND
9. INITIATIVE TOKEN
10. ACTIVATION, CONDITION, DAMAGE, AND OTHER TOKENS

North Directional Marker

The north directional marker is used to determine the direction of drift for artillery and various other effects. Every scenario will indicate which direction is north.



From reading the previous sections, you have a fundamental understanding of how *Tide of Iron* is played. This section discusses the remaining elements of the game, such as the special abilities of each game figure, understanding the Strategy and Operations cards, squad specialization, terrain, and other elements.

TIDE OF IRON FIGURES

The core *Tide of Iron* game contains 19 different types of unique sculpted figures, 9 for the American nation and 10 for the German nation. Below, each of these figure types and their respective abilities are outlined and explained. A summary of these abilities is also provided on the player reference sheets.

Regular Infantry



AMERICAN
REGULAR INFANTRY



GERMAN
REGULAR INFANTRY

Traits: None

Regular infantry constitute the bulk of a nation's forces. Regular infantry are not well equipped to attack vehicles, and their firepower against enemy infantry is also limited. However, regular infantry are an invaluable tool to hold and capture crucial positions, as well as protect your more valuable forces.

Special Abilities: None.

Elite Infantry



AMERICAN
ELITE INFANTRY



GERMAN
ELITE INFANTRY

Traits: None

Elite infantry represent battle-hardened units, more experienced and better equipped than regular infantry. These figures provide

an effective punch against enemy squads, and will often be the spear tip of an infantry charge. Like normal infantry, elite infantry are ill equipped to fight vehicles.

Battle-Hardened: Each elite infantry figure in a squad provides +1 cover against suppressive fire attacks.

Machine Gun Crew



AMERICAN
MACHINE GUN CREW



GERMAN
MACHINE GUN CREW

Traits: *Heavy Infantry Weapon*

Machine gun crew figures represent infantry equipped with heavy repeating weapons. These figures pack heavy firepower against enemy squads, and are eligible to contribute to multiple rounds of Op Fire.

Limited Choice of Actions: A squad containing a *heavy infantry weapon*, such as a machine gun crew figure, may not take a Fire and Movement action or an Assault action.

Rapid Op Fire: If a squad with one or more machine gun crews is in Op Fire mode, it may execute an Op Fire attack **without becoming fatigued – as long as only the machine gun crew(s) participates in the Op Fire attack.** This also applies to supporting another Op Fire attack with combined fire. The machine gun crew may support other squads in Op Fire mode (or be supported) without being fatigued, if only the machine gun crew participates. This limitation only affects other figures in the machine gun crew's own squad.

When such a squad makes an Op Fire attack with other figure types in the same squad contributing to the attack, the unit is fatigued normal after the attack.

This means that a machine gun crew can participate in multiple Op Fire attacks during the same game round. Note that such attacks must all be against *different* targets, as a squad may make only one Op Fire attack against any one particular active unit during its movement (see page 31 in the **Rules of Play**).

Example: The German player has placed one of her squads, consisting of one machine gun crew and two regular infantry figures, in Op Fire mode. During her opponent's turn, she executes an Op Fire attack against a moving American squad. She chooses to have only the machine gun crew participate in the attack, so the squad is not fatigued and the Op Fire token remains with the squad after the attack.

Later, the German player decides to make another Op Fire attack against a different moving American squad. This attack is a combined attack with a squad of four regular infantry figures

in Op Fire mode. Again, she uses only the machine gun crew to support the Op Fire attack, and the squad remains in Op Fire mode after the attack.

Finally, hoping to stop a nearby moving American tank, the German player makes an Op Fire attack against the tank. This time she decides to have all the units in the squad participate in the Op Fire attack. Since other figure types in the squad are participating in the attack, not just the machine gun crew, the German squad will be fatigued after the attack, and its Op Fire token must be flipped over to the fatigued side.



AMERICAN
MORTAR CREW



GERMAN
MORTAR CREW

Mortar Crew

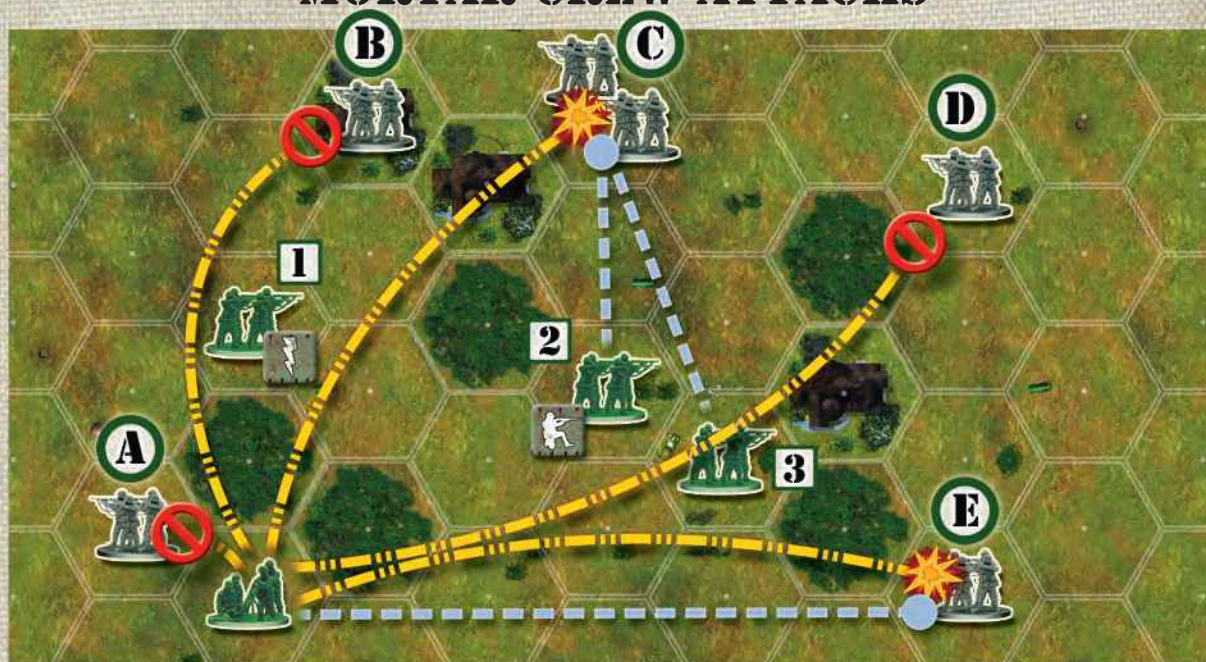
Traits: Heavy Infantry Weapon

Mortar crews are equipped with small ballistic shell launchers, making them a useful minor on-board artillery piece. These important units are capable of reaching enemy units at long distance from secure positions.

Limited Choice of Actions: A squad containing a **heavy infantry weapon**, such as a mortar crew, may not take a Fire and Movement action or an Assault action.

Area Attack: Unlike other figures, mortar crews do not fire upon a target enemy unit. Instead, they target an entire hex and all of its occupying units with an area attack. Unlike other figures, the strength of a mortar attack is dependent on whether it is engaging in normal or suppressive fire. On the player reference sheet, note that the combat value table of the

MORTAR CREW ATTACKS



Mortar crews are special in that they can attack any unit within line of sight of nonfatigued friendly units (as long as the target unit is also within range of the mortar crew).

A) Adjacent Enemy: Squad A is not a legal target because mortar crew figures may not attack adjacent hexes.

B) No Line of Sight: Although the American squad 1 is within LOS of Squad B, the American squad is fatigued and therefore cannot establish LOS for the mortar crew.

C) Line of Sight: Nonfatigued American squads 2 and 3 have LOS to squad C, so the mortar crew may attack it.

D) No Line of Sight: Squad D is not a legal target for the mortar crew, because no friendly units have LOS to it.

E) Line of Sight: Squad E is a legal target because the mortar crew itself has LOS to the target squad.

	RANGE	FIREPOWER
S	8	4
N	8	2

THE MORTAR CREW'S ATTACK TABLE

mortar figure is not divided into the normal vehicle/infantry categories. Instead, the combat value is determined by whether the mortar attack is engaging in a suppressive or a normal attack. Suppressive mortar attacks are significantly more effective than normal mortar attacks.

The attack dice rolled from a mortar crew's area attack succeed on results of 5 and 6. If firing at long range, the area attack succeeds on dice roll results of 6 only.

Ballistic Fire: A mortar crew does not need to trace its own LOS directly to the target, as its ballistic attack can fire over blocking terrain.

If a mortar crew does not have direct LOS to a target unit, it may use the LOS of another **non-fatigued** friendly unit (even if that unit is pinned, disrupted, or in Op Fire status). See the "Mortar Crew Attacks" diagram (page 7) for an illustrated example of this. This simulates a coordinated attack by radio communication between the mortar crew and the friendly unit that is contributing the LOS to the enemy unit.

Mortar crews cannot fire if they are located in a building hex or a pillbox, or if no LOS can be established.

Minimum Distance: A mortar crew cannot attack or support an attack against enemy units in an adjacent hex, nor can a mortar crew contribute firepower during an assault against its own hex.

No Opportunity Fire: A mortar figure cannot participate in an Op Fire attack (even if other figures in its squad are doing so).

No Mixed Fire: Due to the nature of its area attack ability, a mortar crew may not attack with other figure types, even other figure types in its own squad. For example, if a mortar crew is in the same squad as two regular infantry, and an enemy unit is within LOS of the squad, the owner of the squad must decide whether to attack with only the two regular infantry, or the mortar crew.

If a squad consists of two mortar units (a common composition), the squad could fire in a single activation with both its figures. Note that a mortar crew may support the concentrated attack of another mortar crew.

Officer



AMERICAN OFFICER



GERMAN OFFICER

Traits: None

Infantry officers represent trained leaders who make a nation's units more coordinated and efficient. In addition to making his assigned squad more effective, an infantry officer can positively affect the morale condition of all friendly squads in the hex he occupies.

Fast Recovery: During the Status Phase, a disrupted squad in the same hex as an officer may remove its condition token, rather than flipping it to its pinned side.

Rally: A fresh, but pinned, squad in the same hex as an officer may be activated with a Concentrated Attack action. It can fire only at **half firepower**.

Determination: A squad in the same hex as one or more officers receives +1 cover against suppressive fire attacks.

Increased Mobility: A squad containing at least one officer receives +1 to its movement value.

Trucks



AMERICAN GMC CCKW 353
TRANSPORT TRUCK



GERMAN OPEL BLITZ
TRANSPORT TRUCK

Traits: *Transport (2), Light Vehicle*

Trucks were the fastest and most efficient way of moving troops rapidly from HQ, port, and railway staging areas to the front lines. Unless moving along proper and safe roads, trucks lost those advantages, and provided their cargo with little protection.

Transport: Trucks are transports and may be entered by friendly squads.

Effective Road Movement: When moving along a contiguous road from hex to hex, it costs a truck only 1/3 movement points. Thus, if a GMC CCKW 353 truck (4 movement points) moves along a contiguous road for its whole movement, it can move up to 12 hexes.

Fragile: If a truck becomes heavily damaged, it is immediately destroyed.

Half-Tracks



AMERICAN
M3A1 HALF-TRACK



GERMAN
SdKfz 251 HALF-TRACK

Traits: *Transport (1), Light Vehicle*

Half-tracks were far more versatile vehicles than trucks when moving in rough terrain, and provided their cargo with protection superior to that of trucks. In addition, half-tracks are equipped with light weapons, making them effective in hotly contested areas.

Transport: Half-tracks are transports and can be entered by friendly squads.

Medium and Heavy Tanks



AMERICAN M4A1 SHERMAN TANK



AMERICAN M10 TANK DESTROYER



GERMAN PANZER IV TANK



GERMAN TIGER I TANK



GERMAN STUG III ASSAULT GUN

Traits: *Tank, Heavy Vehicle*

Tanks are powerful armored vehicles, packed with devastating weaponry. Any serious offensive in WWII would consist of the tank as the main projection of force.

Sturdy: Being lightly damaged by enemy Op Fire does not cause a **heavy vehicle** to become fatigued (it does, however,

immediately lose 1 movement point, and its armor is reduced by 1). This means that Op Fire can force a **heavy vehicle** to end its movement early without affecting its ability to attack during a Fire and Movement action.

Concussive Firepower: When a tank attacks a squad located in a **building hex, bunker, or pillbox**, the tank receives +3 firepower and +3 range. Note: Remember to add the additional firepower **before** dividing for Fire and Movement or supporting a combined attack.

Example: A Tiger I tank is activated to make a concentrated attack against a squad located in a building hex. The Tiger's range against such a target is 8, and its firepower is 9 (instead of its normal range of 5, and firepower of 6).

Overrun: Unlike other units, a tank may move through, but never remain in, a hex containing enemy units (even a hex that has reached its stacking limit). The movement cost for an overrun is the normal cost to enter the hex plus one movement point for each enemy unit in the hex. Immediately after the active tank leaves such an overrun hex, every enemy squad in the hex becomes pinned. Vehicles are not affected, nor are squads being transported in vehicles or squads occupying entrenchments/pillboxes. Squads already pinned or disrupted are unaffected. A tank may never end its movement in a hex containing enemy units.

A tank performing an overrun is subject to Op Fire when it enters the enemy hex. Units in Op Fire mode attacking an enemy unit that has entered their hex are considered to be attacking at close range. If an active tank is forced to end its movement in an enemy-occupied hex due to being heavily damaged by Op Fire, it must immediately retreat to its last enemy-free hex at no movement cost. It is then fatigued, and no enemy squads are pinned as a result of the overrun.

Thick Armor: Some tanks (such as the German Tiger I) have this ability, which makes their armor extra effective. When a unit with Thick Armor is attacked, it may automatically change **any one** of the defense dice into a 6 result after the dice roll.

HALVING FIREPOWER

In many situations, you must halve a unit's firepower: If a unit is supporting an attack with combined fire, if a unit has been activated with a Fire and Movement action, if a vehicle is heavily damaged, etc.

You may never halve a unit's firepower more than once. If two or more effects would force you to halve a unit's firepower, the unit **may not attack**. For example, a heavily damaged vehicle cannot support an attack with combined fire.

Whenever the rules instruct you to halve firepower, round up.

STRATEGY CARDS

Most scenarios give each player access to one or more Strategy card decks. These decks represent off-board events and forces that players may bring to the battle by spending the designated number of command points printed on each Strategy card.

At the beginning of the game, and during the Status Phase, players draw Strategy cards from their Strategy decks and place them face up in their HQ area. Many of these Strategy cards have the words “Action Phase” as the first line of the card’s text, indicating that they can be activated as an action during the Action Phase. Other Strategy cards have the words “Command Phase” as the first line of the card’s text, indicating that they may be activated only during the Spend Command step of the Command Phase.



When a player takes an action to activate an available Strategy card, he must first pay the command cost of the Strategy card. If a player cannot afford the command cost of a Strategy card, he may not activate that card.

Although the effect of a Strategy card is typically explained on the card itself, and its effects work within the context of the rules, a few cards may contradict the rules. **If a card contradicts the rules of the game, the card always takes precedence.**

“Place in Your Play Area”

Though most Strategy cards are removed from the game after use (place them back in the game box), any Strategy cards which state “place in your play area” are not immediately discarded, but are placed faceup in a player’s play area, and will typically have a lasting effect on the game. The command cost for such cards are only paid *at the time the card is initially activated*. After such a Strategy card has been placed in a player’s play area, the player may use its effects at no additional command cost until the end of the game, or until the card is discarded by its own effects.

After the last card of a Strategy card deck is drawn, the deck is not replenished. That deck is simply no longer available to the player.

Card Types

Some effects reference certain types of cards in ***bold italic*** (for example, an “***Air Support*** card”). This always refers to the title of a Strategy card deck, and affects any card in a deck containing that name.

Example: “*Increased Priority*” reads, “When you activate another **Artillery** card, its cost is reduced by 1 (to a minimum of 0).” This ability affects all of the other cards in the **Artillery I** and the **Artillery II** deck.

Strategy Card Keywords

Some of the rules regarding Strategy cards’ effects are too detailed to fit on the card. For example, many Strategy cards, especially in the Artillery and Air Support decks, allow the active player to make a destructive attack from an off-board source. The rules for such off-board attacks make use of the card **keywords** that are described below.

Keyword: “Establish Contact (X)”

Many Strategy cards require you to establish contact before an attack can proceed. This simulates an attempt to contact the battlefield headquarters by radio, and the difficulties in acquiring sufficient battlefield priority for a support request. Establishing contact works in the following way:

When a card requires a player to “establish contact,” the keyword is always followed by a number in parentheses — the **target number**. The active player must now roll a single die. If the result of the roll is equal to or higher than the target number, contact is established, and the player may continue to resolve the other effects of the card.

If contact is not established, the remaining effects of the card are not resolved now. In this case, the player keeps the Strategy card and places it in his play area. **Once** during every subsequent game rounds, as an action, the player may again seek to establish contact in order to resolve the card’s remaining effects.

Once contact has been established, and the remaining effects of the cards are resolved, the card is discarded.

Note: Remember that a player does not pay the command cost again for a card already placed in his play area.

Keyword: “Target Hex”

Many Strategy cards will require a player to establish a **target hex** on the board. A player resolves this by placing the **target token** on any board hex of his choice (or within any restrictions indicated by the Strategy card). After placing the target token, the player continues to resolve the remaining effects of the Strategy card.



TARGET TOKEN

Keyword: “Determine Drift”

Many Strategy cards require a player to resolve a variance in final placement of a target token for an off-board attack, or other similar function representing an entity entering the board from

off-board (such as paratroopers, air-dropped equipment, etc.). This variance is called “drift.”

Any drift always starts from the target hex (indicated by a target token) established earlier on the Strategy card. Drift has the potential to move the target token to a different, final hex location.

Rolling for Drift: To resolve the drift of the target token, first establish the **drift number** from the following information:

No LOS: If the target token is located in a hex not within LOS of any non-fatigued friendly unit, the drift number is 6.

Normal LOS: If the target token is located in a hex within LOS of a non-fatigued friendly unit, the drift number is 4.

Enhanced LOS: If the target token is located in a hex within LOS of a non-fatigued squad containing an officer, **or** the target token is located in a hex either containing, or adjacent to, any friendly unit, the drift number is 3.

After determining the drift number, roll two dice — one red and one black.

- First look at the black die. If the result is **equal to or higher than** the drift number, the attack is accurate and strikes the target hex where planned. Ignore any results of the red die. The player may continue to resolve the effects of the Strategy card.
- If the result is **less than** the drift number, the attack will drift as many hexes as the rolled result of the black die. To determine the direction of the drift, look at the result of the red die. Reference the result of the red die with the north directional marker to determine the direction in which the actual target hex drifts from the original target. The **black die** tells you **how many hexes** the target hex drifts (if any), and the **red die** (together with the north directional marker) tells you the **direction** in which it drifts.

Example One: If the drift number is 6, and the rolled result on the black die is a 5, the attack has missed its target, and will drift 5 hexes away from the intended target hex. Check the result of the red die against the north directional marker to determine the direction of the drift.

Example Two: If the drift number is 4, and the rolled result on the black die is a 2, the attack has missed its target, and will drift 2 hexes away from the intended target hex. Check the result of the red die against the north directional marker to determine the direction of the drift.

Example Three: If the drift number is 4, and the rolled result on the black die is a 5, the attack is successful in striking the target hex (in this case, a result of 4 or 6 would also achieve the same result).

After determining which final target hex the attack drifted to, continue to resolve the effects of the Strategy card.

If the final target hex drifted off the board (or onto one of the half-hexes on the side of the game board), the Strategy card has no additional effect, and is placed back in the game box.

Friendly Fire: The player activating the Strategy card cannot stop the resolution of a Strategy card, even if the final target hex contains friendly units. Any off-board attack (such as artillery fire) does not recognize friend from foe. If friendly units are in the affected area of an off-board attack, they — like any enemy units — must take any damage relevant to the Strategy card.

Keyword: “Area Attack (X)”

Make an area attack against the target hex using the attack strength indicated in the parentheses. See the rules for area attacks on page 31 of the **Rules of Play**. If an area attack is not designated as “suppressive,” it is considered to be a normal attack. Off-board area attacks (i.e., those from Strategy cards) score successes on results of 5 and 6 unless stated otherwise on the card.

Keyword: “Wide Blast Radius (X)”

An attack with a wide blast radius affects all of the hexes adjacent to the target hex. These adjacent hexes are hit by an area attack with the strength indicated by the number in parentheses following the “Wide Blast Radius” keyword. The final target hex itself is only affected by the strength indicated by the “Area Attack” keyword; only hexes adjacent to the final target hex are hit by the “Wide Blast Radius” attack. Roll each wide blast radius area attack separately for each adjacent hex. If a wide blast radius attack is not designated as “suppressive,” it is considered to be a normal attack. Wide blast radius attacks score successes on results of 5 and 6 unless stated otherwise on the card.

Keyword: “Target Line”

Designating a target line is similar to designating a target hex. The player places a target token on a target hex, then chooses two more hexes that extend from the target hex in a straight line as illustrated. When determining drift, move the target token as normal, then apply the attack to the target hexes, making sure that the other two hexes remain in the same position relative to the target hexes. All three hexes should drift in the same distance and direction. Every unit in those three hexes (including friendly units) are targeted by the full strength of the attack. If the Strategy card also includes the keyword “Wide Blast Radius (X),” the attack area is extended to the ten hexes adjacent to the initial three hexes (see diagram on page 13).

EXAMPLE OF AN OFF-BOARD ARTILLERY ATTACK



When making an off-board attack (via an Artillery Strategy card), specific keywords instruct players to perform certain steps. This diagram details the steps that an American player goes through after paying the command cost to activate the “Sustained Blanket” Artillery Strategy card.

A) Establish Contact: To establish contact, the player rolls a die. If the die roll is equal to or higher than the target number (4 in this example), then contact is established and the rest of the card’s text is resolved. Otherwise, the card is placed in the player’s play area and the player may use an action to try to establish contact on a future game round.

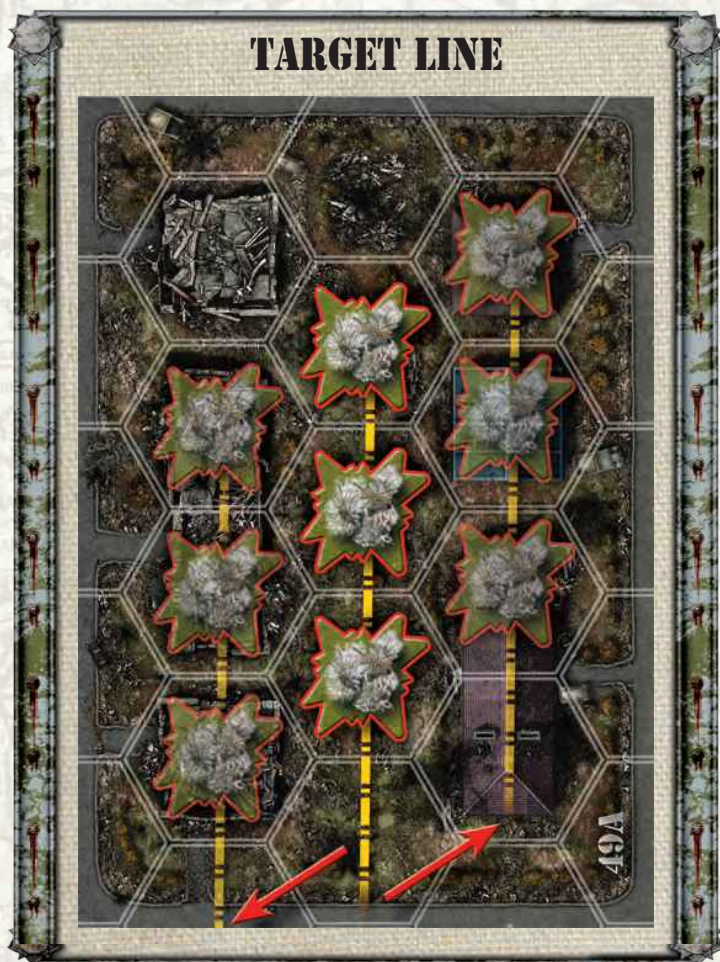
B) Target Hex: After establishing contact, the player selects a target hex and places the target token there. While a player may target any hex, it is better to target a hex within a friendly unit’s line of sight, so that the attack has a lower drift number. In this example, the player selects a target hex that his “E” unit has normal LOS to, so the drift number is 4.

C) Determine Drift: After targeting a hex, the player rolls 1 red die and 1 black die. The black die determines whether the target hex drifts and how many hexes it drifts, while the red die determines in which direction it drifts. The player rolls 3 on the black die, which is lower than the drift number, so the attack drifts three hexes. The player rolls 3 on

the red die; the north directional marker shows that “3” means that the attack drifts directly to the right. Fortunately for the American player, 2 German squads are located in the attack’s final target hex.

D) Suppressive Area Attack: The attacker then rolls a number of attack dice equal to the strength indicated on the card (4 in this example), scoring successes on results of 5 and 6. Each individual unit affected by the area attack rolls its own defense dice. In this example, the 2 squads in the final target hex have no cover, so no defense dice are rolled.

E, F, and G) Wide Blast Radius: This attack has a suppressive wide blast radius of strength 3. The American player rolls 3 attack dice for each hex adjacent to the final target hex that contains figures, scoring successes on results of 5 and 6. Each individual unit affected by the attack must roll its own defense dice. Squads E and G are subject to the suppressive attack (even though squad E is a friendly unit). Unit F is not subject to the suppressive attack, as vehicles are unaffected by suppressive attacks. The wide blast radius area attack rolls are made separately for each hex.



OPERATIONS CARDS

Many scenarios grant a player the use of specific Operations cards. Each of these cards enhances the scenario with special rules. These rules can affect anything from weather conditions and tactical or morale options to specialization enhancements, such as the ability for squads to place smoke and razor wire on the battlefield.

Example: The Scenario Guide specifies that in the "Liberation" scenario, the German player receives the "Desperate Defenders" Operations card. This card states: "Your squads may attack at half their firepower (round up) even if they are pinned or disrupted. Squads containing friendly officers do not gain any additional benefit." The German player benefits from this effect throughout the scenario.



When a scenario grants a player one or more Operations cards, find those cards at the beginning of the game and place them in the appropriate player's play area.

Some Operations cards will affect both players, so be sure to read and understand all Operations cards in play.

LIMITED EDITION SPECIAL OPS CARDS



Occasionally, 1A Games will publish limited edition Special Ops cards. These are special Operations cards that may be added to any scenario, provided that all players agree on their use beforehand. Only one copy of each individual Special Ops card may be used in a scenario, regardless of how many total Operations cards are used. The cards are played during the Claim Cards step of game set-up at the same time that standard Operations cards are played. Some Special Ops cards have effects that apply equally to all players. Others may be used by only one side, but may be activated only by paying command directly to the opposing side. All other rules concerning Operations cards also apply to Special Ops cards.

Please keep in mind that the use of these cards can seriously affect, even totally disrupt, the play balance of certain scenarios. In addition, they may increase the complexity of a scenario, and therefore increase the length of time it takes to play. Thus, we recommend using only one or two Special Ops cards per scenario. Special Ops cards are intended for social play only, and are not legal for official tournament play.

SPECIALIZED SQUADS

Many scenarios grant nations various squad **specializations**. These represent skills or special equipment carried by that squad.

During set-up, when a nation is awarded specialization tokens, its player must decide which squads will be specialized. Each such squad then receives the corresponding specialization token — place the token itself in the hook protruding from the squad base. This serves as an easy indication to both players that the squad has such a specialization. (A squad that contains any figure with the **heavy infantry weapon** trait — such as the mortar crew and the machine gun crew — may never be assigned a specialization token.)

Units with specializations are often referred to by their specializations. For example, squads with the engineer specialization are referred to as “engineer squads,” while squads with the medical specialization are referred to as “medic squads.”

Unless stated otherwise, the normal abilities of figures within a squad are completely unaffected by specialization. A specialized squad can be activated, move, and attack as any similar squad without specialization.

Scenario-Specific Specialization Effects

Every specialization has one or more basic abilities that can be used in any scenario. Many scenarios, however, also provide players with certain Operations cards that grant some specializations additional abilities. Some scenarios may also grant specialized squads abilities unique to that scenario.

For example, an engineer squad is always allowed to create entrenchments on the board, but the Operations Card “Lay Smoke” also gives a player’s engineer squads the ability to use smoke grenades to obscure enemy LOS (read more about smoke effects on page 19).

Basic Specialization Abilities

Specialized squads in *Tide of Iron* have the following abilities, regardless of the scenario being played.

Anti-Tank

A squad with the anti-tank specialization has enhanced effectiveness in attacks against vehicles.



Armor-Piercing Weaponry: In all attacks against a vehicle (even when supporting an attack) a squad with anti-tank specialization has a base range value of 3 and +3 firepower. Note: Remember to add the additional anti-tank firepower **before** dividing for Fire and Movement or supporting a combined attack.

Example: An anti-tank squad of 4 regular infantry attacks a Panzer IV tank 5 hexes away. Since the squad’s range value against vehicles is 3 (rather than the 1 for normal infantry),

the tank is at long range, and the squad will score successes on results of 6. The squad has a total attack strength of 7 (4 from the squad’s cumulative vehicle attack values, plus 3 from the “armor-piercing weaponry” ability).

Engineer

A squad with the engineer specialization may do the following:



Dig Entrenchment: During the Action Phase, as an action, an engineer squad may be fatigued to create an **entrenchment** in its current hex. Take an entrenchment marker from the box and place it on the hex. Its player may then choose to have the engineer squad enter the newly created entrenchment as part of this action, without spending movement points. Alternately, a different squad may move into the entrenchment later in the game by spending the normal movement cost. More information about entrenchments can be found on page 18 of this booklet.

A hex may not contain more than a total of three fortification markers (entrenchments and pillboxes in this set; expansions have added more types of fortifications). If a hex already contains three such markers, no additional fortifications may be built there. Entrenchments may not be built in hexes containing stream, pond, or building terrain.

Flamethrower

A squad with the flamethrower specialization is very effective in close combat.



Flaming Death: When a flamethrower squad attacks an **adjacent** enemy unit, the attacking squad gains +2 **firepower**, and the target unit receives **-5 cover** (to a minimum of 0). A vehicle’s **armor value** is not affected by this penalty. Remember that an attack against an adjacent unit is considered a close-range attack, with the black attack dice scoring successes on results of 4, 5, and 6. When participating in a combined attack against an adjacent unit, and the other participating units are attacking at normal range, the flamethrower unit still receives the +2 firepower bonus and -5 cover reduction, but hits on a 5 or 6. This is consistent with the rules for combined firepower on page 28 in the *Rules of Play*.

Medic

A medic squad can harden the resolve of units in the hex, and is able to **heal** squads which have suffered casualties during a normal attack.



Bandage: The medic squad, and any squad in the same hex with at least one medic squad, gains +1 cover against normal attacks. Thus, only one medic squad in a hex may use this ability during normal attacks.

Heal: During the Action Phase, as an action, a medic squad may be fatigued to heal a weakened squad in the same hex (including the medic squad itself).

Healing a squad is done as follows:

1. First, the active player announces that, as an action, he will fatigue the medic squad to heal a squad in the same hex, designating the squad to receive the healing. The medic squad is allowed to heal itself, if desired.
2. Roll a single die: On a result of 4, 5 or 6, the player may retrieve one **regular infantry figure** from the game box and place this figure in the healed squad (regardless of what figure type was destroyed prior to the healing). If another result is rolled, the healing attempt was unsuccessful, and the medic squad has thus been fatigued to no effect.

A weakened squad may continue to be healed by medic squads in this way, as long as available holes remain in the squad base. Note that a medic can never heal an empty squad, as empty squad bases are removed from the game as soon as the last figure in the squad is destroyed.

If no regular infantry figures are available in the game box, a medic squad may not attempt to heal.

Example: An American squad has lost a mortar crew figure during the previous game round. It moves into a hex containing a friendly medic squad. The American player activates the medic squad to heal the weakened squad. He rolls one die and gets a 5. He then takes a regular infantry figure and places it in one of the vacant holes left by the mortar crew. If he wants to fill the second vacant hole, he would have to heal the unit again.

Recon

A squad with the recon specialization is trained in scouting enemy territory and remaining hidden.



Stamina: This squad gains +1 movement. This movement is cumulative with any other movement bonus provided by leader figures, card effects, or scenario special rules.

Stealth: This squad cannot be attacked at long range. If an opponent attempts to attack this squad at long range, it is considered out of range for that attack.

Alpha Unit

Alpha units represent elite squads specially trained in the use of various firearms, and in neutralizing enemy forces.

Experience: This squad starts with the Alpha Unit token containing one star. After this squad performs a Concentrated Fire or Fire and Movement action, and at least two attack successes are rolled (before applying defense dice), replace this specialization token with the Alpha Unit token containing one additional star (see “Specialization Experience”).



Adept Marksmen: This squad gains +1 firepower when attacking enemy infantry for each star on its specialization token.

Bravo Unit

Bravo units represent elite squads specially trained in taking cover and staying alive when the odds are against them.

Determination: This squad starts with the Bravo Unit specialization token containing one star. After this squad survives an attack (including assaults) in which at least two attack successes are rolled (before applying defense dice), replace this specialization token with the bravo unit token containing one additional star (see “Specialization Experience”).



Adept Defenders: This squad gains +1 cover for each star on its specialization token.

Expert

A squad with the expert specialization is a veteran squad with extensive specialized training in a variety of weapons and offensive tactics. Its ability to adapt on the battlefield gives it a significant edge in battle.



Adaptability: For each figure in this squad, the player may reroll one attack dice of his choice when attacking. No die maybe rerolled more than once. When participating in a combined fire attack or an assault, roll this squad’s dice separately. After making any desired rerolls, add the resulting successes to the results of the rest of the attack. This ability may be used during assaults by attacking and defending units.

Mounted Units

Some reconnaissance units used horses as transportation, which allowed them to move quickly through the battlefield.



Riding: This squad receives 2 additional movement points when performing Advance or Assault actions across clear terrain, roads or railways. You may dismount the squad by fatiguing the squad and removing the mounted token from play. Mounted units may not enter buildings or be transported by vehicles.

SMG Units

Many nations in WWII issued submachine guns (SMGs) to their officers and NCOs. However, some nations, notably the Germans and the Soviets, equipped entire assault units with SMGs in order to provide them with overwhelming short range firepower.



PPSh/MP 40: A Soviet or German squad with the SMG specialization receives +2 firepower versus infantry targets, regardless of the number of figures remaining in the squad. Thus, an SMG squad with 1 regular figure would have 3 firepower. However its range is reduced by 2 against infantry.

Other Specialization Rules

The following additional rules govern squads with specializations:

- A squad may not have more than one specialization.
- A squad with a specialization may not receive or remove figures by transfer during the Status Phase.
- A squad retains its full specialization abilities, regardless of the number of figures remaining in the squad. In other words, a weakened squad is just as effective when executing specialization abilities as squad containing all its original figures.
- A squad with specialization may not use any of its special abilities and/or actions if it is pinned or disrupted.

Specialization Experience

First introduced in the *Days of the Fox* expansion, the Alpha Unit and Bravo Unit specialization tokens contain **experienced** icons (stars). Future expansions may add additional specializations using these rules. These symbols appear in addition to the normal symbol indicating the token's specialization.

Each of these tokens is marked with one, two or three stars. During set-up, a player receiving specialization tokens with experience, must place a corresponding experience token with a single star, assigning it to a squad of his choice (following normal rules of assigning specialization token rules).

Throughout the game, certain events may cause the squad to **upgrade** (found under each specialization's description, such as the Alpha and Bravo units above). When a squad meets the listed conditions, the specialization token is removed and replaced with a token containing one additional star (unless the token already contains three stars, after which it is no longer upgradable).

The effect of experience on specialization tokens varies with each type of specialization. For example, alpha units receive +1 firepower for each star on their specialization tokens.

RESTRICTION TOKENS

A Restriction token represents limitations on a squad's abilities and is placed in the specialization slot of a squad. The rules for using these new tokens are as follows:

- If a squad has a restriction, it cannot have a specialization.
- A squad can have only one restriction.

- A squad with a restriction is able to perform squad transfers.

Unarmed Unit

Many Soviet soldiers were sent into battle unarmed and forced to scavenge weapons from the dead.



Shortage: This squad can only attack using hand-to-hand assaults. (See below for the rules for hand-to-hand assaults).

Scavenge: If at least one squad has this restriction or you are playing the campaign, do not remove squad bases from the map when squads are eliminated (unless reinforcements require it). If a squad with the unarmed restriction is in the same hex as an empty base, it may salvage arms and ammo from the eliminated squad, and this restriction and the empty base are removed. **Note:** When a unit with the unarmed restriction is eliminated, remove its base from the board, since it has no arms or ammunition to salvage. In addition, squad bases that are removed as a result of squad transfers during the Status Phase do not count as eliminated, and are removed from the board after each transfer is completed.

MUNITIONS SPECIALIZATION TOKENS (OPTIONAL RULE)

Fury of the Bear introduces munitions specialization tokens that can be assigned to specific vehicles (including pieces of equipment). These tokens represent special ammunition a particular nation has at its disposal during a battle.

The following rules can be applied to any scenario as long as both players agree at the start of the scenario or campaign. A scenario can state in its special rules section that the Munitions Specialization Tokens option must be used or must be ignored.

- During a scenario's set-up, each player receives the munition specializations in his nation's color.
- Immediately before placing units on Op Fire in each Status Phase, players may purchase up to three munitions specializations for 1 command each and place each one facedown next to one of his nation's vehicles or pieces of equipment (guns). Each nation may have a maximum of three munitions specializations on the board at the same time.
- The munitions specialization token remains facedown next to the assigned unit. The next time the unit attacks, the token must be flipped over, and any effect must be applied to this attack.
- At the player's discretion, unused munitions specialization tokens (for units that did not attack) may be discarded at the end of the next Status Phase or they can be kept with the unit to which they were originally assigned at no additional cost.

- Any revealed tokens are discarded at the beginning of the Status Phase.

A summary of the munitions information can be found below.

Munitions Specializations

High Explosive (HE): This is a short- to medium-range anti-vehicle round. The unit's firepower against vehicles is reduced by 1 for this attack. Normal range attacks made with HE munitions hit on a 4, 5, or 6. The unit may not make long-range attacks.



Armor Piercing Ballistic (AP-B): This is a short- to long-range round that is effective against vehicles. The unit gains +1 firepower against vehicles. This ability may be combined with cards allowing extra firepower, such as "Take Down the Beast."



Armor Piercing Composite (AP-C): This is a round that is more effective against vehicles at short range but less effective at a distance. The unit gains +2 firepower against vehicles at close range and -1 firepower against vehicles at long range. This ability may be combined with cards allowing extra firepower, such as "Take Down the Beast."



Smoke (Smoke): This is not normal ordnance. Instead, the attacking player targets a hex and the round creates smoke in the target hex. When attacking with a smoke round, the attacking player uses the same dice as if attacking a vehicle (regardless of what is in the hex). If at least two hits are rolled, place a smoke token in the targeted hex. If only one hit is scored, roll a red and a black die to determine drift. The red die indicates how many hexes away the smoke round drifts. The black die indicates the direction of the drift according to the directional marker. If no hits are rolled, a misfire has occurred; discard the smoke munitions token with no effect.



TERRAIN

The various types of terrain in *Tide of Iron* have significant impacts on game play. Each terrain type is described in detail below, including terrain movement effects, the cover bonus granted by the terrain, and whether or not the terrain blocks LOS. This list covers both the terrain printed on the map board and the overlay terrain pieces that are placed on top of the board at the beginning of the scenario, as well as the special terrain features that may be implemented by Operations cards such as razor wire, smoke, or mines.

A hex's terrain type is considered to cover the entire hex, regardless of where the actual artwork on the board may end. For example, if a LOS is drawn through an edge area of a

woods hex, where no artwork of woods is present, that hex is nevertheless still considered a woods terrain, and LOS would be blocked.

The information on each terrain type should be interpreted in the following way:

Blocking Terrain: When a terrain is considered blocking terrain, it will block LOS when units are on the same level, or will act as the "closest obstruction" when determining LOS between units on different elevations (see pages 22–25 in the *Rules of Play*).

Movement Cost: This is the cost of moving into a hex featuring such terrain. If a unit cannot afford to expend the movement cost, it may not enter the terrain.

Cover: This is the number of red "cover" defense dice that this terrain provides any units in the hex when attacked.

Special Rules: Any unique rules that govern hexes with this terrain feature are detailed here.

TERRAIN BREAKDOWN

Clear

Blocking Terrain: No

Movement Cost: 1

Cover: None



Rough

Blocking Terrain: No

Movement Cost: 2 for squads, 1 for vehicles

Cover: 1



Woods

Blocking Terrain: Yes

Movement Cost: 2 for squads, 3 for vehicles

Cover: 2



Road

Blocking Terrain: Depends on the main terrain type of the hex.

Movement Cost: It costs a unit only 1 movement point to enter a road hex, regardless of the hex's main terrain type, as long as the active unit moved from another hex containing a road contiguous to that of the hex entered. If a unit is not moving contiguously along the road, the cost to enter a road hex depends on the road hex's main terrain type.

Cover: Equal to that of the hex's main terrain type



Special Rules: “Road” is a terrain type for movement purposes only. Road hexes are blocking or cover-providing terrain if the road hex’s main terrain type (e.g., clear, rough, woods) is blocking or cover-providing terrain.

Stream

Blocking Terrain: No

Movement Cost: Depending on water depth (specified by each scenario), stream terrain has the following movement costs:

- **Shallow:** 2 for squads, 4 for vehicles
- **Deep:** 3 for squads, vehicles may not enter
- **Flooded:** Treat as a pond hex (impassable)
- **Cover:** None



Pond

Blocking Terrain: No

Movement Cost: Impassible

Cover: None



Bridge

Blocking Terrain: No

Movement Cost: 1

Cover: 1

A bridge is contiguous to an adjoining road.



Hill

Blocking Terrain: A hill hex obstructs LOS between two units if the hill’s level is higher than both units. A hill hex does not obstruct LOS between two units if both units are on the same or higher elevations than the hill. When a hill is at a higher level than *one* of the units, check to see if the hill constitutes the closest obstruction to the lowest unit (as per the rules on page 24).

Movement Cost: The cost of moving onto a hill hex is 1 if the moving unit came from a hex of the same or higher level than the hill hex entered. When moving “uphill” onto a hill hex that is one level higher than the unit’s previous hex, the movement costs 2. Note that (as with all other terrain movement costs) a unit moving by contiguous road ignores the “uphill” movement penalty and pays a movement cost of 1.

A hex side in which the terrain moves directly from level 0 to level 2 is called a cliff. Cliff hex sides are impassable.

Cover: None

Special Rules: If an attacking unit is at a higher level than its target, it receives +1 to its range value.



Level 1 Hill



Level 2 Hill

Building

Blocking Terrain: Yes

Movement Cost: 2 *even if the hex also contains a road*; Vehicles may never enter building hexes, even if the hex also contains a road.

Cover: 3



FORTIFICATIONS, OBSTACLES, AND COVER

Many scenarios direct players to create the game board with a variety of fortification and obstacle elements. In addition, some fortification elements can be created during the game by certain unit types (such as engineer squads digging entrenchments), and some fortifications and obstacles can be created or removed by players using Operations cards provided to them by the scenario.

Entrenchments

A squad in the same hex as an entrenchment may spend 1 movement point to enter the entrenchment. Likewise, a squad already in an entrenchment must spend 1 movement point to leave the entrenchment. When a squad enters an entrenchment, place the squad on top of the entrenchment marker. An entrenchment can hold only one squad. Vehicles may not enter entrenchments.

A squad in an entrenchment gains **+2 cover** in addition to any cover provided by the terrain of the hex.

There may be a maximum of three entrenchment/pillbox markers in one hex.

Exiting an entrenchment may trigger enemy Op Fire.



Pillboxes

As with entrenchments, squads in the same hex can enter or exit a pillbox by spending 1 movement point. When a squad enters a pillbox, place the squad on the pillbox marker. A pillbox can hold only one squad. Vehicles may not enter pillboxes.

A squad in a pillbox gains **+6 cover** in addition to any cover provided by the terrain of the hex.

There may be a maximum of three entrenchment/pillbox markers in one hex.

Exiting a pillbox may trigger enemy Op Fire.



Razor Wire

Non-engineer squads and *light vehicles* entering a hex with a razor wire marker must immediately end their movement. A squad located in a hex that contains a razor wire marker attacks at **half firepower**. Units may leave a hex containing razor wire without movement penalty.



There may be a maximum of one razor wire marker per hex.

Removing Razor Wire

- During an Advance, Fire and Movement, or Assault action, an active **tank** or engineer squad may spend 2 movement points to remove a razor wire marker in the same hex.
- If a single area attack (normal or suppressive) causes **three or more** successes against a hex with a razor wire, the razor wire marker is removed.

Tank Traps

A vehicle may not enter a hex containing a tank trap marker unless **it started its movement in an adjacent hex**. As soon as a vehicle enters a hex containing a tank trap marker, it must **end its movement**. Vehicles on a tank trap may move off the tank trap hex normally. Squads are unaffected by tank traps.



Tank traps give squads in the same hex +1 cover.

There may be a maximum of one tank trap marker per hex.

Minefields

If a unit enters a hex containing a minefield marker, it must immediately end its movement and check for casualties: **Roll four attack dice, with results of 4, 5, and 6 inflicting normal hits on the unit** (no defense dice are rolled). Then fatigue the unit. Squads with the engineer specialization do not check for casualties, but are still fatigued. Units that attack when in a minefield hex do so at **half firepower**. A unit moving from a minefield hex may only move to an adjacent hex during its activation, regardless of its number of available movement points.



There may be a maximum of one minefield marker per hex.

Smoke

Any hex that contains a smoke marker is considered to be blocking terrain, and provides **+2 cover** for any units in the hex. Units in the same hex as a smoke marker attack at **half firepower**.



- Smoke markers may not be placed on a building hex, and any other hex may contain a maximum of one smoke marker.
- Smoke markers are removed during the Status Phase of the following game round. If you need help remembering, place two smoke markers in the hex and remove one each Status Phase.
- If a squad is executing or supporting an assault attack **from** a hex containing a smoke marker, the smoke marker **does not halve** the squad's firepower.
- A unit defending against an assault in a hex with a smoke marker has its firepower halved and receives +2 cover. A unit assaulting a hex containing a smoke marker has its firepower halved but does **not** receive +2 cover. Note that squads cannot support an assault against a hex containing a smoke marker, since they would need to halve their firepower twice.

COMPONENT LIMITS

Players are not limited in the number of dice, activation tokens, damage tokens, condition tokens, command counters, or control markers they may use. If a player runs out of one of these components, find a usable substitute (such as pennies, beads, etc.). All other components are limited to the amounts provided with the game.

TIDE of IRON™

NEXT WAVE

SCENARIO GUIDE

HOW TO USE THIS BOOK

This booklet contains nine scenarios for *Tide of Iron*. More scenarios are available online at www.lagames.com, and in future *Tide of Iron* expansion sets. Feel free to create your own scenarios from the wealth of materials included in the game.

SCENARIO FORMAT

Each scenario is presented in a two-page format. As indicated in the “Scenario Breakdown” diagram, each page is divided into a number of distinct areas:

Scenario Title: The name of the given scenario.

Background and Victory Objectives: The historical context for the scenario, as well its specific victory conditions.

Setup Information Areas: These two areas provide the details for how many units, specialization tokens, concealed squad markers, and other special set-up elements are provided to each nation. Note that each nation is broken into two “divisions” of different color shades. This dictates the division of forces during a three- or four-player game, where each player on a team takes control of one division. In a two-

player game, the separation of divisions and base shades has no game effect, but may affect where units may be placed.

Game Board Setup: This section provides a detailed illustration of the game board for the scenario, showing exactly which game boards to use, their placement relative to each other, and the placement of map overlay pieces, fortifications and obstacles, command objectives, victory point objectives, etc. See below for more information on setting up the game board.

Scenario Details: This section provides important information about the scenario, such as its length, number of player actions per action turn, reinforcements, and other special rules. This section also outlines the specific number of fortification and obstacle counters needed for the scenario.

SETTING UP THE GAME BOARD

Each scenario will require players to construct the game board from the selection of game board sections provided in the game. Each game board section is labeled with a unique number, and each unique side of a game board section is labeled “A” or “B.” Every game board section is clearly labeled with the relevant number and side.

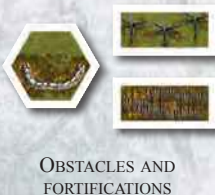
SCENARIO BREAKDOWN



Map Overlay Pieces: After players have assembled the appropriate game board sections, many scenarios will require that one or more map overlay pieces be added to the board. Game board overlay additions are clearly labeled with a **red border** on the scenario map. Find the indicated overlay game board pieces in the game box, and add them to the board where indicated.



Other Game Board Features: Other elements, such as obstacles, fortifications, command objective markers, and victory point markers, should now be added to the game board where indicated. These tokens are all marked with a **white border** on the scenario map.



North Directional Marker: Every scenario will indicate which direction is “north” for purposes of using the north directional marker to determine drift.



PLACING STARTING UNITS

At the beginning of the game, when placing starting units on the game board, players must place their units in their **deployment zone**. Each scenario may outline a player's deployment zone differently. Sometimes a deployment zone is described as any hex in an entire game board section. For example, in the “At the Breaking Point” scenario, the German set-up box states that the German deployment zone consists of all the hexes on map 12B. Other scenarios indicate that a nation's deployment zone is graphically marked on the map diagram. **Green-bordered hexes** always indicate American deployment zones, and **gray-bordered hexes** always indicate German deployment zones.

Other rules for deploying starting units:

- Units may not be deployed to the half-hexes along the outer edges of the game board.
- If deployment is designated to a certain map board section, starting units **may** be placed on the “shared” hexes between the indicated map board section and any adjoining map board section.
- You may start with your squads loaded onto friendly transport vehicles, using the transport markers to indicate the vehicles and their respective off-board indicator tokens.
- You may start your units in entrenchments and pillboxes, if these are located in your deployment zone.
- Unless the scenario specifically states otherwise, any unit that **starts** on a command objective marker

COMMAND OBJECTIVES

To provide a clear visual reference on the small scenario maps, each command objective is represented by its dominant color rather than an actual representation of the marker itself. A neutral command objective is represented by a blue circle, a German command objective by a gray circle, and an American command objective by a green circle.



When placing command objectives on the game board, be sure to match the indicated command value in the center of the circle.

or victory objective marker at the beginning of the scenario automatically controls it (place a control marker on the hex).

- Optional: if his opponent agrees, a player may transfer a mortar or machine gun crew from one division to another, replacing it with 2 regular infantry. This allows for some flexibility in force allocation.

REINFORCEMENTS

Many scenarios allow for players to receive reinforcements, either from the scenario itself (as directed in the “Scenario Details” section), or from certain Strategy Cards.

A nation's reinforcements must always enter play on one of the hexes marked with a prominent “R” (of that nation's color). A reinforcement unit may not be placed in a reinforcement hex containing enemy units, or if the reinforcement would exceed the stacking limit of the hex.

If a group of reinforcements includes one or more **transport** vehicles, any new reinforcement squads may start on board such vehicles.

Reinforcements in Three and Four-Player Games: When a nation controlled by two players receive reinforcements during the Command Phase (from playing a Strategy card), or during the Status Phase (from scenario reinforcements), such reinforcements must be split between the players in a way *mutually agreed between the players*. After agreeing on how the reinforcements will be split, each players should take their portion of the reinforcement squad bases in their division shade, and proceed to create squads from their share of the infantry reinforcements. Reinforcements must always be split between team members in a way that allows for players to build only full squads.

Note that in this booklet the abbreviation “VP” is used for “victory point.”

NORMANDY FARM

Scenario Design: Willem Boersma

BACKGROUND:

Normandy, June 1944. A group of Americans approaches a farmhouse and its surrounding buildings. As dusk is fast approaching they are looking for shelter for the night. They are in for a nasty surprise. Apparently a group of German soldiers had the same idea and see the Americans approaching. Although the Americans have superior numbers, the Germans have the benefit

of cover and of an MG '42. Who will spend the night sleeping at the farm and who will sleep the eternal sleep?

OBJECTIVE:

As soon as the Americans control the VP objective, they win the game. If they don't control it by the end of game round 4, the Germans win.

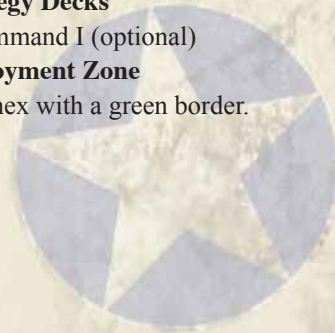
AMERICAN SETUP

DIVISION 1

- 5 Squad Bases:
 - 13 Regular Infantry
 - 3 Elite Infantry
 - 2 Officers
 - 1 Mortar Crew

DIVISION 2

- Starting Strategy Cards: 0
- Strategy Decks
 - Command I (optional)
- Deployment Zone
 - Any hex with a green border.



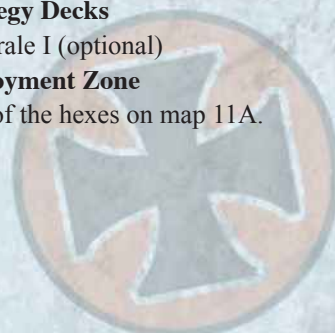
GERMAN SETUP

DIVISION 1

- 3 Squad Bases:
 - 9 Regular Infantry
 - 1 Officer
 - 1 Machine Gun Crew

DIVISION 2

- Starting Strategy Cards: 0
- Strategy Decks
 - Morale I (optional)
- Deployment Zone
 - Any of the hexes on map 11A.





SCENARIO DETAILS

- Rounds: 4
- Starting Initiative:
Americans
- Actions per Turn:
1 action per nation

REINFORCEMENTS

- None

SPECIAL RULES

- None

TERRAIN FEATURES

- None



AT THE BREAKING POINT

On July 27th, 1944, the Allies overran the Panzer Lehr Division and began their breakout across France. As General Patton rapidly advances forward, Field Marshal von Kluge is ordered not to retreat but instead to use the 116th Panzer Division to cut off Patton's supply line. Pushing through Mortain, the Germans engage 700 men of the 2nd Battalion, 120th Infantry Regiment, 30th Division.

Near Hill 317, German squads supported by a Panzer IV are sent to clear a hole in the American defense line.

OBJECTIVE:

At the end of any game round, the German player wins the game if he has at least one unit in 3 or more American defense line hexes (marked in yellow on the map).

The American player wins if the German player is unable to fulfill his objective by the end of game round 8.

"Courage is fear holding on a minute longer."

—General George S. Patton

AMERICAN SETUP

DIVISION 1

- 5 Squad Bases
- 10 Regular Infantry
- 2 Officers
- 2 Machine Gun Crews
- 2 Mortar Crews



x1

DIVISION 2

- 6 Squad Bases
- 19 Regular Infantry
- 1 Officer
- 2 Machine Gun Crews

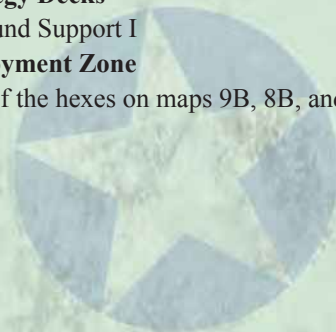
- Starting Strategy Cards: 1

Strategy Decks

- Ground Support I

Deployment Zone

Any of the hexes on maps 9B, 8B, and 10A.



GERMAN SETUP

DIVISION 1

- 7 Squad Bases
- 17 Regular Infantry
- 3 Elite Infantry
- 2 Officers
- 1 Machine Gun Crew
- 2 Mortar Crews



x2



x1

DIVISION 2

- 5 Squad Bases
- 11 Regular Infantry
- 6 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew
- 1 Panzer IV



x2

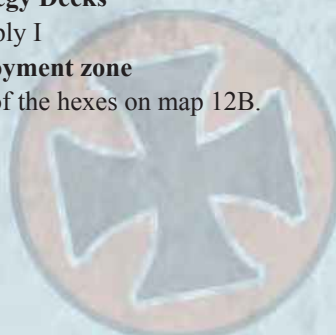
- Starting Strategy Cards: 1

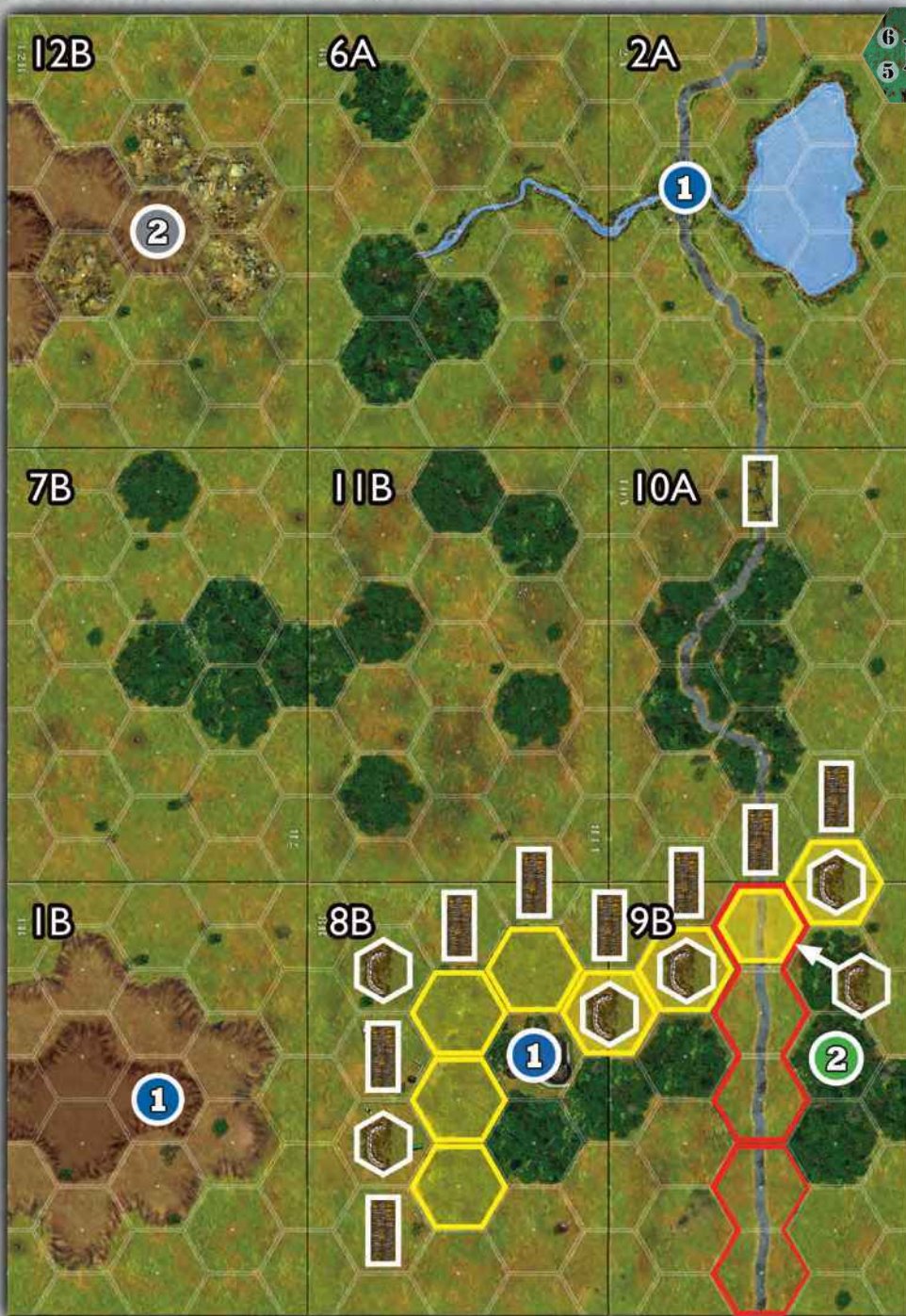
Strategy Decks

- Supply I

Deployment zone

Any of the hexes on map 12B.





SCENARIO DETAILS

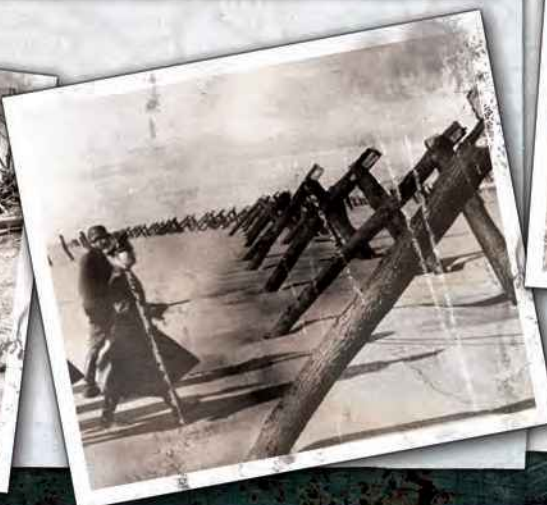
- Rounds: 8
- Starting Initiative: Germans
- Actions per Turn: 3 actions per nation

REINFORCEMENTS

- None

TERRAIN FEATURES

- 6 Entrenchments
- 8 Razor Wire
- 1 Tank Trap
- The stream is *Shallow*.



LIBERATION

In the weeks following D-Day, the Allies continued to advance slowly from their ever-expanding beachhead, the only exception being the village of St.-Lô. Here the 29th Division has been bogged down for over a month, suffering more casualties outside St.-Lô than on Omaha beach. On July 17th, General Gerhardt, under great pressure from General Bradley, launches his final assault against the town, which is heavily defended by German Fallschirmjäger units.

OBJECTIVE:

The Americans immediately win if they control 5 buildings at the end of any game round. Otherwise, the player with the most VPs wins. If the Americans have not achieved their victory condition by the end of game round 8, players earn VPs as follows:

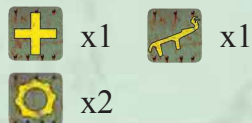
- Each nation earns 1 VP for each building it controls.
- The nation controlling the bridge earns 1 VP.

• If you occupy one of the hexes in a multi-hex building, you gain control of the building if there are no enemy squads in any of the adjoining building hexes. If squads from both nations are present in different hexes of the building, neither nation controls the building.

AMERICAN SETUP

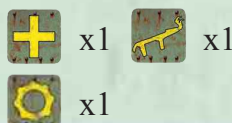
DIVISION 1

- 8 Squad Bases
 - 25 Regular Infantry
 - 4 Elite Infantry
 - 1 Officer
 - 1 Machine Gun Crew
- 1 M3A1 Half-Track



DIVISION 2

- 6 Squad Bases
 - 12 Regular Infantry
 - 4 Elite Infantry
 - 2 Officers
 - 1 Machine Gun Crew
 - 2 Mortar Crews
- 2 M3A1 Half-Tracks



- Starting Strategy Cards: 3

Strategy Decks

- Supply I
- Artillery I

Operations Cards

- Merciless Assault
- Lay Smoke

Deployment Zone

Any hex with a green border.

GERMAN SETUP

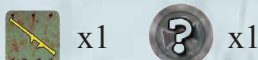
DIVISION 1

- 5 Squad Bases
 - 15 Regular Infantry
 - 2 Elite Infantry
 - 1 Officer
 - 1 Machine Gun Crew



DIVISION 2

- 5 Squad Bases
 - 8 Regular Infantry
 - 6 Elite Infantry
 - 2 Mortar Crews
 - 1 Machine Gun Crew
- 1 SdKfz 251 Half-Track



- Starting Strategy Cards: 3

In addition, the Germans start with the "Sniper Attack" card from the Ground Support deck in their play area.

Strategy Decks

- Morale I
- Ground Support I

Operations Cards

- Desperate Defenders

Deployment Zone

Any of the hexes on maps 1A and 11A.

UPHILL BATTLE

After sustaining horrible losses while crossing the Sauer River, the 76th Infantry Division adopts more cautious protocols in their attempts to push through the Siegfried Line. On the morning of February 11th, 1945, a 15-minute barrage from an entire artillery battalion is unleashed on a small German fortified position, and followed up by mortar bombardment in prelude to a full-scale attack.

OBJECTIVE:

The Americans immediately win if they control the pillbox at the end of any game round.

The German player wins if the American player is unable to fulfill his objective by the end of game round 6.

"A good plan, violently executed now, is better than a perfect plan next week."

—General George S. Patton

AMERICAN SETUP

DIVISION 1

- 9 Squad Bases
 - 28 Regular Infantry
 - 2 Elite Infantry
 - 2 Officers
 - 2 Machine Gun Crews
- 2 Sherman M4A1s



x1



x2

DIVISION 2

- 6 Squad Bases
 - 13 Regular Infantry
 - 6 Elite Infantry
 - 1 Officer
 - 2 Mortar Crews
- 2 M3A1 Half-Tracks



x2



x1

- Starting Strategy Cards: 3

Strategy Decks

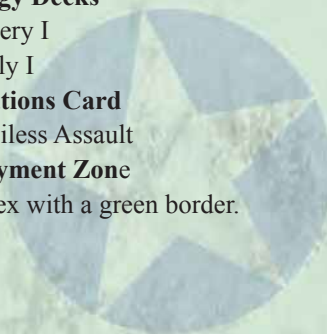
- Artillery I
- Supply I

Operations Card

- Merciless Assault

Deployment Zone

Any hex with a green border.



GERMAN SETUP

DIVISION 1

- 5 Squad Bases
 - 15 Regular Infantry
 - 1 Officer
 - 2 Machine Gun Crews



x2



x2

DIVISION 2

- 5 Squad Bases
 - 6 Elite Infantry
 - 9 Regular Infantry
 - 1 Officer
 - 2 Mortar Crews



x1



x2

- Starting Strategy cards: 3

Strategy Decks

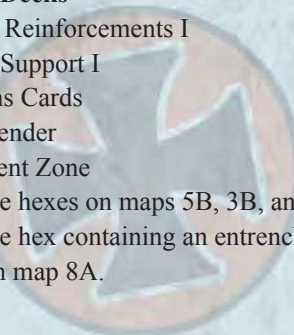
- German Reinforcements I
- Ground Support I

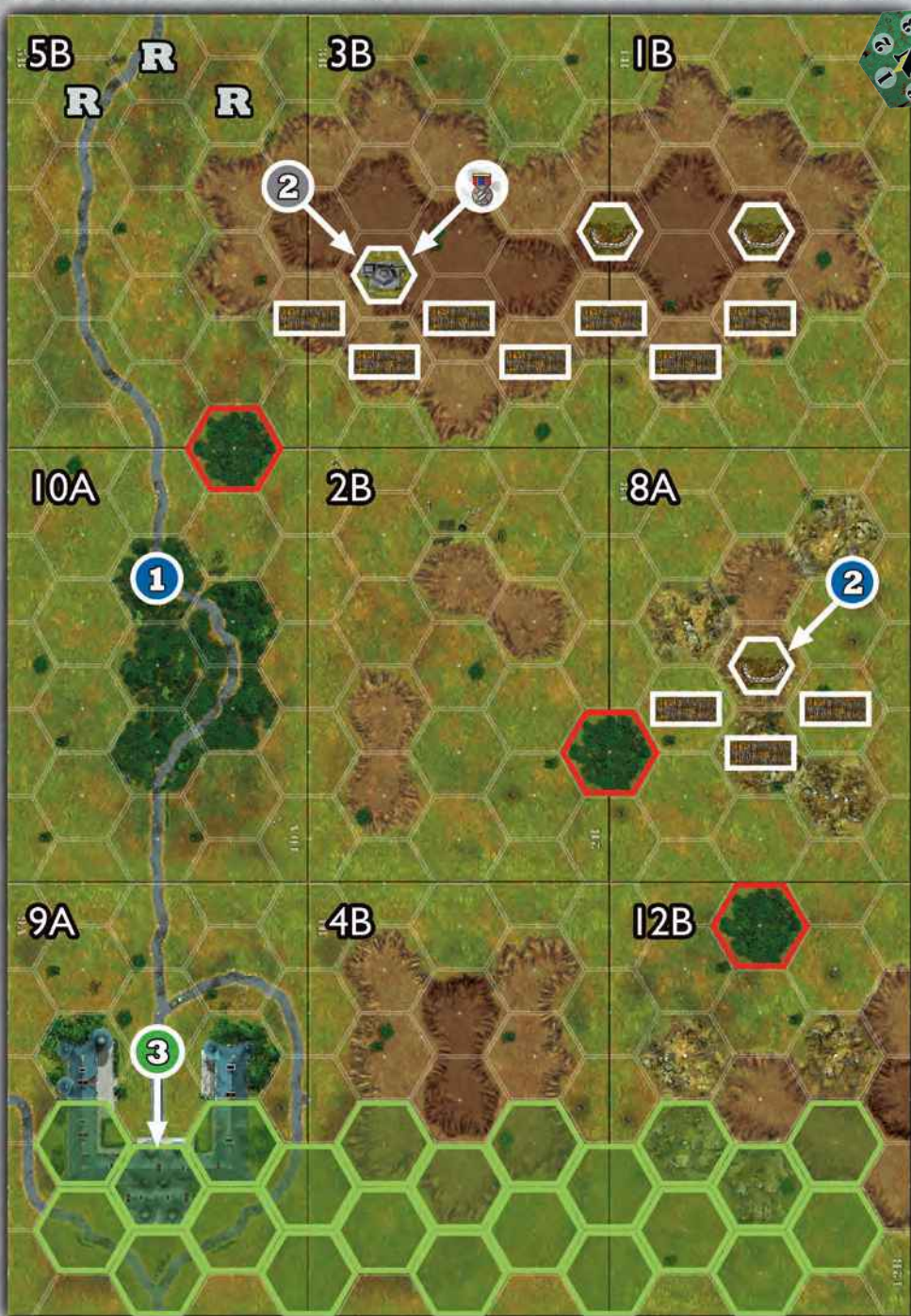
Operations Cards

- No Surrender

Deployment Zone

Any of the hexes on maps 5B, 3B, and 1B, as well as the hex containing an entrenchment marker on map 8A.





SCENARIO DETAILS

- **Rounds:** 6
- **Starting Initiative**
Americans
- **Actions per Turn**
3 actions per nation

REINFORCEMENTS

The Germans receive the following reinforcements during the Status Phase of round 4:

- 2 Squad Bases
- 4 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 1 Panzer IV

TERRAIN FEATURES

- 3 Entrenchments
- 10 Razor Wire
- 1 Pillbox

Siegfried Line pillboxes are stronger than Normal. Tanks firing at them still get +3 Range, but do not receive the +3 Concussive Firepower bonus.



CROSSROADS VERSION 2

BACKGROUND:

This version is different than the scenario found in the original *Tide of Iron*. It has been updated to reflect new information about the battle.

September 14, 1944. The American 4th Infantry Division's 8th and 22nd Regiments, plus supporting armor and engineers, attempt to take the village of Brandschied, Germany. Opposing

them is the 2nd SS Panzer, which has few tanks but a good supply of infantry.

OBJECTIVE:

The three Crossroads are the objectives. The side that controls two victory objective markers at the end of game round 8 achieves a minor victory. The side that controls three victory objective markers at the end

of game round 8 achieves a major victory.

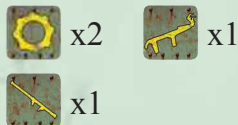
"Don't fight a battle if you don't gain anything by winning."

—Field Marshal Erwin Rommel

AMERICAN SETUP

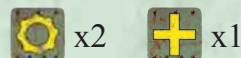
DIVISION 1

- 7 Squad Bases
 - 22 Regular Infantry
 - 2 Officers
 - 1 Mortar Crew
 - 1 Machine Gun Crew
 - 3 M3A1 Half-track



DIVISION 2

- 5 Squad Bases
 - 9 Regular Infantry
 - 6 Elite Infantry
 - 1 Officer
 - 1 Mortar Crew
 - 1 Machine Gun Crew
 - 3 Sherman M4A1s
 - 1 M3A1 Half-track



- Starting Strategy Cards: 4
- Strategy Decks
 - American Reinforcements I
 - Artillery Deck I with one "Increased Priority" Card removed
- Operations Cards
 - Seize the Initiative
 - Clear Tank Trap
 - Lay Smoke
- Deployment Zone
 - Any hex with a green border

GERMAN SETUP

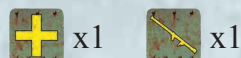
DIVISION 1

- 5 Squad Bases
 - 8 Regular Infantry
 - 5 Elite Infantry
 - 1 Officer
 - 1 Machine Gun Crew
 - 2 Mortar Crews
- 1 Sdkfz 251 Half-track
- 1 Opel Blitz Truck

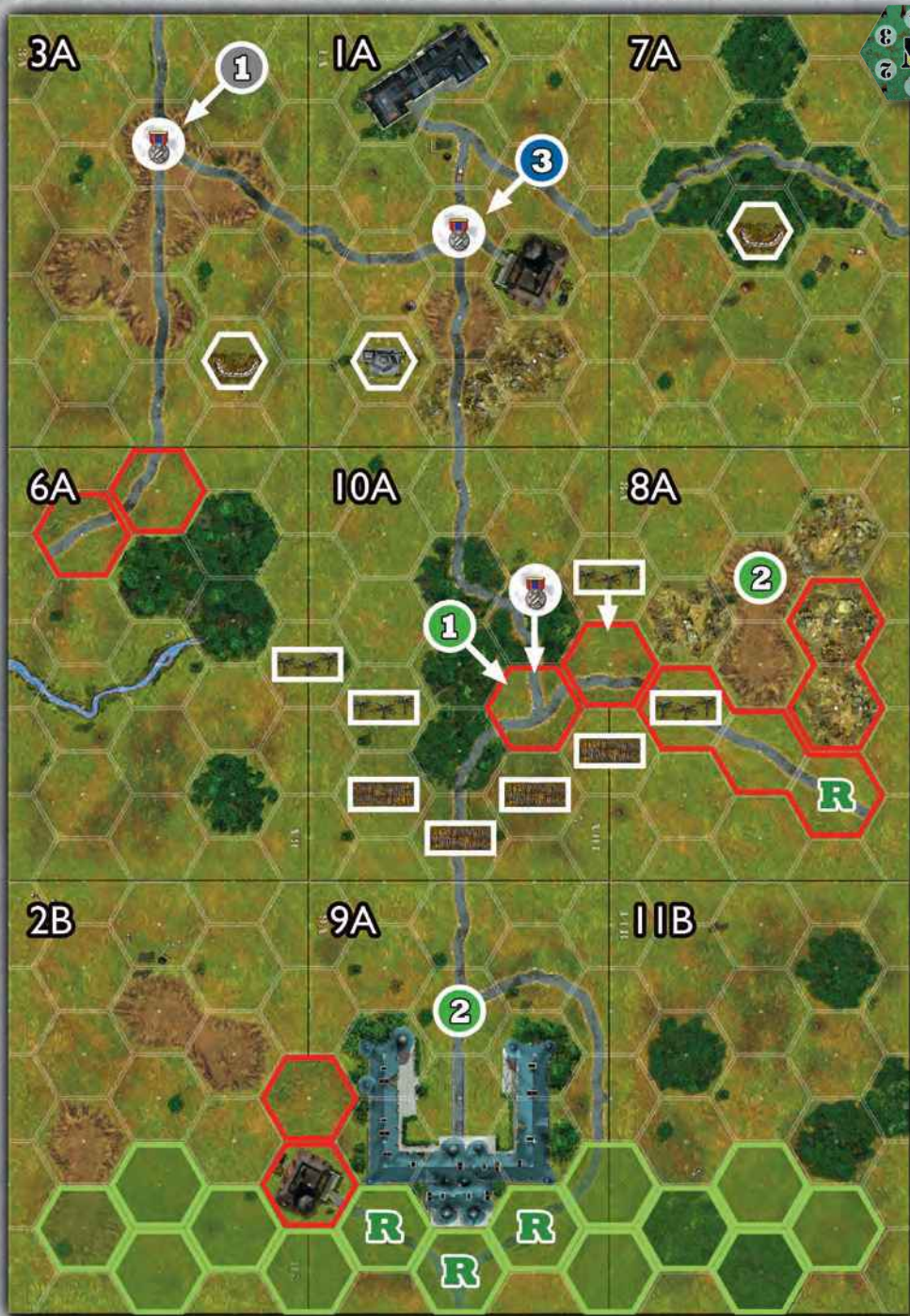


DIVISION 2

- 5 Squad Bases
 - 12 Regular Infantry
 - 3 Elite Infantry
 - 1 Officer
 - 2 Machine Gun Crews
 - 2 Panzer IVs
- 1 Sdkfz 251 Half-track
- 1 Opel Blitz Truck



- Starting Strategy Cards: 3
- Strategy Decks
 - Supply I
 - Ground Support I
- Operations Cards
 - Elite Tank Crew
- Deployment Zone
 - Any of the hexes on Maps 3A, 1A, and 7A.



SCENARIO DETAILS

- Rounds: 9
- Starting Initiative: American
- Actions per Turn: 3 actions per nation

REINFORCEMENTS

- None

TERRAIN FEATURES

- 4 Razor Wire
- 4 Tank Traps
- 2 Entrenchments
- 1 Pillbox



STAVELOT EXPRESS

On December 17th, Lt. Col. Jochen Peiper of the 1st SS Panzer Division broke through the American lines and started his race to the Meuse River. By 1600 hours his advance units reached the outskirts of Stavelot. The town was jammed with supply trucks trying desperately to flee when Peiper's tanks started shelling the town.

At dawn on the 18th, after penetrating the U.S. anti-tank defenses, Peiper's armored units move through the town and seize the bridge. The Americans withdraw, but not before the 526th Armored Infantry Battalion is able to blow up the fuel dump that is vital to Peiper's advance.

OBJECTIVE:

The nation with the most VPs at the end of game round 7 wins.

The Germans earn VPs under the following conditions:

- Each tank that exits the board from one of the blue shaded hexes on maps 9B, 4A, or 8A scores 2 VPs. The Germans must exit a minimum of 5 VPs in units, and 4 of those VPs must be tanks.
- Each SdKfz 251 half-track that exits the board from one of the blue shaded hexes on maps 9B, 4A, or 8A scores 1 VP.
- Each Opel Blitz is worth 1 VP when it exits any of the blue hexes on 9B, 4A, or 8A. Each is worth 3VP if it reaches the VP

marker on 10B by game round 6, but only 1 VP each if arriving in game round 7.

The Americans earn VPs under the following conditions:

- Each GMC CCKW 353 that exits the board from one of the blue shaded hexes on maps 9B, 4A, or 8A scores 2 VPs.
- Each M3A1 Half-Track exited after game round 3 scores 1 VP each
- 1 VP per destroyed or heavily damaged German Tank

See "Scenario Details" on the next page for additional VP information.

AMERICAN SETUP

DIVISION 1

- 7 Squad Bases
 - 23 Regular Infantry
 - 1 Officer
 - 2 Mortar Crews
- 6 GMC CCKW 353s



x4



x3

DIVISION 2

- 8 Squad Bases
 - 25 Regular Infantry
 - 1 Officer
 - 3 Machine Gun Crews
- 4 M3A1 Half-Tracks



x2



x1



x1

Starting Strategy Cards: 3

Strategy Decks

- Supply I
- Morale I

Operations Card

- Lay Smoke
- Lay Mines
- Heavy Fog
- Desperate Defenders

Deployment Zone

Division 1: maps 1A, 3A and 2A.

Division 2: maps 8A, 10B and 11A.

GERMAN SETUP

DIVISION 1

- 4 Tiger Is
- 6 Panzer IVs
- 2 Opel Blitzes

DIVISION 2

- 6 Squad Bases
 - 6 Regular Infantry
 - 10 Elite Infantry
 - 2 Officers
 - 3 Machine Gun Crews
- 6 SdKfz 251 Half-Tracks

Starting Strategy Cards: 3

Also, the Germans start with the "Rapid Mobilization" card from the Command I deck face up in their play area.

Strategy Decks

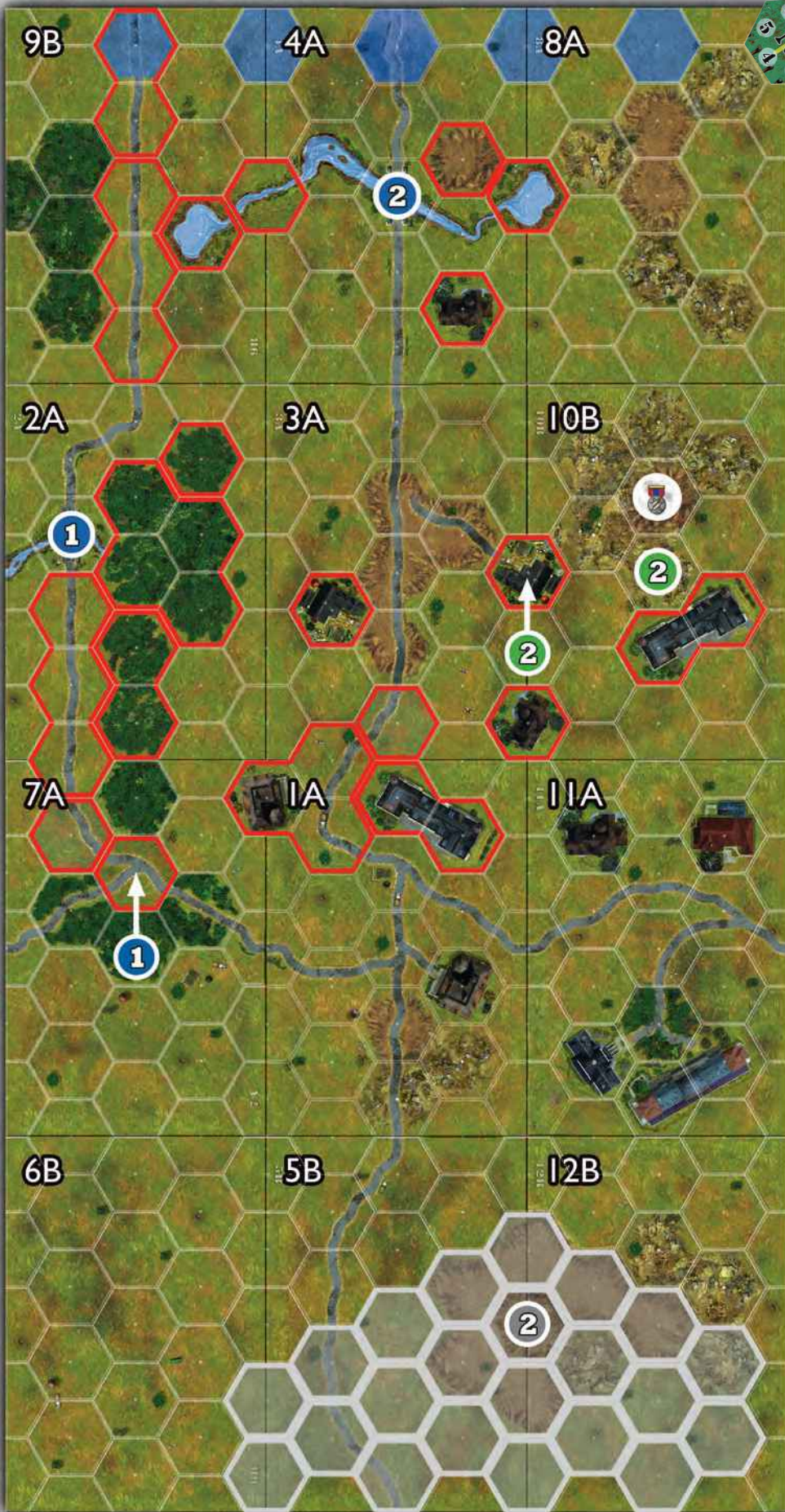
- Ground Support I
- Command I

Operations Card

- Tank Ace

Deployment Zone

Any hex with a gray border.



SCENARIO DETAILS

- **Rounds:** 7
- **Starting Initiative**
Americans
- **Actions per Turn**
3 actions per nation

REINFORCEMENTS

The Americans receive the following reinforcements during the Status Phase of round 3:

- 2 M-10 Tank Destroyers

SPECIAL RULES

- American Trucks may not move until round 3.
- At the end of the Status Phase of round 3, remove the “Heavy Fog” Operations card.
- The blue shaded hexes represent exit points for the retreating American transports and the advancing German armored forces. A vehicle on a blue shaded hex must spend 1 movement point to exit the board.
- Engineer units only need to spend 1 movement point to place a smoke marker in their hex (instead of 2 movement points indicated by the card).

TERRAIN FEATURES

- 4 Entrenchments
- 3 Tank Traps
- Americans may place the above obstacles anywhere in their deployment zone.
- The stream is *Flooded*.

SIEGFRIED ASSAULT

In October 1944, the U.S. 1st Army begins its attack on the Siegfried Line north of Aachen. Heavy artillery pounds pillboxes, barbed wire, and mine fields for several days before the assault. The 30th Infantry Division, joined by the 2nd Armored Division, tries to link up with the Big Red One, the American 1st Infantry Division, in the south to surround the German town.

OBJECTIVE:

The Americans immediately win a major victory if they control all 3 victory objective markers at the end of any game round. The Germans immediately win a major victory if they control all 3 victory objective markers at the end of game round 5 or at the end of a later game round.

Otherwise, the nation that controls 2 victory objective markers at the end of game round 10 wins a minor victory.

- Victory objective marker 1 is the hex with the pillbox on map 12B.
- Victory objective marker 2 is the hex with the pillbox on map 4B.
- Victory objective marker 3 is the hex with the pillbox on map 3B.

AMERICAN SETUP

DIVISION 1

- 10 Squad Bases
 - 24 Regular Infantry
 - 6 Elite Infantry
 - 2 Officers
 - 2 Machine Gun Crews
 - 2 Mortar Crews
- 2 GMC CCKW 353s
- 3 M3A1 Half-Tracks



DIVISION 2

- 6 Squad Bases
 - 14 Regular Infantry
 - 4 Elite Infantry
 - 2 Officers
 - 2 Machine Gun Crews
- 10 Sherman M4A1s



Starting Strategy Cards: 4

In addition, the Americans start with the “Sustained Blanket” card from the Artillery I deck and the “Bombing Run” card from the American Air Support deck I in their play area.

Strategy Decks

- Command I
- Artillery I
- American Reinforcements I

Operations Card

- Double Time

Deployment Zone

Any hex with a green border.

GERMAN SETUP

DIVISION 1

- 6 Squad Bases
 - 17 Regular Infantry
 - 1 Officer
 - 2 Machine Gun Crews
 - 1 Mortar Crew
- 2 SdKfz 251 Half-Tracks



DIVISION 2

- 4 Squad Bases
 - 12 Regular Infantry
 - 2 Officers
 - 1 Machine Gun Crew
- 4 Panzer IVs



Starting Strategy Cards: 3

In addition, the Germans start with the “Anti-Air Support” card from the Ground Support I deck in their play area.

Strategy Decks

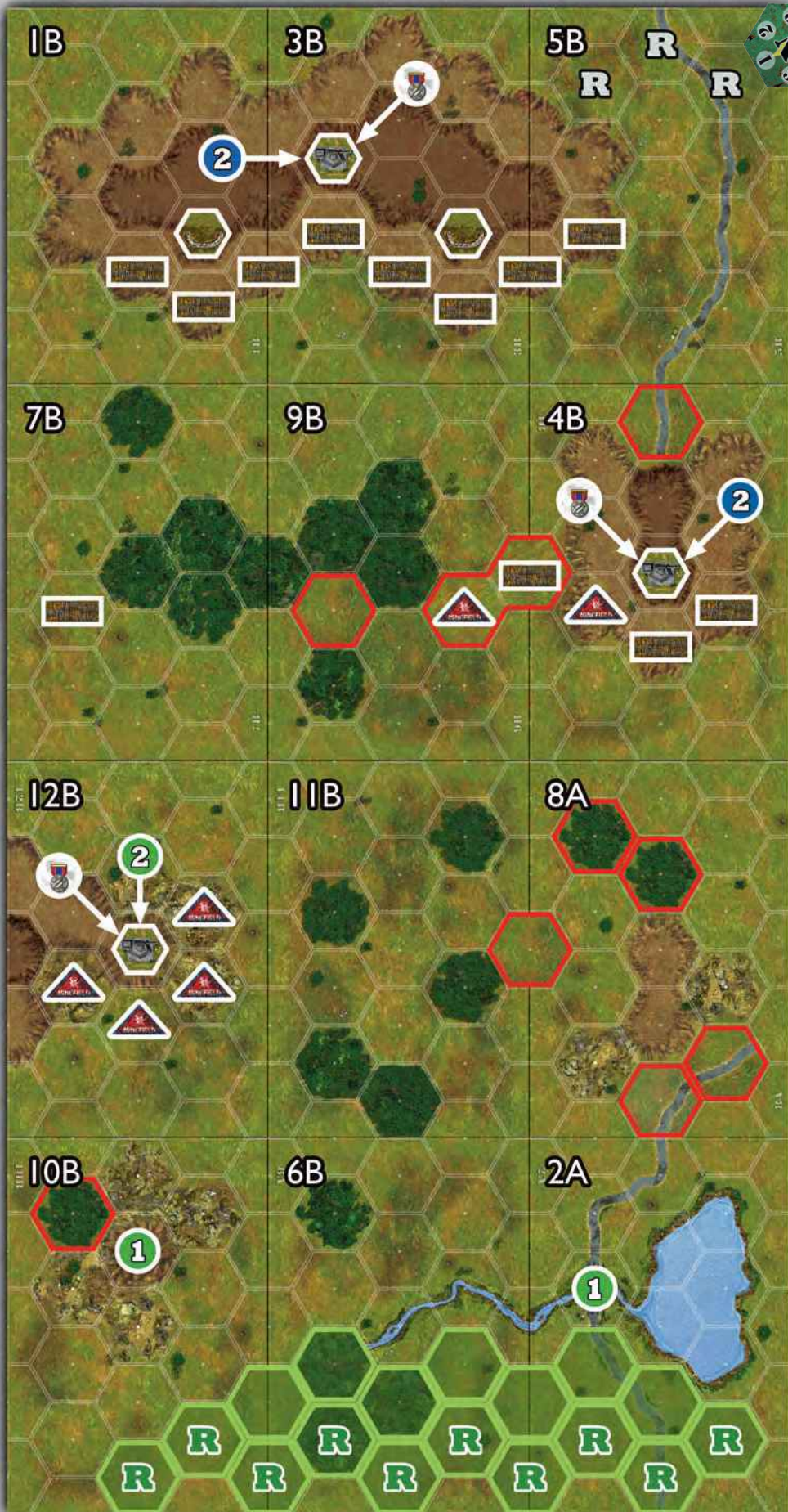
- Ground Support I
- Morale I

Operations Card

- Tank Ace

Deployment Zone

Squads may be placed on any level 1 or level 2 hill hex on maps 1B, 3B, 5B, 4B, and 12B. Vehicles may be placed in any hex on maps 1B, 3B, and 5B.



SCENARIO DETAILS

- **Rounds:** 10
- **Starting Initiative**
Americans
- **Actions per Turn**
 - 4 actions per turn for the Americans
 - 2 actions per turn for the Germans

REINFORCEMENTS

The Germans receive the following reinforcements during the Status Phase of round 5:

- 2 Squad Bases
- 1 Tiger I
- 2 Panzer IVs
- 2 SdKfz 251 Half-Tracks
- 4 Regular Infantry
- 3 Elite Infantry
- 1 Officer

SPECIAL RULES

- The Americans start with 3 available command.
- The Americans may draw 2 Strategy cards instead of 1 at the start of each Status Phase.
- At the beginning of each Command Phase, the Americans may spend 1 command to retrieve a discarded "Bombing Run" card and place it face up in their HQ area.
- If the Americans control victory objective marker 2 or 3 at the end of any round, replace Artillery deck I with Artillery deck II (all face up cards remain in play).
- Siegfried line Pillboxes are stronger than normal, so tanks firing at them still get the +3 to range but do not get the +3 Concussive Firepower bonus.

TERRAIN FEATURES

- 2 Entrenchments
- 3 Pillboxes
- 12 Razor Wire
- 6 Minefields
- The stream is *Shallow*.

CHAIN OF COMMAND

Scenario Design: Corey Konieczka

BACKGROUND:

Cherbourg fell three weeks after the invasion of Normandy, but the destruction of the port meant the Allies would have to find other ways to receive their much-needed supplies.

OBJECTIVE:

The nation with the most VPs at the end of Round 6 wins.

The Americans earn VPs under the following conditions:

- Each M3A1 Half-Track that exits the board from one of the blue shaded hexes on map 2A scores 2 VPs.
- During each Command Phase, the Americans score 1 VP if they have at least one unit on the Bridge hex on map 2A.

The Germans earn VPs under the following conditions:

- During each Command Phase, the Germans score 1 VP if they have at least one unit on the Bridge hex on map 2A.

"May God have mercy upon my enemies, because I won't."

—General George S. Patton

AMERICAN SETUP

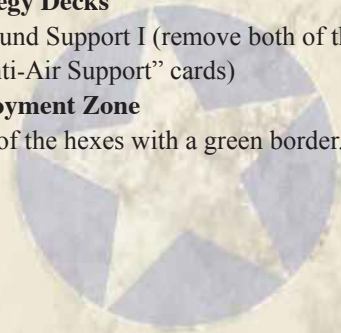
DIVISION 1

- 2 Squad Bases
 - 4 Regular Infantry
 - 3 Elite Infantry
 - 1 Officer
- 3 M3A1 Half-Tracks

DIVISION 2

- 5 Squad Bases
 - 14 Regular Infantry
 - 3 Elite Infantry
 - 1 Officer
 - 1 Mortar Crew

- **Starting Strategy Cards:** 2
- **Strategy Decks**
 - Ground Support I (remove both of the "Anti-Air Support" cards)
- **Deployment Zone**
 - Any of the hexes with a green border.



GERMAN SETUP

DIVISION 1

- 3 Squad Bases
 - 8 Regular Infantry
 - 2 Elite Infantry
 - 2 Officers

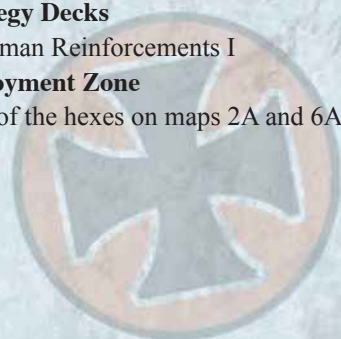


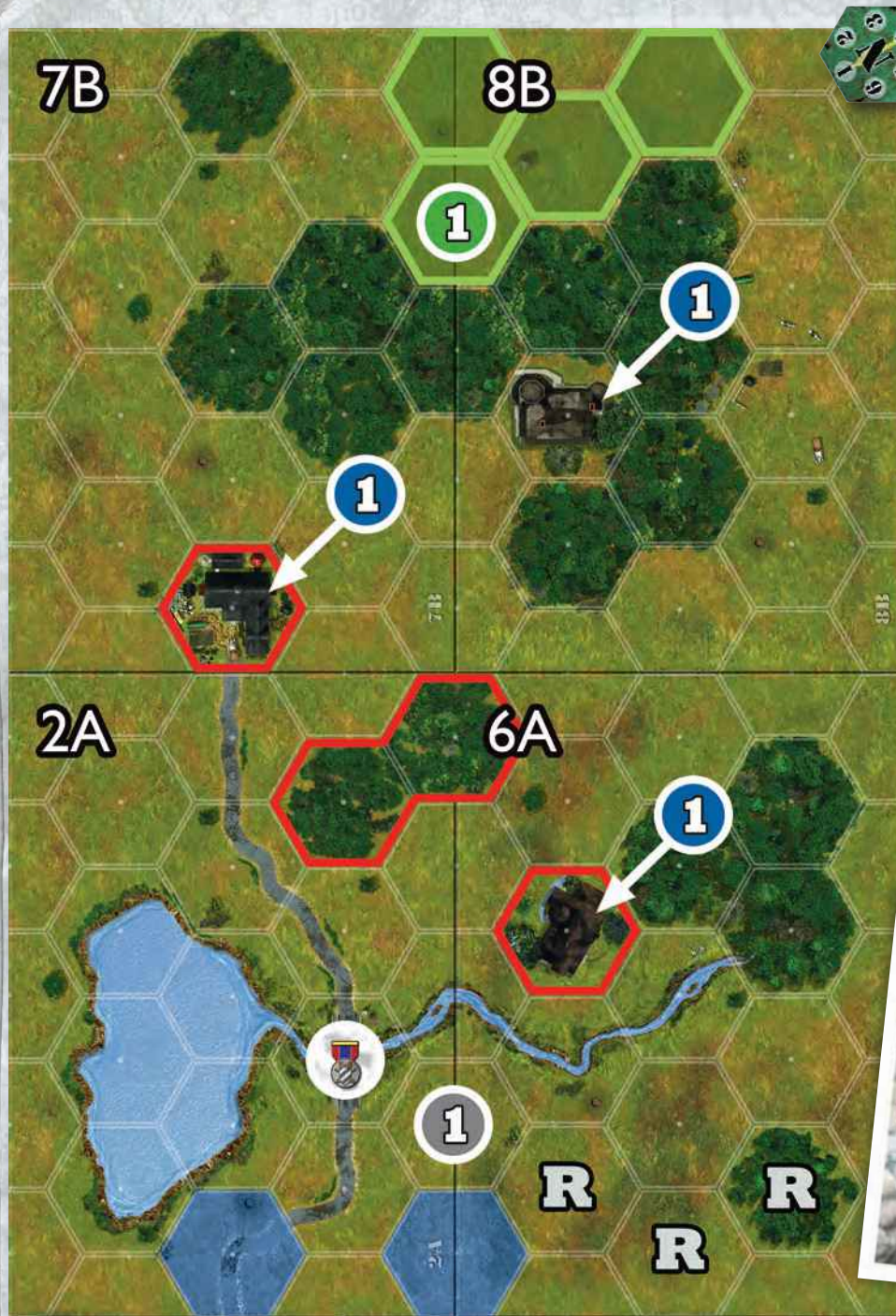
x2

DIVISION 2

- 3 Squad Bases
 - 7 Regular Infantry
 - 1 Officer
 - 2 Machine Gun Crews

- **Starting Strategy Cards:** 2
- **Strategy Decks**
 - German Reinforcements I
- **Deployment Zone**
 - Any of the hexes on maps 2A and 6A.





SCENARIO DETAILS

- Rounds: 6
- Starting Initiative: Americans
- Actions per Turn:
3 actions per nation

REINFORCEMENTS

- None

SPECIAL RULES

- M3A1 half-tracks have a movement value of 5 instead of 7.
- M3A1 half-tracks may not use their Transport ability.
- A vehicle on a blue shaded hex may spend 1 movement point to exit the board.

TERRAIN FEATURES

- The stream is *Shallow*.



BREAKING THE LINE

Scenario Design: John Goodenough

BACKGROUND:

German delaying actions across the whole of Italy stubbornly slowed the 5th and 8th Army advances during late October and early November of 1943. Rain drenched the soldiers of the U.S. 36th Infantry Division as they moved through the night to re-enter the line near Mignano, where Highway 6 and a main railway cut through a narrow pass into the Liri Valley running north toward Rome.

OBJECTIVE:

At the end of any game round, the Americans win the game if they control the Victory Objective Marker. The Germans win if the Americans are unable to fulfill their objective by the end of game round 6.

"I do not recall any campaign in the whole history of the United States Army in which soldiers have had to endure greater hardships or have performed greater deeds of heroism than this campaign in Italy."

—Major General Fred L. Walker,
Commander, 36th Division

AMERICAN SETUP

DIVISION 1

- 5 Squad Bases
 - 12 Regular Infantry
 - 2 Officers
 - 2 Machine Gun Crews
 - 1 Mortar Crew



x2

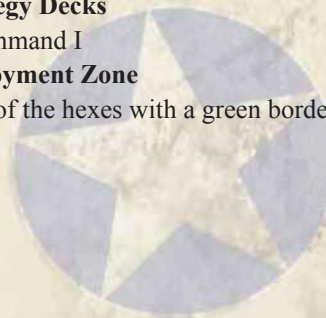
DIVISION 2

- 5 Squad Bases
 - 9 Regular Infantry
 - 6 Elite Infantry
 - 1 Officer
 - 2 Machine Gun Crews



x2

- Starting Strategy Cards: 3
- Strategy Decks
 - Command I
- Deployment Zone
 - Any of the hexes with a green border.



GERMAN SETUP

DIVISION 1

- 3 Squad Bases
 - 7 Regular Infantry
 - 1 Officer
 - 2 Machine Gun Crews



x1

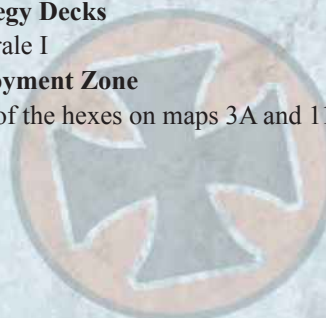
DIVISION 2

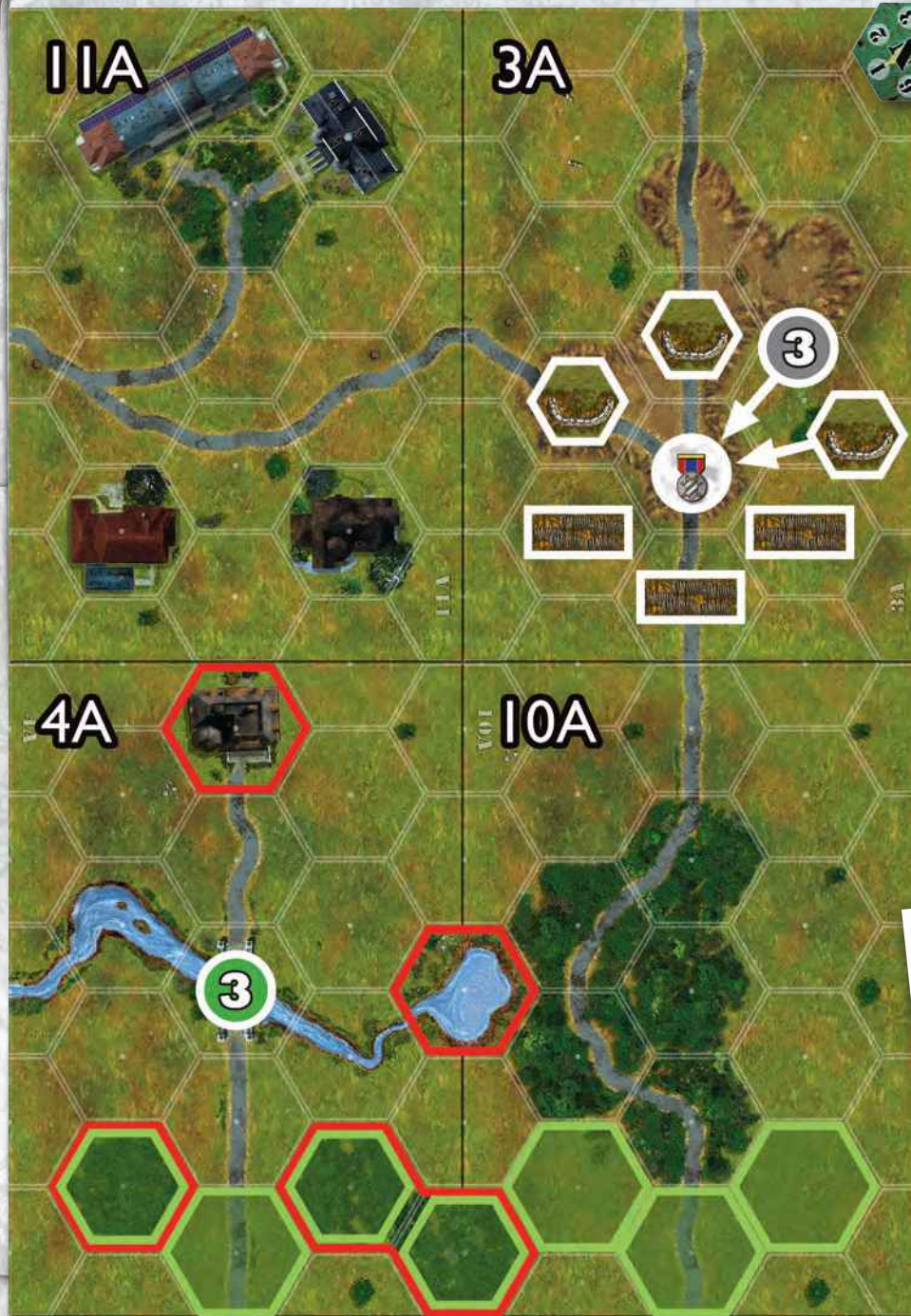
- 3 Squad Bases
 - 7 Regular Infantry
 - 1 Officer
 - 2 Mortar Crews



x1

- Starting Strategy Cards: 3
- Strategy Decks
 - Morale I
- Deployment Zone
 - Any of the hexes on maps 3A and 11A.





SCENARIO DETAILS

- Rounds: 6
- Starting Initiative: Germans
- Actions per Turn: 3 actions per nation

REINFORCEMENTS

- None

SPECIAL RULES

- Remove both of the “Take Down the Beast” cards from the Morale I deck.
- The “Major Offensive” card from the Command I deck provides 3 additional actions (instead of 4).

TERRAIN FEATURES

- 3 Entrenchments
- 3 Razor Wire
- The stream is *Shallow*.



TERRAIN REFERENCE

BRIDGE



Movement Cost: 1
Cover: 1
Counts as a road hex for contiguous road movement.

BUILDING



Blocking Terrain
Movement Cost: 2 (Infantry)
Vehicles may not enter
Cover: 3

CLEAR



Movement Cost: 1
Cover: 0

HILL



Blocking Terrain
Movement Cost: 1
(2 if moving up hill)
Cover: 0
Attacking units at higher elevation than target gain +1 to their range

POND



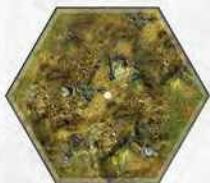
Movement Cost: Impassable
Cover: 0

ROAD



Movement Cost: 1*
Cover: Depends on main terrain type
*Movement cost 1 if moving along a contiguous road. Otherwise, use main terrain type.

ROUGH



Movement Cost: 2 (Infantry)
1 (Vehicle)
Cover: 1

STREAM



Movement Cost:
Shallow: 2 (Infantry)
4 (Vehicle)
Deep: 3 (Infantry)
Vehicles may not enter
Flooded: Impassable
Cover: 0

WOOD



Blocking Terrain
Movement Cost: 2 (Infantry)
3 (Vehicle)
Cover: 2

TOKEN REFERENCE



ALPHA UNIT

Experience: This squad starts with 1 star. After this squad performs a Concentrated Fire or a Fire and Movement action and you roll 2 attack successes (before applying defensive dice), replace this token with an Alpha token containing 1 additional star, up to a limit of 3 stars. This ability may not be used when participating in a combined attack.
Adept Marksman: This squad gains +1 firepower per star on its token.



ANTITANK

Armor-Piercing Weaponry: When this squad participates in an attack against a vehicle, it has a base range of 3 and gains +3 firepower. This ability may be used when supporting a combined fire attack.



BRAVO UNIT

Determination: This squad starts with 1 star. After this squad is attacked and your opponent rolls at least 2 attack successes (before applying defensive dice), replace this squad's specialization token with a Bravo token containing 1 additional star, up to a limit of 3 stars.

Adept Defenders: This squad gains +1 cover per star on its token.



DISRUPTED

Disrupted squads may never move, attack or participate in an assault. If they lose an assault as the defender and are forced to retreat, they are destroyed instead.



ENGINEER

Dig Entrenchment: As an action, fatigue this unit to place one entrenchment marker in the same hex. Entrenchments may not be placed in stream, pond or building hexes. The squad may enter the entrenchment as part of this action. A hex may not contain more than 3 fortification markers.



EXPERT

Adaptability: For each figure in this squad, the player may reroll one attack dice of his choice when attacking. No die may be rolled more than once. When participating in a combined fire attack or an assault, roll this squad's dice separately. After making any desired rerolls, add the resulting successes to the results of the rest of the attack. This ability may be used during assaults by attacking and defending units.



FLAMETHROWER

Flaming Death: When this squad attacks an adjacent unit, it gains +2 firepower and reduces the target's cover by 5. This ability does not affect a target's armor value.



HEAVILY DAMAGED

A heavily damaged vehicle may not move, receives -1 to its armor value, and its firepower is halved.



IMMOBILE

An immobile vehicle may not move and receives -1 to its armor value. However, it can attack with its full firepower.



LIGHTLY DAMAGED

A vehicle that is lightly damaged receives -1 to its armor value and movement value. The reduction in movement points happens immediately when hit by Op Fire.



MEDIC

Bandage: If at least one squad with this specialization is in a hex, all friendly squads in the hex gain +1 cover against normal (non-suppressive) attacks. This ability may also be used while defending against an assault.

Heal: As an action, fatigue this squad to attempt to heal a weakened squad in the same hex. Roll one die. If you roll a 4, 5, or 6, you may place one regular figure in the healed squad.



MOUNTED

Riding: This squad receives 2 additional movement points when performing Advance or Assault actions (only) across clear terrain, roads or railways. You may dismount the squad by fatiguing the squad and removing the mounted token from play. Mounted units may not enter buildings or be transported by vehicles.



PINNED

This squad may not move or attack. If a friendly officer is in the same hex, this squad may make a concentrated attack at half firepower. In addition, when defending in an assault, pinned squads may always attack at half firepower, unless a friendly officer is in the same hex. In that case, pinned squads may attack at full firepower.



RECON

Stamina: This squad gains +1 movement. This ability may be used with any other abilities or card effects that grant additional movement.

Stealth: This squad cannot be attacked at long range.



SMG

PPSh/MP 40: A Soviet or German squad with the SMG specialization receives +2 firepower versus infantry targets, regardless of the number of figures remaining in the squad. Thus, an SMG squad with 1 regular figure would have 3 firepower. Its range is reduced by 2 against infantry, however.



UNARMED

Shortage: This squad may only attack using hand-to-hand assaults (if this rule is being used).

Scavenge: If an unarmed unit enters an unoccupied hex with an empty base, remove this restriction token.

Note: When playing a scenario which includes unarmed restriction tokens, do not remove empty bases from the map after squads are eliminated. Instead, remove all of the casualties and leave the empty base in the hex.