

TIDE OF IRON™

NEXT WAVE



TM

**KICKSTARTER
BONUS BOOKLET**

TIDE OF IRON



ADVANCED / OPTIONAL RULES INTRODUCTION

Tide of Iron has some of the most committed fans in the wargaming industry. When we launched the *TOI Next Wave Core Set* on Kickstarter last year, it was gratifying to see the wave of enthusiasm and support that we received from the fans. It has been a pleasure getting to know you and seeing your contributions to the game. It has always been our motto and goal to “listen to our fans”. The booklet that you’re holding is our effort to live up to that goal. *TOI* was designed to have a very simple set of core mechanics in order to make the game accessible to players of all ages and levels of World War II knowledge. That simplicity is one of our favorite things about the game. However, many of the fans wanted more; more detail, more tactical options, and more complex rules.

This booklet is broken into two pieces. The first is a set of advanced and optional rules that you can add to your games of *TOI*. Each one adds a certain amount of difficulty, and can also change the balance of some scenarios. We’ve tried to identify which side in a scenario might benefit most by each optional rule. Use at your own risk! Make sure that all players are happy with the rules that you choose to use before the game starts. It’s also important to note that these are not the only ways to address the complexity of World War II tactical combat. *TOI* fans have been creating content such as optional rules and scenarios for years now, almost since the moment the game was released. If you feel that your home gaming group has a better house rule for a situation, keep using it. In many ways, *TOI* belongs more to you fans than it belongs to us.

The second half of the booklet is a collection of eight new scenarios, ranging from Dunkirk, to the Eastern Front, to Anzio, and to the Battle of the Bulge. We hope that you enjoy them as much as we have. Finally, we have to give a huge amount of credit to our playtesters who have done so much to make *TOI* as good as it can be. Thank you all for your fantastic work.

Sincerely,

Bill and Craig

UNITS

FLAK 36 AT Gun

The dreaded “88” was not designed as an AT gun. Instead, it was a heavy anti-aircraft gun pressed into service for antitank operations. Its mount was not designed for rapid movement. As such, a FLAK 36 unit may not take an Advance action unless it is entering or exiting a half-track.

Balance: Favors the nation which does not possess FLAK 36 AT guns.

British Tanks versus Infantry

The British 2-pdr AT gun was never supplied with HE rounds. In addition, the Crusader Mk. II and Matilda Mk. II only possessed one machine gun for anti-infantry use. Reduce the infantry firepower of the Crusader Mk. II and the Matilda Mk. II by 2. In addition, remove the “Concussive Firepower” ability from both tanks. This rule is recommended for use with “Matilda Mk. II Heavy Armor” below.

Balance: Taken by itself, this rule hinders the British in scenarios which include enemy infantry.

Matilda Mk. II Heavy Armor

The Matilda II’s frontal armor of 78mm was over twice as thick as that of the Panzer III. Add the ability “Thick Armor” to the Matilda Mk. II.

Balance: Favors the British in scenarios with the Matilda. We suggest giving the FLAK 36 AT Gun the “Penetration” ability as described for the M10 Tank Destroyer.

Trucks

During WWII, most trucks lacked radios, and drivers were not trained to call for artillery. Trucks cannot establish LOS for any purpose, and may only occupy friendly objective markers. However, friendly units being transported in trucks may establish LOS as normal.

Balance: Favors the nation with the fewest trucks in the scenario.

Engineers

Engineers tended to carry extra hand grenades and explosive charges into combat. Therefore, engineer squads receive +1 firepower, in addition to any other modifiers, when assaulting units in buildings or pillboxes.

In scenarios with the “Lay Smoke” Operations card, an engineer squad may place a smoke marker in any adjacent hex as well as its own hex.

In scenarios with the “Lay Mines” Operations card, engineer squads may place minefield markers in building hexes, representing explosive booby traps. In a scenario which uses multi-level buildings, each minefield marker must be placed on a single level. Minefield markers may be placed in multiple levels of the same hex. Remove the minefield marker after resolving its attack.

Balance: Favors the nation with the most engineers in the scenario.

Mortar Crews

In addition to their primary weapon, mortar crews typically carried small arms for self-defense. When defending against an assault, each mortar crew may contribute 1 firepower to the defender's attack strength.

Balance: Slightly favors the nation with the most mortars in a scenario.

Mortars Firing Smoke

Mortar crews were also supplied with a quantity of smoke rounds. In order to fire a smoke mission, a mortar crew must be activated with a Concentrated Fire action. After choosing a target hex, but before rolling any dice, the active player must announce that the mortars are firing smoke rounds. He may use combined fire as long as all of the participating figures are mortar crews. The active mortar crew uses its suppressive

firepower, while any supporting mortar crews use half of their suppressive firepower.

The active player then rolls the dice for the smoke mission: die results of "5" and "6" hit at normal range, while rolls of "6" hit at long range. Smoke rounds have no effect against units in the target hex; but if at least two hits are scored, place a smoke token in the target hex. If no hits are scored, the smoke attack was ineffective and no smoke marker is placed. If only one hit is scored, roll a red and a black die to determine drift. The black die determines how many hexes the smoke drifts ("1" or "2" = 1 hex; "3" or "4" = 2 hexes; "5" or "6" = 3 hexes) and the red die (together with the north directional marker) determines the direction in which it drifts. All other rules regarding mortars (Limited Choice of Actions, Ballistic Fire, Minimum Distance, No Opportunity Fire, and No Mixed Fire) still apply.

Note: Smoke created from mortar-fired smoke missions lasts as long as smoke created by any other means. That means that the smoke is removed during the Status Phase of the next game round.

VEHICLES TRANSPORTING AT GUNS



A) Loading an AT Gun onto a Transport: The British player takes an Advance action to load the squad and the AT gun onto the Bren carrier. This costs the entire movement allowance of the squad and may trigger OP Fire from enemy units. The British player places the AT gun and the squad next to the 2 off-board indicator and places the 2 transport marker next to the Bren carrier. The squad and AT gun are both then fatigued. Next, the British player takes an Advance action to move the Bren carrier, which is then fatigued.

B) Infantry Exiting a Transport: During the next Action Phase, the British player activates the squad to exit the Bren carrier, spending 2 movement points. The squad may be targeted by OP Fire during this action. The British player retrieves the squad from the 2 off-board

indicator and places it in the Bren carrier's hex. The squad then pays its 2 remaining movement points to enter the dunes hex. The AT gun remains next to the 2 off-board indicator because it is still on the vehicle.

C) AT Gun Exiting a Transport: Later, the British player takes an Advance action to move the Bren carrier into a hex that contains a fresh British squad. The British player then activates the squad and the AT gun with another Advance action to unload the AT gun from the Bren carrier. The British player removes the 2 transport token from the Bren carrier and retrieves the AT gun from the 2 off-board indicator and places it in the Bren carrier's hex. This costs the entire movement allowance of the squad and may trigger OP Fire from enemy units. The squad and AT gun are both then fatigued.

Mortars firing into Woods

During WWII, soldiers found that an artillery barrage could be even deadlier in the woods, as a tree hit by high explosive rounds would burst into a spray of deadly wooden splinters. The cover normally provided by woods terrain is reduced to 0 when a woods hex is the target of a normal or suppressive attack from a mortar crew or Artillery Strategy card, and any entrenchments and trenches in the hex provide one less cover die.

Optional Vehicular Transport Rules

Note: The following section contains optional rules which can be used to supplement the equipment movement procedure outlined above.

An equipment unit may be given an Advance action to load into a vehicle with the **transport** trait. The transporting vehicle, equipment unit, and a fresh friendly squad must begin the action turn in the same hex. The squad must expend all of its movement points in order to load the equipment unit onto the vehicle and may enter the vehicle at the same time, but is not required to. Fatigue the squad and the equipment unit and place the unit(s) to be transported next to the corresponding off-board indicator token. Place the corresponding transport marker next to the transporting vehicle.

An equipment unit does not count against the vehicle's transport capacity, but a vehicle cannot transport more than one equipment unit at a time. If the transporting vehicle is destroyed, both the squad and equipment unit are also destroyed. The squad which originally loaded the equipment unit is not required to remain with the equipment unit during transport and may exit the vehicle at any time according to the rules for transporting squads in vehicles. Both entering and exiting a transport may trigger OP Fire attacks.

The equipment unit may be given an Advance action to exit the vehicle. In order to unload an equipment unit, a fresh friendly squad must be present in the hex. The friendly squad may be, but is not required to be a passenger in the transporting vehicle. Place the unit(s) to be unloaded in the vehicle's hex and fatigue them. If the vehicle is now empty, remove the transport marker from the vehicle. An equipment unit can never be unloaded into a hex that it could not otherwise enter, or be unloaded in such a way that it exceeds the stacking limits for the hex.

Unit Restrictions: The Flak 36 AT gun may only be towed by half-tracks. Bren Carriers may only tow the M1 57mm AT gun and QF 6-pounder AT gun.

Inherent Crews for Equipment Units

In order to greatly simplify the rules for equipment units, treat them as having inherent crews. Thus they may take Concentrated Fire, Advance, and Prepare OP Fire actions just like any other unit, regardless of the presence of other friendly units in the hex. They are still prohibited from taking Fire and Movement or Assault actions. In addition, when taking an Advance action, an equipment unit's movement cannot be increased by any unit's special abilities or card effects.

Equipment units may be attacked with suppressive fire as if it were an infantry squad. During an assault, equipment units only add 1 firepower to the defense strength of the hex. In addition, if the defender loses the assault, the equipment unit may not retreat from the hex. Instead, if a squad advancing into the hex removes one figure of any type, the active player may take control of the equipment unit and may use it normally as if it owned the equipment unit. If the active player chooses not to take control of the equipment unit, it is destroyed instead.

Balance: Slightly favors the side with the most equipment units in a scenario.

TERRAIN

Pillboxes and Bunkers

Pillboxes and bunkers were often constructed with reinforced concrete. As such, a squad occupying a pillbox or bunker which is attacked by suppressive fire treats all morale results as "pinned" results and can never be disrupted or routed. However, if such a squad loses an assault while defending, it is still required to retreat according to the assault rules. In addition, pillboxes and bunkers are treated as vehicular targets for the purposes of normal fire. This means that units with the anti-tank specialization receive the increased range and firepower bonus when firing at pillboxes or bunkers, even when using suppressive fire.

Example: An American anti-tank squad with four elite infantry figures makes a suppressive attack against a German squad which occupies a bunker in clear terrain that is three hexes away. The American player rolls 11 attack dice, 8 for the elite infantry figures plus 3 for the anti-tank specialization. The attack is also counted as normal range, requiring a 5 or 6 to hit. The American player rolls 5 successes, and the German player rolls 2 successes, so 3 hits are applied to the German squad. Normally, that would result in the squad



becoming disrupted, but due to the bunker, the squad merely becomes pinned. Also note that if the American squad did not have the anti-tank specialization, it would not have been able to fire at the pillbox at all.

Balance: Heavily favors the defending nation in any scenario featuring pillboxes or bunkers.

Optional Wadi Terrain Rules

Wadis, or dry stream beds, were a common feature on North African battlefields. The following optional rules can be used to simulate wadi terrain by using crevasse hexes to represent wadi terrain. Several overlays with special wadi terrain have also been provided for use by players who wish to design their own scenarios that feature both crevasse and wadi terrain. Unless a

scenario specifically states otherwise, crevasse terrain is used by default. These rules may also be used to enhance the realism of the balka terrain rules from *Fury of the Bear* if both players agree on their use. **Designer's Note:** The following rules are partly based on the multi-level buildings rules in the *Stalingrad* campaign expansion and will add some complexity to the game.

Wadi

Blocking Terrain: No

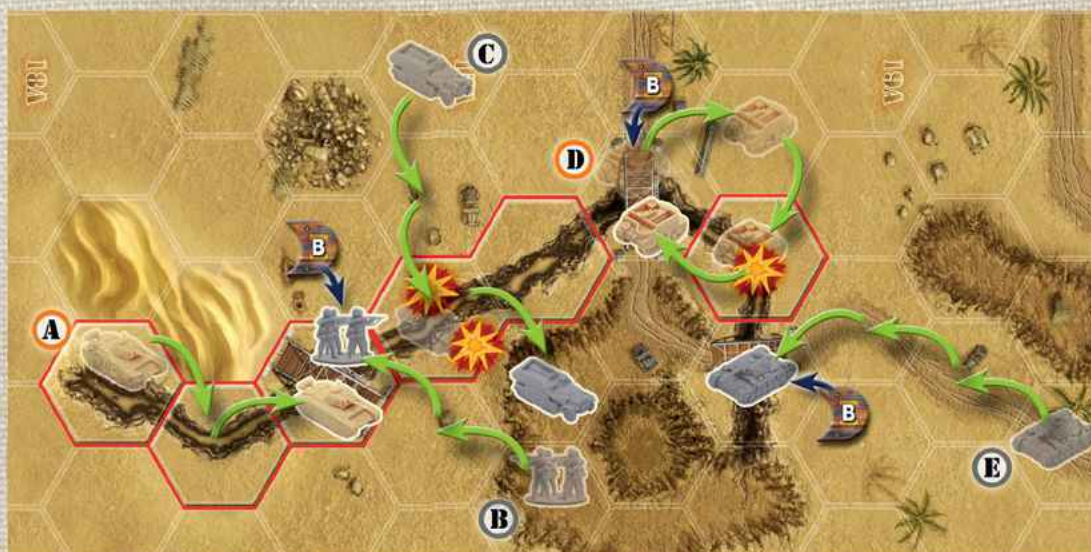
Movement Cost: 1

Cover: None

Special Rules: Vehicles must roll a die when entering or leaving a wadi hex unless they are entering from an adjacent contiguous wadi or wadi



WADI MOVEMENT EXAMPLES

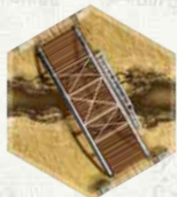


This diagram illustrates several examples of movement in and around wadi terrain. The squad consists of regular infantry figures. All units have been activated with Advance actions.

- A) This tank has entered the wadi through a wadi entrance hex, so it is not required to roll a die to avoid damage. It pays 1 movement point for each wadi hex, including the wadi bridge hex. When it enters the wadi bridge hex, it must enter the lower level of the hex because it is entering from a contiguous wadi hex.
- B) This squad would normally be able to choose which level of the wadi bridge hex to enter. However, since there is an enemy unit on the wadi level of the hex, the squad must enter on the bridge level of the hex. It is marked with a bridge indicator token and is considered to be at level 0 for all purposes.

- C) This half-track rolls for damage **twice: once when entering the wadi hex, and once when exiting.** If it were to fail just one of the two rolls, it would be lightly damaged. If it were to fail both rolls, it would be heavily damaged and immediately end its movement in the hex. Assuming that it succeeds with at least one roll, it would pay 2 movement points to move up the hill.
- D) This unit begins its movement on the bridge. In order to move to the lower level of the hex, it must move out of the hex **to an adjacent non-wadi hex**, then enter the wadi at a non-bridge hex, rolling for damage in the process (unless it enters at a wadi entrance hex). From the wadi hex, it would then be able to enter the wadi bridge hex at the lower level.
- E) This tank follows the dirt road to the wadi bridge hex. Since it is entering the wadi bridge hex from a level 0 hex, it **must** occupy the bridge level of the hex.

entrance hex. This roll is made separately for each entrance or exit of a wadi hex, even during the same movement. On a 5 or 6 result, the vehicle is lightly damaged and its movement ends in the hex it was attempting to move into. A vehicle which is already lightly damaged becomes heavily damaged. A lightly damaged unit that is Fragile is destroyed instead. Units in a wadi hex are not in LOS except to units in adjacent hexes or if the attacking unit can trace its entire LOS through contiguous wadi and/or wadi entrance hexes to the target unit.



Wadi Bridge

Blocking Terrain: No
Movement Cost: 1
Cover: 1

Counts as a dirt road hex for contiguous road movement when on the bridge itself.

Counts as a contiguous wadi hex for LOS purposes.

Special Rules: A wadi bridge hex contains two levels: the bridge itself and the floor of the wadi beneath. A unit may only occupy **one** of the two levels in the hex: on the bridge or in the wadi. If a unit is in the wadi, it is effectively at level -1 **for LOS purposes only**. A unit on the bridge is considered to be at level 0. **Note:** The presence of a wadi or wadi bridge hex adjacent to a level 1 hill never causes a cliff. Normal movement costs apply.

The level that a unit occupies is determined by the hex from which it entered. If the unit enters from a contiguous wadi hex, it occupies the wadi level. If a vehicle enters from any other hex, it occupies the bridge. A **squad** entering from a non-wadi hex may choose which level it occupies. A **squad** in a wadi bridge hex may move to a different level of the hex at a cost of 1 movement point. A **vehicle may never move directly between the levels of a wadi bridge hex**. It must first exit the hex, then enter it again from a different hex on the desired level. A vehicle may only use its overrun ability against a squad on the level of a wadi bridge hex that it can enter.

Units from opposing nations may occupy different levels of the hex simultaneously. **Units on different levels of the hex are adjacent, and have LOS to units on the other level.** Normal stacking limits apply separately to each level of the hex.

Squads on either level of a wadi bridge hex may attack enemy units on a different level of the hex, but vehicles in a wadi bridge hex may not attack units on a different level of the hex. Any attacks made against units on a different level of a wadi bridge hex are considered to be at **close range**, and the hex's cover value applies to all units in the hex, both on and below the bridge. Infantry units may assault units on the other level of the hex normally, but lose one attack die when doing so.

Example: A Panzer III tank and a German squad are on the bridge in a wadi bridge hex. Two British squads are within the wadi in the same hex. The Panzer III would not be able to attack the British squads, but the German squad would be able to attack them at close range or assault them. If the German squad chose to assault the British squads, it would lose one attack die in the process. The British squads would be able to

fire at either German unit at full strength, scoring hits on a 4, 5, or 6 results. However, they could not assault the German units on the bridge due to the presence of an enemy heavy vehicle. All of the units in the hex would receive 1 cover die from the wadi bridge terrain if fired upon or assaulted, unless attacking in an assault.

Wadi Entrance

Blocking Terrain: No
Movement Cost: 1
Cover: None



Special Rules: Units in a wadi entrance hex are not in LOS except to units in adjacent hexes or if the attacking unit can trace its entire LOS through contiguous wadi and/or wadi entrance hexes to the target.

Wadi Terrain Effects on LOS

Note: For the purposes of the following rules, the terms “wadi,” “wadi hexes,” and “wadi terrain feature” include all wadi terrain in wadi hexes, wadi entrance hexes, and wadi bridge hexes unless specified otherwise.

1. Units at level 0 can see into all adjacent wadi hexes. They can also see into non-adjacent wadi hexes if they can trace a straight, unbroken line through an adjacent wadi hex directly along the wadi terrain depiction itself to the target. If the LOS leaves the wadi terrain depiction, LOS is blocked. Wadis never block LOS between units that are at level 0.
2. Units within a wadi can only see other units within a wadi if they can trace a straight, unbroken line directly along the wadi terrain depiction. If not, LOS is blocked, **EVEN IF** the other unit is adjacent. Units in adjacent hexes that do not have LOS to the target wadi hex may still support an assault into a hex, but cannot initiate one.
3. Non-adjacent units at an elevation of level 1 or higher can see into a wadi if they can trace a straight line directly along the wadi terrain feature itself. However, the first wadi hex along that LOS is always a blind hex unless the first wadi hex that LOS is traced through is a wadi entrance hex.
4. Bridges do not block LOS within a wadi, but do create a blind hex within the wadi from elevations of level 1 or higher. Bridges over streams are not affected by this rule and never block LOS unless specified by a scenario special rule. Bridges only create one blind hex, regardless of range.

LINE OF SIGHT

Modified Plateau Rule

If a firing unit on an elevation traces its LOS to a unit behind a hill or multi-hex building of equal elevation, regardless of range, that LOS is blocked unless the unit is on an equal elevation or higher. If the firer is at least one level above the

LINE OF SIGHT (WADIS AND BRIDGES)

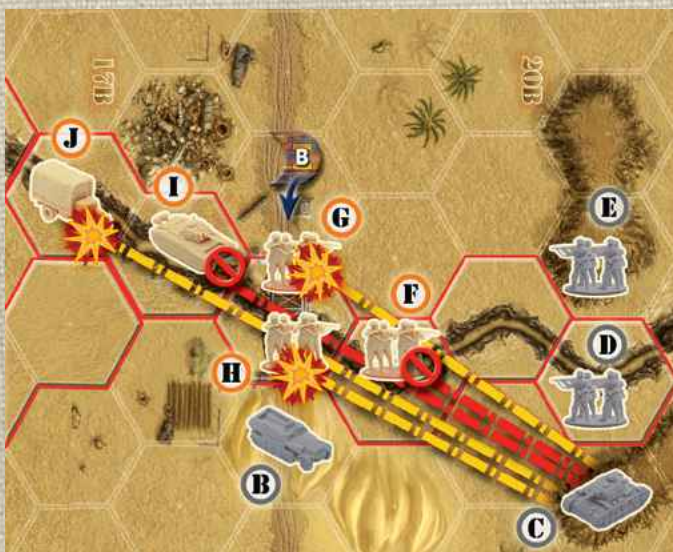


These diagrams illustrate how wadi and balka terrain affects line of sight (LOS). Remember that all LOS is reciprocal and that the terms wadi and balka are essentially interchangeable. British Squad G is on the bridge level of the wadi bridge hex, and British Squad H is in the wadi beneath.

German Tank A can see British Units F, G, H, I, and J because it is adjacent to a wadi entrance hex and can trace LOS directly through the wadi terrain depiction.

German Squad D cannot see any of the British units because it cannot trace LOS entirely through the wadi terrain depiction.

German Squad E can only see British Squads F and G. It can trace LOS to British Squad F through the wadi terrain depiction. British Squad G is visible because it is on the bridge, which is at the same elevation as the clear terrain around it.



German Tank C can see British Units G, H, and J. British Squad G is visible because it is on the bridge, which is considered to be level 0 terrain. Squad H and Truck J are visible because the German tank is at a higher elevation and can trace its LOS directly through the wadi terrain depiction. However, British Squad F cannot be seen because the first non-adjacent wadi hex is a blind hex from higher elevations, regardless of range. British Tank I cannot be seen because the bridge creates a blind hex in the wadi behind the bridge, but does not block LOS into the wadi beneath the bridge.



German Half-Track B can see British Squads F, G, and H because they are in adjacent wadi hexes. It cannot see either of the British vehicles because units at level 0 cannot see into non-adjacent wadi hexes.

level of the intervening hill or multi-hex building, then blind hexes are created as normal.

Balance: This rule should enhance realism without affecting play balance in most scenarios.

Night Rules

Visibility at night varied greatly but here is any easy system to simulate average conditions.

On the first game round of a night scenario, visibility is limited to 2 hexes. In addition, all units in cover- providing terrain are concealed until they attack or support an attack. Any unit that attacks or supports an attack immediately loses concealment. In addition, any vehicle or heavy infantry weapon which attacks or supports an attack becomes visible from all ranges for the rest of the Action Phase.

At the end of the Status Phase of each game round, roll one die to determine visibility for the next game round:

Die Result	Change in Visibility
1 - 2	No change in visibility
3 - 5	Increases by one hex
6	Increases by two hexes

Artillery and mortar crews may fire Star Shells instead of making attacks. When using an Artillery Strategy card, pay the command cost, roll to establish contact, and determine drift normally. Once the final target hex is determined, place a smoke marker in the hex. That hex and the six adjacent hexes are completely visible and may be attacked using normal LOS rules. When using mortar crews to fire Star Shells, simply place the smoke marker in any hex within the mortar crew's normal range and within LOS of a non-fatigued friendly unit according to the rules for Ballistic Fire.

COMBAT

Limited Combined Fire

In WWII, individual squads of most nations were rarely equipped with radios, requiring units to remain within shouting distance. Thus, when declaring a combined fire attack, only units in the active unit's hex may provide support for the attack. If an officer is in the active squad, then units in adjacent hexes may participate in the attack. Soviet vehicles are also limited in this manner, but British, German, and American vehicles (which were amply supplied with radios) are not limited by this rule.

Balance: Strongly favors the Germans in a scenario involving Soviet tanks, or the side with the most officers in a scenario.

Wrecked Vehicles

Instead of removing destroyed vehicles from the mapboard, turn them upside down and apply the following effects to the hex: Wrecked vehicles add 1 to the movement cost of the hex for each wreck and still count against stacking. If the hex contains a road, units may not use the Effective Road Movement ability. If

there are two wrecks in a road hex, the road cannot be used by any unit.

A vehicle in an adjacent hex may spend 3 movement points to move a wreck to an adjacent hex, and may then move into the hex vacated by the wreck. Tanks and other heavy vehicles can move any wrecked vehicle, half-tracks can move wrecked half-tracks and trucks, and trucks may only move wrecked trucks.

Balance: May strongly favor the defender in dense terrain such as woods or buildings.

Armor Piercing Discarding Sabot (AP-DS)

In 1944 the British deployed this round for use against tanks. It was designed in two parts: a high-density tungsten carbide penetrator and a low-density alloy framework that was designed to separate shortly after leaving the barrel. This allowed the penetrator to impact a tank's armor at a much higher velocity than was previously possible.

British 6-pounder AT guns and the Sherman V Firefly were the first units equipped with this round beginning with D-Day. In addition, all of the 3rd Canadian Infantry Division's AT guns used discarding sabot rounds. Finally, the Americans began using their own version of AP-DS just before Operation Cobra.

Use AP-C munitions specialization tokens to represent AP-DS rounds. The unit gains +3 firepower against vehicles at normal range and +1 firepower against vehicles at long range. AP-DS rounds cost 3 command instead of 1. Follow the procedures for munitions specializations as presented on pages 13-17 in the *Tide of Iron: Next Wave* "Tools of War" or page 10 of the *Fury of the Bear* "Rules of Play and Scenario Guide."

Balance: Heavily favors the Allies in late 1944 and 1945.

Optional Facing Rules

The following rules will increase the realism of *TOI* armored combat, but will definitely increase the complexity of the game. They are purely optional, unless their use is specified by a scenario.

Each heavy vehicle in the game must be placed so that it is facing one of the six sides of its hex. A heavy vehicle has four sides, each with a different armor modifier, defined by its position in the hex.

In order to determine the side that is struck by incoming fire, simply trace a line between the center dot of the target hex and the firing hex. The hexside that the line crosses determines the modifier which must be applied to the defending vehicle's armor when rolling defense dice. A vehicle's armor value can never be reduced below 1. If the line falls directly on the hexspine between two different sides, the attacker decides which armor modifier to apply. When subjected to an attack from an **Artillery** or **Air Support** Strategy card, a heavy vehicle **MUST** use the rear facing modifier of -1.

VEHICLE FACING



Facing and Movement

A heavy vehicle may rotate its facing in any hex, by any amount during its movement, without spending any movement points. However, after rotating, it must enter the hex directly in front of it. After entering the new hex it may rotate again.

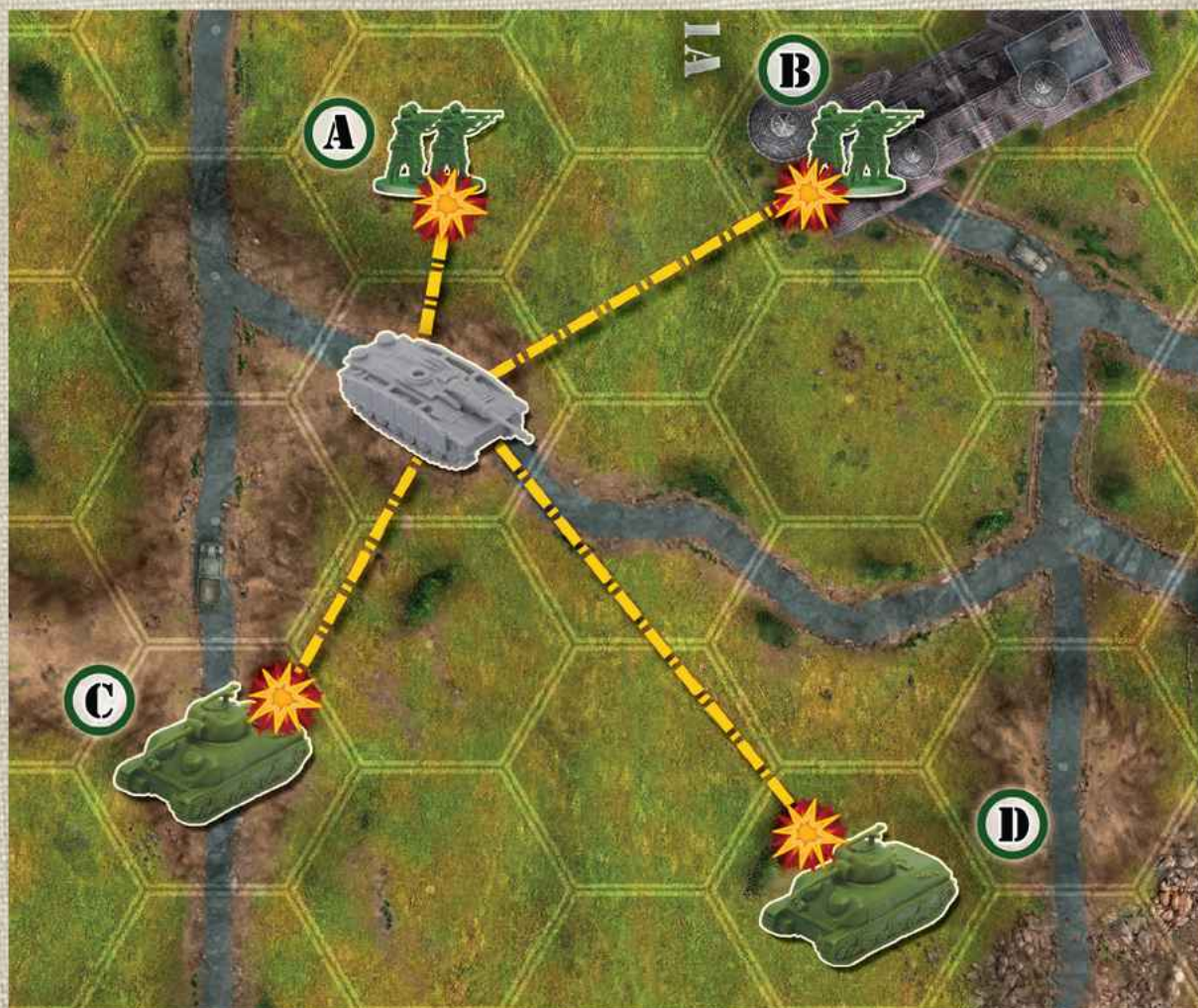
When entering a new hex, the owning player must allow enough time for his opponent to announce any OP Fire attacks. This also applies to rotating between different hex sides. The owning player must allow his opponent enough time to declare an OP Fire attack between each facing. However, even though the opposing player may choose when to fire at the moving vehicle, he may still only make one attack per hex of movement. If an OP Fire attack causes a vehicle to stop in a hex for any reason, it stops immediately, without rotating further.

Example: The Sherman tank is taking an Advance action. The Tiger tank may fire at the Sherman tank at any point on the road before it reaches the hill with a flank shot, which allows the Sherman to use its full armor value. However, if it waits for the Sherman to turn at the building, it may fire immediately at the Sherman's rear arc, causing the Sherman to lose 1 from its armor value. The American player must give the German player an opportunity to announce the shot before he rotates the tank. If the Tiger fires after the Sherman rotates, it would be firing at its flank arc instead.

FACING AND MOVEMENT EXAMPLE OF PLAY



TURRETLESS EXAMPLE OF PLAY



Turretless Vehicles and Facing

Vehicles without a turret are at a marked disadvantage when engaged in a mobile tank battle. Therefore, a turretless heavy vehicle such as the StuG III and the Su-122 incurs a penalty to its firepower depending on its facing and the relative position of its target, as shown in the diagram below. In addition, in order for a turretless vehicle to fire at a target in its rear arc, it must be given a Fire and Movement action and move so that the target is in a viable firing arc. This means that a turretless vehicle may never perform at OP Fire attack at a target in its rear arc. If a target falls in a hex that lies within two different arcs, the turretless vehicle must use the least advantageous arc.

Example: The StuG III has a number of targets available and some difficult choices to make. It can fire at Tank D and lose 1 to its firepower for the shot. It can fire at Squad B and lose 1 FP. In order to fire at either Squad A or Tank C, the StuG must take a Fire and Movement action in order to rotate its facing so that the target is in a proper arc. Tank C is in its rear arc because

even though the hex is within two different arcs, the StuG must count it as being in the least advantageous arc, in this case, the rear arc. If the StuG rotates 120 degrees to the left, it may fire at Squad A with a total of 4 FP (6 FP, plus 1 FP for the firing arc, halved for the Fire and Movement action).

BRITISH REFERENCE SHEET NWO★



MV:7

	RANGE	FIREPOWER
	8	6
	4	6

CRUSADER CLOSE SUPPORT

Tank, Heavy Vehicle

ARMOR 3

Concussive Firepower: Receives +3 range and +3 firepower when attacking a squad in a building or pillbox.

Overrun: May move through an enemy hex, pinning all squads present (+1 movement cost per enemy unit).

Lay Smoke: Instead of a regular attack, choose a target hex. At range 1-3, place a smoke counter in target hex. At range 4-5, roll for drift of 1 hex. At range 6-8, the smoke drifts twice (By 1 hex each time). Roll separately for each drift.



MV:5

	RANGE	FIREPOWER
	8	6
	4	6

MATILDA CLOSE SUPPORT

Tank, Heavy Vehicle

ARMOR 5

Concussive Firepower: Receives +3 range and +3 firepower when attacking a squad in a building or pillbox.

Overrun: May move through an enemy hex, pinning all squads present (+1 movement cost per enemy unit).

Lay Smoke: Instead of a regular attack, choose a target hex. At range 1-3, place a smoke counter in target hex. At range 4-5, roll for drift of 1 hex. At range 6-8, the smoke drifts twice (By 1 hex each time). Roll separately for each drift.

Thick Armor: After defense dice are rolled, change one defense die into a "6" result.



MV:7

	RANGE	FIREPOWER
	5	4
	6	5

CRUSADER MK. II (OPTIONAL)

Tank, Heavy Vehicle

ARMOR 3

Overrun: May move through an enemy hex, pinning all squads present (+1 movement cost per enemy unit).



MV:5

	RANGE	FIREPOWER
	5	4
	6	5

MATILDA MK. II (OPTIONAL)

Tank, Heavy Vehicle

ARMOR 5

Overrun: May move through an enemy hex, pinning all squads present (+1 movement cost per enemy unit).

Thick Armor: After defense dice are rolled, change one defense die into a "6" result.

GERMAN REFERENCE SHEET NWO★



MV:*

	RANGE	FIREPOWER
	5	4
	9	13

FLAK 36 AT GUN (OPTIONAL)

Equipment

ARMOR 2

Concussive Firepower: Receives +3 range and +3 firepower when attacking a squad in a building or pillbox.

Fragile: Is destroyed when heavily damaged.

Penetration: If the target receives dice for armor, its armor value is -1 unless the target has thick or extra thick armor. If the target has thick or extra thick armor, it retains its full armor value, but may change one less die to a "6."

*special equipment movement

DASH TO DUNKIRK

Scenario Design: Willem Boersma

BACKGROUND:

May 1940. With the success of Von Mannstein's Sickle-Cut plan, the Wehrmacht had broken through the densely forested and hilly region of the Ardennes, bypassing the main Allied forces placing them in danger of being cut off. This led to an all-out withdrawal from Belgium. Soon the only escape route left open to

the Allies was the port of Dunkirk, from which hundreds of thousands of Allied soldiers would eventually be evacuated to safety by boat to England. This was to become known as the "Miracle of Dunkirk." Many troops, however, did not make it there. This scenario depicts a group of BEF soldiers desperately pushing for Dunkirk with German vanguard units

hot on their trail. Will they make it there in time? The answer lies in your hands.

OBJECTIVE:

The British need to exit at least three squads off the far end of maps 6A and/or 4A by the end of round 8.

BRITISH SETUP

DIVISION 1

- 3 Squad Bases
 - 6 Regular Infantry
 - 3 Elite Infantry
 - 1 Officer
 - 1 Machine Gun Crew

DIVISION 2

- 3 Squad Bases
 - 8 Regular Infantry
 - 3 Elite Infantry
 - 1 Officer

- **Starting Strategy Cards:** 1 (Take Cover in play area, so it can be used on round 1)

- **Strategy Decks**
 - Bombing Run
 - Offensive Artillery

- **Operations Cards**
 - 012 Massive Confusion
 - 014 No Surrender

- **Deployment Zone**
Any hex with an orange border on maps 10B and 8A. (*Designer's note:* There is no longer any real unit cohesion. Therefore Divisions 1 and 2 share the same deployment zone.)

GERMAN SETUP

DIVISION 1

- 2 Squad Bases
 - 6 Regular Infantry
 - 1 Elite Infantry
 - 1 Officer
 - 1 SdKfz251 Half-Track



x1

DIVISION 2

- 2 Squad Bases
 - 4 Regular Infantry
 - 3 Elite Infantry
 - 1 Officer
 - 1 SdKfz251 Half-Track

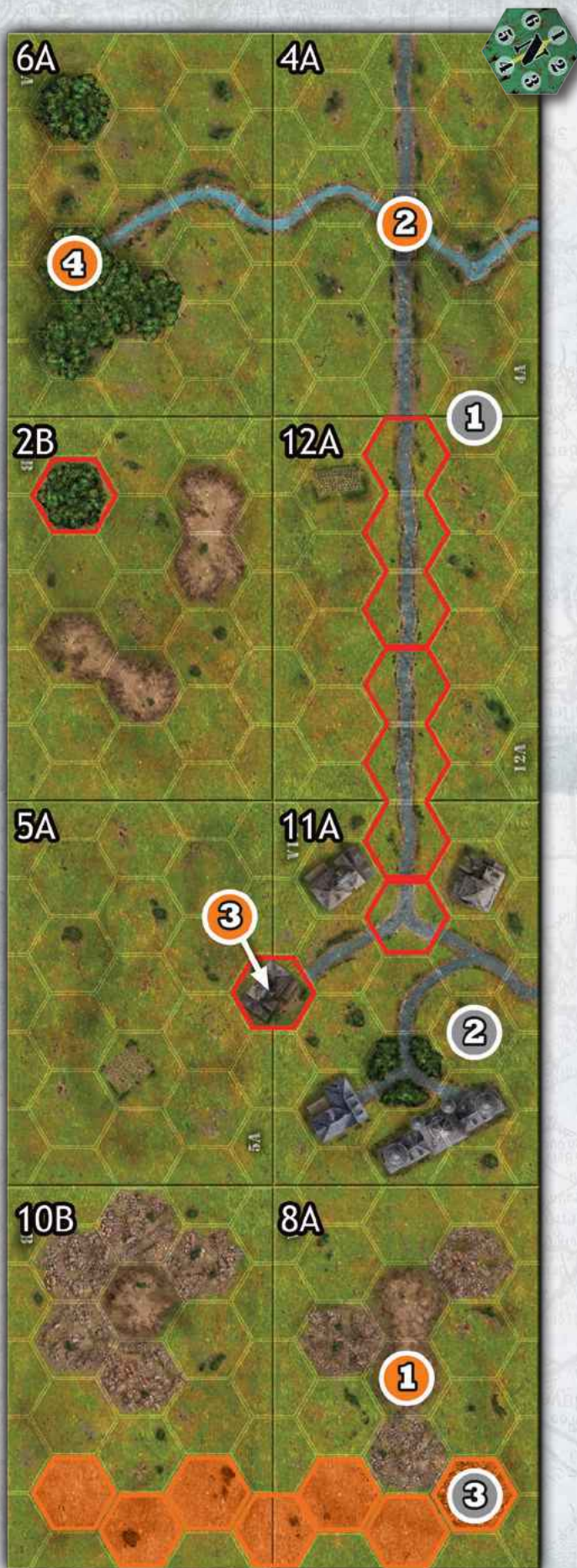


x1

- **Starting Strategy Cards:** 2 (See page 32.)

- **Strategy Decks**
 - Artillery I
 - German Air-Support I (remove Tactical Bombing)
 - German Reinforcements

- **Deployment Zone**
See page 32.



SCENARIO DETAILS

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

REINFORCEMENTS

- None

SPECIAL RULES

- See page 22.

TERRAIN FEATURES

- The stream is Deep.

BRIDGEHEAD ACROSS THE DRUT

Scenario Design: Klaus Fritsch

BACKGROUND:

After breaking through German lines at the beginning of Operation Bagration in June 1944, the Soviet spearheads often had to cross rivers by assault to create bridgeheads on the opposite bank.

OBJECTIVE:

- Control of 6 Victory Objectives: decisive victory
- Control of 5 Victory Objectives: tactical victory
- Control of 4 Victory Objectives: minor victory

All Victory Objectives and all blue Command Objectives receive German control markers during set-up.

"Let's take a bath, comrades!"

SOVIET SETUP

DIVISION 1

GUARDS STRELKOVY BATTALION

- 14 Squad Bases
 - 37 Regular Infantry
 - 13 Elite Infantry
 - 2 Officers
 - 2 Machine Gun Crew
 - 2 KV-1 Tanks
 - 2 SU-122 Assault Guns



DIVISION 2

GUARDS STRELKOVY BATTALION

- 15 Squad Bases
 - 39 Regular Infantry
 - 14 Elite Infantry
 - 3 Officers
 - 2 Machine Gun Crew
 - 2 KV-1 Tanks
 - 2 SU-122 Assault Guns



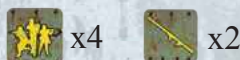
- **Starting Strategy Cards:** 3.
Additionally, all cards from Artillery II except Spotting Round, and the 2 Increased Priority cards are placed in the Soviet play area.
- **Strategy Decks**
 - Artillery II
 - Command I
 - Supply I
- **Operations Cards**
 - 042 Increased Firepower: KV-1
 - 005 Clear Mines
 - 043 Tank Riders
 - 008 Lay Smoke
 - 014 No Surrender
- **Deployment Zone**
All units move onto the board via one of the green-shaded hexes during round 1.

GERMAN SETUP

DIVISION 1

GRENADIER COMPANY

- 10 Squad Bases
 - 16 Regular Infantry
 - 17 Elite Infantry
 - 3 Officers
 - 1 Machine Gun Crew
 - 1 Mortar Crew
 - 1 PAK 40 AT Gun



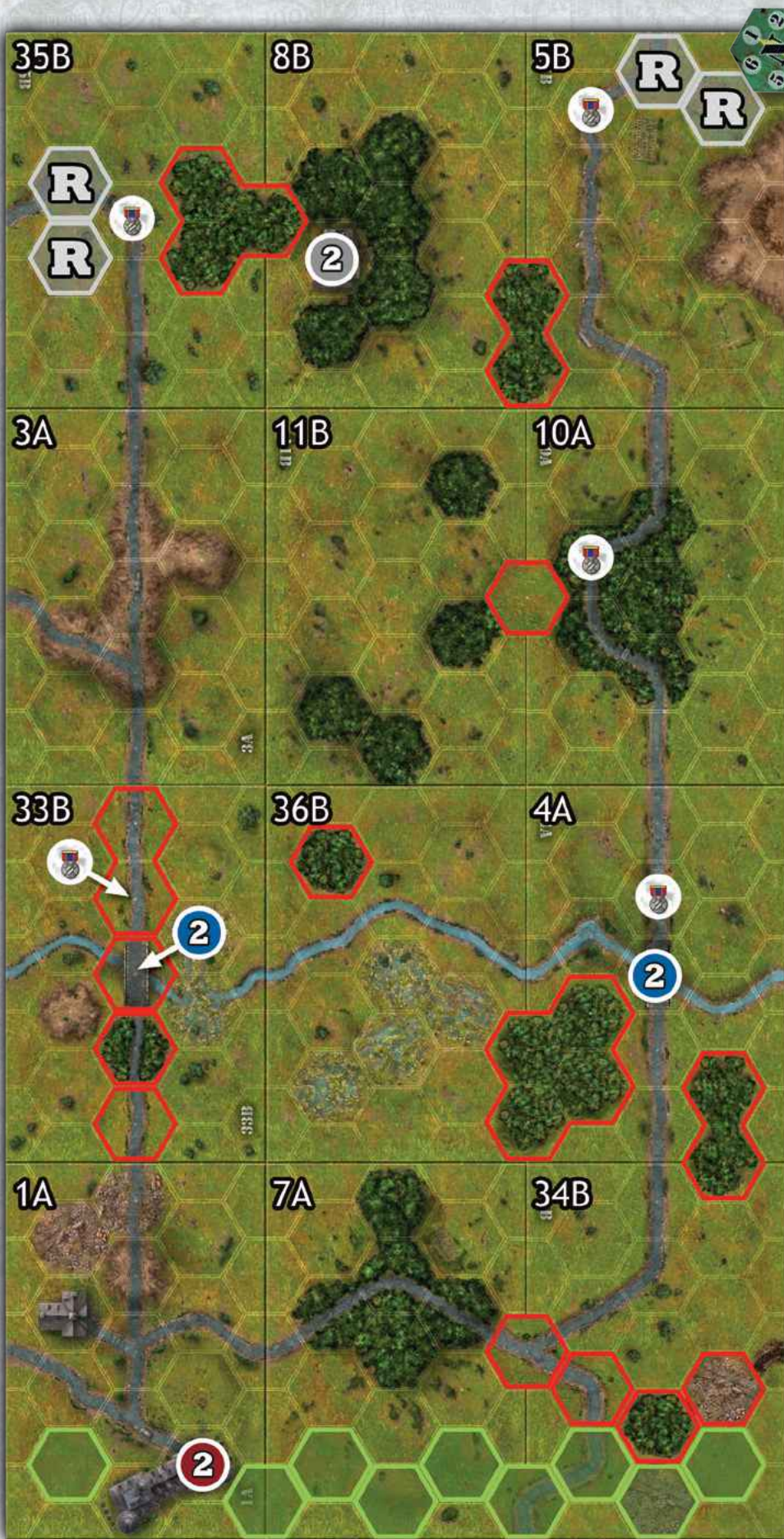
DIVISION 2

GRENADIER COMPANY

- 8 Squad Bases
 - 16 Regular Infantry
 - 9 Elite Infantry
 - 3 Officers
 - 1 Machine Gun Crew
 - 1 Mortar Crew
 - 2 PAK 40 AT Gun



- **Starting Strategy Cards:** 3
- **Strategy Decks**
 - Artillery I
 - Ground Support I
 - Morale I
- **Operations Card**
 - 013 Desperate Defenders
 - 007 Lay Razor Wire
 - 048 Heavy Mortar Support
- **Deployment Zone**
Any full hex on boards 35B, 8B, 5B, 3A, 11B, 10A, 33B, 36B, and 4A (see page 32).



SCENARIO DETAILS

- **Rounds:** 12
- **Starting Initiative:**
Soviets
Germans set up first.
- **Actions per Turn:**
Soviets: 4 actions per turn
Germans: 2 actions per turn

REINFORCEMENTS

During each Status Phase, the German player rolls as many dice as the round number (one die at the end of round 1, two dice at the end of round 2, etc.). If at least one 5 or 6 is rolled, the German player receives one of the two reinforcement groups. The German player may choose which group he wants, and once chosen he gets the other group the next time a successful reinforcement die roll occurs. Groups enter the board during the Action Phase of the following round at one of the gray-shaded hexes marked "R."

- German reinforcements:

Division I

Group 1

- 2 Squad Bases
- 4 Regular Infantry
- 4 Elite
- 2 Half-tracks
- 2 Expert specialization

Group 2

- 3 Panzer IV

SPECIAL RULES

- See page 22.

FIRST CONTACT RUSSIA

Scenario Design: Bill Jaffe

BACKGROUND:

June 22, 1941. The German 297th Infantry Division probing forward during the opening day of Operation Barbarossa unexpectedly ran into the Soviet 41st Infantry Division. The Soviet 41st Infantry Division was surprisingly alert on June 22, and the German 297th was not expecting to run into real opposition. Luckily the German artillery was ready to support them.

OBJECTIVE:

The Germans win if they control the victory hex on 6A by the end of the 6th round.

SOVIET SETUP

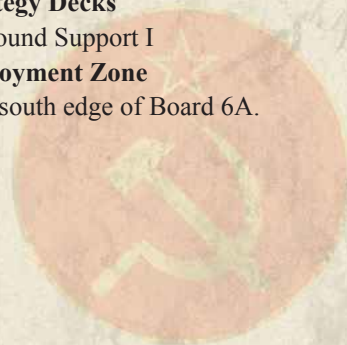
DIVISION 1

- 5 Squad Bases
 - 12 Regular Infantry
 - 3 Elite Infantry
 - 1 Officer
 - 1 Mortar Crew
 - 1 Machine Gun Crew

DIVISION 2

- 5 Squad Bases
 - 12 Regular Infantry
 - 3 Elite Infantry
 - 1 Officer
 - 1 Mortar Crew
 - 1 Machine Gun Crew

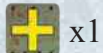
- Starting Strategy Cards: 1
- Strategy Decks
 - Ground Support I
- Deployment Zone
 - The south edge of Board 6A.



GERMAN SETUP

DIVISION 1

- 5 Squad Bases
 - 12 Regular Infantry
 - 3 Elite Infantry
 - 1 Officer
 - 1 Machine Gun Crew
 - 1 Mortar Crew



x1

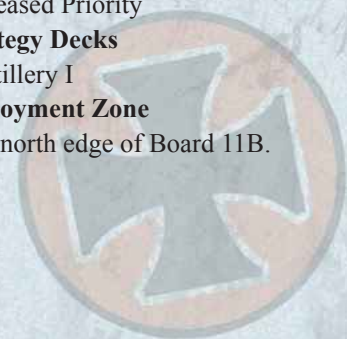
DIVISION 2

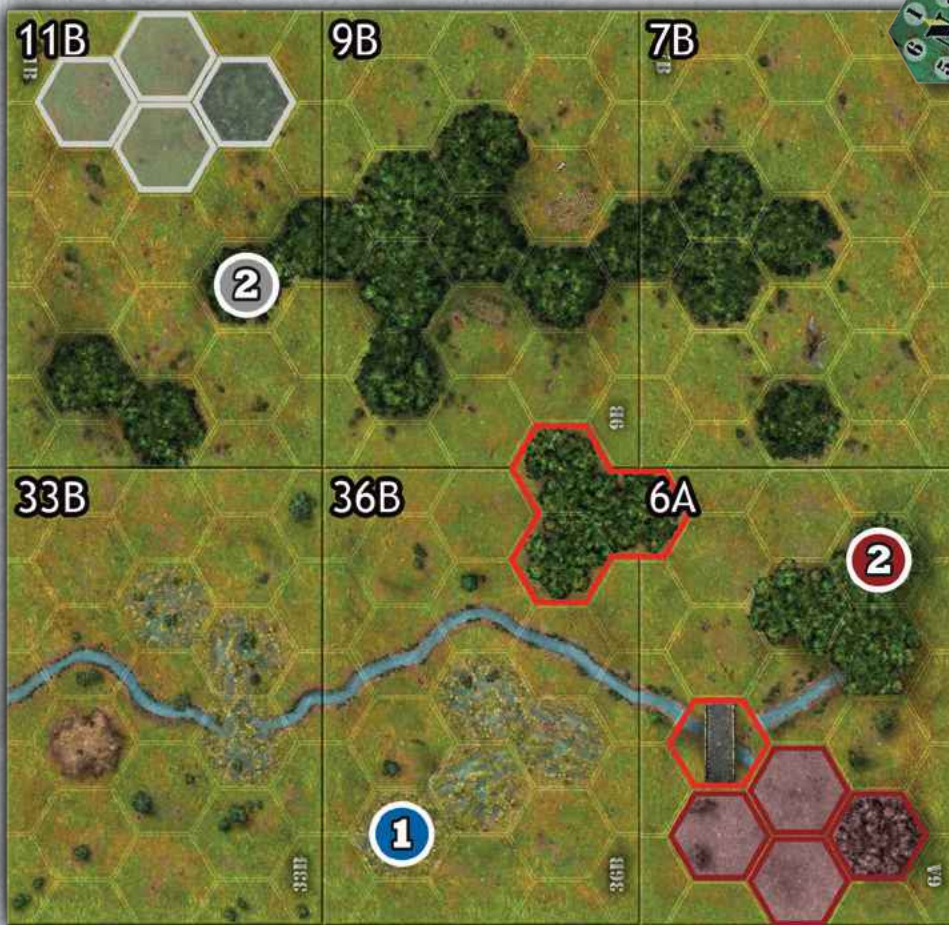
- 5 Squad Bases
 - 12 Regular Infantry
 - 3 Elite Infantry
 - 1 Officer
 - 1 Machine Gun Crew
 - 1 Mortar Crew



x1

- Starting Strategy Cards:
 - Increased Priority
- Strategy Decks
 - Artillery I
- Deployment Zone
 - The north edge of Board 11B.





SCENARIO DETAILS

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

REINFORCEMENTS

- Status Phase of Round 3
German Division 1 receives SdKfz 251 half-track.

TERRAIN FEATURES

- The stream is *Shallow*.



TIGER TRACKS

Scenario Design: Ray Trochim

BACKGROUND:

The German Tiger I heavy tank is one of the better known tanks of World War II. At the start of the war, Germany did not possess any heavy tanks, but combat experience against the French Char B1 and the British Matilda II in June 1940 showed that the German Army needed a heavier tank. It wasn't until 1941, when the German Panzers in Russia encountered the Soviet T-34 and KV-1 tanks in the initial months of Operation Barbarossa, that design and development of Germany's heavy tank became a high priority.

The first combat unit to be equipped with the new Tiger I heavy tanks was the 502 Heavy Tank Battalion, which was only partially equipped before being rushed to the Soviet front in late August 1942. Near the Leningrad area the Tiger I had its first combat debut, and it was at that time the most powerful and heavily armored tank in the world.

OBJECTIVE:

If the Germans have an Engineer squad in the hex containing the Victory Objective marker (board

33B) at the end of a game round, the marker is removed from the board and replaced with a Tiger tank. Once the Tiger tank is placed on the board, the German player controls it as if it were part of Division 1.

The Germans immediately win if they can exit the Tiger tank off the board from the blue-shaded hex.

The Soviets immediately win if they can destroy the German Tiger tank.

Any other result is a draw.

SOVIET SETUP

DIVISION 1

- 5 Squad Bases
 - 15 Regular Infantry
 - 4 Elite Infantry
 - 1 Officer

DIVISION 2

- 5 Squad Bases
 - 15 Regular Infantry
 - 4 Elite Infantry
 - 1 Officer

- Starting Strategy Cards: 2
- Starting Command Points: 2
- Strategy Decks
 - Morale I
 - Ground Support Deck I (shared)
- Operations Cards
 - 014 No Surrender
- Deployment Zone
 - Any hex with a dark red "R" on map 31B.

GERMAN SETUP

DIVISION 1

- 4 Squad Bases
 - 10 Regular Infantry
 - 3 Elite Infantry
 - 1 Officer
 - 1 Machine Gun Crew
 - 1 SdKfz 251 Half-track



x1

DIVISION 2

- 4 Squad Bases
 - 10 Regular Infantry
 - 3 Elite Infantry
 - 1 Officer
 - 1 Machine Gun Crew
 - 1 SdKfz 251 Half-track



x1

- Starting Strategy Cards: 2
- Starting Command Points: 1
- Strategy Decks
 - Supply Deck I
 - Ground Support Deck I (shared)
- Operations Cards
 - 008 Lay Smoke
 - 004 Double Time
- Deployment Zone
 - Any hex with a gray "R" or blue "E" on map 32B.

COUNTERATTACK AT RADEKHOV

Scenario Design: Bill Jaffe

BACKGROUND:

June 26. The Soviet Army assembled four mech armies to counterattack Army Group South's Panzer advance in the Ukraine. The Soviet 8th Tank Division encountered the 16th Panzer Division near the city of Radekhov.

OBJECTIVE:

The objective is to capture both Victory Objective markers after 10 rounds. If both sides occupy one marker the side with the fewest destroyed tanks wins.

"The enemy shells could not penetrate our armor, but they damaged treads, damaged road wheels or knocked turrets out."

—Capt. Z.K. Slyusarenko, commander of 1st battalion, 19th Tank regiment

SOVIET SETUP

DIVISION 1

SOVIET 8TH TANK DIVISION

- 4 Squad Bases
 - 8 Regular Infantry
 - 2 Officers
 - 2 Mortar Crews
 - 1 Machine Gun Crew
 - 1 KV-1 Tank



x1



x1

DIVISION 2

SOVIET 8TH TANK DIVISION

- 4 Squad Bases
 - 9 Regular Infantry
 - 1 Elite Infantry
 - 2 Officers
 - 1 Mortar Crew
 - 1 Machine Gun Crew
 - 2 T-34 Tanks



x1



x1

• Starting Strategy Cards: 2

• Strategy Decks

- Ground Support I
- Artillery Deck II

• Operations Card

- 040 Lack of Tank Radios
- Soviet AT Rifle (see information at end of scenario details)

• Deployment Zone

Division 1 enters along the south board edge of Board 9B, Division 2 along the south edge of Board 6A.

GERMAN SETUP

DIVISION 1

16TH PANZER DIVISION

- 4 Squad Bases
 - 10 Regular Infantry
 - 2 Officers
 - 1 Machine Gun Crew
 - 1 Mortar Crew
 - 2 Panzer III Tanks



x1

DIVISION 2

16TH PANZER DIVISION

- 4 Squad Bases
 - 10 Regular Infantry
 - 2 Officers
 - 1 Machine Gun Crew
 - 1 Mortar Crew
 - 2 Panzer IV Tanks



x1

• Starting Strategy Cards: 2

• Strategy Decks

- Combined Air Support (remove Fighter Escort, Night Witches, and Scrambled Fighters x2)
- Artillery Deck I

• Operations Cards

- 019 or 038 Panzer IV Ausf E
- 011 Elite Tank Crew
- Panzer III Ausf E (see information at end of scenario details)

• Deployment Zone

Division 1 enters the north edge of Board 11B. Division 2 enters the north edge of Board 36B.

BREAKOUT FROM BORISOV

Scenario Design: Bill Jaffe

BACKGROUND:

July 1941. The German 18th Panzer Division spearheaded the crossing of the river Berezina from the town of Borisov. As luck would have it, the Soviets brought forward from reserve the 1st Moscow Motorized Rifle Division to stop the Germans.

OBJECTIVE:

Germans must capture both Victory Hexes by the end of round 10.

"Thought my division was on a suicide mission."

– General Walter Nehring on being told to secure the bridge over the Berezina river.

SOVIET SETUP

DIVISION 1

- 8 Squad Bases
 - 18 Regular Infantry
 - 4 Elite Infantry
 - 2 Officers
 - 2 Mortar Crew
 - 2 Machine Gun Crew
 - 1 ZiS 7.62 AT Gun
 - 2 GMC CCKW 353s
 - 1 T-34 Tank



x1



x1



x1



x1

DIVISION 2

- 8 Squad Bases
 - 18 Regular Infantry
 - 4 Elite Infantry
 - 2 Officers
 - 2 Mortar Crew
 - 2 Machine Gun Crew
 - 1 ZiS 7.62 AT Gun
 - 2 GMC CCKW 353s
 - 1 T-34 Tank



x1



x1



x1



x1

• Starting Strategy Cards: 1

• Strategy Decks

- Ground Support I
- Artillery I

• Operations Cards

- 014 No Surrender
- Soviet AT Rifle
- Gun Transport (see information at end of scenario details)

• Deployment Zone

The highlighted hexes on board 35B.

GERMAN SETUP

DIVISION 1

- 7 Squad Bases
 - 15 Regular Infantry
 - 5 Elite Infantry
 - 2 Officers
 - 2 Mortar Crew
 - 1 Machine Gun Crew
 - 2 Opel Blitz Trucks
 - 1 SdKfz 251 Half-track
 - 1 Panzer III Tank
 - 1 Panzer IV Tank



x1



x1

DIVISION 2

- 7 Squad Bases
 - 15 Regular Infantry
 - 5 Elite Infantry
 - 2 Officers
 - 2 Mortar Crew
 - 1 Machine Gun Crew
 - 2 Opel Blitz Trucks
 - 1 SdKfz 251 Half-track
 - 1 Panzer III Tank
 - 1 Panzer IV Tank



x1



x1

• Starting Strategy Cards: 2

• Strategy Decks

- Combined Air Operations, subtracting the following cards: Fighter Escort, Night Witches, and Scrambled Fighters x2

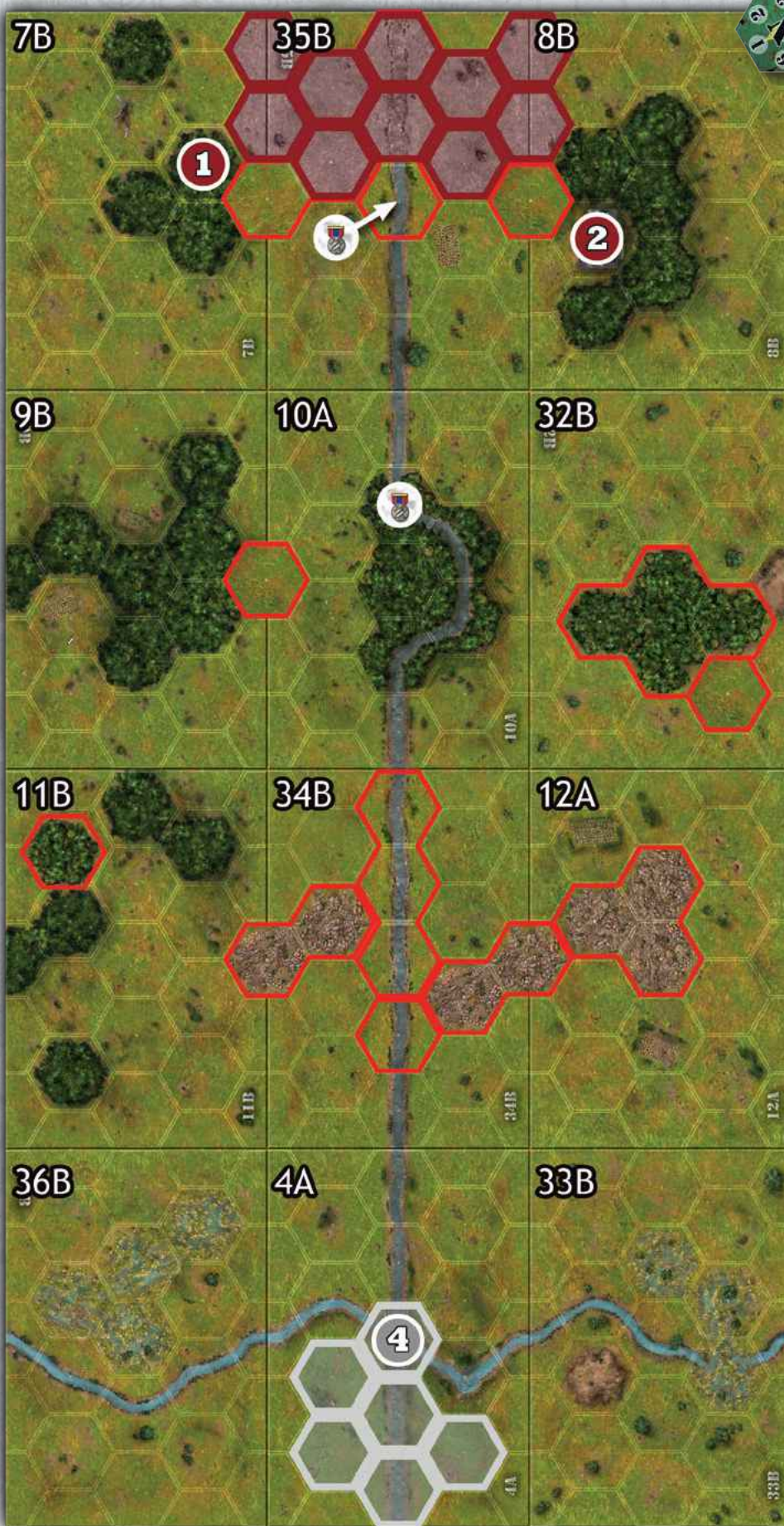
• Starting Command Points: 4

• Operations Card

- Panzer III (see information at end of scenario details)
- 019 or 038 Panzer IV Ausf e
- 011 Elite Tank Crew

• Deployment Zone

The highlighted hexes on board 4A.



SCENARIO DETAILS

- Rounds: 10
- Starting Initiative:
Germans
- Actions per Turn:
3 actions per nation

TERRAIN FEATURES

- Stream is *Deep*.

NEW OPERATIONS CARD

- **Gun Transport:** The vehicle may transport one squad and one gun. To limber the gun the vehicle must start the turn in the same hex as the gun and the squad. As one action place the gun and squad on an off-board transport token. As they are loaded onto the truck, this may trigger op fire; fatigue the gun and the squad. To unlimber the gun, as one action fatigue the gun and squad and place both in the same hex as the vehicle. This unloading also may trigger op fire.

ANZIO

Scenario Design: Bill Jaffe

BACKGROUND:

May 23, 1944. The U.S. 1st Armored Division started the process of the final breakout from the Anzio beachhead. Its assignment was to open the road leading to Rome and link up with the rest of the Allies advancing from the south. The German 3rd Panzer Grenadier Division held a key passage along the road.

OBJECTIVE:

Capture both Victory hexes by the end of round 9.

"Everything is ready, we got huge numbers of artillery, special .50 calibre MG on tripods to provide overhead firepower and every other building had a tank hidden in it."

– Robert Dodge, 15th regiment United States 3rd Infantry

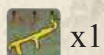
AMERICAN SETUP

DIVISION 1

- 7 Squad Bases
 - 14 Regular Infantry
 - 5 Elite Infantry
 - 3 Officers
 - 1 Machine Gun Crew
 - 2 Mortar Crew
 - 3 M4A1 Sherman Tanks



x2



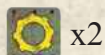
x1



x1

DIVISION 2

- 7 Squad Bases
 - 15 Regular Infantry
 - 4 Elite Infantry
 - 3 Officers
 - 1 Machine Gun Crew
 - 2 Mortar Crew
 - 3 M4A1 Sherman Tanks



x2



x1



x1

- Starting Strategy Cards: 2
- Starting Command Points: 2

Strategy Decks

- American Air Support
- Artillery Deck II

Operations Cards

- 005 Clear Mines
- 016 Clear Tank Trap
- 008 Lay Smoke

Deployment Zone

Highlighted hexes on 12B and 5B in the pictures set up first.

GERMAN SETUP

DIVISION 1

- 8 Squad Bases
 - 21 Regular Infantry
 - 4 Elite Infantry
 - 3 Officers
 - 1 Machine Gun Crew
 - 1 Mortar Crew
 - 1 SdKfz 251 Half-track



x1



x1

DIVISION 2

- 8 Squad Bases
 - 21 Regular Infantry
 - 4 Elite Infantry
 - 3 Officers
 - 1 Machine Gun Crew
 - 1 Mortar Crew
 - 1 SdKfz 251 Half-track



x1



x1

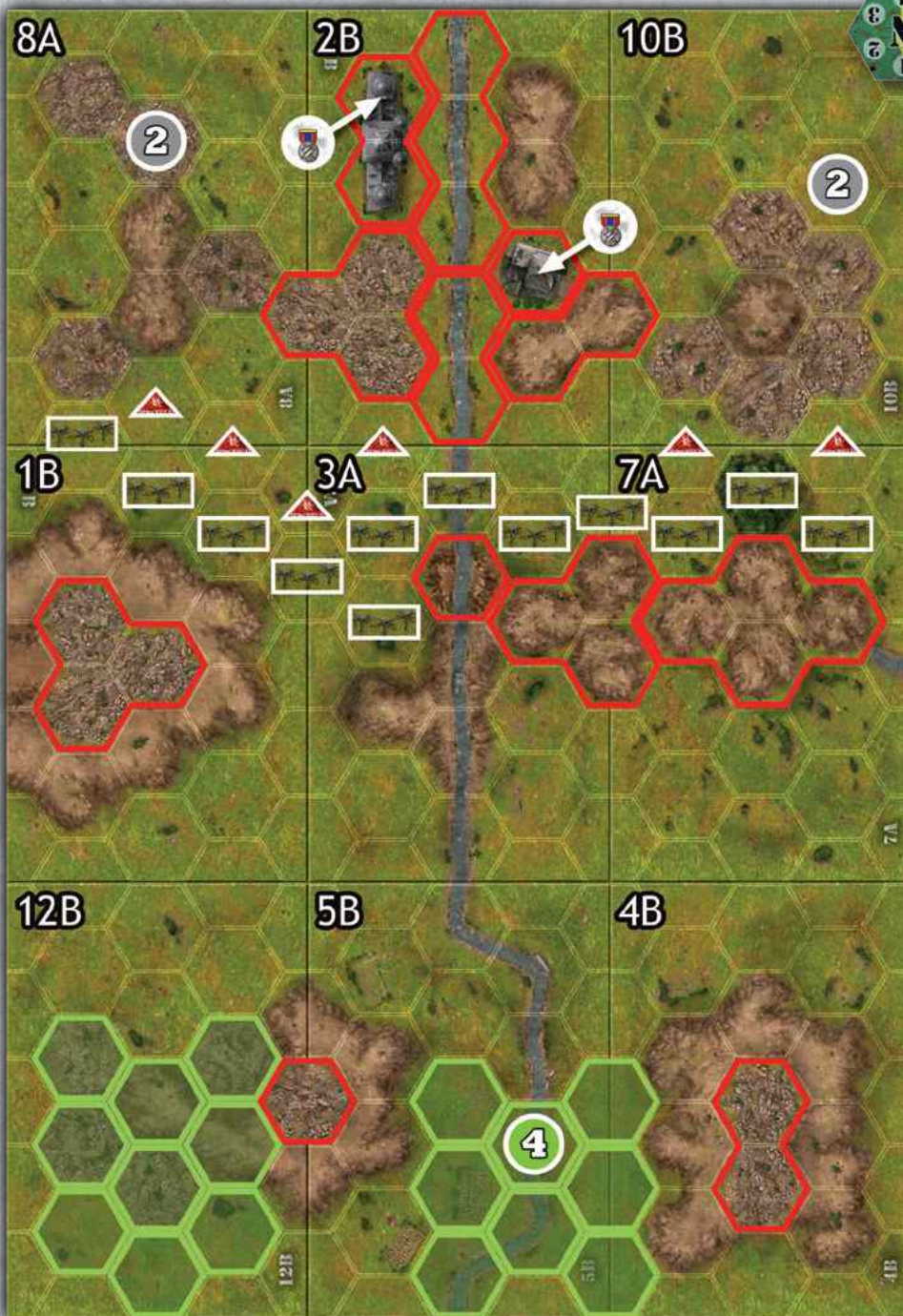
- Starting Strategy Cards: 2

Strategy Decks

- Artillery I
- Ground Support I

Deployment Zone

Anywhere on maps 8A, 2B, and 10B set up second. See the special rules about entrenchments.



SCENARIO DETAILS

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

SPECIAL RULES

- The German player deploys his 10 entrenchments anywhere in the setup area after the American player sets up.

TERRAIN FEATURES

- 10 entrenchments
- 6 mine fields
- 12 tank traps



THOSE DAMNED ENGINEERS!

Scenario Design: Ray Trochim

BACKGROUND:

On December 16, 1944, the Germans launched a major offensive through the densely forested Ardennes region. Better known as the Battle of the Bulge, the Germans caught the Allies by surprise and made early progress. At times, however, the efforts of American engineers caused havoc and much grief as they delayed the advancing German elements, especially those of Kampfgruppe

Peiper. American engineer units blew up bridges, planted landmines, obstructed roadways, and did whatever they could to help defend important key positions in the face of oncoming German Panzer columns. Upon seeing another bridge blown up just as his Panzers reached it, Joachim Peiper is said to have uttered, "Those damned engineers!" In the end, Kampfgruppe Peiper was contained and the Panzer crews had to abandon

most of their vehicles on their way back home.

OBJECTIVE:

At the end of any game round, the German player immediately wins if he controls the Victory Objective marker (board 39B). The American player wins if the German player is unable to fulfill his victory conditions by the end of round 8.

AMERICAN SETUP

DIVISION 1

- 5 Squad Bases
 - 15 Regular Infantry
 - 1 Officer
 - 1 Mortar Crew
 - 1 Machine Gun Crew
 - 1 Concealed Marker



x2



x1

DIVISION 2

- 6 Squad Bases
 - 18 Regular Infantry
 - 2 Officers
 - 2 Machine Gun Crews
 - 3 Concealed Markers



x2



x1

- Starting Strategy Cards: 2
- Starting Command Points: 2
- Strategy Decks
 - Morale Deck I
 - Winter Tactics Deck I (shared) (remove the Frostbite and Sniper Attacks cards)
- Operations Cards
 - 023 Satchel Charges
 - 013 Desperate Defenders
 - 002 Heavy Fog (shared)
- Deployment Zone
 - Division 1: Any hex on map 31A or 39B.
 - Division 2: Any hex on map 35A or 38B.

GERMAN SETUP

DIVISION 1

- 5 Squad Bases
 - 13 Regular Infantry
 - 4 Elite Infantry
 - 1 Officer
 - 1 Machine Gun Crew
 - 1 SdKfz 251 Half-track



x1

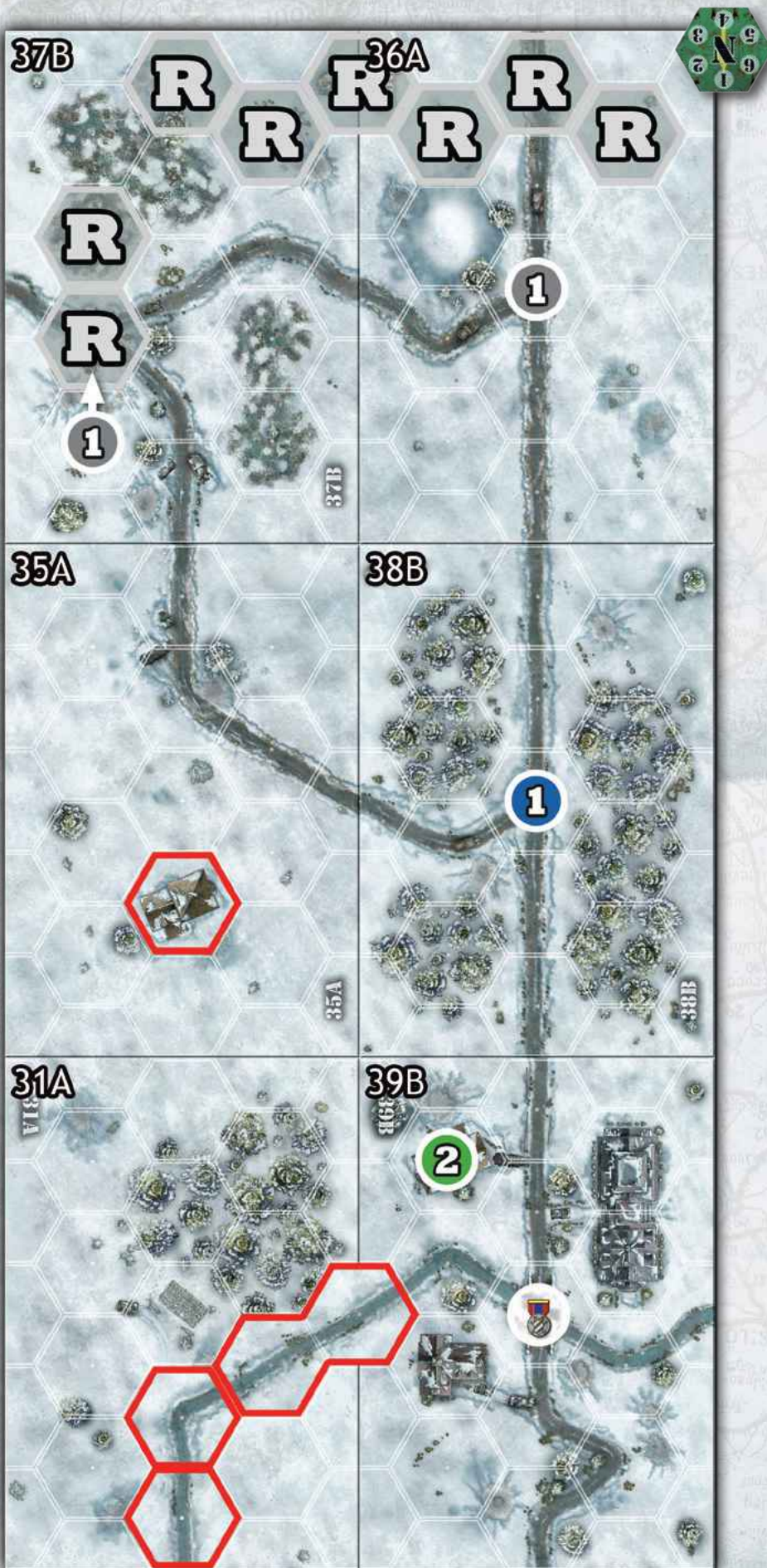
DIVISION 2

- 5 Squad Bases
 - 13 Regular Infantry
 - 4 Elite Infantry
 - 1 Officer
 - 1 Machine Gun Crew
 - 1 SdKfz 251 Half-track



x1

- Starting Strategy Cards: 2
- Starting Command Points: 3
- Strategy Decks
 - Command Deck I
 - German Reinforcements Deck I
 - Winter Tactics Deck I (shared) (remove the Frostbite and Sniper Attacks cards)
- Operations Cards
 - 010 Inspiring Leadership
 - 002 Heavy Fog (shared)
- Deployment Zone
 - Divisions 1 and 2: Any reinforcement hex on map 37B or 36A.



SCENARIO DETAILS

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

REINFORCEMENTS

The Germans receive reinforcements on Status Phase 5:

- 2 King Tiger tanks

SPECIAL RULES

- See page 23.

TERRAIN FEATURES

- The stream is *Deep*.
- Buildings are *Destructible*.
- All five swamp hexes on map 37B are woods hexes.

STEMMING THE RED TIDE

Scenario Design: Craig Robertson

BACKGROUND:

November 20, 1942: The Romanian Fourth Army has been shattered by Operation Uranus, the Red Army's colossal attempt to encircle the German Sixth Army at Stalingrad. The 48th Panzer Corps, including the 22nd Panzer Division, must attempt to

rally the Romanians while fending off aggressive attacks by roving T-34s.

OBJECTIVE:

The Soviet player must earn 6 VPs by the end of game round 8. VPs are earned by exiting Soviet squads from the south edge of the game board (1 VP per squad). The German player

wins if the Soviet player is unable to fulfill his objective.

"I remember some Romanians who surrendered without a fight. 'Antonescu kaputt! Stalin gut! Rus Kamerad gut!'"

— Mansur Abdulin, 293rd Rifle Division

SOVIET SETUP

DIVISION 1

- 6 Squad Bases
 - 19 Regular Infantry
 - 1 Officer
 - 1 Mortar Crew
 - 1 Machine Gun Crew

DIVISION 2

- 6 Squad Bases
 - 20 Regular Infantry
 - 3 Elite Infantry
 - 1 Officer



x2

• Starting Strategy Cards: 2

• Strategy Decks

- Command I
- Winter Tactics I (Shared)

• Operations Cards

- 040 Lack of Tank Radios
- 039 Snow Squalls (Shared)
- 002 Heavy Fog (Shared)

• Deployment Zone

Set up last in any hex with a dark red border.

GERMAN SETUP

DIVISION 1

- 4 Squad Bases
 - 11 Regular Infantry
 - 4 Elite Infantry
 - 1 Officer

DIVISION 2

- Determined randomly – see Special Rules

• Starting Strategy Cards: 2

• Strategy Decks

- Morale I
- Winter Tactics I (Shared)
- German Reinforcements I (Setup only – see Special Rules)

• Operations Cards

- 049 A&B sIG 33B (see Special Rules)
- 003 Shattered Morale (see Special Rules)
- 039 Snow Squalls (Shared)
- 002 Heavy Fog (Shared)

• Deployment Zone

Division 1: Set up first in any road hex of map 39A.

Division 2: Set up second in hexes with a gray border. (See Special Rules)

32A

37A

R39A

R

R



SCENARIO DETAILS

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

REINFORCEMENTS

The Soviets receive reinforcements on Status Phase 2:

- 3 T-34 tanks

The Germans receive reinforcements on Status Phase 3:

- 2 Panzer III tanks

- 1 sIG 33b self-propelled gun

SPECIAL RULES

- See page 23.

31A

33A

36A



THE LONGEST RIDGE

Scenario Design: Craig Robertson

BACKGROUND:

July 19, 1943: As the fighting for Kursk rages to the north, the reconstituted German 6th Army struggles to contain a serious Soviet assault along the Mius River. General Hollidt has ordered the 23rd Panzer Division, along with its newly acquired sIG 33b assault guns, to capture Hill 213.9. Unfortunately,

the supporting attacks of the 16th Panzergrenadier and 306th Infantry Divisions have failed, leaving the panzers to struggle across the ridge alone.

OBJECTIVE:

The Germans must control the victory objective at the end of game round 8. Any other result is a Soviet victory.

"The German counterattack had hit the Soviet formations so hard that no organic formation of a larger size has been identified since 1 August. Only mixed formations were fighting, which were composed of personnel from all of the aforementioned Soviet divisions."

— Rittmeister zu Sayn-Wittgenstein, Intelligence Officer, 23rd Panzer Division

SOVIET SETUP

DIVISION 1

- 5 Squad Bases
 - 17 Regular Infantry
 - 1 Officer
 - 1 Machine Gun Crew
- 2 ZiS 76.2 Anti-Tank Guns



x2



x1

DIVISION 2

- 8 Squad Bases
 - 19 Regular Infantry
 - 4 Elite Infantry
 - 1 Officer
 - 2 Machine Gun Crews
 - 2 Mortar Gun Crews



x2



x1



x1

• Starting Strategy Cards: 3

• Strategy Decks

- Ground Support I
- Soviet Artillery I
- Combined Air Support I (Shared, with "Night Witches" card removed)

• Operations Cards

- 040 Lack of Tank Radios
- 052 Lay Mines
- 002 Heavy Fog (Applies to Soviet squads and equipment units only. See Special Rules.)

• Deployment Zone

Division 1: Any of the hexes on maps 6A and 9B.

Division 2: Any of the hexes on maps 1B, 8B and 7B.

GERMAN SETUP

DIVISION 1

- 9 Squad Bases
 - 22 Regular Infantry
 - 7 Elite Infantry
 - 1 Officer
 - 1 Mortar Crew
 - 2 Machine Gun Crews
- 4 SdKfz 251 Half-Tracks



x1

DIVISION 2

- 3 Panzer III Tanks
- 1 Panzer IV Tank
- 2 sIG 33b Assault Guns
- 2 StuG III E Assault Gun

• Starting Strategy Cards: 3

• Strategy Decks

- Command I
- German Artillery I
- Combined Air Support I (Shared, with "Night Witches" card removed)

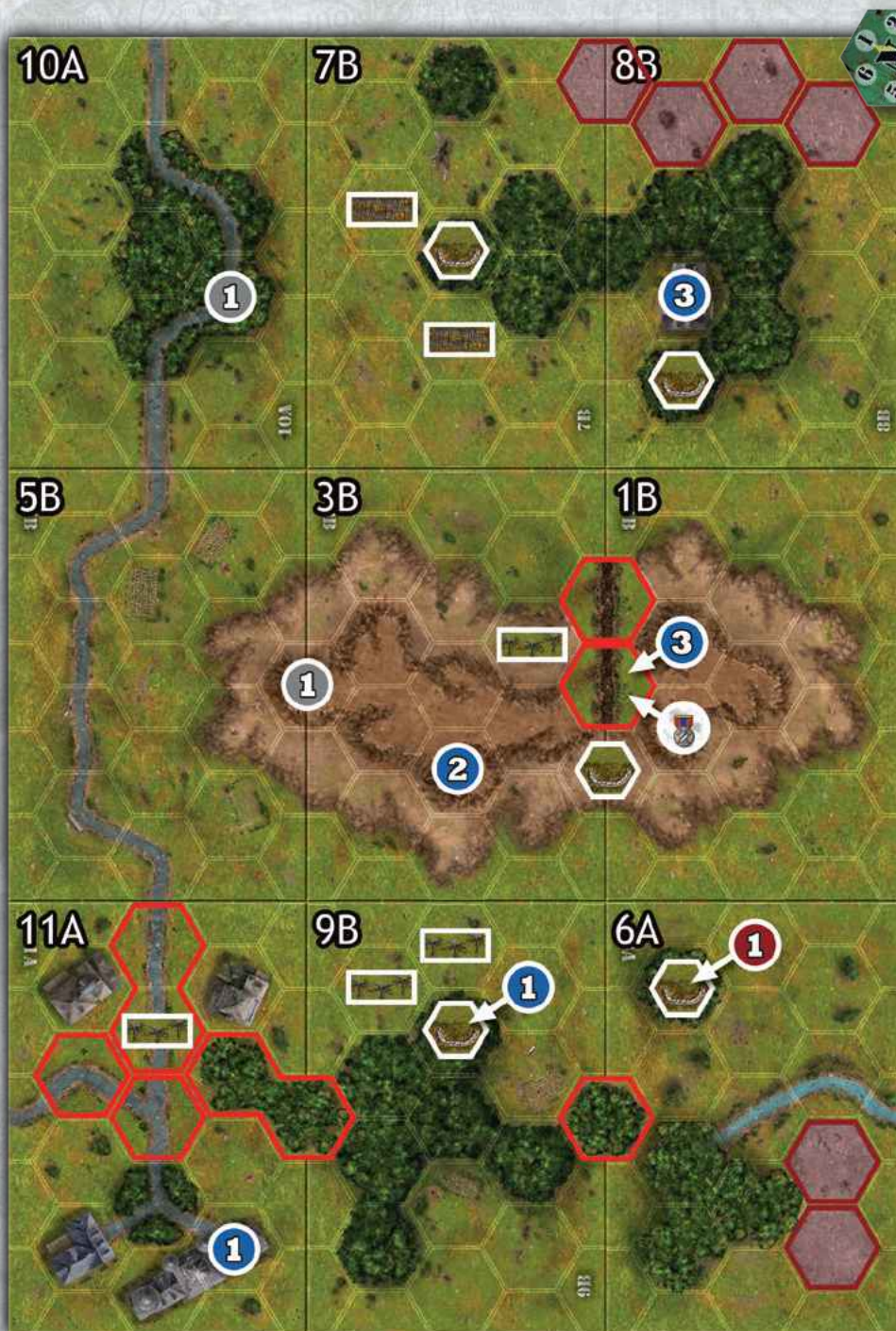
• Operations Cards

- 049 A&B sIG 33B (see Special Rules)
- 011 Elite Tank Crew
- 005 Clear Mines

• Deployment Zone

Division 1: Any of the hexes on map 10A.

Division 2: Any non-hill hex of map 5B.



SCENARIO DETAILS

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

REINFORCEMENTS

The Soviets receive reinforcements during the Status Phase of the game rounds indicated:

- Status Phase 2:
 - 2 T-34/76 Tanks
 - 2 T-70 Tanks
- Status Phase 5:
 - 2 T-34/76 Tanks
 - 1 KV-1 Tank
 - 1 SU-122 Tank Destroyer

SPECIAL RULES

- For the purposes of this scenario, ignore the text on the “sIG 33b (Statistics)” Operations card which states that “all the StuG III units in this scenario are considered sIG 33b units.” Both types of vehicle are deployed normally.
- The “Heavy Fog” Operations card represents the effective use of concealment by the Soviets as they used the extensive sunflower fields to conceal their positions.

TERRAIN FEATURES

- 5 Entrenchments
- 4 Tank Traps
- 2 Razor Wire
- 2 Trenches
- The stream is *Shallow*.



SPECIAL RULES

DASH TO DUNKIRK

- The Germans start the game with 4 available Command Points.
- The Germans start the game with one card from the German Air Support 1 deck and one card from the Artillery deck. Both cards need to give the possibility to make an actual attack. If other cards are drawn, keep drawing until an attack card is drawn. Replace the others and reshuffle the deck. These cards are placed in the German play area and considered paid for. Therefore they are immediately usable.
- Spotter plane: The Germans may pay 1 Command Point at the start of their first action phase of each game round to use a spotter plane (with the exception of round 1, when use of the plane is free). This plane may be put anywhere on the board. For LOS purposes, consider it to be on a level 2 hill. It cannot be targeted by enemy units. It acts as a spotter and reduces the Establish Contact number of artillery cards, when applicable, by one. It may be used once per game round. Remove immediately after it is spotted or has failed to establish contact. If the Establish Contact roll is unsuccessful, the plane is removed regardless and a new use would have to be paid for again.
- German units start off-board. At the start of the first German action phase of each game round, beginning with turn 2, roll a die for each German division. On a die roll lower than the current game round, that division enters play. Then roll another die. This die roll determines the entry point of the division in question. On 1–2 the entry point is any legal hex on map 8A, on 3–4 it is any legal hex on map 11A, and on 5–6 the division's units enter on any legal hex on map 12A. The Germans move on board, so they are susceptible to any enemy Op Fire and the movement cost of the first hex they enter needs to be expended. If drift occurs, the artillery drifts one fewer hex (in addition to the Establish Contact number being reduced by 1).
- Congested roads: Due to the large numbers of fleeing civilians, wrecked war material, etc. the roads are heavily congested. When entering a hex containing a road, a unit must end its move immediately.
- German reinforcement cards may not be drawn until the Command Phase of the game round in which the latter of the two German divisions has entered play. Apply the same procedure as described above to determine their point of entry on the map (i.e., they may be placed once eligible for placement. It's only the location that still needs to be determined).
- Craters are placed after an Artillery card or Air Support card has been played (see Normandy rules booklet) and there has been a successful bombardment. An attack is considered to have been successful when two or more hits were rolled on the black dice, regardless of the results on any red dice. A

crater adds +2 cover to existing terrain and the cost to enter is increased by 1. Note that a unit's minimum movement is always one hex. (Example: A woods hex containing three crater tokens would normally cost a squad 2+1+1+1 movement points to enter. Even without an officer present this would be allowed if the unit started its move adjacent to the woods hex.) Trucks cannot enter terrain containing one or more craters. The effects of multiple craters are cumulative.

BRIDGEHEAD ACROSS THE DRUT

- The Germans deploy in any full hex on boards 35B, 8B, 5B, 3A, 11B, 10A, 33B, 36B, and 4A. This also applies to Entrenchments. AT guns may be set up in Entrenchments as per the special rule. Instant Mines may not be set up on building hexes. All other hexes can be mined. All Victory Objectives and all blue Command Objectives receive German control markers during set-up.
 - Due to the need for a large number of Expert Specialization tokens, it might be necessary to leave those squad bases without the token and just assume that every squad without a specialization token has the Expert Specialization. It will then be necessary to mark the squads without any specialization in some way, for example with national control markers or vehicle condition markers.
- In an exception to the standard rules, squads with the Expert Specialization may transfer figures to or from other squads with the Expert Specialization.
- There are not enough Soviet figures in Fury of the Bear for this scenario. Substitute American figures from the basic game as needed.
 - There are not enough German elite figures in the basic game for this scenario. Substitute American figures from the basic game as needed.
 - If you find the mission too difficult for the Germans, add the optional special rule that all German infantry squad units gain one cover die which cannot be reduced or negated.

SOVIETS

- Preliminary Bombardment. During round 1, the Soviet player may use the Artillery cards in his play area without rolling to establish contact and without the need for a spotter. The drift number during round 1 is always 5.
- At the end of the Command Phase of round 1, any remaining Artillery cards are shuffled together with the Spotting Round card and the two Increased Priority cards. This deck is then placed in the HQ area and is now available for drawing cards.

GERMANS

- Gun Emplacements. Guns may be placed in entrenchments during set-up. These guns may not leave the entrenchment during the game. Guns may still not enter empty entrenchments

during the game. Guns in entrenchments may be operated by squads in other entrenchments in the same hex. Guns set up in entrenchments have Armor 2 and Cover +2.

THOSE DAMNED ENGINEERS!

- All the Command Objective Markers start the game already controlled. Place American control markers on the American and Neutral Command Objective Markers, and German control markers on both the German Command Objective Markers.
- All American squads are trained engineers and are considered to have the Engineer specialization, but do not place Engineer Specialization tokens on the squads.
- The Americans receive three Instant Mines markers and may place them in different hexes anywhere on maps 35A and 38B.
- **Bogging Down:** A vehicle must check for bogging down for each hex that it enters except while on a road hex. On a roll of 5 or 6 the vehicle immediately stops moving. Mark the unit with a crater token to denote that it is bogged down. A bogged-down vehicle cannot move for the rest of the game, but may still fire. As long as a vehicle is moving continuously along a road, it does not have to check for bogging down.

ALLIES

- **Allied Forces:** Units belonging to one Allied force cannot capture the other Allied nation's specific objectives. Units belonging to one nation may never be placed in a squad base belonging to the other Allied nation. Otherwise, Allied forces are treated as any other two divisions of a single side. They share available command and a single Initiative card. They can enter (and remain in) each other's hexes and for all game purposes are considered friendly pieces.
- **Bernard Montgomery:** Add the Hero Leadership Deck. Remove the Never Give Up card.
- **Gun Transport:** This vehicle may transport one squad and one gun. To limber the gun, the vehicle must be in the same hex as the gun and the squad (the squad may be in an entrenchment and may leave the entrenchment as part of the action). As one action, place both the gun and the squad entering the vehicle on the off-board transport marker and fatigue both the gun and the squad. To unlimber the gun, as one action, fatigue the gun and the squad leaving the vehicle and place both the gun and the squad in the same hex as the vehicle. If an empty entrenchment is in the hex, the squad may enter the entrenchment as part of the action. Both limbering and unlimbering provoke Opportunity Fire, either at the gun or at the squad, but not at the transport.
- **Company Command:** As long as this squad is on the board and contains at least one officer, receive 1 Command Point during the Command Phase.
- **Gun Emplacements:** Guns may be placed in entrenchments or trenches during set-up. These guns may not leave the entrenchment or trench during the game. Guns may still not enter empty entrenchments or trenches during the game. Guns

in entrenchments or trenches may be operated by squads in other entrenchments or trenches in the same hex.

GERMANS

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STEMMING THE RED TIDE

- German Division 1 units may not enter any hexes of map 36A until the beginning of game round 2.
- German Division 2 represents elements of the severely battered and demoralized Romanian Fourth Army. As such, the "Shattered Morale" Operations card applies only to squads belonging to Division 2.
- In order to represent the difficulty in restoring the defensive line, the German side uses the following setup procedure:
 1. The Germans set up Division 1 normally on the road hexes on map 39A. The German squad with the officer must begin play as a passenger in the SdKfz 251 Half-Track.
 2. Division 2 is set up during three setup rounds which consist of only the Action Phase and the Status Phase. All three setup rounds for Division 2 are performed **before** the Soviet player sets up his units.
 3. At the beginning of each Action Phase, the German player draws one card from the German Reinforcements I Strategy deck for each German setup hex on maps 32A and 31A. The reinforcement cards are drawn in order from left to right and placed next to each setup hex.
 4. Assemble the squads as instructed by the cards and place them in each hex, then discard the Strategy cards. Opel Blitz trucks may not be purchased. If the card "Hardened Veterans" is drawn, the German player may replace regular infantry figures from any newly placed squad with either

- 1 officer or 2 elite infantry figures for each “Hardened Veterans” card drawn.
5. Each Division 2 squad begins play with a disrupted token and moves its full movement allowance in direction 3 or 4 on the north directional marker. Each squad **MUST** enter the hex with the lowest movement cost. If both hexes have an equal movement cost, the German player may choose which hex the squad enters.
 6. The only unit from Division 1 which may move during the setup rounds is the SdKfz 251 Half-Track transporting the officer. It may move after all the Division 2 squads have completed their movement, starting with the second setup round.
 7. The half-track may end its movement in a hex containing Division 2 squads in order to allow those squads one extra attempt to flip or remove their disrupted or pinned tokens. The “Shattered Morale” Operations card applies to these attempts. In addition, all Division 2 squads may attempt to flip or remove their condition tokens during the Status Phase.
 8. If a squad begins the Action Phase with a disrupted token, it must continue to move according to the procedure in step 4 above. A pinned squad may either remain in its hex or move any number of hexes in directions 2, 3, 4, or 5. A squad without a condition token may take actions normally (including being placed in Op Fire mode if desired). If a squad’s required movement would force it onto a half-hex on the outer edge of the map, it is eliminated.
 9. ***After the Status Phase of the third setup round***, remove the German Reinforcements Deck I from play. The Soviet player now places his units and play begins normally with game round 1.

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