

Fury of the Bear Errata and FAQ

Version 2.0 for Next Wave
24th March, 2015

Errata

There is no Operations Card number 037. Card sequence goes from 036 to 038. Note that later an Operations Card number 037 was added to the *Tide of Iron: Next Wave* base game set.

Change the Soviet M3A1 Half-Track movement value (MV) on the reference sheet from six (6) to seven (7).

In the **Combined Air Support Deck I**, change the command cost of the **Dive Bomber** card from one (1) to three (3).

The sabotage card named "Infiltration" should have at the beginning of the description, "At the start of the next Action Phase, choose three friendly..."

On the sabotage card named "Instant Minefield", add the following to the end of the description: "The mines can only be placed on roads, bridges, clear, hills, rough, woods, and swamp."

On the **Heavy Mortar Support** operations card, add "Determine Drift" after "Target Hex".

On page 6, under "New Obstacle: Instant Mines", add to the end of the third paragraph the following sentence: "A squad with an engineer specialization does not need to roll if it ended its movement in the mined hex."

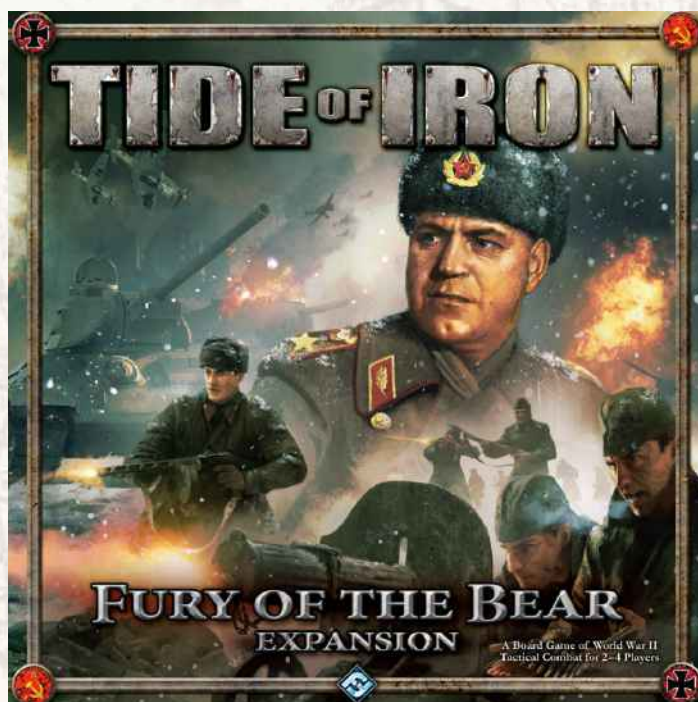
On page 8, under "Shared Strategy Decks", in the second sentence change, "the common play area" to "the common HQ area".

On page 10 under "Munitions Specializations", the passage for "High Explosive (HE)" needs to be changed as follows:

High Explosive (HE): This is a short to medium range anti-vehicle round. This 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. (See page 17 of the *TOI:NW* "Tools of War")

In the "Shock and Awe" scenario, change **Starting Initiative** from "Soviets" to read, "Germans, but Soviets place starting units first".

In the "Creating the Korsun Pocket", change all references to the number of **Rounds** (Game Rounds) from **8** to **6**.



In the “Tank Fight at Prokhorovka” and “Prelude to Breakout” scenarios, change “Ground Attack Air Support I” to read “Combined Air Support Deck I”.

In the “Tank Fight at Prokhorovka” scenario, change “Elite Tankers” to “Elite Tank Crew”.

In the "Tank Fight at Prokhorovka" scenario, we recommend players change the victory conditions to reflect the need for the Germans to keep advancing. Under “Objective” it should read: “The side with the most victory points at the end of Game Round 10 wins. The Germans get 1 VP for each Panzer IV and 3 VP for each Tiger that exits the north edge of map 34B. The Soviets get 1VP for each German Tank destroyed.”

In the “Prelude to Breakout” scenario, there should only be three (3) Sdkfz 251 Half-Tracks in each division and not four (4).

In the “Prelude to Breakout” scenario, the second special rule should read “***Snow*** reduce movement values of all units by 1.”

In the “Prelude to Breakout” scenario, the two-point command objective on map 32A is Soviet and not German. Also, there should be a two-point German command objective on map 33A behind the hill (compass direction 3) on the clear hex next to the balka, and a neutral two-point command objection on the hill hex of 36A.

[Include a new Prelude to Breakout map here]

In the “Armored Maelstrom” scenario, change the text under Soviet’s “**Starting Strategy Cards: 2**” to read, “- ‘Tank Busting’ from the Combined Air Support Deck I and one card from Artillery II.”

In the “Armored Maelstrom” scenario, German reinforcements that enter the game on Game Round 2 may come in at 4A and 35B and not just 4A.

In the “Counterattack at Orel” scenario, make the following changes:

- The Soviet units should start off the map and enter (move onto the board) during the first Game Round.
- The scenario was play-tested with AT-guns being able to setup in a entrenched-hex and receiving the cover benefit of this as well – see “Entrenched Equipment” on page 8.
- The German AT-gun from division 1 (plus one squad) should also be allowed to setup on the hill on map 31B that has the entrenchment.

Frequently asked Questions - Fury of the Bear

Q: Can AT guns move into a building/trench/pillbox/bunker, and can AT guns be given a concealed marker?

A: No and no. (Some special scenario rules might override this)

Q: Can the No Fuel and Out of Ammo cards from the Winter Tactics Deck I be played on AT guns? Can the Tank Busting card be used against an AT gun?

A: Yes and No. Even though AT guns are featured as “equipment” and must be used by a squad, we feel that the Out of Ammo and Tank Busting cards affect AT guns, but not the No Fuel card.

Q: Do machine gun crews and mortar crews benefit from the “Elite Formations” operations card?

A: The Elite Formations operations card (#045) will be changed. The new card will have the following text: “Each of your squads gains +1 firepower and +1 cover (regardless of the number and type of figures on the base). This bonus is in addition to any specializations the squad might have. During assault attacks, this +1 cover is only applied once when determining the defender's cover bonus (not per squad).”

[Include a new Elite Formations card image here]

Q: If unit A is in a balka hex, and unit B is 3 hexes away with clear terrain between them, can unit A see unit B? Do both units need to be adjacent for them to have LOS.

A: No to first, yes to second. Units in a Balka hex can only be seen or see units in adjacent hexes. However, if the attacking unit can trace its entire LOS through contiguous balka and/or balka entrance hexes to the target unit, then a LOS exists.

Q: If a vehicle passes through a Balka (i.e. enters it and then exits it) does it check for damage once or twice?

A: Twice, separately. Once when entering, and a second when leaving.

Q: If a vehicle enters/leaves a balka hex and becomes lightly damage, happens if it is already lightly damaged?

A: The vehicle becomes heavily damaged. Remember, if a truck becomes heavily damage, it is immediately destroyed.

Q: Can I ignore the sabotage card that I played on a shared deck?

A: No. A player wishing to draw from a shared Strategy deck must first reveal and then resolve the sabotage card placed on top of it.

Q: Can I play a sabotage card on my own Strategy deck?

A: Yes, but normally they are played on top of the opponent's Strategy decks because some sabotage cards like “Lack of Communications” and “Infiltration” you would not want to resolve on yourself. However, a few are country specific like “Instant Minefield” for the Soviet player or “Planted Explosives” for the German player.

Q: When using the Tank Riders Operations card, can the tank riders be specifically targeted with normal or suppressive attacks?

A: Normally, squads being transported (carried inside) by a vehicle cannot be targeted for an attack, but this should be a special case as they are not “inside” and the flavor text expresses “exposed soldiers”. Tank riders can be specifically targeted, but to keep things simple and to emphasize that they are “exposed”, only normal attacks can be performed against tank riders.

Q: When do I use the Heavy Mortar Support operations card? Do I need to wait until my action turn?

A: Actually, in this case you activate the Heavy Mortar Support **at the start of the Action Phase** before players start their Action Turns. This also applies to the Katyusha and Nebelwerfer support cards as well. If contact is not established, the spent command is left on the card and the player checks again next Game Round **at the start of the Action Phase**. If contact is established, the spent command is removed.

Q: In this scenario, the special rules for Counterattack at Orel says the Katyusha and Heavy Mortar Support can only be played for free on game round 1. What if establish contact fails?

A: They are only free on Game Round 1, so if you fail to establish contact, they need to be paid for at a later time if you want to use them.

Q: For Counterattack at Orel, do the Soviets win at the end of any Game Round they control the victory hex, or do they need to hold it until the end of the game?

A: They must control the victory hex when the game ends.

Q: In the Paradrop at Kanev scenario, it clearly states that the Germans do not conduct any actions. Does this include Op Fire?

A: During your Action Turn of the Action Phase, yes. However, during Game Setup, you can place units in Op Fire before the first Game Round. See step 7 of Starting the Game. However, it doesn't matter because there is no LOS (not even to adjacent hexes) on Game Round 1 (night).

Q: With the Fighting Ace card (from the Combined Air Support Deck), do you have to roll to establish contact again when you repeat the effect at no cost?

A: No, because the repeated effect granted by Fighting Ace happens immediately in the same target hex or hexes without rolling for contact.

