

# TIDE OF IRON™

**NEXT WAVE**



**INTRODUCTORY SCENARIOS**

**READ FIRST**

# PLAYING TIDE OF IRON

Welcome to the *Tide of Iron: Next Wave Core Set*. We hope you enjoy it! Despite the fact that it has two separate booklets full of rules, *TOI* is extremely easy to play. However, when learning how to play for the first time, it helps to strip the game down to its essentials. Using these quick-start scenarios, you and your friends can be playing in less than ten minutes.

These scenarios are designed to be played multiple times. After you play each scenario, we suggest that you play it again, each time adding new game elements. For instance, we suggest that when you play “Mons Again” for the second time, you play with the “Heavy Fog” Operations card. All the information you need to play these scenarios is in this booklet, but if you want more details about certain rules, we’ve referenced the relevant sections in the rulebooks.

## PLAYING YOUR FIRST GAME

**What You Need to Play:** In order to play your first game, you’ll need the following components. First, you need to lay out boards 2B, 7B, and 11B, and arrange them according to the illustration in the scenario on the opposite page. Next, you’ll need your forces. The Americans have five M4A1 Sherman tanks and a single M-10 tank destroyer. The Germans have two Tiger I tanks and two Pz IV tanks. Place them on the map as shown in the “Mons Again” scenario. You will also need the round track, round marker, initiative token, and a handful each of dice, activation tokens and damage tokens.

**Game Round (Rules of Play, pages 9–12):** Each game of *TOI* is divided into a number of **game rounds**, which are divided into three phases: Activation Phase, Command Phase, and Status Phase. For this game, you will be using only the Activation Phase and Status Phase.



In the **Activation Phase**, the players alternate taking **action turns** in which they activate a number of their units. The scenario tells you who goes first and how many actions he must perform during each action turn. In this scenario, the German takes the first action turn and each player must activate two units per action turn. You must take both actions. There is no “passing,” but you may finish your action turn early and take no more actions for the game round. For this scenario, your units may perform the following actions:

- **Concentrated Fire:** Your units do not move, but may fire with their full firepower against vehicles. They may also perform combined fire attacks, in which you activate one unit which uses its full firepower to attack, then select other units that are in range and line of sight (LOS) to the target to add half their firepower (rounded up) to the attack. At the end of the action, all of the attacking units are **fatigued** by placing a fatigued marker next to them. Once a unit is fatigued, they may take no more actions during the round.
- **Advance:** Your units may move one hex at a time by spending the movement cost for the terrain that they enter. Each unit has a **movement value (MV)**, which is the

number of movement points that it may spend during an activation. Clear terrain costs 1 movement point, woods terrain costs 3 movement points, and going up a hill costs 2 movement points if you enter it from a lower level. If you move from one hill hex directly to another, the cost is only 1 movement point.

- **Fire and Movement:** Fire and Movement actions allow your units to make an attack at half firepower (rounded up) and move as part of their action. They may make one attack either before their movement or after it, but not both. They cannot move, stop their move to fire, and then move again. During the movement, a vehicle’s movement points are reduced by 2. You cannot use combined fire when performing a Fire and Movement action.

**Selecting a Target (Rules of Play, pages 21–25):** When a unit attacks, you must choose a unit that is in range and **Line of Sight (LOS)** of the firing unit. Range is measured by counting the number of hexes from the firing unit to the target. You count the target’s hex, but not the hex that the attacker is in. That range cannot be longer than twice the range listed on the reference sheet for that unit. If the target is adjacent to the attacker (**close range**), you score hits on 4, 5, or 6 results on each die. If the target isn’t adjacent, but is within the listed range (**normal range**), you score hits on 5 or 6. If the target is beyond normal range, but is within twice the listed range (**long range**), you hit on a die roll of 6. If you are attacking from a hill to a lower hex, add 1 to each of those ranges.

- **LOS** is determined by tracing a line from the center of the attacker’s hex to the center of the target hex. If the line crosses a hex containing woods or hill terrain, the LOS is blocked. If a unit is firing from a hill, the LOS might not be blocked. If the LOS crosses a woods hex, it creates two “blind” hexes behind the hex and LOS is blocked in those two hexes. However, if a unit is three hexes behind the woods, LOS is clear. You may fire INTO woods and hills terrain, but not through it.

**Resolving an Attack (Rules of Play, pages 25–27):** When you attack a unit, you roll a number of dice equal to your **firepower (FP)**. Remember to halve the unit’s firepower if it is performing a Fire and Movement action or is supporting a combined fire attack. Depending on the range, you score hits for each die as listed above. The defender then rolls dice to try to cancel those hits. The defense dice are equal to the defending unit’s armor value, plus 2 extra dice if the target is in a woods hex. Any results of 5 or 6 each cancel one hit.

For possible results of a successful attack against infantry, see *Rules of Play*, page 26. The possible results of a successful attack against a vehicle are as follows:

- **1–2 Hits:** If a vehicle is not already damaged, it becomes **lightly damaged** and you place a yellow damage marker next to it. If a vehicle is lightly damaged, it receives –1 to its movement value and –1 to its armor value. One or two more hits to a lightly damaged vehicle will cause it to become heavily damaged, and three hits will destroy it.
- **3 Hits:** An undamaged vehicle will become **heavily damaged** (red marker). A heavily damaged vehicle may not move, its armor is reduced by 1, and its firepower is halved (rounded up). Any hits scored against a heavily damaged vehicle destroy it. This armor reduction is NOT cumulative

with the armor reduction caused by a previous lightly damaged result.

- **4+ Hits:** The vehicle is destroyed and it is immediately removed from the game.

**Status Phase:** After each player has finished activating all his units or both players have decided to end their Action Phases, remove all of the fatigued markers (but not the damage markers). The player with the initiative token passes it to the other player, and that player takes the first action of the next game round.

## PLAYING YOUR SECOND GAME

**Operations cards (Tools of War, page 13):** For your second game, you will add an **Operations card** to the scenario. There are two basic kinds of cards in the **Next Wave Core Set**: Operations cards and Strategy cards. Both types change the conditions on the battlefield and/or give your forces additional capabilities or challenges. In this case, you will add the Operations card “Heavy Fog” to the scenario. The card states, “All units gain 1 cover unless they are fatigued.” In TOI, Operations cards can apply to either only one player or both players equally. In this case, “Heavy Fog” will apply to any attacks that both players make during the game.



## PLAYING YOUR THIRD GAME

**Opportunity Fire (Rules of Play, pages 10–11 and 30–31):** This time, you will add the concept of **opportunity fire (Op Fire)** to the game. Placing a unit in Op Fire mode allows it to fire at an enemy unit that is moving. In order to place a unit in Op Fire mode, simply place an Op Fire marker next to the unit.



OP FIRE MODE

You may do this at three different times during the game. First, after both sides have placed their units on the battlefield, the player with the starting initiative may put any number of his units in Op Fire mode; then his opponent may place any of his units in Op Fire mode. Second, units may be placed in Op Fire mode during the Action Phase by using the Prepare Op Fire action. Finally, during the Status Phase, the player with initiative may either **place or remove** Op Fire markers for his units, followed by his opponent.

Once a unit is in Op Fire mode, it cannot be given any actions until the marker is removed, so be careful when deciding to place a unit in Op Fire mode. When an enemy unit moves into a hex that is in range and LOS of one of your units in Op Fire mode, you may attack it. The attack is resolved normally, and all of the effects of the attack are applied immediately.

If a squad suffers a pinned or disrupted result from a suppressive Op Fire attack, it is immediately fatigued and must stop its movement in the hex in which it was attacked. If a light vehicle is damaged, it is immediately fatigued and must also stop its movement. A **heavy vehicle** which is lightly damaged is not fatigued and may keep moving, but may have to end its movement when it is lightly damaged, because all vehicles immediately lose 1 movement point when lightly damaged. After you make the attack, you must flip the attacking unit's Op Fire marker to the fatigued side.

## INFANTRY COMBAT IN TIDE OF IRON

Now that you've mastered the art of tank warfare, it's time to move on to infantry combat. This scenario will teach you how pour on suppressive fire and conduct brutal assaults. You will also learn how to use specialized weapons and training to overcome your enemies.

**What You Need to Play:** In order to play this scenario, you'll need the following components. First, lay out boards 1A and 11A and arrange them according to the illustration. Next, you'll need to pull out the American and German infantry figures that are listed for the scenario and assemble them according to the illustration. In addition to the tokens that you used for “Mons Again,” you will need the initiative cards for both sides, a victory objective marker, two command objective markers, some control markers for both sides, and a handful of command and condition tokens.



**Making Squads (Tools of War, pages 6–8):** Infantry in TOI is organized into squads. Each squad base has four holes into which an infantry figure can be placed. Each type of figure has a different firepower factor and set of abilities that contribute to the overall power of the squad. To calculate the firepower of a squad, add the firepower factors of each figure together. To determine the proper range for an attack, use the figure with the shortest range in the squad. When a squad takes casualties from an attack, remove a number of figures from the squad base equal to the number of hits. Some figures have more than one peg, but still count as a single figure for all purposes.

**Suppressive Fire (Rules of Play, pages 27–28):** Infantry squads can be affected by **suppressive fire**, which can either **pin or disrupt** them, causing them to lose their ability to take actions. A unit that is neither pinned nor disrupted is considered to be in **normal condition**. When attacking an infantry squad, you must first announce whether you are using normal or suppressive fire. If you cause any hits with normal fire, your opponent chooses which figures are removed from the squad base. If a squad is attacked with suppressive fire, it does not take casualties. Instead, it may suffer one of the following possible conditions, determined by the number of hits it receives after accounting for defensive dice:

- **1–2 Hits:** The unit is **pinned** and may not be activated to shoot, move, or perform special actions. An officer's rally ability may be used to allow a pinned unit to make a concentrated fire action using half its firepower. If a unit is already pinned, it becomes disrupted if it takes 1 or 2 more hits, and routed if it takes 3 or more.
- **3 Hits:** The unit is **disrupted** and may not shoot, move, or perform special actions regardless of the presence of an officer in the hex. A disrupted unit is immediately routed if it receives any more hits.
- **4+ Hits:** The unit is routed and is immediately removed from the game.

A unit that is pinned or disrupted while moving as a result of Op Fire must immediately stop its movement. A unit in Op Fire mode that receives a pinned or disrupted result is immediately fatigued and is no longer in Op Fire mode.

**Assaults (Rules of Play, pages 31–34):** Although the assault rules may look intimidating, the basics are very simple and can be broken down into the following steps:

- 1:** Select a squad to take an **Assault action**. The active squad receives 1 fewer movement point and can then move adjacent to a hex containing at least one enemy squad. Next, the active player may select an enemy-occupied adjacent hex that **does not** contain any enemy heavy vehicles as the target of the assault.

**2:** The active squad may be supported by up to two supporting squads (even if fatigued) as it makes a **combined normal attack** against the enemy hex. Remember to halve the supporting squads' firepower. All assaults are made at close range, so hits are scored on 4, 5, and 6 results. The defender may roll defense dice against this attack. Keep track of the defender's losses to determine the outcome of the assault.

**3:** Defending units (even if fatigued) make a normal attack against the assaulting squads. Assault attacks are considered to be simultaneous, so the defender always attacks at the strength he began the assault with. Defending squads that are pinned attack at half strength unless an officer is in the hex. The attacker receives no cover bonuses against this attack.

**4:** Remove and compare the losses suffered by each side. Because assault attacks are normal attacks, each hit removes a figure from its squad. The defender may choose to apply the damage to any defending unit. The attacker must apply the hits to the active squad first, then the supporting squads.

**5:** If the attacker scored more hits than the defender, the assault is successful. The surviving defenders must retreat to a single adjacent hex and are fatigued. Defending squads that were pinned are now disrupted, and those that were already disrupted are destroyed. The assaulting squads (including supporting squads) may advance into the hex. If the defender scored an equal or greater number of hits, the assault is a failure and the attacking squads are all fatigued.

# MONS AGAIN

Scenario Design: Craig Robertson

## BACKGROUND:

September 3, 1944: The Belgian fortress city of Mons was the site of one of the first battles of WWI. Now, almost exactly thirty

years later, the II SS Panzerkorps and the American VII Corps are about to collide.

## OBJECTIVE:

The player who destroys all of his opponents forces before the end of the 4th Game Round wins. Any other result is a draw.

## SCENARIO DETAILS

- **Rounds:** 4
- **Starting Initiative:** Germans
- **Actions per Turn:** 2

## AMERICANS

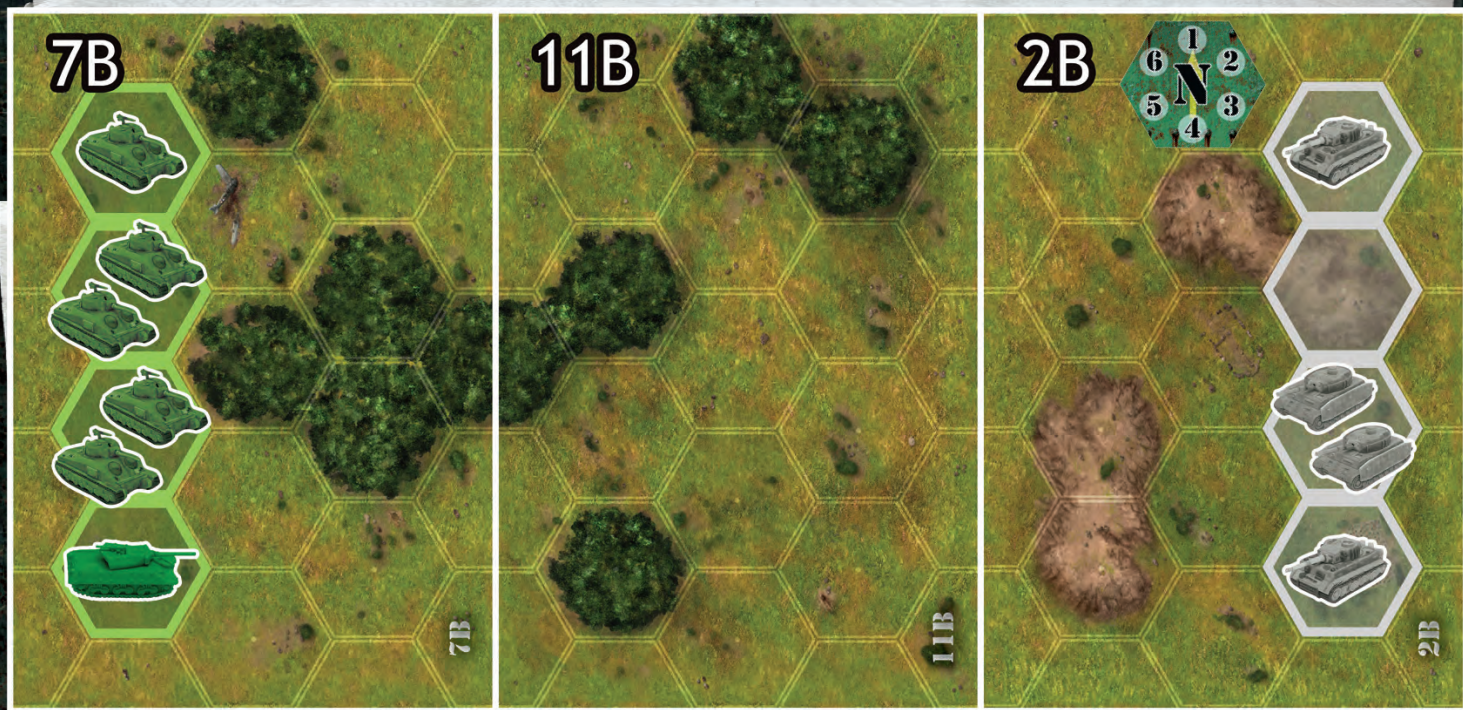
**Setup:** 5 Sherman M4A1 tanks  
1 M-10 Tank Destroyer

**Deployment Zone:** Shaded hexes on map 7B.

## GERMANS

**Setup:** 2 Tiger I tanks  
2 Panzer IV tanks

**Deployment Zone:** Shaded hexes on map 2B



**Mortar Crews (Tools of War, page 8):** Mortar shells fly in a high arc which can go completely over obstacles. This means that mortar crews can attack targets that they cannot see. Instead, they can trace LOS from a fresh friendly unit (even if that unit is pinned or disrupted) to their target. In addition, the firepower of a mortar attack is determined by the type of attack, not the type of target. Each mortar crew has a firepower value of 2 when making a normal attack, and a firepower value of 4 when making a suppressive attack.

Mortar crews are also limited in three ways. They may never attack adjacent hexes, participate in Op Fire attacks, or participate as defenders in an assault. However, any other figures in the squad may act normally in those situations.

**Command Phase (Rules of Play, pages 13–14):** The **Command Phase** comes between the Action Phase and the Status Phase. The Command Phase is when players claim control over objectives, earn Command, and activate Strategy cards.

**Occupying Objectives:** There are two different kinds of objectives in the game. Victory objectives are hexes which must be controlled in order to win a scenario. Command objectives give players Command, which is currency used to buy Strategy cards and pay for other important game effects. At the beginning of the Command Phase, look at each of the objectives on the board. If an objective is in a hex occupied by one of your units, you may place one of your control markers on it. If your opponent had previously placed a control marker there, remove it when you place yours. After a control marker is placed, units do not have to remain in the hex to maintain control.

**Receiving Command:** Each **command objective marker** is color-coded and has a number on it. The German command objective marker is gray, and the American command objective marker is green. There are also blue command objective markers which are neutral and may be controlled by either player. A player may collect command only from a neutral command objective or one that belongs to his nation. Controlling another nation's command objectives simply deprives that player of the ability to collect Command from that objective. Collect a number of Command equal to the numbers on each of the friendly and neutral command objectives that you control.

**Determining Initiative:** At the end of each Command Phase, each player has the opportunity to play Command in order to acquire the initiative for the next game round. Starting with the player who currently has the initiative, players may place Command on their **Initiative cards**. The Command that is spent is cumulative and remains on a player's Initiative card for the entire game; it cannot be spent later for any other purpose. The player with the most Command on his Initiative card receives the Initiative token for the next game round. If there is a tie, the player who did not have the initiative during the current game round receives the Initiative token.



INITIATIVE CARDS



INITIATIVE TOKEN

## PLAYING YOUR FOURTH GAME

**Specializations (Tools of War, pages 13–15):** Specialization tokens grant additional abilities to squads. They are placed in the hook on the back of a squad base and remain there until the squad is destroyed.

Add a flamethrower specialization to one of the American squads that does not include a mortar crew. That squad now gains +2 firepower when assaulting or attacking adjacent units. It also reduces the cover bonus of its target by 5.



Give one of the German squads (except the squad with the machine gun crew) a medic specialization token. That squad gains +1 cover against normal attacks and may attempt to heal a friendly weakened squad in the same hex as an action. If the medic squad gets a 4, 5, or 6 on a die roll, place a single regular infantry figure in an empty hole on the target squad's base.



## PLAYING YOUR FIFTH GAME

**Strategy Cards (Tools of War, pages 9–12):** Strategy cards add an additional layer of depth to TOI and represent additional assets and tactics that each nation can use to gain the upper hand. Each scenario will list the Strategy decks and Operations cards that each nation receives. In this replay of “Clash of Elites,” the Germans receive the Ground Support I Strategy deck, with the “Anti-Air Support” and “Saboteur” cards removed. The Americans receive the Morale I deck with the “Go to Ground” and “Take Down the Beast” cards removed.



**Set-Up (Rules of War, page 6):** At the beginning of the game, each player claims the Operations cards and Strategy decks that they have been granted by the scenario. Each player has two areas in which cards may be placed: his **play area** directly in front of him, and his **HQ area**, which is off to the side of the battlefield. Any Operations cards are placed in the player's play area, and any Strategy decks are shuffled and placed in the player's HQ area. The scenario will specify the number of starting Strategy cards that are available (face up in a player's HQ area) at the beginning of the game. In “Clash of Elites,” each player begins with one Strategy card face up in his HQ Area.

**Activating Strategy Cards (Rules of War, pages 10 and 14):** Strategy cards may be activated during the Activation Phase and the Command Phase. Each card will specifically state which phase it is activated in. Activating a Strategy card in the Action Phase is an action. In order to activate a card, pay the Command cost listed at the bottom of the card, then follow the instructions on the card. After the card's effects are resolved, discard it. Cards that are activated in the Command Phase are paid for, then moved to a player's play area, where they remain available for use. Some Strategy cards may be used multiple times before being discarded.

**Drawing Strategy Cards (Rules of War, page 15):** At the beginning of the Status Phase, each player draws one Strategy card from any Strategy deck available in his HQ area. Place the cards face up in your HQ area. If a card has a red “plus” symbol, you may draw one additional Strategy card. This can be done only once per Status Phase, even if the bonus card also has a “plus” symbol on it.

THE “+”  
SYMBOL



# CLASH OF ELITES

Scenario Design: Craig Robertson

## BACKGROUND:

Carentan, June 13, 1944 – The capture of Carentan is essential to consolidating the Utah and Omaha beachheads into a single defensible position. 6. Fallschirmjäger regiment had evacuated the city on the 12th after running out of ammunition. Now

reinforced by SS panzergrenadiers, the German paratroopers have retaken part of the city. It's up to the 502nd Parachute Infantry Regiment to clear them out again, house by house.

## OBJECTIVE:

The Americans win if they control the victory objective hex at the end of game round 4. The Germans win if they are able to prevent it.

## SCENARIO DETAILS

- **Rounds:** 4
- **Starting Initiative:** Germans
- **Actions per Turn:** 2

## AMERICANS

### Setup:

- 5 Squad Bases
- 8 Regular Infantry
- 7 Elite Infantry
- 1 Officer
- 2 Mortar Crews

**Deployment Zone:** Shaded hexes on map 1A

## GERMANS

### Setup:

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

**Deployment Zone:** Shaded hexes on map 11A

