TIDE OF IRON™

NEXT WAVE

RULES OF PLAY

READ SECOND

INTRODUCTION

June 6th, 1944. D-Day was heralded as "the longest day" of the war, yet it was but the opening salvo for the Allied offensive into western Europe — an offensive that would last for almost a year before the Allies could declare victory in the European theater.

The objectives of the invasion: dismantle Hitler's "Wehrmacht," the once-mighty German armed forces; liberate the occupied countries of western Europe; and ultimately subdue the threat from Germany and the Nazi regime that ruled it.

Although bludgeoned by defeats in Russia and Africa and systematically weakened by Allied bombing of its supply and production infrastructure, the German army remained a formidable foe. The soldiers and officers of Hitler's army were well trained, battle hardened, and in possession of some of the finest and most lethal equipment of the war.

Over the course of the Allied offensive, American forces would undertake the brunt of the fighting in northern France and Belgium, while their British allies would concentrate on the Netherlands and the liberation of the Scandinavian countries.

The American and British forces slowly but surely advanced toward Germany, yet not without problems. In Arnhem, a daring joint offensive by the Allies was struck down by German defenses, and Nazi forces nearly broke the American lines during the last major German offensive in the Ardennes forest.

WELCOME

You have joined the ranks of a legion of dedicated fans that discovered the amazing World War II tactical game series *Tide of Iron*!

TOI was introduced in 2006 by Fantasy Flight Games, and licensed to 1A Games in 2013. 1A Games' version is called *Tide of Iron: Next Wave* and includes this compact *Core Set* with the same original extraordinary features:

- Hundreds of detailed, historically accurate plastic figures.
- Customizable squads for flexible tactics.
- Modular, double-sided map boards for nearly limitless combinations that promote re-playability.
- Historical scenarios that determine the forces for each side, the map board layout, victory conditions, and other details.
- Action-based gameplay with opportunity fire, close assault, combined fire, and more.

The *Core Set* is the starting point in the *Tide of Iron* series and includes American and German forces that fought across northwest Europe in 1944-1945. Expansions add plastic pieces representing soldiers, vehicles, and weapons of other nations, new map boards, special rules, plus new scenarios, strategy cards, markers, and tokens.

You must own a copy of this Tide of Iron: Next Wave Core Set in order to use the expansions.

What's new about the *Tide of Iron: Next Wave* series from 1A Games?

- Although the *Core Set* rules are the same, we have slightly reorganized their presentation in this edition for smoother user interface, and for blending with the expansions.
- New "Quick Start" scenarios enable new players to learn how to play faster.
- More historical detail to better experience World War II style operations.
- New optional advanced rules allow for more nuanced tactics.
- New strategy cards specific to terrain, doctrine, and time periods

You can help 1A Games create future expansions and other *Next Wave* products for the *Tide of Iron* series. Join our email list to participate in our polls and surveys, learn about rules questions, and find out about special offers.

A Note to Veteran Players

Welcome to the *Next Wave* of *Tide of Iron*! You might be thinking, "Great, a new edition. Now I have to relearn the whole game." *Next Wave* is not a new edition, and the game will play pretty much the same way it always has.

However, we have made a few changes in how the game is presented in order to make your life easier. First, we've applied all of the previous FAQs and errata from the original Fantasy Flight Games files and the Rules Clarification Document that Ray Trochim has been maintaining on BoardGameGeek. The biggest individual changes have been in clarifying and consolidating the rules for assaults and opportunity fire. We're also using some game terms more consistently throughout the rules.

Note: We have made one significant change to the concealment rules in order to fix a rare but game breaking situation. In *Tide of Iron*, concealed units are almost invisible, and are extremely difficult to target and destroy. This meant that if you could gain concealment on a squad in an objective hex, that hex could become so difficult to occupy that the scenario itself becomes unbalanced. We have solved that little problem. Now units may neither gain concealment nor begin the game concealed on an objective hex.

You'll also notice that we've reorganized the rules to make them more accessible for new players. In addition to reducing the number of rules that new players have to read before jumping into their first games, we've also provided some brand new quick-start scenarios.

Finally, our graphic design overlord, Mark Schumann, figured out how to fit all the markers, tokens, and overlays onto five punchboards instead of the original six, and still had space left over. We decided to use the extra space to provide a sort of "Best of *Tide of Iron*" collection of specialization tokens from previous expansions, particularly the hard-to-find *Days of the Fox*. We've added the rules for those components for your convenience.

A Welcome to New Players (And How to Use This Book)

Congratulations on choosing to play *Tide of Iron*! We hope that you'll have as much fun playing the game as we have. Currently, the game and its expansions cover a wide variety of ground combat, from Operation Barbarossa to the seesaw battles of Montgomery and Rommel in North Africa, to the Invasion of Normandy. And we're certainly not finished there! Eventually we plan on covering the entire war, from Guadalcanal to Finland.

We recommend reading the quick-start scenario and rules booklet before reading through the advanced rules contained in this rulebook. These quick-start rules and scenarios are designed to teach you the basics of *Tide of Iron*, and guide you step by step through your first engagements on the battlefield.

For more scenarios, advice, and bonus *Tide of Iron* materials, please visit us at:

WWW.1AGAMES.COM

DEDICATION

To Captain William G. Long Jr., 509th Composite Group, US Army Air Corps. World War II Veteran, father of Louisa Long Jaffe.

To David Moody, by Ryan A. Kent.

To all veterans, their extended families, and everyone who ever served.

GAME SET-UP

OBJECT OF THE GAME

Tide of Iron (*TOI*) is a scenario-based game. The components and rules provide you with the tools to re-create a vast number of WWII battles and conflicts. Before each game of *TOI*, players must first agree upon and select a scenario to play. Each scenario will dictate the set-up, special rules, and victory conditions for the game.

A *TOI* scenario is played over several game rounds, with each round consisting of three distinct phases. What a player needs to accomplish to win a game of *Tide of Iron* depends on the scenario being played. Each scenario will have a stated objective that the players must accomplish to win. Some scenarios require players to earn a certain number of victory points, while other scenarios may require players to control strategic positions on the battlefield, such as bridges or pillboxes.
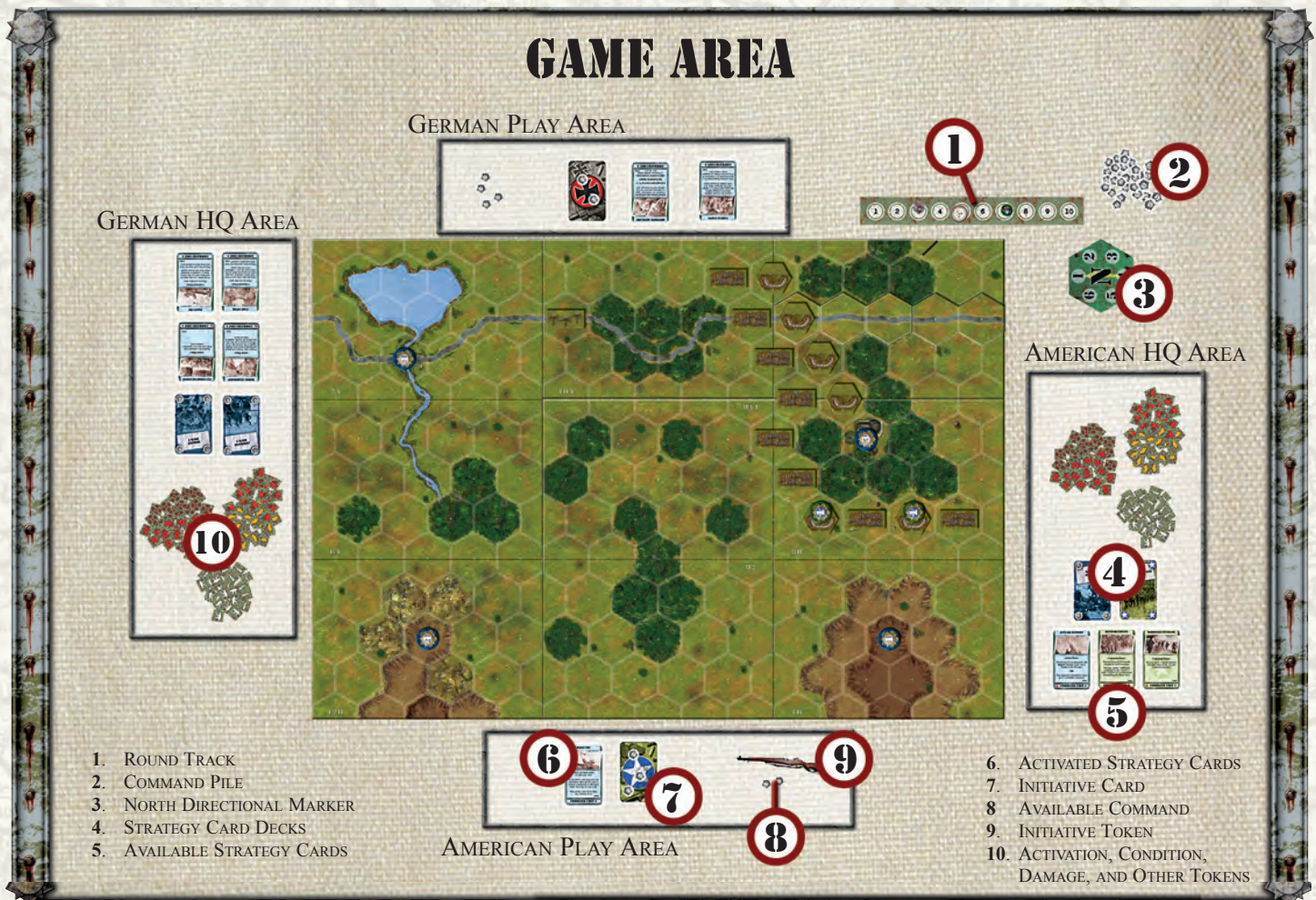
Feel free to invent your own scenarios with the components provided with the game.

STARTING THE GAME

To prepare the gaming area, follow the instructions below. Use the "Game Area" diagram (page 4) as a reference to where the various game elements should be placed.

1. Choose a Scenario and Nation

Players must first choose a game **scenario**. Scenarios can be found in the enclosed *Tools of War* booklet, online at www.1AGames.com, or in the many *TOI* expansions. After a scenario is chosen, players must decide which nation each player will represent. In this *TOI: Next Wave Core Set*, players have the choice of controlling either the German or American forces.

GAME AREA

GERMAN PLAY AREA

GERMAN HQ AREA

AMERICAN HQ AREA

AMERICAN PLAY AREA

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

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

Important: Throughout this rulebook, we use the scenario "At the Breaking Point" for examples of play.

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

Scenario Title: The name of the given scenario.

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

Set-up Information Areas: These two areas provide the details for how many units, specialization tokens, concealed squad markers, and other special set-up elements are provided to each nation. Note that each nation is broken into two "divisions" of different color shades. This dictates the division of forces during a three- or four-player game, where each player on a team takes control of one division. In a two-player game, the separation of divisions and base shades has no game effect.

Game Board Set-up: This section provides a detailed illustration of the game board for the scenario, showing exactly how to arrange the mapboards and place map overlay pieces, fortifications, and objectives.

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

2. Create the Game Board

Each scenario will require players to construct the battlefield from the selection of mapboard sections provided in the game.

Each mapboard is labeled with a unique number, and each side of a mapboard is labeled A or B.

Map Overlay Pieces: After players have assembled the appropriate mapboards, many scenarios will require the placement of one or more map overlay pieces. Map overlays are clearly labeled with a **red** border on the scenario map.
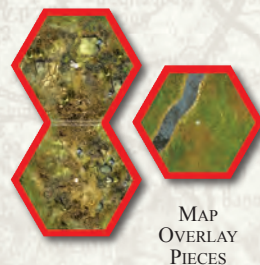
MAP OVERLAY PIECES

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

OBSTACLES AND FORTIFICATIONS

North Directional Marker: Every scenario indicates which direction is "north" in order to determine drift using the north directional marker.

Play Area and HQ Area: As shown in the "Game Area" diagram, the area directly in front of a player is his **play area**. This is where a player keeps his Initiative card, available command, and any relevant *activated* Strategy cards. The area to a player's right is his **HQ area**, where Strategy card decks and *available* (but unactivated) Strategy cards are kept. It is important that players keep their play areas and HQ areas separate.

SCENARIO BREAKDOWN

SCENARIO TITLE

BACKGROUND AND VICTORY OBJECTIVES

AMERICAN SET-UP INFORMATION

GERMAN SET-UP INFORMATION

GAME BOARD SET-UP

SCENARIO DETAILS

3. Claim Game Cards

Each player now claims any specific **Strategy card decks** that his nation is granted (as indicated by the scenario), shuffling each deck and placing each shuffled deck **face down** in his HQ area.

Then each player draws a number of starting Strategy cards as indicated by the scenario and places them **face up** in his HQ area. These cards may be drawn from any of the Strategy decks in a player's HQ area, in any combination the player wishes, even if all cards are drawn from the same deck. These will be the **available** Strategy cards that the player may activate during the game round.

Example: In "At the Breaking Point," the German player is given the "Supply I" card deck. She shuffles the deck and places it face down in her HQ area. The scenario gives the Germans one starting Strategy card. The German player draws one card from the Supply deck and places it face up in her HQ area.

Shared Strategy Decks

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

Each player then takes any Operations cards granted by the scenario (if any), placing them in his play area. Note that some Operations cards (such as weather effects) affect the game play of both players. Be sure to read all Operations cards in both players' play areas. ("At the Breaking Point" does not use Operations cards.)

Each player should then locate the Initiative card representing his nation (and/or unit) and place this card in his play area.

4. Place Round Marker and Game Tokens

Most scenarios last a set number of game rounds. To illustrate the passage of time, find the **round track** and the corresponding **round marker**. Place the round track to one side of the game board, and place the round marker on the "1" space of the round track.

Each player should now take a healthy amount of **activation tokens**, **condition tokens**, and **damage tokens**, placing a stack of each in his HQ area.

Then take all the command tokens and place them in a central **command pile** adjacent to the round track, within easy reach of both players.

Each scenario indicates which nation begins the game with the initiative token. That nation places the initiative token in its play area, and is said to "have the initiative."

5. Build Squads

Each scenario details the number of starting infantry, vehicles, and squad bases available to each nation, divided into two divisions. Before playing the game, each player must locate these plastic pieces from the game box, placing them in his play area. Then each player must proceed to *build squads* by placing infantry figures into the squad bases. This is done by pushing the peg found below each infantry figure into the holes located in the squad bases. When a squad base has each of its four holes occupied, that base is considered full. A squad base with all its

BUILDING SQUADS

At the start of a scenario, each player is allotted a number of infantry figures, which he uses to customize his squads. Each of the four holes in his allotted squad bases must be filled. Insert a figure's peg into one of the holes in the squad base. Note that some figures (the mortar crew and the machine gun crew) are considered a single figure but take up two holes on the base.

Certain scenarios grant players specialization tokens. A squad may have only one specialization token, which is placed in the slot on the back of the base. For more information about specialization tokens, see pages 14-16 of the *Tools of War* booklet.

holes occupied forms a "full squad." A player must always build full squads during set-up.

Note that some infantry figures (such as the mortar and machine gun crews) take up two holes in the base. Thus, a squad would be full if it included two mortar crews.

Divisions and Base Colors

In *TOI*, each nation is provided with 10 plastic squad bases in each of two shades (for a total of 20 bases per nation). The Germans have 10 light gray squad bases and 10 dark gray squad bases, while the Americans have 10 light green squad bases and 10 dark green squad bases.

These lighter or darker shades only have significance in a three- or four-player game, in which each member of a team controls one **division** of his team's forces. The differently shaded bases are used to show which units belong to each division. See page 21 of the *Tools of War* booklet for more information.

Unless stated otherwise, **in a two-player game these darker and lighter shades have no game effect except during set-up**. The base colors often have a significant effect on where units may be placed at the beginning of a scenario, even in a two-player game. Each player takes control of all the figures and bases of both divisions from the given nation.

Unless the scenario designates otherwise, players are free to customize their squad bases with the mix of scenario-provided infantry types that they deem appropriate for their strategies. Note that divisions are separate and may not mix figures.

All customization of squads and subsequent placement on the game board are done in order of initiative. To speed up this part of the game set-up, if players agree, they may customize their squads simultaneously, even behind a screen (such as the game box lid) for secrecy.

Example: During set-up of "At the Breaking Point," the American player must create 11 squads from the figures listed. In his first squad in division 1, she decides to place 1 machine gun crew figure in a dark green base (which takes up 2 of the 4 available slots in the base) and 2 regular infantry figures (each of which takes 1 slot in the base). She places this full squad in her play area, and starts assembling her next squad. Because division 2 is not allocated any mortar crews, they must be placed in a dark green division 1 base. This continues until the American player has assembled all 11 of her squads.

Squad Specialization

Many scenarios will grant a nation a certain number of "specialization" tokens. Every squad base has a small plastic slot, which can hold one specialization token. While building squads, the player may use these tokens to illustrate that a squad has the specific specialization by placing the specialization token into the base's slot. Specialization tokens are allocated to each division in a scenario, and may only be placed in squad bases from the same division.

A squad that contains any figure with the *heavy infantry weapon* trait (such as the mortar crew and the machine gun crew) may **never** be assigned a specialization token.

Example: In the scenario "At the Breaking Point," German division 1 has one flamethrower specialization token, which may only be placed in a dark gray squad base that does not include a mortar crew or a machine gun crew.

Specializations grant a unit special skills on the battlefield, as explained on pages 13-14 in the *Tools of War* booklet.

6. Place Starting Units on the Game Board

Now, in order of initiative, players place their units on the board in the areas indicated by the scenario, called **deployment** zones. The player with initiative places all of his units first, followed by his opponent. Make sure that no hex exceeds the **stacking limit** (see sidebar).

Each scenario may outline a player's deployment zone differently. Sometimes a deployment zone is described as any hex in an entire game board section. For example, in the "At the Breaking Point" scenario, the German set-up box states that the German deployment zone consists of all the hexes on map 12B. Other scenarios indicate that a nation's deployment zone is graphically marked on the map diagram. **Green-bordered** hexes always indicate American deployment zones, and **gray-bordered** hexes always indicate German deployment zones. Various *TOI* expansions will designate other deployment zone colors for new nations.

STACKING LIMITS

Both during set-up and while moving units during play, players are limited to a maximum number of units in each hex, also called the **stacking limit**:

A single hex may contain up to **three units**, but **never more than two vehicles**.

Stacking limits never prevent a unit from moving **through** a hex full of friendly units, but a unit may never end its movement in a hex if doing so would exceed the hex's stacking limit (that is, a unit may not stop in an already "full" hex).

If a unit's movement is stopped (due to being pinned by opportunity fire, for example) in a full hex, the unit is returned to the last non-full hex it moved from.

A hex may contain a total of three fortifications in any combination and one of each type of obstacle. Some types of fortifications and obstacles may have additional limits.

THE LANGUAGE OF TIDE OF IRON

Throughout this rulebook and on the game cards, we use special terms to describe game components and circumstances. These include:

Figure: An individual infantry figure (Regular Infantry, Elite Infantry, Officer, Machine Gun Crew, or Mortar Crew). On the game board, a figure will always be part of a squad.

Squad: A single squad base and the figures assigned to it.

Vehicle: A single vehicle miniature, such as a truck, half-track, or tank.

Unit: An individual vehicle or squad.

Full Squad: A squad with all its slots filled by figures.

Weakened Squad: A squad with one or more available slots (typically because some of its figures have been destroyed by an enemy attack).

Friendly: A term used for units or other game components belonging to the same player.

Enemy: A term used for units belonging to an opposing player.

Fatigued: A unit that has finished its activation and has been assigned an activation token with the "fatigued" side face up.

Activated: A unit that is either fatigued or in Op Fire mode.

Fresh: A unit that has been assigned no activation token (i.e., is not fatigued or in Op Fire mode). Typically, a unit that has not yet been activated during the current game round will be fresh.

LOS: Acronym for "Line of Sight."

Op Fire: Short for "Opportunity Fire."

Fire/Attack: The terms "fire" and "attack" are used interchangeably in *TOI*.

Other rules for deploying starting units:

- Units may not be deployed to the half-hexes along the outer edges of the game board.
- If deployment is limited to a certain map board section, starting units may be placed on the "shared" hexes between the indicated map board section and any adjoining map board section.
- You may start with your squads loaded onto friendly transport vehicles, using the transport markers to indicate the vehicles and their respective off-board indicator tokens. (See page 19 in this rulebook for the transport rules.)
- You may start your units in entrenchments and pillboxes (maximum of one squad per fortification), if these are located in your deployment zone.
- Some scenarios may allow units to begin the game concealed. **A concealed unit may never be placed in an objective hex during set-up**.
- Unless the scenario specifically states otherwise, any unit that starts on a command objective marker or victory objective marker at the beginning of the scenario automatically controls it (place a control marker on the hex).

Example: In the "At the Breaking Point" scenario, the German player starts the game with initiative. She places her 12 squads on board 12B as directed by the scenario, then the American player places all her units. The American player may place her units in the entrenchments on boards 8B and 9B if she wishes, as long as she does not exceed the stacking limits for those hexes.

7. Place Initial Opportunity Fire Tokens

In order of initiative, each player may place any of his units in "opportunity fire" mode (also called "Op Fire" mode) before the first game round. This represents the readiness of such a unit to fire at enemy units (the rules for opportunity fire are explained on page 31 in this booklet). This is done by placing an activation token with the "opportunity fire" side up next to a specific unit, indicating that the unit is now in "Op Fire mode."

OP FIRE MODE

As you will read later, a unit placed under Op Fire is considered to be activated. An activated unit is not able to move or fire normally during the upcoming game round. We recommend that during their first game, players refrain from starting any of their units in Op Fire mode.

THE GAME ROUND

Every *TOI* scenario is played over a series of **game rounds**. The actual number of rounds, as well the game's victory conditions, are designated by the individual scenario. In the "At the Breaking Point" scenario, for example, the game is played over 8 rounds.

Each round is divided into three **phases**, always taken in the following order:

1. **Action Phase**
2. **Command Phase**
3. **Status Phase**

After the Status Phase of a game round is completed, another round begins. This continues until the last round of the game is finished, or until one player reaches a victory condition designated by the scenario.

ACTION PHASE

The Action Phase constitutes the main portion of game play in *TOI*. The Action Phase is broken down into a number of **action turns**, during which a player must take the number of actions indicated by the specific scenario. After a player has completed all the actions of his action turn, his opponent must complete his action turn, after which the first player takes another action turn, etc.

For example, in the "At the Breaking Point" scenario, each player must take three actions during each of their action turns. Thus, at the start of each Action Phase, the player with initiative must take three actions, after which his opponent must take three actions, etc. A player may choose to end his Action Phase early and forego taking any further actions during that Action Phase. There is no "passing" allowed. Once a player has ended his Action Phase, his opponent may continue to take any remaining available actions.

After both players have used all their actions (which is typically when every unit has been activated) or declared that their Action Phase is over (see page 11 in this booklet), play proceeds to the Command Phase (which described in detail on pages 13-14 in this booklet).

ACTION TURN

The player with the initiative always takes the first action turn of the phase. In the "At the Breaking Point" scenario, the German player starts with the initiative.

Each action can be one of the following:

- **Advance**
- **Concentrated Fire**
- **Prepare Op Fire**
- **Fire and Movement**
- **Activate Strategy Card**
- **Assault**
- **Fatigue Unit**
- **Special Action**

Most of these actions involve activating a single unit on the game board to perform a specific action.

Only a fresh unit may be activated. As described in "Language of *Tide of Iron*" sidebar (see page 8 in this booklet), a fresh unit is one that has not previously been assigned an activation token. When a player activates a squad, he activates the entire squad, not a specific individual figure within the squad.

Once a unit has been activated by an action, and until it completes its activation, we refer to that unit as the **active unit**. As all actions are taken one at a time, there will be only a single active unit at any given moment.

When the active unit has completed its activation, it is *fatigued* (unless placed in Op Fire mode) and an activation token with the "fatigued" side face up is placed by the unit to indicate its fatigued status. A fatigued unit, or a unit in Op Fire mode, may not be activated to take an action.

FATIGUED

Below, the eight possible actions are described in detail:

ADVANCE

The current player activates a fresh friendly unit to move across the board, its distance limited by its number of movement points (determined by its movement value) and by the various terrain types on the board. While moving, a unit may also be subject to enemy Op Fire, which may halt its movement. After the active unit has completed its movement, it is fatigued.

CONCENTRATED FIRE

The current player activates a fresh friendly unit to immediately make a concentrated attack against an enemy unit. After resolving the attack, the active unit is fatigued.

PREPARE OP FIRE

The current player places an activation token, with the "Op Fire" side face up, by a fresh friendly unit.

A unit in Op Fire mode is prepared to attack an enemy unit at a moment's notice: If an enemy unit moves within the Op Fire unit's line of sight, the Op Fire unit will have an opportunity to interrupt the enemy unit's movement by attacking. A unit in Op Fire mode must remain in Op Fire mode until it makes an Op Fire attack, supports another unit in an assault attack, is fatigued by a suppressive attack, or is taken out of Op Fire mode during the Status Phase.

Note: If a unit in Op Fire mode is pinned or disrupted by an enemy suppressive attack, it is immediately fatigued. However, if it is hit by normal fire, it remains in Op Fire mode unless it is completely destroyed and may make Op Fire attacks later in the Action Phase. In addition, if a unit in Op Fire mode wins an assault as the defender and survives, it may remain in Op Fire mode and may make Op Fire attacks later in the Action Phase.

FIRE AND MOVEMENT

The current player activates a fresh friendly unit to move on the game board and optionally make an attack against an eligible enemy unit. The active unit may (a) move then attack or (b) attack and then move. A unit cannot break up its movement with an attack. In other words, a unit cannot move, attack, and then move again.

When a player chooses this type of action, the active unit receives penalties to both its movement and its attack:

- A squad taking a Fire and Movement action receives **1 fewer movement point** during the activation.

- A vehicle taking a Fire and Movement action receives **2 fewer movement points** during the activation.
- A unit taking a Fire and Movement action must **halve its firepower** value (rounded up) when making its attack.
- A unit taking a Fire and Movement action **may not make a long-range attack** (see "Determining Range," page 21 in this booklet).
- Other friendly units **may not** support the active unit's attack (see "Combined Fire," pages 28–29 in this booklet).

A squad containing any *heavy infantry weapon* figure (such as a machine gun crew), may not be activated with a Fire and Movement action.

A player who declares a Fire and Movement action may decide not to have the active unit attack during the activation, but the unit still receives the movement point penalty.

ACTIVATE STRATEGY CARD

After the active unit has resolved its Fire and Movement, it is fatigued.

The current player activates and resolves the effects of an eligible face up Strategy card in his HQ area. For a Strategy card to be eligible for activation during the Action Phase, it must have the words **"Action Phase:"** at the top of its text box.

Before activating a Strategy card, a player must first pay the card's **command cost**. He takes the required command tokens from his play area and places the tokens back in the central command pile. Once the command cost has been paid, the player immediately resolves the effect of the card. Most Strategy cards are removed from the game after being activated (place them back in the game box), but some have lasting effects and indicate that they should be placed in a player's play area.

Example: The American player decides to use an action to activate the Strategy Card "All or Nothing" (pictured above). She takes 2 command from her play area and places it back in the command pile, then resolves the card's effect, removing an activation token from one of her fatigued units. Finally, she places the card back in the game box.

If a player has insufficient command in his play area to pay the command cost of a Strategy Card, that card may not be activated.

AN ACTION PHASE STRATEGY CARD

ASSAULT

The current player activates a fresh friendly squad to move on the game board. After moving, the active squad may make an **assault attack** against an adjacent **hex** containing one or more enemy units (see pages 31–34 in this booklet for how to resolve an assault attack).

- A squad taking an Assault action receives **1 fewer movement point** during its activation.
- A player who declares an Assault action may decide not to have the active squad engage in an assault attack after its movement, but the squad still receives the movement penalty.
- A squad containing any *heavy infantry weapon* figure (such as a machine gun crew), may not be activated with an Assault action.
- Vehicles cannot be activated with an Assault action.

After an Assault action, the active squad is fatigued.

FATIGUE UNIT

The current player may activate a fresh friendly unit to do nothing. Typically, it is better to place such a unit into Op Fire mode, but the scenario or other situations may dictate that using an action to do nothing is more appropriate. A unit in Op Fire mode may not be fatigued by a Fatigue Unit action.

Fatigue the unit and proceed to the next action.

SPECIAL ACTION

Many elements in the game allow for other actions than the seven described above. Such actions are typically made available by Strategy cards, Operations cards, specialization tokens, and sometimes even the scenario itself. Effects and special abilities that require an action will always use the terminology "as an action, do X."

For example, a unit with the engineering specialization can be fatigued as an action to build an entrenchment terrain enhancement in its current hex.

Opportunity Fire and Combined Fire

Throughout a given game turn, most units on the board are activated as a result of an action taken during their nation's action turn. Typically a unit moves, fires, or resolves other effects by its player spending an action to activate it, with it becoming the active unit for the duration of that action.

In two circumstances, however, units can act in the game without being the active unit. These circumstances are when a non-active unit:

- **Makes an Op Fire attack.**
- **Supports an attack with combined fire**.

Make an Op Fire Attack

A unit in Op Fire mode may attack an enemy unit that moves within its range and line of sight. Such opportunity attacks occur during the **opponent's action turn**. Op Fire attacks are discussed in more detail on pages 29–31 in this booklet.

After making an opportunity fire attack, the attacking unit is fatigued (flip the Op Fire token over to its fatigued side). Assigning a unit to Op Fire mode during the Action Phase takes an action, but actually executing an Op Fire attack does not cost an action.

Support an Attack with Combined Fire

When the active unit makes a concentrated attack, other fresh friendly units may **support** that attack with **combined fire**. (combined fire is explained in detail on page 28 in this booklet). Likewise, when a unit engages in an Op Fire attack, other friendly units also in Op Fire mode may support the attack with combined fire. Participating in combined fire causes a unit to become fatigued after the attack, but does not cost an action.

Example: On her action turn, the American player announces that she will use her first action to have one of hers tanks make a concentrated attack. She then announces that two of her squads will support the attack. All three units will be fatigued after the attack, but the American player has used only one action.

End of the Action Phase

If a player can take no more actions during his action turn (usually because all of his units are either in Op Fire mode or are fatigued), his Action Phase is over. Alternatively, a player may declare that his Action Phase is over at any time, even if he still has fresh units on the board. Once a player has declared that his Action Phase is over, he may not take any more actions during that game round. **Note:** Even if all of a player's units are fatigued or in Op Fire, he may still take actions that do not require activating a unit, such as activating a Strategy card.

ACTION TURN EXAMPLES

This diagram shows one American action turn, followed by one German action turn. In this example, each nation receives 3 actions per action turn.

AMERICAN ACTION TURN

A) Advance: The American player uses his first action to activate this squad to Advance. He moves the unit 4 hexes and then fatigues the unit.

B) Concentrated Attack: The American player uses his second action to activate this unit to make a concentrated attack against a German squad. He resolves the attack and then fatigues the unit.

C) Prepare Op Fire: The American player uses his third and final action to activate this squad, placing it into Op Fire mode. He sets an Op Fire token by the squad to indicate this. This squad will be able to attack an enemy squad that enters its range and line of sight.

GERMAN ACTION TURN

D) Activate Strategy Card: The German player uses his first action to activate and resolve one of the Strategy cards face up in his HQ area.

E) Advance: The German player uses his second action to activate this squad to Advance. The American player, however, uses his squad in Op Fire mode to attack the German squad as it moves into its first hex. The attack is successful and the German squad becomes pinned, is immediately fatigued, and must stop its movement. The American player flips the Op Fire token to its fatigued side.

F) Fire and Movement: The German player uses his third and final action to activate this squad for a Fire and Movement action. First he moves the squad adjacent to an American unit and then attacks it. Because this is a Fire and Movement action, the German squad has only 3 movement points, and attacks at half firepower. After the attack is resolved, the German player fatigues his squad.

At that point, his opponent may now take an unlimited number of actions, until he also has no more available actions or declares that his Action Phase is over.

Once both players have no more actions, play continues to the Command Phase.

COMMAND PHASE

After both players have completed all their actions, ending the Action Phase, play proceeds to the Command Phase. This phase represents the strategic events surrounding the scenario, as well as the lobbying for priority and prestige (which we jointly call "command") that this battlefield is receiving from the field headquarters in the context of the wider war. These are the steps of the Command Phase, always taken in this order:

1. **Determine Control over Objectives**
2. **Receive Command and Victory Points**
3. **Spend Command**
4. **Determine Initiative**

1. Determine Control over Objectives

First, players should look at every hex that is significant for control purposes. Such hexes are the ones containing a command objective marker or a victory objective marker, or any other hex whose control is deemed significant by the scenario (we call all such hexes "objectives"). If control over an objective hex has changed, the new owner must now place his control marker on that hex.

A player is said to "control" an objective if he has previously placed one of his control markers on that hex, or if he is now capturing the hex by having at least one friendly unit in it, even if that unit is pinned or disrupted. A player that captures an objective should place one of his control makers on that hex, removing any enemy control marker that may be present. If a scenario requires that a player control a building, he controls it if he has one friendly squad in any one hex of the building and his opponent does not have any squads in any of the building's hexes. If a scenario requires players to control a fortification, a player does not have to have a squad enter the fortification to control it; controlling the hex is sufficient.

AMERICAN CONTROL MARKER

GERMAN CONTROL MARKER

A player retains control of a hex as long as his control marker remains on the hex. It is not necessary for the capturing units to remain in a previously captured hex in order to retain control of the objective.

Command Objectives

Command objectives are either nation-specific or neutral. Although a player can control any command objective, a player may gain command (see below) only from controlling friendly or neutral command objective hexes.

AMERICAN COMMAND OBJECTIVE

GERMAN COMMAND OBJECTIVE

NEUTRAL COMMAND OBJECTIVE

Objective Control at the Start of the Game

Unless specified otherwise by the scenario, **unoccupied objectives are controlled by neither player at the beginning of a game**. Even nation-specific command objectives do not start controlled by their nation unless they are physically occupied by a friendly unit.

For example: In the "Crossroads" scenario, three American command objectives are on the board. These do not start under American control, so the American player must move units to take control of them before she can collect any command from them.

Note that if a command objective is located in a nation's deployment zone, that nation can take control of the command objective during set-up by placing one or more starting units in that hex.

2. Receive Command and Victory Points

During this step of the Command Phase, each player collects command for controlling command objectives, and victory points for controlling victory point objectives.

Receive Command Points

For each **friendly or neutral** command objective a player controls, he receives the indicated amount of command from the command pile, placing the command tokens prominently in his play area (along with any unused command from prior rounds).

COMMAND TOKENS

The amount of command in a player's play area is called his "available command." Players are always entitled to see how much command is available to an opponent at any time.

Note that while a player can control enemy command objectives, he does not receive command for controlling them. The controlling player must take satisfaction that he is denying his enemy from potentially collecting that command.

Example: During the prior Action Phase, the American player fought to push several of her squads into a building containing a 3 German command objective. The American player also controls a 2 American command objective and a 2 neutral command objective. During the "Receive Command and Victory Points" step of the Command Phase, he receives 4 command from the command pile for the 2 American objective plus the 2 neutral objective. The American player does not receive command for the 3 German command objective, even though she controls it.

Available command can be used to activate Strategy cards, pay for abilities granted by Operations cards, towards gaining initiative, and/or for any special purposes specified by the scenario.

Receive Victory Points

Now players must collect victory points as dictated by the scenario (some scenarios may not depend on victory points, in which case you skip this step). To keep track of the number of accumulated victory points, players should use their victory point markers on the round track. When a player reaches 11 victory points, he should record this by flipping his victory point marker to its "+10" side and moving it back to the "1" space of the round track.

3. Spend Command

In order of initiative, each player may now spend command points. Once the player with initiative has fully completed his spending, his opponent may then spend command points.

A player may spend command on the following two effects (some scenarios may allow players to spend command for other effects):

- **Activate Strategy Cards**
- **Increase Initiative Pool**

TRACKING VICTORY POINTS ON THE ROUND TRACK

It is the third round of the game. During the Command Phase, the American player acquires 2 victory points, bringing his total to 7. Although the German player did not acquire any victory points this round, notice that his marker is on the +10 side, indicating that he has a total of 12 victory points.

Important: A player is not required to spend all or any of his available command on either Strategy cards or initiative. A player may "save up" command in his play area to spend during a later game round.

Activate Strategy Cards

Many Strategy cards have the words "Command Phase" in bold at the top of their text box, indicating that they can be activated during this step of the Command Phase. As when activating a Strategy card during the Action Phase, a player must first pay the **command cost** of the Strategy card to the command pile.

Once the command cost has been paid, the player immediately resolves the effect of the card. Most Strategy cards are removed from the game once activated (place them back in the game box), but some have lasting effects and indicate that they should be placed in a player's play area.

A player may activate as many of his available Strategy cards (the face up Strategy cards in his HQ area) as he can afford. If a player has no additional face-up Strategy cards remaining in his HQ area, he cannot activate any additional cards.

Increase Initiative Pool

In addition to spending command by activating Strategy cards, a player may place some or all of his available command onto his **Initiative card**. To spend command on initiative, a player places the desired amount of available command from his play area onto his Initiative card. This command remains on the Initiative card for the rest of the game and is considered spent and cannot be retrieved later.

AMERICAN INITIATIVE CARD WITH ACCUMULATED COMMAND

In this way, command can accumulate on a player's Initiative card round after round. During the next step, the player with the highest total command on his Initiative card claims the initiative for the next game round.

4. Determine Initiative

The player with the highest amount of accumulated command on his Initiative card now claims the initiative token, indicating that he has the initiative for the coming game round. Also, if there is ever a conflict about timing (such as two abilities that both take effect at the same time), the player with initiative decides the order in which to resolve the effects (see "Timing Conflicts" on page 34 in this booklet).

If the cumulative amount of command assigned to initiative is tied between the players, the initiative token goes to the player who **currently does not have initiative**.

INITIATIVE TOKEN

STATUS PHASE

The Status Phase consists of several important steps, but at its heart is a "clean up" phase that readies the game for the next Action Phase. Each step of the Status Phase must be taken in the following order:

1. **Draw Strategy Cards**
2. **Remove Tokens**
3. **Place Units in Op Fire Mode**
4. **Squad Transfers**
5. **Scenario Reinforcements and Events**
6. **Advance the Round Marker**

These steps are described in detail below.

1. Draw Strategy Cards

In order of initiative, each player draws one Strategy card from any one of the Strategy card decks in his HQ area. The drawn card is placed face-up in his HQ area, and, depending on the card, may be activated during the next Action or Command Phase.

If the first card drawn contains a "+" symbol, the player may immediately draw one additional Strategy card from any one of the decks in his HQ area. No additional cards are drawn this round, even if the second card also contains a "+" symbol.

THE "+" SYMBOL → **+ COMMAND COST 1**

Note that the "+" symbol has an effect only when cards are drawn during this step. (For example, a player does not draw an additional card during game set-up when a card with a "+" symbol is drawn.)

If a player has no cards left in his Strategy decks, he skips this step.

2. Remove Tokens

During this step, do the following in the order listed below:

1. Remove all activation tokens from the game board (including activation tokens from squads being transported by vehicles and located by off-board indicator tokens), placing the tokens back in their respective HQ piles. Remember that Op Fire tokens are activation tokens and are also removed during this step. All units are now considered "fresh."
2. Remove all condition tokens from **pinned** squads, placing the tokens back in their HQ pile.

3. All **disrupted** squads now become pinned (flip the condition token). **Exception**: If an officer is in the same hex as a disrupted squad, the condition token is removed and placed back in the HQ pile instead of being converted to the pinned condition.
4. Remove any markers that expire (such as smoke).

3. Place Units in Op Fire Mode

In order of initiative, players may assign any number of their units to Op Fire mode. This will prevent them from being activated during the upcoming Action Phase, but will allow them to react to enemy movement from the very first action of the next game round. If desired, it is possible for a player to place all of his units in Op Fire mode during this step.

4. Squad Transfers

In order of initiative, players may now move figures between friendly squads occupying the same hex. There is no limit to the number of figures that may be moved between squads in this way. See the "Squad Transfer Example" diagram for how a player may wish to transfer units.

SQUAD TRANSFER EXAMPLE

During the Status Phase, the German player wishes to transfer figures between squads in the same hex. He may not transfer any figures to or from the top squad because it has a specialization token. He instead decides to transfer one single figure into the eligible squad, and then removes the empty base from the game board.

The following restrictions govern squad transfers:

- A player may not transfer figures to or from a squad with a specialization (such as a medic squad or an anti tank squad).
- A player may not transfer a specialization token to another squad.
- Players may not transfer figures to or from pinned or disrupted squads, or to or from squads being transported by a vehicle. However, figures can be transferred to or from squads that have been placed in Op Fire mode.
- Players may not transfer figures to or from squads that are in entrenchments or pillboxes.
- If a concealed squad participates in a squad transfer, it remains concealed, even if the other squad involved in the transfer is not concealed.

If a transfer leaves a squad base empty, remove the squad base from the game and place it back in the box, unless using Unarmed restriction tokens in the scenario.

5. Scenario Reinforcements and Events

In order of initiative, players now receive any reinforcements provided by the scenario (if any), and resolve any special events for this game round, as indicated by the scenario.

Note that scenario reinforcements differ from reinforcements provided by Strategy cards, which are placed on the board while resolving that Strategy card, and not during this step.

Placing Reinforcements

Whether granted by a Strategy card or because of a scenario special event, reinforcements may be placed only in a nation's **reinforcement zone**. In *TOI* scenario maps, the hexes of a nation's reinforcement zone are marked with the letter "R" in the color associated with that nation. For instance, the American reinforcement zone consists of all the hexes with a green R, and the German reinforcement zone consists of all the hexes with a gray "R."

- A player may not place reinforcements in a way that would exceed a hex's stacking limits.

- A player may not place reinforcements in a hex occupied by enemy units. If all of a nation's reinforcement zone hexes are occupied by enemy units, the player is unable to receive the reinforcements. Even if such hexes are later freed of enemy units, any reinforcements missed in prior game rounds remain lost.
- If a group of reinforcements includes one or more transport vehicles, any new reinforcement squads may start on board such vehicles.
- If a player does not have enough figures of a certain type when receiving reinforcements, he may substitute enough regular infantry figures to fill any remaining holes in the squad bases.

6. Advance the Round Marker

Now advance the round marker on the round track. If the scenario has more than ten game rounds, when the eleventh round is reached, record this by flipping the round marker to its "+10" side and placing it back on the "1" space of the round track.

If the game round just completed was the last game round of the scenario, the game is now over, and a winner is determined. For example, a scenario that is 8 game rounds long would end immediately upon the round marker advancing to the "9" position.

A New Round!

After advancing the round maker, this game round is over, and another game round begins with a new Action Phase.

WINNING THE GAME

Different scenarios have different victory conditions. Make sure to read the scenario victory conditions carefully. In many scenarios, the player with the highest victory point total is the winner at the end of the game, but the scenario may name more specialized victory conditions.

Example: In "At the Breaking Point," the German player wins when her units occupy three or more American defense line hexes. The American player wins by preventing the Germans from occupying those hexes for 8 game rounds.

If, at the end of a victory point scenario, both players have the same number of victory points; the player who has the initiative at the end of the Status Phase is the winner of the game.

THE RULES OF ENGAGEMENT

PLAYER REFERENCE SHEETS

TOI includes two player reference sheets that list the detailed information and values for each unit type. Every figure in the game has a few key values, and most figures also have certain special abilities and/or traits. This section of the rules frequently references the various values found on the player reference sheets. Please read the "Player Reference Sheet" diagram for a better understanding of how to locate and interpret these values.

MOVEMENT

A unit moves on the board by spending its movement points. **A unit can use its movement points only if it is activated with an Advance, Fire and Movement, or Assault action**.

A unit may not move into or through a hex containing an enemy unit. Exceptions include tanks' "Overrun" special ability and hexes containing concealed units.

The movement values of figures within a squad are not cumulative. For example, a squad consisting of 4 regular infantry (each with a movement value of 4) has only 4 movement points. However, various figure special abilities, specialization tokens, and Strategy or Operation card effects may cumulatively add to the movement value of a unit.

When moving the active unit, it is moved from hex to hex until the active player is either satisfied with the movement, or until all of its movement points are spent , or it is forced to stop its movement due to the results of an Op Fire attack. The number of movement points expended when entering any given hex is dependent on the **terrain** of the hex.

Certain types of terrain cost more movement points to enter than other types. See pages 17-18 in the *Tools of War* booklet for specific information on each terrain type and their movement costs and effects. Terrain movement costs and effects are also summarized on the back of the *Tools of War* booklet.

Movement points may also be spent for purposes besides moving from hex to hex, such as entering or exiting a vehicle or fortification, as described later in these rules. **A unit may spend movement points only during Advance, Fire and Movement, or Assault actions**.

THE PLAYER REFERENCE SHEET

The player reference sheet contains the values and ability summary for each unit in the game, represented as follows:

A) Figure Type: Each figure has an icon indicating whether it is an infantry figure or a vehicle.

B) Movement Value: Each figure has a base movement value, indicating how many movement points it receives. Many abilities and cards can modify this number.

C) Attack Table: The attack table lists the figure's range and firepower values for attacks against infantry or vehicles. For example, in attacks against enemy infantry, the elite infantry figure has range 4 and firepower 2. In attacks against vehicles, the elite infantry has range 1 and firepower 1.

D) Name and special abilities: In this box, you can find the name and special abilities of this figure.

Half Hexes

Around the outside frame of the game board, every other hex will be a "half hex." These hexes are **not part of the game**, and cannot be entered or counted for any reason.

Moving and Opportunity Fire

Immediately after the active unit moves into any hex, before it may do anything else, it is subject to Op Fire attacks by enemy units in Op Fire mode.

MOVEMENT EXAMPLES

Squad contains an officer

This diagram illustrates several examples of movement. All squads depicted consist of regular infantry figures.

A) This unit is activated with a Fire and Movement action (and so receives a –1 movement point penalty). It moves 2 hexes down the hill (downhill movement costs 1 movement point per hex) and spends its last movement point to enter an entrenchment. Finally, the squad attacks the German squad (at half firepower, since it is taking a Fire and Movement action). The unit is then fatigued.

B) This squad is activated with an Advance action. As explained on page 18 of the *Tools of War* booklet, it may not move up the hill along the red arrow because of the **cliff** hex side (the destination hex is 2 levels higher than the unit's current level). The unit instead moves uphill to the level 1 hill hex (at a cost of 2 movement points) then to the adjacent level 1 hex (at a cost of 1 movement point, since the unit is moving from a hex of similar level), and finally, spending its remaining movement point, downhill to the clear hex. The unit is then fatigued.

C) This squad is activated with an Advance action. It receives +1 movement since it contains an officer. The squad moves through 2 woods hexes (at a cost of 2 movement points each), and uses its remaining movement point to move into clear terrain. The unit is then fatigued.

If the opponent decides to engage in Op Fire, the Op Fire attack is immediately resolved.

- If the active squad becomes **pinned** or **disrupted**, or a vehicle becomes **damaged,** as a result of the Op Fire attack, it is **immediately** fatigued: The unit's activation ends and the unit must remain in the hex in which it incurred the attack, regardless of how many movement points it had remaining (it may not attack after being fatigued).

Exception: Being only lightly damaged by enemy Op Fire does not cause a *heavy vehicle* to become fatigued. However, a vehicle that is lightly damaged by Op Fire immediately loses one movement point, which may cause it to end its movement in the hex where it was hit.

- If the attack scores no hits, the active unit may continue moving.

A normal attack will never cause a squad to stop moving during Op Fire, even if that attack causes casualties. However, if a

squad is being transported by a vehicle, it will stop moving if the Op Fire causes the vehicle to end its movement. Both vehicle and transported squad will be fatigued.

It is possible for a unit to be the target of Op Fire **multiple times** during the same movement, but **not more than once per hex**. For example, a squad may be subject to opportunity fire, take casualties, and then be subject to Op Fire again (by new enemy units in Op Fire mode) upon moving into the next hex.

Immobile Units

A unit that is pinned, disrupted, immobile, or heavily damaged cannot be moved on the board. Such a unit must remain in its current hex until the condition or damage token is removed. (See the "Vehicle Damage" sidebar on pages 27 in this booklet for more information.)

Transporting Squads in Vehicles

Although squads will mostly be moving across the board by using their own movement points, there are circumstances where faster, or safer, movement of those squads may be desired. Squads may be **transported** across the board on vehicles with the *Transport* trait.

The number of squads an eligible vehicle can carry is determined by the number in parenthesis after the *Transport* trait in that vehicle's special ability area on the player reference sheet. For example, the German Opel Blitz truck has *Transport (2)*, which indicates that it can transport two squads.

Entering and Exiting Transport Vehicles

TRANSPORT MARKERS   OFF-BOARD INDICATOR TOKENS

To track which vehicles are carrying which squads, you will need to use the **transport markers** and their corresponding off-board indicator tokens.

A squad may enter a vehicle in its same hex by spending 2 movement points. When a squad enters a vehicle, place a transport marker below the transport vehicle with its numbered side **face-up**. Then find the corresponding off-board indicator token, place it in your play area, and place the active squad by that token. This indicates that the squad is now inside the vehicle assigned that number. See the "Transporting Squads" diagram see (page 20 of this booklet) for an illustrated example of this.

Immediately after a squad enters a vehicle, it is fatigued and its action is complete.

To exit a vehicle, an active squad must spend 2 movement points (regardless of the terrain that the vehicle and squad are in). Place the squad on the board in the same hex as the vehicle. If the exiting squad was the only/last squad inside the vehicle, remove the transport marker from the board, as it is no longer needed.

The following points summarize the rules that govern squads in transport vehicles:

- It costs a squad 2 movement points to enter or exit a vehicle. The vehicle must be located in the same hex as the entering squad.
- As soon as a squad enters a transport vehicle (but not when it exits), it becomes fatigued.
- Exiting a vehicle counts as entering a hex for all purposes. This means that a squad exiting a vehicle may trigger enemy Op Fire and is affected by obstacles in the hex (mines, razor wire, etc.) as if it had entered the hex on foot.
- Fresh squads inside a vehicle may be activated by any action type, but cannot fire or resolve special abilities while inside the transport.
- Squads inside a vehicle cannot be targeted for an attack (including area attacks); only the vehicle itself can be targeted.
- If a vehicle is destroyed, all squads transported by that vehicle are also destroyed. Squads inside a vehicle are not affected by their vehicle being (or becoming) lightly or heavily damaged except during Op Fire, in which case the vehicle and squad are both fatigued.
- Vehicles do not benefit from any movement bonuses, cover bonuses, or special abilities of the squads inside them. For example, a transport vehicle does not receive a +1 movement bonus for transporting a squad containing an officer.
- A transport vehicle and all the squads it carries, count as only one unit for the purpose of stacking limits. A squad may not exit a vehicle if by doing so it would exceed the stacking limit of the hex.
- During game set-up, if a player is granted one or more transport vehicles, he may deploy squads in these vehicles (at no action or movement cost) by using the transport markers and off-board indicator tokens as described above.

TRANSPORTING SQUADS

A) Entering a Transport: The American player takes an Advance action to move this squad into an adjacent hex (costing 1 movement point) and then into the truck marked with the 4 transport marker (costing 2 movement points), joining another squad already being transported by the truck. The American player places the active unit by the 4 off-board indicator in his play area. The squad is then fatigued.

B) Moving a Transport: The American player now activates the truck with an Advance action and moves it 12 hexes along the contiguous road (the "Effective Road Movement" special ability of trucks allows them to spend only 1/3 of a movement point when entering a road hex contiguous to a prior road hex). Note that the 4

transport marker follows the truck as it moves. The truck is then fatigued.

C) Moving a Transport: The half-track with the 5 transport marker is transporting a squad of infantry. The half-track is activated with an Advance action and moves 4 hexes before it decides to stop moving by the nearby road. It is then fatigued.

D) Exiting a Transport: Later, the squad within the 5 half-track is activated with an Advance action. The squad spends 2 movement points to exit the vehicle. The player retrieves the squad from his 5 off board indicator token and places the squad in the half-track's hex. The player also removes the 5 transport marker from the board, as the half-track is now empty. The squad then spends its remaining 2 movement points to move north along the road. It is then fatigued.

COMBAT

TOI is a game of military conflict, the heart of which lies in the projection of force against the enemy. Such force is exemplified in "firing" or "attacking" with your units against enemy units. This section of the rules explains how to resolve attacks between units. Note that these rules use the words "fire" and "attack" interchangeably.

Targeting Infantry or Vehicles

As explained in the "Player Reference Sheet" diagram, the combat values (range and firepower) of any given unit are dependent on whether the target of the attack is an infantry or a vehicle unit. For example, an American machine gun crew has a range of 5 and firepower value of 3 when firing against squads. Against vehicles, that same machine gun crew has a range of 3 and a firepower of 2.

All squads, and the figures that are placed in the squad bases, are considered **infantry**. All units with the *light vehicle* and *heavy vehicle* traits are considered **vehicles**. On the player reference sheet, each figure has an icon indicating whether that figure is considered a vehicle or infantry.

INFANTRY ICON   VEHICLE ICON

In *TOI*, an attack targets a single squad or vehicle. If a hex contains multiple squads or vehicles, the firing player must indicate which exact squad or vehicle within that hex is to be the target of the attack. (Area attacks and assaults are exceptions to this rule; see page 31 and pages 31–34 in this section.)

Example: The German player activates one of her tanks to make a concentrated attack against an American occupied hex containing 2 squads and 1 vehicle. Before firing, the German player must designate which of the 3 units in that hex is the target of her attack. She decides to target one of the squads, and then proceeds to check range and LOS to the target squad.

Eligible Attacking Units

An attacking unit must always be **eligible** to attack the enemy target, or the attack cannot proceed. *An eligible attacking unit is one that is both **in range** and has **line of sight** to the target unit.*

Attacking with Mixed Squads

Often a squad consists of a mixture of different figures with different ranges and abilities. A squad is eligible to attack an enemy unit if at least **one** figure in that squad is eligible to do so. Any figures that cannot participate in the attack (usually

because they are out of range) do not contribute to the attack strength, nor can they apply any of their abilities to the attack. Since a squad can attack only once per activation, any non-participating figures may not attack later in the round.

You may always choose to have some figures in a squad not participate in an attack.

Remember that individual figures are never activated, only units.

DETERMINING RANGE

When a player considers attacking an enemy unit, he should first check whether the target enemy unit is within range. count the number of hexes from the firing unit to target unit's hex. Include the target hex, but do not count the attacker's hex. This is the distance to the target. Compare this value to the range value of the attacking unit:

- If the target unit is in an adjacent hex, the attack is considered to be at **close range**, regardless of the target type.
- If the distance to the target is less than or equal to the attacker's range value, the attack is considered to be at **normal range**.
- If the distance to the target unit is less than or equal to double the attacking unit's range value, the attack is considered to be at **long range**.
- If the distance to the target unit is greater than double the attacking unit's range value, the target unit is **out of range,** and the attacking unit is not eligible to attack.

Remember that a unit taking a *Fire and Movement action may not make a long-range attack*. Thus, a unit taking a Fire and Movement action may attack targets only that are within close or normal range.

If a squad contains figures with varying ranges, the squad's range is equal to that of the **attacking figure with the lowest range**. As stated above, a player may decide not to fire with all figures in a squad, which may increase the squad's overall range.

Effects of Range

The type of range—close range, normal range, or long range—affects how likely it is that the attack will hit the target. This is detailed under the "Resolving an Attack" instructions on page 25 in this section.

Elevation and Range

An attacking unit located on higher ground will benefit from a greater range when firing at targets at a lower elevation. *TOI* has three elevation levels: level 0 (the majority of board hexes, grasslands, etc.), level 1 (low hill), and level 2 (high hill).

If an attacking unit is on a hex of a higher elevation than its target, the attacking unit receives +1 to its range value.

DETERMINING RANGE

An American squad attacking with all regular infantry figures has a range of 4 when firing against enemy infantry.

A) This target is adjacent to the attacking unit, so the American squad makes a **close-range attack** against it.

B) This target is 4 hexes away from the attacking unit. As this distance is equal to the range of the attacking unit, the attack is considered to be at **normal range**.

C) This enemy unit is 8 hexes away from the attacking unit. The distance to the target is greater than the attacker's range but less than or equal to double the attacker's range value. Therefore, the American squad can attack at **long range**. If the American squad were executing a Fire and Movement action, it could not attack this target, since units may not make long-range attacks when executing a Fire and Movement action.

D) This target is 9 hexes away from the attacking unit. This is greater than double the attacking unit's range value. Thus, this target is **out of range** and the attack cannot proceed.

Example: An American squad composed of 4 regular infantry figures is making a concentrated attack against a German squad that is 5 hexes away. The American squad is on a level 2 elevation, while the German unit is at level 0 elevation. The printed range value for American regular infantry is 4 against infantry. Since the American squad is on a higher elevation than the German squad, its range value when attacking the German squad is 5, which means that attack against the German squad would be considered at normal range. The American squad could attack targets that are 6 to 10 hexes away at long range, as long as those targets are at a lower elevation.

LINE OF SIGHT

Although a target unit may be within range of an attacking unit, the attacking player must still confirm that the target unit is within **line of sight** (LOS). That is, the attacker must confirm that there is no blocking terrain between the two units. **Units do not block line of sight**. Thus, a unit may trace line of sight through hexes containing friendly units.

Determining Line of Sight between Units on the Same Level of Elevation

If there is no elevation difference between the attacking and the target units, trace the straight firing line (using a ruler or a piece of paper) between the center of their two hexes (i.e., the hex of the firing unit and the hex of the target unit). If there is no blocking terrain on the same level or a higher level between these two points, a clear line of sight is established and the attack may proceed. If the firing line, at any point, intersects a hex containing **blocking terrain**, no LOS can be established and the attacking unit is not eligible to attack.

Example: Two squads are on different level 1 hills. There is a woods hex at level 0 between them. LOS is not blocked between the two squads. If the woods hex were on a level 1 hill, LOS would be blocked.

Blocking terrain includes woods hexes, building hexes, and any hex of a higher elevation than those of the two units.

Note that the **entire hex** of a blocking terrain hex blocks LOS, regardless of the actual artwork on the map board.

Other effects (such as smoke markers) may also cause a hex to block LOS.

Blocking terrain does not block LOS to units **in** that hex. For example, if a squad is in a woods hex, that woods hex does not block LOS to itself. Only blocking terrain hexes *between* the two units block LOS.

Before playing your first game, be sure to read about terrain and its effects on pages 17–18 of the *Tools of War* booklet. Terrain effects are also summarized on the back of the *Tools of War* booklet.

Firing along Hex Edges

If the firing line between the target unit and the attacking unit is traced exactly along the edge of a series of hexes, the firing player must shift the firing line either slightly to the left or right, away from the hex edge, so that it does not trace the hex line exactly. If shifting the line in **both** of these directions causes the LOS to be blocked, then no LOS can be established and the target unit is not eligible for attack. If the line can be shifted so that a clear LOS can be established in one (or both) of the two directions, then LOS can be established and the attack may proceed. See the "Determining Line of Sight along a Hex Edge" diagram and examples C and E in the "Line of Sight" diagram for more information.

Determining Line of Sight between Units on Different Levels of Elevation

When the attacker and the proposed target are at *different* elevations, determining LOS is a bit trickier. In this situation, follow the rules below.

When two units are of different elevations, the attacking unit may be able to fire "over" some blocking terrain between the units. To determine whether LOS exists between units at varying elevations, rather than checking whether there is blocking terrain between the two units, players must ensure that the *lower unit* is not located in a **blind hex**. If the lower unit is indeed located in a blind hex, LOS cannot be established and there can be no attack.

To determine whether the lower unit is in a blind hex, do the following:

- Select the unit on the lower elevation and trace a straight firing line between the two hexes. If there is no blocking terrain between the two, LOS is clear and the attack may proceed.
- If there is blocking terrain between the two, determine which blocking terrain hex is closest to the unit on the lower elevation: This is the **closest obstruction**. (When firing along hex lines, refer to the sidebar below to determine the closest obstruction.)
- If the difference in elevation between the two units is 1, the **two hexes** behind (from the unit on the higher elevation's perspective) the closest obstruction are **blind hexes**. If the unit in the lower elevation is located in either of these two blind hexes, there is no LOS, and the attack may not proceed.
- If the difference in elevation between the two units is 2, the **one hex** behind the closest obstruction is a blind hex. If the unit in the lowest elevation is located in this blind hex, there is no LOS, and the attack may not proceed.

The closest obstruction may be a blocking terrain hex, as when establishing LOS between units at the same elevation. Also, when dealing with varying unit elevations, a hill *the same level or lower than* the unit on the higher elevation is also considered blocking terrain for the purpose of determining blind hexes.

DETERMINING LINE OF SIGHT ALONG A HEX EDGE

*Since there is blocking terrain on both sides of the firing line, LOS is blocked.*
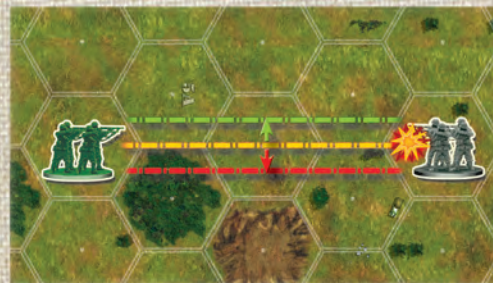
Although the firing line runs along the hex edge of a blocking terrain hex, LOS is clear because there is no blocking terrain on the other side of the firing line.

When determining line of sight, it is possible that the firing line will be drawn directly along the edge of one or more hexes. When this happens, line of sight is not blocked unless there is blocking terrain on **both** sides of the line. When LOS runs along a hex edge, draw two new lines parallel to the main line, shifted slightly in either direction. If both of these new lines pass through blocking terrain (the example on the upper left), then LOS is blocked. If one or both of these lines does not cross blocking terrain (the example on the upper right), there is a clear line of sight between the two units.

LINE OF SIGHT (SAME ELEVATION)
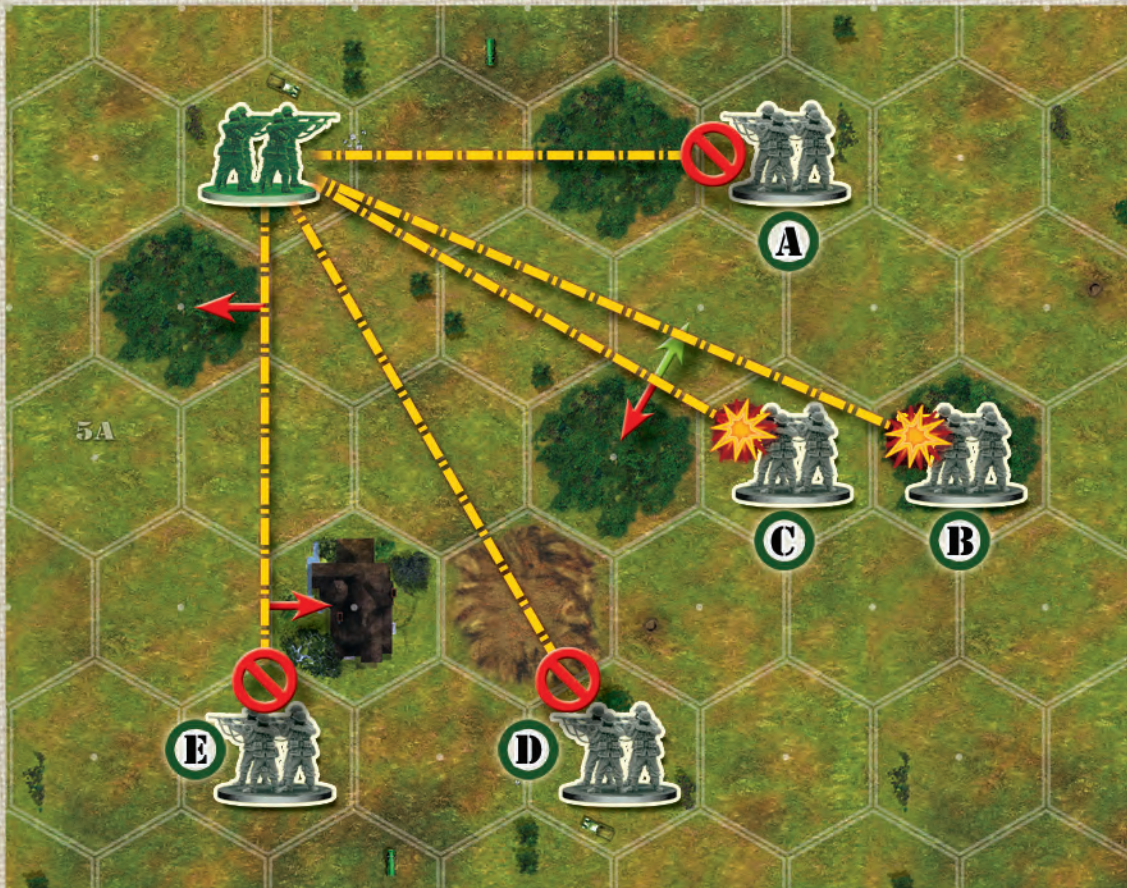
This diagram shows an American squad determining LOS to several potential targets on the same elevation as the attacking unit.

A) Blocking Terrain: The American squad does not have line of sight to squad A because there is blocking terrain (woods) in the firing line.

B) Clear Line of Sight: The American squad has clear line of sight to squad B. There is no blocking terrain in the firing line.

C) Firing along Hex Lines: The American squad's firing line to the target follows the map's hex lines, so the American player must shift the line in either direction to determine LOS. The American squad has line of sight to squad C, as there is blocking terrain on one side of the firing line but the other side is clear.

D) Blocking Higher Elevation: The American squad does not have line of sight to squad D, since a hex of higher elevation than both units is in the line of fire.

E) Firing along Hex Lines: The American squad's LOS follows the map's hex lines. The American squad does not have a line of sight to squad E, since there is blocking terrain on both sides of the line of fire, as indicated by the red arrows.

Blocking Higher Elevation

As when two units are at the same elevation, if the firing line between them is traced through an elevated hex *higher than either of the two units*, LOS cannot be established and the attack cannot proceed.

LOS Exceptions

The following two rules are exceptions to the LOS rules.

Adjacent Units

Regardless of elevation difference, two adjacent units always have LOS to each other.

LINE OF SIGHT (DIFFERENT ELEVATIONS)

This diagram shows an American squad determining LOS to several potential targets. The American squad is on level 1 terrain, while the German squads are all on level 0 terrain. Being on higher elevation allows the American squad to see over blocking terrain, although the terrain still has some "blind hexes" immediately behind it.

A) Plateau Rule: Squad A is not within line of sight because the line of fire to squad A is traced through an adjacent hex hill of the same elevation (a plateau).

B) Firing along Hex Lines: Squad B is within line of sight because blocking terrain hexes are not located on both sides of the line of fire.

C) Blind Hex: Squad C is not within line of sight because it is in one of the blind hexes created by the closest obstruction. Since the hill is the closest obstruction to the lower unit, and the difference between units is one level, any two hexes hidden behind the hill are blind hexes. Had the American unit been on a level 2 terrain, only one hex behind the hill would have been blind, and Squad C would have been in LOS.

D) Firing Past Blind Hexes: Squad D is within line of sight because it is not in one of the blind hexes created by the closest obstruction.

Firing across a Plateau

If the unit on the higher elevation must fire (or be fired upon) **across** an adjacent hex at its same level, it is considered to be hidden by a plateau, and no LOS can be established. Thus, the higherarmo unit must be on the "edge" hex of a hill in order to establish LOS to a lower target, and vice versa.

RESOLVING AN ATTACK

All attacks (except for assault attacks, which are described on pages 31–34 in this section) are resolved by performing the following steps, known as the **attack sequence:**

1. **Determine the total attack strength**. This value is equal to the appropriate firepower value of the unit making the attack, plus half (round up) the firepower value of each unit supporting the attack with combined fire (see page 28 for more information about combined fire).

As explained on page 21, use a figure's firepower against **infantry** if the target unit is a squad, use the unit's **vehicle** firepower value if the target unit is a vehicle.

A squad's firepower value is equal to the **cumulative** firepower value of every figure in the squad that is participating in the attack. The attack strength of a squad containing four regular

COVER AND ARMOR

When resolving an attack, the attacking player must roll a number of defense dice equal to the target unit's overall defense strength. Defense strength comes from two sources: **cover** and **armor**.

Units may benefit from cover bonuses provided by certain terrain types (such as woods), fortification markers (such as pillboxes and entrenchments), and other game effects.

Example: A squad in a woods hex (+2 cover) that also has a smoke marker on it (+2 cover) would have a total defense strength of 4.

When attacked, vehicles also add their armor value to their defense strength. A vehicle's armor value is listed on the player reference sheets.

Example: An M3A1 half-track (armor value 1) in a woods hex (+2 cover) would have a total defense strength of 3.

Note that some game effects, such as a flamethrower squad's "Flaming Death" ability, reduce a target's cover value. **Effects that modify cover do not affect armor, and vice versa**.

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4. **Roll the attack**. To resolve any attack in *TOI*, take a number of black dice equal to the total attack strength, and a number of red dice equal to the total defense strength, then roll all these dice at once.

5. **Determine hits**. Determine the number of successes rolled on the black dice. Whether an attack die result is a success depends on the range type of the attack:

Range	Successful Results
Long Range	All 6 results
Normal Range	All 5 and 6 results
Close Range	All 4, 5, and 6 results

After determining the number of black dice successes, subtract the number of successes showing on the red dice. Red dice always score successes on 5 and 6 results, regardless of range.

The final number is the amount of "hits" incurred by the target unit. If this number is zero or negative (i.e., more red dice successes than black dice successes), no hits are achieved and the attack is over.

6. **Resolve hits**. Hits are resolved in different ways, depending on whether the attack is a normal or suppressive fire attack, and whether the target unit is a squad or a vehicle.

Normal Attacks and Suppressive Attacks

As described above, when the target of an attack is a squad, the attacking player must decide whether his attack will be a normal attack or a suppressive attack *before* rolling the dice. **Vehicles are not affected by suppressive attacks**.

Normal attacks inflict casualties, reducing the strength of enemy squads. **Suppressive attacks** disrupt the effectiveness and morale of an enemy squad, possibly completely routing the squad. It is the attacker's responsibility to determine which of these attack types will benefit his tactical situation the most.

Depending on the attack (normal or suppressive) and the type of target unit, hits will have different effects. These effects are detailed below.

Normal Attacks against Squads

When a squad sustains hits from a normal attack, the owner of the squad must take **casualties**, that is, remove a number of figures from the squad equal to the number of hits. A destroyed figure is removed from the squad and placed back in the box. When the last figure is removed from a squad, the squad base is likewise removed from the game and placed back in the box. Note that even though the mortar crew and the machine gun crew have two base pegs, they are considered only one figure. Thus, a squad that contains two machine gun crews can take only two hits before being destroyed.

Example: An already weakened squad with 2 regular infantry figures and 1 officer figure is the target of a normal attack and receives 2 hits. The owner of the squad must now take 2

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infantry attacking an adjacent vehicle, for example, would be 4 (1 firepower for each of the four regular infantry).

Remember that a unit taking a Fire and Movement action has its **firepower value halved** (round up).

Example: A squad containing 4 elite infantry figures has taken a Fire and Movement action and is attacking an enemy squad. The full firepower of the squad is 8 against infantry, but during a Fire and Movement action, that value is halved. The squad therefore rolls 4 attack dice when firing.

2. **Determine the total defense strength of the target unit**. This is equal to the target unit's **armor value** plus any **cover** for terrain and fortifications. See the sidebar on this page for more information on armor and cover values. Note that only vehicles have armor values.

Example: A German SdKfz 251 half-track (which has an armor value of 1) in rough terrain (which provides 1 cover) would receive a total defense strength of 2.

3. **Declare attack type**. If the target of the attack is a **squad**, the attacking player must now determine whether the attack is a **normal attack** or a **suppressive attack** (see below).

If a player forgets to designate the type of attack, the attack is always considered to be a normal attack.

casualties (remove 2 figures). The player chooses to destroy the 2 regular infantry, leaving the officer.

Note that if a pinned or disrupted squad (from a previous suppressive attack) sustains hits from a normal attack, its pinned or disrupted status is not affected, nor does the pinned or disrupted status have an effect on the casualties the squad must take.

Note: If a squad in Op Fire mode is pinned or disrupted by an enemy suppressive attack, it is immediately fatigued and is no longer in Op Fire mode. However, if a unit is hit by normal fire, regardless of the number of casualties taken or the level of damage caused, it remains in Op Fire mode and may make Op Fire attacks later in the Action Phase.

Normal Attacks against Vehicles

The effect of hits against a vehicle depends on the state of the vehicle before the attack. A vehicle that has not previously been assigned a damage token is said to be **undamaged**.

When an Undamaged Vehicle Is Hit

- If an undamaged vehicle takes one or two hits, place a damage token with the "lightly damaged" side face-up next to vehicle, indicating that this vehicle is now lightly damaged.
- If an undamaged vehicle takes three hits, place a damage token with the "heavily damaged" side up next to the vehicle.
- If an undamaged vehicle takes four or more hits, it is immediately destroyed, removed from the game, and placed back in the box.

When a Lightly Damaged Vehicle Is Hit

- If a lightly damaged vehicle takes one or two hits, flip its damage token to its "heavily damaged" side.
- If a lightly damaged vehicle takes three or more hits, it is immediately destroyed, removed from the game, and placed back in the box.

When a Heavily Damaged Vehicle Is Hit

- If a heavily damaged vehicle takes one or more hits in an attack, it is immediately destroyed, removed from the game, and placed back in the box.

Damage tokens must remain with a vehicle as it is moved on the board. Read more about the damage tokens in the "Vehicle Damage" sidebar.

Note: Vehicles with the *fragile* trait that receive an attack that would heavily damage them are destroyed instead.

Suppressive Attacks against a Squad

When a squad sustains hits from a suppressive attack, the result depends on the condition of the squad prior to the attack. A squad that is neither pinned nor disrupted is said to be in **normal condition**. Note that a pinned or disrupted squad that

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VEHICLE DAMAGE

The damage tokens are used on vehicles, reflecting two levels of damage to the vehicle; lightly damaged and heavily damaged; and the special immobile condition.

| LIGHTLY DAMAGED | HEAVILY DAMAGED | IMMOBILE |

Besides moving the vehicles closer to destruction, damage affects vehicles in the following ways:

Lightly Damaged: A vehicle that is lightly damaged receives –1 to its movement value and –1 to its armor value.

Heavily Damaged: A vehicle that is heavily damaged may not move, it receives –1 to its armor value, and its firepower value is halved (round up).

Example: If the M4A1 Sherman tank (movement 6, armor 4, firepower 6 against infantry, and firepower 8 against vehicles) were to be heavily damaged, it would have a movement value of 0, an armor value of 3, firepower 3 against infantry, and firepower 4 against vehicles.

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

Opportunity Fire

If a vehicle becomes damaged during its activation by enemy Op Fire, it is immediately fatigued: It may not attack and must remain in the hex in which it sustained the damage.

Exception: Being only lightly damaged by enemy Op Fire does not cause a **heavy vehicle** to become fatigued.

A damaged vehicle may be activated to enter Op Fire mode as normal.

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is not fatigued is still considered "fresh" for all rules purposes, including establishing LOS. Fresh squads that are pinned or disrupted may still be activated by the Fatigue Unit action.

When a Squad in Normal Condition is Hit by Suppressive Fire

- If a squad in normal condition takes one or two suppressive hits, place a condition token with the "pinned"

SQUAD CONDITIONS

A condition token reflects the morale of a squad that has been subject to suppressive fire.

Besides pressing a squad closer to routing (which eliminates the entire squad), pinned and disrupted conditions affect squads in the following ways:

PINNED   DISRUPTED

Pinned: A squad that is pinned may not move, fire, or take any special action. Exception: An officer's "Rally" ability allows any fresh, pinned squads in the same hex as the officer to be activated with a Concentrated Attack action, but the squad's firepower value is halved.

Disrupted: A squad that is disrupted may not move, fire, or take any special action, regardless of the presence of an officer. Having an officer in the same hex, however, will cause the disrupted condition to be removed during the next Status Phase, rather than be downgraded to a pinned condition.

Opportunity Fire

If a squad becomes pinned or disrupted during its activation (normally as a result of opportunity fire), it is immediately fatigued: It may not attack and must remain in the hex in which it was attacked.

A pinned or disrupted squad can never be placed into Op Fire mode; a squad in Op Fire mode that is pinned or disrupted is immediately fatigued.

Other Rules

A pinned or disrupted squad may never perform special actions (such as laying smoke or clearing mines).

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side face-up next to the squad, indicating that this squad is now pinned.

- If a squad in normal condition takes three suppressive hits, place a condition token with the "disrupted" side up next to the squad, indicating that this squad is now disrupted.
- If a squad in normal condition takes four or more suppressive hits, the entire squad is routed. Routed squads, including all figures therein, are removed from the game and placed back in the box.

When a Pinned Squad is Hit by Suppressive Fire

- If a pinned squad takes one or two suppressive hits, flip the condition token to its "disrupted" side, indicating that the squad is now disrupted.
- If a pinned squad takes three or more suppressive hits, the entire squad is routed: It is removed from the game and placed back in the box.

When a Disrupted Squad is Hit by Suppressive Fire

- If a disrupted squad takes one or more suppressive hits, the entire squad is routed: It is removed from the game and placed back in the box.

Condition tokens must remain with a squad until removed during a future Status Phase. See more information about the effects of the two conditions in the "Squad Conditions" sidebar.

COMBINED FIRE

When a unit makes a concentrated attack or an opportunity fire attack, the attacking player may declare that other friendly units will **support** the attack with **combined fire**. There is no limit to the number of units that may support a combined fire attack.

Units may never support an attack initiated by a unit taking a Fire and Movement action.

In a combined fire attack, there is always a leading unit that starts the attack. In concentrated attacks, the lead unit is the active unit. In Op Fire attacks, the attacker must declare which of the friendly units eligible for Op Fire will lead the attack.

To support an attack with combined fire, a unit must be eligible to attack the target, that is, within range and LOS of the target. Only fresh units may support a concentrated attack, and only units in Op Fire mode may support an Op Fire attack. Participating units do not have to be adjacent to or in LOS of each other to participate in a combined fire attack.

When resolving an attack with combined fire, the leading unit adds all of its firepower to the attack strength, while each unit supporting with combined fire **adds half its firepower (round up) to the attack strength**.

After a combined fire attack is resolved, both the lead and supporting units are fatigued (in the case of an Op Fire attack, the activation tokens are flipped to their fatigued side).

Multiple Ranges in Combined Fire Attacks

When multiple units are participating in an attack with combined fire, the attacking units are often firing at the target from different ranges. If this is the case, the "success" number, required to hit on the black attack dice, is equal to the least **favorable range type contributing to the attack**.

For example: The American player activates a unit to make a concentrated attack. The active unit is adjacent to the target unit, and is therefore within close range of the target. However,

ATTACK EXAMPLES

Concentrated Attack

The American squad, which consists of 4 regular infantry, is activated to make a concentrated attack against the German squad, which is within its normal range. The American player decides that it will be a normal attack and rolls 4 black attack dice for his squad as well as 2 red cover dice (for the cover provided by the target's woods terrain).

He rolls 2 successes (results of 5 or 6) on his attack dice and 1 success on the defense dice. The defense success cancels out one attack success, resulting in only one hit applied to the German squad. The German player removes 1 figure from his squad, and the American squad is fatigued.

Fire and Movement Attack

The American squad, which consists of 4 regular infantry, takes a Fire and Movement action. It moves 3 hexes and then attacks. The American player decides that it will be a normal attack and rolls 2 black attack dice (half its total firepower)

and no defense dice (since the German squad is in clear terrain, which provides no cover).

He rolls 1 success and deals 1 hit to the German squad. The German player removes 1 figure from his squad, and the American squad is fatigued.

she decides to have two additional units support the attack with combined fire. These two other units are at normal range to the target.

The American player must treat the combined attack as being at normal, rather than close range: Only 5 and 6 results will score successes on the attack dice. Had she decided to attack the target with only the active unit, the attack would have been at close range, and scored successes on 4, 5, and 6 results.

Dice Shortages

Due to the potential size of combined attacks, it is possible that players may run out of dice when resolving the attack. To compensate for this, break down the attack into multiple dice rolls, keeping track of results between rolls.

COMBINED FIRE EXAMPLES
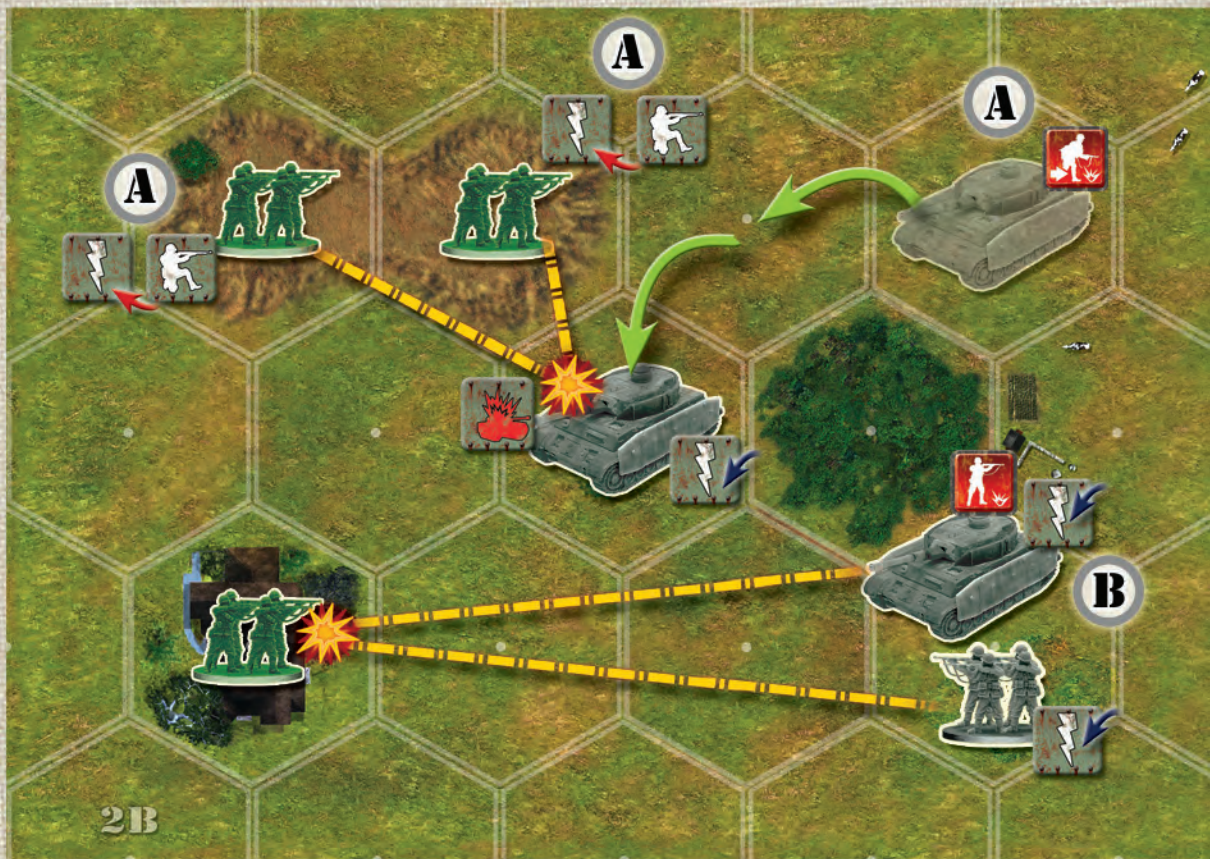
This diagram shows examples of combined opportunity fire and combined concentrated fire.

A) Combined Opportunity Fire: The German player decides to activate his tank with a Fire and Movement action and begins to move the tank toward the American building. The two American squads on the hill are both in Op Fire mode, and when the German tank moves into a hex adjacent to one of the American squads, the American player declares that he will make an Op Fire attack against it.

The American player declares that the American squad closer to the tank will be the lead Op Fire unit, adding its full firepower to the attack. The other American squad in Op Fire mode supports the attack, adding half its firepower. Although the lead Op Fire unit is at close range, the squad supporting the attack is at normal range (the base range of regular infantry unit against vehicles is 1, plus 1 for being at higher elevation), so this will be a normal-range attack (results of 5 and 6 will score successes). The American player rolls the attack and defense dice and luckily scores 3 hits against the tank. The American squads flip their Op Fire tokens to their fatigued sides, and a "heavily damaged" token is placed by the tank. The tank is immediately fatigued, must stop its movement, and may not fire.

B) Combined Concentrated Fire: The German player decides to activate his tank in the lower right corner to make a concentrated attack. The German squad in the same hex will participate in the attack with combined fire.

The tank is the active unit, so it adds its full firepower to the attack, while the squad adds half its firepower. The target is within normal range of both the tank and the squad, so the attack is a normal-range attack. The German player declares that this will be a normal and not a suppressive attack, and rolls the attack and defense dice. Note that due to its "Concussive Firepower" ability, the tank receives +3 firepower and +3 range (since the target squad is in a building).

Once the attack is resolved, the German player places fatigued tokens by both the tank and the squad.

OPPORTUNITY FIRE

Unlike the other types of attacks, Op Fire is announced and resolved during the opponent's action turn. A unit in Op Fire mode may attack the active enemy unit immediately after the active unit moves into a hex within range and LOS of the Op Fire unit.

Note the following rules about Op Fire attacks:

- A unit may engage in an Op Fire attack only if the active enemy unit has just moved into a hex within range and LOS (even long range). If the active unit has not moved, it cannot be the target of an Op Fire attack, even if it is within range and LOS.
- Using a movement point to **enter** a fortification does not trigger enemy Op Fire, but spending a movement point to **exit** one does.
- If an enemy unit spends movement points for other purposes (for example, using a special ability such as removing mines or placing smoke), Op Fire is not triggered.
- The active unit can be subject to only one Op Fire attack for each hex that it moves into. Thus, if the opponent wishes to attack the active unit in a certain hex with more than one unit in Op Fire mode, he must use combined fire.
- If a unit is capable of firing multiple Op Fire attacks during a round (such as the machine gun crew; see page 6 of the *Tools of War* booklet), **it may make only one attack against a single enemy unit during that unit's activation**. Thus, it is not legal for a machine gun crew to engage in Op Fire (or participate in combined Op Fire) against the active unit in one hex, and then engage in Op Fire against the same active unit as it moves into an adjacent hex.
- If the Op Fire attacker decides to make a suppressive attack against an active squad, and manages to either pin or disrupt an it, the active squad is immediately fatigued and must immediately cease moving. However, if an active **squad** takes casualties due to a normal attack, it may continue its movement without being fatigued.
- If the Op Fire attack damages a vehicle, the vehicle is immediately fatigued and must immediately end its movement. **Exception:** Being only lightly damaged by enemy Op Fire does not cause a *heavy vehicle* to become fatigued. However, if a *heavy vehicle* is lightly damaged by Op Fire, the effects of the damage are applied immediately, **including reducing its movement value by 1,** which may force the vehicle to stop moving.

After resolving an Op Fire attack, the lead Op Fire unit, as well as any other Op Fire units that supported the attack with combined fire, are fatigued. Flip the activation token from its Op Fire side to the fatigued side. These units are no longer considered to be in Op Fire mode.

AREA ATTACKS

Area attacks are made by certain figures (such as the mortar crew), as well as most attacks provided by Strategy cards. Area attacks are destructive attacks that blanket an **entire hex**, rather than targeting a single unit in the hex. **The hits from an area attack affect each unit in the hex equally**.

Area attacks can be either normal attacks or suppressive attacks, depending on the unit or the card creating the attack.

When executing an area attack against a target hex, a player rolls the relevant attack strength (black dice) first, applying the number of successes to every squad and vehicle in the area individually. Unless stated otherwise, all area attacks succeed on rolled results of 5 and 6.

Then, in any order, each individual unit in the hex must roll its defense strength (red dice) separately, subtracting successes from the successes scored on the previously rolled attack dice, and then resolving the total number of hits against it.

Remember that vehicles are immune to suppressive attacks. If a suppressive area attack strikes a hex containing one or more vehicles, only apply the hits to any squads in the hex; the vehicles are ignored.

Example: A German mortar crew makes a suppressive area attack with a strength of 4 against a woods terrain hex containing 2 American squads (one of which is in an entrenchment) and 1 American half-track vehicle containing 1 American squad.

First, the German player rolls 4 black attack dice and scores 3 successes. The 2 American squads in the hex (but not the one in the half-track) now must roll defense dice. The vehicle (and the squad it carries) is ignored, as vehicles are immune to suppressive fire. The first American squad receives 2 cover for the woods terrain and so rolls 2 red defense dice. Neither result is a success, so the squad must sustain all 3 suppression hits, causing the squad to become disrupted. The American player places a disrupted token next to the squad to indicate its new condition. The remaining squad is in an entrenchment and therefore receives 4 defense dice (2 for the woods and 2 for its entrenchment). The American player rolls 2 successes, reducing the attacking successes against it to 1. This single hit causes the squad to become pinned. The American player places a pinned condition token next to the squad to indicate its new condition.

ASSAULT ATTACKS

After a squad that has been activated with an Assault action has completed its movement, it may execute an **assault attack** against an adjacent enemy hex. Assault attacks represent brutal combat at close quarters between soldiers, as the active squad and any supporting squads seek to advance into the enemy hex, forcing the enemy to retreat.

ASSAULT ATTACK

In the example above, the American player activates squad A with an Assault action.

1) The active squad A moves one hex north to be adjacent to hex B, which contains a German squad (in an entrenchment) and a German half-track vehicle.

2) The American player declares an assault against hex B, with the two American squads in hex C supporting with combined fire (even the fatigued unit is allowed to support an adjacent assault attack). The active unit adds its full firepower, while the supporting units add half their firepower.

3) The American player rolls his attack dice, scoring a total of five hits. The German player rolls two cover dice for the entrenchment but fails to prevent any hits. Then he rolls his attack dice for the defending squad and the half-track in hex B, scoring two hits.

4) Applying the hits against him, the American player removes two figures from the active squad, after which the German player applies four hits to the half-track (destroying it) and applies the remaining hit to his squad, removing one figure.

5) Since the attacking player scored the most hits, the defending player must retreat. The German player retreats his surviving unit to hex D, and the American player chooses to advance his active unit into the now-vacant assaulted hex.

Overview of an Assault Attack

An assault attack consists of three basic steps. First, the active player attacks the hex with one active squad and up to two supporting squads. The defending squads gain the benefit of cover for this attack. Next, the defender may fire back, with the assaulting squads receiving no cover dice. Both attacks are considered to be simultaneous, and casualties are removed only after both attacks are resolved. Finally, the winner of the assault is determined based on the number of hits that each side inflicted.

The following rules govern assaults:

- Only squads may execute Assault actions. The active squad and its supporting squads may not contain a figure with the *heavy infantry weapon* trait.
- After the active squad has moved, the active player may select an adjacent hex **containing at least one enemy unit** as the target of the assault.
- The active squad may not assault a hex that contains an *enemy heavy vehicle.*
- The active squad may not assault a hex that only contains **concealed** enemy units.
- All attacks in an assault are **normal attacks**.
- Unless disrupted, **fatigued squads may always participate as defenders in an assault**.
- If an assaulting squad enters a hex containing a minefield or razor wire marker during its movement, it may not assault attack during that activation. Units that begin their activation in a minefield or razor wire hex may assault an adjacent hex, but do so only at **half firepower**. In addition, units in hexes containing minefield or razor wire markers may not support assaults. However, if the active squad has the engineer specialization, it may spend 2 movement points to remove the razor wire during its movement before resolving the assault attack.
- If the active squad begins the assault in a fortification, it must leave the fortification during its movement before resolving the assault, even if it starts the action adjacent to an enemy-occupied hex. Squads occupying fortifications may not support assaults.

Resolving an Assault Attack

All assault attacks are resolved using the sequence below:

1. **The active player activates a squad to move adjacent to an enemy-occupied hex**. The squad's movement points are reduced by 1 during this action. An assaulting squad may move adjacent to a hex occupied by an enemy *heavy vehicle* but may not assault that hex.
2. **The active player may choose up to two friendly squads to support the assault with combined fire and determines the total strength of the attackers**. Up to **two** friendly squads in hexes **adjacent to the target hex** may support the attack, **even fatigued squads or squads in Op Fire mode** (but not pinned or disrupted squads).

The attacker's strength is equal to the firepower against infantry (even if the target hex contains a *light vehicle*) of the active squad, plus **half** the firepower of any squads supporting the assault. In addition, for each attacking squad that has the flamethrower specialization, the attack gains **+2 firepower**.

3. **Determine the defender's cover bonus**. This number is equal to the total value of the cover in the hex, including occupied fortifications. *Light vehicles* do not contribute their armor to the defense of an assaulted hex, but they do contribute their firepower to the defender's attack strength. Cover bonuses from fortifications are cumulative. In addition, if at least one defending squad has a medic specialization, the defenders receive 1 additional defense die. However, if at least one of the assaulting squads has the flamethrower specialization, **the defender's combined cover value is reduced by 5, to a minimum of zero**.

Example: An assault attack is made against a wood hex containing 3 defending squads, one of which has the medic specialization. Two of these defending units are in entrenchments. The total defense dice rolled by the attacking player is 7 (2 for the woods terrain cover, 1 for the medic specialization, plus 2 for each entrenchment). However, if one of the attacking squads had the flamethrower specialization, the defense dice would be reduced to 2.

4. **Determine the defender's attack strength**. This number is equal to the total firepower (against infantry) of all defending squads and *light vehicles* in the hex. Mortar crews do not add their firepower to the defender's attack strength; neither do transported units. Defending units with the flamethrower specialization do not receive the +2 bonus for attacking adjacent units. A defending squad that is disrupted does not contribute any firepower. A defending squad that is pinned contributes only half its firepower, unless at least one defending officer is present in the target hex. In that case, all pinned units contribute full firepower, rather than half.

Concealed Units and Assaults: If an assaulted hex contains a mix of concealed and unconcealed units, the defender may choose to reveal one or more of the concealed squads. Any squads so revealed may participate normally as defenders in the assault. Any squads that remained concealed **DO NOT** participate in the assault (that is, they may not add firepower or defense dice, or take casualties). If the attacker wins the assault, any concealed squads immediately become revealed and must join the retreat to an adjacent hex as normal.

5. **Both sides now make normal attacks against the other, starting with the attacker**. Suppressive fire is never used in an assault. Each side rolls a number of dice equal to its attack strength. Just as in a normal close-range attack, results of 4, 5, and 6 are all successes on the black dice. Remember that any successes on the defender's cover dice (5s and 6s) will reduce the number of the attacker's

successes. It is important that you take note of the number of successes each side achieves during this step, since they will be used to determine the winner of the assault.

6. **Both sides remove casualties**. The attacking player must remove a number of figures from the active squad equal to the defender's successes. If the active squad is eliminated, any remaining casualties must be taken from the attacker's supporting squads (if any). Then the defender must remove a number of figures from the defending units equal to the number of hits inflicted by the attacker. The defender may choose these casualties from any combination of the defending units.

Light Vehicles and Assault Damage: The defender may assign a number of hits against any defending *light vehicle*, but no more hits may be assigned to a *light vehicle* than what is needed to destroy that vehicle (see page 27 for how combat hits from a normal attack are applied to vehicles and how vehicles take damage). **Note:** A heavily damaged vehicle cannot move, and will be destroyed if the defenders are forced to retreat. In any case, if a vehicle is destroyed, its transported units will also be destroyed.

7. **Determine the winner of the assault**. Compare the number of hits that each side inflicted. If the defender's number of hits equals or exceeds that of the attacker, the assault is unsuccessful. The active squad and any supporting squads are fatigued, and the Assault action is over. In addition, fresh defending units are not fatigued and defenders that began the assault in Op Fire mode may remain in Op Fire mode. If the attacker's number of hits exceeds that of the defender, the assault is successful, and the defender must now retreat from the hex.

8. **Resolve the defending units' retreat**. The defender must choose **a single adjacent hex** that all surviving defending units must retreat to. Defending units may neither retreat into a hex containing enemy units, nor retreat off the game board. If the defending units retreat into a hex containing friendly units such that the stacking limit is exceeded, the retreating player must immediately destroy any excess units from the retreating units, so that the number of units in the retreat hex conforms to the legal stacking limit. If there are no eligible hexes for retreat, then all the defending units are destroyed. Disrupted squads and heavily damaged vehicles can never retreat, and are immediately destroyed if forced to do so. A pinned squad that is forced to retreat is immediately disrupted after retreating. Any fresh unit or unit in Op Fire mode that is forced to retreat becomes fatigued. A retreat is not considered normal movement, and the defender is **not subject to Op Fire** when retreating.

9. **Attacking units may advance**. After the defender has vacated the hex, the active squad and any squads that supported the assault may advance into the assaulted hex but may not enter any fortifications in the hex. However, supporting squads that were **fatigued** at the start of the assault may **not** advance into the hex. Neither the active

squad nor the supporting squads are *required* to advance into the assaulted hex. The advance is not considered normal movement, and the advancing squads are **not subject to Op Fire** when advancing. Finally, both the active unit and supporting units become fatigued (whether they advanced or not).

HAND-TO-HAND COMBAT (OPTIONAL RULE)

Close combat in World War Two was particularly brutal as units often used vicious hand-to-hand combat tactics in order to be effective in close quarters. Players now have the option to declare that an assault is hand-to-hand. Rules for hand-to-hand assaults are as follows:

- Immediately before resolving combat in an assault action, the assaulting player may declare it a hand-to-hand assault.
- During a hand-to-hand assault, the attacker rolls an additional attack die.
- Other friendly units cannot provide support in a hand-to-hand assault, although all defenders in the hex still contribute to the defence total.
- Attack dice rolled by the defenders during the assault are successful only on results of 5 and 6.

CONCEALED SQUADS

Certain scenarios allow one or both players to field **concealed squads**. During set-up, players designate which of their squads are "concealed" by placing a concealed squad marker adjacent to the unit. A concealed squad marker follows its squad on the board until the marker is removed when the squad is "revealed."

CONCEALED
SQUAD MARKERS

Vehicles cannot be assigned a concealed squad marker.

A concealed squad cannot be fired upon by enemy units, nor can a concealed squad be affected by area attacks targeting its hex. This includes attacks with the "Wide Blast Radius" keyword.

Enemy units can move through, but not end their movement in, a hex containing only concealed squads. Tank movement is unaffected by moving through hexes containing only concealed squads, and concealed squads are unaffected by the tank's "Overrun" ability.

A concealed squad is revealed, and the concealed squad marker is removed, if:

- A concealed squad fires or supports an attack.

- A concealed squad moves into an objective hex (one containing a command objective or victory objective). **No unit may gain concealment while occupying an objective hex**, regardless of any other effect or rule that may otherwise allow it.
- A concealed squad at *any time* is within LOS of an enemy unit and **is not located in cover-providing terrain**. A smoke marker (which provides +2 cover) will not keep a squad from being revealed; the hex's main terrain type must provide cover (such as woods or building terrain).
- A concealed squad is adjacent to an enemy unit at the end of the Status Phase, even if it is in cover-providing terrain.

TIMING CONFLICTS

Situations may arise during the game in which both players simultaneously announce that they wish to take a game action or use a unit or card effect. If a timing dispute occurs that cannot be resolved using the following rules, the player with initiative decides the order in which to resolve the effects.

Movement and Order of Events

Most timing conflicts occur upon a unit moving into a new hex during an Advance, Fire and Movement, or Assault action. When moving a unit into a hex, the possible events and reactions to them occur in this order:

1. The active unit moves into an adjacent hex.
2. Any LOS determination and effects take place (such as concealed squads being revealed).
3. The opponent may declare an Op Fire attack. Note that the active player must always give his opponent sufficient time to declare Op Fire attacks after entering a new hex.
4. The opponent resolves any Op Fire attack.
5. Resolve obstacle effects (such as mines or razor wire). If a hex contains multiple obstacles, these are resolved in the order of the active player's choosing.
6. The active unit spends movement points on non movement effects, such as having a tank remove razor wire, etc.
7. If the active unit is performing an Assault or Fire and Movement action, that unit may now attack as long as it has finished its movement.
8. After a tank unit leaves a hex, resolve any tank overrun effects.

Note that cover bonuses, such as those provided by a smoke marker, are always in effect.

Example: The American player activates a squad and moves it into a hex containing a minefield marker. The German player declares that she will make an Op Fire attack against the American squad. Because Op Fire attacks are resolved before obstacle effects in the timing sequence, the Op Fire attack is resolved before the squad rolls for the minefield's effects.

CALCULATING MODIFIERS

Whenever any value (firepower, movement, etc.) is affected by more than one modifier, always *perform any addition and subtraction before any division or multiplication.*

Important: Any unit that has its firepower halved more than once **may not attack**. (See the sidebar on page 9 of the *Tools of War* booklet).

THREE- AND FOUR-PLAYER GAMES

Conflicts in World War II were two-sided, and the scenarios in *TOI* represent two nations in conflict. However, *TOI* can easily accommodate three or four players playing in teams. In a four-player game, two teams of two players each go head-to-head. In a three-player game, there will be one team of two players versus a third player.

FOUR-PLAYER GAME

When playing with four players, each player will control one of a nation's two divisions. (See page 7 in this rulebook for a detailed discussion of divisions.) Players on the same "team" will win or lose the game as a team. Scenario objectives and victory points are resolved as normal.

At the beginning of a four-player game, players first divide themselves into two teams of two players (either by consensus or randomly). Each player then takes control of one of the divisions of his team and is responsible for the set-up and actions of these units.

Since vehicles are not marked by base color, players must remember who controls which vehicles. In most scenarios, vehicles are split across divisions by vehicle type, so remembering who controls which vehicle is fairly easy. In a scenario with a large number of vehicles, team members may wish to use some sort of token (such as unused specialization tokens) to indicate which team member controls which vehicles.

Turn Order

During the Action Phase, teams alternate taking action turns, with one member of a team taking all of his actions, followed by the other team member, after which the members of the other team take their action turns. This continues until both teams can take no additional actions, or choose to end their Action Phase.

Initiative applies to both players of a team (that is, they share the same Initiative card). During the Action Phase, the team with initiative takes its action turn first and must decide which member of the team will take his action turn before the other.

The first active player must resolve all of his actions before his team member proceeds with his action turn. After each team member completes his action turn, the other team decides which team member will take all of his actions first, and so on.

The number of actions each member of a team may take is equal to half the number of actions indicated by the scenario (round up).

If one team member declares that he has no more actions, or that he is finished with his Action Phase, the remaining team member may continue to take actions (still only half the scenario stated amount, rounded up) until he also is out of actions or decides to end his Action Phase.

Example: It is the Action Phase of the "At the Breaking Point" scenario. Mark and Lisa are on the German team, while Phil and Mary are on the American team. The Scenario Guide indicates that each side receives 3 actions per action turn (rounded up). In this 4-player game each player will take 2 actions on his or her action turn. The Americans have initiative, so Phil and Mary take their action turns before the American players. Phil takes his 2 actions first, followed by Mary. The German team then decides which order they will take their turns in. Lisa takes her 2 actions first, followed by Mark. Now Phil and Mary must again decide which one of them will take their action turn first, and so on.

Decision-Making and Sharing Resources

Players receive command and victory points as a team. For example, if the Germans control a 1-point command objective marker, the German team receives 1 command, instead of both German players receiving 1 command each.

Members of the team should work together, deciding how best to coordinate their efforts and share resources such as command points and Strategy cards. Each member may spend command and activate his units during the Action and Status Phases however he pleases, even spending available command without the other team member's consent.

However, decisions made during the Command Phase (such as whether to invest in initiative or activate Strategy cards) must be made jointly between the two players. If the two players cannot agree on a course of action in a reasonable amount of time, then no action is taken, and the game proceeds to the next segment of the Command Phase.

Reinforcements

When a nation controlled by two players receives reinforcements during the Command Phase (from playing a Strategy card), or during the Status Phase (from scenario reinforcements), such reinforcements must be split between the players by mutual agreement. After agreeing on how to split the reinforcements,

the players should take enough squad bases in their division shades to create squads from their share of the infantry reinforcements. Reinforcements must always be split between team members in a way that allows for players to build only full squads.

Strategy Cards

Each team draws only one Strategy card at the beginning of each Status Phase (not one per player). A "+" symbol on a Strategy card still has its full effect, allowing the team to draw an additional Strategy card. Strategy cards that are placed in a team's HQ area may be used by either player. Although players must agree on which cards they wish to activate during the Command Phase, each individual Strategy card is considered to have been activated by only one member of the team, as agreed on by both teammates. Strategy cards' effects, including Strategy cards placed in the nation's play area, apply only to the player who activated the card (unless the card provides discounts or other benefits to future Strategy cards, in which case the effect is shared between both players).

Example: The "Hardened Veterans" Strategy card reads: "Command Phase: Receive up to 2 regular infantry and place them in any of your weakened squad(s)." The two players on a team must agree on which of them will activate this card. The player who activates the card may place the infantry figures only in her squads; she may not place any infantry in her team member's squads.

Squad Transfers

Players may transfer figures to and from their team member's squads if they receive their team member's consent.

Team Restrictions

There are several restrictions on how the units in each of the two divisions may interact during multiplayer games.

- Units belonging to one division may not establish LOS for the other division's units or card effects for any purpose.

Example: LOS for one player's mortar figure cannot be established by the other team member's units.

- Units belonging to one division may not support a team member's attack with combined fire unless the nation chooses to pay 1 command to the command pile. This cost must be paid for each combined attack. However, units in the same hex as an officer may support a team member's attack at no command cost. During any instance where the forces of two team members join (such as during combined fire, assault, or defending against an assault), the firepower and/or cover of these units are joined together in one dice roll.
- When placing starting units on the game board, a player may start with his squads loaded into his team member's transports. A player may have squads enter or exit his team member's transports as normal, but only the player controlling the transport may activate the transport.

THREE-PLAYER GAME

A three-player game of *TOI* is played much like a four-player game, except that one nation will be controlled by a single player. That player must play his Action Phase as if his nation's forces were controlled by two players; thus his units of different divisions are subject to the restrictions (and splitting of actions) as outlined above.

EXPANSION SYMBOL

The front of each card in this revised *Core Set*, as well as previous expansions, has a symbol in the lower right corner. The expansion symbol distinguishes the cards in this revised *Core Set* from the cards in the first edition of *Tide of Iron* and other expansions.

MORE TIDE OF IRON

Please visit 1A Games' website www.1AGames.com for additional *Tide of Iron* content, including examples of play, additional scenarios, rules clarifications, and FAQ, as well as news on upcoming *Tide of Iron* releases and information on designing and publishing your own scenarios.

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