TIDE OF IRON

SETUP

Setup the map boards, map overlay pieces, markers and figures according to the **Scenario**. Players choose their nations. **Green** bases are American and grey are German (in a 2 player game light/dark shades are ignored).

Each player shuffles and places face down in his HQ area any specific **Strategy** card decks granted by the scenario, then draws and places before him faceup cards as required from any of his decks.

Each player takes any **Operations** cards (some affect both players) granted by the scenario.

Each player takes his **Initiative** card and takes a supply of **activation**, **condition** and **damage** tokens.

Place the **round marker** on space 1 of the **round track**.

Players **build squads** by customizing their squad bases with a mix of scenario-provided infantry types.

The scenario indicates which player starts with the **initiative token** and thus has the initiative.

In order of initiative, place all starting units on the game board in **deployment zones**. Squads may start deployed in transport vehicles.

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

A unit may move through a hex full of friendly units, but may never end its movement exceeding a hex's stacking limit. If a unit's movement is stopped in a full hex, the unit is returned to the last non-full hex it moved from.

In order of initiative, mark any units in **opportunity fire** mode with the activation token *Op Fire* side up.

TURN SEQUENCE

The game is divided into **game rounds**, with each round divided into **phases** started by the player with initiative.

1. ACTION PHASE

Players alternate taking the number of actions indicated by the scenario until neither player has actions left.

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

2. COMMAND PHASE

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

3. STATUS PHASE

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

ACTION PHASE

Most actions involve activating a single *fresh* unit (ie. one with no activation token) to become the **active unit**.

When the unit has completed its action, it is **fatigued** (unless in *Op Fire* mode) and an activation token with the *fatigued* side faceup is placed by it. A fatigued unit, or a unit in *Op Fire* mode, may not be activated.

ADVANCE

A unit may **move**, its distance limited by its movement points (MPs) and terrain. While moving, it may also be subject to enemy *Op Fire*, which may halt its movement.

CONCENTRATED FIRE

A unit may immediately make a **concentrated attack** against an enemy unit. The attack may be *supported*.

PREPARE OP FIRE

Place an activation token *Op Fire* side up by the unit. If an enemy unit moves within the unit's LOS, the unit may interrupt the enemy unit's movement and attack it, possibly supported by friendly units in *Op Fire* mode.

FIRE & MOVEMENT

A unit may **move** *and* attack an eligible enemy unit, either moving then attacking or vice versa (a move may not be broken up with an attack), subject to these penalties:

– a squad receives 1 fewer MP.
– a vehicle receives 2 fewer MPs.
– a unit must halve its FPR value when attacking.
– a unit may not make a long-range attack.
– other friendly units may not *support* the unit's attack.

A unit that doesn't attack still receives the move penalty. A squad containing any **heavy infantry weapon** figure may *not* be activated with this action.

ASSAULT

A *squad* may **move** with 1 fewer MP then make an **assault** attack against an adjacent hex containing one or more enemy units. A squad that doesn't attack still receives the move penalty. Vehicles, or a squad containing any **heavy infantry weapon** figure, may not be activated with an Assault action.

ACTIVATE STRATEGY CARD

Pay the **command cost** in command tokens and resolve an eligible faceup Strategy card marked **Action Phase**. Most Strategy cards are removed from the game after being activated, but some have lasting effects.

FATIGUE UNIT

Do nothing: *fatigue* a unit and proceed to the next action.

SPECIAL ACTION

Special actions that require an action: *as an action, do X*.

End of the Action Phase

If a player can take no more actions during his action turn, or if he declares it to be over, his Action Phase is over and his opponent may take an unlimited number of actions until he has none.

COMMAND PHASE

1. DETERMINE CONTROL OVER OBJECTIVES

Check every **objective hex** (those with a command objective marker, a victory objective marker, or any indicated by the scenario).

If control over an objective hex has changed, the new owner replaces his opponent's **control marker** with his own.

A player *controls* an objective if he has 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. He retains control of a hex as long as his control marker remains on the hex.

Command Objectives

Command objectives are either nation-specific or neutral. A player may only gain **command** from controlling *friendly* or *neutral* command objective hexes.

Usually all objectives are controlled by neither player at the beginning of a game, though a starting unit may setup on an objective in its nation's deployment zone.

2. RECEIVE COMMAND & VICTORY POINTS

Receive Command

For each *friendly* or *neutral* command objective a player controls, he receives the indicated amount of **command** tokens.

Receive Victory Points

Collect **victory points** as dictated by the scenario, using VP markers on the round track to keep track.

When a player reaches 11 VPs, flip the marker to its +10 side and move it back to the 1 space of the round track.

3. SPEND COMMAND

Each player may spend command tokens to activate Strategy cards and increase their Initiative Pool (or other scenario-specific effects). A player may save up command to spend during a later round.

Activate Strategy Cards

Pay the command cost in command tokens and resolve an eligible faceup Strategy card marked **Command Phase**.

A player may activate as many of his available Strategy cards as he can afford.

Most Strategy cards are removed from the game after being activated, but some have lasting effects.

Increase Initiative Pool

A player may place some or all of his available command onto his **Initiative card**, where it can accumulate round after round. This command is then considered spent.

4. DETERMINE INITIATIVE

The player with the highest amount of command on his Initiative card claims the **Initiative token** and has the initiative next round.

If it is a tie, the token goes to the player who currently does not have initiative.

In any timing conflict, the player with initiative decides the order in which to resolve effects.

STATUS PHASE

1. DRAW STRATEGY CARDS

Each player draws one card from one of his Strategy decks.

If the first card drawn contains a **+** symbol, the player may immediately draw one additional Strategy card (not during setup). No more cards can be drawn this round.

2. REMOVE TOKENS

1. Remove all activation tokens from the game board (including tokens from squads being transported by vehicles). All units are now considered *fresh*.
2. Remove all condition tokens from **pinned** squads.
3. All disrupted squads now become **pinned** (flip the token). If there is an officer in the same hex, the condition token is *removed* instead.
4. Remove any expired markers (eg. smoke).

3. PLACE UNITS IN OP FIRE MODE

Players assign any number of their units to **Op Fire** mode. They cannot then be activated during the upcoming Action Phase, but they may react to enemy movement from the very first action of the next round.

4. SQUAD TRANSFERS

Players may move any number of figures between friendly squads in the same hex.

Figures may not be transferred to or from a squad with a specialization; a specialization token may not be transferred; and figures may not be transferred to or from *pinned*, *disrupted* or transported squads or those in entrenchments or pillboxes.

An empty squad base is removed from the game.

5. SCENARIO REINFORCEMENTS & EVENTS

Players receive any **reinforcements** and resolve any **special events** indicated by the scenario for this round. Scenario reinforcements differ from Strategy card reinforcements.

Placing Reinforcements

Any reinforcements may only be placed in a nation's **reinforcement zone** (marked with an R).

Reinforcements cannot exceed a hex's stacking limits or be placed in a hex occupied by enemy units. Any reinforcements missed in prior game rounds remain lost.

6. ADVANCE THE ROUND MARKER

Advance the **round marker** on the round track. Another round begins. When the 11th round is reached, flip the marker to its +10 side and move it back to the 1 space of the round track.

If the round just completed was the last round of the scenario, the game is over.

WINNING THE GAME

Different scenarios have different victory conditions. If, at the end of a victory point scenario, both players have the same number of VP, the player who has the initiative at the end of the Status Phase is the winner.

MOVEMENT

A unit can only use its MPs for moving/special actions if activated to **Advance**, **Fire & Movement**, or **Assault**.

A unit may not move into or through a hex containing an enemy unit (except tank *overruns*). MPs expended when entering a hex depend on the **terrain** of the hex. Half hexes cannot be entered.

Moving and Opportunity Fire

Immediately after the active unit moves into any hex, *Op Fire* attacks by enemy units in Op Fire mode are resolved.

If the active unit becomes *pinned*, *disrupted*, or *damaged* as a result of the Op Fire, it is **immediately** *fatigued*, and its activation and movement ends. If the attack scores no hits, or if a squad takes casualties as the result of a normal attack, the active unit may continue moving.

A unit may be the target of *Op Fire* multiple times during the same movement, but not more than once per hex.

A unit *pinned*, *disrupted*, or *heavily damaged* cannot be moved until the condition is removed.

TRANSPORTING SQUADS IN VEHICLES

Squads may be transported on vehicles with the **Transport** trait. The number shows how many may be transported.

The vehicle and squads count as only one unit for the purpose of stacking. Use **transport markers** and their corresponding offboard indicator tokens.

A squad may enter a vehicle in its hex for 2 MPs. The squad is immediately *fatigued* and its action complete.

Fresh squads inside a vehicle may be activated, but cannot fire or resolve special abilities. Vehicles do not benefit from bonuses or abilities of squads inside them.

Squads inside a vehicle cannot be targeted for any type of attack or affected by vehicle damage; only the vehicle can be targeted. If a vehicle is destroyed, all squads transported by it are also destroyed.

An active squad may exit a vehicle for 2 MPs, as long as it does not then exceed stacking limits. Exiting may trigger enemy *Op Fire*.

COMBAT

The **range** and **firepower** (FPR) of a unit are dependent on whether the target is an infantry or a vehicle unit. An attacking unit must be in **range** and have **line of sight** (LOS) to the target unit.

If a hex contains multiple targets, and the attack is not an *area attack* or *assault*, the firing player indicates which exact squad or vehicle is to be the target of the attack.

A squad is eligible to attack an enemy unit if at least one figure in that squad can do so. Any figures that cannot participate do not contribute to the attack in any way. You may always choose to have some figures in a squad not participate in an attack.

RANGE

Compare the number of hexes to the target to the range value of the attacking unit. Targets in adjacent hexes are at **close range**. If the distance is:

– less than/equal to attacker's range: **normal range**.
– less than/equal to double attacker's range: **long range**.
– double attacker's range: **out of range**.

The range is equal to that of the attacking figure in a squad with the lowest range, though not all figures in a squad must fire.

There are 3 elevation levels: level 0 (most board hexes, grasslands, etc.), level 1 (low hill), and level 2 (high hill). **An attacking unit on a hex of a higher elevation than its target receives +1 to its range value.**

LINE OF SIGHT

There is a clear LOS if there is no **blocking terrain** (BT) on a straight line *between* the centers of the two hexes. BT does not block LOS to units *in* that hex. If the line between the units is traced exactly along the edge of a series of hexes, LOS is not blocked unless there is BT on *both* sides of the line.

Units do not block LOS. Two adjacent units always have LOS to each other.

If there is BT between units at different elevations, find the BT hex closest to the lower unit. A hill the same level or lower than the unit on the higher elevation is also considered BT. If the difference in elevation is 1, the 2 hexes behind the closest obstruction are blind hexes; if the difference is 2, the 1 hex behind the closest obstruction is a blind hex. **There is no LOS if the lower unit is in a blind hex.**

If the higher unit must fire or be fired upon across an adjacent hex at its same level, there is no LOS.

RESOLVING AN ATTACK

1. Determine Attack Strength

FPR of attacking unit + half FPR of all supporting units

The FPR of a unit depends on whether the target is an infantry or a vehicle unit, and is the *cumulative* value of every figure.

2. Determine Defense Strength

AV of target + cover for terrain/fortifications

Only vehicles have **armor values** (AV). Effects that modify cover do not affect armor, and vice versa.

3. Declare Attack Type

If the target is a squad, declare the attack a **normal attack** or a **suppressive attack**. Vehicles are immune to suppressive attacks.

4. Roll Attack & Determine Hits

Roll black dice equal to the attack strength and red dice equal to the defense strength.

Determine black dice successes, based on range: **Close range:** 4-6; **Normal range:** 5-6; **Long range:** 6. Subtract red dice successes, which are always 5-6. The final number is the number of **hits**.

Normal Attack Results

Against Squads: remove figures equal to the number of hits. A *pinned* or *disrupted* status is not affected.

Against Undamaged Vehicles: 1 or 2 hits: **lightly damaged**; 3 hits: **heavily damaged**; 4+ hits: **destroyed**.

Against Damaged Vehicles: if a lightly damaged vehicle takes 1 or 2 hits: **heavily damaged**; 3+ hits: **destroyed**. If a heavily damaged vehicle takes 1+ hits: **destroyed**.

A vehicle lightly damaged is -1 to movement and has -1 to its AV. A vehicle heavily damaged may not move, has -1 to its AV and its FPR is halved.

Suppressive Attack Results

Against a Normal Squad: 1 or 2 hits: **pinned**; 3 hits: **disrupted**; 4+ hits: **routed** and destroyed.

Against a Pinned Squad: 1 or 2 hits: **disrupted**; 3+ hits: **routed** and destroyed.

Against a Disrupted Squad: 1+ hits: **routed** and destroyed.

COMBINED FIRE

When an active unit makes a concentrated or *Op Fire* attack, other fresh friendly units eligible to attack the target may **support** that attack with **combined fire**.

A supporting unit must be in range and LOS of the target. The leading unit uses its full FPR and each supporting unit half its FPR. All participating units in combined fire become *fatigued* after the attack.

The least favourable range of the participating units is used to determine the success number.

OPPORTUNITY FIRE

A unit in *Op Fire* mode may attack during the opponent's action turn when an enemy unit *moves* within its range and LOS. Other fresh friendly units also in *Op Fire* mode may *support* the attack with combined fire. All participating units in *Op Fire* fire become *fatigued* after the attack.

Note that if a unit's FPR would be halved more than once it cannot attack. Always round up when halving FPR.

AREA ATTACKS

Area attacks affect all units in a hex, may be normal or suppressive, and succeed on 5 or 6. Each individual unit rolls its defense dice and resolves its damage separately.

ASSAULT ATTACKS

Only squads **without heavy infantry weapons** figures may make assault attacks. They are always **normal** attacks.

After movement, the assault attack is made against an adjacent hex containing at least one enemy unit that **does not contain an enemy heavy vehicle**.

An assaulting unit entering a hex with a **minefield** or **razor wire** during its move may not assault that activation.

Up to 2 friendly squads in hexes adjacent to the target hex may *support* the attack, **even fatigued squads** (but not *pinned* or *disrupted*).

1. Determine Attacker's Attack Strength

FPR of attacking unit vs infantry + half FPR vs infantry of all supporting units

2. Determine Defender's Attack Strength

FPR of defending units and light vehicles vs infantry

Disrupted squads do not contribute, and *pinned* squads contribute only half FPR (unless an officer is present).

3. Roll Attack & Determine Hits

Attacker rolls black dice equal to his attack strength and red dice equal to the defender's terrain/fortifications. Cover bonuses are cumulative. Light vehicles *do not* contribute their AV.

Determine black dice successes, on 4-6. Subtract red dice successes, on 5, 6. The final number is the number of **attack hits**.

5. Roll Defense & Determine Hits

Defender rolls black dice equal to his attack strength. Determine black dice successes, on 4, 5, 6. This is the number of **defense hits**.

6. Resolve Casualties

The attacker first removes casualties from his active squad, then his other participating units. Then the defender removes casualties from any combination of his defending units. Hits may be assigned to a light vehicle up to the number required to destroy it.

If the defender's hits equal to or exceed the attacker's, the attack is unsuccessful and the active unit *fatigued*. If the attacker's hits exceed the defender's, the assault is successful and the defender must **retreat**.

The defender must move all surviving units into a single adjacent hex free of enemy units. Destroy units in excess of stacking limits. If there are no hexes, destroy all units. *Disrupted* units cannot retreat and are destroyed. *Pinned* units become *disrupted* after retreating.

The active unit and any supporting units *may* now move into the vacated hex and are *fatigued*. Supporting units *fatigued* at the start of the attack may not advance. A retreat or advance does not trigger *Op Fire*.

STRATEGY CARDS

Any cards 'placed in your play area' are only paid for when initially activated and remain in effect from then on.

Establish Contact (X) Roll a die: equal or exceed the number to establish contact. Another attempt may be made as an action once every subsequent round until successful.

Target Hex Place the **target token** on a board hex.

Determine Drift If the target hex is not within LOS of a non-*fatigued* friendly unit, the **drift number** is 6. If within LOS, it is 4. If the unit is within LOS and contains an officer or the hex is in the same hex or adjacent, it is 3.

Roll 1 red and 1 black dice. If the black result is equal to/higher than the drift number the attack strikes the target hex. If less, the attack *drifts* as many hexes as the number on the black die, and in the direction on the **north directional marker** shown by the red die.

The attack has no effect in the target drifts off the board.

Area Attack (X) Make an **area attack** against the final target hex using the strength given. If not designated as suppressive it is a normal attack. The attack scores successes on a 5 or 6 unless stated otherwise.

Wide Blast Radius (X) Hexes adjacent to the target hex are attacked with the strength given. Roll each separately.

ACTION PHASE

Alternate taking number of actions specified by scenario.

A units is **fatigued** after completed its action (unless in *Op Fire*). A unit fatigued or in *Op Fire* may not be activated.

ADVANCE

A unit may **move** up to its movement value. Enemy *Op Fire* may halt its movement.

CONCENTRATED FIRE

A unit may make a **concentrated attack** against an enemy unit. Fresh friendly units may be support the attack with *combined fire*.

PREPARE OP FIRE

Place a token *Op Fire* side up by the unit. It may Op Fire against a moving enemy unit within the unit's LOS in the enemy's turn. Friendly units in *Op Fire* may support.

FIRE AND MOVEMENT

A unit may **move** then **attack** or **attack** then **move** an eligible enemy unit.

– a squad receives 1 fewer MP.
– a vehicle receives 2 fewer MPs.
– a unit must halve its FPR value when attacking.
– a unit may not make a long-range attack.
– other friendly units may not *support* the unit's attack.

A unit that doesn't attack still receives the move penalty. A squad containing any **heavy infantry weapon** figure may *not* be activated with this action.

ASSAULT

A *squad* may **move** with 1 fewer MP then make an **assault** attack against an adjacent hex and 1+ enemy units.

A squad that doesn't attack still receives the move penalty. Vehicles, or a squad containing any **heavy infantry weapon** figure, may not be activated with an Assault action.

ACTIVATE STRATEGY CARD

Pay the **command cost** and resolve an eligible faceup Strategy card marked **Action Phase**.

FATIGUE UNIT

Do nothing: *fatigue* a unit.

SPECIAL ACTION

Special actions that require an action: *as an action, do X.*

COMMAND PHASE

1. DETERMINE CONTROL OVER OBJECTIVES

Check every **objective hex** (with a command objective or victory objective marker, or as indicated by the scenario).

If control over an objective hex has changed, the new owner replaces his opponent's **control marker** with his own.

A player *controls* an objective if he has 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. He retains control of a hex as long as his control marker remains on the hex.

2. RECEIVE COMMAND & VICTORY POINTS

Receive Command

For each *friendly* or *neutral* command objective a player controls, take the indicated amount of **command** tokens.

Receive Victory Points

Collect **victory points** as dictated by the scenario, using VP markers on the round track to keep track.

3. SPEND COMMAND

Activate Strategy Cards

Pay command costs and resolve as many eligible faceup Strategy cards marked **Command Phase** as desired.

Increase Initiative Pool

Spend some or all of available command onto the **Initiative card**, where it can accumulate round after round. Command may be saved up to spend later.

4. DETERMINE INITIATIVE

The player with the highest amount of command on his Initiative card receives initiative next round. If it is a tie, the token goes to the player who does not have initiative.

CONCENTRATED FIRE ATTACKS

1. **Declare Attack Normal or Suppressive**
2. **Roll black dice equal to Attack Strength**

FPR of attacking unit + half FPR of all supporting units

... and red dice equal to Defense Strength

AV of target + cover for terrain/fortifications

Black dice successes:
Range: Close: 4-6   **Normal:** 5-6   **Long:** 6
Subtract red dice successes: 5-6.

Normal Attack Results

Vs Squads: remove figures equal to the number of hits. A *pinned* or *disrupted* status is not affected.

Vs Undamaged Vehicles: 1 or 2 hits: **lightly damaged**; 3: **heavily damaged**; 4+: **destroyed**.

Vs Damaged Vehicles: if a lightly damaged vehicle takes 1 or 2 hits: **heavily damaged**; 3+: **destroyed**. If a heavily damaged vehicle takes 1+ hits: **destroyed**.

A vehicle lightly damaged is -1 to movement and -1 AV. If heavily damaged no move, -1 AV and half FPR.

STATUS PHASE

1. DRAW STRATEGY CARDS

Each player draws one card from one of his Strategy decks. If the first card drawn contains a + symbol, one time only immediately draw one additional Strategy card.

2. REMOVE TOKENS

Remove all expired markers and activation tokens (including from squads being transported by vehicles). All units are now *fresh*.

Remove all condition tokens from **pinned** squads. All *disrupted* squads now become **pinned**. If an **officer** in the same hex, the condition token is *removed* instead.

3. PLACE UNITS IN OP FIRE MODE

Assign any number of units to **Op Fire** mode. They cannot be activated during the next Action Phase, but may react to enemy movement from the first action of the next round.

4. SQUAD TRANSFERS

Move figures between friendly squads in the same hex. Specialization tokens may not be transferred; and figures may not be transferred to or from *pinned*, *disrupted* or transported squads, squads with a specialization or those in entrenchments or pillboxes.

5. SCENARIO REINFORCEMENTS & EVENTS

Receive any **reinforcements** and resolve any **special events** indicated by the scenario for this round.

Any reinforcements may only be placed in a nation's **reinforcement zone**. Reinforcements cannot exceed a hex's stacking limits or in a hex occupied by enemy units. Any reinforcements missed in prior rounds remain lost.

6. ADVANCE THE ROUND MARKER

Suppressive Attack Results (Vehicles are immune)
Vs Normal Squad: 1 or 2 hits: **pinned**; 3: **disrupted**; 4+: **routed**.
Vs Pinned Squad: 1 or 2 hits: **disrupted**; 3+: **routed**.
Vs Disrupted Squad: 1+ hits: **routed**.

ASSAULT ATTACKS

1. **Attacker rolls black dice equal to Attack Strength**

FPR of attacking squad vs infantry + half FPR vs infantry of all supporting squads (up to 2 adjacent to target)

... and red dice equal to Defender's cover

Attack hits: Black dice successes (4-6) minus red dice successes (5, 6).

2. **Defender rolls black dice equal to Attack Strength**

FPR of defending units and light vehicles vs infantry

Disrupted squads do not contribute, *pinned* squads contribute only half FPR (unless officer is present). Light vehicles *do not* contribute their AV.
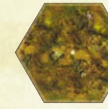
Defense hits: Black dice successes (4-6).
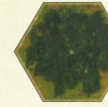**Attacker removes casualties first, then defender.**

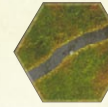## TERRAIN
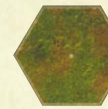
CLEAR
Blocking Terrain: No
Movement Cost: 1
Cover: None

ROUGH
Blocking Terrain: No
Movement Cost: 2 squads, 1 vehicles
Cover: 1

WOODS
Blocking Terrain: Yes
Movement Cost: 2 squads, 3 vehicles
Cover: 2

ROAD
Blocking Terrain: As hex's main terrain.
Movement Cost: 1 if moving from a contiguous road hex, otherwise for terrain type.
Cover: As hex's main terrain.

STREAM
Blocking Terrain: No
Movement Cost: **Shallow:** 2 squads, 4 vehicles; **Deep:** 3 squads, no vehicles; **Flooded:** Impassable
Cover: None

POND
Blocking Terrain: No
Movement Cost: Impassable
Cover: None

BRIDGE
Blocking Terrain: No
Movement Cost: 1
Cover: 1

HILL
Blocking Terrain: See LOS rules
Movement Cost: 1 if moving from a hill of same or higher level, 2 if moving uphill. Cliff sides (level 0 to 2) are impassable.
Cover: None
Special Rules: An attacking unit on a higher level receives +1 to range.

BUILDING
Blocking Terrain: Yes
Movement Cost: 2 even if the hex also contains a road
Cover: 3

AMERICAN UNIT STATS

UNITS SPECIAL ABILITIES

ELITE INFANTRY
Battle-Hardened: Each figure +1 cover vs suppressive fire.

OFFICER
Fast Recovery: a *disrupted* squad in the same hex may *remove* its condition token in the Status Phase.

Rally: A fresh, but *pinned* squad in the same hex may be activated with a **concentrated attack**, firing at half FPR.

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

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

MACHINE GUN CREW   Heavy Infantry Weapon
Limited Choice of Actions: A squad containing an MG crew may not take a *Fire & Movement* or *Assault* action.

Rapid Op Fire: A squad with only its MG crews participating may *Op Fire* without becoming *fatigued*. Multiple *Op Fire* attacks must be against different targets.

MORTAR CREW   Heavy Infantry Weapon
Limited Choice of Actions: A squad containing an Mortar crew may not take a *Fire & Movement* or *Assault* action.

Area Attack: Target an entire hex with an area attack, (normal or suppressive). Succeeds 5 or 6; 6 at long range.

Ballistic Fire: A mortar attack does not need LOS if it can target a hex that a non-*fatigued* friendly unit has LOS to. Mortars cannot fire if they are in a building hex or pillbox.

Minimum Distance: Cannot attack or support an attack against an adjacent hex, or contribute during an assault against its own hex.

No Op Fire: Mortar figures cannot participate in *Op Fire*.

No Mixed Fire: Cannot attack with other figure types.

TRUCKS   Transport (2), Light Vehicle
Effective Road Movement: One-third movement points to move from a road hex to another contiguous road hex.

Fragile: Destroyed if heavily damaged.

HALF-TRACKS   Transport (1), Light Vehicle

TANKS   Tank, Heavy Vehicle
Sturdy: Not *fatigued* if lightly damaged by enemy *Op Fire*.

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

Overrun: May move *through* a hex containing enemy units at a cost of +1 MP each enemy unit. After leaving the hex, every enemy unit (except vehicles, transported squads or squads in entrenchments/pillboxes) is *pinned*. Squads already *pinned* or *disrupted* are unaffected.

Subject to enemy *Op Fire* when entering the hex; at close range from those in the hex. If forced to end its move in the hex the tank must retreat to its last enemy-free hex at no MP cost and become *fatigued*, and no enemy squads become *pinned*.

Thick Armor: Some tanks have *thick armor*; may change any one of the defense dice into a 6 after they are rolled.

AMERICAN UNIT STATS

		RANGE	FPR
REGULAR INFANTRY			
	(infantry)	4	1
MV 4	(vehicle)	1	1
ELITE INFANTRY			
	(infantry)	4	2
MV 4	(vehicle)	1	1
OFFICER			
	(infantry)	4	1
MV 4	(vehicle)	1	1
MACHINE GUN CREW			
	(infantry)	5	3
MV 4	(vehicle)	3	2
MORTAR CREW			
	S	8	4
MV 4	N	8	2
GMC CCKW 353			
	(infantry)	0	0
MV 4 / AV 0	(vehicle)	0	0
M3A1 HALF-TRACK			
	(infantry)	5	4
MV 7 / AV 1	(vehicle)	3	2
M4A1 SHERMAN			
	(infantry)	5	6
MV 6 / AV 4	(vehicle)	6	8

SPECIALIZED SQUADS

A specialized squad may not have more than one specialization, may not have a *heavy infantry weapon* figure, may not transfer or receive figures, and may not use its special abilities if *pinned* or *disrupted*.

ENGINEER
Dig Entrenchment: *Fatigue* unit as an to create an entrenchment in its hex (not a stream, pond or building hex). May enter the entrenchment as part of this action.

A hex may not contain more than 3 fortification markers.

ANTI-TANK
Armor-Piercing Weaponry: In all attacks against vehicles, even if *supporting*, the squad has base range of 3 and +3 FPR.

FLAMETHROWER
Flaming Death: When attacking an adjacent unit, +2 FPR and target receives -5 cover (minimum 0). Armor not affected.

MEDIC
Bandage: The squad and any squad in the same hex +1 cover against normal attacks.

Heal: *Fatigue* unit as an action and roll 4, 5 or 6 to place one regular infantry figure in the wounded in the same hex (or itself).

SQUAD CONDITIONS

Pinned
May not move, fire or take any special action. An officer's **Rally** ability allows any *fresh*, *pinned* squads in the same hex to be activated with a **concentrated attack** action, but the squad's FPR is halved.

Disrupted
May not move, fire or take any special action, regardless of an officer. An officer will cause the condition to be *removed* during the next Status Phase.

Opportunity Fire
A squad *pinned* or *disrupted* during its activation, or in *Op Fire* mode, is immediately *fatigued* and can never be placed in *Op Fire* mode.

A pinned or disrupted unit cannot perform special actions.

CONCEALED SQUADS

A concealed squad (not vehicles) cannot be fired upon or affected by area attacks. Enemy units can move through hexes containing only concealed squads, tank movement is unaffected and the squads are unaffected by **Overrun**.

The squad is revealed if it fires or supports an attack, moves into an objective hex or at any time it is within LOS of an enemy unit and not in cover-providing terrain (except smoke). The squad is always revealed if is adjacent to an enemy unit at the end of the Status Phase.

FORTIFICATIONS, OBSTACLES & COVER

ENTRENCHMENTS & PILLBOXES
One squad in the same hex may spend 1 MP to enter an entrenchment/pillbox, and 1 MP to leave (may trigger *Op Fire*). Vehicles cannot enter.

A hex may not contain more than 3 entrenchment/pillbox markers. Entrenchments +2 cover. Pillboxes +6 cover.

RAZOR WIRE
Non-engineer squads and light vehicles must end their movement if entering a hex with razor wire.

A squad in the hex fights at half FPR.

During an Advance, Fire & Movement, or Assault action, an active tank or engineer squad may spend 2 MP to remove a razor wire marker in the same hex.

If an area attack causes 3+ successes against a hex with razor wire, it is removed.

A hex may not contain more than 1 razor wire marker.

TANK TRAPS
A vehicle cannot enter a hex with a tank trap unless it started its move in an adjacent hex. It must end its movement when it enters the hex.

Tank traps give squads +1 cover.

A hex may not contain more than 1 tank trap marker.

MINEFIELDS
Units must end their movement and become *fatigued* if entering a hex with a minefield and immediately roll for casualties: 4 dice: 4-6 results causing hits (no defense dice). Engineers do not check for hits but are *fatigued*.

A unit in the hex fights at half FPR.

A unit moving from a minefield hex may only move to an adjacent hex. A hex may not contain more than 1 minefield marker.

SMOKE
Any hex with a smoke marker is blocking terrain and +2 cover.
A unit in the hex fights at half FPR.

A squad executing or supporting an assault attack from a smoke hex does not have its FPR halved. A defending unit in a smoke hex has its FPR halved and +2 cover.

A unit assaulting or supporting an assault against a smoke hex has its FPR halved but does not get +2 cover.

Squads cannot support an assault against a smoke hex (since they would have to halve their FPR twice).

A hex may not contain more than 1 smoke marker, may not be placed on a building hex, and are removed next Status Phase.

GERMAN UNIT STATS

Unit		RANGE	FPR
REGULAR INFANTRY MV 4	🧍	4	1
	🛡	1	1
ELITE INFANTRY MV 4	🧍	4	2
	🛡	1	1
OFFICER MV 4	🧍	4	1
	🛡	1	1
MACHINE GUN CREW MV 4	🧍	5	4
	🛡	3	2
MORTAR CREW MV 4	S	8	4
	N	8	2
OPEL BLITZ 3 TON S MV 4 / AV 0	🧍	0	0
	🛡	0	0
SDKFZ 251 HALF-TRACK MV 7 / AV 1	🧍	5	4
	🛡	3	2
PANZER IV MV 6 / AV 4	🧍	5	6
	🛡	8	10
TIGER I MV 5 / AV 6 THICK ARMOR	🧍	5	6
	🛡	8	13

UNITS SPECIAL ABILITIES

ELITE INFANTRY
Battle-Hardened: Each figure +1 cover vs suppressive fire.

OFFICER
Fast Recovery: a *disrupted* squad in the same hex may *remove* its condition token in the Status Phase.

Rally: A fresh, but *pinned* squad in the same hex may be activated with a **concentrated attack**, firing at half FPR.

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

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

MACHINE GUN CREW   Heavy Infantry Weapon
Limited Choice of Actions: A squad containing an MG crew may not take a *Fire & Movement* or *Assault* action.

Rapid Op Fire: A squad with only its MG crews participating may *Op Fire* without becoming *fatigued*. Multiple *Op Fire* attacks must be against different targets.

MORTAR CREW   Heavy Infantry Weapon
Limited Choice of Actions: A squad containing an Mortar crew may not take a *Fire & Movement* or *Assault* action.

Area Attack: Target an entire hex with an area attack, (normal or suppressive). Succeeds 5 or 6; 6 at long range.

Ballistic Fire: A mortar attack does not need LOS if it can target a hex that a non-*fatigued* friendly unit has LOS to. Mortars cannot fire if they are in a building hex or pillbox.

Minimum Distance: Cannot attack or support an attack against an adjacent hex, or contribute during an assault against its own hex.

No Op Fire: Mortar figures cannot participate in *Op Fire*.

No Mixed Fire: Cannot attack with other figure types.

TRUCKS   Transport (2), Light Vehicle
Effective Road Movement: One-third movement points to move from a road hex to another contiguous road hex.

Fragile: Destroyed if heavily damaged.

HALF-TRACKS   Transport (1), Light Vehicle

TANKS   Tank, Heavy Vehicle
Sturdy: Not *fatigued* if lightly damaged by enemy *Op Fire*.

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

Overrun: May move *through* a hex containing enemy units at a cost of +1 MP each enemy unit. After leaving the hex, every enemy unit (except vehicles, transported squads or squads in entrenchments/pillboxes) is *pinned*. Squads already *pinned* or *disrupted* are unaffected.

Subject to enemy *Op Fire* when entering the hex; at close range from those in the hex, if forced to end its move in the hex the tank must retreat to its last enemy-free hex at no MP cost and become *fatigued*, and no enemy squads become *pinned*.

Thick Armor: Some tanks have *thick armor*; may change any one of the defense dice into a 6 after they are rolled.

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