TIDE OF IRON™



RULES OF PLAY

INTRODUCTION

WELCOME

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 objective of the invasion: to dismantle Hitler's "Wehrmacht," the once-mighty German armed forces; liberate the occupied countries of western Europe; and ultimately to 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 towards 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.

TIDE OF IRON is a game of World War II tactical conflict for two to four players. The components in this base game allow players to simulate the dramatic struggles that took place between American and German forces in Northern Europe during the years 1944 and 1945.

FFG hopes to provide you with expansions that will broaden the scope of TIDE OF IRON, introducing more units and scenarios covering other periods and theaters of the war, adding English, Russian, and Japanese forces to the game.

OBJECT OF THE GAME

TIDE OF IRON ("TOI") is a scenario-based game, in which the components and rules provide you with the tools to re-create a vast number of different WWII battles and conflicts. Each specific scenario will dictate the setup, special rules, and victory conditions for any one game session.

Before each game of TIDE OF IRON, players must first agree upon and select a scenario to play. Such scenarios can be found either in the included Scenario Guide, or online at:

WWW.FANTASYFLIGHTGAMES.COM



A TOI scenario is played over several rounds, with each round consisting of a number of actions. What a player needs to accomplish to win a game of TIDE OF IRON depends on the scenario being played. 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.

COMPONENTS

- This Rulebook
- 1 Scenario Guide
- 216 Plastic Figures, consisting of:
    - 54 American Regular Infantry
    - 12 American Elite Infantry
    - 6 American Officers
    - 6 American Mortar Crews
    - 6 American Machine Gun Crews
    - 12 M4A1 Sherman Tanks
    - 6 M3A1 Half-Tracks
    - 6 GMC CCKW 353 Transport Trucks
    - 54 German Regular Infantry
    - 12 German Elite Infantry
    - 6 German Infantry Officers
    - 6 German Mortar Crews
    - 6 German Machine Gun Crews
    - 6 Panzer IV Tanks
    - 6 Tiger I Tanks
    - 6 SdKfz 251 Half-Tracks
    - 6 Opel Blitz Transport Trucks
- 48 Squad Bases
    - 12 Light Grey German Bases
    - 12 Dark Grey German Bases
    - 12 Light Green American Bases
    - 12 Dark Green American Bases
- 2 Player Reference Sheets
- 12 Map Boards
- 28 Map Overlay Pieces
- 14 Black Attack Dice
- 6 Red Defense Dice
- 1 Round Track
- 1 Round Marker
- 1 American Victory Point Marker
- 1 German Victory Point Marker
- 110 Cards, consisting of:
    - 90 Strategy Cards
    - 18 Operations Cards
    - 1 American Initiative Card
    - 1 German Initiative Card
- 1 Initiative Token
- 88 Activation Tokens
- 32 Damage Tokens
- 36 Condition Tokens
- 6 Anti-Tank Specialization Tokens
- 6 Engineer Specialization Tokens
- 6 Flamethrower Specialization Tokens
- 6 Medic Specialization Tokens
- 6 Victory Objective Markers
- 8 American Command Objective Markers (various values)
- 8 German Command Objective Markers (various values)
- 8 Neutral Command Objective Markers (various values)
- 8 American Control Markers
- 8 German Control Markers
- 51 Command Tokens (in 1s and 5s)
- 4 American Concealed Squad Markers
- 4 German Concealed Squad Markers
- 8 American Transport Markers
- 8 German Transport Markers
- 8 American Off-Board Indicator Tokens (numbered 1-8)
- 8 German Off-Board Indicator Tokens (numbered 1-8)
- 38 Fortification, Obstacle, and Cover Markers, consisting of:
    - 12 Double-Sided Pillbox/Entrenchment Markers
    - 14 Double-Sided Tank Trap/Razor Wire Markers
    - 6 Smoke Markers
    - 6 Minefield Markers
- 1 Target Token
- 1 North Directional Marker

COMPONENT OVERVIEW

Below you will find illustrations and brief descriptions of all the components in the game.

Plastic Figures





These 216 detailed plastic figures represent the American and German military personnel and vehicles that the players will be commanding. Each player starts the game with the specific figures listed by the chosen scenario.

Squad Bases



American Squad Bases



German Squad Bases

The squad bases come in four different shades representing the players of a four-player game. All green bases belong to the American players, while the grey bases belong to the German players. Each base can hold up to four infantry figures. In a two-player game, each player takes control of all bases of one color (nation), ignoring the light and dark shades.

Player Reference Sheets

These sheets provide players with the combat values and special abilities of each figure, as well as summaries of important rules and concepts.





Map Boards

The 12 double-sided map boards are used to build the game board for each scenario. They can be arranged in a large number of different variations, allowing for a wide variety of scenarios.

Map Overlay Pieces

Map overlay pieces are placed on top of the map boards to add additional terrain features. Map overlay pieces feature everything from additional buildings and woods to streams and roads.



Dice



Black dice are **attack dice** and represent the firepower and effectiveness of an attack. Red dice are **defense dice** and represent both cover gained from terrain features and the difficulty of penetrating a vehicle's armor.

Round Track, Round Marker, and Victory Markers



Round Track



American VP Marker



Round Marker



German VP Marker

The round marker is placed on the round track to keep track of the number of game rounds. Each nation also has a victory point marker, which is placed on the round track to keep track of each nation's current victory point total. All of these markers have "+10" on their reverse sides, for use if a nation exceeds 10 victory points or a game goes longer than 10 rounds.

Strategy Cards

During the game setup, as instructed by each individual scenario, players typically will receive one or more Strategy card decks. During the game players will be able to activate cards from these decks for a variety of benefits, including reinforcements and artillery support.





Operations Cards

Some scenarios indicate that one or both nations start with certain Operations cards, which add additional game rules. These rules can cover anything from weather conditions and morale options to specialization enhancements, such as those that give engineer squads the ability to remove minefields or lay smoke on the battlefield.

Initiative Cards and the Initiative Token



American Initiative Card



German Initiative Card



At the end of each Command Phase, the player with the most cumulative command on his Initiative card gains the initiative token. The player with the initiative token acts first during a game round and breaks ties during timing conflicts.

Activation Tokens



Fatigued Side | Opportunity Fire Side

These tokens are used to keep track of which units have already acted during a game round. The activation tokens have two sides: a **fatigued** side and an **opportunity fire** side.

Damage Tokens



Lightly Damaged | Heavily Damaged

These tokens are used to indicate when a vehicle has been damaged. The two sides of these tokens indicate whether the vehicle is lightly damaged or heavily damaged.

Condition Tokens



Pinned Side | Disrupted Side

These tokens are used to reflect the condition (i.e., morale) of a squad that has been subject to suppressive fire. The two sides of these markers indicate whether a squad has been pinned or disrupted.

Squad Specialization Tokens



Anti-Tank | Engineer | Flamethrower | Medic

Specialization tokens are used to indicate that a squad has special equipment or training, giving it additional abilities.

Victory Objective Markers

These markers act as reminders as to which hexes are related to the victory conditions specified by the scenario. Each scenario will describe where to place these as well as their purpose on the game board.



Command Objective Markers



American Command Objective Marker | German Command Objective Marker | Neutral Command Objective Marker

These markers come in three colors and with various numeric values. They are placed on the game board and represent areas of tactical importance on the battlefield. Controlling these objectives provides a player with command points. Each scenario will indicate where to place these on the game board.

Control Markers



American Control Marker | German Control Marker

Each nation has eight control markers, which are used to indicate which nation has control of which victory and command objectives.

Command Tokens

Command tokens are used to keep track of a nation's total available command. Nations will spend command to gain initiative as well as to activate Strategy cards.



Command Tokens

Transport Markers, Off-Board Indicator Tokens, and Concealed Squad Markers



Off-Board Indicator Tokens | Transport Markers | Concealed Squad Markers

Each nation has 8 transport markers with corresponding off-board indicator tokens, and four concealed squad markers. These are used to mark which squads are being transported in vehicles and to mark concealed squads.

Fortification Markers



ENTRENCHMENT



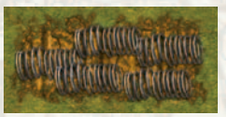
PILLBOX

These markers are used to show where fortifications are present on the game board. They are double-sided, with one side showing a pillbox and the other showing an entrenchment. These fortifications provide defensive bonuses to squads that enter them.

Obstacle Markers



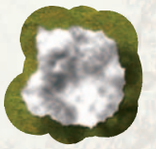
TANK TRAP



RAZOR WIRE

These markers are used to show where obstacles are present on the game board. They are double-sided, with one side showing a tank trap and the other showing razor wire.

Smoke and Minefield Markers



SMOKE



MINEFIELD

These markers are used to indicate where smoke or minefields are present on the game board.

Target Token

The target token is used in conjunction with many Strategy cards to mark a target hex on the game board, usually in conjunction with artillery, or other off-board support cards.

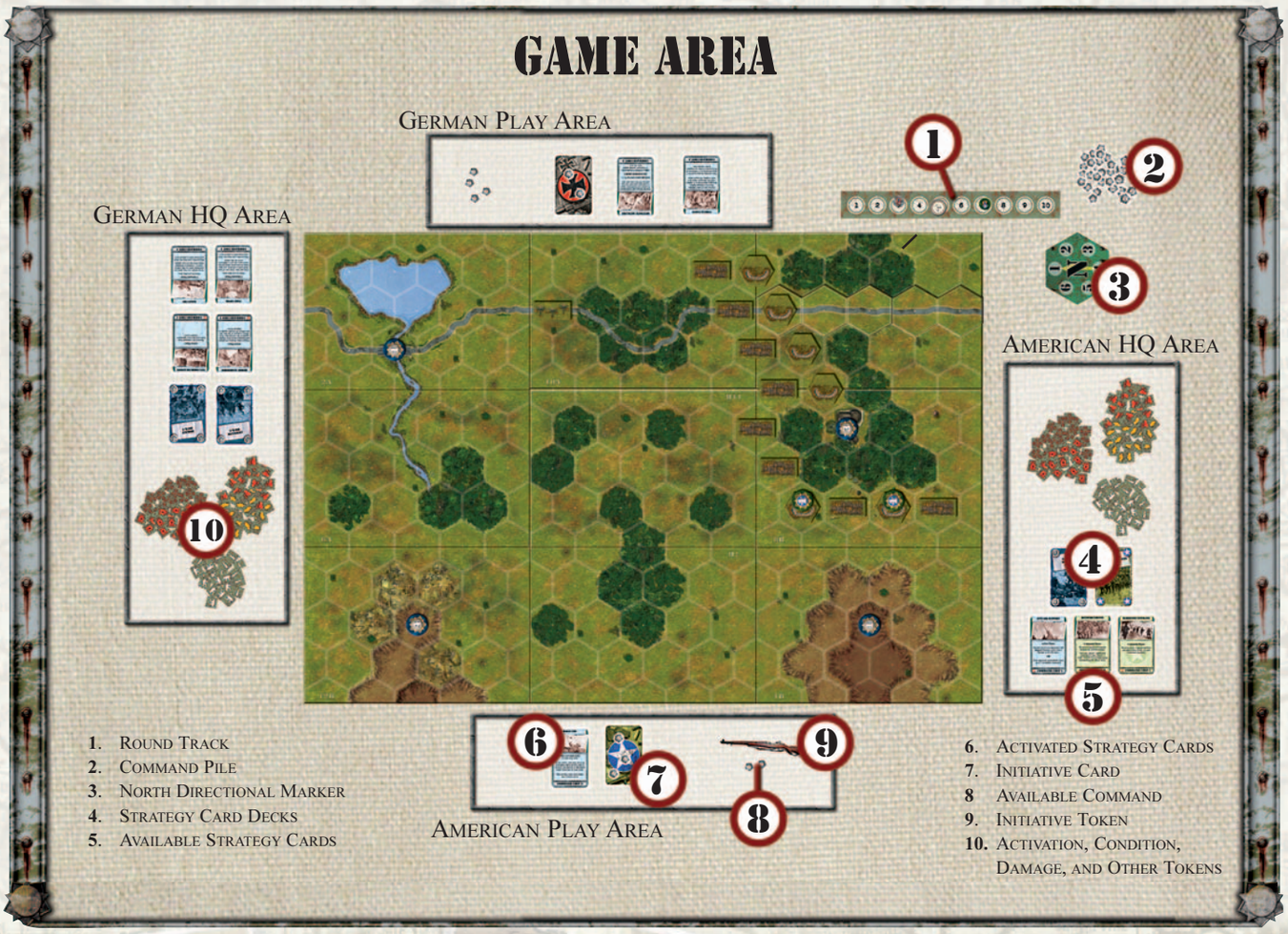




North Directional Marker

The north directional marker is used to determine the direction of drift for artillery and various other effects. Every scenario will indicate which direction is north.

GAME 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

GAME SETUP

STARTING THE GAME

To prepare the gaming area, follow the instructions below. First-time players should consult the "Game Area" diagram as a reference to where the various game elements should be placed.

1. Choose a Scenario and Nation

Players must first choose the game **scenario** for their session. Scenarios can be found in the enclosed Scenario Guide, online at www.fantasyflightgames.com, or in the planned expansion sets for TIDE OF IRON. After a scenario is chosen, players must decide which nation each player will be representing. In this TOI base game, players have the choice of controlling either the German or the American forces.

Important: Throughout this rulebook, we assume that you will be playing the scenario "At the Breaking Point" with two players – one player taking the role of the Germans, and his opponent taking the role of the Americans. It is also possible to play TOI with three or four players, as explained on pages 35-36.

2. Create the Game Board

Following the scenario instructions, players must find the relevant map boards and arrange them together as instructed to form the game board. Once assembled, many scenarios will require additional map pieces and special tokens to be placed on the game board. For more information on setting up the game board for a scenario, please read the "Setting Up the Game Board" section at the beginning of the enclosed Scenario Guide.

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, his available command, and any relevant *activated* Strategy cards. The area to a player's right is his **HQ area**, where he keeps his Strategy card decks and *available* (but unactivated) Strategy cards. It is important that players keep their play areas and HQ areas separate.

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 facedown in his HQ area.



Strategy Cards

Then each player draws a number of starting Strategy cards as indicated by the scenario and places them **faceup** 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, including all from the same deck. These will be the **available** Strategy cards that the player may activate during the game round.

Example: In the "At the Breaking Point" scenario, the German player is given the "Morale I" and the "Command I" Strategy card decks. He shuffles the two decks separately and places them facedown in his HQ area. The scenario gives the Germans 3 starting Strategy cards. The German player chooses to draw 2 cards from the Morale deck, and 1 card from the Command deck, placing all 3 cards faceup in his HQ area.



Operations Cards

Each player then takes any Operations cards granted to him 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 any Operations cards in your own, as well as your opponent's, play area. (The "At the Breaking Point" scenario does not use Operations cards.)

Each player should then locate the Initiative card representing his nation, and place this card in his play area.



Initiative Cards

4. Place Round Marker and Game Tokens

Most scenarios last a set number of 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 on the round track.



Each player should now take a healthy supply of the **activation tokens**, **condition tokens**, and **damage tokens**, placing a stack of each of these 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 beginning 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 his squads* by placing his 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 a full contingent of infantry (i.e., with all its holes occupied) is said to form a "full squad." A player must always build full squads during setup.

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

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 strategy.

Example: During setup of the "At the Breaking Point" scenario, the American player must create his 11 squads from the figures listed by the scenario. In his first squad, he decides to place 1 machine gun crew figure (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). He places this full squad in his play area, and starts assembling his next squad. This continues until the American player has assembled all 11 of his squads.

All customization of squads and subsequent placement on the game board are done in order of initiative. To speed up this part

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. Figures are inserted with their peg fitting 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 a single specialization token placed into the slot on the back of the base. For more information about specialization tokens, see page 44.

THE LANGUAGE OF TIDE OF IRON

Throughout this rulebook and on the game cards, we will 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 faceup.

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 term for "Opportunity Fire."

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

of the game setup, if players agree, they may customize their squads simultaneously, even behind a screen (such as the game box lid) for secrecy.

Divisions and Base Colors

In TOI, each nation is provided with 12 plastic squad bases in each of two shades (for a total of 24 bases per nation). The Germans have 12 squad bases of a light grey color and 12 bases of a darker grey color, while the Americans have 12 squad bases of a lighter green color and 12 bases of a darker green color. These lighter or darker shades only have significance in a three- or four-player game, in which each member of team controls one **division** of his team's forces. The differently shaded bases are used to show which units belong to each division. See pages 35-36 for more information. .

Unless stated otherwise, **in a two-player game these darker and lighter shades have no game effect**. Each player simply takes control of all the figures and bases of both divisions from the given nation.

Squad Specialization

Many scenarios will grant a nation a certain number of "specialization" tokens. Every squad base has a small protruding plastic hook, 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 clamping the specialization token onto the squad's plastic hook

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.

Specializations grant a unit special skills on the battlefield, as explained on page 44.

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. 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).

Example: In the "At the Breaking Point" scenario, the American player starts the game with initiative. He places his 11 squads on the board as directed by the scenario instructions, then the German player places all his units.

Each scenario will detail which sections of the game board players may place their starting units in. These sections are referred to as **deployment zones**. Be sure to read pages 2-3 of the Scenario Guide for more information on deployment zones and placing starting units.

Once both players have placed their units on the game board, setup continues.

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 will be explained later). This is done by placing an activation token with the "opportunity fire" side up by 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.

STACKING LIMITS

Both during setup, 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.

THE GAME ROUND

The following section will explain the structure of the game in detail. It will explain how the game round is played, facilitating an overall understanding of the game flow and how the various elements of TOI tie together. In the section titled "The Rules of Engagement" (page 18) we will describe the detailed rules for moving your units on the board and engaging in combat against the enemy.

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

After the Status Phase of a 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.

THE 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 again 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.

After neither player has additional actions (which is typically when every unit has been activated), the Action Phase is over, and play proceeds to the Command Phase (the Command Phase is described in detail on pages 14-15).

The Action Turn

The player with the initiative always takes the first action turn of the phase. In the "At the Breaking Point" scenario, the American 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 for some activity.

Only a fresh unit may be activated. As described in "Language of Tide of Iron" sidebar, 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 will refer to that unit as the **active unit**. As all actions are taken one-at-a-time, there will only be 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 faceup 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. Detailed movement rules can be found on pages 18-21.

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.

Detailed combat rules can be found beginning on page 22.

PREPARE OP FIRE

After resolving the attack, the active unit is fatigued.

The current player places an activation token, with the "Op Fire" side faceup, 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 and attack it.

Detailed combat rules be found beginning on page 22.

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 when making its attack.
- A unit taking a Fire and Movement action **may not make a long-range attack** (see "Determining Range," page 22).
- Other friendly units **may not** support the active unit's attack (see "Combined Fire," pages 29-31).

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.

Detailed combat rules can be found beginning on page 22.

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

ACTIVATE STRATEGY CARD

The current player activates and resolves the effects of an eligible faceup 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.



An Action Phase Strategy Card

Before activating a Strategy card, a player must first pay the card's **command cost**. He simply takes the required command from his play area and places the command 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). He takes 2 command from his play area and places it back in the command pile, then resolves the card's effect, removing an activation token from one of his fatigued units. Finally, he 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.



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 33-34 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.



The current player may simply 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 simply using an action to do nothing is more appropriate.

Simply fatigue the unit and proceed to the next 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 on 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 page 32.

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 (as described on page 11), 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 pages 29-31.) 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 his action turn, the American player announces that he will use his first action to have one of his tanks make a concentrated attack. He also announces that two of his squads will support the attack. All three units will be fatigued after the attack, but the American player has only used 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 round.

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

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

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 faceup 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. As a result of the Op Fire attack, the German squad becomes pinned, is immediately fatigued, and must stop its movement. The American player flips his 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.

THE 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, a victory objective marker, or any other hex whose control is deemed significant by the scenario (we will 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. 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.



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 the 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 only gain command (see below) 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, **objectives are controlled by neither player at the beginning of a game**. Even nation-specific command objectives do not start controlled by their nation.

For example: In the "Crossroads" scenario, there are three American command objectives on the board. These do not start under American control, so the American player must move units to take control of them before he 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 setup by simply 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 simply 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 his 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 he controls it.

Available command can be used to activate Strategy 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 simply 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**

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 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 faceup Strategy cards in his HQ area) as he can afford. If a player has no additional faceup Strategy cards remaining in his HQ area, he will not be able to 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 simply places the desired amount of available command from his play area onto his Initiative card. Command that has been placed on a player's Initiative card is considered spent and cannot be retrieved later.



American Initiative card with accumulated command.

Tracking Victory Points on the Round Track



It is third round of the game. During the Command Phase, the American player acquires 2 victory points, placing his total at 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.

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 will claim 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 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 35).

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**.

THE 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 faceup 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

Note that the "+" symbol only has an effect when cards are drawn during this step. (For example, a player does not draw an additional card during game setup 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. 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 there is an officer 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 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 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.

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.

• Players may not transfer infantry to or from squads that are in entrenchments or pillboxes.

If a transfer leaves a squad base empty, remove the squad base from the game and place it back in the box.

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 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 only be placed in a nation's **reinforcement zone**. In the Scenario Guide maps, the hexes of a nation's reinforcement zone are marked with the letter "R." 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 grey "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 a nation's reinforcement zone hexes are occupied by enemy units, the player unable to receive the reinforcements. Even if such hexes are later freed of enemy units, any reinforcements missed in prior game rounds remain lost.

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.

See pages 2-3 of the Scenario Guide for more details on scenario reinforcements.

6. Advance the Round Marker

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

A New Round!

After advancing the round maker, this round is over, and another 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 specify more specialized victory conditions. For example, in the "At the Breaking Point" scenario, the American player wins by having his units occupy certain hexes specified by the scenario, and the German player wins by preventing the Americans from occupying those hexes for 8 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

This section will provide you with the detailed rules for the core elements of the game, such as movement, combat, line of sight, and other critical elements involving interaction among the game units.

THE 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 will frequently reference the various values found on the player reference sheets. Please read the "The Player Reference Sheet" diagram for a better understanding of how to locate and reference these values.

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 or a vehicle figure.

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 of 4 and firepower of 2. In attacks against vehicles, the elite infantry has range of 1 and firepower of 1.

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

MOVEMENT

A unit moves on the board by spending its movement points. **A unit can only use its movement points 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 assault attacks.)

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.

When moving the active unit, it is simply moved from hex to hex until the active player is either satisfied with the movement, or until all of its movement points are spent. 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 45-47 for specific information on each terrain type, their movement costs, and effects. Terrain movement costs and effects are also summarized on the back of the Scenario Guide.

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 only spend movement points during Advance, Fire and Movement, or Assault actions.**

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.

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

• If the active unit becomes **pinned**, **disrupted**, or **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.

• 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.

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.

MOVEMENT EXAMPLES



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 46, 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, moves 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.

Immobile Units

A unit that is pinned, disrupted, 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" and "Squad Conditions" sidebars on pages 28 and 29 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

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 **faceup**. 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 for an illustrated example of this.



Transport Markers



Off-Board Indicator Tokens

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 may trigger enemy Op Fire, as if the squad just moved into the hex.
- 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.
- 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 setup, if a player is granted one or more transport vehicles, he may deploy squads in these vehicles (at no action or movement cost), by simply 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 it 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 will explain 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 "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 32 and pages 33-34.)

Example: The German player activates one of his 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 his attack. He decides to target one of the squads, and then proceeds to check range and LOS to the target squad.

Eligible Attacking Units

A player's main task in TOI will be to attack enemy units in battle as a means toward accomplishing victory objectives.

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 will consist 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) simply 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. Simply count the number of hexes from the firing unit to target unit'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 adjacent hex, the attack is considered to be at **close range**.

• 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 only attack targets 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 to hit the target. This is detailed under the "Resolving an Attack" instructions on page 27.

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.

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

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 will make 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 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.

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**.

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

If there is no elevation difference between the attacking and the target unit, simply 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** 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.

Blocking terrain includes woods hexes, building hexes, and any hex of a **higher elevation** than that 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, make sure to read about terrain and its effects on pages 45 through 47 of this rulebook. Terrain effects are also summarized on the back of the Scenario Guide.

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 lowest 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 lowest elevation: This is the **closest obstruction**. (When firing along hex lines, use the rules on page 22 to determine the closest obstruction.)

• If the difference in elevation between the two units is 1, the **two hexes** behind (from the unit on 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, then there is no LOS, and the attack may not proceed.

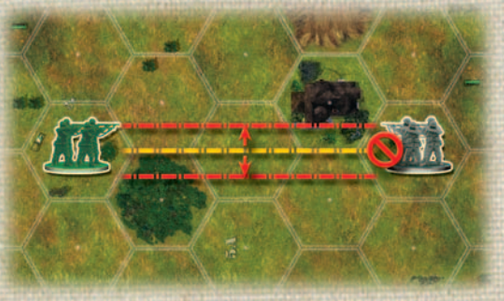
• If the difference in elevation between the two units is 2, the **one hex** behind the closest obstruction is a blind hex. If the unit in the lowest elevation is located in this blind hex, then there is no LOS, and the attack may not proceed.

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.

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.

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.

LOS Exceptions

The following two rules are exceptions to the LOS rules.

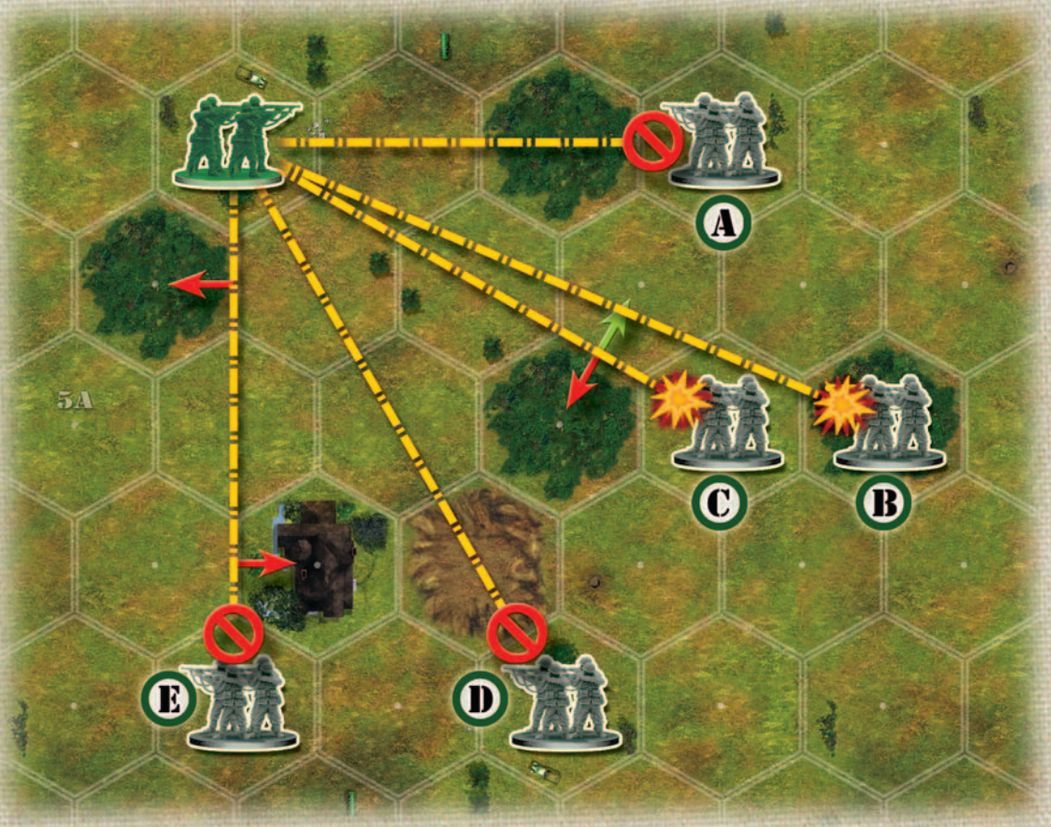
Adjacent Units

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

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 higher unit must be on the "edge" hex of a hill in order to establish LOS to a lower target, and vice versa.

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.

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 2 hexes hidden behind the hill are blind hexes. Had the American unit been on a level 2 terrain, only 1 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.

RESOLVING AN ATTACK

All attacks (except for assault attacks, which are described on pages 33-34) 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 29 for more information about combined fire).

As explained on page 22, 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 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 page 28).

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

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.

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.**

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. In the rules below, each iteration of attack and target type is outlined in detail.

Normal Attacks Against Squads

When a squad sustains hits from a normal attack, the owner of the squad must take **casualties**, that is, destroy an equal number of figures from the squad. 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.

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 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.

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 faceup 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.

VEHICLE DAMAGE

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



Lightly Damaged



Heavily Damaged

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 7, armor 4, firepower 7 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 4 against infantry, and firepower 4 against vehicles.

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.

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**.

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" side faceup 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**.

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, be 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.

SQUAD CONDITIONS

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



Pinned



Disrupted

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

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).

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).

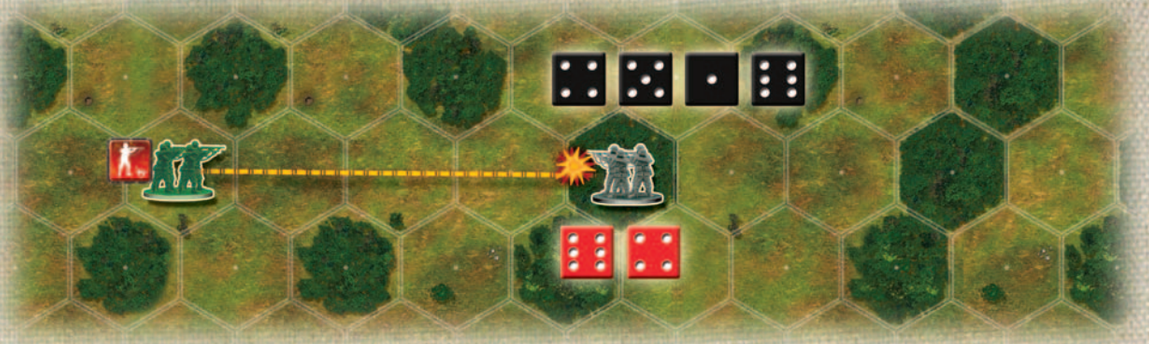
Multiple Ranges in Combined Fire Attacks

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, the American player 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 the American player 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.

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 ("5" or "6" results) on his attack dice and 1 success on the defense dice. The defense success cancels out one attack success, resulting in 1 total 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.

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 towards 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 closest 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 long range (the base range of regular infantry unit against vehicles is 1), so this will be a long-range attack (only "6" results 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, it 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 a fatigued token by both the tank and the squad.

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, simply break down the attack into multiple dice rolls, keeping track of results between rolls.

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 only engage in an Op Fire attack if the active enemy unit has just moved into a hex within range and LOS. 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.

• If an enemy unit spends movement points for a purpose other than moving into a new hex (for example, using a special ability, or entering or exiting an entrenchment), this does not trigger Op Fire.

• The active unit can only be subject to **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 37), **it may only make 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 unit, and manages to either pin or disrupt an active squad or damage an active vehicle, the active unit is immediately fatigued.

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

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. Simply 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 strength-4 suppressive area attack against a woods terrain hex containing 2 American squads 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) are 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 American squad to indicate its new condition. The remaining American 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 activated by an Assault action has completed its movement, it can 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 squads supporting it with combined fire, seek to advance into the enemy hex, forcing the enemy to retreat.

The following rules govern assaults:

• Only squads may execute Assault actions. The active squad (or any supporting squad) may not contain a figure with the ***heavy infantry weapon*** trait.

• After the active squad has moved, the active squad 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***.

• If an assaulting squad enters a hex containing a minefield or razor wire during its movement, it may not assault attack during that activation.

Resolving an Assault Attack

All assaults attacks are resolved using the sequence below:

1. The active player declares which (if any) friendly squads are supporting the assault with combined fire.

Up to **two** friendly squads in hexes **adjacent to the target hex** may support the attack, **even fatigued squads** (but not pinned or disrupted squads). As with normal combined fire, squads supporting the attack only add half their firepower to the attack.

2. Determine the attack strength in the assault. This number is equal to the firepower against infantry (even if the target hex contains a ***light vehicle***) of the active squad, plus **half** the firepower (against infantry) of any squads supporting the assault.

Flamethrower Assaults: For each attacking squad that has the flamethrower specialization, the attack gains **+2 firepower**.

3. 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. A defending squad that is disrupted does not contribute any firepower. A defending squad that is pinned only contributes half its firepower.

Exception*:* If at least one defending officer is present in the target hex, all pinned units contribute full firepower, rather than half.

4. The attacker now simultaneously rolls a number of black dice equal to his attack strength, and a number of red dice equal to the defender's terrain cover plus any cover bonuses provided to squads by entrenchments or pillboxes. Cover bonuses from fortifications are cumulative.

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 2 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, as well as two cover dice (representing the single entrenchment), scoring a total of 5 hits. Then the German player rolls his attack dice for the defending squad and the half-track in hex B, scoring 2 hits.

4) Applying the hits against him, the American player removes 2 figures from the active squad, after which the German player applies 4 hits to the half-track (destroying it) and applies the remaining hit to his squad, removing 1 figure.

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

Example: An assault attack is made against a wood hex containing 3 defending squads. Two of these defending units are in entrenchments. The total defense dice rolled by the attacking player is 6 (2 for the woods terrain cover, plus 2 for each entrenchment).

Flamethrower Assaults: If there is at least one squad among the attacking squads with the flamethrower specialization, the defenders' **combined cover value is reduced by 5**.

Important: ***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.

First determine the number of successes on the black attack dice. As with close-range attacks, every "4," "5," and "6" result is considered a success. Then subtract the number of successes on the red defense dice (for which "5" and "6" results are successes). The remainder is the attacker's total number of hits. Remember this number.

5. The defender now rolls a number of black attack dice equal to his attack strength, scoring a success on every "4," "5," and "6" result. This is the number of hits that the defender will inflict upon the attacker. Remember this number.

6. Assault attacks are considered normal, rather than suppressive, attacks. After damage has been determined on both sides, the attacking player must remove a number of figures from the active squad equal to the defender's damage number. If the active squad is eliminated, any remaining casualties must be taken from the other participating attacking units (if any).

7. 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 28 for how combat hits from a normal attack are applied to vehicles, and how vehicles take damage).

8. If the defender's number of hits equals or exceeds that of the attacker, the assault is unsuccessful. The active unit and any supporting units are fatigued, and the Assault action is over.

9. 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.

The defender must choose a **single adjacent hex** that all the surviving defending units must retreat to. Defending units may not retreat into a hex containing enemy units, or retreat off the game board. If the defending units retreat into a hex containing friendly units, so 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 units can never retreat, and are immediately destroyed if forced to do so. A pinned unit that is forced to retreat immediately becomes 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 opportunity fire** when retreating.

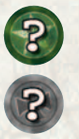
10. After the defender has vacated the hex, the active unit and any units that supported the attack may advance into the vacated hex. However, supporting units that were **fatigued** at the start of the attack may **not** advance into the hex. Neither the active unit nor any of the supporting units are *required* to advance into the assaulted hex.

The advance is not considered normal movement, and the advancing units are **not subject to opportunity fire** when advancing.

11. Both the active unit and any supporting units become fatigued (regardless of whether they advanced or not).

CONCEALED SQUADS

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

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, in the following circumstances:

• If a concealed squad fires or supports an attack, it is immediately revealed.

• If a concealed squad moves into an objective hex (one containing a command objective, victory point marker, or any other specific hex mentioned in the scenario), it is immediately revealed.

• If *at any time* a concealed squad is within LOS of an enemy unit and **is not located in cover-providing terrain**, it is immediately revealed. A smoke marker (which provides +2 cover) will not

keep a squad from being revealed; the hex's main terrain type must provide cover (woods, rough, bridge, or building terrain).

• If at the end of the Status Phase, a concealed squad is adjacent to an enemy unit, it is revealed, even if it is on 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. Use the following rules to resolve such timing disputes.

If a timing dispute occurs during any point in the game, unless specified below, 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 a concealed squad being revealed).

3. The opponent may declare an opportunity attack. Note that the active player must always give his opponent sufficient time to declare opportunity fire after a movement.

4. The opponent resolves any Op Fire attack.

5. Resolve obstacle effects (such as mines, a tank trap ending a vehicle's movement, etc.). 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 taking an Assault or Fire and Movement action, that unit may now attack.

8. After a tank unit leaves a hex, resolve any tank overrun effects.

As the active unit moves into a new hex, the above timing sequence is repeated, etc.

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 he 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 40.)

THREE- AND FOUR-PLAYER GAMES

Conflicts in World War II were two-sided, and every scenario in TOI consists of two nations in conflict. This does not mean, however, that the game cannot be played with three or four players. The game can accommodate three or four players playing in teams. In a four-player game, there will be two teams of two players each. In a three-player game, there will be one team of two players versus the third player.

THE FOUR-PLAYER GAME

When playing with four players, each player will take control of one of a nation's two **divisions.** In this way, each nation is represented by two divisions, each controlled by a player. Players on the same "team" will win or lose the game as a team. Scenario objectives and victory points are resolved as normal.

Every TOI scenario divides a nation's forces into two separate divisions, represented by the lighter and darker colors of a nation's squad bases. The overall squad base color of the Germans is grey, with one division represented by light grey squad bases, and the other division by dark grey squad bases. Similarly the overall squad base color of the Americans is green, with one division being represented by dark green squad bases, and the other division by light green squad bases.

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

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

Turn Order

During the Action Phase, teams alternate in 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, etc.

As with the normal game, this continues until both teams can take no additional actions, or choose to end their Action Phase, after which the game proceeds to the Status Phase.

Initiative applies to both players of a team (that is, they share the same Initiative card). During the Action Phase, the members of the team with initiative take their turns first, and must mutually 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 on the team 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).

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, so in a 4-player game each player will take 2 actions on his 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.

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.

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 must 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.

Strategy Cards

Each team draws only one Strategy card at the beginning of each Status Phase (not one per player). 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 only considered to have been activated by one member of team, as agreed on by both teammates. Strategy cards' effects, including Strategy cards placed in the nation's play area, only apply to the player that activated the card (unless the card provide discounts or other benefits to future Strategy cards, in which case the effect is shared among 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 that activates this card may only place the infantry figures in his squads; he may not place any infantry in his team member's squads.

Squad Transfers

Players may transfer figures 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. (Note that these restrictions are only for team games; the differently shaded squad bases do not have any game effect in two-player games.)

• Units belonging to one division may not establish LOS for the other division's units (for example, LOS for one player's mortar figure cannot be established by the other team member's units). This same restriction applies when establishing LOS for drift, etc.

• 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 such 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/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 his squads enter or exit his team member's transports as normal, but only the player controlling the transport may activate the transport.

THE 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 would be subject to the restrictions (and splitting of actions) as outlined above.

THE TOOLS OF WAR

From reading the previous sections, you will now have the fundamental understanding of how TOI is played. This section will discuss the remaining elements of the game, such as the special abilities of each game figure, understanding the Strategy and Operations cards, squad specialization, terrain, and other elements.

THE TIDE OF IRON FIGURES

The core TIDE OF IRON game contains 17 different unique sculptures of figures, 8 for the American nation and 9 for the German nation. Below, each of these figure types and their respective abilities are outlined and explained. A summary of these abilities is also provided on the player reference sheets.

Regular Infantry



American
Regular Infantry



German
Regular Infantry

Traits: None

Regular infantry constitute the bulk of a player's forces. Regular infantry are not well equipped to handle attacks against vehicles, and their firepower against enemy infantry is also somewhat limited. However, regular infantry are an invaluable tool to hold and capture crucial positions, as well as protect your more valuable forces.

Special Abilities: None.

Elite Infantry



American
Elite Infantry



German
Elite Infantry

Traits: None

Elite infantry represent battle-hardened units, better equipped and with greater experience than regular infantry. These figures provide an effective punch against enemy squads, and will often be the spear tip of an infantry charge. Like normal infantry, elite infantry are ill equipped to fight vehicles.

Battle-Hardened: Each elite infantry figure in a squad provides +1 cover against suppressive fire attacks.

Machine Gun Crew



American
Machine Gun Crew



German
Machine Gun Crew

Traits: ***Heavy Infantry Weapon***

Machine gun crew figures represent infantry equipped with heavy repeating weapons. These figures pack heavy firepower against enemy squads, and are eligible to contribute to multiple rounds of Op Fire.

Limited Choice of Actions: A squad containing a ***heavy infantry weapon***, such as a machine gun crew figure, may not take a Fire and Movement action or an Assault action.

Rapid Op Fire: If a squad with one or more machine gun crews are in Op Fire mode, the squad may execute an Op Fire attack **without becoming fatigued – as long as only the machine gun crew(s) participate in the Op Fire attack.** This also applies to supporting another Op Fire attack with combined fire.

When such a squad makes an Op Fire attack with other figure types in the same squad contributing to the attack, the unit is fatigued as normal after the attack.

This means that a machine gun crew can participate in multiple Op Fire attacks during one round. Note that such attacks must all be against *different* targets, as a squad may only make one Op Fire attack against any one particular active unit during its activation (see page 32).

Example: The German player has placed one of his squads, consisting of 1 machine gun crew and 2 regular infantry figures, in Op Fire mode. During his opponent's turn, the German player executes an Op Fire attack against a moving American squad. He chooses to have only the machine gun crew participate in the attack, so the squad is not fatigued and the Op Fire token remains with the squad after the attack.

Later, the German player decides to make another Op Fire attack against another moving American squad. Again, the

German player uses only his machine gun crew in the Op Fire attack, and the squad remains in Op Fire mode after the attack.

Finally, hoping to stop a nearby moving American tank, the German player makes an Op Fire attack against the tank. This time the German player decides to have all the units in the squad participate in the Op Fire attack. Since other figure types in the squad are participating in the attack, not just the machine gun crew, the German squad will be fatigued after the attack, and its Op Fire token must be flipped over to the fatigued side.

Mortar Crew



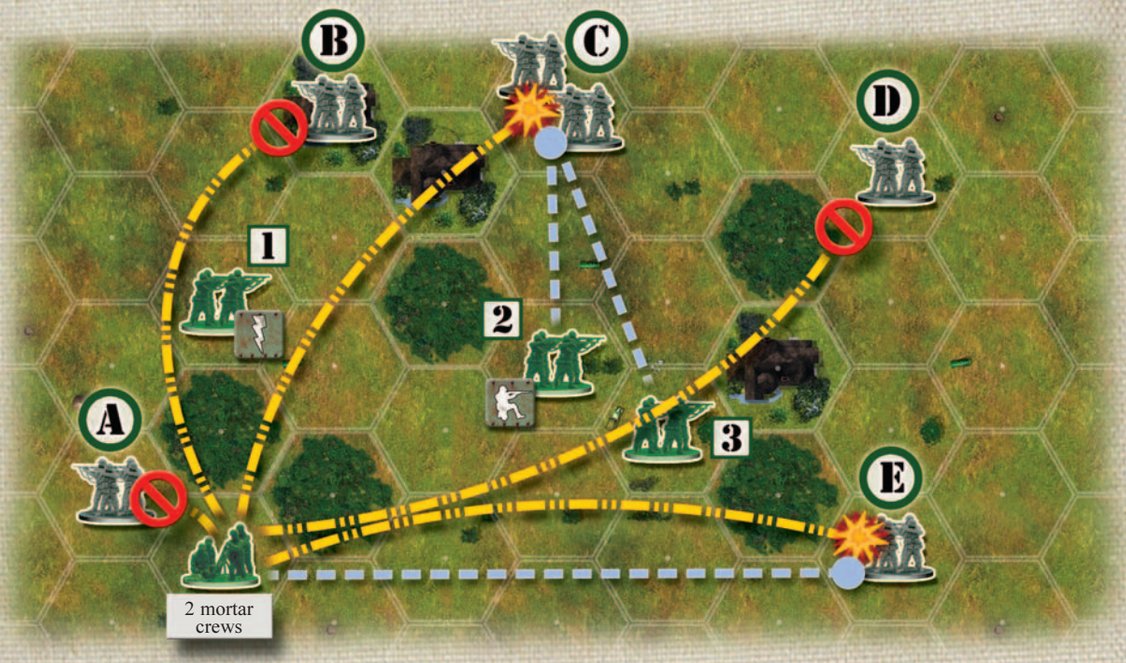
American Mortar Crew | German Mortar Crew

Traits: ***Heavy Infantry Weapon***

Mortar crews are equipped with small ballistic shell launchers, making them a useful minor on-board artillery piece. These important units are capable of reaching enemy units at long distance from secure positions.

Limited Choice of Actions: A squad containing a ***heavy infantry weapon***, such as a mortar crew, may not take a Fire and Movement action or an Assault action.

MORTAR CREW ATTACKS



Mortar crews are special in that they can attack any unit within line of sight of non-fatigued friendly units (as long as the target unit is also within range of the mortar crew).

A) Adjacent Enemy: Squad A is not a legal target because mortar crew figures may not attack adjacent hexes.

B) No Line of Sight: Although the American squad 1 is within LOS of Squad B, the American squad is fatigued, and can therefore not establish LOS for the mortar crew.

C) Line of Sight: Non-fatigued American squads 2 and 3 have LOS to squad C, so the mortar crew may attack it.

D) No Line of Sight: Squad D is not a legal target for the mortar crew, because no friendly units have LOS to it.

E) Line of Sight: Squad E is a legal target because the mortar crew itself has LOS to the target squad.

Area Attack: Unlike other figures, mortars do not fire upon a target enemy unit, but rather they target an entire hex and all units therein with an area attack. Unlike other figures, the strength of mortar attacks is dependent on whether it is engaging in normal or suppressive fire. On the player reference sheet, note that the combat value table of the mortar figure is not divided in the normal vehicle/infantry values, but instead whether the mortar attack is engaging in a suppressive or a normal attack. Suppressive mortar attacks are significantly more effective than normal mortar attacks.

	RANGE	FIREPOWER
S	8	4
N	8	2

The Mortar Crew's Attack Table

The attack dice rolled from a mortar crew's area attack succeed on results of "5" and "6." If firing at long range, the area attack succeeds on dice roll results of "6" only.

Ballistic Fire: A mortar crew does not need to trace its own LOS directly to the target, as its ballistic attack can fire over blocking terrain.

If a mortar crew does not have direct LOS to a target unit, it may use the LOS of another non-fatigued friendly unit. See the "Mortar and Machine Gun Crews" diagram for an illustrated example of this. This simulates a coordinated attack by radio communication between the mortar crew and the friendly unit that is contributing the LOS to the enemy unit.

Mortar crews cannot fire if they are located in a building hex or a pillbox, or if no LOS can be established.

Minimum Distance: A mortar crew cannot attack or support an attack against enemy units in an adjacent hex, nor can a mortar crew contribute firepower during an assault against its own hex.

No Opportunity Fire: A mortar figure cannot participate in opportunity fire (even if other figures in its squad are doing so).

No Mixed Fire: Due to the nature of its area attack ability, a mortar crew may not attack with other figure types, even other figure types in its own squad. For example, if a mortar crew is in the same squad as two regular infantry, and an enemy unit is within LOS of the squad, the owner of the squad must decide whether to attack with the two regular infantry, or the mortar crew.

If a squad consists of two mortar units (a common composition), the squad could fire in a single activation with both its figures. Also, a mortar crew may support the concentrated attack of another mortar crew.

Officer



American Officer



German Officer

Traits: None

Infantry officers represent trained leaders who make a nation's units more coordinated and efficient. In addition to making his assigned squad more efficient, an infantry officer can positively affect the morale condition of all friendly squads in the hex he occupies.

Fast Recovery: During the Status Phase, a disrupted squad in the same hex as an officer may remove its condition token, rather than reducing it to pinned.

Rally: A fresh, but pinned, squad in the same hex as an officer may be activated with a Concentrated Attack action. The squad will fire at **half firepower**.

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

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

Trucks



American GMC CCKW 353 Transport Truck



German Opel Blitz Transport Truck

Traits: ***Transport (2)***, ***Light Vehicle***

Trucks were the fastest and most efficient way of moving troops rapidly from HQ, port, and railway staging areas to the front lines. Unless moving along proper and safe roads, however, trucks were slow and cumbersome vehicles that provided their cargo with little protection.

Transport: Trucks are transports and can be entered by friendly squads.

Effective Road Movement: When moving from a hex containing a road to an adjacent hex contiguous to the same road, it only costs a truck **1/3 movement points** to enter that hex. Thus, if a GMC CCKW 353 truck (4 movement points) moves along a contiguous road for its whole movement, it can move up to 12 hexes.

Fragile: If a truck becomes heavily damaged, it is immediately destroyed.

Half-Tracks



American
M3A1 Half-Track



German
SdKfz 251 Half-Track

Traits: ***Transport (1)***, ***Light Vehicle***

Half-tracks were a far more versatile vehicle than trucks when moving in rough terrain, and provided their cargo with protection superior to that of trucks. In addition, half-tracks are equipped with light weapons, making them effective in hotly contested areas.

Transport: Half-tracks are transports and can be entered by friendly squads.

Medium and Heavy Tanks



American M4A1 Sherman Tank



German Panzer IV Tank



German Tiger I Tank

Traits: ***Tank***, ***Heavy Vehicle***

Tanks are powerful armored vehicles, packed with devastating weaponry. Any serious offensive in WWII would consist of the tank as the main projection of force.

Sturdy: Being lightly damaged by enemy Op Fire does not cause a ***heavy vehicle*** to become fatigued (it does, however, immediately lose 1 movement point, and its armor is reduced by 1 for the duration of the activation, as per the lightly damaged effects).

Concussive Firepower: When a tank attacks a squad located in a **building hex** or **pillbox**, the tank receives +3 firepower and +3 range.

Example: A Tiger I tank is activated to make a concentrated attack against a squad located in a building hex. The Tiger's range against such a target is 8, and its firepower is 9 (instead of its normal range of 5, and firepower of 6).

Overrun: Unlike other units, a tank may move through (but never remain in) a hex containing enemy units (even through a hex that is at the stacking limit). The movement cost for an overrun is the normal cost to enter the hex plus one movement point for each enemy unit in the hex. Immediately after the active tank leaves such an overrun hex, every enemy squad in the hex immediately becomes pinned (vehicles are unaffected, as are squads being transported in vehicles or located in entrenchments/pillboxes). Squads already pinned or disrupted are unaffected. A tank may never end its movement in a hex containing enemy units.

A tank performing an overrun is subject to Op Fire when it enters the enemy hex. Units in Op Fire mode attacking an enemy unit in their same hex are considered to be attacking at close range. If an active tank is forced to end its movement in an enemy-occupied hex due to being heavily damaged by Op Fire, it must immediately retreat to its last enemy-free hex (at no movement cost), immediately becoming fatigued, with no enemy squads pinned as a result of the overrun.

Thick Armor: Some tanks (such as the German Tiger I) have this ability, which makes their armor extra effective. When a unit with Thick Armor is attacked, the owner of the unit may automatically change **any one** of the defense dice into a "6" result after the dice are rolled.

HALVING FIREPOWER

In many situations, you must halve a unit's firepower: If a unit is supporting an attack with combined fire, if a unit has been activated with a Fire and Movement action, if a vehicle is heavily damaged, etc.

You may never halve a unit's firepower more than once. If two or more effects would force you to halve a unit's firepower, the unit **may not attack**. For example, a heavily damaged vehicle cannot support an attack with combined fire.

Whenever the rules instruct you to halve firepower, round up.

STRATEGY CARDS

Most scenarios give each player access to one or more Strategy card decks. These decks represent off-board events and forces that players may bring to the battle by spending the designated number of command points printed on each Strategy card.

At the beginning of the game, and during the Status Phase, players will draw Strategy cards from their Strategy decks and place them faceup in their HQ area. Many of these Strategy cards have the words "Action Phase" topmost in their text box, indicating that they can be activated during the Action Phase as an action. Other Strategy cards will have the words "Command Phase" topmost in their text box, indicating that they may only be activated during the Spend Command step of the Command Phase.



When a player takes an action to activate an available Strategy card, he must first pay the command cost of the Strategy card. If a player cannot afford the command cost of a Strategy card, he may not activate that card.

Although the effect of a Strategy card is typically explained on the card itself, and its effects work within the context of the rules, a few cards may contradict the rules. **If a card contradicts the rules of the game, the card always takes precedence.**

"Place in Your Play Area"

Though most Strategy cards are removed from the game after use (place them back in the game box), any Strategy cards which state that they are "placed in your play area" are not immediately discarded, but are placed faceup in a player's play area – and will typically have a lasting effect on the game. The command cost for such cards are only paid *at the time the card is initially activated*. After such a Strategy card has been placed in a player's play area, the player may use its effects at no additional command cost until the end of the game, or until the card is discarded by its own effects.

After the last card of a Strategy card deck is drawn, the deck is not replenished. That deck is simply no longer available to the player.

Card Types

Some effects reference certain types of cards in ***bold italic*** (for example, an "***Air Support*** card"). This always refers to the title of a Strategy card deck, and affects any card in a deck containing that name.

*Example: "Increased Priority" reads: "When you activate another **Artillery** card, its cost is reduced by 1 (to a minimum of 0)." This ability affects all of the other cards in the Artillery I and the Artillery II deck.*

Strategy Card Keywords

Some of the rules regarding Strategy cards' effects are too detailed to fit on the card. For example, many Strategy cards, especially in the Artillery and Air Support decks, allow the active player to make a destructive attack from an off-board source. The rules for such off-board attacks make use of card **keywords** that are described below.

Keyword: "Establish Contact (X)"

Many Strategy cards will require you to establish contact before an attack can proceed. This simulates an attempt to contact the battlefield headquarters by radio, and the difficulties in acquiring sufficient battlefield priority for a support request. Establishing contact works in the following way:

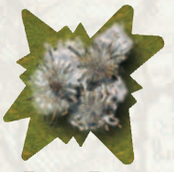
When a card requires a player to "establish contact," the keyword is always followed by a number in parenthesis – the **target number**. The active player must now roll a single die. If the result of the roll is equal to or higher than the target number, then contact is established, and the player may continue to resolve the other effects of the card.

If contact is not established, the remaining effects of the card are not resolved now. In this case, the player keeps the Strategy card and places it in his play area. **Once** during every subsequent round, as an action, the player may again seek to establish contact in order to resolve the card's remaining effects.

Once contact has been established, and the remaining effects of the cards are resolved, the card is discarded.

Remember that a player does not pay the command cost again for a card already placed in his play area.

Keyword: "Target Hex"


TARGET TOKEN

Many Strategy cards will require a player to establish a **target hex** on the board. A player resolves this by simply placing the **target token** on any board hex of his choice (or within any restrictions indicated by the Strategy card). After placing the target token, the player continues to resolve the remaining effects of the Strategy card.

Keyword: "Determine Drift"

Many Strategy cards require a player to resolve a variance in final placement of a target token for an off-board attack, or other similar function representing an entity entering the board from off-board (such as paratroopers, air-dropped equipment, etc.). This variance is called "drift."

Any drift will always start from the target hex (indicated by a target token) established prior on the Strategy card. Drift has the potential to move the target token to a different, final hex location.

EXAMPLE OF AN OFF-BOARD ARTILLERY ATTACK



When making an off-board attack (via an Artillery Strategy card), specific keywords instruct players to perform certain steps. This diagram details the steps that an American player goes through after having paid the command cost to activate the "Sustained Blanket" Artillery Strategy card.

A) Establish Contact: To establish contact, the player must roll a die. If the die roll is equal to or higher than the target number (4 in this example), then contact is established and the rest of the card's text is resolved. Otherwise, the card is placed in the player's play area and the player may use an action to try to establish contact on a future game round.

B) Target Hex: After establishing contact, the player selects a target hex and places the target token there. While a player may target any hex, it is better to target a hex within a friendly unit's line of sight, so that the attack has a lower drift number. In this example, the player selects a target hex that his "E" unit has normal LOS to, so the drift number is 4.

C) Determine Drift: After targeting a hex, the player rolls 1 red die and 1 black die. The red die determines whether the target hex will drift and how many hexes it will drift, while the black die determines which direction it will drift. The player rolls a 3 on the red die, which is lower than the drift number, so the attack will drift 3 hexes. The player rolls a 3 on the black die; the north directional marker shows that "3" means that the attack will drift directly to the right. Fortunately for the American player, 2 German squads are located in the attack's final target hex.

D) Suppressive Area Attack: The attacker then rolls a number of attack dice equal to the strength indicated on the card (4 in this example), scoring successes on results of "5" and "6." Each individual unit affected by the area attack rolls its own defense dice. In this example, the 2 squads in the final target hex have no cover, so no defense dice are rolled.

E, F, and G) Wide Blast Radius: This attack has a suppressive wide blast radius of strength 3. The American player rolls 3 attack dice for each hex adjacent to the final target hex that contains figures, scoring successes on results of "5" and "6." Each individual unit affected by the attack must roll its own defense dice. Squads E and G are subject to the suppressive attack (even though squad E is a friendly unit). Unit F is not subject to the suppressive attack, as vehicles are unaffected by suppressive attacks. The wide blast radius area attack rolls are made separately for each hex.

Rolling for Drift

To resolve the drift of the target token, first you must establish the **drift number** from the following information:

No LOS: If the target token is located in a hex not within LOS of any non-fatigued friendly unit, the drift number is 6.

Normal LOS: If the target token is located in a hex within LOS of a non-fatigued friendly unit, the drift number is 4.

Enhanced LOS: If the target token is located in a hex within LOS of a non-fatigued squad containing an officer, **or** the target token is located in a hex either containing, or adjacent to, any friendly unit, the drift number is 3.

After determining the drift number, roll two dice – one red and one black.

• First look at the black die: If the result is **equal to or higher than** the drift number, the attack is accurate and strikes the target hex where planned. Ignore any results of the red die. The player may continue to resolve the effects of the Strategy card.

• If the result is **less than** the drift number, the attack will drift as many hexes as the rolled result of the black die. To determine the direction of the drift, look at the result of the red die. Reference the result of the red die with the north directional marker to determine the direction in which the target hex drifts from the original target hex. In this way, the **black die** tells you **how many hexes** the target hex drifts (if any), and the **red die** (together with the north directional marker) tells you the **direction** in which it drifts.

Example One: If the drift number is 6, and the rolled result on the black die is a "5," the attack has missed its target, and will drift 5 hexes away from the intended target hex. Check the result of the red die against the north directional marker to determine the direction of the drift.

Example Two: If the drift number is 4, and the rolled result on the black die is a "2," the attack has missed its target, and will drift 2 hexes away from the intended target hex. Check the result of the red die against the north directional marker to determine the direction of the drift.

Example Three: If the drift number is 4, and the rolled result on the black die is a "5," the attack is successful in striking the target hex (in this case, a result of "4" or "6" would also achieve the same result).

Note that the lower the quality of friendly LOS to the original target hex (i.e., the higher the drift number), the greater the potential for deviation of the final target hex.

After determining which final target hex the attack drifted to, continue to resolve the effects of the Strategy card.

If the final target hex drifted off the board (including one of the half-hexes on the side of the game board), the Strategy card has no additional effect, and is placed back in the game box.

Friendly Fire

The player activating the Strategy card cannot stop the resolution of a Strategy card, even if he does not like the final target hex. Any off-board attack (such as artillery fire) does not recognize friend from foe. If friendly units are in the affected area of an off-board attack, they – like any enemy units – must take any damage relevant to the Strategy card.

Keyword: "Area Attack (X)"

Make an area attack against the target hex using the attack strength indicated in the parenthesis. See the rules for area attacks on page 32. If an area attack is not designated as "suppressive," it is considered to be a normal attack. Off-board area attacks (i.e., those from Strategy cards) score successes on results of "5" and "6" unless stated otherwise on the card.

Keyword: "Wide Blast Radius (X)"

An attack with a wide blast radius affects all the hexes adjacent to the target hex. These adjacent hexes are hit by an area attack with the strength indicated by the number in parentheses following the "Wide Blast Radius" keyword. (Note that the final target hex itself is only affected by the strength indicated by the "Area Attack" keyword; only hexes adjacent to the final target hex are hit by the "Wide Blast Radius" attack.) Roll each wide blast radius area attack separately for each adjacent hex. If a wide blast radius attack is not designated as "suppressive," it is considered to be a normal attack. Wide blast radius attacks score successes on results of "5" and "6" unless stated otherwise on the card.

OPERATIONS CARDS

Many scenarios grant a player the use of specific Operations cards. Each of these cards enhances the scenario with special rules. These rules can affect anything from weather conditions and tactical or morale options to specialization enhancements, such as the ability for squads to place smoke and razor wire on the battlefield.



Example: The Scenario Guide specifies that in the "Liberation" scenario, the German player receives the "Desperate Defenders" Operations card. This card states: "Your squads may attack at half their firepower (round up) even if they are pinned or disrupted. Squads containing friendly officers do not gain any additional benefit." The German player benefits from this effect throughout the scenario.

When a scenario grants a player one or more Operations cards, find those cards at the beginning of the game and place them in the appropriate player's play area.

Some Operations cards will affect both players, so be sure to read and understand all Operations cards in play.

SPECIALIZED SQUADS

Many scenarios grant nations various squad **specializations**. These represent skills or special equipment carried by that squad.

During setup, when a nation is awarded with specialization tokens, its player must decide which squads will be specialized. Each such squad then receives the corresponding specialization token – place the token itself in the hook protruding from the squad base. This serves as an easy indication to both players that the squad has such a specialization. (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.)

Units with specializations are often referred to by their specialization. For example, squads with the engineer specialization are referred to as "engineer squads," squads with the medical specialization are referred to as "medic squads," etc.

Unless stated otherwise, the normal abilities of figures within a squad are completely unaffected by specialization. A specialized squad can be activated, move, and attack like any similar squad without specialization.

Scenario-Specific Specialization Effects

Every specialization has one or more basic abilities that can be used in any scenario. Many scenarios, however, also provide players with certain Operations cards that grant some specializations additional abilities. Some scenarios may also grant specialized squads with abilities unique to that scenario.

For example, an engineer squad is always allowed to create entrenchments on the board, but the Operations Card "Lay Smoke" also gives a player's engineer squads the ability to use smoke grenades to obscure enemy LOS (read more about smoke effects on page 47).

Basic Specialization Abilities

Specialized squads in TOI have the following abilities, regardless of the scenario being played.

Engineer



A squad with the engineer specialization may do the following:

Dig Entrenchment: During the Action Phase, as an action, an engineer squad may be fatigued to create an **entrenchment** in its current hex. Simply take an entrenchment marker from the box and place it on the hex. Its player may then choose to have the engineer squad enter the entrenchment as part of this action. More information about entrenchments can be found on page 46.

A hex may not contain more than a total of three fortification markers (entrenchments and pillboxes in the TOI base game). If a hex already contains three such markers, no additional markers may be built there. Entrenchments may not be built in hexes containing stream, pond, or building terrain.

Anti-Tank



A squad with the anti-tank specialization has enhanced effectiveness in attacks against vehicles.

Armor-Piercing Weaponry: In all attacks against a vehicle (even when supporting an attack) a squad with anti-tank specialization has a base range value of 3 and +3 firepower.

Example: An anti-tank squad of 4 regular infantry attacks a Panzer IV tank 5 hexes away. Since the squad's range value against vehicles is 3 (rather than the 1 for normal infantry), the tank is at long range, and the squad will score successes on "6" results. The squad has a total attack strength of 7 (4 from the squad's cumulative vehicle attack values, plus 3 from the "armor-piercing weaponry" ability).

Flamethrower



A squad with the flamethrower specialization is very effective in close combat.

Flaming Death: When a flamethrower squad attacks an **adjacent** enemy unit, the attacking squad gains **+2 firepower**, and the target unit receives **–5 cover** (to a minimum of 0). (Note that armor is not affected by this penalty.) Remember that any attack against an adjacent unit is considered a close-range attack, with the black attack dice scoring successes on results of "4," "5," and "6."

Medic



A medic squad can harden the resolve of units in the hex, and is able to **heal** squads which have suffered casualties during a normal attack.

Bandage: The medic squad, and any squad in the same hex as at least one medic squad, gains +1 cover against normal attacks.

Heal: During the Action Phase, as an action, a medic squad may be fatigued to heal a weakened squad in the same hex (including the medic squad itself).

Healing a squad is done as follows:

1. First, the active player announces that, as an action, he will fatigue the medic squad to heal a squad in the same hex, designating the squad to receive the healing. The medic squad is allowed to heal itself, if desired.

2. Roll a single die: On a result of "4," "5 " or "6," the player may retrieve one **regular infantry figure** from the game box and place this figure in the healed squad (regardless of what figure type was destroyed prior to the healing). If another result is rolled, the healing attempt was unsuccessful, and the medic squad has thus been fatigued to no effect.

A weakened squad may continue to be healed by medic squads in this way, as long as available holes remain in the squad base. Note that a medic can never heal an empty squad, as empty

squad bases are removed from the game as soon as the last figure in the squad is destroyed.

If there are no regular infantry figures available in the game box, a medic squad may not attempt to heal.

Other Specialization Rules

The following additional rules govern squads with specializations:

• A squad may not have more than one specialization.

• A squad with a specialization may not receive or remove figures by transfer during the Status Phase.

• A squad retains its full specialization abilities, regardless of the number of figures remaining in the squad. In other words, a weakened squad is just as effective when executing specialization abilities as squad containing all its original figures.

• A squad with specialization may not use any of its special abilities and/or actions if it is pinned or disrupted.

TERRAIN

The various types of terrain in TOI have significant impact on game play. Each terrain type is described in detail below, including terrain movement effects, whether the terrain blocks LOS, etc. This list covers both the terrain printed on the map board and the overlay terrain pieces that are placed on top of the board at the beginning of the scenario, as well as the special terrain features that may be implemented by Operations cards such as wire, smoke, mines, etc.

A hex's terrain type is considered to be covering the entire hex, regardless of where the actual artwork on the board may end. For example, if a LOS is drawn through an edge area of a woods hex, where no artwork of woods is present, that hex is nevertheless still considered a woods terrain, and LOS would be blocked.

The information on each terrain type should be interpreted in the following way:

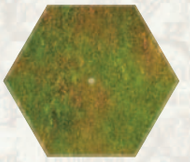
Blocking Terrain: When a terrain is considered blocking terrain, it will block LOS when units are on the same level, or will act as the "closest obstruction" when determining LOS between units on different elevations (see pages 24-25).

Movement Cost: This is the cost of moving into a hex featuring such terrain. If a unit cannot afford to expend the movement cost, it may not enter the terrain.

Cover: This is the number of red "cover" defense dice that this terrain provides any units in the hex when attacked.

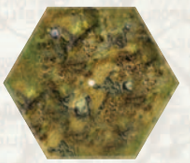
Special Rules: Any unique rules that govern hexes with this terrain feature are detailed here.

TERRAIN BREAKDOWN



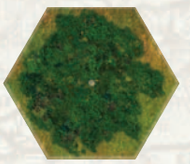
Clear

Blocking Terrain: No
Movement Cost: 1
Cover: None



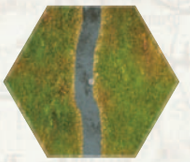
Rough

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



Woods

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



Road

Blocking Terrain: Depends on hex's main terrain type
Movement Cost: It only costs a unit 1 movement point to enter a road hex, regardless of the hex's main terrain type, as long as the active unit moved from another hex containing a road contiguous to that of the hex entered. If a unit is not moving contiguously along the road, the cost to enter a road hex depends on the road hex's main terrain type.
Cover: Is equal to that of the hex's main terrain type
Special Rules: "Road" is a terrain type for movement purposes only. Road hexes are blocking or cover-providing terrain if the road hex's main terrain type (e.g., clear, rough, or woods) is blocking or cover-providing terrain.

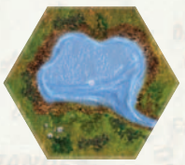


Stream

Blocking Terrain: No
Movement Cost: Depending on water depth (specified by each scenario), stream terrain has the following movement costs:

- **Shallow**: 2 for squads, 4 for vehicles
- **Deep**: 3 for squads, vehicles may not enter
- **Flooded**: Treat as a pond hex (impassible)

Cover: None



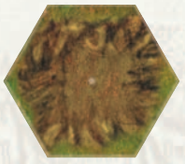
Pond

Blocking Terrain: No
Movement Cost: Impassible
Cover: None

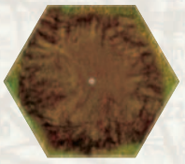


Bridge

Blocking Terrain: No
Movement Cost: 1
Cover: 1
A bridge is contiguous to an adjoining road.



Level 1 Hill



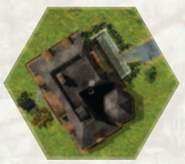
Level 2 Hill

Hill

Blocking Terrain: A hill hex obstructs LOS between two units if the hill's level is higher than both units. A hill hex does not obstruct LOS between two units if both units are on the same or higher elevations than the hill. In the case where a hill is at a higher level than *one* of the units, check to see if the hill constitutes the closest obstruction to the lowest unit (as per the rules on page 24).
Movement Cost: The cost of moving onto a hill hex is 1, if the moving unit came from a hex of the same or higher level than the hill hex entered. When moving "uphill" onto a hill hex that is one level higher than the unit's previous hex, the movement cost 2. Note that (as with all other terrain movement costs) a unit moving by contiguous road ignores the "uphill" movement penalty and pays a movement cost of 1.

A hex side in which the terrain moves directly from level 0 to level 2 is called a cliff. Cliff hex sides are impassable.

Cover: None
Special Rules: If an attacking unit is at a higher level than its target, it receives +1 to its range value.



Building

Blocking Terrain: Yes
Movement Cost: 2 **even** ***if the hex also contains a road***; Vehicles may never enter building hexes, even if the hex also contains a road.

Cover: 3

FORTIFICATIONS, OBSTACLES, AND COVER

Many scenarios direct players to create the game board with a variety of fortification and obstacle elements. In addition, some fortification elements can be created during the game by certain unit types (such as engineer squads digging entrenchments), and some fortifications and obstacles can be created or removed by players using Operations cards provided to them by the scenario.



Entrenchments

A squad in the same hex as an entrenchment may spend 1 movement point to enter the entrenchment. Likewise, a squad already in an entrenchment must spend 1 movement point to leave the entrenchment. When a squad enters an entrenchment, simply place the squad on top of the entrenchment marker. An entrenchment can only hold one squad. Vehicles may not enter an entrenchment.

A squad in an entrenchment gains **+2 cover** in addition to any cover provided by the terrain of the hex.

There may be a maximum of three entrenchment/pillbox markers in one hex.

Exiting an entrenchment may trigger enemy Op Fire.



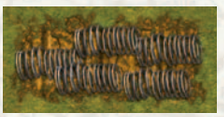
Pillboxes

As with entrenchments, squads in the same hex can enter or exit a pillbox by spending 1 movement point. When a squad enters a pillbox, simply place the squad on the pillbox marker. A pillbox can only hold one squad. Vehicles may not enter a pillbox.

A squad in a pillbox gains **+6 cover** in addition to any cover provided by the terrain of the hex.

There may be a maximum of three entrenchment/pillbox markers in one hex.

Exiting a pillbox may trigger enemy Op Fire.



Razor Wire

Non-engineer squads and ***light vehicles*** entering a hex with a razor wire marker must immediately end their movement. A squad located in a hex that contains a razor wire marker attacks at **half firepower**. Units may leave a hex containing razor wire without movement penalty.

There may be a maximum of one razor wire marker per hex.

Removing Razor Wire
• During an Advance, Fire and Movement, or Assault action, an active **tank** or engineer squad may spend 2 movement points to remove a razor wire marker in the same hex.

• If an area attack (normal or suppressive) causes **three or more** successes against a hex with a razor wire, the razor wire marker is removed.



Tank Traps

A vehicle may not enter a hex containing a tank trap marker unless **it started its movement in an adjacent hex**. As soon as a vehicle enters a hex containing a tank trap marker, it must **end its movement**. Vehicles on a tank trap may move off the tank trap hex normally. Squads are unaffected by tank traps.

Tank traps give squads in the same hex +1 cover.

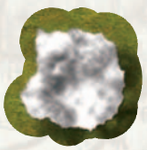
There may be a maximum of one tank trap marker per hex.



Minefields

If a unit enters a hex containing a minefield marker, it must immediately end its movement and check for casualties: **Roll four attack dice, with "4," "5," and "6" results inflicting normal hits on the unit** (no defense dice are rolled). Then fatigue the unit. Squads with the engineer specialization do not check for casualties, but are still fatigued. Units that attack when in a minefield hex do so at **half firepower**. A unit moving from a minefield hex may only move to an adjacent hex during its activation, regardless of its number of available movement points.

There may be a maximum of one minefield marker per hex.



Smoke

Any hex that contains a smoke marker is considered to be blocking terrain, and provides **+2 cover** for any units in the hex. Units in the same hex as a smoke marker attack at **half firepower**.

• Smoke markers may not be placed on a building hex, and any other hex may contain a maximum of one smoke marker.
• Smoke markers are removed during the next Status Phase.
• If a squad is executing an assault attack, or supporting an assault attack, **from** a hex containing a smoke marker, the smoke marker **does not halve** the squad's firepower .
• A unit defending against an assault in a hex with a smoke marker has its firepower halved and receives +2 cover. A unit assaulting (or supporting an assault against) a hex containing a smoke marker has its firepower halved but does **not** receive +2 cover. Note that squads cannot support an assault against a hex containing a smoke marker, since they would have to halve their firepower twice.

COMPONENT LIMITS

Players are not limited in the number of dice, activation tokens, damage tokens, condition tokens, command counters, or control markers they may use. If a player runs out of said component, find a usable substitute (such as pennies, beads, etc.). All other components are limited to the amounts provided with the game.

CARD ERRATA

Before this rules booklet was sent to the printer, we caught errors on three TOI cards. Their current text should be replaced with the following:

Strategy Card "Go to Ground": "Action Phase: Place up to two concealed squad markers on two friendly squads located in the same hex. You may not choose squads that are adjacent to enemy units."

Operations Card "Camouflage": "Your concealed squads are not revealed when firing, unless the attack inflicted 2 or more hits on the enemy."

Operations Card "Double Time": "Whenever one of your squads is activated with an Advance action, it receives +2 movement points."

MORE TIDE OF IRON

Please visit Fantasy Flight's website for additional TOI content, including examples of play, additional scenarios, rules clarifications, and FAQ, as well as news on upcoming TOI releases and information on designing and publishing your own scenarios.

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INDEX

Action Phase: 10-13
action turn: 10
Activate Strategy Card action: 11
active unit: 10
Advance action: 10
anti-tank specialization: 44
area attack: 32
armor value: 27
artillery: 41-43
Assault action: 12
assaults: resolving, 33-34
attack sequence: 27
attack strength: 27
blind hexes: 24
build squads: 8
cliffs: 46
calculating modifiers: 35
casualties: 28
closest obstruction: 24
combat: 22-34
combined fire: 29-31; does not cost an action, 12
command: 14-15
Command Phase: 14-15
component limits: 47
concealed squads: 34-35
Concentrated Fire action: 11
cover: 27, 45-47
damage: 28
defense strength: 27
definitions of basic game terms: 8
deployment zone: 9
dice shortages: 32
disrupted: 29
divisions: 9, 35
drift: 41-43
elevation: effects on line of sight, 24-25; effects on movement, 35; effects on range, 22-23
elite infantry: 37
engineer specialization: 44
entrenchments: 46; engineers digging, 44
establish contact: 41
fatigued: 10
Fatigue Unit action: 12
figure abilities: 37-40
Fire and Movement action: 11
firepower: 22, 27
flamethrower specialization: 44; and assaults, 33
fortifications: 46-47
four-player game: 35-36
game round: 10-17
half hexes: 18
half-tracks: 40
halving firepower: 40
heavily damaged: 28
heavy infantry weapon trait: and specialization, 9, 44; and Fire and Movement action, 11; and Assault action, 12
heavy vehicle trait: 40
hits: 27
HQ area: 6, 7
initiative: 7; determining during Command Phase, 15; increasing initiative pool, 15
leading unit: 29
lightly damaged: 28
line of sight: 23-26
machine gun crew: 37
medic specialization: 44-45
minefields: 47
mortar crew: 38-39
movement: 18-21; terrain effects on, 45-46
normal fire: 28
north directional marker: 43
objectives, controlling: 14
obstacles: 46-47
off-board attacks: 41-43
officer: 39
Operations cards: 43; during setup, 7; errata, 47
opportunity fire: 32; does not cost an action, 12; entering Op Fire mode as action, 11; entering Op Fire mode during Status Phase, 16; interrupting movement 19
pillboxes: 46
pinned: 29
plateau rule: 25
player reference sheet: 18
play area: 6, 7
Prepare Op Fire action: 11
range: determining, 22-23; effect on attack roll, 27
razor wire: 46-47
regular infantry: 37
reinforcements: 16-17
setup: 7-9
smoke markers: 47
Special action: 12
specialization: 9, 44-45
squad bases: 9, 35
squad conditions: 29
squad transfers: 16-17
stacking limits: 9; and assaults, 34; and reinforcements, 16; and tanks "Overrun" ability, 40; and transports, 20
Status Phase: 16-17
Strategy cards: activating, 11, 15, 41; drawing during setup, 7; drawing during Status Phase, 16; errata, 47; keywords, 41-43
successes: on attack roll, 27
suppressive fire: 28-29
tank traps: 47
tanks: 40
target hex: 41
terrain: 45-47
three-player game: 36
timing conflicts: 35
transporting squads: 20-21
trucks: 39
victory points: 15
wide blast radius: 43
winning the game: 17