This document contains frequently asked questions, clarifications, and errata for the Tide of Iron board game. Errata and FAQs for the Days of the Fox expansion can be found on page 2 of this document. Errata and FAQs for the Normandy Campaign expansion can be found on page 3 of this document. Errata and FAQs for the Designer Series expansion can be found on page 4 of this document.

Below are the errata and frequently asked questions for the Tide of Iron board game.

**ERRATA**

**Rulebook**

On page 3, the Component List states that there are 28 map overlay pieces included with the game. The correct number of map overlay pieces in the original printing of the game is 23. The newest printing of the game has an additional hill overlay, for a total of 24 pieces.

On page 11, the first line underneath the “Prepare Op Fire” subhead (“After resolving the attack, the active unit is fatigued”) should be above the “Prepare Op Fire” subhead, instead.

In example A on page 31, the example should state that the American squad fires at normal range, not long range, since the American squad is at a higher elevation than the target. The attacker will score hits on die results of 5 or 6, not just 6.

On page 32, the second bullet under the “Opportunity Fire” subhead states that “entering or exiting an entrenchment” does not trigger Op Fire. This is incorrect: *Entering* a fortification (including entrenchments) does not trigger enemy Op Fire, but *exiting* a fortification does. The rules for entrenchments on page 46 are correct.

In step C of the example on page 42, the terms “red” and “black” are reversed. As explained in the main rules on page 43, players should use the black die to determine whether drift occurs and by how much, and the red die to determine the direction of the drift.

**Scenario Guide**

In the “Liberation” scenario (page 6), American division 1 should receive two Engineer specialization tokens and American division 2 should receive one Engineer specialization token. In addition, the original printing of the game has insufficient hill hexes to set up this scenario, and a road/hill overlay should be used as a substitute.

In the “Stavelot Express” scenario (page 12), German division 2 should receive 12 Elite Infantry and 4 Regular Infantry, not 16 Elite Infantry.

**FREQUENTLY ASKED QUESTIONS**

**Q:** Can disrupted units spot for mortars and artillery attacks?
**A:** Yes.

**Q:** If my squad is pinned but there is an officer present in the hex, does the squad contribute full or half firepower when defending against an assault?
**A:** Full firepower.

**Q:** When a unit assaults from razor wire, does it attack with half firepower or full firepower?
**A:** Half firepower.

**Q:** Razor wire can be destroyed with an area attack that causes three or more successes. Does this have to be a normal attack, and can the hits be cumulative, or must they occur all at once?
**A:** Razor wire may be destroyed by either a suppressive or normal attack causing three or more hits, but the hits must all occur at once (that is, they must be from a single area attack).

**Q:** How does a flamethrower squad’s Flaming Death ability work when the squad is adjacent to an enemy unit and it combines fire with other friendly units that are at normal range?
**A:** The flamethrower squad may still use its Flaming Death ability. It gains a +2 firepower bonus and the target unit receives -5 cover. The attack against the adjacent unit is still considered to be at normal range, with attack dice scoring successes on results of “5” and “6.”

**Q:** What happens if a unit assaults a hex that contains both concealed and revealed squads?
**A:** The concealed enemy squads may choose to become revealed and participate in the battle. If they choose not to become revealed, they may not participate in the battle (that is, they may not add firepower, defense dice, or take casualties). If the attacker wins the assault, any concealed squads immediately become revealed and must retreat to an adjacent hex as normal.
Q: I noticed that the attacker does not gain any cover bonus from terrain during assault attacks. Can squads with a Medic specialization use the “Bandage” ability during assault attacks?
A: Defending squads with a Medic specialization may use the “Bandage” ability. Attacking squads with a Medic specialization may not use the “Bandage” ability.

Q: When the scenario requires units to control a pillbox or entrenchment, do they have to control the actual fortification itself (i.e. they must have a squad inside the pillbox or entrenchment) or just the hex?
A: Just the hex.

Q: If a squad successfully assaults a hex with a pillbox or entrenchment, can they move into the fortification when they move into the hex?
A: No.

Q: What happens if I do not have enough units of a given type when I am receiving reinforcements?
A: Whenever you receive reinforcements, you may substitute regular infantry for any other infantry figure (or 2 regular figures for a double based unit).

Q: Are entrenchments and/or pillboxes considered terrain for the purpose of placing concealed squads?
A: Yes, entrenchments and pillboxes are considered cover for the purposes of concealed squads.

Q: Can vehicle reinforcements be placed in a hex containing 2 heavily damaged vehicles? If not, can vehicle reinforcements move through this hex?
A: If there are 2 vehicles in a setup hex, then no more vehicles may be placed in that hex. When placing reinforcements, they are simply placed on the board, and may not actually move from off board.

Rulebook

The following rules changes should be made for equipment:

• Equipment units in the same hex as at least 1 entrenchment gain +1 cover. Equipment units do not gain any cover from pillboxes in the same hex.
• Squads that are in an entrenchment (but not a pillbox) may be used to activate equipment in the same hex.

Scenario Guide

In the “Hellfire Pass” scenario, all reinforcing Matilda tanks belong to British division 1, and all Crusader tanks belong to division 2. All reinforcing British infantry during status phase 2 belong to division 2, and during status phase 3 belong to division 1.

The following changes should be made to the “Rescue Mission” scenario:

• The empty hex overlay between map boards 15A and 17B should be a double empty hex overlay, and should also cover the hex directly to the south of it.
• German Division 2 should only have 3 squad bases (not 4).
• German units may not fire at the American squad while the objective marker is present.

DAYS OF THE FOX FAQ

Q: If a shared strategy deck is available in the scenario, may both players choose to draw from it on their initial setup card draw, and if so, in which order?
A: Players may draw from a shared strategy deck at the start of a scenario. The player with initiative should draw his cards first.

Q: Can anti-tank guns set up or move into entrenchments and/or pillboxes?
A: Anti-tank guns are vehicles and therefore may never be in a building, pillbox or entrenchment.

Q: The rulebook states that a pinned, disrupted, or fatigued squad cannot operate equipment. Does this include pinned squads that have an officer in the same hex?
A: No. A pinned squad may be used to operate equipment (at half firepower) if an officer is present in the hex.

Q: If a concealed squad is used to operate an anti-tank gun, is it revealed or does stay in hidden?
A: The concealed squad would stay hidden.

Q: Can a squad with the Alpha unit specialization use its “Experience” ability when participating in a combined attack?
A: No. Units with this specialization only upgrade when making an attack alone.

Q: In the “Hellfire Pass” scenario, can the British tanks only set up on the full road hex directly bordering the edge of the board?
A: No. The British tanks can set up (and reinforce) on any orange shaded road hex (even one not adjacent to the board edge).
**NORMANDY CAMPAIGN ERRATA**

The icons for the British infantry units on the reference sheets are misprinted and should have the infantry icon instead of the vehicle icon.

The Campaign Scoring on the reference sheets reflects an earlier version that only scores the Americans. Please use the Campaign Scoring found on page 3 of the Campaign Rules.

The Armor values of the StuG III and the Jagdpanzer IV should both be 4 instead of 5.

The map in the scenario “Breakout Through St. Lo” has incorrect map board numbers. Please use the rectified map to the right that shows the corrections to the mislabeled sections.

The “Charges” example on pg. 6 and 7 of the rulebook is incorrect. “However, an American squad containing an officer on Op Fire is in line of sight of the charge. James fatigues this squad to detonate the charge and damage the assaulting squad.” should be changed to “However, a fresh American squad containing an officer is in line of sight of the charge. On his turn, James fatigues this squad to detonate the charge and damage the assaulting squad.”

When detonating a charge, all charges in the targeted hex will detonate. In this way, you can use one squad to detonate multiple charges with one activation.

The setup for the Germans in the “Hide and Seek” scenario should include anywhere on mapboards 22B and 25B.

In the “Bloody Omaha” campaign scenario, the minefield between map boards 5B and 22A should be ignored.

**NORMANDY CAMPAIGN FAQ**

*Q: Can 29th squads without a specialization token transfer figures to or from non-29th squads?*
*A: No.*

*Q: Can 29th squads with only a campaign specialization transfer figures to or from another squad?*
*A: No, treat the campaign specialization as a normal specialization*
**DESIGNER SERIES ERRATA**

Each of the scenarios listed below should be revised as follows:

**Rat Patrol:** British division 2 should have 1 less squad base. In addition, the British players decide which specializations they will not use.

**Night Drop:** The Stream is *Shallow*.

**New Mission:** The Stream is *Deep*.

**Neck of the Gap:** All four grey bordered hexes should also be German Reinforcement Hexes.

**So Near and Yet So Far:** The victory conditions should read: 
"At the end of Round 9, the Germans win if they control any building hex, or if they have destroyed eight or more American squads. Otherwise, the Americans win."

In addition, the following command points are missing from the map: 3x Green 1’s, 2x Blue 2’s, 2x Blue 1’s, and 1x Blue 3 (see below).

**Totensonntag:** The following command points are missing from the map: 2x Orange 1’s, 1x Orange 2, 1x Blue 2, and 1x Grey 4 (see below).

**Twin Villages:** The following command points are missing from the map: 1x Green 3, 1x Grey 1, 1x Grey 2, and 1x Blue 1 (see below).