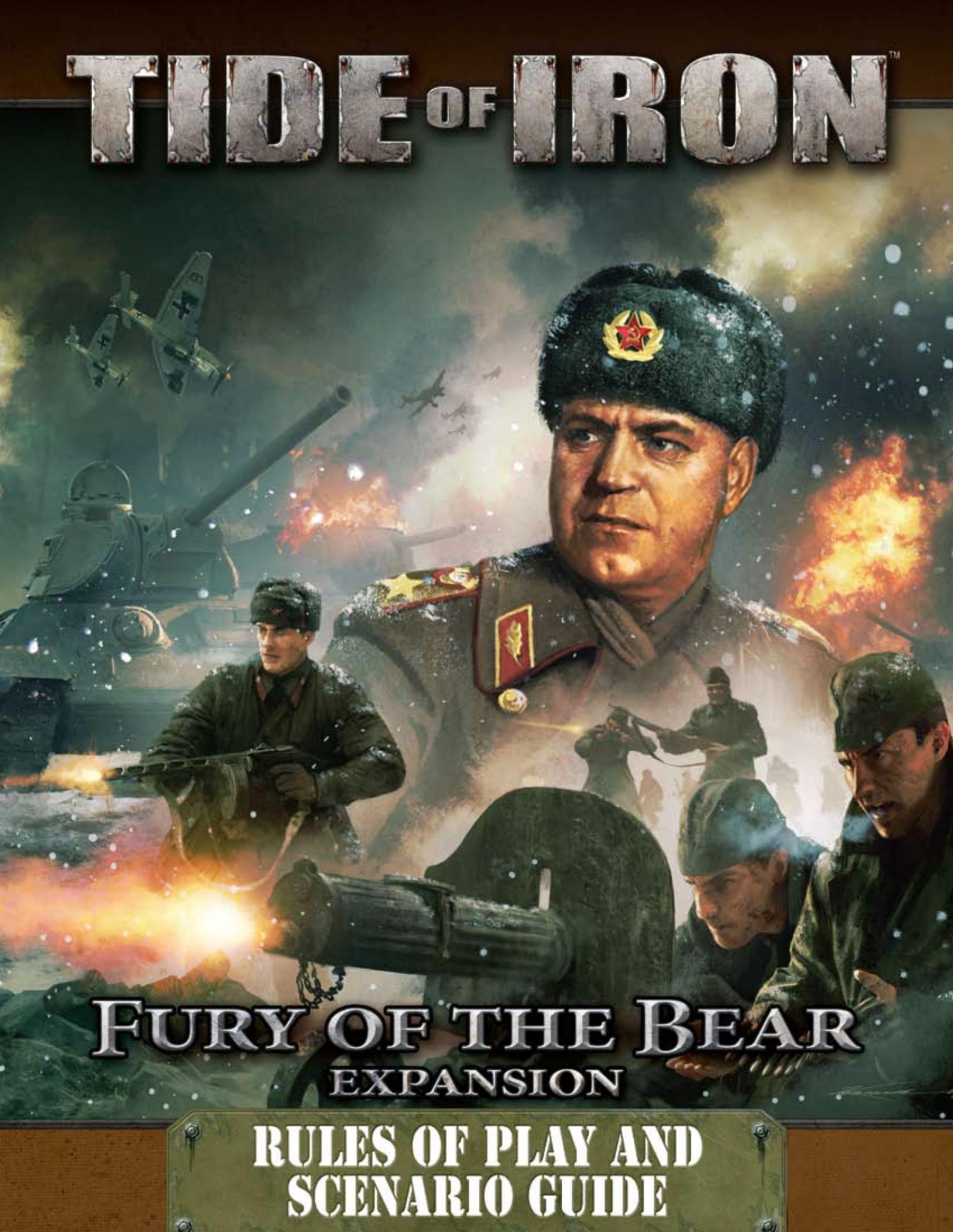


# TIDE OF IRON™



## FURY OF THE BEAR EXPANSION

**RULES OF PLAY AND  
SCENARIO GUIDE**

# TIDE OF IRON

## FURY OF THE BEAR

*In the summer of 1941, Hitler's military efforts in Western Europe consumed vast amounts of resources, particularly oil, and more would be needed to prevent Germany's war machine from grinding to a halt. The Soviet Union possessed an abundance of these resources. All Hitler would have to do is take it.*

*On June 22, the Germans launched Operation Barbarossa, an invasion of the Soviet Union that spanned an 1,800 mile front. Employing over 4.5 million troops, the attack targeted the territory up to Arkhangelsk and Astrakhan. If taken, the line between these two Soviet cities would mark the eastern border of the new Reich. The Germans would not only gain the territory's resources, they would also secure a safe border to the East.*

*The Germans secured several major economic centers, including the Ukraine, and in October of 1941, they launched Operation Typhoon, the military offensive that targeted Moscow. But the Soviets would not go quietly. And by then, Germany's supplies began to run low and the notoriously brutal Soviet winter took a devastating toll.*

*Furthermore, Soviet master spy, Richard Sorge informed Stalin that Japan was focused on Southeast Asia and the Pacific and had no plans to attack the Soviets. Soviet troops from Siberia and the Far East who had been prepared to repel the Japanese were reassigned. These reinforcements made it possible for the Soviets to launch counteroffensives to force the withdrawal of German forces.*

*By December of 1941, Soviet forces had acquired fresh troops, including several ski battalions. Armed with the new T-34 tank and Katyusha rocket launchers, they launched an attack that drove the Germans back over 150 miles.*

*In the summer 1942, a new plan to ransack the Soviets' natural resources was taking shape. This time, Hitler targeted the Don River and the Volga River, and the oilfields in the Caucasus that lay beyond them.*

*Instead of a single unified attack, however, Hitler ordered the taking of multiple objectives simultaneously. As a result of this order, Germany's troops advanced without the necessary support, even as Soviet defenses were being bolstered.*

*Meanwhile, the Soviets launched two offensives, one to the city of Kalach and one to Smolensk. The Kalach offensive successfully trapped 300,000 Axis troops behind the Soviets. And in Smolensk, the Soviet army was successful in preventing the arrival of fresh troops and supplies to relieve the exhausted German armies in Stalingrad, which had been surrounded by German forces in September of 1941 in one of the longest and bloodiest sieges in history.*

*Finally, in January of 1943, the German armies in Stalingrad surrendered, and the door westward opened for the Soviets as they pushed to take back Kursk and Kharkov.*

*Germany, now on the defensive, executed a counteroffensive helmed by renowned strategist Erich von Manstein. With the support of a specially trained SS Panzer Corps equipped with Tiger tanks, his troops fought their way back into Kharkov. Germany now concluded that a decisive victory at Kursk would keep the Soviet armies at bay while they tended to matters on the Western Front.*

*However, the Soviets were regularly building up defensive measures. In the face of depleted troop counts, the Soviets drafted soldiers from territory liberated from Nazi control.*

*Not only did the Germans have to wait months for new equipment and troops, the Germans' intelligence regarding the defenses at Kursk was poisoned by a misinformation campaign. When their offense was finally mounted, they found the Soviets had reinforced the city with the largest amount of anti-tank firepower ever assembled. The Germans launched attacks from multiple sides, but the Soviet defenses held. At Prokhorovka, almost 1,000 tanks clashed until the Soviets, despite heavy losses, fought the Germans to a standstill.*

*In retaliation, the Soviet army mounted a large offensive in the north and broke through on the flank of the German 9th army. Kursk cost Hitler 500,000 men and 1,000 tanks – a crippling loss for Germany's military operations on the Eastern Front.*

*This attack on Germany's 9th army ignited the Soviet juggernaut. The Germans were forced to make a tactical retreat to the Dnieper line, giving up the industrial resources and half of the farmland that had made the region such an appealing target. The Germans had hoped to build a defensive wall at the Dnieper, but there was no time. By the time they evacuated eastern Ukraine, Stalin's forces were right behind them.*

*Once the Soviets crossed the Dnieper line, they dug in. Constant fortification of the bridgeheads made retaking the line an impossibility for the Germans. And one by one, the towns near the line started to fall to the Soviets.*

*The following summer, Hitler moved troops from the center of the Eastern Front to defend a strategic point to the south, the most direct route to Berlin. However, in an operation codenamed Bagration, the Soviets struck the now depleted center of the front in Belorussia instead of marching straight to Germany's capital city. The Soviet army outnumbered the German troops almost three to one and attacked with seven times the aircraft of the Germans and ten times as many tanks. Hitler's forces would never recover from this devastating blow.*

*Afterwards, the Soviet army pressed forward, capturing eastern Germany and finally turning their attention to Berlin. Using a broad front, the Soviets punched holes in the German defenses and surrounded the city. The Soviets had come to deliver a fierce retribution for the attack on their nation, and in the face of Berlin's impending capture, Hitler committed suicide.*

## GAME OVERVIEW

The *Fury of the Bear* expansion augments the already epic *Tide of Iron* (“TOP”) game experience by adding the forces of an entirely new nation (the Soviets), new Soviet and German vehicles, winter terrain, new scenarios, and more. All of these new components can be used to play the included scenarios, as well as future scenarios, both official and player-made, which will be available online at [www.FantasyFlightGames.com](http://www.FantasyFlightGames.com). Detailed descriptions of these new components, as well as how they are used, are included on the following pages.

## COMPONENTS

- This Rules and Scenario Book
- 90 Soviet Plastic Figures, consisting of:
  - 36 Standard Infantry
  - 8 Elite Infantry
  - 4 Officers
  - 4 Mortar Crews
  - 4 Machine Gun Crews
  - 4 KV-1 Tanks
  - 14 T-34/76 Tanks
  - 4 SU-122 Self-propelled Guns
  - 4 GMC CCKW 353 Transport Trucks (Soviet color)
  - 4 M3A1 Half-Tracks (Soviet color)
  - 4 ZiS-3 76.2mm Anti-tank Guns
- 14 Squad Bases, consisting of:
  - 7 Light Brown Soviet Bases
  - 7 Dark Brown Soviet Bases
- 12 German Plastic Figures, consisting of:
  - 8 Panther Tanks
  - 4 PaK 40 75mm Anti-tank Guns
- 2 Unit Reference Sheets
- 8 Soviet Control Markers
- 3 Soviet Concealed Squad Markers
- 8 Soviet Transport Markers
- 8 Soviet Off-board Indicator Tokens
- 8 Soviet Command Objectives (various values)
- 1 Soviet Victory Point Token
- 7 Trench Tokens
- 6 Instant Mines Tokens
- 7 Entrenchment/Pillbox Winter Tokens
- 6 Tank Trap/Barbed Wire Winter Tokens
- 10 Map Overlay Tiles
- 8 Specialization Tokens
- 20 Munitions Specialization Tokens
- 55 Cards, consisting of:
  - 36 Strategy Cards, consisting of:
    - 1 Soviet Reinforcements Deck I (10 cards)
    - 1 Winter Tactics Deck I (10 cards)
    - 1 Combined Air Support Deck I (16 cards)
  - 11 Operations Cards
  - 1 Soviet Initiative Card
  - 7 Sabotage Cards
- 9 Eastern Front Map Boards

## COMPONENT OVERVIEW

Below you will find illustrations and brief descriptions of all the components found in this expansion.



### Soviet Plastic Figures

These 90 detailed plastic figures represent the Soviet military personnel and vehicles that *Tide of Iron* players can command. Also included are 14 Soviet squad bases in two different shades of brown.

### German Plastic Figures

These German figures represent the German Panther tank and the German PaK 40 anti-tank gun.



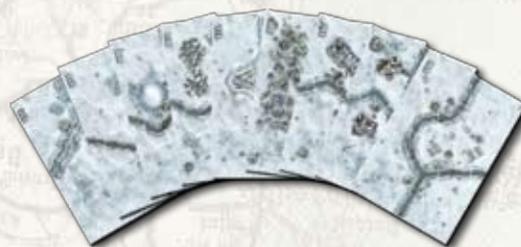
### Unit Reference Sheets

These sheets provide players with the combat values and special abilities for each of the new plastic units.

### Soviet Tokens



A variety of Soviet tokens are provided. These include Soviet control markers, concealed squad markers, command objective markers, transport markers, off-board indicator tokens, and a victory point token. These tokens function exactly as their American and German counterparts.



### Eastern Front Map Boards

These nine thick, double-sided map boards are used to build the game board for each *Fury of the Bear* scenario. Rules governing new terrain features can be found on pages 4–6 (and a summary of such can be found on the back of this rules booklet). There are two types of boards represented: winter (snow) and summer (grass).

## Map Overlay Tiles



New map overlay tiles are provided for use in the *Fury of the Bear* scenarios. These overlays include a large variety of different terrain. As with the overlay tiles provided in the main game, these new overlays are placed on top of the map boards, adding to or altering their terrain features.

## Fortification and Obstacle Tokens



New entrenchment/pillbox tokens and tank trap/barbed wire tokens are included for aesthetically appropriate use on the winter map boards. These obstacles function the same as their non-winter counterparts. Also included are a new fortification and a new obstacle: trench tokens and instant mines tokens.

## Specialization Tokens



*Fury of the Bear* introduces two new types of specialization tokens, the **expert unit** and the **saboteur unit**.

## Munitions Specialization Tokens



Vehicles and equipment can use these tokens if both players choose to use the “Munitions Specialization Tokens” option (see page 10). This option allows players to outfit vehicles and equipment with special rounds of ammunition.

## Strategy Cards

Three new decks of Strategy cards are included in this expansion. These Strategy cards are used in the new scenarios and can be used in player-created scenarios, adding a wide range of new benefits and abilities to *Tide of Iron*.



## Operations Cards

The new Operations cards provide a variety of rules to their assigned scenarios, mostly pertaining to the Eastern Front theater of war.



## Soviet Initiative Card

The Soviet initiative card functions exactly the same as its American and German counterparts.



## Sabotage Cards

The new Sabotage cards allow nations with a saboteur unit to play cards that hamper their opponent's operations and units.

# GAME ADDITIONS

*Fury of the Bear* includes many new components, most of which are governed by both new and old rules. All components provided in this expansion follow the standard *TOI* rules unless otherwise stated. All new rules for these components are described in the sections that follow.

## EASTERN FRONT MAP BOARDS

The nine Eastern Front map boards featured in this expansion are used in the scenarios provided in this book (starting on page 12). Also, there are new terrain types such as balkas (dried creek beds) that are described in detail below. Note that all terrain types, overlays, and obstacles that also appear in the core *TOI* game function the same as they do in the core game.

## Balka

**Blocking Terrain:** No  
**Movement Cost:** 1  
**Cover:** None



**Special Rules:** Vehicles must roll a die when entering or leaving a balka hex unless they are entering from an adjacent balka or balka entrance hex. On a “5” or “6” result, the vehicle is lightly damaged and its movement ends in the hex it was attempting to move into. Units in a balka hex are not in LOS except to units in adjacent hexes or if the attacking unit can trace its entire LOS through contiguous balka and/or balka entrance hexes to the target unit.

## Balka Entrance

**Blocking Terrain:** No  
**Movement Cost:** 1  
**Cover:** None



**Special Rules:** Units in a balka entrance hex are not in LOS except to units in adjacent hexes or if the attacking unit can trace its entire LOS through contiguous balka and/or balka entrance hexes to the target.

## Swamp

**Blocking Terrain:** No  
**Movement Cost:** 3 for squads, vehicles cannot enter  
**Cover:** 1



## Winter Terrain and Terrain Trait: Snow

*Fury of the Bear* introduces “winter” map boards that are made up of snow hexes. The presence of snow on the following terrain hex types gives them the **snow** trait. Terrain with the **snow** trait can have their movement cost, cover, and other information altered by cards or a scenario’s special rules. Unless otherwise stated, the presence of snow has no further effect on the following terrain types.

### Balka - Snow

**Blocking Terrain:** No  
**Movement Cost:** 1  
**Cover:** None



**Special Rules:** The same as “Balka” (see page 4).

### Balka Entrance - Snow

**Blocking Terrain:** No  
**Movement Cost:** 1  
**Cover:** None



**Special Rules:** The same as “Balka Entrance” (see above).

### Swamp - Snow

**Blocking Terrain:** No  
**Movement Cost:** 3 for squads, vehicles cannot enter  
**Cover:** 1



### Clear - Snow

**Blocking Terrain:** No  
**Movement Cost:** 1  
**Cover:** None



## Woods - Snow

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



## Road - Snow

**Blocking Terrain:** Depends on the hex’s main terrain type.

**Movement Cost:** 1 if entering from a road hex contiguous to the destination road hex. Otherwise, it depends on the road hex’s main terrain type.

**Cover:** Equals 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.



## Hill - Snow - Level 1

**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 of the *TOI* “Rules of Play”).

**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 is 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.

**Cover:** None

**Special Rules:** If an attacking unit is at a higher level than its target, it receives +1 to its range value.



## Building - Snow

**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



## Stream - *Snow*

In addition to the normal stream terrain rules, stream depth can also be specified as being frozen.



**Movement When Frozen:** 2 for squads, 3 for vehicles

**Special Rules:** A unit in a frozen stream hex cannot be put on Op Fire.

When entering a frozen stream hex, a unit must roll dice (one die for a squad and two dice for a vehicle) to see if the ice breaks. If any die result is a “6,” the ice breaks and the unit must check for damage. Roll four dice and apply damage with dice scoring hits on results of “5” or “6.” If a vehicle sustains two hits, the vehicle sinks and is counted as being destroyed.

## Bridge - *Snow*

In addition to the normal bridge terrain rules, the following rules apply to bridge terrain with the *snow* trait.



**Special Rules:** A truck that enters a bridge (winter) hex must roll one die. On a “5” or “6” result, the truck slides on ice and must end its movement on the bridge (winter) hex. It may move out of the hex normally.

## New Fortification: Trenches



Trenches represent ditches dug by troops to provide cover from enemy fire. The rules for trenches are as follows:

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

A squad in a trench receives +4 cover (+2 against squads in an adjacent trench) in addition to any cover provided by the terrain of the hex.

- There may be only one trench token in a given hex.
- Exiting a trench may trigger enemy Op Fire.
- The winter trench token has the *snow* trait.

## New Obstacle: Instant Mines



Instant mines are quickly placed land mines typically utilized by the Soviets in night operations to thwart the advance of enemy forces. The rules for instant mines are as follows:

A unit entering a hex with an instant mines token must immediately decide whether it is going to continue its movement or is going to stop.

In either case, the unit checks to see whether it can successfully navigate through the mines by rolling a die. A vehicle or squad receives +1 to its roll if it ended its movement in the mined hex.

Vehicles must roll a “6” on one die to avoid taking damage from the instant mines.

Squads must roll the following (based on terrain) on one die to avoid taking damage from instant mines:

- Road or Bridge – “3” to “6”
- Clear – “4” to “6”
- Hill, Rough, or Woods – “5” or “6”
- Swamp or any *Snow* Terrain – “6”

Units failing their roll take normal minefield damage. Roll four attack dice, with “4,” “5,” and “6” results inflicting normal hits on the unit (no defense dice are rolled). If the unit stopped on the hex, the instant mines token is removed whether it caused damage or not. If the hex was moved through, the instant mines token remains.

## THE SOVIET FORCES

The most significant addition in *Fury of the Bear* is the inclusion of Soviet forces as a playable army. While many of their units are similar to their American and German counterparts, the Soviets also receive three new vehicles and their own anti-tank gun.

In addition to their plastic pieces, the Soviets also receive nation-specific tokens and Strategy cards. All Soviet pieces can be identified by their brown nation color.

It is also important to note that the Americans and Soviets were allied during World War II and often shared equipment, which is why the Soviets have American half-tracks and trucks at their disposal (in the Soviet nation color).

## Soviet Units

All Soviet units function just like their American counterparts and are summarized on the unit reference sheet.

## NEW GERMAN UNITS

This expansion includes two German units: the Panther tank and the PaK 40 anti-tank gun. Since the Panther (which made its first appearance in the *Tide of Iron: Days of the Fox* expansion) saw action on the Eastern Front, it is included in this expansion. This expansion also introduces a new German anti-tank gun, the PaK 40, which was effective against heavy Soviet tanks.

These units are used in the included scenarios and can be used by players when creating their own scenarios. The capabilities for all new units can be found on the new unit reference sheets.

## ANTI-TANK GUNS

Anti-tank guns, first introduced in *Days of the Fox*, are included in *Fury of the Bear*, as they were one of the most effective weapons against armored vehicles during World War II. In *Tide of Iron*, anti-tank guns (or AT guns) are featured as mostly stationary equipment that must be manned by a squad. These powerful weapons are low in mobility and armor, but they are deadly against enemy vehicles. The rules governing AT guns are detailed below.

### Traits: Equipment

All anti-tank guns have the **equipment** trait. Units with this trait are governed by the following rules.

### Actions with Equipment

Units with the **equipment** trait have the following rules governing how they take certain actions.

- **Advance:** An advance action may only be performed if there is a fresh friendly unit present in the same hex. Fatigue the friendly unit, as well as the equipment unit, and move both of them into an adjacent hex that does not contain enemy units. They may not enter a hex that is impassable or a hex that already contains two or more units. Any obstacles (such as a mine field) in the destination hex are triggered as normal. In other words:
  - An equipment unit can only move one hex regardless of terrain.
  - An equipment unit can only move if moving with a friendly fresh unit (moving both of these units counts as a single action).
- **Concentrated Fire:** A concentrated fire action may only be performed if there is a friendly **squad**, either fresh or in Op Fire mode, present in the same hex. Activate the equipment unit to perform its normal concentrated fire action. The friendly squad in the hex

## ACTIONS WITH EQUIPMENT



*The Soviet player may make a concentrated fire action with his AT gun to attack the German tank. He can take this action because there is an unfatigued squad in the hex.*



*Even though the Soviet AT gun is in Op Fire mode, it cannot shoot at the moving German tank, because the only squad present in the same hex is pinned.*

is not activated by this action. An equipment unit can participate in combined fire just like any normal unit, but only when a friendly squad, either fresh or in Op Fire mode, is present in the same hex.

- **Prepare Op Fire:** A prepare for Op Fire action may only be performed if there is a friendly squad, either fresh or in Op Fire mode, present in the same hex. In order for an equipment unit to attack an enemy unit using Op Fire, there must be a friendly squad (either fresh or in Op Fire mode) present in the hex. Fatigue the equipment unit and follow the standard rules for opportunity fire.
- **Fire and Movement:** Equipment units may not perform fire and movement actions.

- **Assault:** Equipment units may not perform assault actions. Equipment can be assaulted by enemy units as explained below.

**Important:** Note that a unit cannot activate equipment if it is pinned, disrupted, heavily damaged, or inside a pillbox or trench.

## Assaulting Equipment

Although equipment units cannot perform assault actions, they may be assaulted by enemy units. When assaulted, equipment units do not add any dice to an assault. Equipment units cannot be assigned hits and do not retreat from an assault. Equipment always counts towards the unit limit in a hex, and may be used by an opponent (see below).

## Stealing Equipment

It is possible for equipment to be used by an enemy nation. If an enemy unit is present in the same hex as a unit with the **equipment** trait, then the equipment is treated as if it were a unit of that nation. In other words, players may perform advance and concentrated fire actions with enemy equipment following the equipment rules discussed earlier.

Units with the **equipment** trait do not prevent enemy units from moving into the hex (although other units present in a hex still may prevent this). For example, if a hex only contains equipment units, enemy units are free to enter the hex. If other squads or vehicles are present in the hex, then the move is not possible.

## Entrenched Equipment

Equipment units in the same hex as at least one entrenchment gain +1 cover. Equipment units do not gain any cover from pillboxes or trenches in the same hex.

Squads that are in an entrenchment (but not a pillbox or a trench) can be used to activate equipment in the same hex.

## Special Abilities

In addition to the **equipment** trait, AT guns have two special abilities listed below.

**Fragile:** If an AT gun becomes heavily damaged, it is immediately destroyed.

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

## NEW STRATEGY CARDS

Three new Strategy decks are included in this expansion. Each scenario describes which Strategy decks are available to each nation. Players should also feel free to use these new decks when creating their own scenarios.

## Shared Strategy Decks

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

## Combined Strategy Decks

*Fury of the Bear* introduces a new type of shared Strategy deck: the combined Strategy deck. These decks represent the uncertainty of support during a battle by integrating neutral and nation-specific cards. When using a combined Strategy deck such as the Combined Air Support Deck I included in this expansion, the rules below must be followed in addition to the normal shared Strategy deck rules.

- During setup, reveal the top card of the combined Strategy deck and place it faceup on top of the deck.
- If the card has a nation's symbol on it, only that player can draw that card (as if it were a facedown card). The drawn card is then placed in the player's HQ. Any player may draw a card without a nation symbol.
- During the game, after the revealed card is drawn or subverted (see "Subversion," below), the top card of the deck is again revealed and placed on top of the deck.

## SUBVERSION ICON

Some cards in *Fury of the Bear* have the subversion icon in the lower left-hand corner (see right) to represent a temporary resource an opposing nation could target and eliminate. The presence of the icon allows an opponent to possibly discard the card. The rules for using subversion are as follows.



## Subversion

Cards that can be subverted have the subversion icon in the lower left corner of the card. The presence of a subversion icon means that the card can be subverted while it is in a nation's HQ or the common play area when using shared Strategy decks.

To subvert a card, a player must perform the following steps on his turn during the Status Phase:

- 1) The player checks to see if the card has a subversion icon in the lower left of the card. If it does not, the card cannot be subverted.
- 2) If the card has a subversion icon, the player checks to see if the card is in the proper area (HQ or common play area). If it is not in one of these two areas, the card cannot be subverted.
- 3) If the card is in the correct area, the card is eligible for subversion. The player may pay 2 command to discard that card.

## SUBVERSION EXAMPLE



The German player sees a subversion icon in the lower left-hand corner of the card that is faceup on top of the Combined Air Support Strategy deck. The card shows the Soviet symbol, so only the Soviet player may draw that card. The German player decides to pay 2 command to discard the card and reveal a new card faceup on the deck.

## NEW SPECIALIZATION TOKENS

Two new types of specialization tokens are included in this expansion. The rules for using these new tokens are as follows.

### Expert

A squad with the expert specialization is a veteran squad with extensive specialized training in a variety of weapons and offensive tactics. Its ability to adapt on the battlefield gives it a significant edge in battle.



**Adaptability:** For each figure in an expert squad, the player may reroll one attack die of his choice when that squad attacks. No die can be rerolled more than once.

### Saboteur

A squad with the saboteur specialization is trained in the arts of subversion, obstruction, and destruction. Its ability to cause damage indirectly often provides a great advantage to the nation employing such tactics.



**Sabotage:** During setup, any nation with the saboteur specialization takes all neutral Sabotage cards and all Sabotage cards with the nation's symbol on them. These cards are placed in the nation's play area facedown. The owning player can look at these cards at any time and can play the cards as described in the next section.

## SABOTAGE CARDS

Sabotage cards are different from other cards in that they are not drawn during the game. Instead, during setup, a nation with the saboteur specialization takes all neutral Sabotage cards and all Sabotage cards with its nation's symbol on them. Sabotage cards are available to play during the game as described on each individual card.

In order to play a Sabotage card, the player must have a saboteur squad within X hexes of an enemy command objective (X equals the number of Sabotage cards in hand), an enemy-controlled neutral objective, or a squad with an enemy officer. If the saboteur is within the required range, the player can play the Sabotage card by paying 1 command during the Command Phase.

Sabotage cards are normally played on top of the opponent's Strategy decks or on top of shared Strategy decks facedown. A nation can only play one Sabotage card per phase. If placed on a combined Strategy deck, players may look to see what nation's card is underneath the Sabotage card.

In order to draw from a deck with a Sabotage card on it, the player wishing to draw must first reveal the Sabotage card and resolve it. The card is then discarded unless otherwise specified on the card. Revealing the Sabotage card does not count as drawing a Strategy card.

## SABOTAGE EXAMPLE



The German player has a squad with the saboteur specialization. He currently has four Sabotage cards in his hand and has a saboteur squad within four hexes of a Soviet command objective. The German player decides to spend 1 command to play one of his Sabotage cards facedown on top of the Soviet Reinforcements I Strategy deck. In order to draw from that deck, the Soviet player must reveal and resolve the Sabotage card on top.

## MUNITIONS SPECIALIZATION TOKENS (OPTIONAL)



*Fury of the Bear* introduces munitions specialization tokens that can be assigned to specific vehicles (including pieces of equipment). These tokens represent special ammunition a particular nation has at its disposal during a battle.

The following rules can be applied to any scenario as long as both players agree at the beginning of the scenario or campaign. A scenario can specifically state in its special rules section that the Munitions Specialization Tokens option must be used or must be ignored.

- During a scenario's setup, each player receives the munition specializations in his nation's color.
- Immediately before placing units on Op Fire in each Status Phase, players may purchase up to three munitions specializations for 1 command each and immediately place each one facedown next to one of his nation's vehicles or pieces of equipment. Each nation may have a maximum of three munitions specializations on the board at the same time.
- The munitions specialization token remains facedown next to the assigned unit. The next time the unit attacks, the token must be flipped over, and any effect must be applied to this attack.
- At the player's discretion, unused munitions specialization tokens (for units that did not attack) may be discarded at the end of the next Status Phase or they can be kept with the unit to which they were originally assigned at no additional cost.
- Any revealed tokens are discarded at the beginning of the Status Phase.

A summary of the munitions information can be found on the back of this rules booklet.

## Munitions Specializations

**High Explosive (HE):** This is a short to medium range anti-vehicle round. Normal range attacks made with this munition hit on a "4," "5," or "6." This unit may not make long range attacks.



**Armor Piercing Ballistic (AP-B):** This is a short to long range round that is effective against vehicles. This unit gets +1 firepower against vehicles.



**Armor Piercing Composite (AP-C):** This is a round that is more effective against vehicles at short range but less effective at a distance. This unit gets +2 firepower against vehicles at close range and -1 firepower against vehicles at long range.



**Smoke (Smoke):** This is not normal ordnance. Instead, the attacking player targets a hex and the round creates smoke in the target hex. When attacking with a smoke round, the attacking player uses the same dice as if attacking a vehicle (regardless of what is in the hex). If at least two hits are rolled, place a smoke token in the targeted hex. If only one hit is scored, roll a red and a black die to determine drift. The red die indicates how many hexes away the smoke round drifts. The black die indicates the direction of the drift according to the directional marker. If no hits are rolled, then a misfire has occurred; discard the smoke munitions token with no effect.



# FURY OF THE BEAR SCENARIOS

## Introduction

This booklet contains six scenarios for *Fury of the Bear*. Additional scenarios will be made available online at [www.FantasyFlightGames.com](http://www.FantasyFlightGames.com). Feel free to create your own scenarios from the wealth of materials included in the game.

## Additions

With the addition of the new Soviet forces, some new components appear in the scenarios. Soviet objectives and starting hexes are represented in dark red.



## Division Setups

Some scenarios specify where each nation's divisions are allowed to set up their forces. If this restriction is not specified, each division may be set up in any starting hexes for that side.

## EXPANSION SYMBOLS

All of the new cards included in this expansion, as well as previous expansions, have a symbol in the lower right corner to denote which expansion the card is from. Below is a list of the symbols and which expansions they represent.



**Fury of the Bear**



**Normandy**



**Days of the Fox**

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# TERRAIN REFERENCE

## Balka

**Movement Cost:** 1  
**Cover:** 0



On a die result of "5" or "6," a vehicle entering or leaving a balka hex is lightly damaged and its movement ends. Units in a balka hex are not in LOS except to units in adjacent hexes or if the attacking unit can trace its entire LOS through contiguous balka and/or balka entrance hexes to the target.

## Bridge

**Movement Cost:** 1  
**Cover:** 1



On a die result of "5" or "6," a truck that enters a winter bridge hex slides on ice and must end its movement.

## Balka Entrance

**Movement Cost:** 1  
**Cover:** 0



**Special Rules:** Units in a balka hex are not in LOS except to units in adjacent hexes or if the attacking unit can trace its entire LOS through contiguous balka and/or balka entrance hexes to the target.

## Clear

**Movement Cost:** 1  
**Cover:** 0



## Swamp

**Movement Cost:** 3 (Infantry)  
Vehicles may not enter  
**Cover:** 1



## Stream

**Movement Cost:** 1  
**Shallow:** 2 (Infantry)  
4 (Vehicle)



**Deep:** 3 (Infantry)  
Vehicles may not enter  
**Flooded:** Impassable  
**Frozen:** 2 (Infantry)  
3 (Vehicle)  
**Cover:** 0

A unit in a frozen stream cannot be put on Op Fire.

## Building

**Blocking Terrain**  
**Movement Cost:** 2 (Infantry)  
Vehicles may not enter  
**Cover:** 3



## Hill - Level 1

**Blocking Terrain**  
**Movement Cost:** 1  
(2 if moving uphill)  
**Cover:** 0



Attacking units at a higher elevation than their target gain +1 to their range.

## Woods

**Blocking Terrain**  
**Movement Cost:** 2 (Infantry)  
3 (Vehicle)  
**Cover:** 2



## Road

**Movement Cost:** 1\*  
**Cover:** Depends on main terrain type



\*Movement cost 1 if moving along a contiguous road. Otherwise, use main terrain type.

# TOKEN REFERENCE



**High Explosive (HE):** Treat normal range attacks made with this munition as close range attacks (hits on a "4," "5," or "6"). This unit may not make long range attacks.



**Armor Piercing Ballistic (AP-B):** This unit gets +1 firepower against vehicles.



**Armor Piercing Composite (AP-C):** This unit gets +2 firepower against vehicles at close range and -1 firepower against vehicles at long range.



**Smoke (Smoke):** If at least two hits are rolled, place a smoke token in the targeted hex. If only one hit is scored, roll a red and a black die to determine drift. The red die tells how many hexes the smoke round drifts. The black die tells the direction according to the directional marker. If no hits are rolled, then a misfire has occurred; discard the smoke munitions token with no effect.

## EXPERT



**Adaptability:** For each figure in an expert squad, the player may reroll one attack die of his choice when that squad attacks. No die can be rerolled more than once.

## SABOTAGE



**Sabotage:** During setup, any nation with the saboteur specialization takes all neutral Sabotage cards and all Sabotage cards that have the nation's symbol on it. These are placed in the nation's play area facedown. The owning player can look at these cards at any time and can play the cards as described on page 9.