

# TIDE of IRON

**NEXT WAVE**



**DAYS OF THE FOX**  
EXPANSION

**RULES OF PLAY AND  
SCENARIO GUIDE**



# TIDE OF IRON

## DAYS OF THE FOX

NEXT WAVE

*Dark days have fallen upon the West.*

After the German invasion of Poland on September 1st, 1939, sparked all-out war in Europe, Germany's rebuilt war machine redeployed to assault the rest of Europe. England and France, major powers allied again in the cause against Germany, prepared for another war, twenty years after the end of World War I. This time they would trust their historical advantages and the strength of France's new Maginot Line of fortress installations for their short term defense.

But the type of warfare that Adolf Hitler and his generals unleashed upon the West on May 10th, 1940, was unlike anything the fields of France had ever seen. Ignoring the Maginot Line, Hitler's "Blitzkrieg" (lightning war) units of tanks, mobile infantry, and artillery rapidly broke through Belgium and Holland, and soon were rolling into a weakly defended northern France.

Pummeled by the Luftwaffe (the German air force) and completely taken by surprise by the speed and intensity of the Blitzkrieg, the Allies found themselves in disarray. With German armored forces severing supply lines, and its most capable army units cut off in Belgium or deployed without transport near the Maginot Line, most French resistance would soon dissolve. The British Expeditionary Force (B.E.F.) was forced to retreat in disarray to the coast of Northern France near Belgium. Here, from the town of Dunkirk, they were evacuated to Britain by a hodge-podge fleet of British warships, merchant vessels, and small private ships.

This dramatic rescue was made possible by a small contingent of Royal Air Force (R.A.F.) fighter pilots who managed to hold the Luftwaffe at bay long enough to protect the vital extraction. In gratitude to those brave men for this and for their later effort in the Battle of Britain, British Prime Minister Winston Churchill famously exclaimed to the House of Commons "Never in the field of human conflict was so much owed by so many to so few!"

Only 10 days after the "miracle at Dunkirk," German forces marched into Paris. France surrendered just 44 days after it was invaded.

Despite now being the undisputed master of mainland Europe, Hitler pressed on with his war. Even as his Luftwaffe grappled with the R.A.F. over England, the Nazi dictator in Berlin secretly plotted "Operation Barbarossa," the German invasion of Russia.

Meanwhile in North Africa, Italian forces, Germany's allies under the Italian fascist dictator Benito Mussolini, were collapsing against the advance of British forces there. In one campaign in late 1940, British divisions took more than 130,000 Italian soldiers prisoner in Libya, leaving only 7,000 capable personnel around the vital port of Tripoli.

Despite their other pressing commitments, the Germans chose to intervene in North Africa. In its rocks and sand lay the road to the oil-rich Middle East and to the control of the Mediterranean Sea. Disgusted by the poor Italian military effort, Hitler dispatched the 5th Light Division to Libya (later joined by the 15th Panzer Division). To lead this expeditionary force, he sent one of Germany's finest field commanders, General Erwin Johannes Eugen Rommel.

With his soon-to-be famous "Afrika Korps," Rommel began a series of extraordinary campaigns in North Africa. A shrewd tactician and inspired leader of men, Rommel's successes would earn him respect among friend and foe alike. Very quickly he gained the nickname "The Desert Fox."

On June 22nd, 1941, Operation Barbarossa was launched against Communist dictator Josef Stalin's huge Soviet Union. With Hitler's and the German General Staff's attention now turning to the massive war against Russia, Rommel and his Panzer Group Afrika (the expanded Afrika Korps), despite decreasing support from Germany, would hold this front against the British (later joined by the Americans) in North Africa for more than two years. Those days of the Fox saw heroic combat at places like Tobruk, El Agheila, Kasserine Pass, and the pivotal battles around El Alamein.

Rommel left the sands of North Africa before the Axis surrender there on May 13th, 1943. Commanding wide respect and admiration among both the German public and the German army, Rommel was soon reassigned to France to prepare defenses against the anticipated Allied invasion. Often sparring with colleagues over the best strategy, he made few friends amongst the General Staff.

After the Allied invasion of Europe in Normandy on "D-Day," June 6th, 1944, Rommel defended the hedgerow terrain in bitter fighting against the Allies around the town of Caen. But his days of fighting were almost over. In mid-July he was seriously injured in a strafing run by Allied aircraft and hospitalized. He would never command an army again.

While mending at his home, Rommel was implicated in the unsuccessful assassination attempt against Hitler on July 20th. Without friends or defenders among the General Staff, Rommel found himself cornered.

Hitler, wishing to prevent the German people from suffering through the trial of a popular and lauded general, gave Rommel a dreadful choice. On October 14th, 1944, the Desert Fox, protecting his family, honor, and legacy, submitted himself to Hitler's preferred option. In a forested grove outside the small town of Herrlingen, General Erwin Rommel took his own life.

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# GAME OVERVIEW

*Days of the Fox*, first published by Fantasy Flight Games in 2007, was the first expansion for *Tide of Iron*, adding the forces of an entirely new nation (the British) and a wide variety of new game elements, including anti-tank guns, new tanks, desert terrain, new scenarios, and more. In this Next Wave release of *Days of the Fox*, 1A Games is proud to bring you all of those components as well as optional rules and additional components to give you new ways to create your own realistic scenarios. All of these new components can be used to play the included updated scenarios, as well as future scenarios, both official and player-made, which will be available online at [www.1agames.com](http://www.1agames.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
- 78 British Plastic Figures, consisting of:
  - 36 Regular Infantry
  - 10 Elite Infantry
  - 6 Officers
  - 4 Mortar Crews
  - 4 Machine Gun Crews
  - 4 Matilda II Tanks
  - 4 Crusader Tanks
  - 4 Bedford OY Transport Trucks
  - 4 Bren Gun Carriers
  - 2 Ordnance QF 6-Pounder Anti-tank Guns
- 16 Squad Bases, consisting of:
  - 8 Light Tan British Bases
  - 8 Dark Tan British Bases
- 12 German Plastic Figures, consisting of:
  - 6 Panzer III Tanks
  - 4 Panther Tanks
  - 2 Flak 36 88mm Anti-tank Guns
- 2 American Plastic Figures, consisting of:
  - 2 M1 57mm Anti-tank Guns
- 2 Unit Reference Sheets
- 8 British Control Markers
- 4 British Concealed Squad Markers
- 8 British Transport Markers
- 8 British Off-board Indicators
- 8 British Command Objectives (various values)
- 1 British VP Token
- 10 Entrenchment/Pillbox Desert Markers
- 6 Tank Trap/Barbed Wire Desert Markers
- 4 Bridge Indicator Tokens
- 17 Map Overlay Tiles
- 20 Specialization Tokens
- 55 Cards, consisting of:
  - 50 Strategy Cards, consisting of:
    - 1 Morale II Deck containing 10 cards
    - 1 Desert Tactics I Deck containing 10 cards
    - 1 Disruption I Deck containing 10 cards
    - 1 British Reinforcements I Deck containing 10 cards
    - 1 German Air Support I Deck containing 10 cards

- 4 Operations Cards
- 1 British Initiative Card
- 9 Desert Map Boards

## COMPONENT OVERVIEW

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

### British Plastic Figures

These 78 detailed plastic figures represent the British military personnel and vehicles that *Tide of Iron* players can command. Also included are 16 British squad bases in two different shades of tan.



### German Plastic Figures

These German plastic figures represent two unique German tanks and the infamous 88mm anti-tank gun.



### American Plastic Figures

These two American plastic figures represent American anti-tank guns.



### Unit Reference Sheets

These sheets provide players with the combat values and special abilities for each of the new plastic units. **Note:** The firepower values for the M1 57mm AT Gun and the QF 6-pounder AT Gun have been

reduced to reflect additional research since the first printing of *Days of the Fox*.

### British Tokens



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



## Desert Map Boards



These nine thick, double-sided map boards are used to build the game board for each *Days of the Fox* scenario. Rules governing new terrain features can be found below (and a summary of such can be found on the back of this rules booklet).

## Map Overlay Tiles



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

## Terrain Tokens



New entrenchment/pillbox tokens and new tank trap/barbed wire tokens are included for aesthetically appropriate use on the desert map boards. These fortifications and obstacles function exactly the same as their non-desert counterparts.

## Bridge Indicator Tokens

These tokens are placed next to units in a wadi bridge hex to indicate that they are on the bridge level of the hex when using the optional wadi terrain rules.



## Specialization Tokens



Three new types of specialization tokens are included. They include the **recon** specialization and two new experienced specializations, the **Alpha unit** and the **Bravo unit**.

## Strategy Cards

Five new decks of strategy cards are included. 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

Four new operations cards add new twists to *Tide of Iron* scenarios, mostly pertaining to desert warfare in the North African Campaign.



## British Initiative Card

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

# GAME ADDITIONS

*Days of the Fox* 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 stated otherwise. All new rules for these components are described in the sections that follow.

## DESERT MAP BOARDS

The nine desert map boards featured in this expansion are used in the scenarios provided in this book (starting on page 11). While they share many of the same terrain types as the original *Tide of Iron*, the boards appear visually different. Also, there are a few new terrain types which are described in detail below. Note that all previously used terrain types, overlays, and fortifications function exactly the same as their counterparts in the main *TOI* game.



### Crevasse

**Blocking Terrain:** No  
**Movement Cost:** Impossible  
**Cover:** 0



### Dunes

**Blocking Terrain:** Yes.  
**Movement Cost:** 2 for squads, 3 for vehicles  
**Cover:** 1



### Dirt Road

**Blocking Terrain:** Depends on the main terrain type of the hex.  
**Movement Cost:** It costs a unit only 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. When using the **effective road movement** ability, it costs  $\frac{1}{2}$  **movement point** instead of  $\frac{1}{3}$  movement point when moving along a dirt road.

**Cover:** Equal to that of the hex's main terrain type.

## Wooden Bridge



**Blocking Terrain:** No

**Movement Cost:** 1

**Cover:** 1

A wooden bridge counts as a dirt road hex for contiguous road movement.

All other terrain types are listed on the back page of these rules and are treated exactly the same as in the base game.

## OPTIONAL WADI TERRAIN RULES

Wadis, or dry stream beds, were a common feature on North African battlefields. The following optional rules can be used to simulate wadi terrain by using crevasse hexes to represent wadi terrain. Several overlays with special wadi terrain have also been provided for use by players who wish to design their own scenarios that feature both crevasse and wadi terrain. Unless a scenario specifically states otherwise, crevasse terrain is used by default. These rules may also be used to enhance the realism of the balka terrain rules from *Fury of the Bear* if both players agree on their use. **Designer's Note:** The following rules are partly based on the multi-level buildings rules in the *Stalingrad* campaign expansion and will add some complexity to the game.

### Wadi

**Blocking Terrain:** No

**Movement Cost:** 1

**Cover:** None

**Special Rules:** Vehicles must roll a die when entering or leaving a wadi hex unless they are entering from an adjacent contiguous wadi or

wadi entrance hex. This roll is made separately for each entrance or exit of a wadi hex, even during the same movement. On a 5 or 6 result, the vehicle is lightly damaged and its movement ends in the hex it was attempting to move into. A vehicle which is already lightly damaged becomes heavily damaged. A lightly damaged unit that is Fragile is destroyed instead. Units in a wadi hex are not in LOS except to units in adjacent hexes or if the attacking unit can trace its entire LOS through contiguous wadi and/or wadi entrance hexes to the target unit.

### Wadi Bridge

**Blocking Terrain:** No

**Movement Cost:** 1

**Cover:** 1

Counts as a dirt road hex for contiguous road movement when on the bridge itself. Counts

as a contiguous wadi hex for LOS purposes.

**Special Rules:** A wadi bridge hex contains two levels: the bridge itself and the floor of the wadi beneath. A unit may only occupy **one** of the two levels in the hex: on the bridge or in the wadi. If a unit is in the wadi, it is effectively at level -1 **for LOS purposes only**. A unit on the bridge is considered to be at level 0. **Note:** The presence of a wadi or wadi bridge hex adjacent to a level 1 hill never causes a cliff. Normal movement costs apply.

The level that a unit occupies is determined by the hex from which it entered. If the unit enters from a contiguous wadi hex, it occupies the wadi level. If a vehicle enters from any other hex, it occupies the bridge. A **squad** entering from a non-wadi hex may choose which level it occupies. A **squad** in a wadi bridge hex may move to a different level of the hex at a cost of 1 movement point. **A vehicle may never move directly between the levels of a wadi bridge hex.** It must first exit the hex, then enter it again from a different hex on the desired level. A vehicle may only use its overrun ability against a squad on the level of a wadi bridge hex that it can enter.

Units from opposing nations may occupy different levels of the hex simultaneously. **Units on different levels of the hex are adjacent, and have LOS to units on the other level.** Normal stacking limits apply separately to each level of the hex.

Squads on either level of a wadi bridge hex may attack enemy units on a different level of the hex, but vehicles in a wadi bridge hex may not attack units on a different level of the hex. Any attacks made against units on a different level of a wadi bridge hex are considered to be at **close range**, and the hex's cover value applies to all units in the hex, both on and below the bridge. Infantry units may assault units on the other level of the hex normally, but lose one attack die when doing so.

*Example: A Panzer III tank and a German squad are on the bridge in a wadi bridge hex. Two British squads are within the wadi in the same hex. The Panzer III would not be able to attack the British squads, but the German squad would be able to attack them at close range or assault them. If the German squad chose to assault the British squads, it would lose one attack die in the process. The British squads would be able to fire at either German unit at full strength, scoring hits on a 4, 5, or 6 results. However, they could not assault the German units on the bridge due to the presence of an enemy heavy vehicle. All of the units in the hex would receive 1 cover die from the wadi bridge terrain if fired upon or assaulted, unless attacking in an assault.*

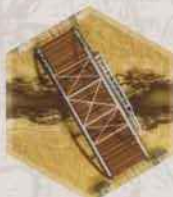
### Wadi Entrance

**Blocking Terrain:** No

**Movement Cost:** 1

**Cover:** None

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





## WADI MOVEMENT EXAMPLES



This diagram illustrates several examples of movement in and around wadi terrain. The squad consists of regular infantry figures. All units have been activated with Advance actions.

- A) This tank has entered the wadi through a wadi entrance hex, so it is not required to roll a die to avoid damage. It pays 1 movement point for each wadi hex, including the wadi bridge hex. When it enters the wadi bridge hex, it must enter the lower level of the hex because it is entering from a contiguous wadi hex.
- B) This squad would normally be able to choose which level of the wadi bridge hex to enter. However, since there is an enemy unit on the wadi level of the hex, the squad must enter on the bridge level of the hex. It is marked with a bridge indicator token and is considered to be at level 0 for all purposes.

- C) This half-track rolls for damage **twice: once when entering the wadi hex, and once when exiting**. If it were to fail just one of the two rolls, it would be lightly damaged. If it were to fail both rolls, it would be heavily damaged and immediately end its movement in the hex. Assuming that it succeeds with at least one roll, it would pay 2 movement points to move up the hill.
- D) This unit begins its movement on the bridge. In order to move to the lower level of the hex, it must move out of the hex **to an adjacent non-wadi hex**, then enter the wadi at a non-bridge hex, rolling for damage in the process (unless it enters at a wadi entrance hex). From the wadi hex, it would then be able to enter the wadi bridge hex at the lower level.
- E) This tank follows the dirt road to the wadi bridge hex. Since it is entering the wadi bridge hex from a level 0 hex, it **must** occupy the bridge level of the hex.

## Wadi Terrain Effects on LOS

**Note:** For the purposes of the following rules, the terms “wadi,” “wadi hexes,” and “wadi terrain feature” include all wadi terrain in wadi hexes, wadi entrance hexes, and wadi bridge hexes unless specified otherwise.

1. Units at level 0 can see into all adjacent wadi hexes. They can also see into non-adjacent wadi hexes if they can trace a straight, unbroken line through an adjacent wadi hex directly along the wadi terrain depiction itself to the target. If the LOS leaves the wadi terrain depiction, LOS is blocked. Wadis never block LOS between units that are at level 0.
2. Units within a wadi can only see other units within a wadi if they can trace a straight, unbroken line directly along the wadi terrain depiction. If not, LOS is blocked,

EVEN IF the other unit is adjacent. Units in adjacent hexes that do not have LOS to the target wadi hex may still support an assault into a hex, but cannot initiate one.

3. Non-adjacent units at an elevation of level 1 or higher can see into a wadi if they can trace a straight line directly along the wadi terrain feature itself. However, the first wadi hex along that LOS is always a blind hex unless the first wadi hex that LOS is traced through is a wadi entrance hex.
4. Bridges do not block LOS within a wadi, but do create a blind hex within the wadi from elevations of level 1 or higher. Bridges over streams are not affected by this rule and never block LOS unless specified by a scenario special rule. Bridges only create one blind hex, regardless of range.



## LINE OF SIGHT (WADIS AND BRIDGES)



These diagrams illustrate how wadi and balka terrain affects line of sight (LOS). Remember that all LOS is reciprocal and that the terms wadi and balka are essentially interchangeable. British Squad G is on the bridge level of the wadi bridge hex, and British Squad H is in the wadi beneath.

German Tank A can see British Units F, G, H, I, and J because it is adjacent to a wadi entrance hex and can trace LOS directly through the wadi terrain depiction.

German Squad D cannot see any of the British units because it cannot trace LOS entirely through the wadi terrain depiction.

German Squad E can only see British Squads F and G. It can trace LOS to British Squad F through the wadi terrain depiction. British Squad G is visible because it is on the bridge, which is at the same elevation as the clear terrain around it.



German Tank C can see British Units G, H, and J. British Squad G is visible because it is on the bridge, which is considered to be level 0 terrain. Squad H and Truck J are visible because the German tank is at a higher elevation and can trace its LOS directly through the wadi terrain depiction. However, British Squad F cannot be seen because the first non-adjacent wadi hex is a blind hex from higher elevations, regardless of range. British Tank I cannot be seen because the bridge creates a blind hex in the wadi behind the bridge, but does not block LOS into the wadi beneath the bridge.



German Half-Track B can see British Squads F, G, and H because they are in adjacent wadi hexes. It cannot see either of the British vehicles because units at level 0 cannot see into non-adjacent wadi hexes.



## THE BRITISH FORCES

The most significant addition in *Days of the Fox* is the inclusion of British forces as a playable army. While many of their units are similar to their American and German counterparts, the British also receive two unique tank types.

In addition to their plastic pieces, the British also receive nation-specific tokens and strategy cards. All British pieces can be identified by their tan nation color.

It is also important to note that the British and Americans were allies during World War II, and they often shared equipment and fought side-by-side on the battlefield. Therefore, American and British pieces are always considered friendly (see “Allied Forces” on page 11 for more information).

### British Units

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

## NEW GERMAN AND AMERICAN UNITS

This expansion introduces two new German tanks, the Panzer III and the Panther. The Panzer III was used extensively in the North African Campaign (and in the included scenarios), while the Panther did not see action until much later in the war. The Panther is featured in the *Tide of Iron Designer Series*, Volume 1 (available at your local game store or at [www.lagames.com](http://www.lagames.com)), and may also be used by players when creating their own scenarios. The capabilities for all new units can be found on the new unit reference sheets.

In addition to these tanks, the Germans and the Americans receive anti-tank gun units. These devastating weapons were an important asset for defending against armored vehicles during World War II. Anti-tank guns follow special rules as described below.

## ANTI-TANK GUNS

Anti-tank guns were one of the most effective weapons against armored vehicles during World War II. Some of them, such as the infamous 88mm Flak 36 gun, were originally designed as anti-aircraft weapons, but were frighteningly successful at eliminating enemy tanks.

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 are deadly against enemy vehicles. The rules governing AT guns are detailed below.

### Traits: Equipment

All anti-tank guns have the **equipment** trait. They do not have an inherent crew and may not perform any actions without a friendly unit in the hex. Anti-tank guns are treated as vehicles for all purposes unless otherwise stated below. In addition, anti-

## ACTIONS WITH EQUIPMENT



The American player may make a Concentrated Fire action with his AT gun to attack the German tank. He is allowed to do this because there is an unfatigued squad in the hex.



Even though the American AT gun is in Op Fire mode, it may not shoot at the German tank that is moving. This is because the only squad present in the same hex is pinned.

tank guns are immune to all Operations and Strategy cards with the word “fuel” in the title.

### 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 by an equipment unit 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 to vehicles, 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 fresh friendly unit (moving both of these units counts as a single action).
- **Concentrated Fire:** A Concentrated Fire action may only be performed by an equipment unit 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 is not activated by this action. An equipment unit may 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 Op Fire action may only be performed by an equipment unit if there is a friendly squad, either fresh or in Op Fire mode, present in the same hex. Later, 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 its opportunity fire.
- **Fire and Movement:** Equipment units may not perform Fire and Movement actions.
- **Assault:** Equipment units may not perform Assault actions. Equipment units may be assaulted by enemy units as explained below.

**Important:** Note that a unit may not qualify to activate equipment if it is pinned, disrupted, heavily damaged, or inside a fortification (pillbox, bunker, or trench). However, a pinned squad may be used to fire an equipment unit at half firepower if a friendly officer is in the hex.

## Assaulting Equipment Units

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 Units

It is possible for equipment units to be captured and 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 their nation. In other words, players may perform Advanced Fire, Concentrated Fire, and Prepare Op Fire actions with enemy equipment following the rules above.

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 enemy equipment units, a player is free to move units into the hex. If any other enemy squads or vehicles are present in the hex, then the move is not possible.

## Entrenchment and Concealment with Equipment Units

Equipment units in the same hex as at least one entrenchment gain +1 cover. Equipment units are vehicles and may never enter buildings, entrenchments, pillboxes or trenches. Squads that are in an entrenchment (but not a pillbox, bunker, or trench) may be used to activate equipment in the same hex.

Equipment units may never gain concealment markers, but a concealed squad may be used to activate an equipment unit without losing its concealment.

## 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 instead.

**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.

## Optional Vehicular Transport Rules

**Note:** The following section contains optional rules which can be used to supplement the equipment movement procedure outlined above.

An equipment unit may be given an Advance action to load into a vehicle with the **transport** trait. The transporting vehicle, equipment unit, and a fresh friendly squad must begin the action turn in the same hex. The squad must expend all of its movement points in order to load the equipment unit onto the vehicle and may enter the vehicle at the same time, but is not required to. Fatigue the squad and the equipment unit and place the unit(s) to be transported next to the corresponding off-board indicator token. Place the corresponding transport marker next to the transporting vehicle.

An equipment unit does not count against the vehicle's transport capacity, but a vehicle cannot transport more than one equipment unit at a time. If the transporting vehicle is destroyed, both the squad and equipment unit are also destroyed. The squad which originally loaded the equipment unit is not required to remain with the equipment unit during transport and may exit the vehicle at any time according to the rules for transporting squads in vehicles. Both entering and exiting a transport may trigger Op Fire attacks.

The equipment unit may be given an Advance action to exit the vehicle. In order to unload an equipment unit, a fresh friendly squad must be present in the hex. The friendly squad may be, but is not required to be a passenger in the transporting vehicle. Place the unit(s) to be unloaded in the vehicle's hex and fatigue them. If the vehicle is now empty, remove the transport marker from the vehicle. An equipment unit can never be unloaded into a hex that it could not otherwise enter, or be unloaded in such a way that it exceeds the stacking limits for the hex.



## VEHICLES TRANSPORTING AT GUNS



**A) Loading an AT Gun onto a Transport:** The British player takes an Advance action to load the squad and the AT gun onto the Bren carrier. This costs the entire movement allowance of the squad and may trigger Op Fire from enemy units. The British player places the AT gun and the squad next to the 2 off-board indicator and places the 2 transport marker next to the Bren carrier. The squad and AT gun are both then fatigued. Next, the British player takes an Advance action to move the Bren carrier, which is then fatigued.

**B) Infantry Exiting a Transport:** During the next Action Phase, the British player activates the squad to exit the Bren carrier, spending 2 movement points. The squad may be targeted by Op Fire during this action. The British player retrieves the squad from the 2 off-board

indicator and places it in the Bren carrier's hex. The squad then pays its 2 remaining movement points to enter the dunes hex. The AT gun remains next to the 2 off-board indicator because it is still on the vehicle.

**C) AT Gun Exiting a Transport:** Later, the British player takes an Advance action to move the Bren carrier into a hex that contains a fresh British squad. The British player then activates the squad and the AT gun with another Advance action to unload the AT gun from the Bren carrier. The British player removes the 2 transport token from the Bren carrier and retrieves the AT gun from the 2 off-board indicator and places it in the Bren carrier's hex. This costs the entire movement allowance of the squad and may trigger Op Fire from enemy units. The squad and AT gun are both then fatigued.

**Unit Restrictions:** The Flak 36 AT gun may only be towed by half-tracks. Bren Carriers may only tow the M1 57mm AT gun and QF 6-pounder AT gun.

## NEW STRATEGY CARDS

Five 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 HQ 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.

## NEW SPECIALIZATION TOKENS

Three new types of specialization tokens are included in this expansion. The rules for using these new tokens are detailed below.

## Specialization Experience

Introduced in this expansion are a few new specialization tokens containing *experienced* icons (stars). These symbols appear **in addition** to the normal symbol indicating the token's specialization.

Each of these tokens is marked with one, two or three stars. During setup, a player receiving specialization tokens with an experienced icon must place a corresponding specialization token with *a single star*, assigning it to a squad of his choice (following normal rules of assigning specialization token rules).

Throughout the game, certain events may cause the squad to **upgrade** (found under each specialization's description, such as the Alpha and Bravo units below). When a squad meets the listed conditions, the specialization token is removed and replaced with a token containing one additional star (unless the token already contains three stars, after which it is no longer upgradable).

The effect of experience on specialization tokens varies with each type of specialization. For example, Alpha units receive +1 firepower for each star on their specialization token.



## Recon

A squad with the recon specialization is trained in scouting enemy territory and remaining hidden.



**Stamina:** This squad gains +1 movement. This movement is cumulative with any other movement bonus provided by leader figures, card effects, or scenario special rules.

**Stealth:** This squad cannot be attacked at long range. If an opponent attempts to attack this squad at long range, it is considered out of range for that attack.

## Alpha Unit

Alpha units represent elite squads specially trained in the use of various firearms, and in neutralizing enemy forces.



**Experience:** This squad starts with the Alpha unit token containing one star. After this squad performs a Concentrated Fire, or Fire and Movement action, and at least two attack successes are rolled (before applying defense dice), replace this specialization token with the Alpha unit token containing one additional star (see "Specialization Experience").

**Adept Marksmen:** This squad gains +1 firepower when attacking enemy infantry for each star on its specialty token.

## Bravo Unit

Bravo units represent elite squads specially trained in taking cover and staying alive when the odds are against them.



**Determination:** This squad starts with the Bravo unit token containing one star. After this squad survives an attack (including assaults) and at least two attack successes are rolled (before applying defense dice), replace this specialization token with the Bravo unit token containing one additional star (see "Specialization Experience").

**Adept Defenders:** This squad gains +1 cover for each star on its specialty token.

## EXPANSION SYMBOL

The front of each card in each *Tide of Iron* expansion has a symbol in the lower right corner. The expansion symbol distinguishes the expansion cards from the cards in the *Tide of Iron Next Wave* Core Set.



### 1A GAMES CREDITS:

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# DAYS OF THE FOX SCENARIOS

## Introduction

This booklet contains ten scenarios for *Days of the Fox*. Additional scenarios will be made available online at [www.1agames.com](http://www.1agames.com). Feel free to create your own scenarios from the wealth of materials included in the game.

## Additions

With the addition of the new British forces, some new components will be illustrated in scenarios. British objectives and starting hexes are represented in orange.



## Division Setups

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

## Allied Forces

In certain scenarios, a side may contain mixed British and American forces. Such a team is referred to as an allied force. Allied forces function exactly the same as a side of all American or British forces **with two exceptions**.

First, units belonging to an allied force cannot capture the other allied nation's **specific** objectives. For example, if an American squad is in a hex containing a British objective during the Status Phase, it does not remove or place any control markers in that hex.

Second, units belonging to one nation may never be placed in a squad base belonging to the other allied nation. For example, American infantry may never be placed in a British squad base even if they are allied forces.

Otherwise, allied forces are treated like any other two divisions of a single side. They share available command and a single initiative card. They may enter (and remain in) each other's hexes, and are considered friendly pieces for all game purposes.

### FANTASY FLIGHT GAMES CREDITS:

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Additional Scenario Design: Bill Jaffe with Dana Lombardy

Editing: Michael Hurley and Jeff Tidball

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Interior Art and Figure Design: Rick Drennan

Art Direction: Zoë Robinson

Executive Developer: Christian T. Petersen

Publisher: Christian T. Petersen



# HELLFIRE PASS

Scenario Design: Bill Jaffe with Dana Lombardy

*As part of Operation Battleaxe, the British attempted to relieve the siege of Tobruk by advancing the 4th Royal Tank Regiment and 2nd Cameron Highlanders on what was thought to be an undefended Halfaya Pass. On June 14, 1941, after stumbling into a minefield, British tanks were introduced to the German 88mm gun. The bloody encounter resulted in a new name for the pass: Hellfire.*

## OBJECTIVE:

The British immediately win if they control both hexes containing the German Flak 36 AT Guns.

The Germans win if the British are unable to fulfill their objective by the end of game round 6.

*The 88s were tearing my tanks apart.*

*—Major Miles  
C Squadron Commander*

## BRITISH SETUP

### DIVISION 1

- 1 Matilda Mk. II Tank

### DIVISION 2

- 1 Crusader Mk. II Tank

- Starting Strategy Cards: 2
- Strategy Decks
  - Artillery I
  - Desert Tactics I (Shared)
- Deployment Zone
  - Any hex with an orange border.



## GERMAN SETUP

### DIVISION 1

- 3 Squad Bases
  - 7 Regular Infantry
  - 1 Officer
  - 1 Machine Gun Crew
  - 1 Mortar Crew
- 1 Flak 36 AT Gun



x1

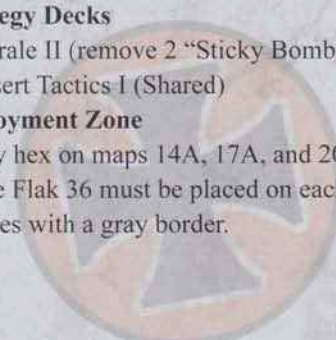
### DIVISION 2

- 3 Squad Bases
  - 7 Regular Infantry
  - 2 Elite Infantry
  - 1 Officer
  - 1 Machine Gun Crew
- 1 Flak 36 AT Gun

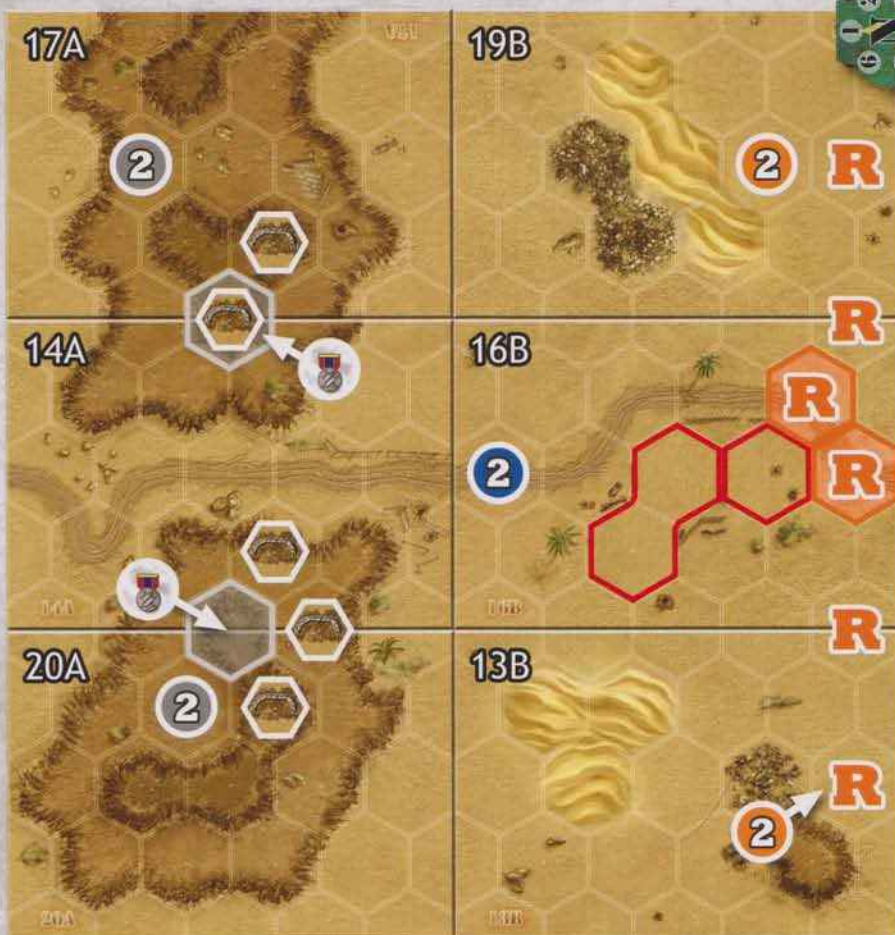


x1

- Starting Strategy cards: 2
- Strategy Decks
  - Morale II (remove 2 "Sticky Bombs" cards)
  - Desert Tactics I (Shared)
- Deployment Zone
  - Any hex on maps 14A, 17A, and 20A.
  - One Flak 36 must be placed on each of the hexes with a gray border.







## SCENARIO DETAILS

- Rounds: 6
- Starting Initiative: Germans
- Actions per Turn: - 3 actions per nation

## SPECIAL RULES

- The German Flak 36 AT guns are dug in and gain +2 cover. They may not move.

## REINFORCEMENTS

The British receive reinforcements as noted below:

### Status Phase 1:

Division 2, placed on the road reinforcement hexes on map 16B:

- 2 Matilda Mk. II Tanks  
Placed on the reinforcement hexes of map 19B:

- 5 Squad Bases
  - 13 Regular Infantry
  - 4 Elite Infantry
  - 1 Officer
  - 1 Mortar Crew

### Status Phase 2:

Division 1, placed on the reinforcement hexes on map 13B:

- 5 Squad Bases
  - 11 Regular Infantry
  - 4 Elite Infantry
  - 1 Officer
  - 1 Mortar Crew
  - 1 Machine Gun Crew

### Status Phase 3:

Division 1, placed on the road reinforcement hexes on map 16B:

- 1 Matilda Mk. II Tank
- 1 Crusader Mk. II Tank

## TERRAIN FEATURES

- 5 Entrenchments





# RESCUE MISSION

Scenario Design: Corey Konieczka

*On November 8, 1942, 556 American paratroopers landed in Oran, Algeria. Most landed off-course and were subsequently captured. Deep behind enemy lines, a British force attempts a daring rescue.*

## OBJECTIVE:

If the British control the hex containing the victory objective marker at the end of any game round, it is removed from the board.

Once the victory objective marker is removed from the board, the British player may control the American squad as if it were a unit belonging to Division 1.

The British immediately win if they

exit the American squad off the board from the blue shaded hex.

The Germans immediately win if the American officer is killed or if the British player is unable to fulfill his objective by the end of game round 5.

*A leader is a man who can adapt principles to circumstances.*

*—General George S. Patton*

## BRITISH SETUP

### DIVISION 1

- 4 Squad Bases
  - 10 Regular Infantry
  - 4 Elite Infantry
  - 1 Mortar Crew



x1

### DIVISION 2

- 3 Squad Bases
  - 8 Regular Infantry
  - 2 Elite Infantry
  - 2 Officers
- 1 Crusader Mk. II Tank

- Starting Strategy Cards: 3

#### Strategy Decks

- Supply I
- Desert Tactics I (Shared, remove the "Sniper Attack" card from the deck)

#### Operations Card

- 021 Fuel Shortages

#### Deployment Zone

- Any hex with an orange border.

## GERMAN SETUP

### DIVISION 1

- 4 Squad Bases
  - 4 Regular Infantry
  - 8 Elite Infantry
  - 2 Officers
  - 1 Machine Gun Crew
- 1 Flak 36 AT Gun

### DIVISION 2

- 3 Squad Bases
  - 6 Regular Infantry
  - 3 Elite Infantry
  - 1 Officer
  - 1 Mortar Crews
- 1 SdKfz 251 Half-Track

- Starting Strategy cards: 3

#### Strategy Decks

- Disruption I
- Desert Tactics I (Shared, remove the "Sniper Attack" card from the deck)

#### Deployment Zone

- Any hex with a gray border.





## SCENARIO DETAILS

- **Rounds:** 7
- **Starting Initiative:**  
Germans
- **Actions per Turn:**  
- 2 actions per nation

## SPECIAL RULES

- At the start of the game, place a squad consisting of 1 American officer and 3 American elite infantry in the hex containing the victory objective marker. This squad may not be activated while the victory objective marker is present.
- German units may not move into or assault the hex containing the victory objective marker.
- The blue shaded hex represents the exit point for the American squad. An American squad on the blue shaded hex may spend 1 movement point to exit the board.

## REINFORCEMENTS

None

## TERRAIN FEATURES

- None





# OPERATION CRUSADER

Scenario Design: Bill Jaffe with Dana Lombardy

*By November of 1941, the British had heavily reinforced the 8th Army and launched attacks with their new Crusader tanks. Confusing, see-saw armor battles raged between the 7th Armored Division ("Desert Rats") and Rommel's Panzergruppe Afrika. Although badly battered, the British attacks forced Rommel to abandon his siege of Tobruk and retreat.*

## OBJECTIVE:

The nation with the most VPs at the end of game round 8 wins.

Each nation receives 2 VPs for each enemy tank destroyed.

The nation with the most tanks on the board that are not heavily damaged at the end of game round 8 receives 3 VPs.

*In a man-to-man fight, the winner is he who has one more round in his magazine.*

*—General Erwin Rommel*

## BRITISH SETUP

### DIVISION 1

- 2 Crusader Mk. II Tanks

### DIVISION 2

- 2 Matilda Mk. II Tanks

#### • Starting Strategy Cards: 2

#### • Strategy Decks

- Command I (remove the "Heroic Leadership" card from the deck)
- Desert Tactics I (Shared, remove the "Fill Sandbags" and "Sniper Attack" cards from the deck)

#### • Deployment Zone

- Any hex with an orange border.

## GERMAN SETUP

### DIVISION 1

- 2 Panzer IV Tanks

### DIVISION 2

- 2 Panzer III Tanks

#### • Starting Strategy cards: 2

#### • Strategy Decks

- Disruption I (remove the "Disrupt Food Supplies" and "Disrupt Medical Supplies" cards from the deck)
- Desert Tactics I (Shared, remove the "Fill Sandbags" and "Sniper Attack" cards from the deck)

#### • Operations Card

- 019 Panzer IV Ausf. E

#### • Deployment Zone

- Any hex with a gray border.





## SCENARIO DETAILS

- Rounds: 8
- Starting Initiative: British
- Actions per Turn: - 2 actions per nation

### REINFORCEMENTS

Both sides receive reinforcements as noted below:

#### Status Phase 1:

British Division 1:

- 1 Matilda Mk. II Tank

British Division 2:

- 1 Crusader Mk II Tank

German Division 1:

- 1 Panzer IV Tank

German Division 2:

- 1 Panzer III Tank

#### Status Phase 2:

British Division 1:

- 1 Matilda Mk. II Tank

British Division 2:

- 1 Crusader Mk. II Tank

German Division 2:

- 1 Panzer III Tank

### TERRAIN FEATURES

- None





# FALL OF TOBRUK

Scenario Design: Bill Jaffe with Dana Lombardy

*After failing to capture Tobruk in 1941, the German Afrika Korps tried again in 1942. In May and June the reinforced German forces, now named Panzer Army Afrika, broke through the British Gazala line defenses and captured this key Libyan port. Rommel was promoted to Field Marshal and moved his army into Egypt, towards El Alamein.*

## OBJECTIVE:

The Germans immediately win if they control the victory objective marker on map 21B at the end of a game round **and** have moved two or more tanks off the board from any of the blue shaded hexes.

The British win if the Germans are unable to fulfill their objective by the end of game round 8.

*Defeat is one thing, disgrace is another.*

*—Prime Minister Winston Churchill*

## BRITISH SETUP

### DIVISION 1

- 7 Squad Bases
  - 19 Regular Infantry
  - 4 Elite Infantry
  - 1 Officer
  - 1 Machine Gun Crew
  - 1 Mortar Crew
- 1 QF 6-Pounder AT Gun



x2

### DIVISION 2

- 6 Squad Bases
  - 14 Regular Infantry
  - 4 Elite Infantry
  - 2 Officers
  - 1 Machine Gun Crew
  - 1 Mortar Crew
- 1 QF 6-Pounder AT Gun



x1



x2

- Starting Strategy Cards: 3
- Strategy Decks
  - Artillery I
  - Desert Tactics I (remove the "Dust Cloud" card from the deck)
- Operations Card
  - 013 Desperate Defenders
- Deployment Zone
  - Any hex on maps 16B, 21B, and 18B.

## GERMAN SETUP

### DIVISION 1

- 2 Panzer IV Tanks

### DIVISION 2

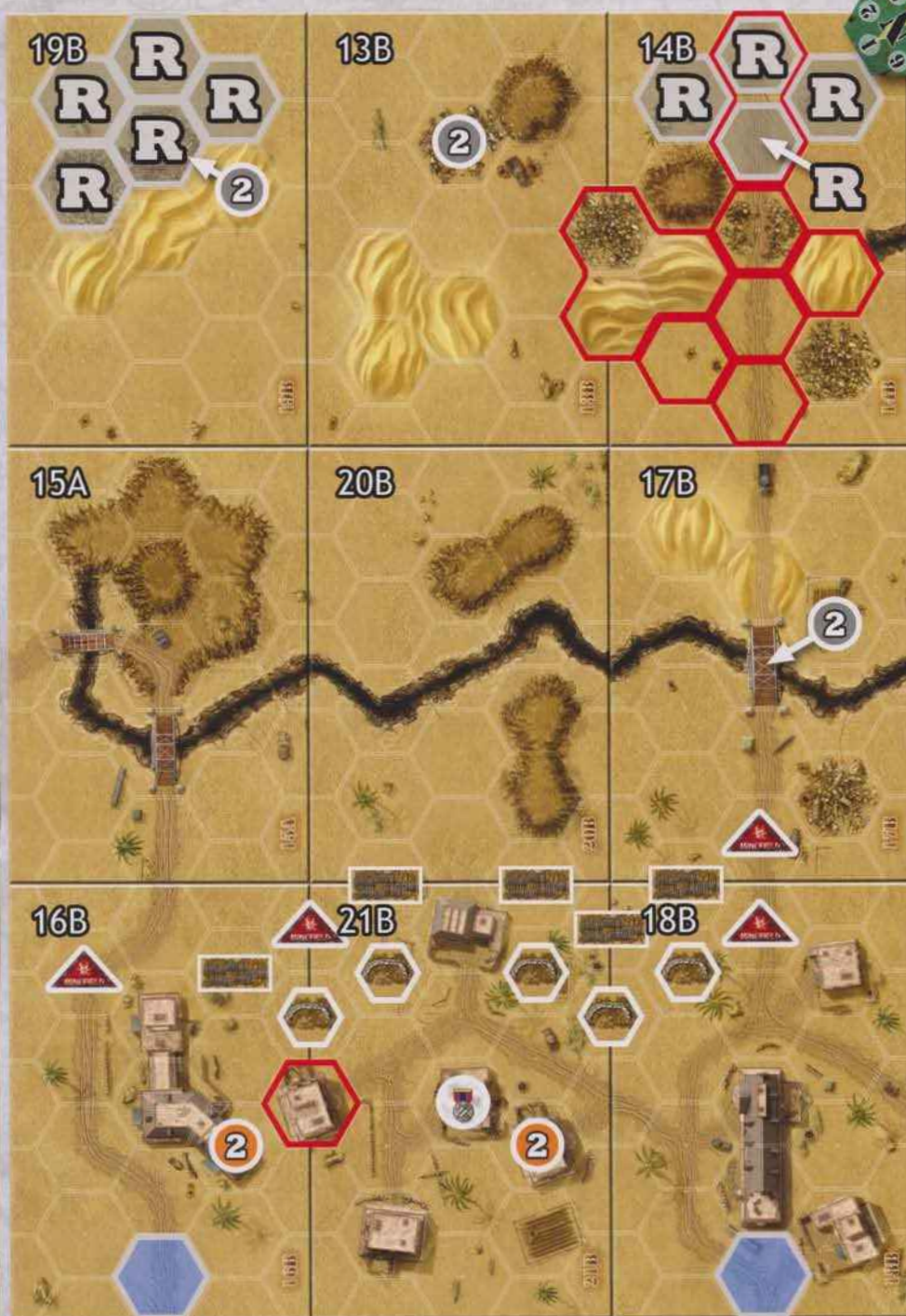
- 4 Squad Bases
  - 11 Regular Infantry
  - 1 Officer
  - 1 Machine Gun Crew
  - 1 Mortar Crew
- 1 Panzer III Tank



x1

- Starting Strategy cards: 3
- Strategy Decks
  - German Air Support I (remove the "Tactical Bombing" card from the deck)
  - Artillery II
- Operations Card
  - 019 Panzer IV Ausf. E
- Deployment Zone
  - Division 1: Any hex with a gray border on map 14B.
  - Division 2: Any hex with a gray border on map 19B.





## SCENARIO DETAILS

- Rounds: 8
- Starting Initiative:  
Germans
- Actions per Turn:  
- 3 actions per nation

### SPECIAL RULES

- Blue shaded hexes represent exit points for the German tanks. A German tank on a blue shaded hex may spend 1 movement point to exit the board.

### REINFORCEMENTS

The Germans receive reinforcements as noted below:

#### Status Phase 1:

German Division 1:

- 7 Squad Bases
- 15 Regular Infantry
- 7 Elite Infantry
- 2 Officers
- 1 Machine Gun Crew
- 1 Mortar Crew
- 4 Opel Blitz Trucks
- 3 Specialization Tokens
- 1 Medic
- 1 Alpha Unit
- 1 Engineer

#### Status Phase 2:

German Division 2:

- 4 Squad Bases
- 12 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 4 SdKfz 251 Half-Tracks
- 2 Panzer III Tanks
- 2 Specialization Tokens
- 1 Flamethrower
- 1 Engineer

### TERRAIN FEATURES

- 5 Entrenchments
- 5 Razor Wire
- 4 Minefields





# VALLEY OF DEATH

Scenario Design: Corey Konieczka

*After the success of Operation Torch in November of 1942, Allied forces energetically pursued the Axis forces that had begun retreating into Tunisia. Although progress was extremely slow, the Allies slowly gained vital ground in their advance towards victory in Africa.*

## OBJECTIVE:

At the end of each game round, if a British or American unit is in a hex containing a victory objective marker, remove the marker from the board.

The Allies win if all three victory objective markers are removed from the board by the end of game round 6.

The Germans win if the Allies are unable to fulfill their objective by the end of game round 6.

**Note:** This scenario makes for a great 3-player game, with each player taking the forces of a different nation.

*Anyone who has to fight, even with the most modern weapons, against an enemy in complete command of the air, fights like a savage against modern European troops, under the same handicaps and with the same chances of success.*

—General Erwin Rommel

## ALLIED SETUP

### BRITISH DIVISION

- 6 Squad Bases
  - 12 Regular Infantry
  - 8 Elite Infantry
  - 2 Officers
  - 1 Mortar Crew
- 1 Bren Gun Carrier
- 1 Matilda II Tank



x2



x1

### AMERICAN DIVISION

- 6 Squad Bases
  - 14 Regular Infantry
  - 6 Elite Infantry
  - 2 Officers
  - 1 Mortar Crew
- 1 M3A1 Half-Track
- 1 Sherman M4A1 Tank



x3

- Starting Strategy Cards: 2

- Strategy Decks
  - Command I

- Deployment Zone

- British Division: Any hex with an orange border.
- American Division: Any hex with a green border.

## GERMAN SETUP

### DIVISION 1

- 4 Squad Bases
  - 6 Regular Infantry
  - 6 Elite Infantry
  - 1 Machine Gun Crew
  - 1 Mortar Crews
- 1 Flak 36 AT Gun

### DIVISION 2

- 4 Squad Bases
  - 8 Regular Infantry
  - 4 Elite Infantry
  - 2 Officers
  - 1 Machine Gun Crew
- 1 Panzer III Tank

- Starting Strategy Cards: 2

- Strategy Decks
  - German Air Support I

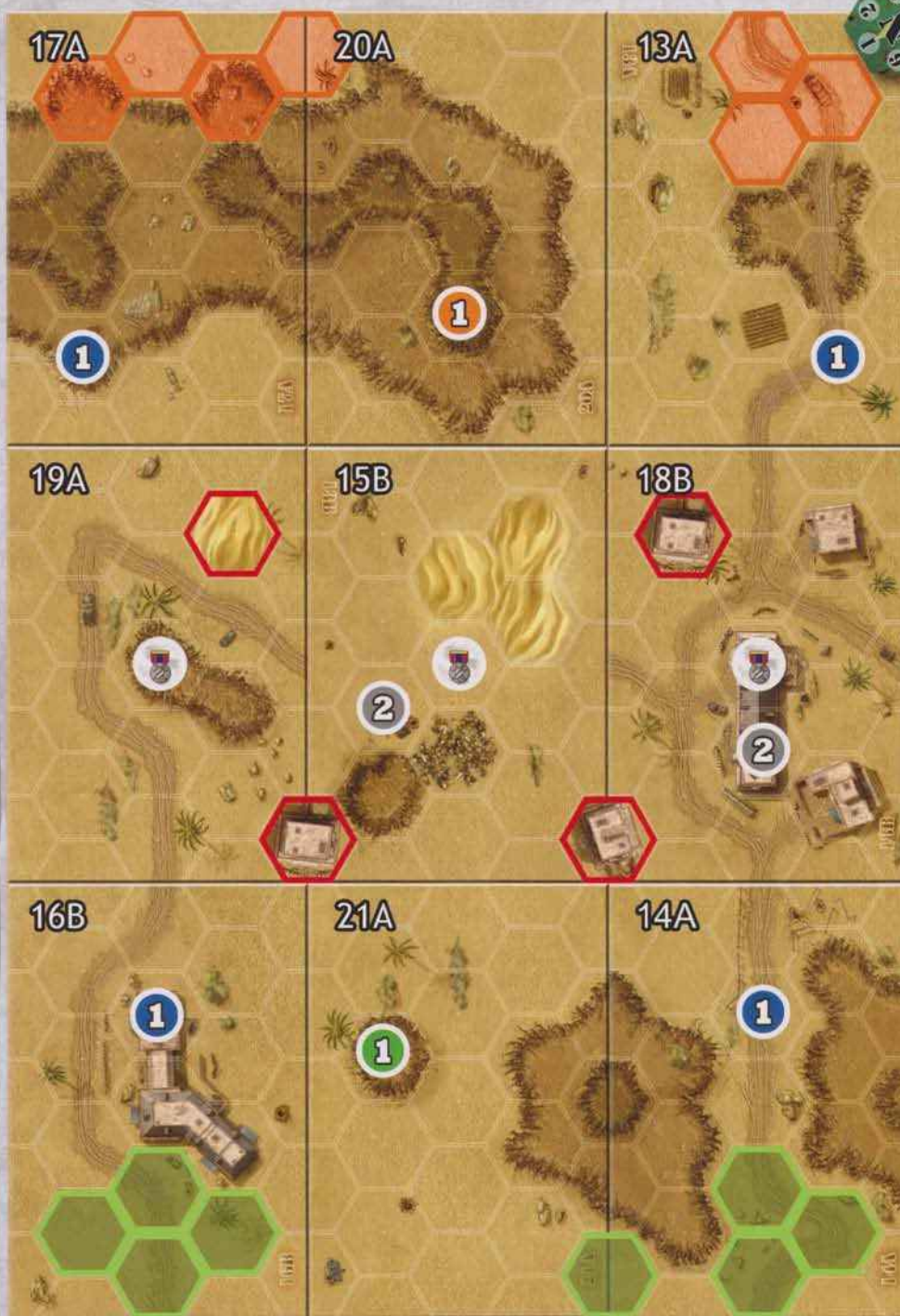
- Operations Card

- 013 Desperate Defenders

- Deployment Zone

- Division 1: Any of the hexes on map 19A.
- Division 2: Any of the hexes on map 18B.





## SCENARIO DETAILS

- Rounds: 6
- Starting Initiative: Germans
- Actions per Turn: - 3 actions per side

### SPECIAL RULES

- The Germans must set up their forces and fortification markers first. If the Flak 36 AT Gun is placed in a hex with an entrenchment marker during set up, it receives +2 cover dice instead of +1.

### TERRAIN FEATURES

- 3 Entrenchments
- 3 Razor Wire
- 2 Pillboxes
- Fortification markers may be placed in any non-building hex in the German deployment area.





# ASSAULT ON KIDNEY RIDGE

Scenario Design: Bill Jaffe with Dana Lombardy

*The second battle of El Alamein in October and November of 1942 was a slugfest that slowly ground down Panzer Army Afrika (which included the original Afrika Korps). But the price paid for victory by the attacking British 8th Army was huge. The second assault on Kidney Ridge on October 30th, a key Axis defensive position near the coast, was typical of the ferocious fighting.*

## OBJECTIVE:

The British immediately win if they control the victory objective marker on map 17A at the end of a game round **and** have moved four or more tanks off the blue hex on map 14A.

The Germans win if the British are unable to fulfill their objective by the end of game round 7.

*Now [El Alamein] is not the end, it is not even the beginning of the end. But it is, perhaps, the end of the beginning.*

—Prime Minister Winston Churchill

## BRITISH SETUP

### DIVISION 1

- 8 Squad Bases
  - 20 Regular Infantry
  - 4 Elite Infantry
  - 2 Officers
  - 2 Machine Gun Crews
  - 1 Mortar Crew
- 2 Bren Gun Carriers
- 2 Bedford OY Transports



x1



x1



x1



x1

### DIVISION 2

- 7 Squad Bases
  - 16 Regular Infantry
  - 4 Elite Infantry
  - 2 Officers
  - 2 Machine Gun Crews
  - 1 Mortar Crew
- 2 Bren Gun Carriers
- 2 Bedford OY Transports



x1



x1



x1

- Starting Strategy Cards: 3

#### Strategy Decks

- American Air Support I
- Artillery I
- British Reinforcements I

#### Operations Card

- 022 Barrel Modifications
- 005 Clear Mines

#### Deployment Zone

- Division 1: Any hex with an orange border on maps 19B and 16B.
- Division 2: Any hex with an orange border on maps 18A and 13B.

## GERMAN SETUP

### DIVISION 1

- 6 Squad Bases
  - 15 Regular Infantry
  - 3 Elite Infantry
  - 2 Officers
  - 1 Machine Gun Crew
  - 1 Mortar Crew
- 1 Flak 36 AT Gun



x2

### DIVISION 2

- 6 Squad Bases
  - 15 Regular Infantry
  - 3 Elite Infantry
  - 2 Officers
  - 1 Machine Gun Crew
  - 1 Mortar Crew
- 1 Flak 36 AT Gun



x2

- Starting Strategy cards: 3

#### Strategy Decks

- Disruption I
- Morale II

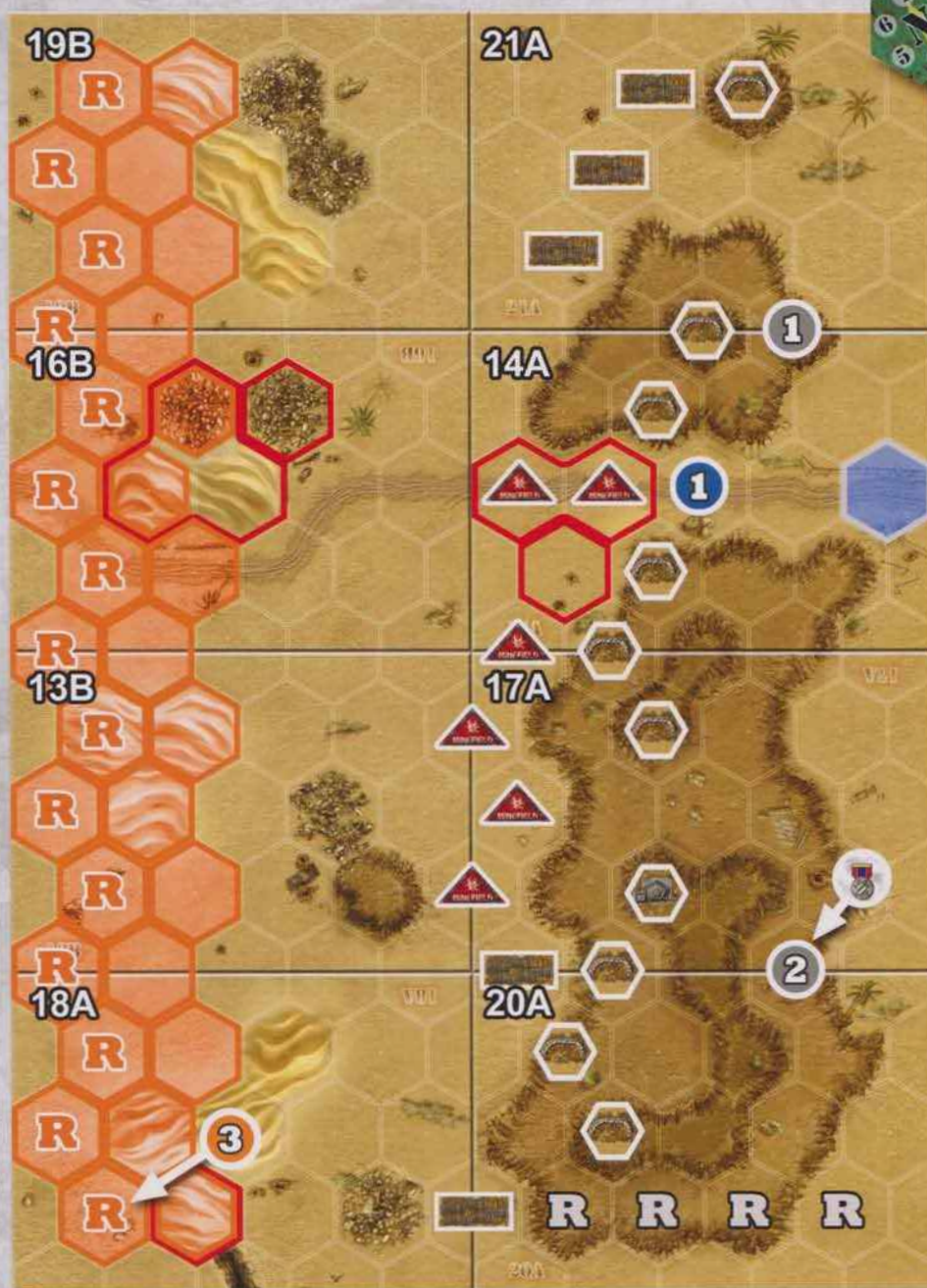
#### Operations Cards

- 013 Desperate Defenders
- 003 Shattered Morale

#### Deployment Zone

- Any hill hex on maps 20A, 17A, 14A, and 21A.





## SCENARIO DETAILS

- **Rounds:** 7
- **Starting Initiative:** British
- **Actions per Turn:** - 3 actions per nation

## SPECIAL RULES

- In addition to the normal starting Strategy cards, the British start with the "Air Superiority" card from the American Air Support I deck and the "Increased Priority" card from the Artillery I deck in their play area.
- The blue shaded hex represents the exit point for the British vehicles. A vehicle on the blue shaded hex may spend 1 movement point to exit the board.
- If a Flak 36 AT Gun is placed in a hex with an entrenchment marker during set up, it receives +2 cover dice instead of +1.
- Pinned German Infantry may use equipment at half firepower, even if an Officer is not in the hex (as long as they are not fatigued).

## REINFORCEMENTS

- Both sides receive reinforcements as noted below:

### Status Phase 2:

British Division 1:

- 2 Sherman M4A1 Tanks

British Division 2:

- 2 Crusader Mk II Tanks

### Status Phase 3:

British Division 1:

- 2 Sherman M4A1 Tanks

British Division 2:

- 2 Crusader Mk II Tanks

Either German Division:

- 2 Panzer III Tanks

## TERRAIN FEATURES

- 9 Entrenchments
- 1 Pillbox
- 5 Razor Wire
- 6 Minefields





# THE CAULDRON

Scenario Design: Will Mikolajewski

*The Cauldron was a position caught between Lieutenant-General Neil Ritchie's fully-supplied army, which vastly outnumbered the Germans, and a mine field which prevented Rommel from reaching his supplies. Rommel had blitzed through British defenses and captured Tobruk, but out-ran his supply chain, which would be a major theme for the German desert campaign. The situation was so bad that Rommel was hours away from asking the British for terms.*

## OBJECTIVE:

German Division 2 must link up with a Panzer IV Tank from Division 1 to simulate the arrival of the fuel convoy. Once an Opel Blitz Truck ends its movement in a hex with a Panzer IV Tank, all movement restrictions are immediately removed. The Germans win if they control the victory objective marker at the end of any game round after the Division 1 movement restrictions are removed.

*But I agree that we cannot go on like this. If we don't get a convoy through tonight, I shall have to ask General Ritchie for terms.*

—General Erwin Rommel

*This was one of the heaviest blows I can recall during the war. Not only were the military effects grim, but it affected the reputation of British arms... Defeat is one thing, disgrace is another.*

—Prime Minister Winston Churchill

## BRITISH SETUP

### DIVISION 1

- 2 Squad Bases
- 4 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 3 Crusader Mk. II Tanks
- 2 Bren Gun Carriers
- 2 Bedford OY Transports



x1

### DIVISION 2

- 4 Squad Bases
- 11 Regular Infantry
- 1 Elite Infantry
- 2 Officers
- 1 Machine Gun Crew
- 1 Matilda Mk. II Tank
- 1 Crusader Mk. II Tank
- 1 QF 6-Pounder AT Gun
- 1 Bren Gun Carrier



x1

- Starting Strategy Cards: 0

### Strategy Decks

- Desert Tactics I (Shared)
- Disruption I (Shared)

### Deployment Zone

- Division 1: Any hex with an orange border on map 15B.
- Division 2: Any hex with an orange border on map 16B

The QF 6-Pounder AT gun must be placed in the hex containing the entrenchment marker on map 19B.

## GERMAN SETUP

### DIVISION 1

- 3 Squad Bases
- 6 Regular Infantry
- 5 Elite Infantry
- 1 Officer
- 6 Panzer IV Tanks
- 3 SdKfz 251 Half-Tracks



x1

### DIVISION 2

- 2 Squad Bases
- 3 Regular Infantry
- 4 Elite Infantry
- 1 Officer
- 2 SdKfz 251 Half-Tracks
- 3 Opel Blitz Trucks

- Starting Strategy Cards: 0

### Strategy Decks

- Desert Tactics I (Shared)
- Disruption I (Shared)

### Deployment Zone

- Division 1: Any hex with an gray border on map 14B.
- Division 2: Arrives as reinforcements during the Status Phase of game round 1 on the marked hexes on map 17B





## SCENARIO DETAILS

- **Rounds:** 6
- **Starting Initiative:** British
- **Actions per Turn:**
  - 3 actions per side

## SPECIAL RULES

- All German Division 1 Tanks and Half-Tracks have their movement halved until an Opel Blitz Truck truck ends its movement in the same hex as a Panzer IV Tank. This simulates the Italians linking up with Rommel and delivering the much-needed fuel.
- Minefields cannot be placed on a victory objective hex, a command objective hex, or the bridge.

## REINFORCEMENTS

- See the German deployment instructions.

## TERRAIN FEATURES

- 1 Entrenchment
- The crevasse running across the board represents the minefield which was trapping the Germans. Treat each crevasse hex (except the bridge hex) as a permanent minefield.





# CAPTURE THE OASIS

Scenario Design: Nate Beck

*In the vast stretches of North African desert, settlements are sparse and scattered. A British recon patrol has reached a remote oasis town shortly ahead of their German counterparts. The British have set up camp around the oasis as the German advance scouting party arrives. The scouts on both sides are preparing the way for armored units that are following shortly behind. Who will win control of this vital water resource?*

## OBJECTIVE:

The side that controls the oasis by the end of game round 5 is the winner. The oasis is controlled by controlling the most neutral command objectives in the buildings adjacent to the pond hex on map 21B.

At the end of game round 5, tally the number of controlled buildings for each nation. Victory conditions are:

**Major Victory:** You control all 3 buildings.

**Minor Victory:** You control at least 1 more building than your opponent.

**Draw:** Both players control the same number of buildings.

*(Note: a unit does not need to remain in a hex in order to maintain control over it.)*

## BRITISH SETUP

### DIVISION 1

- 5 Squad Bases
- 15 Regular Infantry
- 2 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew



x1

### DIVISION 2

- 1 Squad Base
- 4 Regular Infantry
- 2 Bren Gun Carriers
- 1 Bedford OY Transport
- 1 QF 6-pounder AT Gun

- Starting Strategy Cards: 1

#### Strategy Decks

- Desert Tactics I (Shared)

#### Operations Cards

- 014 No Surrender
- 013 Desperate Defenders

#### Deployment Zone

Any hex on map 21B. The Bedford OY Transport and the QF 6-Pounder AT Gun must be placed in the same hex as the entrenchment.

## GERMAN SETUP

### DIVISION 1

- 7 Squad Bases
- 21 Regular Infantry
- 5 Elite Infantry
- 2 Officers



x1

### DIVISION 2

- 2 SdKfz 251 Half-Tracks

- Starting Strategy Cards: 1

#### Strategy Decks

- Desert Tactics I (Shared)

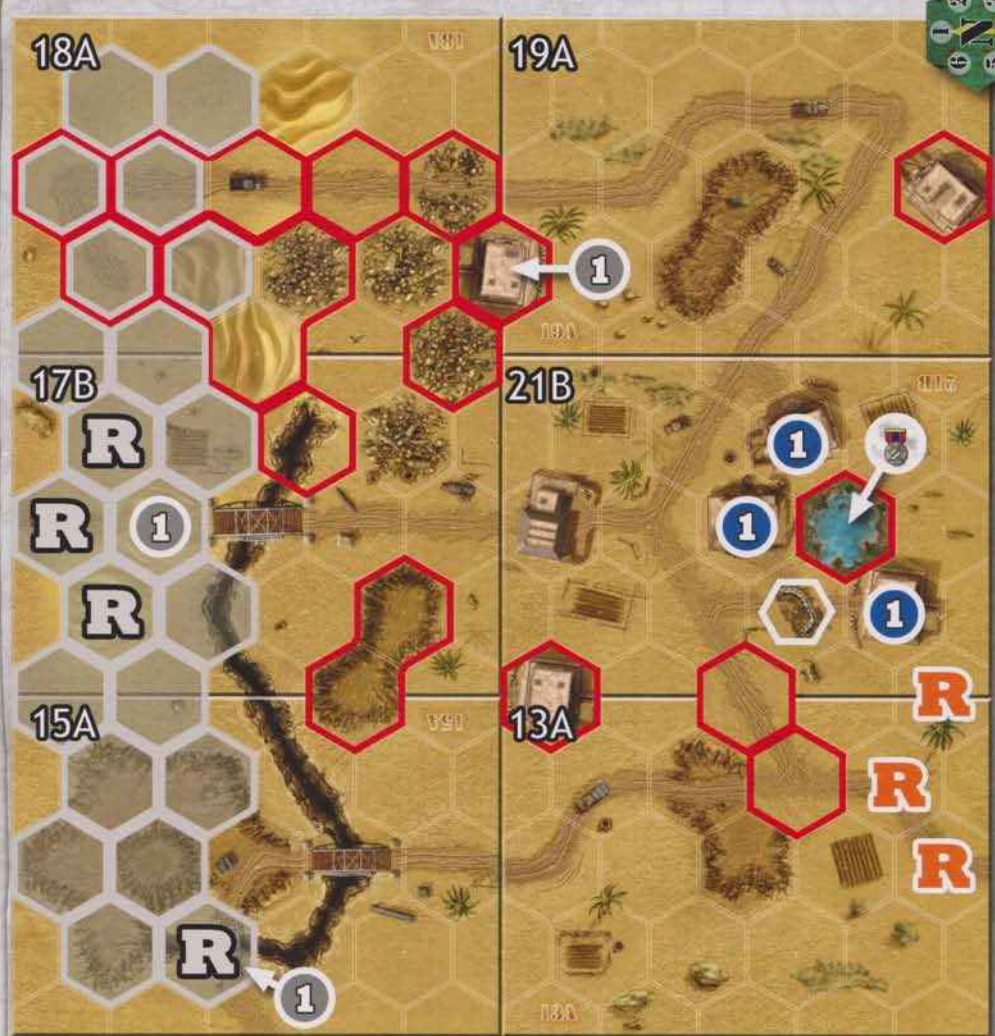
#### Operations Cards

- 006 Merciless Assault
- 019 Panzer IV Ausf. E

#### Deployment Zone

Any hex with a gray border on maps 18A, 17B, and 15A.





## SCENARIO DETAILS

- Rounds: 5
- Starting Initiative: Germans
- Actions per Turn:
  - 2 actions per side

## SPECIAL RULES

- The oasis hex cannot be entered. The victory objective marker is considered controlled if you control more building hexes around the oasis hex than your opponent controls.

## REINFORCEMENTS

- Both sides receive reinforcements as noted below:

### Status Phase of game round 1:

German Divisions:

- 2 Panzer III Tanks
- 1 Panzer IV Tank

### Status Phase of game round 2:

British Divisions:

- 1 Crusader Mk. II Tank
- 1 Matilda Mk. II Tank.

## TERRAIN FEATURES

- 1 Entrenchment





# FIRST TIGER ENCOUNTER IN THE DESERT

Scenario Design: Bill Jaffe

German Heavy Tank Battalion 501 was made up of the new Tiger tanks and Panzer III Ausf. N tanks. On December 1st, 1942, the lead elements of Heavy Tank Battalion 501 attacked elements of the US 1st Armored Division and British Blade Force north of the city of Tebourba, marking the first time that the Americans and British would face the Tiger.

## OBJECTIVE:

The nation with the most VPs at the end of game round 7 wins. The Germans receive 1 VP for each tank moved off the board through the blue shaded hexes.

The Allies player gets 1 VP for each destroyed Tiger.

The Allies player win a decisive victory if they prevent any Tigers from exiting the map.

*The morale effect of Tigers was especially noticeable on this day. Without problems the Tigers easily managed the march through the mountainous terrains.*

—Major Lueder  
Commander, schwere  
Panzer-Abteilung 501

## ALLIED SETUP

### BRITISH DIVISION

- 4 Crusader Mk. II Tanks

### AMERICAN DIVISION

- 6 M4A1 Sherman Tanks

- Starting Strategy Cards: 1

#### Strategy Decks

The British receive a custom strategy deck made up of the following cards. Place an initiative card on top of the deck to mask which card is next:

- Take Down the Beast x2
- Top Priority Barrage x2
- Offensive Artillery x3

#### Deployment Zone

- British Division: Any hex with green border on map 15B.
- American Division: Any hex with green border on maps 18B and 21B.

## GERMAN SETUP

### DIVISION 1

- 3 Tiger I Tanks

### DIVISION 2

- 6 Panzer III Tanks

- Starting Strategy Cards: 1

#### Strategy Decks

- German Air Support I (see Special Rules)

#### Deployment Zone

- Any hex with a gray border on maps 20A, 14A, and 17A





## SCENARIO DETAILS

- Rounds: 7
- Starting Initiative: Germans
- Actions per Turn: - 2 actions per side

### SPECIAL RULES

- All Crusader Mk. II tanks have firepower 6 vs. vehicles.
- British and American units cannot combine fire with each other.
- The Allies cannot combine fire with more than 2 vehicles, reflecting the newness of the Allies working together and the lack of fighting experience of the Americans.
- All Panzer III tanks have an armor value of 4.
- The blue shaded hexes represent the exit point for German tanks. A tank on a blue shaded hex may spend 1 movement point to exit the board.
- The "Strafing Run" card in the German Air Support I deck has the following effects:  
AREA ATTACK (5)  
Then TARGET HEX adjacent to initial target hex.  
AREA ATTACK (3)  
All other aspects of the card are unchanged.

### REINFORCEMENTS

- Allies receive 2 M4A1 Sherman Tanks during the Status Phase of game round 2.

### TERRAIN FEATURES

- None





# STING OF THE CACTUS

Scenario Design: Willem Boersma

The British 8th army and their American allies have squeezed the remnants of the once powerful Afrika Korps into an ever shrinking pocket in Tunisia. The Allies are on the verge of breaking out of the hills and onto the road leading directly to the country's capital and Axis supply port of Tunis.

In their way stands a cactus farm defended by elite German fallschirmjäger. The British have already launched several attacks against it, but have been unable to dislodge the Germans, suffering heavy losses in the process.

On May 1, 1943, the British decide to launch yet another attack with the mighty Churchill

tanks of the 12th Royal Tank Regiment leading the way, supported by American bombers.

## OBJECTIVE:

The player with the most VPs at the end of the scenario is the victor.

A controlled victory objective marker at the end of game round 8 yields its controller 3 VPs. The Germans start the game in control of both victory objective markers. In addition, VPs can be scored in the following ways:

The Germans score 1 VP for each Churchill tank destroyed and for each friendly squad

exited off the map through the blue shaded hexes. **German squads may only exit in the last game round.**

The British score 1 VP for each friendly squad exited off the map through the blue shaded hexes and 2 VPs for each Churchill tank exited in the same manner. It costs one movement point for a unit to exit the map ( $\frac{1}{2}$  movement point for a truck exiting from the road hex). Units may exit by moving into a half hex. Note that empty trucks do not grant any VPs.

## BRITISH SETUP

### DIVISION 1

- 2 Churchill Mk. III Tanks (use Matilda Mk. II Tanks to represent Churchill Mk. III Tanks)

### DIVISION 2

- 2 Churchill Mk. III Tanks (use Matilda Mk. II Tanks to represent Churchill Mk. III Tanks)

### Starting Strategy Cards: 2

#### Strategy Decks

- Desert Tactics I (Shared)
- British Reinforcements I

#### Operations Cards

- 004 Double Time
- 016 Clear Tank Trap
- 018 Seize the Initiative.

#### Deployment Zone

- Division 1: Any hex with an orange border on map 15A.
- Division 2: Any hex with an orange border on map 21A.

## GERMAN SETUP

### DIVISION 1

- 5 Squad Bases
- 12 Regular Infantry
- 3 Elite Infantry
- 1 Officer
- 1 Machine Gun Crew
- 1 Mortar Crew



x1



x1



x1

### DIVISION 2

- 4 Squad Bases
- 8 Regular Infantry
- 2 Officers
- 4 Elite Infantry
- 1 Machine Gun Crew
- 1 Panzer III Tank



x1



x1

### Starting Strategy Cards: 4

#### Strategy Decks

- Desert Tactics I (Shared)
- German Custom deck (see Scenario Details)

#### Operations Cards

- 010 Inspiring Leadership
- 013 Desperate Defenders
- 014 No Surrender

#### Deployment Zone

- Division 1: Any hex on maps 16B and 18A.
- Division 2: Any hex on maps 13B and 19B.





## SCENARIO DETAILS

- **Rounds:** 8
- **Starting Initiative:** Germans
- **Actions per Turn:** - 2 actions per side

### SPECIAL RULES

#### • Starting Strategy Cards:

Germans (Play Area. Placed face up, paid for, and ready to use):

- 1 All or Nothing (Morale I)
- 1 Sticky Bombs (Morale II)

Germans (HQ Area):

- 1 Go to Ground (Morale I)
- 1 Take Cover (Morale I)

British (Play Area. Placed face up, paid for, and ready to use. Contact has already been established for these 2 cards. They must be used during the Action Phase of game round 1 or be discarded):

- 2 Bombing Run (American Air Support I)

#### • German Custom Deck

These are in addition to the Germans' starting Strategy cards. Place an initiative card on top of the deck to mask which card is next:

- 2 Offensive Artillery (Artillery I)
- 1 Suppressive Barrage (Artillery I)

- 2 Take Down The Beast (Artillery I)
- 1 Take Cover (Morale I)
- 1 Go To Ground (Morale I)
- 1 Sticky Bombs (Morale II)
- 2 Hardened Veterans (German Reinforcements I)

### REINFORCEMENTS

Both sides receive reinforcements as noted below:

#### Status Phase 2:

British Division 1:

- 5 Squad Bases
- 10 Regular Infantry
- 4 Elite Infantry
- 2 Officer
- 1 Machine Gun Crew
- 1 Mortar Crew
- 1 Medic Specialization Token
- 1 Recon Specialization Token

British Division 2:

- 5 Squad Bases
- 12 Regular Infantry
- 4 Elite Infantry
- 2 Officers
- 1 Machine Gun Crew
- 1 Flamethrower Specialization Token
- 1 Engineer Specialization Token

#### Status Phase 4:

German Division 1:

- 1 Panzer IV Tank

### TERRAIN FEATURES

Woods terrain represents brush/scrub and an olive grove respectively. They count as normal woods during play.

- The Germans may place the following in any non-building, non-crevasse hex in their deployment zone at set-up:
  - 3 Razor Wire
  - 2 Entrenchments
  - 3 Tank Traps

### CHURCHILL MK. III

	RANGE	FIREPOWER
	5	6
	6	6

**MV:4** **ARMOR:6**

*Tank, Heavy Vehicle*

**Concussive Firepower:** Receives +2 range and +1 firepower when attacking a squad in a building or pillbox.

**Overrun:** May move through an enemy hex, pinning all squads present (+1 movement cost per enemy unit).



## TERRAIN REFERENCE

### BUILDING



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

### CLEAR



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

### CREVASSE



**Movement Cost:**  
 Impossible  
**Cover:** 0

### DIRT ROAD



**Movement Cost:** 1\*  
**Cover:** Depends on main terrain type  
 \*Movement cost 1 if moving along a contiguous road. Movement cost ½ instead of ½ when using Effective Road Movement.

### DUNES



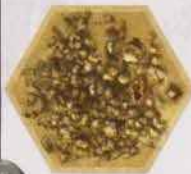
**Blocking Terrain**  
**Movement Cost:**  
 2 (Infantry)  
 3 (Vehicle)  
**Cover:** 1

### HILL



**Blocking Terrain**  
**Movement Cost:** 1  
 (2 if moving uphill)  
**Cover:** 0  
 Attacking units at higher elevation than target gain +1 to their range.

### ROUGH



**Movement Cost:**  
 2 (Infantry)  
 1 (Vehicle)  
**Cover:** 1

### WOODEN BRIDGE



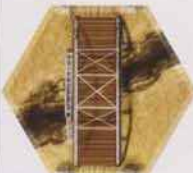
**Movement Cost:** 1  
**Cover:** 1  
 Counts as a dirt road hex for contiguous road movement.

### WADI



**Movement Cost:** 1  
**Cover:** 0  
 Vehicles roll a die when entering or leaving, and end movement lightly damaged on a 5 or 6.  
 See pp. 5-7 for Wadi LOS rules.

### WADI BRIDGE



**Movement Cost:** 1  
**Cover:** 1  
 Counts as a dirt road hex for contiguous road movement.  
 Counts as a contiguous wadi hex for LOS purposes.

### WADI ENTRANCE



**Movement Cost:** 1  
**Cover:** None  
 Units in a wadi entrance hex are only in LOS to units in adjacent hexes or if the attacking unit can trace its entire LOS through wadi hexes.

## TOKEN REFERENCE

### RECON



**Stamina:** This squad gains +1 movement.  
**Stealth:** This squad cannot be attacked at long range.

### ALPHA UNIT



**Experience:** This squad starts with 1 star. After this squad performs a Concentrated Fire or Fire and Movement action, and you roll at least 2 attack successes, then replace this specialty token with the token containing one more star.

**Adept Marksmen:** This squad gains +1 firepower per star.

### BRAVO UNIT



**Determination:** This squad starts with 1 star. After this squad is attacked and your opponent rolls at least 2 attack successes, then replace this specialty token with the token containing one more star.

**Adept Defenders:** This squad gains +1 cover per star.