



Tide of Iron - Days of the Fox

Free-French at Bir Hakeim

Scenario designed by Bill Jaffe for the Tide of Iron™ game system

Gazala: May-June 1942

During the fighting around Gazala the Free-French held the southern most Defensive Box of the British line. The Free-French's stubborn Resistance helped the British 8th Army both regroup from the initial Axis attack and later the retirement of said Army back to Egypt.

OBJECTIVE:

The Italian player must capture and hold at least one of the objective markers (minor victory). If both are captured, the Italian players scores a major victory.

SCENARIO DETAILS

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

REINFORCEMENTS

- **Free-French** - Status phase of **Round 4**; R marked hex
 - **Division 1:** Bren Carrier

SPECIAL RULES

- Use British figures for the Free French and German figures for the Italians. See Special Rules notes at the end for the differences in abilities.

TERRAIN FEATURES

- 9 Entrenchments
- 6 Minefields
- 6 Wire



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Free-French

(1st Free French Bgde)

DIVISION 1:

(2nd Btn. 13th DBLE)

- ☆ 14 Squad Bases
- ☆ 30 Regular Infantry
- ☆ 6 Elite Infantry
- ☆ 4 Officers
- ☆ 2 Mortar Crew
- ☆ 2 Machine Gun Crew
 - 1 Medic, 1 Alpha, 1 LMG, 1 Bravo, 1 Boys AT Rifle specializations

DIVISION 2:

(3rd Btn. 13th DBLE)

- ☆ 1 AT gun (French 75mm)
- ☆ 1 AT gun (2 Pdr.)

• Starting Strategy Cards: 2

• Strategy Decks

- Artillery II
- Ground Support I

• Operations Cards

- No Surrender
- Desparate Defenders

• Deployment Zone

The entrenchments and Buildings on Boards 21B,15B,13B



ITALIANS

[Ariete Division]

DIVISION 1:

[IX Battalion]

- + 14 Squad Bases
- + 31 Regular Infantry
- + 7 Elite Infantry
- + 6 Officers
- + 4 Mortar Crews
- + 2 Machine Gun Crews
 - 1 Recon, 1 Medic, 2 Engineer, 1 Alpha, 1 LMG, 1 SMG specializations

DIVISION 2:

[17th Infantry Division-Pavia]

- + 3 PzIV Tanks (M13/40)
- + 2 PzIII Tanks (M11/39)

• Starting Strategy Cards: 2

• Strategy Decks

- Disruption I
- German Air Support I

• Operations Cards

- Lay Smoke
- Clear Mines

• Deployment Zone

The S marked hexes on 17B for Div. 1
The S marked hexes on 14B for Div. 2





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SPECIAL NATIONALITY RULES

ITALIAN STATS



The **Italian Machine Gun** is Range 5 Firepower 3 Against Infantry

The **Italian Light Machine Gun** (LMG) is Range 4 Firepower 2 against Infantry; Range 3 Firepower 1 versus vehicle. Only one allowed to a squad. Rapid Fire: This Squad gains +1 firepower in Concentrated or OP Fire attacks against infantry targets but not the Rapid op fire of standard machine guns. Also Squads with this weapon may take Move and Fire Actions. these numbers replace one Figures stats.

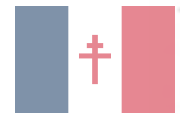
The **Italian SMG** Token Represents a squad equipped with SMG's with the following stat changes; versus Infantry the Range is 2 and the Firepower is 2 but max range is 3 Vehicle numbers do not change from standard Infantry numbers.

Italian Tanks

M11/39, Carro Armato, move 6. Attack values vs. Vehicle is Range 5 Firepower 4, vs Infantry range 5 firepower 5 . Armor protection is 2. Concussive firepower and overrun are as standard for tanks.

M13/40, Carro Armato, move 6 Attack values are vs Vehicle range 6 firepower 5, vs Infantry range 5 firepower 5. Armor protection is 2. Concussive firepower and overrun are as standard for tanks.

Free-French and new British stats



French Light Machine Gun vs Infantry range 4 firepower 2; vs vehicle range 3 firepower 1. only one figure per squad can have this change. Special rule of Rapid Fire the figure employing this weapon gets +1 firepower in concentrated or op fire attacks against infantry.

French 75 AT Gun. This represents modified French 75 artillery pieces for anti tank work vs vehicle range 7 firepower 6, vs infantry range 5 firepower 6.

2 pounder AT Gun standard at weapon from 1939-1942 as 6 pounders did not replace these guns entirely until 1943. stats vs vehicle range 6 firepower 5; vs inf range 6 firepower 3. the British did not make 2 pounder HE ammo

Boys Anti-Tank Rifle the standard British and Commonwealth Personal Anti-Tank weapon until the Piat appears in 1943 stats are vs Vehicle range 2 Firepower 2; vs infantry range 3 firepower 2.

AT Gun squad is 2 figures on a base. This squad is activated with the AT Gun and fatigued when the activation is completed.

During the strategy card draw phase of each round players can draw 2 cards but they must draw from each deck.



In Memory of Bill S Jaffe (October 19 1968 - June 9, 2019)

Bill worked on many Tide of Iron scenarios, campaigns, books and of course as the director of 1A Games which sought to revive the game and franchise. His enthusiasm for the game will sorely be missed.

This scenario was written by Bill for a campaign we had started around the Gazala battles. Rest In Peace Bill.