

# TIDE OF IRON



## DAYS OF THE FOX<sup>TM</sup> EXPANSION

**RULES OF PLAY AND  
SCENARIO GUIDE**

# TIDE OF IRON™

## DAYS OF THE FOX

*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 cause against Germany, prepared for another major war after World War I ended 20 years before. This time they would trust their historical advantages and the strength of France's new Maginot Line of fortress installations for their short term defenses.*

*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 planes who managed to hold the Luftwaffe at bay long enough to protect the vital extradition. In gratitude to the pilots of those planes 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, German 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 prisoners 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.*

# GAME OVERVIEW

*Days of the Fox* expands on the already epic *Tide of Iron* (“*TOI*”) game experience by adding the forces of an entirely new nation (the British), as well as anti-tank guns, additional vehicles, desert 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
- 76 British Plastic Figures, consisting of:
  - 36 Standard Infantry
  - 8 Elite Infantry
  - 4 Officers
  - 4 Mortar Crews
  - 4 MG Crews
  - 4 Matilda II Tanks
  - 4 Crusader Tanks
  - 4 Bedford OY Transport Trucks
  - 4 Bren Gun Carriers
  - 4 Ordinance 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:
  - 4 Panzer III Tanks
  - 4 Panther Tanks
  - 4 Flak 36 88mm Anti-tank Guns
- 4 American Plastic Figures, consisting of:
  - 4 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
- 6 Entrenchment/Pillbox Desert Tokens
- 6 Tank Trap/Barbed Wire Desert Tokens
- 14 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 76 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 88mm anti-tank guns.



### American Plastic Figures

These four 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.



### 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 on page 4 (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.

## 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

The new operations cards provide a variety of rules to their assigned 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 8). 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.

### Dunes



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

### Dirt Road



**Blocking Terrain:** Depends on hex's main terrain type.  
**Movement Cost:** It only costs a unit one 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 on roads** ability, it costs **one-half of a movement point** instead of one-third when moving along a dirt road.  
**Cover:** Is equal to the hex's main terrain type.

### Wooden Bridge



**Blocking Terrain:** No  
**Movement Cost:** 1  
**Cover:** 1

A wooden bridge is contiguous to an adjoining dirt road.

### Crevasse



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

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

## 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 allied 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 7 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 heavily 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 will be used in future scenarios, 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 the main armament used 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 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 is not activated by this action. As above, 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. 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 can 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 or entrenchment).

### 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).

## 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.

## 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 their nation. In other words, players may perform advance and concentrated fire actions with enemy equipment following the rules above.

Units with an 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 into the hex. If any other enemy squads of vehicles are present in the hex, then the move is not possible.

## 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

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 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.

## 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 the *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 experience, must place a corresponding experience 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 vary with each type of specialization. For example, alpha units receive +1 firepower for each star on their specialization token.

# DAYS OF THE FOX SCENARIOS

## 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 the movement bonus provided by a leader figure.

**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 specialty 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 is attacked by an opponent and at least two attack successes are rolled (before applying defense dice), replace this specialty with the bravo token containing one additional star (see "Specialization Experience").

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

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## Introduction

This booklet contains six scenarios for *Days of the Fox*. 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 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 a 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 can enter (and remain in) each other's hexes, and for all game purposes, are considered friendly pieces.

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# TERRAIN REFERENCE

## CLEAR



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

## ROUGH



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

## DUNES



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

## WOODEN BRIDGE



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

## CREVASSE



**Movement Cost:**  
Impassable  
**Cover:** 0

## DIRT ROAD



**Movement Cost:** 1\*  
**Cover:** Depends on main terrain type  
\*Movement cost 1 if moving along a contiguous road. Otherwise, use main terrain type.

## HILL



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

## BUILDING



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

When using the **Effective on Roads** ability, it costs 1/2 a movement point to move along a contiguous road (instead of 1/3)

# 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.