Objective: Tobruk

Flames of War Desert Campaign

Objective: Tobruk is a Flames of War campaign system designed to produce some interesting battles for club or group play. Although designed for the Flames of War game system, the rules can be used for other miniature based rules sets.

The map represents the area around Tobruk, which historically saw plenty of heavy fighting. Tobruk was a gateway into North Africa and it's port was a strategic asset and an objective to both sides.

Each turn represents a day, and although theoretically, armored forces could move much further than their movement allowance in the game, the nature of the terrain, scouting, and fuel supplies severely curtailed this.

Each side will get a number of points that will be broken down into forces. These forces can then be represented by counters or pins on a map. Each force then rolls for initiative and moves when their number comes up. When two forces meet in a hex on the campaign map, then both sides choose their forces and the battle is fought out with miniatures using the Flames of War rules.

With the initiative movement system, there is no need for an umpire. This will let everyone play and still keep the suspense of a hidden movement game.

You will need to make up a number of unit cards for the miniatures that you and/or your group has. When you prepare for bat-

tle, you simply choose a number of units up to the point value that is in your force. The more units of miniatures that you have, the greater variety of choices that your side will have to choose from.

Supply was an important part of the fighting in North Africa and it will be in this campaign as well. Each side needs to keep it's supply lines open and the further you advance the worse your supply situation gets.

This is not a massive campaign, but it should provide gamers with several battles and strategic options.

Campaign Set Up

First, both sides need a copy of the game map. Then, either cut out the counters provided, use pins, or cover the maps in clear plastic and use dry erase markers to mark positions on the map.

Each side then needs to

fill out a number of unit cards that they will use to choose their forces for the battles.

Each side then needs to roll on the random starting forces table. The points totals are then broken down into forces to be used on
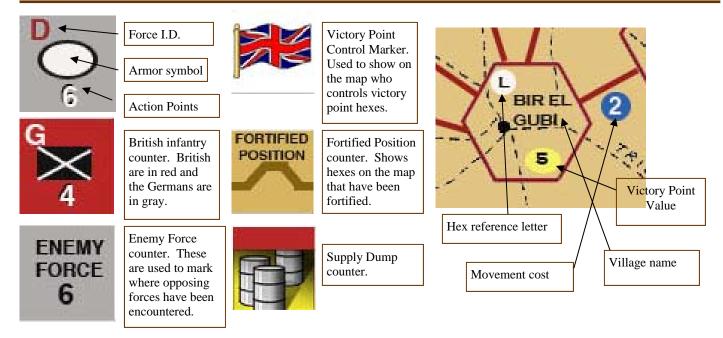
the campaign map.

Finally, the British place their forces on the campaign map. Check the first turn special rules, then roll initiative for each force on the map. Once the movement sequence has been determined, the game starts.

Rules Index:

Special points of interest:

- *No umpire is needed, but there is still hidden movement.*
- *Supply and random events are critical to operations.*
- *Easy to use recon system.*
- *Can use random starting forces*

Map and Counter Information

Force I.D.

Armor symbol

Action Points

British infantry counter. British are in red and the Germans are in gray.

Enemy Force counter. These are used to mark where opposing forces have been encountered.

Victory Point Control Marker. Used to show on the map who controls victory point hexes.

Fortified Position counter. Shows hexes on the map that have been fortified.

Supply Dump counter.

BIR EL GUBI

Hex reference letter

Movement cost

Victory Point Value

Village name

Sequence of Play

Each turn represents one day and follows a strict sequence of play.

1. Determine Initiative Sequence
2. Roll for Random Events
3. Air Phase
4. Recon Phase
5. Move all forces and conduct combat
6. Supply status & reinforcements

At the start of each turn, roll 1D6 to determine who is the first player for that turn.

The sequence of play must be strictly followed each turn. A complete campaign game of Objective: Tobruk takes ten turns or the game may be ended by the Sudden Death Victory Conditions.

There are some special first turn rules which are described in the appropriate section.

The Initiative Sequence

Each turn, during the Determine Initiative Sequence, each side rolls to determine the movement order for their forces. Roll 1D100 (percentile dice) for each force that you have on the map. Record this score as you will need to refer to it when both sides interact for movement.

Now both sides read off their highest score. The side with the highest score then moves that force with the high score. Play then proceeds with each side moving a force that has the next highest score until all forces have had a chance to move

or use their action points.

If two or more forces are stacked in the same hex, the owning side can either roll for them separately or as a group. The decision must be made before any rolls are done.

This system prevents the need for a referee, so all gamers involved can play.

Example: The Germans have four forces on board and roll the following: A-65, B-42, C-61, D-97. The British have three forces and roll the following: A-55, B-

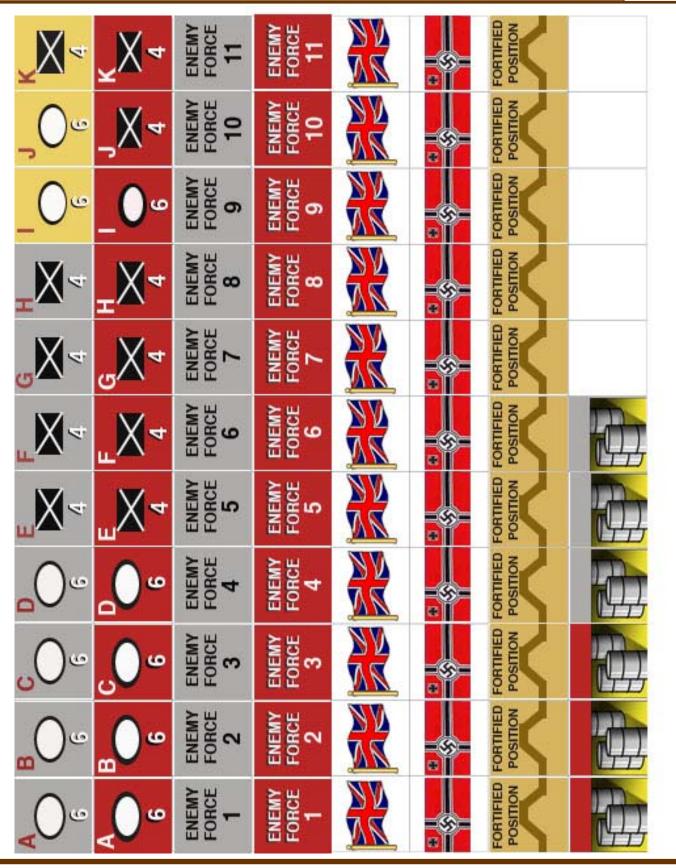*87, C-22. The movement order for the turn would be:*

German D-97, British B-87, German A-65

German-C-61, British B-55, German B-42

British C-22

So, the German side would then start out the turn by saying, "Force moves from hex _ to hex_". You do not have to say the name of the force or tell where it's moving if you wish to remain hidden. See Force Descriptions for hidden movement.

Game Counters

Game counter labels (rotated): A 6, B 6, C 6, D 6, E X 4, F X 4, G X 4, H X 4, I 6, J 6, K X 4

ENEMY FORCE 1, ENEMY FORCE 2, ENEMY FORCE 3, ENEMY FORCE 4, ENEMY FORCE 5, ENEMY FORCE 6, ENEMY FORCE 7, ENEMY FORCE 8, ENEMY FORCE 9, ENEMY FORCE 10, ENEMY FORCE 11

FORTIFIED POSITION

Random Events

Each turn, both sides roll 1D6 to check for Random Events that could affect the campaign. If any side rolls a 6, then that side consults their Random Events Table to see what event occurs. The effects of the event take place immediately and can be used for the coming turn. Roll 1D6 to get the result

Axis Random Events (1D6)

1. A supply convoy from Italy arrives. Add 10 supply points to your total.

2. Maximum air effort. Dedicated air support this turn is free for all battles.

3. A supply convoy arrives. 500 points of reinforcements can be added to any force in supply.

4. Operational Planning. Two forces may make deliberate attacks for 1 action point each.

5. SAS Raid! Lose 5 supply points.

6. Convoy sunk. No supply points or reinforcements are received this turn.

British Random Events (1D6)

1. Maximum air effort. Dedicated air support is free this turn for all battles.

2. Supply convoy arrives. Add 10 supply points to your total.

3. Stuka attack! Lose 5 supply points.

4. Naval Support. Any battles in hexes A, E, I, J, M, or P count a 4 gun 25 lbr. Battery as off table support.

5. Convoy from England arrives. Add 500 points of reinforcements to any force in supply.

6. Convoy sunk. No supply points or reinforcements are received this turn.

Air Phase

Each turn, both sides secretly write down whether their air support will be used as battlefield support or theater support. Then, both sides reveal their choices.

If battlefield support is chosen, then that side can spend points on air support for each battle that turn. If theater support is chosen, then that side cannot use air support during any battles that turn.

If the British side chooses theater air support, then that side rolls 1D6 and the result is the number of supply points that are lost by the Axis side. Also, roll 2D6 x10 and that is the number of reinforcement points that do not arrive this turn.

If the Axis side chooses theater air support, then they must choose whether to go after supplies/reinforcements or to strangle Tobruk. If they choose to stran-

gle Tobruk, then no reinforcements can be sent to Tobruk and on a roll of 4,5, or 6 on 1D6, each supply point sent to Tobruk that turn is lost. The British side can try to send as many supply points to Tobruk as they want, but must roll for each one individually.

If the Axis side goes after supplies and reinforcements, then use the same procedure as for the British.

Recon Phase

Knowing what strength and where the enemy is at is vital to armored warfare operations. This is a phase of the turn that gives both sides a chance to learn more about the enemy's intentions.

Each side gets 6 recon points that can be used during the campaign These points represent aircraft, SAS/LRDG teams, armored recon units, and radio interception. Each turn, both sides write down the number of recon points used and in which hexes they will be used. You may put 1 pointi n six hexes or all 6 in one hex if you so desire, or any combi-

nation of hexes and points up to your total of points available.

If you assign a point to a hex, then the opposing side must tell you whether the hex is empty or occupied by a force. If there's a force present, your **opponent** rolls on the intelligence table and gives you a result. Each additional recon point in that hex improves the odds for accuracy of the report

At the end of the phase roll a D6 for each recon point. In an empty hex if a 6 is rolled the point is lost. In an occupied hex the point is lost on a 5 or a 6.

Recon Intelligence Table (roll **1D6**)

1. Within +/- 50% of force total

2. Within +/- 30% of force total

3. Within +/- 25% of force total

4. Within +/- 10% of force total

5. Accurate force total

6. Accurate force total, plus whether or not the force is armor/infantry.

Add +1 to the die roll for each recon point over 1 assigned to the hex.

Force Descriptions & Hidden Forces

A force is defined as at least 500 points and must be either an armor heavy or infantry heavy force. Any force less than 500 points must immediately move towards and join a larger force. New forces can be created at any time.

If a force is infantry heavy that means when the forces are chosen for battle, at least one of the companies must be an infantry company. Also, you cannot add a second armor company unless you had a second infantry company. It is the exact reverse for an armor heavy force where you must choose at least one armor company. You can add an infantry company, but there can never be more infantry companies than armor companies in an armor heavy force and vice versa for an infantry heavy force.

When your force is chosen for a tabletop battle, you can do it one of two ways, depending upon your availability of figures. The first way is to follow the rulebooks exactly by choosing a company, then selecting all of the support units. **You can have more than one company in a force.**

The second way is to create a set of unit cards that show all the companies and units that your group has figures for. Players can then select a number of units, including air support, up to the points total of the force.

For example, you are trying to select units for an infantry heavy force using the second option with about 2000 points. The first unit must be an infantry company, then you add two armor platoons for support, a mortar platoon, an artillery battery, and air

support. You could have one infantry company and one armor company, but you could not have two armor companies (you're building a infantry heavy force) unless you added a second infantry company.

Forces do not have to be declared to the enemy, so you can use hidden movement. When it's time to move that force, just move it without telling the other side where it moves to. However, if an enemy force (not recon) enters the hex of an undeclared force, that force suffers a 6D6x100 point loss (simulates an ambush or random air strike).

Note: Hidden movement is great for reserves, but near the front it's safer to declare your forces when they move.

Movement & Action Points

According to the Initiative Sequence Phase, each side now moves their forces. The highest rolled number starts first and announces their move and actions. **Announcing your moves is completely optional**. However, as in the above section, if an enemy force moves into the hex of an unannounced force, there are severe consequences. It is useful for hiding reserves or assembling forces behind the main lines for a counterattack.

Movement from one hex to another occurs only on the red connecting lines. Each hex costs one action point to move to it, except for a few hexes that cost two because of the need to cross open desert

with no tracks.

Each method of attack also costs action points (see the Action Point Cost Chart). This determines the type of attack and the amount of preparation for the attack. **Regardless of movement costs, a force can always launch a deliberate attack into an adjacent hex for the cost of all of it's action points.**

Each force (or stack of forces) must finish it's movement and combat before another force can begin movement and combat.. This creates a realistic flow of a campaign and will allow you to change your plans to meet new threats or exploit opportunities.

Action Point Cost Chart	
Move One Hex	1 AP
Move One Hex (Blue Circle)	2 AP
March Attack	1 AP
Hasty Attack	2 AP
Deliberate Attack	3 AP
Deliberate Defense	ALL

Action Point costs are cumulative, so to move one hex and launch a Deliberate Attack would cost 4 AP.

Action Definitions

March Attack: All forces must enter from the edge of the board in a 12" area on one edge of the game board. The entry area can be anywhere along the edge of the board, except it must be at least 12" from the side edges.

Hasty Attack: All forces must be deployed in an area 48" long and 12" in from one side of the game board. The set up area cannot be closer than 12" to any of the side edges.

Deliberate Attack: All forces are deployed anywhere along one side of the board, up to 18" in from the edge of the game board. Artillery, mortars, and anti-tank guns may be deployed in gun pits.

Deliberate Defense: All forces are set up anywhere along one edge of the board, up to 18" in from the edge of the game board. 32" of entrenchments, 24" of minefields, and 24" of barbed wire are available. All mortars, artillery, and anti-tank guns can be deployed in gun pits. Use a Fortified Position counter to mark forces in this mode.

Hasty Defense: This is a **FREE** action and the mode that all forces are in if an enemy unit advances into their hex and they are not in Deliberate Defense. All forces are deployed in an area 48" long and 12" in from one edge of the game board, no closer than 12" from the sides of the board. Infantry, mortars, artillery, and anti-tank guns may be dug in at the start of the game.

Combat

When forces of both sides are in the same hex, combat occurs. Before the battle begins the attacker may elect to cancel his attack and withdraw back into the hex they entered from. Likewise, the defender may withdraw before battle, but is subject to casualties from pursuit.

Use the terrain choosing feature from the FOW Desert Rats supplement to set up the battlefield. Each side then chooses units from those that are available, up to the amount of points in each force.

If you have more points than you have units, then you may handle this in one of two ways. The first way is to reduce the number of points for both sides proportionately. So, for example, if the attacker has 3000 points in his force and the defender has 2000, then reduce the points totals to 1500 and 1000 respectively. The second method is as units are destroyed, they can be purchased with the excess points and used as reserves or as a second wave of attackers.

Combat continues until either one side decides to withdraw or one company of either side breaks as in the original FOW rules. Players may want to increase this to two companies if you are playing with over 2000 points each.

When one side finally withdraws or breaks, then pursuit is determined and final losses are calculated.

Pursuit and Determining Permanent Losses

If a defending force withdraws before battle or either side withdraws or breaks during combat, then there is a chance of pursuit. If the pursued force does not have sufficient forces to form a rear guard, their loses can be worse than the battle itself.

To see if a pursuit is successful, check the Pursuit Chart for modifiers to the roll. After determining how many dice should be rolled, roll that number of D6s and apply the result. The withdrawing force then moves a hex back to any open hex. If there are no open hexes (or those occu-pied by friendly forces), it is destroyed.

After a battle and pursuit, permanent losses must be determined. Roll 1D6 and this is the number of points that you lose from your force permanently.

1	80%	Add +1 if you control the
2	75	battlefield at the end of the
3	50	game.
4	40	Subtract 1 if your side was
5	25	forced to withdraw.
6	10	

Pursuit Chart

Winning side

1D6 for every 100 points of armor or recon.

1D6 for each unspent action point this turn.

Losing side

1D6 for every 100 points of armor or recon.

Winning and Losing sides roll the # of D6s. Subtract the losing side's result from the winning side and multiply by 10. That's the number of points lost by the losing side during pursuit.

Supply

Supply was critical during the North African Campaign and it will be the same in trying to seize Tobruk. Each turn, both sides will need to determine the supply status of their forces.

Each side begins the game with two Supply Dumps and each dump has 5 points of supplies. The British place one in Tobruk and the second can be placed anywhere on the map. Both of the German dumps start off map, but can be moved on to the map on later turns.

Supply Dumps can be moved one hex per turn.

At the end of each turn each side needs to check the supply status of it's forces. Each force needs to be able to trace a path of hexes that are unoccupied by enemy forces back to a supply dump. Each force takes one point of supply to keep it functional. Any path longer than 3 action points of movement costs an additional supply point.

Also, each time a Deliberate Attack is launched, one supply point is immediately subtracted from a supply dump.

If a force is not in supply, then it's action points are cut in half for that turn and no Deliberate Attacks may be made. If a force is out of supply for more than one turn, then it has 0 Action Points until it is re-supplied. If a force is out of supply for more than one turn, then you roll that many D6s (# of turns) and multiply by 10 for the number of points lost by that force. For example, a force has been out of supply for 4 turns: 4D6 x 10= # of points lost.

Supply Dumps can be captured by enemy forces. If an enemy force enters a hex with a supply dump it is immediately captured. If there is a friendly force in the hex, then it is only captured if that force is forced to withdraw. Captured supply points are added to the capturing force's Supply Dumps.

Reinforcements

Each turn there is a chance that fresh reinforcements and supplies will arrive. Both sides had numerous convoys and air transport missions going to North Africa.

Secretly, each turn both sides roll 4D6 and multiply the total by 10. That is the number of reinforcement points that you receive this turn. Reinforcement points may be added to any force that is in supply. Tobruk may always receive reinforcements and supplies (if there is a supply dump there) because of it's port. However, if the Axis side uses a "Strangle Tobruk" air option, then no reinforcements may be sent to Tobruk.

Reinforcements may also be accumulated from turn to turn and a fresh force can be built from them. Choose a hex where the new unit will assemble and then keep track of the points until it reaches 500 points. At that point it becomes a real unit and can be represented with a force counter. If the hex is overrun by enemy forces before the unit finishes assembling, then those points are lost permanently.

First Turn Special Rules

These rules only apply on the first turn and supercede the regular rules in these areas:

1. All Axis forces add +25 to their Initiative rolls.

2. All air support for battles is free.

3. Deliberate attacks cost no additional supply points.

4. When attacking entrenched forces (hexes A, B, and C), one infantry platoon can start in a minefield section that counts as being cleared. This represents German sappers preparing lanes for a large scale attack.

SPECIAL: Hexes A. B. C, J, and M count as being fortified, so any British forces in those hexes count as being in Deliberate Defense. This extends past turn 1 and only changes if Axis forces occupy the hex and British forces have withdrawn.

Remember to declare your forces in the front lines so they're not overrun!

Victory Conditions

The campaign game lasts ten turns. There are several levels of victory that are determined by holding hexes that have a victory point value.

Sudden Death Victory: If the Axis forces seize Tobruk by Turn 5 the campaign ends in an Axis Victory. If this is not achieved by turn 5, then the campaign goes on until turn 10. At the end of the campaign the Axis side adds up the number of victory point hexes that they control and consult the following table.

100	**Total Victory**: The way to the Suez Canal is open and the British fall back for a last defense of Egypt. Immediate promotion to Field Marshal.
80-99	**Major Victory**: The British are forced to pull back to the Egyptian frontier. England will have to divert all of her resources to the Middle East for the foreseeable future.
65-79	**Tactical Victory**: Won a major battle in a long war.
50-64	**Draw**: Both sides get bloodied, but no real advantage to either.
Under 50	**Disappointing Operation**: No real gains despite a massive use of scarce resources. You are demoted and sent to the Eastern Front!

Optional Rules

This is a list of Optional Rules that could be added into the game:

1) Card Initiative System: Replace the Initiative Sequence in the rules by having a card for each force on the map. When that force's card is drawn, it can then use it's allotted action points.

2) Training Levels: Create a random system for determining the training and skill levels of each force or unit. Then, for each battle they participate in, that unit gains a number of "experience points". Your gaming group can then determine how many points it takes to move up a level of training.

3) Add SAS/LRDG raids into the campaign instead of random Events. Allow each side to plan one raid a day that would affect supply.

Designer Notes

Designing a campaign system always presents a number of challenges. First, there is the balance of complexity vs. playability. Some gamers want every detail, from what each force consumes in fuel per gallon to how many smoke shells are carried by each artillery battery. Other gamers just want to move from point A to point B and fight a series of battles. So, a compromise must be reached.

I've played in a dozen campaigns over the years and the biggest killer of campaigns is that they can go on too long. Let's face it, most gamers have what I call Gamers ADD, in that they can't focus on anything for more than a month at a time as new figures and rules continually become available to distract them.

The goal of any gaming campaign is to provide a series of interesting battles, many of which will not be even contests. Gamers must also play much more conservatively. Gone are the "Well, it's the last turn, so throw everything into frontal assault!" mentality as you need to conserve your forces.

Objective Tobruk is a short campaign designed to provide a few interesting battles for a gaming group. Although the Initiative Sequence and movement system may take a couple times to read through, once you get it going you'll see how it is central to the play of the game. Trying to determine where the enemy is, in what strength, and how to plan for an attack or defense is what I feel is the best part of being in a campaign. There's no even

point forces, you have no idea what's out there, and suddenly you get the same feelings that many historical commanders have faced.

The recon, supply, and air systems have been deliberately kept simple, but they still give you a range of options each turn. There is some record keeping in most campaigns, so I recommend designating a chief of staff for each side who's job it is to keep track of forces, reinforcements, supplies, etc… .

Also, don't be afraid to tinker with the rules, change them, add new ones, etc…. . This campaign is just a shell to get you going, so feel free to modify it for your group. The main idea is to have fun and to create some unusual battles that you would generally never do on game nights.

Unit Cards

Players and/or gaming groups can make up a series of these cards for each unit that they have to play the campaign with. You could also use a roster with every force that you have. This helps to reduce set up time for battles as you can clearly see what forces and figs you have available to create your force for the tabletop battle.

Unit Type:		Points Value:	

Type of vehicle/infantry	# of stands	Movement	Armament	Front armor	Side armor	Points value	Total Points

Weapon	Range	Rate of Fire	Penetration	Firepower	Notes

Starting Forces

There are two methods to determine the starting forces for your campaign. The first method is to just arbitrarily choose a points value, say 8,000 points a side, then split that up into armor and infantry force counters. This is pretty even and ensures a fairly balanced game. You could even give new or inexperienced players a few extra hundred points to balance out the campaign.

In history, however, very few battles or campaigns are fought between even forces. With the second method you are allowed to roll a D6, then consult the Random Starting Forces chart to see what kind of force your side gets. **This roll should be made in secret so that your opponents have no idea about he size of your forces.**

The number of infantry and armor forces is the maximum number that can be used at the start.

This provides a large degree of uncertainty and in my view, at least, adds a lot of the fun to a campaign. You have no idea what you're up against and must make a variety of plans. There is also a certain satisfaction if you succeed with a smaller force or disappointment if you lose with a much larger force.

If this is your first campaign you may want to use the balanced forces described in the first method. However, if you want the best out of a campaign, the most challenging is by using the random forces.

Also, feel free to adjust the points ratios if you or your group has a large collection of miniatures or if you want a larger campaign.

British Starting Forces

Die Roll	# of Infantry	# of Armor forces	Total Points avail-	Starting Supply	Notes
1	2	2	6000	10	
2	2	2	7500	12	
3	3	2	8000	15	
4	3	2	8500	15	
5	3	3	9000	18	
6	4	3	10,000	20	

British forces may start anywhere on the board. Distribute your starting supply amount into two supply dumps, which may also be placed anywhere on the map.

Axis Starting Forces

Die Roll	# of Infantry	# of Armor forces	Total Points avail-	Starting Supply	Notes
1	2	2	7000	10	
2	2	2	8000	12	
3	3	2	8500	15	
4	3	2	9000	15	
5	3	3	9500	18	
6	4	3	10,500	20	

Axis forces start of map and enter on turn 1. Axis gets more points since the burden of attack is on them.

MILES

30 20 10 0

N

TRIGH CAPUZ
TRIGH EL ABD

GAMBUT
P 10

BELHAMMED
EL HAMMED

ED DUDA
SIDI REZEGH
N 10

O 2

2

2

BIR EL GUBI
L 5

M 10

TOBRUK
J 25

EL ADEM
K 5

ACROMA
I 5

G 5

RETMA
H

GAZALA
E 15

KNIGHTSBRIDGE
F 5

BIR EL HARMAT

2

ROTUNDA MTEIFEL
B

A

C 5
BIR HECHEIM

D

2

2

3