

Generic Desert Campaign Rules

Basic Rules

Setup

Regardless of the ruleset you're using, this campaign requires three die rolls for the pre-game. In each case, each player rolls 1d6 and the high roll wins.

1) Roll for deployment zone. The winner chooses which table edge to deploy on.

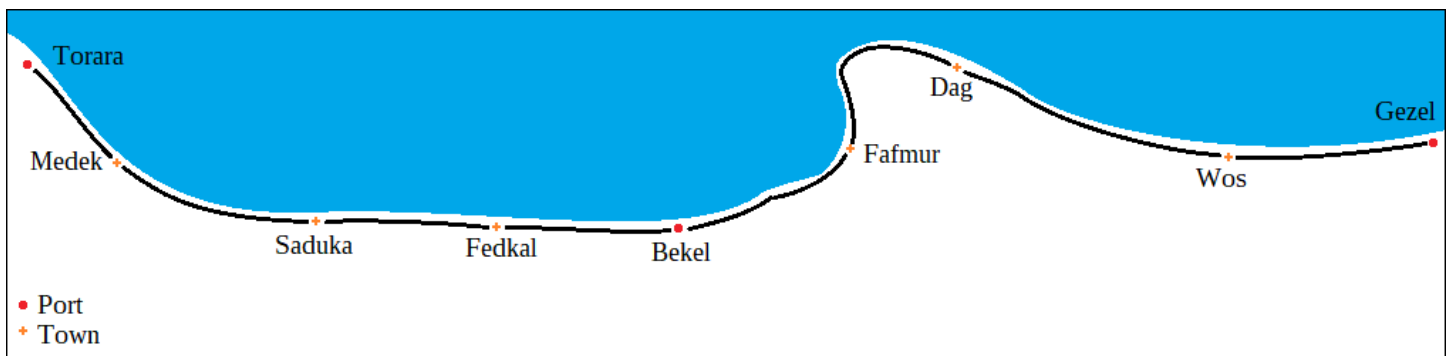
2) Roll for first deployment. The winner chooses which player deploys first.

3) Roll for first turn. The winner chooses which player acts first.

Supply Line

One of the major difficulties of fighting the war in North Africa was of hauling the tremendous volume of supplies from home base to the army's location. Each player rolls on the Supply Effects Table, then rolls on the Die Roll Modifier Table and/or the Battlefield Modifier Table, as instructed.

The roll on the Supply Effects Table is modified by how far the battle is from your home base. Add 1 to your roll for each town between the battlefield and your base. For example, If your base is Torara and the battle is in Medek, you do not add a modifier. If the battle is in Fedkal, you add 2 to your roll because Medek and Saduka are between the battlefield and your base.



Supply Effects Table

1D6 Result

- 1-2 No effect
- 3-5 Roll once on the Die Roll Modifier Table
- 6-8 Roll once on the Battlefield Modifier Table
- 9-10 Roll once on the Die Roll Modifier Table and once on the Battlefield Modifier Table
- 11 Roll twice on the Die Roll Modifier Table and once on the Battlefield Modifier Table
- 12 Roll twice on the Die Roll Modifier Table and twice on the Battlefield Modifier Table

Die Roll Modifier Table

d6 Result

- 1-2 -2 to deployment choice roll
 - 3-4 -2 to first turn roll
 - 5-6 -2 to first deployment roll
- If a particular modifier is rolled a second time, the total modifier is -3.

Battlefield Modifier Table

d6 Result

- 1-2 After all deployment is complete, opponent can move 1 unit up to 12" inside his deployment zone
- 3-4 After all deployment is complete, opponent can move 1 unit anywhere inside his deployment zone
- 5 Opponent can deploy one unit up to 6" beyond the normal deployment zone
- 6 Opponent can deploy one unit up to 12" beyond the normal deployment zone

Fighting the Campaign

The players choose Torara or Gezel as Home Base.

The first battle of the campaign is fought at Bekel. Neither player rolls on the Supply Effects Table for the first battle – it is assumed both armies stockpiled supplies until the spark that ignited this campaign. All subsequent battles use Supply Effects.

After a battle is resolved, the “Front Line” moves one town closer to the loser’s home base. Thus, if the Torara player wins the first battle at Bekel, the Front Line moves to Fafmur, where the second battle is fought. If a battle takes place at Torara or Gezel, the Front Line cannot move further. If you are using the Optional Rules, Torara and Gezel can automatically use Defensive Stance.

Falling Back: Win or lose, a player has the option to fall back toward his base in order to shorten his supply line. It is possible both players will do this. If neither will take the initiative and attack, it is recorded as a battle anyway. In this case both players lose as their political masters get angry with the lack of aggression. If both players change their minds, dice for it. The victor moves the Front Line to the town his opponent fell back to.

Concluding the Campaign

If a player forces the Front Line to Torara or Gezel, and wins two consecutive victories, he wins the campaign. Obviously this would be difficult to achieve, if not frustrating, so if you’re disinclined to slog it out to the final decision, here are two much more achievable conclusions:

Simple Conclusion: Set the campaign length to 3 or 5 battles. The player who wins more battles wins the campaign.

Territorial Conclusion: Set the campaign length to 3 or 5 battles and determine where the Front Line has been moved to. If this would be at Bekel, the campaign is a draw. The player who places the Front Line closer to his opponent’s base than to his own wins the campaign.

Optional Rules

Cutting Across

If you won a battle at Dag or Fafmur you can push across the unmarked desert of the peninsula to the other town and lay an ambush for the enemy. This is a gamble. If it succeeds, you have the advantage. If it fails, you fed your troops into a killing zone. If you make the attempt, roll 1d6.

1-2: You automatically lose the Deployment Zone roll and +1 when you roll for Supply Effects.

3-4: You have -1 to the Deployment Zone roll and +1 to the First Deployment roll.

5-6: You have -1 to the Deployment Zone roll, you automatically win the First Deployment roll, and you have +1 to the First Turn roll.

Defensive Stance

You must choose this before making any die rolls as described under Basic Rules. If you choose Defensive Stance, then:

- You automatically win the roll to choose the deployment zone
- Your opponent automatically wins the First Turn roll
- You can roll twice on the Supply Effects table and choose which result to use.
- If you lose the battle, you are not forced back to the next town. You cannot use Defensive Stance in two consecutive battles in one town.

Seige

Fortress Tobruk! Or Bekel, whatever. Bringing this complexity to the campaign involves multiple additions.

1) Decide which player holds Bekel at the beginning of the campaign. Dice for it if necessary.

2) If Bekel is in your rear and you hold it, you have a -2 to your Supply Effects roll as the port supplements your supply line.

If Bekel is in your rear and you don’t hold it, you have a +1 to your Supply Effects roll as part of your force is

assigned to keeping the enemy garrison bottled up.

3) If you want to take Bekel, you must announce your intent to attack there.

- The garrison in Bekel automatically wins the Deployment Choice roll and has a flat +1 to Supply Effects rolls.
- The besieger automatically wins the First Turn roll.
- In order to capture Bekel, the besieger must win two consecutive battles or four non-consecutive battles. The besieging player then holds Bekel and gains the benefits thereof.

4) Every time the besieger attempts to reduce the Bekel garrison, his opponent's army (not the garrison) gains a cumulative -1 to Supply Effects rolls as he uses the respite to haul supplies forward. After a player attempts to reduce the Bekel garrison, the other player has the option to attack at the Front Line. This also has the effect of interrupting the requirement for "two consecutive battles."

Other Stuff

I'm calling it good here, where it's simple enough to fit into a range of game rules and complete enough to be coherent. Still, drawing from North Africa implies additional flavorful possibilities. My friend Ade pointed out something you can tailor to your preferred ruleset and gamer group.

Long Range Desert Group

The LRDG was a British raiding and reconnaissance unit that operated far behind the Front Line. While these missions can't directly move the enemy back, they can impact an army's chances of success. At the least, a successful LRDG raid can alter the Supply Effects rolls, but feel free to make it as involved and specific as you like.

Possible objectives include:

- Bridges and other choke points in the roads, to hamper movement and supply convoys.
- Towns, to reduce the effectiveness of their defenses or to impair the ability to retreat.
- Supply dumps.
- Field headquarters.