FORT HACKUBAR

A pint-sized campaign for Chain of Command

An introductory campaign set in World War 2 North Africa for two players.

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Introduction

This campaign was written to be used as an introduction for new players to try out the campaign system in Chain of Command as detailed in At the Sharp end supplement. It is designed to be played with two players and an umpire teaching the game. Players should be able to complete the campaign within 6-8 battles. As an introduction campaign it only uses a limited list of support options and does not use all the campaign elements from the At the Sharp End supplement.

I don't have any desert forces?

This campaign is entirely fictional – and there is no actual place called Fort Hackubar. It is meant to represent a typical engagement in the early days of the North African campaign. With a few alterations to the support lists, this campaign may therefore also be played in other theaters of WW2. Perhaps as a fighting withdrawal by the German forces on the eastern front or somewhere in the pacific. Table 4 Blitz represents a sandstorm, but it could just as well represent the arrival of air support or a heavy fog setting in.

What will you need

- A set rules for Chain of Command
- At the Sharp End campaign Supplement
- One of the scenarios is from the 1940 handbook but is detailed below.

A 2-pdr anti-tank gun mounted on a truck, also referred to as a portée gun. Lacking tanks the British commonwealth forces used portée anti-tank guns to increase their mobility.

Table layouts

Contrary to other pint-sized campaigns, this campaign does not feature pre-planned terrain layouts for each table, and you will have to layout the tables by yourself. With the campaign set in the North African desert, the tables should reflect this. Sounds simple right, it's just plain desert. However, too little terrain makes for a boring game, and I would advice that you add at least five terrain pieces to a table. Imagine that the battles are fought in populated semi-rural areas with buildings and farmed areas present. Below is a list of suggestive terrain items:

Low walls consisting of stacked rocks, no taller than a man's waist. Often used around buildings and olive fields to keep livestock out or stop sand from drifting. These can also be used to construct roads by lining the edge of the roads with small rocky formations. Soft cover, does not block line of sight.

Olive trees or other sorts of plantation trees. These can be rather large pieces of terrain, 18 inches or more in length. Soft cover and broken ground. As there is little undergrowth I suggest setting the visibility to 12". Line the perimeter with low walls.

Palm trees creating smaller sections of forest. Soft cover, again more open than European forest sections so the visibility should be 8".

Buildings. These types of buildings are made of clay and rocks with flat open rooftops that offer excellent oversight to the surrounding areas. I suggest using no more than one to three buildings as they make formidable strongpoints in an otherwise open terrain. Treat as heavy cover for troops inside the buildings, but only light cover for troops on rooftops. Windows will normally be too small to enter through.

Shrubbery. Areas often consisting of small rock formations protruding from the ground with mixed shrubbery. Soft cover, broken ground, does not block line of sight.

Scatter terrain. Do add the odd single tree or bush to liven up the table. Oil drums, crates and trucks, even goats also make for excellent thematic scatter terrain. Such items should have no effect in the game.

Left: Smaller sections of palm trees laid out to form a combined area of terrain. Right: Two houses surrounded by a low wall make up a small compound.

The Campaign Ladder

The campaign is a simple ladder consisting of five tables. The German DAK forces start the campaign with the initiative and must attack Table 1: No Man's Land. The Campaign ends when the Germans win table 5: The Ruins of Fort Hackubar.

Table 1: No Man's Land
- The Germans patrol the enemy lines, looking for a weakness in the British positions

Table 2: The Outpost
- Caught by surprise from the sudden German offensive the British choose to stand their ground on a forward outpost.

Table 3: Main Position
- Pressing on, the Germans launch a decisive attack at the British main lines that garrison the route to Fort Hackubar.

Table 4: Blitz
- After having forced the British to rout from their main line the Germans press on towards Fort Hackubar hoping to catch the British forces whilst they are still in retreat.

Table 5: The Ruins of Fort Hackubar
- Fort Hackubar, main position of the British division and a prized strategic target for the German DAK forces.

Scenarios

This campaign uses the standard scenarios as described in the Chain of Command rulebook, except for one scenario Blitz, which is taken from the Early War Handbook.

Force Support

Use the restrictions and determine the amount of force support available as described in the rulebook, adjusting for force ratings. On some tables the defender gets additional static defenses.

Campaign Victory		
If the Germans achieve a victory at Fort Hackubar within 6 turns or less, they have achieved a Major Campaign Victory.	If the Germans achieve a victory at Fort Hackubar within 7-8 turns, they have achieved a Minor Campaign Victory.	If the Germans do not achieve a Victory at Fort Hackubar on turn 8, the British achieve a Campaign Victory.

The side who has the initiative is considered the attacker.

Attacker:	**Defender:**
• **Attack** a table, immediately fighting the scenario as described in that table.	• **Fight** the scenario, attempting to stop the attacker.
	• Avoid battle by **giving ground** with a hasty withdrawal. May **strengthen defenses** on next table.
	If handed the initiative:
• Not advance and **strengthen defenses**. This hands the initiative to his opponent but does allow the attacker to strengthen his defenses where he is.	• Immediately **counter-attack** an adjacent table. British forces may not counter-attack, except on table 3.
	• Remain static and **strengthen defenses**. This will end the turn and in this campaign the initiative will pass to the DAK forces.

The winner of a battle always retains or gains the initiative.

Strengthen defenses:

> ➤ DAK may replace platoon. Krauss' opinion goes down by one.
> ➤ The British do not have ready access to replacements and therefore their only benefit of strengthening defenses is to delay the Germans. However, they do gain one entrenchment (one team) or 6" of barbed wire to be used in the next battle. These remain in place only while the ground is occupied.

Giving ground: Neither side may choose to give ground with approval, the German CO Major Krauss is too stubborn, and the British are far too disorganized. The only option to give ground is by a hasty withdrawal (p.36).

Consolidate: Normally players would be allowed to consolidate on table 3; the main position, however, to keep things simple this campaign does not make use of the consolidate option.

Umpires campaign notes:

Table 1. No man's land
Scenario #2 Patrol

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Table 2. The Outpost
Scenario #2 The Probe

Defender gets 18" of barbed wire, to be placed after patrol phase, which must remain in position on the table in subsequent battles.

If the attacker does not gain a victory in first attempt, any following battles will be fought using scenario #4 Delaying Action

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Table 3. Main Position
Scenario #3 Attack and Defend

Defender gets 2x Entrenchment and 18" of barbed wire. These are placed after the patrol phase but must always remain in position on the table in subsequent battles unless destroyed or cleared.

British may choose replacements before first battle on this table.

If the German forces take table 3 and choose to strengthen defenses, the British are handed the initiative and may counter-attack by playing Scenario #3 Attack and Defend.

Table 4. Blitz
From the 1940 handbook: Blitzkrieg Scenario.

Support: 2D6+6 for the attacker, defender takes half that amount.

The Germans will be the attacking force entering from the short table edge, placing three patrol markers along the edge. The British defenders place four patrol markers up to 18" from their short table edge. Roll a die to determine the number of free patrol marker moves for the attacker: 1-2 one move, 3-4 two moves, 5-6 three moves. Attacker places three jump-off points, the defender places four.

A raging sandstorm is closing in that will stop all fighting once it arrives. The sandstorm will appear when the defender has two full chain of command dice, which allows for a victorious escape. The attacker wins by exiting any two units off the opposing table edge. The attacker may spend a full chain of command dice to reduce the defender's chain of command dice by three points.

This scenario must be played, and the British may not avoid battle by giving ground. The scenario will only be played once, as regardless of the outcome, the next battle takes place on table 5. Therefore, if the British win they may only strengthen defenses, thereby handing the initiative to the German player, who may then either counterattack onto table 5 or remain static with the option of getting a fresh platoon.

Table 5. The Ruins of Fort Hackubar
Scenario #6 Attack on an Objective

British may choose replacements before first battle on this table.

German Forces

The German player will command a Regular DAK Panzergrenadier Platoon from 1941, force rating +2. The Germans have ample reinforcements available from their parent regiment of the 90th Light Infantry Division.

Casualties: The German player selects a single platoon to start the campaign with and must keep track of its casualties and its men's opinion. Troops may not be transferred between platoons and the platoon does not receive replacements at any point. Leaders are replaced as per the rules in "At the Sharp End".

> **Designers note**
>
> The Panzergrenadier platoon is a strong force with a lot of firepower and casualties can quickly pile up on an unwary British player. You may consider replacing the German platoon with a regular infantry platoon (exchange the larger LMG team with 6 riflemen in each squad) and reduce the force rating to 0.

Reinforcements: The German player may elect to exchange the entire current platoon with a fresh platoon by choosing a campaign action that allows for "Strengthen defenses". The former platoon is sent back to the regiment and there is no need to keep further track of it.

CO's Opinion:

In this campaign we track the opinion of Major Krauss, an ill-tempered and impatient man who expects nothing but perfection from his battalion. The campaign starts with his opinion at zero.

> ➢ Each time the German player exchanges platoon Major Krauss' opinion will decrease by 1.

Men's Opinion:

The German player must keep track of Men's Opinion for their current platoon. Fresh platoons start with Men's Opinion equal to 0.

Platoon Leaders Outlook:

This campaign does not track German platoon leaders outlook.

CO's Opinion (Major Krauss)	Men's Opinion	Platoon Leaders Outlook:
Begin: 0	Begin: 0	Not tracked

Schutzen Platoon

Regular Afrika Korps Panzergrenadier Platoon of 1941

Platoon Force Rating: +2

Command Dice: 5

Platoon Headquaters	
Leutnant, Senior Leader, with pistol	
Squads One to Three	
Obergefreiter, Junior Leader, with MP40	
LMG Team	LMG Team
Two crew, with MG34 Four riflemen	Two crew, with MG34 Three riflemen

DAK Support List
List One
Entrenchments (hard cover, one team)
Barbed Wire (2 x 6")
Roadblock
Medical Orderly
Engineer Team, 3 men (Mine, Wire or Demo)
Adjudant
List Two
Panzerbüche 38/39 Team, 2 crew
Le.GrW36 5cm mortar Team, 3 crew (no smoke)
Pre-Game Barrage (table 3 and 5 only).
List Three
Sdkfz 222 Armoured Car with Junior Leader
LeIG.18 with 5 crew and Junior Leader
List Four
Forward Observer and 81mm mortar battery
Tripod MG34 with 5 crew.
List Five
Regular Infantry Section with Junior Leader.
Pz.III aufs G

German Wildcards

8.8 cm Flak 18
One use only. The DAK commander calls in support from a nearby regiment and fires an off-table round against a vehicle AP:12 hits on 5+ (2D6), or infantry team HE:8 reduce cover by one level.

Aufklarung
One use only. A motorcycle Aufklarungs section has located the enemy in advance. The DAK commander can move a single patrol marker 12" before the patrol phase begins.

German arsenal

Vehicle	Notes	Armour	AP	HE	Secondary	Speed
Panzer III G	Panzer III Aufs G with Junior Leader	4	6	4	Co-ax (6) and Hull MG (6)	Average
Sdkfz 222	Sdkfz 2 cm autocannon with junior leader	2	4	6	Co-ax MG (6)	Wheeled

Anti-Tank Guns	AP	HE
LeIG.18	4	6

Infantry Anti Tank Weapons	AP	HE
Panzerbüche 38/39 Team	3	1

Panzer III Aufs G. with KwK 38 L/42 50mm tank gun

British Forces

The British only have one regular Rifle Platoon (force rating -1) available.

Casualties: The British commander may only select
Replacements from their support list at certain tables. Leaders
are replaced as per the rules in "At the Sharp End".

CO's Opinion:
The British CO's opinion begins at 1. See p.36.

Men's Opinion:
Begins at 1. See p.37.

Platoon Leaders Outlook: Begins as Content. See p.38.
Lieutenant Bates was a gardener at a large estate prior to the war. His father served in the great war and Bates enlisted early on. He is a man of few words, and his men think him a bit odd, and frankly, so do his seniors. He does, however, have an unproven track record so far and confidence in him is high.

CO's Opinion	Men's Opinion	Platoon Leaders Outlook:
Begin: 1	Begin: 1	Begin: Content

Rifle Platoon

Regular British Rifle Platoon of 1941 North Africa.

Platoon Force Rating: -1

Command Dice: 5

Platoon Headquaters
Lieutenant, Senior Leader, with pistol
Lieutenant, Senior Leader, with SMG
2" Mortar Team
2" mortar with two crew
Boys AT Rifle Team
Boys AT rifle with two crew

Sections One to Three	
Corporal, Junior Leader, with SMG or rifle	
LMG Team	**Rifle Team**
Three crew, with Bren gun	Six riflemen

British Wildcards

Sand, gets everywhere.
One use only. The British player may play this card when the DAK commander deploys a vehicle on the table. That vehicle has suffered and engine malfunction (check that oil-filter for sand) and cannot enter until the next turn in the game.

Weez weere walking straight home from the mess hall (hick!) … and we met this local fella.
One use only. Having made connections with the locals, the force commander has learned about a shortcut through the hillside. Play this card after the conclusion of the patrol phase to move a single jump-off point to anywhere on the table up to 12" from its current location, but not closer than 12" to an enemy jump-off point.

British Support List
List One
Entrenchments (hard cover, one team)
Barbed Wire (2 x 6")
Roadblock
Medical Orderly
Drinks Cabinet One use only per battle. Senior Leader may remove 1D6 shock from a unit he is attached to.
Replacements. Only on certain tables. See p.20 AtSE
List Two
Boys AT rifle, 2 crew
2" mortar team, 2 crew
List Three
Sniper team
Universal Carrier with three crew and Junior Leader (Bren or Boys AT)
First Vickers MMG with 5 crew
List Four
Regular Infantry Section with Junior Leader. (Only available at table 5).
Forward Observer and 3" mortar battery
Second and subsequent Vickers MMG with 5 crew
2 pounder Anti-Tank gun with five crew and Junior Leader. Can be a portée version.
A10 with Junior Leader
List Five
A12 Matilda Mk II with Junior Leader (*)
L50, 6 pdr. Anti-Tank gun with five crew and Junior Leader. (*)

Support choices in red font and marked (*), may only be bought once throughout the campaign. Unless destroyed or routed, the red choice may be bought again in the next battle if it takes place on the same table.

British arsenal

Vehicle	Notes	Armour	AP	HE	Secondary	Speed
Matilda Mk. II A12	Matilda with Junior Leader	7	5	1	Co-ax MG (6)	Slow
Cruiser Mk. II A10	Cruiser with Junior Leader	4	5	1	Co-ax (6) and Hull MG (6)	Slow
Universal Carrier	Carrier with 3 crew and Junior Leader. Low profile and Small.	2	-	-	Bren-gun or Boys-AT	Fast
Porteed 2-pdr	See below	0	5	1	none	Wheeled

Portée gun: Wheeled. Narrow arc of fire facing rear. Soft-skin, see section 9.1.4 for firing at it with infantry. Support weapons use HE profile against armor 0. The vehicle may enter play as reversed. Note that any result on the hit effect table, resulting in the vehicle moving forward will therefore be done using the reverse profile of the vehicle and vice versa.

Anti-Tank Guns	AP	HE
2-pdr	5	1
6-pdr	7	4

Infantry Anti Tank Weapons	AP	HE
Boys AT Rifle	3	1

A12 Mathilda Mk. II

Turn	DAK	British
Turn 1 Table:	Action: _____ Win/Draw/Loss/Losing draw: Senior Leaders killed: Men killed: 	Dead	Miss next battle	Return to duty
				Action: _____ Win/Draw/Loss/Losing draw: Senior Leaders killed: Men killed: | Dead	Miss next battle	Return to duty
Turn 2 Table:	Action: _____ Win/Draw/Loss/Losing draw: Senior Leaders killed: Men killed: 	Dead	Miss next battle	Return to duty
				Action: _____ Win/Draw/Loss/Losing draw: Senior Leaders killed: Men killed: | Dead	Miss next battle	Return to duty
Turn 3 Table:	Action: _____ Win/Draw/Loss/Losing draw: Senior Leaders killed: Men killed: 	Dead	Miss next battle	Return to duty
				Action: _____ Win/Draw/Loss/Losing draw: Senior Leaders killed: Men killed: | Dead	Miss next battle	Return to duty
Turn 4 Table:	Action: _____ Win/Draw/Loss/Losing draw: Senior Leaders killed: Men killed: 	Dead	Miss next battle	Return to duty
				Action: _____ Win/Draw/Loss/Losing draw: Senior Leaders killed: Men killed: | Dead	Miss next battle	Return to duty

Turn	DAK	British
Turn 5 Table:	Action: _____ Win/Draw/Loss/Losing draw: Senior Leaders killed: Men killed: 	Dead	Miss next battle	Return to duty
				Action: _____ Win/Draw/Loss/Losing draw: Senior Leaders killed: Men killed: | Dead	Miss next battle	Return to duty
Turn 6 Table:	Action: _____ Win/Draw/Loss/Losing draw: Senior Leaders killed: Men killed: 	Dead	Miss next battle	Return to duty
				Action: _____ Win/Draw/Loss/Losing draw: Senior Leaders killed: Men killed: | Dead	Miss next battle	Return to duty
Turn 7 Table:	Action: _____ Win/Draw/Loss/Losing draw: Senior Leaders killed: Men killed: 	Dead	Miss next battle	Return to duty
				Action: _____ Win/Draw/Loss/Losing draw: Senior Leaders killed: Men killed: | Dead	Miss next battle	Return to duty
Turn 8 Table:	Action: _____ Win/Draw/Loss/Losing draw: Senior Leaders killed: Men killed: 	Dead	Miss next battle	Return to duty
				Action: _____ Win/Draw/Loss/Losing draw: Senior Leaders killed: Men killed: | Dead	Miss next battle	Return to duty