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Khamsin

World War Two Campaign Rules

Version 1.20 - November, 2010



1.0 Introduction

Khamsin is intended to provide a simple campaign system to generate interesting tabletop battles set during World War Two. The basic rules include a campaign module set during Operation Crusader, November/December of 1941. We plan to release other campaign modules in the future covering additional campaigns, or players should be able to design their own campaigns without too much effort.

Khamsin was designed to use the popular Flames of War miniature gaming rules for resolving the tabletop actions generated, but players who prefer other rules sets should be able to convert them without too much bother (see the conversion suggestions under optional rules).

Order of Battle (OOB)

Each campaign module includes an Order of Battle (OOB) showing the historical forces involved, along with suggestions for recreating them for tabletop play.

For those gamers using Flames of War, each historical force is made up of a group of representative FOW companies. The companies show the represented tactical unit types that might be present on the field, and the strength of a unit in the campaign is shown as the number of companies fielded. If players prefer to utilize other tabletop rules, simply replace the FOW units with the equivalent using your preferred tabletop rules set.

Included in the OOB will be instructions showing the initial deployment for each formation, as well as noting any reinforcements and their turns of entry.

Building Tactical Forces –

Engagements generated by campaign maneuvers are fought out on the tabletop using an appropriate set of WW2 gaming rules. Each encounter is resolved by resolving a number of tabletop games based on the number of players who want to participate. For example, if you are using the Flames of War (FOW) rules, each company is fielded as a 1,500 point FOW force, with some modifications based on the campaign situation (see Engagements).

Force Changes / Restrictions –

Each campaign should be fought out using historically accurate forces from that period. For example, Flames of War forces should be selected from the appropriate list in the army / campaign book covering the period of the campaign being recreated. Details by nationality are as set forth in the Army List Section of each campaign module.

Players using other rule sets should also be able to convert their forces following these guidelines.

2.0 Basic Rules

Time Scale

Khamsin is a turn based area map campaign system. Each campaign turn represents a variable amount of time, the exact scale is specified in the campaign module.

Example – in the Operation Crusader module, each campaign turn represents one day.

Each campaign module will specify the campaign start and end times, along with reinforcements and any significant situation changes that occur during the course of the campaign.

Key Term Definitions

Khamsin uses the following key terms:

- Formation – the basic unit for the campaign, generally representing the basic maneuver element for the campaign in question.

Khamsin uses a flexible scale - in some campaigns this will be a corps, division or large brigade, but in certain cases it may be a larger or smaller formation.

Formations will be specified in each campaign module, see example below:

<u>FORMATION</u>	<u>MOBILITY</u>	<u>ACTIVATION</u>	<u>UNIT STRENGTH</u>	<u>TABLETOP UNIT OPTIONS</u>
7 th Armored Brigade	Motor	3	2	1 armored squadron (Crusader I), 1 armored squadron (A13)

- Force – a force is used to describe all of the formations of one side that occupy a single map area. A force will consist of one or more formations.

Example – in Operation Crusader, if the 21st Panzer Division (Unit strength 3) and the Afrika Division (unit strength 3) occupy El Adem; they constitute a force with a unit strength of 6.

- Engagement – when two forces contest an area of the map an engagement results. An engagement is fought out as a series of tabletop actions, each pitting one player on each team against each other. The cumulative total results of all of the tabletop actions fought determines the overall winner of the engagement, and any losses suffered by the formations engaged.

Sequence of Play –

Each campaign turn follows the following sequence:

Start Phase

- Check formations for supply
- Reinforcements and replacements arrive if scheduled
- Determine weather for the turn

Order Phase

- Overall commanders issue general plan for the turn to their subordinates
- Formation commanders turn in movement orders to the campaign umpire*

Action Phase

- The umpire makes activation rolls if any orders call for entry into an enemy occupied area
- The umpire resolves movements based on orders and activation rolls, and determines any engagements that result
- The umpire issues move results to formation commanders and notes any engagements generated

Engagement Phase

- Engagements are resolved by tabletop battles
- Force status is adjusted, withdrawals executed, etc. based on results

End Phase

- Control of areas adjusted as necessary
- Umpire issues a general status report (as of the end of the turn) to all players

* = Optionally, each CiC can simply issue movement orders for all formations on a side each turn. This significantly speeds up play, at the cost of losing some of the interesting natural friction that comes with individual formation commanders “interpreting” the CiC’s direction.

Weather –

Weather for the campaign turn is determined after reinforcements.

Each campaign module will detail the specific rules for determining weather for that campaign.



Commonwealth forces around a ruined tomb

Reinforcements –

Each campaign module will detail the time and location of entry for reinforcements.

If a designated entry area is under enemy control, reinforcements scheduled to arrive there must arrive at another valid entry area (if allowed an option), or they are delayed one turn and then may assault into their arrival area (or move on normally if the arrival area has been returned to their side's control. Reinforcements may move and activate normally during the turn of their arrival.

Replacements –

Each campaign module will detail the replacement points (Armor and General) to be received by each side. Replacement points are allocated to units that have suffered attrition points as follows:

- Each CiC may allocate replacement points to any unit of a formation or formations that are in supply
- Each replacement point allocated to a unit eliminates one attrition point of the specified type (armor or general) the unit has incurred, as long as the unit remains stationary (it may still fight normally). A moving force requires 2 replacement points for each attrition point its owner wishes to remove.
- Unless otherwise specified by the campaign module, replacement points may only be allocated against the same type of attrition point.
- Replacement points may not be accumulated, but must be utilized the turn they are received or they are lost

Replacements must be integrated into their new unit (see next section).

Integrating replacements –

Units cannot absorb an unlimited number of combat replacements at one time without a loss of efficiency.

There were two basic approaches used for replacements during World War Two – Dedicated replacements and pool replacements. Pool replacements were more flexible, but suffered from assimilation problems.

Countries using Dedicated replacements may add a maximum of 3 total replacements per turn, but never suffer issues integrating these replacements.

Countries using pool replacements may allocate an unlimited amount of their replacements to any unit that they wish each turn. If they allocate more than 2 total replacements to a unit during a turn, they are considered to be assimilating those replacements during the turn of allocation.

In addition to the above, no unit may integrate more than 1 armor and 1 general replacement if it moves during a campaign turn.

Note - different countries had different ways of managing replacements for their combat units. These will be detailed in the relevant campaign modules where they impact campaign play.

Intelligence –

At the end of each turn the referee will issue a general status report.

Each side's commanders will be aware of the following information:

- The summarized outcome of any engagements fought that turn. Winner, loser and victory point totals for each side.
- Whether any area adjacent to one occupied by a friendly formation is occupied by enemy formations
- The composition of the enemy formations in any area adjacent to one occupied by a friendly formation with recon mobility [the number of companies and whether they are infantry, mechanized or armor]
- Note that leaders, even though they have recon mobility, are not a formation – they never provide intelligence. Conversely, as they are not a formation, intelligence never discloses their whereabouts.

Coordination –

Unless otherwise specified in a campaign module, each formation must be deployed in the same area. Units occupying fortress areas are exempt from this restriction.

Based on the organization and formations on each side, additional restrictions to coordination may be specified in a given campaign module as well.

Air Support –

Air support played an important tactical, operational and strategic role during World War Two.

Each campaign module will spell out the level of air support available for each side, depending on the historical balance of power in the air and the effectiveness of ground support during the campaign in question.

In certain cases, sides may be able to employ air interdiction. Interdicting a given area means it is treated as X Country for movement purposes.

Movement –

Formations may move as follows:

Movement Allowance	
Mobility	Movement Points per Turn
Recon	6
Motor	4
Semi-Motor	2
Leg	1

Mobility Definitions –

Recon – highly mobile formations whose primary purpose was recon and screening, fully motorized and optimized for swift movement.

Motor – fully motorized formations, includes tracked, half-tracked and wheeled vehicles, with enough integral transport to lift all personnel, weapons and supplies required for extended action.

Semi - Motor – partially motorized formations, with at least enough integral transport to lift all heavy weapons / artillery and supplies required for extended action.

Leg – any other formation, often utilizing horse –drawn transport for heavy weapons / artillery and supplies, or with a very limited supply of motorized transport relative to heavy weapons and associated supplies.

Completing Movement –

Each campaign scenario will define the movement point costs for each type of connector present on the campaign map, plus any other special factors affecting movement.

In order to complete a movement, the unit must have sufficient movement points to pay the cost for the connector traversed. The exception to this is that a unit may always traverse one connector each turn, regardless of the movement point cost.

A formation that is out of supply is treated as a leg formation for mobility purposes until it starts a campaign turn in supply.

Formations must be activated to enter an enemy occupied area (see Activation). An activated formation must stop when entering an enemy occupied area.

A leader moves as if they had recon mobility, but does not provide any intelligence input.



Activation –

A formation ordered to enter an enemy occupied area must roll their activation number or higher to enter the enemy occupied area. A senior leader present in the same area may provide a modifier to the activation roll. Although a formation may be represented by multiple companies on the tabletop, activation is done for the entire formation (4th Indian Division, RECAM, etc.)

A formation may only be activated if the area it wishes to enter would be the first area it would move into during that campaign day.

If a formation fails its activation roll, it remains where it is and is treated as stationary for the turn.

A formation ordered to enter an unoccupied area does not need to roll for activation, even if an enemy unit also is ordered to enter the same area.



Supply –

Formations check to see if they are in supply at the beginning of each turn. A formation is considered to be in supply if it is either in a supply area or if it can trace a line of areas not under enemy control to a friendly supply area.

Supply areas for each side are defined in each campaign module.

A formation that is out of supply suffers the following effects:

- It may not receive replacements.
- It is treated as “leg” for mobility and has a -1 to any activation rolls
- Vehicles from the formation may not move more than $\frac{1}{2}$ their normal move, nor use expedited movement (March moves or moving at the double)
- lack of ammo causes a -1 to firepower rolls, with a natural 6 still indicating a success

In addition, a force that is left out of supply too long has a chance of surrendering to the enemy, or breaking into small groups to try to reach friendly lines, wither of which result in the unit becoming combat ineffective.

Any force that is out of supply for more than 3 campaign turns must check to see if it surrenders / breaks apart. The force makes an activation check, with 1 re-roll. If it fails, the formation is combat ineffective and removed from the campaign.

Control of Areas –

All areas on the campaign map are controlled by one side or the other. Control of areas affects the ability to trace supply and for reinforcements to arrive.

- Supply may only be traced through controlled areas. Enemy controlled areas block line of supply.
- Reinforcements may not arrive unless a valid entry area is under friendly control.

Each campaign module will specify which areas are under whose control at the start of the campaign. As movement and combat occur, a side’s controlled areas will change status as noted below:

- Unoccupied friendly controlled areas that are entered by an opposing formation immediately come under the control of the opposing side
- Occupied friendly controlled areas that are entered by an opposing formation may change in control based on the results of an engagement resolved in that area (see Engagement Results).

Engagements –

Any time formations of both sides occupy or attempt to occupy a single map area an engagement will result. An engagement will be resolved by fighting out 1 or more tabletop actions.

To resolve an engagement follow the following process:

1. determine the type of engagement
2. determine the companies involved and point allocation
3. build company forces
4. resolve the engagement by fighting out one or more tabletop action(s)
5. summarize the tabletop action results and determine overall engagement result
6. implement engagement outcomes

Type of Engagement –

The first step is to determine the type of engagement to be resolved. Roll for the type of engagement on the Engagement Table below.

All tabletop actions to be resolved (see below) will be fought out using the same encounter type as determined above.

Follow the normal mission rules for determining who are the attacker and defender for each tabletop action (note that this does not necessarily correlate to the strategic “attacker” – the force that moved into the area).

Note: if a mission uses the Flames of War Defensive Battle special rule (or equivalent for another rule set) and companies of the same type are fighting (i.e. – infantry company vs. infantry company), companies of a force that was stationary always defend for that mission (instead of rolling off to determine attacker and defender).

Alternate: if the players prefer, they may play out an engagement using the “Total War” scenario rules (see next section).

Both forces moving			Defender stationary			Defender stationary in fortifications	
Die Roll	Encounter Type		Die Roll	Encounter Type		Die Roll	Encounter Type
1	Free for all		1	Hold the Line		1	Trench Fight
2	Free for all		2	Hold the line		2	Trench Fight
3	Encounter		3	No retreat		3	The Big Push
4	Encounter		4	No retreat		4	The Big Push
5	Encounter		5	Breakthrough		5	The Big Push
6	The Cauldron		6	Hasty Assault		6	Breakout

Special Case: Connector Engagements –
If formations of both sides attempt to use the same connector in the opposite direction, a free for all engagement results in the most open applicable terrain. The defender must place a road connecting 2 opposite board edges after all other terrain has been placed.

The loser of this engagement must fall back to the area it entered the connector from. The winner also falls back unless the engagement was an overwhelming (6-1 in Flames of War) victory, in which case the winner occupies the loser's entry area and all defending forces in that area must retreat and regroup.

Forces Involved –

Engagements are resolved by fighting out one or more tabletop actions between the opposing forces. Normally the number of tabletop actions to be fought should equal the number of player pairs available. If your group is small, you can resolve engagements with only 1 or 2 tabletop actions, if it is larger you can allow everyone who wants to play to build and fight a company.

Alternately, if your group prefers game for an engagement, they can do so using the Total War rules and scenario.

If you are using multiple paired tabletop actions, you can think of the tabletop actions as being representative of a large number of actions being fought between the larger forces involved. The aggregate results of all of the small actions determine the result of the overall engagement.

Selecting Companies –

Each company fielded must be one of the tabletop options allowed for the parent formation. These are listed on the unit listings as Tabletop Unit Options.

In a Total War tabletop action at least one of each company type present must be selected. After all company types have been selected, any additional companies may be chosen from any type present.

Example – 15th Panzer is a formation with 3 tabletop options – Panzer Company, Panzer Grenadier Company and a Panzer Engineer Company. It may field Panzer Companies, Panzer Grenadier Companies, or Panzer Engineer Companies in any combination for the actions to be fought in an engagement.

If 15th Panzer was involved in a Total War action of 5,000 point / 5 companies, it would need to field at least one panzer, one panzergrenadier and one panzer engineer company. The fourth and fifth companies fielded may be either panzer, panzergrenadier or panzer engineer companies.

TOTAL WAR

Large Engagements (Total War) –

If the players agree, an engagement may be fought out with larger forces using the “Total War” guidelines from Firestorm: Bagration and posted on the official Flames of War site (or the equivalent if you are using a different tactical rule set).

Engagements are resolved as noted above, with the following exceptions.

Force Restrictions -

All of the forces chosen must come from one of the company types allowed for the forces involved in the engagement. This includes any divisional restrictions included in the campaign scenario rules.

For example, if the following unit was defending the area of the engagement:

FORMATION	TABLETOP UNIT OPTIONS
982 nd Grenadier Regiment	Grenadier companies

Only grenadier companies could be used to form the Total War force used.

Air Support -

Air support follows the normal campaign scenario guidelines to determine availability. If air support is available, the side with airpower receives one flight of aircraft (1-3 planes) for every 1500 points fielded by the smaller force in the engagement.

Re-Rolls -

A side allowed any re-rolls receives one for every 1500 points fielded by the smaller force in the engagement.

Table Size -

Follow the guidelines in the Total War rules for minimum and maximum table sizes. Determine the terrain normally by rolling for each 2' by 2' square of tabletop present.

Mission Type -

Any engagement fought out as large engagement using the Total War rules will use the Total Victory mission. The following exceptions should be observed:

- if one side was stationary during the campaign turn, that side is automatically the defender.
- if one side was stationary during the campaign turn, the attacking force may not place their objective that would normally be placed within 6” of the table center line (there will be a total of 5 objectives on the table instead of the normal 6).

Stratagems -

If a force moved into the area where the engagement is taking place they may pick a commander and use his stratagem special rules for that tabletop action (see the Total War rules for details).

Axis forces may use the stratagems associated with Model only (Rommel was out of action recuperating from his wounds).

Allied forces may use the stratagems associated with either Montgomery or Dempsey.

LINKED TABLES

Large Engagements (Linked Tables) –

Another option if the players agree is to fight a single engagement as a set of linked individual tabletop battles.

Engagements are resolved as noted above, with the following exceptions.

Force Restrictions -

Any number of 2 or more tables can be used for a linked tables engagement.

For each table used, a representative force at the proscribed points level may be chosen for each side.

All of the forces chosen must come from one of the company types allowed for the forces involved in the engagement. The commander for that table may choose any option allowed for the unit that is involved in the engagement. This includes any divisional restrictions included in the campaign scenario rules.

For example, if the following unit was defending the area of the engagement:

FORMATION	TABLETOP UNIT OPTIONS
SS Totenkopf Divn	SS Schutzen or Kradschutzen company

For each table the German player could choose to field either an SS Schutzen or SS Kradschutzen kompanie.

Force Allocation -

The CiC for each side may allocate any support units chosen for each tabletop action to any tabletop. Such forces must enter as reserves following the normal rules for the mission being played.

Re-Rolls -

If re-rolls are available, the side with re-rolls receives them on each table.

Air Support -

Air support follows the normal campaign scenario guidelines to determine availability. It is rolled for separately for each tabletop battle, after forces are allocated and deployment completed.

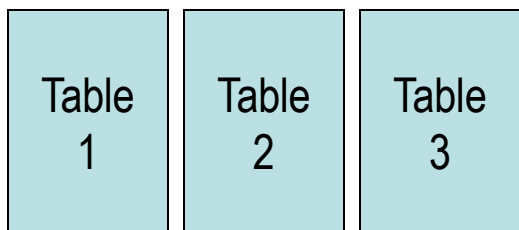
LINKED TABLES (Continued)

Table Size and Relationship -

Each individual table should be the standard size for your rules set – for example, 4' by 6' for Flames of War.

Determine the terrain normally for each tabletop.

The tabletops must be defined by relationship with each other. Any number of tables can be used, each table should be numbered and is considered nearby to each table above or below it in sequence.



Influencing Other Tables –

Forces may leave their tabletop if desired to reinforce action on nearby tables. To do so, they may leave their own table and note the turn of leaving and the table they are moving to. They become available to enter the destination table as a reserve on the following turn. They should follow the normal reserve rules for the mission being played.

Example – a force leaves table 2 on turn 3 on that table and is ordered to table 3. beginning on turn 4 on that table, the receiving player may begin rolling for their arrival as a reserve.

Engagement Results -

The engagement is won by the side that wins the majority of the tabletop missions being played.

If neither side wins a majority of the missions then the engagement results in a draw.

The scale of the victory is the average of the VPs from all of the missions resolved.

Example: if 2 missions are fought out and the Germans win by 5-2 and 4-3 the overall result is 4.5 to 2.5, so the Germans win the engagement but by less than a 2:1 ratio.

The normal Khamsin rules then apply for that magnitude of victory, in terms of withdrawal, regrouping, etc.

Attrition -

The attrition results for the engagement are based on the average losses for that side across all of the tables fought.

Example: for the 2 missions above, the Germans received 9 armor and 6 general attrition on table 1, and 5 armor and 10 general attrition points on table 2. The final attrition results are $(9 + 5) / 2 = 7$ armor and $(6+10) / 2 = 8$ general attrition points.

Advantage Points –

Forces may receive advantage points as follows. Advantage points are cumulative, but may not be saved or carried over other than as specified below.

- a force with a higher aggregate unit strength than their opponent gains 1 advantage point
- a force with a unit strength of at least 2 and double the opposing unit strength receives 2 advantage points
- a force with a unit strength of at least 4 and quadruple the opposing unit strength receives 3 advantage points
- a force with a unit strength of at least 6 and six times or greater than the opposing unit strength receives 4 advantage points
- a non-stationary force that entered the area in conflict from multiple connectors receives 1 advantage point
- a force that contains a formation that overwhelmed its opponents during the prior turn (see engagement outcomes) gains 1 advantage point [to a maximum of 1 advantage point for the force]
- a force that is fighting a force that is assimilating replacements receives 1 advantage point



A force with more advantage points than their opponent is allowed certain benefits. Subtract the lower force's advantage points (if any) from the higher, to determine the net advantage for the engagement. The net advantage affects tabletop actions in the following manner (note that effects are cumulative):

- a force with a net advantage of 1 receives a strategic advantage in the engagement
- a force with a net advantage of 2 receives a significant strategic advantage in the engagement
- a force with a net advantage of 3 receives a significant strategic advantage in the engagement, plus a re-roll of any one die roll in each tabletop action being resolved
- a force with a net advantage of 4 or more receives a significant strategic advantage in the engagement, plus a number of re-rolls equal to the net advantage minus 2 in each tabletop action being resolved

A unit that is allowed 1 or more re-rolls may instead make a full move with any one tabletop unit already deployed prior to making recon moves. If this option is exercised the re-rolls are lost.

Company Size –

Once an engagement has been determined to be a number of tabletop actions to be fought by a pair of players, each player selects their forces. Each tabletop action will be played out with a company on each side. A basic company for a tabletop action using Flames of War is 1500 points. This can be modified as follows:

- any higher command teams (Rommel, etc.) present with the force must be allocated to ONE tabletop action of the controlling player's choice
- a force with a strategic or significant strategic advantage may add 50 extra points (or 3.33% of base points) in EACH tabletop action for that engagement
- a force with a significant strategic advantage may also add an additional 100 points (on top of the 3.33%) to ONE tabletop action of the player's choice. If a higher command team is present, the extra points must be allocated to a tabletop action that includes a higher command team

Setting up the table –

Each table is set up as follows:

- each table should use the standard FOW sizes (4' by 6') [note – if this amount of space is not available, players can use 4' by 4' for wide tables and 3' by 6' for long tables, reducing the basic force size to 1200 points]
- Terrain is placed on the tabletop based on the guidelines specified in the campaign module.

Engagement Outcomes –

Engagements result in possible changes in control of the area fought in, plus possible permanent casualties on each side.

Each tabletop action will result in each side earning victory points (VPs) as per the normal FOW rules. After all tabletop actions for a given area have been resolved; total the VPs achieved for each side and that is the overall VP count for the engagement. Engagement Outcomes are determined based on the following table:

Overall VP Ratio	Outcome
Winning side has double or more VPs	<ul style="list-style-type: none">•Winning force controls the area, losing side must retreat•All of the formations in the losing force must regroup and remain stationary during the following campaign move•Winning force may move into any adjacent area after combat that is not occupied by enemy formations•Any formations of the winning force receive an advantage point in any action the following day
Winning side has more VPs but less than double	<ul style="list-style-type: none">•Winning side controls the area, losing side must retreat•All of the formations engaged must regroup and remain stationary during the following campaign move
VPs are even	<ul style="list-style-type: none">•Stationary force remains in area, any moving forces retreat•All of the formations engaged must regroup and remain stationary during the following campaign move

Note that if the VPs are even and both forces are moving, both must retreat, leaving the area unoccupied. In this case, the side that originally controlled the area retains control of it.

Withdrawal –

Formations may elect to withdraw instead of resolving a tabletop action. A withdrawal may be either a fighting withdrawal or a precipitous withdrawal at the owning player's option.

Fighting Withdrawal –

If a force elects to execute a fighting withdrawal, the encounter type is automatically changed to a Fighting Withdrawal with that force as the defender. The side that wins a fighting withdrawal mission suffers only ½ the normal attrition points for the action. Regardless of the outcome, at the conclusion of the engagement the opposing force gains control of the area and the withdrawing force retreats to an adjacent area. Neither force is required to regroup the following turn, unless their opponent achieves a 2:1 ratio of VPs in the engagement.

The non-withdrawing force can also elect to allow the withdrawing force to leave, in which case no tabletop action is fought and the withdrawal is successful with no attritional consequences for either side.

Precipitous Withdrawal –

A formation making a precipitous withdrawal does not fight a tabletop action, but receives 2d6 +1 attrition points to reflect the loss of equipment and capture of slow units or those that didn't "get the word". A force making a precipitous withdrawal must regroup during the following campaign turn.

Conflicting Withdrawals –

If both sides elect to withdraw, precipitous withdrawals are resolved first. If both sides elect a fighting withdrawal both retreat without fighting and the area remains under the control of the current owner.

Recon Forces: a formation with recon mobility may always elect to withdraw instead of resolving an encounter normally. Such a withdrawing formation is not required to resolve a fighting withdrawal tabletop action, and suffers only 3 general attrition points. As it does not fight an engagement it is not required to regroup during the following campaign turn.

Retreat –

Formations may be required to retreat, based on the results of an action or other special circumstances. Retreating formations must immediately move to an area adjacent to the one they currently occupy. A retreating formation may not enter an area that is occupied by enemy formations. If no adjacent area is available for a retreating formation it will instead surrender. Surrendered formations are no longer available for the duration of the campaign.

Regrouping –

Extensive combat can wear on a force. Depending on combat results, a force may be required to regroup the following turn.

A force that must regroup must remain stationary for that turn but may engage in combat as normal if attacked.

German Mobility Doctrine –

German doctrine emphasized mobility and aggressive engagement for their mobile units. Accordingly, any German unit with recon or motor mobility may move even if it would normally be required to regroup.

A German unit that moves instead of regrouping receives an immediate penalty of +10 general attrition points, plus it forfeits any armor attrition points regained through vehicle recovery during the prior turn. It continues to incur and additional +10 general attrition points each turn until it remains stationary and regroups.

Strategy Implication - although the penalty is stiff, this ability can be a significant advantage for a savvy Axis commander who has husbanded his strength.

Attrition Points –

In addition to changes in the strategic and operational situation, engagements may result in attrition of the units involved.

At the conclusion of each tabletop action, note the attrition points inflicted on each formation. Attrition points are generally tracked in 2 forms – AFV attrition points and general attrition points. If more than one tabletop action is resolved using a particular formation, that formation receives the average amount of attrition points inflicted across the tabletop actions that formation was involved in.

Attrition points are incurred as follows:

Attrition Table		
<u>Situation</u>	<u>Armor Attrition Points</u>	<u>General Attrition Points</u>
Each AFV lost	+1	-
Each AFV platoon counting as lost	+2	-
Every platoon of light AFVs lost	+1	+3
Each non-AFV platoon reduced below ½ strength	-	+1
Each non-AFV platoon counting as lost	-	+3
Each independent team counting as lost	-	+1

Attrition points may be removed as follows:

- Armor attrition points can be removed through vehicle recovery (see below)
- Armor and general attrition points can be removed by allocating replacement points to the formation

Light Armor –

Vehicles with a front armor of 2 or less are considered light armor for attrition purposes. Any other vehicle with a front armor of greater than 2 is treated as a normal AFV for attrition purposes.

Example – 15th Panzer Division (formation) fights an engagement at Sidi Rezegh with 7th Armored Brigade. Four tabletop actions are resolved, with 15th Panzer fielding a panzer company (twice), a panzergrenadier company (once) and panzer engineer company (once), and 7th Armored Brigade fielding Armored Squadrons in each. The losses (after recovery) and results are shown below.

In total 7th Armored Brigade wins the engagement by an aggregate score of 16-12, which is more but not double its opponent. It now controls the area, but must regroup and remain stationary during the following campaign turn.

7th Armored Brigade receives the average attrition for all of the actions it fought (rounded up) - 8 AFV and 5 general , for a total of 13.

<u>Player</u>	<u>Unit</u>	<u>Result</u>	<u>Attrition Pts</u>		
			<u>AFV</u>	<u>General</u>	<u>Total</u>
Bart	Armored Squadron	Wins 6-1	2	3	5
Aaron	Armored Squadron	Loses 3-4	10	3	13
Dave	Armored Squadron	Wins 4-3	6	4	10
Cameron	Armored Squadron	Loses 3-4	3	8	11
		Wins 16-12	31 / 4 = 8	18 / 4 = 5	13

<u>Player</u>	<u>Unit</u>	<u>Result</u>	<u>Attrition Pts</u>		
			<u>AFV</u>	<u>General</u>	<u>Total</u>
Gary	Panzer Co	Loses 1-6	8	14	22
Jeremy	Panzer Co	Wins 4-3	4	3	7
Jim	Pzr Grenadier Co	Loses 3-4	4	6	10
Tom	Pzr Engineer Co	Wins 4-3	5	8	13
		Loses 12-16	21 / 4 = 6	31 / 4 = 8	14

15th Panzer Division loses the engagement by an aggregate score of 12-16, which is less than but more than half its opponent. It has lost control of the Sidi Rezegh area, and must retreat to an adjacent area not under Commonwealth control, and must regroup and remain stationary during the following campaign turn.

15th Panzer Division receives the average for all of the actions it fought (rounded up) - a total of 6 AFV and 8 general attrition points, for a total of 14.

Recovery – a formation which suffers AFV losses may attempt to recover lost AFVs, even from platoons that count as lost during an engagement.

After the action is concluded, each player may roll for recovery of any AFV (any vehicle with an armor value) lost. The owning unit recovers the lost vehicle on a roll of 6. A side that ends an action in control of the area adds +1 to its recovery die rolls. Each successful recovery roll removes 1 armor attrition point from the unit.

A formation's total attrition points are the sum of its armor and general attrition points. Attrition points have no impact on combat effectiveness until they begin to accumulate. Formations who have accumulated a critical amount of attrition points suffer the impacts shown in the table below. A formation that is rendered combat ineffective is immediately removed from play and placed in the player's base area. It may not move or fight until it has been allocated sufficient replacement points to reduce it below the combat ineffective threshold again.

ATTRITION EFFECTS

<u>Cumulative</u>		<u>Unit Effect</u>
<u>Armor Attrition Points</u>	<u>Total Attrition Points</u>	
15	-	Reduce the maximum vehicles for any AFV platoon fielded from this unit by 1
30	-	Reduce the maximum vehicles for any AFV platoon fielded from this unit by 2
-	40	-1 to all activation rolls
-	60	Unit deploys 1 less stand (of majority type) in each platoon fielded in any tabletop action; -2 to activation rolls
-	120	Unit is combat ineffective

Reduce maximums – simply reduce the maximum number of AFVs allowed in any given platoon on the list by 1. For example, an Italian Medium tank platoon is allowed a maximum of 5 M14 tanks. At 15AP it may only field 4, and at 30 AP it may only be fielded with 3 tanks. For reduced maximums note that the cost of the unit is adjusted (only pay for 4 tanks in the example above)

Deploy 1 less stand – units at this level of attrition pay normal points for all of their platoons, but when fielding them 1 stand of the majority type is removed at deployment. For example, a German panzergrenadier platoon is bought at full strength with 1 command MG team and 6 MG teams. It deploys only 1 command MG and 5 MG teams on the table, the other team already counting as lost. If in effect, this replaces any maximum AFV restriction.

Characters / Leaders – a character or leader may be lost in action. If a named character is a casualty in a tabletop action, make any saves as normal for him. If he would still be eliminated, remove him from the tabletop. At the end of the action, the owning player rolls 1d6 – on a roll of 1 the character is killed, on a roll of 2-3 the character is badly wounded and removed for 1d3 campaign turns, returning from any valid reinforcement entry point as a reinforcement. On a roll of 4-6 the character suffers only a minor wound and is back in action quickly with no long term effect on the campaign.

Honor points are accumulated as follows:

<u>Action</u>	<u>Honor Points</u>
For each victory point gained during a tabletop action	+1
Bonus for commanding troops of own formation in each tabletop action	+1
For each act of personal heroism	+2
For each formation ordered to “withdraw”	-1
For each non-recon formation executing a precipitous withdrawal	-1
For un-chivalrous conduct	-5

3.0 Winning the Campaign:

Victory –

Each campaign module will spell out the victory conditions for each side. The first side to achieve its victory conditions, or the side in the best position at the end of the time allowed, will win the campaign.

Command Medals –

In addition to determining the overall winning side, each individual commander will accumulate honor points for their actions during the campaign. The top honor point earners on each side receive the honorific title “great battlefield tactician.”

Personal heroism is determined by the referee, but would include such actions as assaulting with the company command stand, or taking an objective with a unit to which the company command stand is attached to or within 1” of. Players are encouraged to nominate their opponent for personal heroism points when they witness any heroic action.

Un-chivalrous conduct is also determined by the referee, but would include attempted total annihilation of an already beaten enemy, lack of sportsmanship, etc.

4.0 Optional Rules:

Using Other Rules Systems –

Although Khamsin was designed to be used with the Flames of War tabletop rules, they will work with almost any WW2 rules set of the players' preference. To convert them for use with your favorite rules set, simply adjust the following:

- Units – swap out the FOW units noted for the equivalent under your rules set. For example, Command Decision uses battalions as the basic unit of maneuver. So instead of a Panzer Division being represented by a Panzer Company and 2 Panzer Grenadier Companies, simply use a Panzer Battalion and 2 Panzer Grenadier Battalions instead.

Alternatively, each player could use the CD Test of Battle rules to create a *kampfgruppe* using the CDTOB points system.

- Representative Forces – you should ensure that your rules set / lists are restricted to the appropriate troop types and mix for the campaign period to ensure a good balance and historical feel

- Attrition Point Effects – as noted above, simply substitute effects consistent with your preferred rules set. In Command Decision, for example, instead of limiting a force to only 2 armored platoons, you might remove one tank company from the battalion (or limit the armor upgrades allowed if you are using the points rules).

- Missions – you can adjust the chart to match missions customized for your preferred rules set, or simply use the basics of the FOW missions for your games. The author has done this with CD games and found that it works perfectly fine with a little judgment. Note that the new CD Test of Battle rules include a set of missions, which are different for attacker and defender. Simply adjust the mission chart to map to the CD missions and you are ready to go.

Alternate Point Levels –

If your group has lots of space and prefers to play larger actions, you should feel free to increase the basic points used for a tabletop force. For example, if you are using Flames of War you can change the basic company size for each action from 1500 points to 1750 points if you prefer. If you do, you should also adjust the extra points gained for a strategic advantage by the same percentage.

For example, a basic force of 1500 points that has a strategic advantage would normally receive an additional 50 points. If the basic force has been increased from 1500 to 1750 points, any force with a strategic advantage should receive an extra 60 points (3.33%).



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Other Related Publications –

- Khamsin Scenario – Operation Crusader, Nov/Dec, 1941
- Khamsin Scenario – Operation Goodwood, July, 1944
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- More coming soon!



New Zealand Infantry dig in around an objective during a Crusader Campaign