



The One Day Campaign

Gazala
May - June 1942

From 2 to 10 Players



File 110809

The One Day Campaign

The One Day Campaign system was devised to last a single day upon a time limit, but without fixed round numbers or game length. Each player can play as many games as he is willing and able during the period of the Campaign.

Each player may have one or two combat groups, one Ally and one Axis; if he has two he may potentially play any other participant.

Up to 10 players can simultaneously play in the 5 game grids presented in this set; yet having spare tables can be useful to allow starting a new game without having to wait for a vacant table.

Combat Group Assembly

It is recommended that all options are set by the beginning of the Campaign.

In the lists 'or' is always exclusive (either one or the other option).

The combat groups try to represent a combined arms force within a Division; they do not represent full units.

Each infantry Coy corresponds to one 3 stand unit; each ARM unit roughly represents one Squadron or *Abteilung*.

Each army may only include one Reece unit, chosen among appropriate types.

Special Campaign Rules

SR 1: Dust – when vehicles march place one smoke marker behind, in the hex they passed before stopping; if the unit is tanks marching for two or more hexes place two markers (smoke rules: 15.1).

SR 2: Hasty dug-in – in soft terrain infantry may dug-in on a special order, in open or sand, without movement and ending Idle; the save roll for this hasty dug-in is a '6'.

SR 3: Extra automatic weapons – German infantry Coys may reroll one miss hit die when **ready**.

SR 4: Crack troops – are Elite and reroll all missed hit dice once per turn (not cumulative with SR 3) when **ready**.

SR 5: Special Characteristic DM: Defective Mechanics

Vehicles with power plant problems, defective cooling system or inadequate chassis with poor cross-country performance must take the March DR with a penalty of -1; on a result exactly equal to the number to pass ('2' if Green; '3' if Average; '4' if Elite) one vehicle is lost if march is still enforced; on a march roll the unit is Idle.

In the Campaign this rule will apply to:

M.13/40	(47L32)	4/3	1,0	5	2/tk	DM; LF; LS	40/10
Crusader Mk II	(40L52)	4/3	1,0	5	2/tk	DM; LF	41/11

SR6: No AP – during this period the Grant hull guns were not supplied with AP rounds and crews had to adapt whatever 75mm ammunition they got.

Grant	(turret)	(37L53)	6/4	1,0	5	2/tk	LF; DG	42/05
	(hull)	(75L40)		1,0	5		FR; DG	

SR 7: Special Characteristic DG: Dual Gun

Grants use one gun at full firepower but add only 0,5 FP for a second gun, where permitted.

SR 8: Ridges – all hills on the maps are low ridges with one abrupt edge; the abrupt hedges are impassable to vehicles and guns, other than foot infantry and infantry support weapons (SW); the 'hill side' is treated as open terrain for firing purposes, so infantry only get cover from fire across the ridge edge; tanks on the 'hill side' of the ridge are automatically hull down (rule 13.5) to direct flat fire across the ridge; ridge hexes do block LOS.

SR 9: Increased visibility – Reece units are able to better locate and predict enemy activity; they may fire before moving.

Alternate Setup

Players should deploy regardless of the opponent's position; should there be any conflict units are alternately deployed, starting with N.

Winning a Game

Each scenario has 15 Campaign points (CP) to be conquered in the form of objectives or by destroying units. The player with more CP by the end game will be the winner.

A game will end when the total conquered CP among both players is at least 15 or by a turn limit.

If the CP total is higher than 15 then the loser will see his score decreased until the total becomes exactly 15.

Draw

When the sum of CP for both players exceeds 15 and both have the same score, the game automatically ends by the end of the turn (T5) on a final 7-7 score.

Winning the Campaign

In each game players will win CP that add up until a number of games are played or a time limit is reached (the end of the day).

The more the games played the higher the possibility to accumulate points and finally win the Campaign.

The CP won in each game will add up to a Campaign score for each player; the player with the highest Campaign Points will win the day.

Variant Rules used

Variant rule n° 5: Tied INI (adds to 2.2)

When INI results are tied any GHQ and then other HQ, ranked by ratings (2.5) may chose whether to go first or last (2.2). When three or more HQ are tied on both sides INI will be alternately assigned: this will take precedence over all other priority rules, except over a GHQ.

Variant rule n° 6: Reece (improve 13.4)

On a successful DR a Reece unit may reveal one nominated hex contents within 3 hexes; this is instead of firing.

In scenarios in which *ambush at will* can be set the Reece unit may 'reveal' any hex and if successful the opponent may immediately place one unit or the hex cannot be used for ambush during this and the next Turn.

Variant rule n° 9: Stacking INF; MTR and MMG units (modifies 1.7)

Separate INF, MTR and H/MMG units may stack together in the same hex, still complying with the limit of two units per hex.

Note: the two units must be clearly set apart as to avoid confusion with attached infantry support weapons (SW).

Alternative representation for Open:



Axis



Divisione Corazzata 132. "Ariete" (Stephanis)



		2x HQ
Infantry	Battaglione Bersaglieri (Elite):	1x MIF Coy + 1x 47mm A/T
		1x MIF Coy + 1x MMG
		1x MIF Coy + 1x 47mm A/T
Reece Armour	Support unit, from Reggimento:	2x MTR or MMG
	Reggimento "Nizza Cavalleria":	3x Autoblinda AB41 (Reece)
	Compagnie Carri L:	3x L.6/40
	Battaglione Carri:	3x M.13/40
Guns		3x M.13/40
		3x M.14/41 (or M13/40)
	Battaglione Semovente:	2x Semovente M.40 75/18 (SPG); or 2x 75/27 m06 + tractor
		or 2x Autocanone 90/53 AA* (Crack) <i>* in Lancia 3/RO or Dovunque</i>

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Divisione Fanteria Motorizzata 101. "Trieste" (Azzi)

		2x HQ
Infantry	Battaglione Motorizzato:	3x MIF Coy
	Battaglione Motorizzato:	3x MIF Coy
Reece Armour Guns	Extra SW, attached or as unit:	SW: 3x MTR + 1x MMG or 47mm A/T (towed or on truck)
	Compagnie Autoblinda (Reece):	3x Autoblinda AB41
	Compagnie Carri:	3x M13/40
	Battaglione Artiglieria:	3x 75/27 m06 + tractor
		3x 100/17 or 3x 149/28 + tractor

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Divisione Motorizzata 102. "Trento" (Getti)

		2x HQ + 1 FOO (ART HQ)
Infantry	Battaglione Fanteria:	3x FIF Coy
	Battaglione Fanteria:	3x FIF Coy
Guns	Extra SW, attached or as unit:	SW: 3x MTR + 2x MMG or 47mm A/T
	Battaglione Artiglieria:	3x 75/27 m06 + tractor
	Battaglione Artiglieria:	3x 100/17 + tractor
Attached units from Reggimento Bersaglieri 7.:		
Infantry	Compagnie Bersaglieri (Elite):	1x MIF Coy + 1x MMG (Reece)
		1x MIF Coy + 1x 47mm A/T
Armour	Compagnie Guastatori (Elite):	3x L.3/35 (CV35) Lancia-fiamme A (field conversion)

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Extra equipment data; Italy:

75/27 m06	(75L30)	-	1,0	4	tow	LT	39/-
100/17	(100L22)	-	1,5	5	tow	LT	39/-
149/28	(149L28)	-	2,0	7	tow	CB; LT	39/-
L3/35 Lancia-fiamme A	(flam)	1/1	1,0	f	2/tk	LT	41/11
Autocanone 90/53 AA	(90L53)	s/s	1,5	10	2/wl	LS	41/10

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15. Panzer Division (von Vaerst)



Infantry	Schützen Bataillon:	2x HQ 4x MIF Coy
	SW attached to Bataillon:	1x MMG + 2x MTR or MMG
	Kradschützen Zug (Crack):	1x MIF Coy in Kubelwagen + 1x MTR
8. Pz Regiment	From I., II. Abteilung (Reece):	1x Panzer II F + 1x SdKfz 221 or 222 + 1xPz II F or 221/2
	From I., II. Abteilung:	3x Panzer III G 2x Panzer III G/H/J + 1x Pz III J1 2x Panzer IV D "tropical"/E + 1x Pz III G/H
Guns		3x Pak38 or 2x FlaK 18/36 or 2x 10,5cm leFH18 + tractor

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21. Panzer Division (von Bismarck)



Infantry	Schützen Bataillon:	2x HQ 4x MIF Coy
	SW attached to Bataillon:	1x MMG + 2x MTR or MMG
	Reg. Pionier Kompanie (Elite):	1xAIF Coy in 251/1 + 1x MMG
5. Pz Regiment	From I., II. Abteilung (Reece):	1x Panzer II F + 1x SdKfz 221 or 222 + 1xPz II F or 221/2
	From I., II. Abteilung:	3x Panzer III G 1x Panzer III G/H/J + 2x Pz III J1 2x Panzer IV D "tropical"/E
Guns		3x Pak38 or 2x FlaK 18/36 or 2x 10,5cm leFH18 + tractor

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90. leichte Afrika Division (Kleemann)

Includes a few troops from *Kampfgruppe Menny*, under the Italian *Corpo d' Armata XXI*



Infantry	Schützen Bataillon:	2x HQ 4x MIF Coy
	SW attached to Bataillon:	1x MTR + 1x MMG + 3x MTR or MMG
	Kradschützen Zug (Crack):	1x MIF Coy in Kubelwagen + 1x MMG
Armour	Pionier Kompanie (Crack):	1xAIF Coy in 251/1 + 1x MMG
	Panzerspahwagen Zug (Reece):	2x SdKfz 221 or 222 (1 can be British A/C) + 1x Pz II F* (reece)
Guns	Panzerjäger Abteilung (Crack):	3x PzJäger Ib SdKfz 101 (1 can be 'Diana' or Stug III D*)
	Panzerjäger Zug (Crack):	3x Pak38 + tractor
	Kusten Artillerie Abteilung:	2x 15,5cm sFH414(f) howitzer + tractor <small>* from <i>Kampfgruppe Hecker</i>, directly under Rommel</small>

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Extra equipment data; Deutsches Afrika Korps:

PzKpf IV D "tropical"	(75L24)	4/3	1,0	8	2/tk		41/2
Sturmgeschütz III C/D	(75L24)	7/3	1,0	5	2/tk	LT	41/7
PzJäger SdKfz 6 'Diana'	(76L51)	1/1	1,0	10	2/ht	LT	42/5
15,5cm sFH414(f) howitzer	(155L14)	-	2,0	6(d)	tow	LT; CB	42/5



Ally



1st Armoured Division (Herbert Lumsden)



2nd Armoured Brigade Group + support under the 201st Guards Infantry Brigade Group

Infantry		2x HQ 3x MIF Coy
	SW attached to Battalion:	1x MMG + 2x MTR or MMG
Armour	Reece unit	1x AIF Coy w/ attached Universal Carrier (HMG*) 3x Marmon-Herrington Mk III 3x Crusader Mk II 3x Crusader Mk II 3x Grant
Guns		2x 25 pdr or 40mm Bofors or 6pdr A/T + tractor

* the HMG represents a combination of LMG, MMG and Boys A/T rifle

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22nd Armoured Brigade Group + support under the 201st Guards Infantry Brigade Group

| | | |
|----------|---------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------|
| Infantry | | 2x HQ
3x MIF Coy |
| | SW attached to Battalion: | 2x MTR or MMG or 2pdr A/T |
| Armour | Reece unit | 1x AIF Coy w/ attached Universal Carrier (HMG*)
2x Humber A/C Mk III + 1 Daimler S/C (mg)
3x Crusader Mk II
3x Crusader Mk II
3x Grant |
| Guns | | 2x 25 pdr or 40mm Bofors or 6pdr A/T + tractor |

* the HMG represents a combination of LMG, MMG and Boys A/T rifle

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7th Armoured Division (F.W. Messervy)



4th Armoured Brigade Group + support troops from the 7th Motor Bg; 1st King's Dragoon Guards (1) or 12th Lancers (2)

| | | |
|----------|------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------|
| Infantry | Infantry Battalion: | 2x HQ
2x MIF Coy
1x AIF Coy w/ attached Universal Carrier (HMG*)
2x MIF Coy
1x AIF Coy w/ attached Universal Carrier (HMG*) |
| Armour | SW attached to Battalions:
Reece unit | 2x MMG + 4x MTR or MMG or 2pdr A/T
3x Marmon-Herrington Mk III ¹ or Humber Mk III ²
3x M3 Stuart 'Honey'
3x Grant |
| Guns | | 2x 25 pdr or 40mm Bofors or 6pdr A/T + tractor |

* the HMG represents a combination of LMG, MMG and Boys A/T rifle

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1st South African Infantry Division (G. Brink)



| | | |
|----------|---------------------|---------------------------------------------------------------------------------------------------|
| Infantry | Brigade Groups: | 2x HQ
4x MIF Coy
4x MIF Coy |
| | SW attached to MIF: | 3x MMG + 2x MTR + 1x 2pdr + 1x MMG or 2pdr A/T
1x AIF Coy w/ attached Universal Carrier (HMG*) |
| Armour | Reece unit | 3x Marmon-Herrington Mk III
2x Matilda II |
| Guns | | 3x 25pdr or 3x 2pdr A/T or 2x 4.5" Field Gun (+ tractor) |

* the HMG represents a combination of LMG, MMG and Boys A/T rifle

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50th (Northumbrian) Infantry Division (W.H. Ramsden)



| | | |
|----------|---------------------|-----------------------------------------------------------------------------------------|
| Infantry | Brigade Groups: | 2x HQ
4x MIF Coy
4x MIF Coy |
| | SW attached to MIF: | 2x MMG + 1x MTR + 1x MMG or 2pdr A/T
1x AIF Coy w/ attached Universal Carrier (HMG*) |
| Armour | Reece unit | 3x Marmon-Herrington Mk III
2x Valentine III + 1x Valentine III or Matilda II |
| Guns | | 3x 25pdr or 3x 2pdr A/T or 2x 4.5" Field Gun (+ tractor) |

* the HMG represents a combination of LMG, MMG and Boys A/T rifle

Extra equipment data; British:

| | | | | | |
|---------------------------------|-----|-----|---|------|------|
| Marmon Herrington Mk III (HMG*) | 1/1 | 1,0 | 0 | 2/wl | 41/3 |
|---------------------------------|-----|-----|---|------|------|

* the HMG represents a combination of LMG, MMG and Boys A/T rifle

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1^{ere} Brigade Francaise Libre (Marie Pierre Koenig)

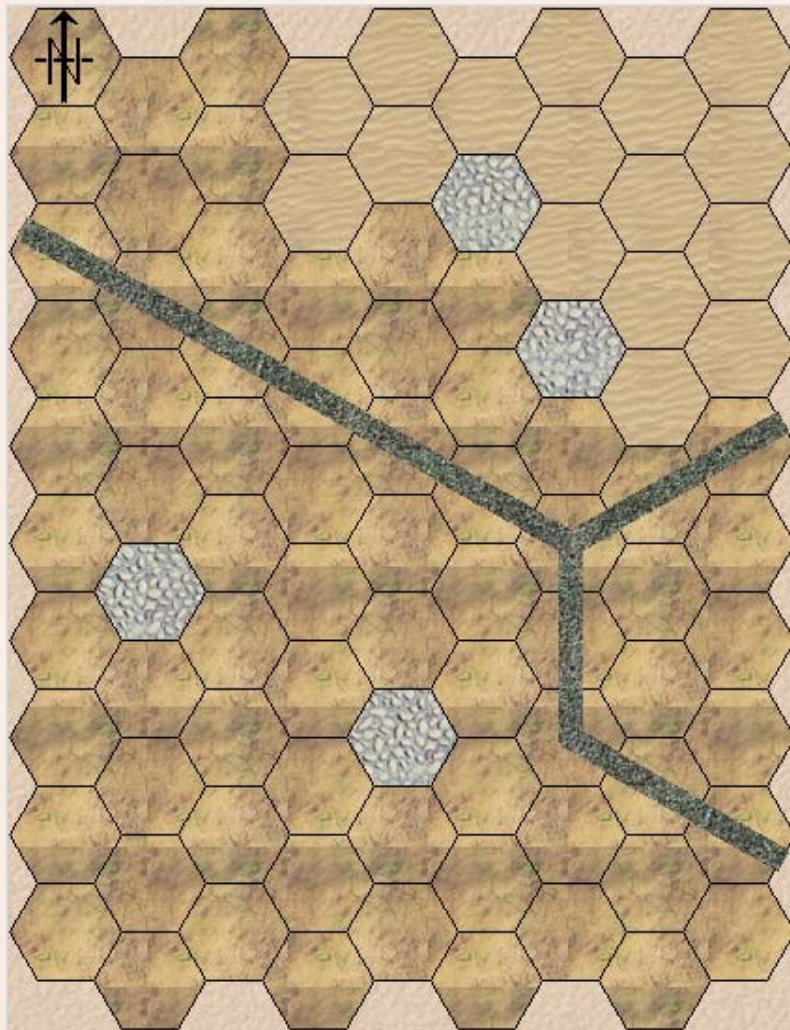


| | | |
|----------|--------------------------------|---------------------------------------------------------------------------|
| Infantry | Bat. Legion Etrangere (Crack): | 2x HQ + 1 FOO (ART HQ)
3x AIF Coy w/ attached Universal Carrier (HMG*) |
| | Demi Brigade de Marche: | 3x MIF Coy |
| | SW attached to MIF: | 1x MMG + 1x MTR + 1x MMG or MTR |
| | Fusilier Marins & others: | 2x FIF Coy |
| Guns | SW attached to FIF: | 2x MMG or MTR |
| | | 3x 75mm Gun + tractor |
| | | 2x 25mm A/T + 1x 47mm A/T (+ tractor)
3x 90mm MTR + truck |

* the HMG represents a combination of LMG, MMG and Boys A/T rifle; any one single Coy may be designated as Reece



Table 1
Vital Crossroads



Maximum Game Length: 7 turns

Baseline

N & S: randomly set.

Deployment

All units may be committed.

4x any unit on the baseline; 1x Reece and 1x Coy on the baseline or the next row.

Reinforcements

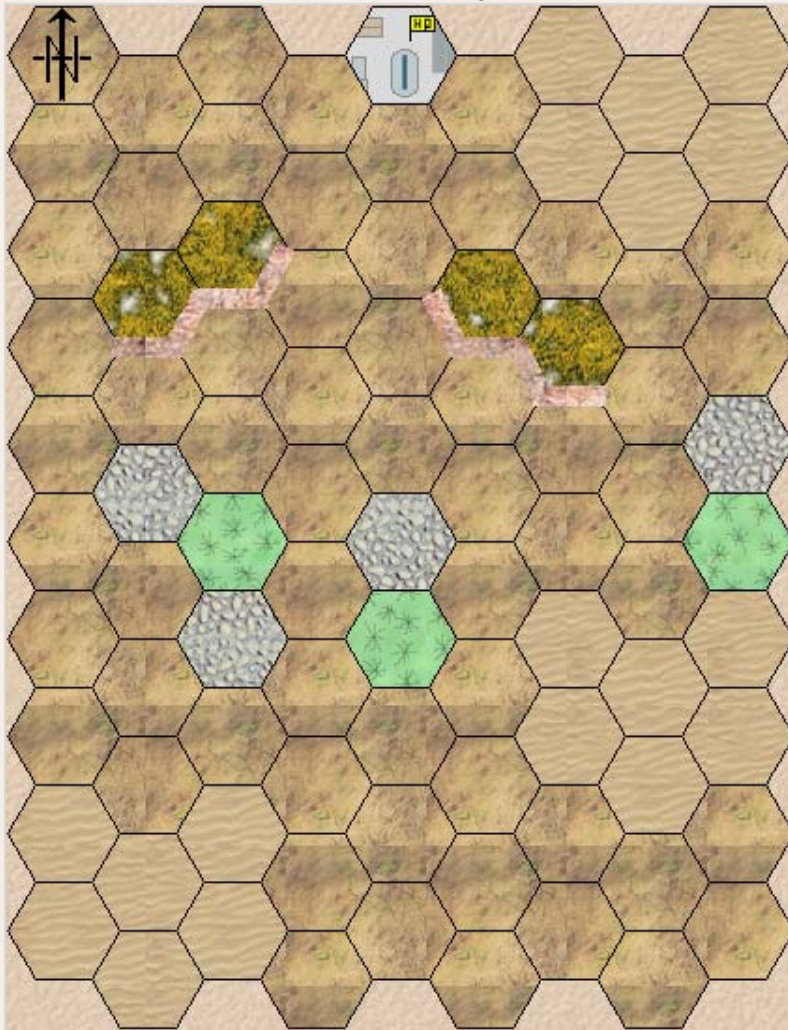
From Turn 1: any two units (on DR).

Victory Conditions

Players score 3 Campaign points (CP) for each destroyed tank unit; 1 CP for every other unit.

An infantry Coy over the crossroads hex awards 6 CP from Turn 3.

Table 2
Across the Ridge



Maximum Game Length: 8 turns

Baseline

If an army can deploy 1/3 or more Coy then it automatically takes North, unless it has already played N in this table. The other player takes the opposite side.

Deployment

N: select all Coy and infantry SW; up to 1 A/T unit; up to 1 armoured unit.

All infantry and SW deploy in *ambush at will* up to 7 rows into South.

S: all units may be committed.

Any 5 units deploy on the baseline; up to 1x Reece on the second row.

Reinforcements

N: on Turn 3 1x armoured unit (if any) deploys on the baseline.

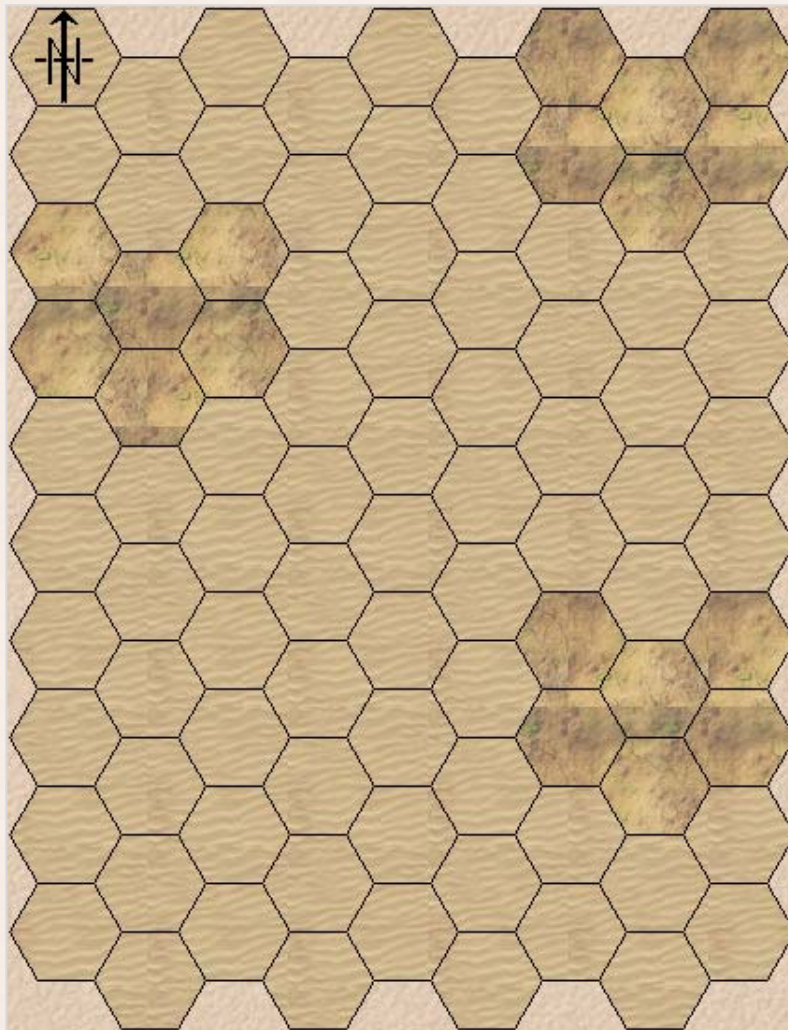
S: from Turn 1 up to 3 units enter through South baseline, all on DR.

Victory Conditions

Players score 3 CP for each destroyed unit, except a Reece unit that awards a single point.

If South places one Coy over the Command Post at the flagged hex he is awarded 10 CP by the end of the Turn and the game ends; any other unit plus HQ placed on that hex will be worth 1 CP each from Turn 3: maximum 2 CP.

Table 3
Into the Deep Desert



Maximum Game Length: 7 turns

Baseline

N & S: randomly set.

Deployment

All units may be committed.

3x any unit on the baseline; 2x units on the baseline or the next row.

Reinforcements

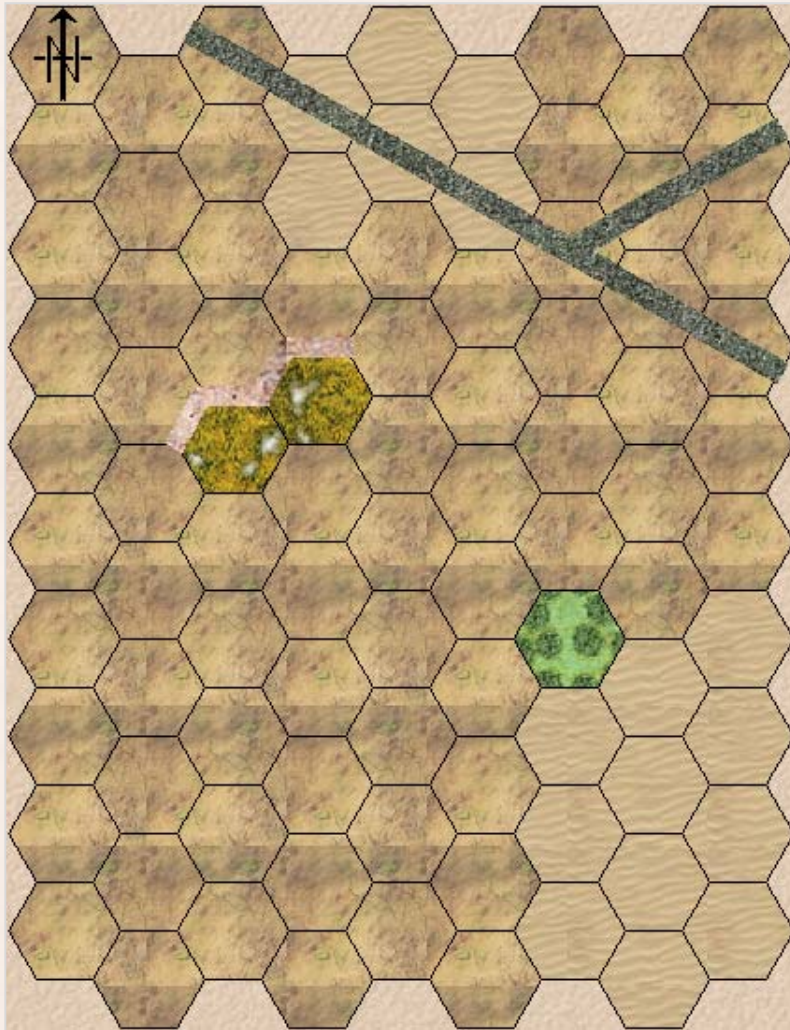
From Turn 1: any unit on DR; baseline DRv; lateral edge DRv-1.

One Reece unit held in reserve may automatically enter through any edge instead of other unit (no DR) at the chosen turn.

Victory Conditions

Players score 4 Campaign points (CP) for each destroyed tank unit; 2 CP for every other unit or for capturing a HQ.

Table 4
Rush



Maximum Game Length: 7 turns

Baseline

N & S: randomly set.

Deployment

All units may be committed.

3x any unit on the baseline; 2x units on the baseline or the next row.

Reinforcements

From Turn 1: any unit on DR; baseline DRv; lateral edge DRv-1.

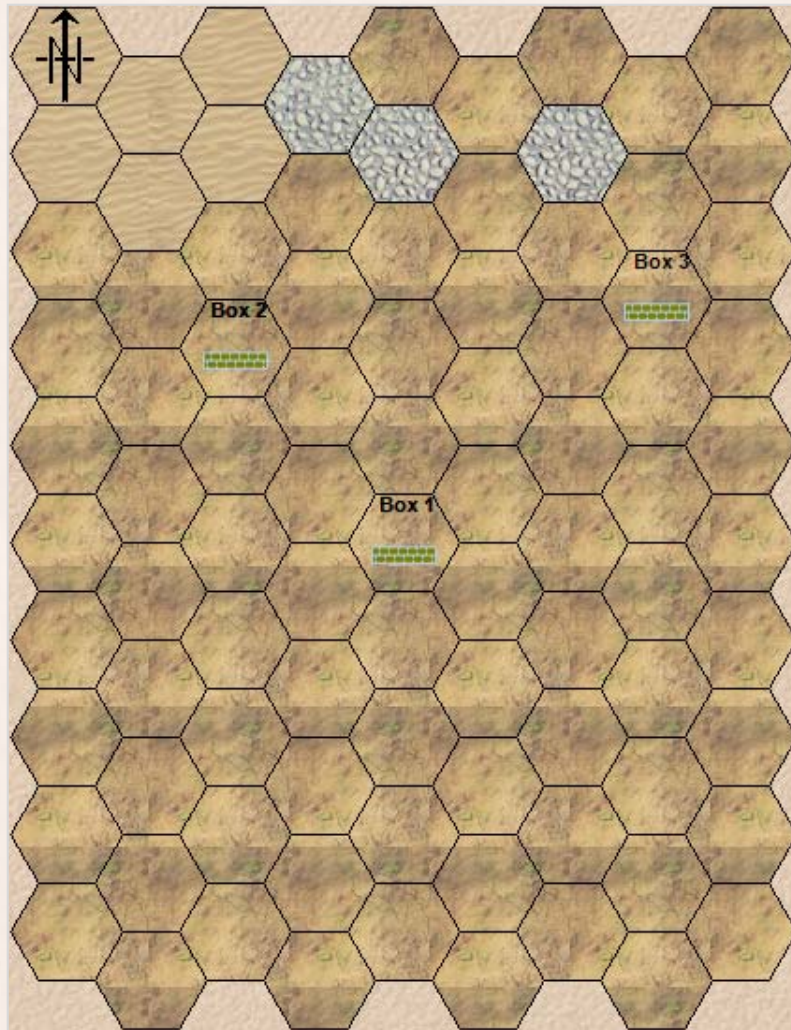
One Reece unit held in reserve may automatically enter through any edge instead of other unit (no DR) at the chosen time.

Victory Conditions

Score 1 Campaign point (CP) for each destroyed unit

From Turn 4: score 4 CP for placing one Coy in the Oasis; 2 CP for each placing one Coy over the crossroads; and 1 CP for each Coy over the Ridge.

Table 5
Clearing the 'Boxes'



Maximum Game Length: 8 turns

Baseline

If an army can deploy 1/3 or more Coy then it automatically takes North, unless it has already played N in this table; otherwise randomly choose sides. The other player takes the opposite side.

The boxes: there are three defensive 'boxes' on the field marked 1 to 3. Each box may be protected either by barbed wire on 3 edges (wire rules 15.3) or mines (minefield rules 15.5) at player's choice.

If mines are chosen, for each enemy unit entering one empty surrounding hex N rolls a die: on '5,6' the hex is mined and will be marked as such for the remainder of the game, affecting both sides equally.

Deployment

N: pick up all Coy and infantry SW; up to 2 ART or A/T units; and 1 armoured unit. Any SW must be attached.

Garrison: each of the three boxes may be defended by one dug-in Coy (treat as trench) and/or any stacked ART or A/T unit, discarding transports; such dug-in units are automatically eliminated on leaving the box.

Units not in boxes start off-grid.

S: all units may be committed.

Any 4 units deploy on the baseline; up to 1x Reece on the second row.

Reinforcements

N: from Turn 3 any spare unit deploys on the baseline on a DR.

S: from Turn 1 up to 2 units enter through South baseline, all on DR.

Special Box Rules

Garrison use full entrench rules, are close top and save on '5,6' (8.13).

Any new Coy and ART units entering the Box (including relieving troops) are in cover, close topped and save on '6'.

Boxes do not block the LOS.

Relieving troops

Any N Coy entering a Box count as relieving troops: remove any local Coy remainders from the game and the new Coy occupies the Box; the new defending units do not count as garrison.

Victory Conditions

S: score 4 CP for each cleared enemy box, if occupied by any own unit, plus 1 CP if a Coy is present.

N: by Turn 8 only: having one Coy defending a box is worth 3 CP.

N & S: each eliminated enemy tank unit awards 1 CP.



Guidelines for Smooth Campaigning

The following procedures are suggested to assign players to tables.

General restrictions:

- A. One player cannot play the same opponent unless he has played all other players before.
- B. One player cannot play twice in the same table with the same side.
- C. Axis versus Axis and Ally versus Ally games are not allowed.

Basic Procedures

1. Randomly pick up one player (A).
2. Randomize the player for a table (1-6) allegiance (Axis-Allies).
3. Randomly pick up his pair (B) among eligible players, which will automatically take the opposing allegiance and side.
4. Proceed until all players have a seat.

From game 2 and on:

5. Randomly assign the first free pair of players to new tables as soon as each is available.
 6. Randomly pick up one opponent from the next pair of available players and match them to the previous pair, taking into consideration allegiance and giving preference to opponents that have not met before.
- Note: on a limited number of players there will be several runs of repeated opponents, what it important is to ensure that each player does not play one opponent more than others.

