EUROPE

1944

Chain of Command

Mini Campaign

Williton Gamers

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Introduction

It is late in the war and both the Allies and Germans are war weary they have fought to a stalemate and nothing on the front line has moved in weeks.

Allied High command has sent in a new company commander to take control of the 1st company of the 7th Battalion Somerset Light Infantry

The German High Command has also appointed a new company commander in the area for the 4th company 105th regiment of 21st Panzer Division

The time has come to force a new break through the stalemate is about to be broken

Briefing

As company commander you will have at your disposal the following base force

3 x platoons of infantry and 1 x platoon of armour with an attached reconnaissance force consisting of 3 or 4 teams

The area of operations has seen lots of fighting in the past three months, but the weather stalled both sides and the fighting and movement has ceased now that the weather seems to be improving It is your task to break though enemy lines and capture their forward area headquarters. Your relevant High Command is expecting victory

The Allied order of battle is the following

3 x Standard British late war infantry Platoons - Force rating 0

Each consisting of

> 2 x SL

> 1 x PIAT team

> 1 x 2" Mortar team

> 3 x Sections

>> 1 x JL

>> 1 Bren Gun team (3 crew)

>> 1 Rifle Team (6 riflemen)

1 x Armoured Platoon - Force rating + 5

consisting of

> 1 x Firefly (SL)

> 3 x Sherman M4 (JL)

1 x Recce force - Force rating -2*

Consisting of

> 4 x U Carriers

>> 1 x SL

>> 2 x JL

>> 4 x Bren gun teams (one per car)

*The Force rating was worked out at 5pts per UC recce section of 2 UC as per list 5 so 10pts then to add a SL to replace a crew member at 2pts giving a total of 12pts using the list in BCoC = -2 FR

Overall FR +3

The German Order of Battle is the following

3 x Regular German late war Heer Platoons - Force rating 0

Each consisting of

    1 x SL

    1 x Panzershreck Team

    3 Sections

        1 x JL

        1 x MG42 2 crew and 1 rifleman

        1 x 6 riflemen

1 x Armoured Platoon - Force rating Both options + 8

(31pts = +8 FR on the list)

consisting of

        1 x Panther (SL)

        3 x Panzer IVH (JL)

1 x Recce force - Force rating - 2

(3pts per car and team + 2for a SL = 11pts this = FR -2)

Consisting of

      3 x SdKfz 250

          1 x SL

          2 x JL

3 x LMG teams (one per car)

Overall FR +6

Support Points

Each side has 50pts this is to be spent however you wish before the campaign starts each side creates a list known only to them and the umpire (if there is one) this can't be changed and once a support option is destroyed unless you can replace it with additional points earned then it's gone for good

However, some tables have a support point limit you can't bring more support to that table than the maximum for that game and some tables do not allow certain support options for each side please see each scenario for details

Allies

+ 3pts for the Force Rating

The allies have a FR disadvantage of Net 3pts from lists 1-3 this is what the allies can use when they are in defence see each scenario for specifics

Extra support points can be earned by the following and spent however you like

Winning + 8pts

Draw + 6pts

Losing + 3pts

Wiping out a platoon 10pts

Additional

If you win the battle you can regain any vehicles or crewed weapons where the crews have bailed out or been killed using a rifleman for each crew position out of your platoon. If the vehicle is destroyed its unrepairable and is left as a hulk on any subsequent battles where you win, and the enemy has left bailed out vehicles etc you may roll a D6 to see if you can capture it and how effective it will be see below

Any captured enemy vehicles can only be used for one game after that they are assumed to have broken down or run out of ammo

1-3 the vehicle is US to your forces as you have no one who can crew it

4-5 you can use the vehicle but have had to replace all MGs with your own so roll dice comparative to your army list any AP/HE guns will have a max of 3(each) rounds

6 you may use as it states in the relevant army list with no round penalty. Also, no need to crew it with riflemen as you found a crew back at HQ

If you lose a captured AFV or Support weapon in battle you do not need to face a force moral test however if you lose one of your own re crewed AFV or Support weapon you face a Force moral test as normal

this is to represent the fact that the men around you won't be placing much faith in kit that's not theirs to them it's just something extra and so if it works great but they won't lose sleep if it doesn't!

The Campaign Ladder

ALLIES side

Scenario 6 ATTACK ON AN OBJECTIVE
GOING WITH A BANG (1940)
Scenario 3 ATTACK AND DEFEND
Scenario 2 THE PROBE
Scenario 1 THE PATROL
Scenario 2 THE PROBE
Scenario 3 ATTACK AND DEFEND
GOING WITH A BANG (1940)
Scenario 6 ATTACK ON AN OBJECTIVE

GERMAN side

Game 1 begins in the middle with the probe the winner takes the initiative into the next game using the scenarios in the two CoC books see below for campaign specific rules that supersede the book rules

The campaign normally advances onto the next table towards the defender's side with the initiative to the winner of the last game if the game ends in a draw the table is fought again using a D6 roll the higher D6 is the attacker

If the attacker loses the new winner may choose to fight as the attacker on the same map next go or to push back towards the other side by advancing back to the next scenario

Weather conditions

Before each battle you need to dice a D6 for time of day and weather see table below

Time of day

    1-3 morning

    4-5 afternoon

    6-night time (visibility down to 18")

Weather

    1-   Foggy visibility down to 18"

    2-   Raining visibility down to 24" and -1 on all dice rolled for movement for men and vehicles

    3-5   clear no penalty

    6-   clear but windy - treat all mortars and smoke as if no line of sight to hit and do deviations   accordingly

If the weather isn't clear from the start, then after a turn ends roll to see if the weather clears up

1-2 stays as is

 3-6 clears up

keep rolling after each turn until it clears then no further roll needed

Scenario Rules for this campaign

The winner is always the attacker and goes first irrespective of the force moral unless otherwise stated

Scenario 1 THE PATROL

For the first ever game on this scenario Each side can only use the recon platoon from their Order of battle as their base platoon

Map set up

      No more than one building mainly fields and hedges with   scattered woods

Patrol Phase

      As per book

Force support

      Each side can only take a maximum of 8pts of support

Support unavailable

      Forward observers, any Defences or preliminary barrage

Scenario 2 THE PROBE

the winner of the last game can elect to use one surviving recon team at no extra support cost however they dice to come in like a barrage two failed attempts mean they fail to turn up

The first time this game is played each side starts the with a new regular platoon from their order of battle

Map set up

    Max of three buildings no other restrictions

Patrol Phase

    As per book

Force support

    Attacker maximum of 25pts

    Defender maximum of 10pts

      Defender if allies may use an additional 3pts from their extra

      3pt pool but only for lists 1-3

Support unavailable

Forward observers,

Scenario 3 ATTACK AND DEFEND

This scenario can be played as BCoC (by mutual consent) each team carries their forces over from the existing battle however each side can bring their fresh armoured platoon as their second platoon

Map set up

    no restrictions

Patrol Phase

    As per book

Force support

    Attacker maximum of 25pts

    Defender maximum of 10pts

      Defender if allies may use an additional 3pts from their extra

3pt pool but only for lists 1-3

Support restrictions

Forward observers unavailable to defender and only available to attacker on a roll of 5+ on a D6

The use of a FO must be declared before attempting to use it hence if unavailable you lose the points for this game

Additional Rule the attacker gets a extra CoC dice pip for each single 6 rolled as well as the usual 5

GOING WITH A BANG (1940)

the winner of the last game can elect to use one surviving recon team at no extra support cost however they dice to come in like a barrage two failed attempts mean they fail to turn up

If replaying this game i.e. the winner lost the battle after this one and now finds themselves defending this rung of the ladder, they can elect to miss this rung and get pushed back one more rung to attack and defend but play it as the defender

Map set up

no restrictions

Patrol Phase

As per book

Force support

Attacker maximum of 30pts

Defender maximum of 15pts

Defender if allies may use an additional 3pts from their extra

3pt pool but only for lists 1- 3

Support restrictions

Forward observers are available to each side on a D6 roll of 5+ defender on a roll of 4+ for the attacker

The use of a FO must be declared before attempting to use it hence if unavailable you lose the points for this game

Scenario 6 ATTACK ON AN OBJECTIVE

The player with the highest Force moral goes first

This scenario can be played as BCoC (by mutual consent) each team carries their forces over from the previous battle however each side can bring their fresh armoured platoon if no casualties or surviving units as their second platoon tanks brought with support points can be integrated to shore up any loses

A second infantry platoon (if you have it) can be used instead of the armoured platoon if you wish

Map set up

> no restrictions

Patrol Phase

> As per book

Force support

> Attacker maximum of 30pts

> Defender maximum of 15pts

>> Defender if allies may use an additional 3pts from their extra

>> 3pt pool but only for lists 1- 3

Support restrictions

Forward observers are available to each side on a D6 roll of 3+ The use of a FO must be declared before attempting to use it hence if unavailable you lose the points for this game

Additional information if you want to monitor commanders during the campaign

Allied Company Commander

    Captain Stockley

Platoon Commanders

Plt 1   Lieutenant   Myers

Plt 2   Lieutenant   Cridland

Plt 3   Lieutenant   Mcintosh

Recce section   Staff Sergeant Cullings

German Company Commander

    Haupt mann   Von Huber

Platoon Commanders

Plt 1   Ober Leutnant   Schmidt

Plt 2   Ober Leutnant   Friedrich

Plt 3   Ober Leutnant   Hoffmann

Recce Section   Unter feldwebel Miller