

Operation Brevity

WWII Wargame Rules

Note From the Author

Unfortunately I have been busy with other projects for the last 18 months or so and Operation Brevity has been very much on the sidelines. This means that the organizations given on the web page vary considerably as to the version they apply to. Any odd or meaningless material in the organization charts probably refers to older (and more complicated) versions of the rules.

If you are familiar with wargaming, you should find little difficulty with playing Operation Brevity. The two major differences you will find between Operation Brevity and other wargaming rules are the way each turn is broken into moves and that you dice once for each possible target when firing, rather than the more traditional once per firing stand. On the other hand, if Operation Brevity is your first exposure to wargaming, and wargaming the Second World War in particular, welcome to what I hope will be an enjoyable experience. Essentially, when you play this game, you and your opponent will be taking turns to move models and figures representing battalions of about 1000 soldiers or 100 miscellaneous vehicles around the table. If you move your models close enough to your opponent's models, your opponent will 'shoot' at your models. If they survive, your troops get to shoot back. Unlike some wargames where this is done by actually firing toy cannon or throwing pencil stubs, in this game you and your opponent 'shoot' enemy battalions by rolling a die. If you score high enough, your troops will be victorious. The game ends when you or your opponent fulfils their orders.

Read the rules through once then set up a game and try them out.

Basics

Operation Brevity is a simple simulation of battles in the Second World War. The game is a scaled down and simplified representation of the real battlefield. You do not need to know anything about the scales used in the rules to play the game. All measurements in the rules are in inches and all times in either turns or moves within a turn. However, for your information, and to help you recreate specific battles, the ground scale is 1:5 000. That means that **8 inches on the table represent 1 km** in reality. Thus, from the original rules, 10 cm is now 4".

One model or stand of six figures represents a battalion of real life troops. A battalion is normally about 500 riflemen or 50 tanks and all of it's supporting personnel and equipment, about 1000 soldiers or 100 vehicles all up. Your artillery models also require an artillery observer figure or model to indicate the command that they are supporting.

Group your battalions into commands of two to four battalions apiece. Each command represents a brigade, regiment or combat command. You will need an officer figure or a green marker for each command. Use the officer figure

to remind yourself whether the command is still able to move this turn.

Combine your commands into divisions of two to four commands and a model for the divisional headquarters. The divisional headquarters represents the hundreds of trucks or horse-drawn wagons and the thousands of soldiers who keep the combat soldiers fed, clothed, armed and healthy, and look after them if they are wounded. Finally, group all of your divisions into a single corps. You need another officer figure (with their personal command vehicle) to represent the corps commander (you) and a model for the corps headquarters.

Start with a single command of three to six models and work up to a division of fifteen to twenty models. If you want to play a game with a full corps of forty to one hundred models, you can expect to spend a whole weekend at it. Rather than making up fictitious commands and divisions, you will find it much more fun to pick a historical unit and find out how it was organized. You will find that different armies have widely differing organizations and names for them.

You will need two other types of markers, casualty figures, and pin markers. Use casualty figures or red markers to indicate battalions that are spent, that is, they have taken so many casualties that they are no longer able to fight effectively. Place a pin marker, either a small brown pom-pom or ball of cotton wool or a yellow marker, with a battalion to indicate that it is pinned down by heavy fire and is not willing to risk greater casualties by continuing on.

Each turn, which is made up of a number of moves, represents six hours of actual time, so four turns represent a full day of fighting. You should be able to play a turn in about 15 minutes with a bit of practice. In summer, the first turn of the day is a night turn. In winter, both the first two turns are night turns.

If you are playing a small game with a single division, you will need an area 24"-40" wide by 72"-96" long. For a larger game with a whole corps, use a playing area 32"-48" wide by 96"-120" long.

Dice

You will also need several normal six-sided dice. At times in the game you will need to roll to see how well your troops carry out your orders. The score you need to succeed is given in the rules as a range of numbers, e.g. 4-6. If you roll within the given range then your troops succeeded, otherwise they failed. Some tables list a number of modifiers to the roll in the form 'Corps commander with selected command +1'. In this case, if the conditions given for the modifier apply, i.e. the corps commander model is with the command, add one to your roll. Now a roll of 3 becomes 4 and succeeds.

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Turns

Unlike some games where you and your opponent alternate turns, in Operation Brevity your turns entwine with those of your opponent. Within each turn, you alternate moving commands with your opponent until neither of you have any commands left that you may move.

At the start of each turn, place each of your officer figures with their commands. There are no restrictions on how the command must be deployed. If the command is spread over a large area it will be harder to use anyway.

If any of your commands have a battalion with a casualty figure in reserve, remove the casualty figure from each resting battalion.

If you have more commands than your opponent, you have the first move, otherwise your opponent moves first. Each move you may only move one command and then only if it still has its officer figure. Select the command you want to move and follow this sequence:

1. **Initiative** — Your opponent may attempt to take the initiative and select one of his or her own commands to move instead of yours.
2. **Regroup** — Detach any or all battalions in your command to other commands and attach any detached battalions to your command.
3. **Move** — Move any or all battalions in your command.
4. **Opponent Fires Artillery** — Your opponent fires any of their artillery at the moving command.
5. **You Fire Artillery** — You fire any artillery in your command at any opposing battalions.
6. **Opponent Fires** — Your opponent fires any of their other troops at the moving command.
7. **You Fire** — You fire any other troops in your command at any opposing battalions.
8. **Readiness** — Determine whether your command retains its officer figure.
9. **Remove Pin Markers** — You and your opponent remove all pin markers from your battalions.

Once you or your opponent has finished their move, the other person selects one of their commands that still has its officer figure and moves it. When neither of you have any commands left with officer figures, the turn is over.

Postures

Each command must be in one posture. The postures available are:

March, used for rapid movement.

Line, used for combat-ready formations.

Support, used to provide artillery support to another command.

Reserve, used to recover damaged units.

Initiative

If you wish to take the initiative from your opponent and select one of your own commands to move instead theirs, you and your opponent both roll a die adding your command bonuses.

Nationality Command Bonus

+1 British and Commonwealth

+0 French (treat Free French and Fighting French as Commonwealth or US)

+3 German

+0 Italian

+1 Japanese

+2 Soviet

+2 US

+1 Corps commander is attached to your command

If you roll higher than your opponent does, you choose one of your commands to move instead of their command, otherwise your opponent moves their command as normal.

Taking the initiative allows you to maintain the momentum of your attack or interrupt your opponent's carefully laid plans with a crafty counter-attack.

The different bonuses for each nationality reflect the flexibility of their command structure.

Regroup

Second World War organizations were quite flexible. Commands lent battalions to other commands to give an infantry command some tanks, or a tank command some infantry, or simply to reinforce a critical area. You may attach any battalion to your command from any command that still has its officer figure.

You may also declare that some of your battalions are resting. Resting battalions may not move and do not contribute to combat.

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Movement

The following tables give the distance you may advance or retire your battalions during your move. If you move a battalion from one terrain category to another, its movement is limited to the slowest rate for either terrain. You do not have to move a battalion during its command's move, but if you wish to fire later in the move, then you must at least declare the battalion to be moving into firing positions. If you do not move a battalion, you may not fire with that battalion, but neither can your opponent fire on it this move.

If you move a battalion within 8" of the table side-edge, you may never move the battalion further than 8" from that table edge. This prevents you from using the imaginary line of the table edge to cover one flank of your advance.

March Movement

If your battalion is in march posture, you may move it the following distances. A battalion in march posture may not pass another on the same route.

Battalions that move at march rate do not contribute to combat until they re-deploy into combat ready formations.

Troop Type	Road	Cross-Country	In Terrain
Infantry, horse-drawn guns or wagons	40"	32"	16"
Horsed cavalry, cyclists, slow tanks	64"	48"	16"
Tanks and other tracked vehicles	96"	64"	16"
Half-tracks, fast tanks	128"	80"	16"
Trucks, jeeps, armored cars, motorcycles	178"	96"	16"

These movement rates are far slower than the theoretical speed of the vehicles involved. The rates are consistent with both wartime German and post-war New Zealand experience however.

Combat-Ready Movement

If your battalion is in line or support posture, you may move it by up to the following distances. Troops in transport vehicles and towed guns may mount or dismount at any point in their movement with no penalty.

Troop Type	In Open	In Terrain
Infantry, slow tanks, trucks, horse-drawn guns and wagons	24"	16"
Half-tracks, jeeps, motorcycles, armored cars, horse-mounted cavalry	32"	-
Tanks and other tracked Vehicles	40"	8"
Fast tanks	48"	8"

As soon as combat is expected, things slow dramatically. Sections and platoons move by bounds from cover to cover or advance at a steady walk depending on the terrain. There are long pauses as battalions scan the terrain ahead, realign, report and receive new orders and move on again.

Artillery Fire

You can shell the enemy to soften up targets or even halt enemy attacks before your troops come to grips with the enemy. Artillery fire represents sustained bombardments by specialist artillery battalions. You may fire artillery battalions with the rest of your battalions instead of as artillery, but not as both. If you wish to support a command with artillery, attach the artillery battalion's observer figure to the command and place it in support posture.

You can either parcel out your artillery, some to each command, or keep it centralized in artillery brigades. Normally, it makes more sense to give each command its own artillery if your troops have a high readiness rating so that each command has artillery available whenever it needs it. On the other hand, if your troop's readiness rating is low, it makes more sense to keep a central artillery park so that it will be available when you need it rather than tied to a particular command.

See the section on Resolving Combat to determine the actual effects of your fire.

Opponent Fires Artillery

If any of your battalions locate a moving enemy battalion at any point in your opponent's move, you may fire at that battalion. Only artillery in support of the battalion that located the enemy battalion can fire. You may only fire each artillery battalion at one target.

You Fire Artillery

Because artillery battalions fire at an area rather than a precise target, they do not have to locate their target as clearly as a tank or infantry battalion does.

If you have artillery attached to your command, you may fire at any target that is within its range. Your target may be either an enemy battalion or a point on the table where you suspect the enemy may have hidden battalions. If your target is a point rather than a battalion, mark the point and note the number of dice and the type of weapon firing. If your opponent reveals any battalions at that point later in the game, then your attack is resolved. Ignore any pin results, but count spent and destroyed results.

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Other Fire

You will find that the main effect of your artillery fire is to pin the target down, thereby reducing their firepower, rather than destroy them outright. Once the bombardment is finished, the next step is to close with the enemy.

Other fire represents the fire of infantry, tank, and other combat battalions firing at targets they can see. This could be anything from a long-range tank duel, to a brief barrage of mortar or infantry-gun fire, to a fierce close-quarters grenade and bayonet fight. In this step, each battalion fires on every enemy battalion within range. If you wish to mass your troops you will gain a greater mass of fire, but at the cost of significantly increased casualties, a lesson only slowly (if at all) learned in the First World War. How then do you win a fight if you cannot outnumber your opponent? There are several approaches.

The first is to mass artillery rather than combat battalions. This way you get the increase in firepower without the increase in casualties. It does however require a considerable mass of artillery to work and can be clumsy. Another approach is to outflank your opponent. If they give you an opportunity to do this, you can inflict heavy casualties for little harm in return. Lastly, you can use heavy tanks. Unless your opponent has a heavy anti-tank defense, there is not much they can do to stop these beauties. Failing these however, massed infantry may be your only option.

See the section on Resolving Combat to determine the actual effects of fire.

Opponent Fires

If any of your battalions locate a moving enemy battalion at any point in your opponent's move, you may fire at that battalion. The defender gets to fire before the attacker to reflect the advantage of being able wait as the attacker closes and choose when to open fire. A battalion that is not taking aggressive action or moving about provides very few targets on a modern battlefield. If you wish to engage a battalion that isn't making trouble, then you will have to start the action by attacking in your own move.

You Fire

Having survived everything that the enemy has to throw at them, your troops finally get to grips with their foe. The main reason for putting your battalions through this ordeal is to force the issue in a critical point. Attacking under these rules is costly. On the other hand, unless your opponent obligingly gives you a good target, an assault is the only way to clear out a vital piece of ground. You may fire with any moving battalions at any enemy battalions that your troops can locate.

Resolving Combat

Ever since the introduction of breach-loading rifles, soldiers have been able to dominate the ground in front of them, regardless of the number troops the enemy throws at them. In Operation Brevity, your battalions can fire on every enemy battalion that they can locate. The more targets the enemy gives you, the better. On the other hand, the introduction of the machine gun spelt the end for mass tactics. The only way to remove a well-sited machine gun or anti-tank gun that is on its own capable of decimating an entire battalion is for a small team to work closer under cover and knock it out. In the empty battlefield where everyone is hiding or dead, adding more troops to the fray just gives the enemy more targets. Artillery battalions are somewhat different in that they rely on delivering a large volume of high explosive into the vicinity of the enemy over a period rather than trying to hit individual enemy soldiers or vehicles. This limits the number of targets that they can engage in a short space of time. Each artillery battalion must fire on a single target for the entire move.

Location Range

Location range represents the distance at which your battalions become aware of the presence of an enemy battalion. At this range, you can start bringing fire to bear, although most fire in the combat round would be at considerably shorter ranges.

All troops except artillery must locate an enemy battalion before they can fire on it. Your battalions locate enemy battalions at the following ranges:

- 12" for enemy battalions in the open if your battalions are on a hill
- 8" for enemy battalions in the open from the same or lower level
- 4" for targets in, or at the edge of terrain, at night, or in bad weather

Almost every command had some form of local reconnaissance. If your battalion locates an enemy battalion and you do not want to engage it, you may halt just outside the range at which you would locate it. This represents your reconnaissance reporting the enemy ahead. If the enemy can locate your battalion at a greater range, your opponent can still engage it anyway.

Weapon Range

The range of their weapons limits the maximum range at which your battalion can fire on another. All infantry battalions have a range of 8" to account for their heavy machine guns and mortars. The range of other battalions depends on the length of their weapons. Weapons up to 2.5 m in barrel length have a range of 4". Longer weapons have a range of 8". Flame-throwers have a range of 4".

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Artillery varies considerably in its range. The following table gives some indications. Use one range to the left for pre-First World War guns and howitzers to reflect their inferior performance.

Caliber (mm)	Mortar	Rocket Launcher	Infantry gun	Howitzer	Gun/Howitzer	Gun
up to 42	-	-	8"	-	-	-
45 to 70	8"	-	16"	24"	40"	60"
75 to 95	16"	24"	24"	60"	80"	100"
100 to 132	24"	56"	40"	72"	112"	132"
135 to 160	48"	48"	32"	80"	108"	180"
170 to 190	-	20"	100"	120"	160"	200"
200 and over	8"	-	-	88"	120"	216"

Notable Exceptions

Italian 82 mm mortar.....	24"
Soviet and German 120 mm mortars.....	40"
British Land Mattress 3" rocket launcher...	36"
US 4.5" rocket launchers.....	28"
German 21" NW 42 rocket launcher.....	60"
German 28/32" NW 41 rocket launcher.....	16"
German 30" NW 42 rocket launcher.....	40"
Soviet 310 mm rocket launcher.....	32"

These artillery weapon ranges allow you to organize your forces without needing to do too much research. If you know the actual "maximum range" of your forces artillery, use 5/6th of this as their artillery range. The reduction of 1/6th from the theoretical range allows for wear and tear and ammunition variation and seems to match actual practice better.

Roll to Hit

An interesting operations research study by the UK MOD demonstrated that since the invention of the rifle the number of casualties a defender inflicts is mainly a function of the number of targets presented. Adding more troops will not greatly increase your firepower. In reality only a few of them are going to be able to get into positions where they can see the enemy anyway.

Your battalions can engage every enemy battalion that is within range and that they can locate, except those in support posture (which are assumed to be distributed among and protected by the troops they are supporting). Add up the number of battalions in the line (but not those in support except artillery) that can locate the enemy battalion and are within weapons range. Battalions in the line are only effective against targets within the 180-degree arc of its front face. If your battalion is attacked in the flank, or is in reserve, or in march posture, do not count it. Pinned or spent battalions also do not count towards the strength total. Look up the number of battalions on the following table to find the number of dice to roll to hit the enemy battalion. Even if you

do not have any effective battalions, you still get one dice on the No Battalions row.

Combat Strength

Dice to Roll

No battalions	1
1 weak battalion	2
1 normal or two weak battalions	3
2 normal or 3-5 weak battalions	4
3-5 normal or 6-10 weak battalions	5
More	6

The score you need on a die to score a hit on the target depends on the type of target and the terrain or visibility as follows:

Target Battalion	In Open	Moonlight, Counter-battery, In Terrain	Unlocated, Darkness
Fast tanks moving	6	6	6
Tanks, armored cars, troop-carrying vehicles, armored personnel carriers, horsed-cavalry	5-6	5-6	5-6
Others including infantry, towed and self-propelled guns, engineers and headquarters	4-6	5-6	6
Firing multiple rocket launchers or aircraft	+1	+1	+1

Vehicles and cavalry have a lower to hit score to represent their unwillingness to stop under fire. Whereas other troops will go to ground under fire, this option is not available for cavalry, tanks, and other vehicles. They are in a much more 'do-or-die' situation. The casualty table reflects this however by making infantry considerably harder to actually harm. The result is that infantry frequently halt under fire taking no further casualties while tanks either survive or take serious casualties.

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Roll to Penetrate if armored

If you are firing at an enemy armored battalion, you must roll another dice for each hit. The score you need to confirm the hit is as follows:

Best anti-tank weapon firing is:	All anti-tank weapons firing are:	Score to penetrate
Light, light-medium, or artillery	Light or artillery	6
Medium antitank	Light-medium	5-6
Medium-heavy	Medium antitank	4-6
Heavy	Medium-heavy	3-6
	Heavy	2-6

Use whichever of the columns gives your firing battalions the best result. A typical 1944 Commonwealth Armored Regiment has a mix of Sherman and Firefly tanks. The Sherman tanks have medium anti-tank capability, whereas the Firefly tanks have heavy anti-tank capability. In this case using the best anti-tank weapon firing is heavy gives the best result. Firing with a US Light Tank Battalion with Stuart tanks which have light-medium anti-tank capability, you would use the all anti-tank weapons firing are light medium.

If you have a unit in support which has a better anti-tank capability than the units they are supporting, use their anti-tank capability in the best column. As an example, if your infantry battalion (equipped with light anti-tank weapons) has a battalion of medium-heavy anti-tank guns in support, use the some medium-heavy anti-tank row, needing a 4, 5, 6 to penetrate.

Roll to Cause Casualties

If you have scored any penetrating hits, the enemy battalion is pinned down by your fire and must halt at the point at which it came under fire and stop any engineering activity. Mark the enemy battalion with a pin marker.

Roll again for each hit to determine if your fire caused significant casualties. The following table gives the score you need to succeed. The table is broken into three parts depending on the degree of protection the target battalion has. Count the target battalion as being in the best protection that they have available. Find the row for the most effective type of weapon you are firing, either in the line, or in support.

Best Firing Weapon	Infantry	Others
Unprotected or lightly-armored troops		
Infantry, all rockets, mortars, machine guns, light or field guns or ground-attack aircraft	4-6	3-6
Medium guns or medium bombers	5-6	4-6
Heavy guns, engineers or heavy bombers	6	5-6
Super-heavy guns	-	6
Dug-in or medium-armored troops		
Infantry over 4" range, light rockets, mortars, machine guns or ground-attack aircraft	-	6
Light or field guns or heavy rockets	6	5-6
Infantry within 4", medium guns, or medium bombers	5-6	4-6
Heavy guns, engineers or heavy bombers	6	5-6
Super-heavy guns	6	5-6
Fortified or heavily-armored troops		
Infantry over 4" range, light rockets, mortars, machine guns, or ground-attack aircraft	-	-
Light or field guns or heavy rockets	-	-
Infantry within 10", medium guns, or medium bombers	-	6
Heavy guns, engineers or heavy bombers	6	5-6
Super-heavy guns	5-6	4-6
Target battalion is inexperienced	+1	+1

If you succeed, place a casualty figure with the battalion. If two or more rolls are successful or the target battalion already has a casualty figure, you have destroyed the battalion and should remove it from play instead. If you had the battalion surrounded when you destroyed it, your troops have captured the enemy battalion and your opponent cannot rebuild it.

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Readiness Test

Readiness represents the command's ability to quickly respond to new orders and situations. Commands with better readiness (such as the German and Japanese) represent the drive of their junior officers to achieve their overall goal and their willingness to keep going in difficult circumstances. Commands with poorer readiness (British, Indian, French, and Italian) represent a tendency to a slow and methodical approach, with junior officers asking for instructions when the unexpected happens. Extremely poor readiness (Soviet) represents a strict control from above with junior officers given no latitude to make decisions for themselves.

At the end of a move, roll one die. If the roll is successful your command keeps its officer figure, otherwise remove it.

Nationality	Readiness
British and India	5-6
Commonwealth	4-6
French	5-6
German	3-6
Italian	5-6
Japanese	3-6
Soviet	6
US	4-6
<i>Inexperienced troops</i>	-1
<i>Attacked by flame-throwers</i>	-1
<i>Night turn</i>	-2
<i>Corps commander is attached to your commander</i>	+1

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These rules are optional. They extend the scope of the rules, but they also add some complexity to the game.

Hidden Deployment

Hidden deployment allows you to keep the exact deployment of your forces hidden from your opponent. You do not need to place any battalion that has neither moved nor fired on the table. Any battalion that moves or fires, or is located by enemy battalions, must be placed on the table for the rest of the game.

Reconnaissance

Reconnaissance battalions did not normally fight as a battalion, they usually split into companies and sent out patrols to gain information on enemy activity.

You can break your reconnaissance battalions down with each company represented by a separate model.

You may always opt to retire a reconnaissance company up to a full move when it comes under fire, but before the enemy rolls for hits.

Small and Large Battalions

If one of your battalions was historically weaker than a normal battalion was, use a weak battalion. Count a weak battalion as half a battalion when calculating combat strength for firing. Almost every artillery battalion is a weak battalion, typically having only 12 guns. Soviet tank battalions and German heavy tank (Tiger) battalions were also usually very weak even when at full strength with less than 40 tanks each (compared with 60 to 100 tanks in a full-sized battalion).

Generally, it pays to ignore independent companies. Amalgamate them with the battalion that they would normally support. There are occasions when it is worth keeping companies though, either for reconnaissance or when the company provides much better anti-tank capability, or heavier guns. A good example would be a Tiger company or ISU 152 regiment (a company strength unit!). Treat companies that you do retain as a battalion with no combat strength.

If one of your battalions is abnormally large, represent the battalion with two models, each of which counts as a full battalion. Headquarters battalions are an excellent example, another is the 24-gun British Field Artillery Regiment. This battalion is twice as big as the more normal 12-gun battalion is. Split 18-gun battalions, such as the German Nebelwerfer Battalion into two battalions, but keep 16-gun battalions together. Another good example of a battalion to split is a full-strength German Panzer Abteilung with 96 tanks.

Counter-battery Artillery

You may assign your artillery battalions to counter-battery fire while regrouping their command. While assigned to counter-battery, you may not fire them at any other target. An artillery battalion assigned to counter-battery automatically locates any enemy artillery battalion as a counter-battery target, but only for the move in which it fires. Fire counter-battery artillery immediately after the enemy artillery battalion fires.

Wave Attacks

If your commands have a very low readiness rating, you may want to conduct attacks in waves. In a wave attack, you place one or more battalions in the line and in support and additional battalions in following waves. Your command then fights a new round of combat for each wave. When the first wave have fought, add the second wave to the survivors. Your opponent fires again and then you fire. Keep adding the next wave to the survivors and fighting until every wave has fought. No matter what happens to earlier waves, each wave must still attack.

Weather

The weather can have significant impact on a battle. At the start of each day, roll a die. A roll of 1 brings fog, sand storms, or similar bad weather and limits visibility and prevents any air activity over the battlefield. A roll of 2 brings cloud and prevents the use of medium or heavy bombers or transport aircraft. If the weather was bad, roll again each turn with the weather clearing on a roll of 4, 5 or 6. Subtract one from all rolls in winter.

Air support is very dependent on the weather conditions. Roll a die for each aircraft basing area (such as Southern England, Normandy, etc) at the start of each day. A roll of 1 brings bad weather and no sorties are possible by aircraft based in that area until the weather clears.

If your operation is dependent on air support for its opening phase, do not roll for the first day. Rather, assume that the first day is suitable for air operations, the operation being postponed until a suitable day.

Air Support

In Operation Brevity, aircraft are a variety of artillery with extremely long range. The rules abstract the effects of anti-aircraft fire and fighters into the availability of aircraft.

Aircraft are notorious for attacking the wrong target, or even friendly troops. Each time you make an attack with aircraft, roll a die. If you roll a 1, your opponent chooses the target instead of you. Your opponent can choose any target, including your own troops. Your aircraft may only

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attack one target per turn, but they fire on every battalion within 4" of the target.

Treat ground-attack aircraft with a Forward Air Controller, Visual Control Post, or Air Support Party (FAC) as artillery, placing their observer figure in support of one of your commands. You must give ground-attack and medium aircraft without a FAC their target at the start of a turn and heavy bombers their target at the start of the day. These aircraft make their attacks at the beginning of the scheduled turn.

Ground attack aircraft may only attack once per turn. Other aircraft may only attack once per day with at least one turn rest between attacks. Only medium and heavy bombers may attack at night.

Heavy bombers crater an area 8" in radius around their target. The crater area counts as bad terrain for movement purposes. They may count themselves as medium bombers on the casualty tables to avoid cratering.

Recover Destroyed Battalions

Most units are destroyed after suffering around 30% casualties. With adequate rest and a few replacements, these destroyed battalions can be rebuilt quite quickly.

At the start of the first turn of each day, roll a die for each of your divisional headquarters battalions. A score of 5, 6 for a well-supplied force or 6 for a poorly supplied force returns one destroyed battalion from that division into play. Place the battalion adjacent to the divisional headquarters battalion attached to its command.

At the start of the first turn of the day, you may also amalgamate any two destroyed battalions to return one of them to play. Your opponent chooses which battalion will return to play. Remove the other battalion from the game completely.

Your corps headquarters battalions may return destroyed divisional headquarters battalions into play in the same way.

Supply

Your corps is in supply if your corps headquarters battalion does not have a casualty marker and has a road route to the friendly table edge that does not pass within location range of any enemy battalion.

Your division is in supply if your divisional headquarters battalion does not have a casualty marker and has a road route to the corps headquarters battalion that does not pass within location range of any enemy battalion. You may also supply a division by air, in which case it is in supply for one turn on a roll of 3, 4, 5, 6 for each supply mission flown by a transport battalion.

Your command is in supply when any part of it is within one march move of the divisional headquarters battalion, keeping entirely out of location range of all enemy battalions for the whole movement.

A command, its division, and its corps must be in supply to remove casualty figures or recover destroyed battalions.

Engineering

Most combat regiments had an integral engineer detachment or had an engineer company attached from their division. Battalions from these regiments and specialist engineering battalions can perform engineer functions in place of their normal movement.

Obstacles

If you move any battalion (excluding specialist engineer battalions) across a blocked road or demolished bridge span or into a minefield, barbed wire entanglement, anti-tank ditch, or similar obstacle, place a pin marker with your battalion halt its movement. Remove the officer figure from command you are moving. If you move a specialist engineer battalion across an obstacle, it halts, but does not receive a pin marker and the command does not forfeit its officer figure.

If your battalion does not have engineering support, it moves as normal next turn, but may not cross the obstacle. If your battalion has engineering support, the battalion gaps or bridges the obstacle and can move onwards as normal next turn. You may move one battalions through the resulting gap in march column per move.

You may move a battalion across a river in the same manner, however since its vehicles and heavy weapons remain on the other side of the river, the battalion cannot move further until ferries or a bridge have been built.

Bridging

Bridging a major river as opposed to repairing a bridge is a task for specialist engineers. You can use a specialist engineer battalion to build a bridge for foot traffic or wheeled vehicles over a river by spending two turns on the task. Your battalion must spend four turns to build a bridge for medium tanks, or six turns for heavy tanks.

You may construct a ferry may instead. This will take half the time of a bridge, and allows one battalion to cross the river per turn. Your engineer battalion must remain with the ferry to operate it.

Operation Brevity

WWII Wargame Rules

Advanced Rules

Demolitions

You may demolish or block a section of road or a bridge span using the full move of a battalion that has engineering support. Preparing a major multiple-span bridge for total demolition takes a full turn. It still takes a further move to actually demolish the bridge. A totally demolished multiple-span bridge is impassable and is not repairable.

Minefields

You can create a minefield 4" long by 1" wide by having a specialist engineer battalion spend an entire turn at the task.

Prepared Positions

An infantry battalion requires one turn of work to count as in prepared positions. Towed guns need two turns of work to count as in prepared positions, while other battalions need four turns to count as in prepared positions. Constructing permanent fortifications is outside the scope of the game.

Smoke Screens

An engineer battalion can generate a smoke screen 6" wide centered on itself instead of firing. An artillery battalion can generate a similar sized screen anywhere within range instead of firing. The screen counts as terrain. The screen lasts until the battalion that created it next has an opportunity to fire.

Amphibious Landings

An engineer battalion can assemble assault boats or build ferries for two battalions of infantry in one move, for a battalion of wheeled vehicles or light armored vehicles in two turns, or up to medium tanks in three moves. It takes one move to ferry a battalion across a river. The battalion may not move beyond the river until a bridge has been completed. Naval landing craft are placed on the far shore as their movement. Amphibious transport (LVT, DUKW, etc) does not need to be prepared. DD or submersible tanks take two turns on the friendly shore to prepare and one move to swim across. They may not fight before crossing and once ashore they may not use their special equipment again. DD battalions have reduced ratings until the rest of their regiment lands or crosses by conventional means.

Air Landings

Air-landed battalions are placed at their destination as their movement. Parachute battalions land in combat-ready formation. Glider-borne battalions land in march column in unarmored vehicles.

In addition, your battalion may be badly scattered or suffer heavy losses on landing.

	Parachute		Glider	
	In Open	In Terrain	In Open	In Terrain
Day	1 die	2 dice	1 die	3 dice
Night	2 dice	3 dice	3 dice	4 dice

Parachute battalions gain a casualty figure on each roll of 1, 2, 3. Glider battalions gain a casualty on each roll of 1, 2. If your battalion gains two or more casualty figures on landing it is destroyed and removed from play.

Operation Brevity

WWII Wargame Rules

Charts

Move Sequence

1. **Initiative** — Your opponent may attempt to take the initiative and select one of his or her own commands to move instead of yours.
2. **Regroup** — Detach any or all battalions in your command to other commands and attach any detached battalions to your command.
3. **Move** — Move any or all battalions in your command.
4. **Opponent Fires Artillery** — Your opponent fires any of their artillery at the moving command.
5. **You Fire Artillery** — You fire any artillery in your command at any opposing battalions.
6. **Opponent Fires** — Your opponent fires any of their other troops at the moving command.
7. **You Fire** — You fire any other troops in your command at any opposing battalions.
8. **Readiness** — Determine whether your command retains its officer figure.
9. **Remove Pin Markers** — You and your opponent remove all pin markers from your battalions.

March Movement

Troop Type	Road	Cross-Country	In Terrain
Infantry, horse-drawn guns or wagons	40"	32"	16"
Horsed cavalry, cyclists, slow tanks	64"	48"	16"
Tanks and other tracked vehicles	96"	64"	16"
Half-tracks, fast tanks	128"	80"	16"
Trucks, jeeps, armored cars, motorcycles	178"	96"	16"

Combat-Ready Movement

Troop Type	In Open	In Terrain
Infantry, slow tanks, trucks, horse-drawn guns and wagons	24"	16"
Half-tracks, jeeps, motorcycles, armored cars, horse-mounted cavalry	32"	-
Tanks and other tracked Vehicles	40"	8"
Fast tanks	48"	8"

Postures

March, used for rapid movement.

Line, used for combat-ready formations.

Support, used to provide artillery support to another command.

Reserve, used to recover damaged units.

Nationality Command Bonus

+1	British and Commonwealth
+0	French (treat Free French and Fighting French as Commonwealth or US)
+3	German
+0	Italian
+1	Japanese
+2	Soviet
+2	US
+1	Corps commander is attached to your command

Readiness Test

Nationality	Readiness
British and India	5-6
Commonwealth	4-6
French	5-6
German	3-6
Italian	5-6
Japanese	3-6
Soviet	6
US	4-6
<i>Inexperienced troops</i>	-1
<i>Attacked by flame-throwers</i>	-1
<i>Night turn</i>	-2
<i>Corps commander is attached to your commander</i>	+1

Air Landings

	Parachute		Glider	
	In Open	In Terrain	In Open	In Terrain
Day	1 die	2 dice	1 die	3 dice
Night	2 dice	3 dice	3 dice	4 dice

Operation Brevity

WWII Wargame Rules

Charts

Location Range

(Sighting Distance)

- 12" for enemy battalions in the open if your battalions are on a hill
- 8" for enemy battalions in the open from the same or lower level
- 4" for targets in, or at the edge of terrain, at night, or in bad weather

Weapon Range

Caliber (mm)	Mortar	Rocket Launcher	Infantry gun	Howitzer	Gun/Howitzer	Gun
up to 42	-	-	8"	-	-	-
45 to 70	8"	-	16"	24"	40"	60"
75 to 95	16"	24"	24"	60"	80"	100"
100 to 132	24"	56"	40"	72"	112"	132"
135 to 160	48"	48"	32"	80"	108"	180"
170 to 190	-	20"	100"	120"	160"	200"
200 and over	8"	-	-	88"	120"	216"

Notable Exceptions

Italian 82 mm mortar.....	24"
Soviet and German 120 mm mortars.....	40"
British Land Mattress 3" rocket launcher...	36"
US 4.5" rocket launchers.....	28"
German 21" NW 42 rocket launcher.....	60"
German 28/32" NW 41 rocket launcher.....	16"
German 30" NW 42 rocket launcher.....	40"
Soviet 310 mm rocket launcher.....	32"

Roll to Hit

Combat Strength	Dice to Roll		
No battalions	1		
1 weak battalion	2		
1 normal or two weak battalions	3		
2 normal or 3-5 weak battalions	4		
3-5 normal or 6-10 weak battalions	5		
More	6		
Target Battalion	In Open	Moonlight, Counter-battery, In Terrain	Unlocated, Darkness
Fast tanks moving	6	6	6
Tanks, armored cars, troop-carrying vehicles, armored personnel carriers, horsed-cavalry	5-6	5-6	5-6
Others including infantry, towed and self-propelled guns, engineers and headquarters	4-6	5-6	6
Firing multiple rocket launchers or aircraft	+1	+1	+1

Roll to Penetrate if Armored

Best anti-tank weapon firing is:	All anti-tank weapons firing are:	Score to penetrate
Light, light-medium, or artillery	Light or artillery	6
Medium antitank	Light-medium	5-6
Medium-heavy	Medium antitank	4-6
Heavy	Medium-heavy	3-6
	Heavy	2-6

Roll to Cause Casualties

Best Firing Weapon	Infantry	Others
Unprotected or lightly-armored troops		
Infantry, all rockets, mortars, machine guns, light or field guns or ground-attack aircraft	4-6	3-6
Medium guns or medium bombers	5-6	4-6
Heavy guns, engineers or heavy bombers	6	5-6
Super-heavy guns	-	6
Dug-in or medium-armored troops		
Infantry over 4" range, light rockets, mortars, machine guns or ground-attack aircraft	-	6
Light or field guns or heavy rockets	6	5-6
Infantry within 4", medium guns, or medium bombers	5-6	4-6
Heavy guns, engineers or heavy bombers	6	5-6
Super-heavy guns	6	5-6
Fortified or heavily-armored troops		
Infantry over 4" range, light rockets, mortars, machine guns, or ground-attack aircraft	-	-
Light or field guns or heavy rockets	-	-
Infantry within 10", medium guns, or medium bombers	-	6
Heavy guns, engineers or heavy bombers	6	5-6
Super-heavy guns	5-6	4-6
Target battalion is inexperienced	+1	+1