

Operation Brevity

WWII Wargame Rules

Microarmor Charts

Move Sequence

- Initiative** — Your opponent may attempt to take the initiative and select one of his or her own commands to move instead of yours.
- Regroup** — Detach any or all battalions in your command to other commands and attach any detached battalions to your command.
- Move** — Move any or all battalions in your command.
- Opponent Fires Artillery** — Your opponent fires any of their artillery at the moving command.
- You Fire Artillery** — You fire any artillery in your command at any opposing battalions.
- Opponent Fires** — Your opponent fires any of their other troops at the moving command.
- You Fire** — You fire any other troops in your command at any opposing battalions.
- Readiness** — Determine whether your command retains its officer figure.
- 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	10"	8"	4"
Horsed cavalry, cyclists, slow tanks	16"	12"	4"
Tanks and other tracked vehicles	24"	16"	4"
Half-tracks, fast tanks	32"	20"	4"
Trucks, jeeps, armored cars, motorcycles	44"	24"	4"

Combat-Ready Movement

Troop Type	In Open	In Terrain
Infantry, slow tanks, trucks, horse-drawn guns and wagons	6"	4"
Half-tracks, jeeps, motorcycles, armored cars, horse-mounted cavalry	8"	-
Tanks and other tracked Vehicles	10"	2"
Fast tanks	12"	2"

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

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Location Range

(Sighting Distance)

- 3" for enemy battalions in the open if your battalions are on a hill
- 2" for enemy battalions in the open from the same or lower level
- 1" 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	-	-	2"	-	-	-
45 to 70	2"	-	4"	6"	10"	15"
75 to 95	4"	6"	6"	15"	20"	25"
100 to 132	6"	14"	10"	18"	28"	33"
135 to 160	12"	12"	8"	20"	27"	45"
170 to 190	-	5"	25"	30"	40"	50"
200 and over	2"	-	-	22"	30"	54"

Notable Exceptions

Italian 82 mm mortar.....	6"
Soviet and German 120 mm mortars....	10"
British Land Mattress 3" rocket launcher. .	9"
US 4.5" rocket launchers.....	7"
German 21" NW 42 rocket launcher.....	15"
German 28/32" NW 41 rocket launcher...	4"
German 30" NW 42 rocket launcher.....	10"
Soviet 310 mm rocket launcher.....	8"

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 1" range, light rockets, mortars, machine guns or ground-attack aircraft	-	6
Light or field guns or heavy rockets	6	5-6
Infantry within 1", 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 1" range, light rockets, mortars, machine guns, or ground-attack aircraft	-	-
Light or field guns or heavy rockets	-	-
Infantry within 2.5", 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