

Operation Brevity

Tables and 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.

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

Postures

- M** - March, used for rapid movement.
L - Line, used for combat-ready formations.
S - Support, used to provide artillery support to another command.
R - Reserve, used to recover damaged units.

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

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"

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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 3-4 weak battalions	4
3-5 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