



Operation Brevity



An introductory scenario for the tabletop game *Rommel* by Sam A. Mustafa

Copyright 2017. All Rights Reserved.

Permission is granted to make copies of this scenario for personal use.

Welcome to *Rommel*!

This scenario was created to introduce the game's basic rules. It uses a simple order of battle, somewhat smaller and with less variety than a normal *Rommel* game.

Set Up The Table

This scenario plays on the "standard" table of the basic game: 6' x 4' (1.8m x 1.2m), divided into 6" (15cm) squares. The size of the table squares, however, is unimportant. If you would like to try the game in a much smaller space, you could easily halve all the sizes.

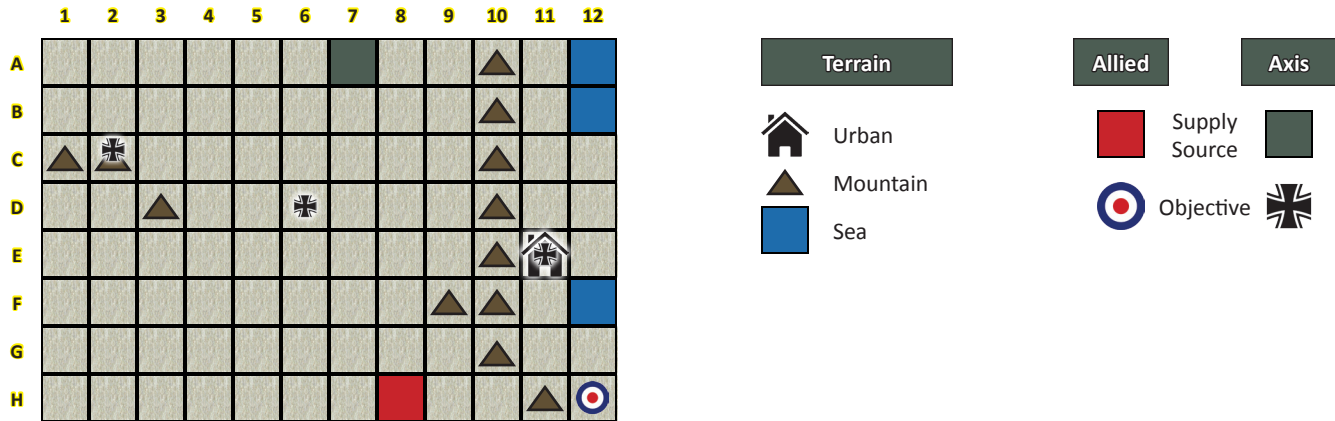
Use whatever method you prefer to indicate the terrain in each square: miniature trees and buildings, colored felt or cardboard, etc. You will also need three objective markers: two German and one British.

Prepare the Units

The scenario provides you with all the unit cards you will need. If you wish to play with miniatures, you can easily affix the cards beneath your bases to serve as labels. Or, to be fast, just print the unit cards to cardstock or thick paper, and cut them out to use as the playing pieces.

www.sammustafa.com.

Operation Brevity, 15 May, 1941



The weather is clear. The Allies have the first turn. All units start in supply.

Sea hexes are impassable, although players may trace artillery barrage ranges over them.

Starting OPS:

Allied: 6. Axis: 3.

Decription:

In the Spring of 1941 Rommel advanced across Libya and cut off the garrison of Tobruk. Fuel problems and overextended forces halted the Afrika Korps' advance at the Libyan-Egyptian border. The British began a series of counterattacks to relieve Tobruk, the first of which was Brevity, a rather modest affair whose objective was the capture of Sollum (E-11 on the table), the little port near the Halfaya Pass, and the high ground known as Hafid Ridge. Although initially successful, the British were ultimately forced back by German counterattacks.

Victory:

The game has a Basic Length of 16 turns and ends at nightfall. When that happens, if the Allies hold at least two Axis objectives *and* their own objective, then the game is an Allied victory. Otherwise, it is an Axis victory.

Elements:

The Axis have three elements: Kampfgruppe von Herff (H), Kampfgruppe von Esebeck (E), and the Italian forces holding the border (It).

The Allies have three elements: Coastal Group (Coast), 22nd Brigade (22) and 7th Armoured (7). One British artillery unit has no element; it may support any British unit(s).

Set Up:

The Axis player sets up his (It) element anywhere in rows A through E. He sets up Kampfgruppe von Herff anywhere in Row A. Axis units begin face-up, not concealed.
















































The Allies may then set up all their units, anywhere in row H.












Reinforcements:

In his marker step on Turn 8 (the end of *his* fourth turn), the Axis player may place all units of Kampfgruppe von Esebeck in any squares in Row A not occupied by the enemy.

Notes:

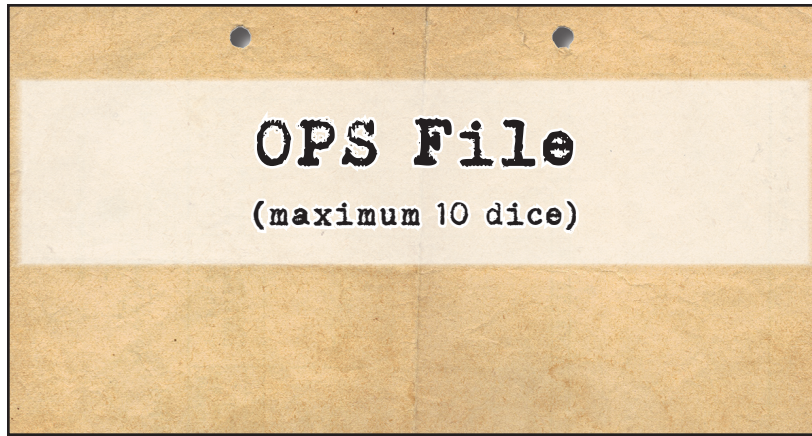
Kampfgruppe von Herff comprises both German and Italian units. They are however the same element and do not suffer a penalty for stacking together.

<p>Bersaglieri</p>   <p>4 3 2</p>	<p>Panzergranadiers</p>   <p>5 4 3</p>	<p>Bersaglieri</p>   <p>4 3 2</p>
<p>Bersaglieri</p>   <p>4 3 2</p>	<p>Panzergranadiers</p>   <p>5 4 3</p>	<p>Bersaglieri</p>   <p>4 3 2</p>
<p>Bersaglieri</p>   <p>4 3 2</p>	<p>Panzergranadiers</p>   <p>5 4 3</p>	<p>Italian INF </p>   <p>3 2 1</p>
<p>Panzer III</p>   <p>5 4 3 3</p>	<p>Panzergranadiers</p>   <p>5 4 3</p>	<p>Italian INF </p>   <p>3 2 1</p>
<p>Panzer III</p>   <p>5 4 3 3</p>	<p>Panzergranadiers</p>   <p>5 4 3</p>	<p>Italian INF </p>   <p>3 2 1</p>
<p>Panzer III</p>   <p>5 4 3 3</p>	<p>Panzergranadiers</p>   <p>5 4 3</p>	<p>Towed 105mm</p>   <p>12 3 0-1</p>
<p>Panzer II</p>   <p>5 4 3 1</p>	<p>Panzer III</p>   <p>5 4 3 3</p>	
<p>Panzer II</p>   <p>5 4 3 1</p>	<p>Towed 105mm</p>   <p>12 3 0-1</p>	

<p>Cruiser</p>  <p>7</p> <p>4 3 2</p> <p>2</p>	<p>Motor Rifle</p>  <p>22</p> <p>4 3 2</p>	<p>Matilda</p>  <p>22</p> <p>4 3 2</p> <p>2-4</p>
<p>Cruiser</p>  <p>7</p> <p>4 3 2</p> <p>2</p>	<p>Motor Rifle</p>  <p>22</p> <p>4 3 2</p>	<p>Motor Rifle</p>  <p>Coast</p> <p>4 3 2</p>
<p>Cruiser</p>  <p>7</p> <p>4 3 2</p> <p>2</p>	<p>Motor Rifle</p>  <p>22</p> <p>5 4 3</p>	<p>Motor Rifle</p>  <p>Coast</p> <p>4 3 2</p>
<p>Vickers Lt Tanks</p>  <p>7</p> <p>4 3 2</p> <p>1</p>	<p>Motor Rifle</p>  <p>22</p> <p>5 4 3</p>	<p>Motor Rifle</p>  <p>Coast</p> <p>4 3 2</p>
<p>Vickers Lt Tanks</p>  <p>7</p> <p>4 3 2</p> <p>1</p>	<p>Motor Rifle</p>  <p>22</p> <p>5 4 3</p>	<p>Towed 25-pdrs</p>  <p>Coast</p> <p>12</p> <p>3</p> <p>0-1</p>
<p>Motor Rifle</p>  <p>7</p> <p>4 3 2</p>	<p>Motor Rifle</p>  <p>22</p> <p>5 4 3</p>	<p>Towed 25-pdrs</p>  <p>Corps HQ</p> <p>12</p> <p>3</p> <p>0-1</p>
<p>Motor Rifle</p>  <p>22</p> <p>4 3 2</p>	<p>Motor Rifle</p>  <p>22</p> <p>5 4 3</p>	
<p>Motor Rifle</p>  <p>22</p> <p>4 3 2</p>	<p>Matilda</p>  <p>22</p> <p>4 3 2</p> <p>2-4</p>	



German Early War



Events

- Gaps in His Lines** (1 die)
Your *armored* units may move across corners in the first tactical phase of this turn, even if those corners touch two enemy-occupied squares.
- Intel from Prisoners** (2 dice)
In all combats during the first tactical phase of this turn, the enemy must declare all tactics he will use, before you pick your own tactics.
- Intercepted Signals** (3 dice)
Choose one un-tipped enemy unit and make a legal road move with it. That unit is now tipped.
- Off Road** (2 dice)
Units using road movement this turn are not tipped. They can move again in the tactical phase.
- Reorganize Armor** (2 dice)
Reorganize one supplied, non-isolated armor unit.
- Reorganize Infantry** (2 dice)
Reorganize one supplied, non-isolated infantry unit.
- Surprise Attack** (2 dice)
Choose one square in which the enemy may not play any tactics during the first tactical phase of this turn.
- Bewegungskrieg** (2 dice)
All of your motorized units will have a movement allowance of 2 in the first tactical phase of this turn.
- Blitzkrieg** (3 dice)
The enemy may not invoke more than one tactical phase in his next turn.

Defensive Tactics

- Attack Broken Up**
Defender's barrage causes one attacking unit (active choice) to retreat before combat.
- Concealed Positions**
Defender gets one shift up.
- Defense in Depth**
Attacker gets one shift down.
- Fast Reaction**
One passive unit can move from an adjacent uncontested square into this square, before resolving the combat, if stacking permits.
- Gun Line**
All defending un-tipped ART units in this square use their barrage value as their combat value.
- Withdraw**
Defenders all retreat. There is no combat. (Negated if attacker uses *Pinning Attack*.)
- FlaK**
Negates an enemy *Airstrike*.
- Haut ab!**
All infantry units in this combat may evade.
- Eighty-Eights**
If the combat is in Open terrain and you have at least one infantry unit, and the enemy has at least one armor unit, defender gets one shift up.

Offensive Tactics

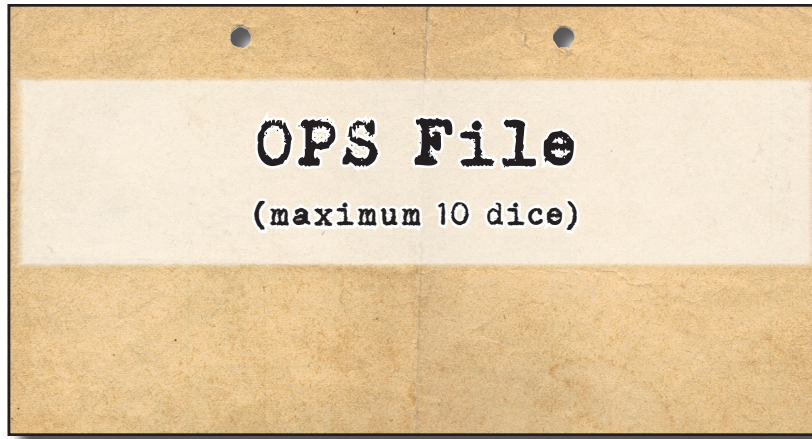
- Armored Assault**
Attacker gets one shift up if he has at least one armor unit **and** one armored infantry unit.
- Flamethrowers**
Attacker gets one shift up when attacking Urban, as long as one infantry unit is attacking.
- Infiltration**
Double the combat value of one infantry unit if attacking Mountain, Woods, or Bocage.
- Massed Target**
If there are 3 defending units, double the barrage value of one artillery unit.
- Reserve Artillery**
Attacker gets one shift up. Only in the *first* tactical phase of the turn.
- Pinning Attack**
Defending units may not evade. Also negates defender's *Withdraw* tactic.
- Smoke**
Defender gets one shift down.
- Airstrike**
Attacker gets one shift up. Clear weather only. Not permitted in Woods.
- Airstrike**
Attacker gets one shift up. Clear weather only. Not permitted in Woods.

General Tactics

- Recce**
Your side shoots first in this combat. Negated by enemy *Recce*.
- Kampfgruppen**
German units in this combat suffer no penalty for belonging to multiple elements.
- Three-Man Turrets**
If this is a tank battle, the Germans receive one shift up.



British Early War



Events

- Gaps in His Lines**

Your *armored* units may move across corners in the first tactical phase of this turn, even if those corners touch two enemy-occupied squares.
- Intel from Prisoners**

In all combats during the first tactical phase of this turn, the enemy must declare all tactics he will use, before you pick your own tactics.
- Intercepted Signals**

Choose one un-tipped enemy unit and make a legal road move with it. That unit is now tipped.
- Off Road**

Units using road movement this turn are not tipped. They can move again in the tactical phase.
- Reorganize Armor**

Reorganize one supplied, non-isolated armor unit.
- Reorganize Infantry**

Reorganize one supplied, non-isolated infantry unit.
- Surprise Attack**

Choose one square in which the enemy may not play any tactics during the first tactical phase of this turn.
- Jock Column**

All motorized units in 1 square may move up to three squares in any terrain in this phase. They must move together to the same destination, *not* into an enemy square. They are not tipped.
- Dig In**

Place up to 6 prepared position markers, no more than 2 per square, in any squares occupied by your (not isolated) units.

Defensive Tactics

- Attack Broken Up**

Defender's barrage causes one attacking unit (active choice) to retreat before combat.
- Concealed Positions**

Defender gets one shift up.
- Defense in Depth**

Attacker gets one shift down.
- Fast Reaction**

One passive unit can move from an adjacent uncontested square into this square, before resolving the combat, if stacking permits.
- Gun Line**

All defending un-tipped ART units in this square use their barrage value as their combat value.
- Withdraw**

Defenders all retreat. There is no combat. (Negated if attacker uses *Pinning Attack*.)
- Their Finest Hour**

One defending infantry may double its combat value in this combat.

Offensive Tactics

- Flamethrowers**

Attacker gets one shift up when attacking Urban, as long as one infantry unit is attacking.
- Infiltration**

Double the combat value of one infantry unit if attacking Mountain, Woods, or Bodge.
- Massed Target**

If there are 3 defending units, double the barrage value of one artillery unit.
- Reserve Artillery**

Attacker gets one shift up. Only in the *first* tactical phase of the turn.
- Pinning Attack**

Defending units may not evade. Also negates defender's *Withdraw* tactic.
- Smoke**

Defender gets one shift down.
- Airstrike**

Attacker gets one shift up. Clear weather only. Not permitted in Woods.

General Tactics

- Recce**

Your side shoots first in this combat. Negated by enemy *Recce*.