

Operation Brevity

Training scenario for Campaign for North Africa

May 15-16, 1941. British and Commonwealth forces launch a spoiling attack at Axis forces on the border of Egypt, in preparation for Operation Battleaxe.

Map

Only Map C is used for this scenario

Forces:

Axis

Italian

102 "Trento" Division

II/62 Bn – must be placed in Bardia

I/62 Bn – anywhere with Axis forces

27th "Brescia" Division

11/20 Regt

57 Arty

German

Kampfgruppe "Herff"

5th Leichte Division

II/5 Panzer

3 Aufklarungs

1/75 Artillery

15th Panzer division

33 Aufklarungs

15/200

Reinforcements

15th Panzer division

I/8 Panzer (-11 cohesion)

33 Panzerjaeger

All initial Axis forces must set up North of Sidi Suleiman and West of Halfaya pass, inclusive (exception: II/62 sets up in Bardia). At least 1 unit must occupy Halfaya pass, Sollum and Fort Capuzzo.

Reinforcements appear anywhere in the XX14 column between Gabr Saleh and the coast (inclusive).

Reinforcements arrive in the second Operation stage of GT32

Allied

7 Brigade, 7th Armoured Division: (start in 3521

7 Bde HQ

2 RTR

4 RHA

3 RHA

11 Hus (7th Support group)

6 Aus Cav (6th Australian XX)

22 Guards Brigade, Attached 7th Armoured division: (starts in 3723)

22 Gd HQ

3 Cld Gds

2 Sct Gds

4 RTR

1 Dur Lt

Coast group (start in 3824)

8 FA

2 Rfl Bde

2/3 Anti tank (Australian 9th XX) place with any

Allied units

Special rules:

The scenario does not use air or supply rules. All units are fully supplied for move and combat purposes. The game starts with the First operations stage of GT32 and ends after the Second operations stage of GT32. In each operations stage, only step G (Movement and combat) occur – ignore all other steps. All forces start with their maximum TO/E strengths as given in the charts and tables books.

German reinforcements arrive during the second operations stage, with -11 cohesion.

Victory conditions:

There are 4 VP hexes: Bardia, Sollum, Fort Capuzzo and Halfaya pass. At the end of the game:

VP controlled by the Allies	Level of victory
All 4	Allied Decisive
3	Allied Tactical
2	Allied Marginal
1 or 0	Axis victory

Historical Outcome:

The British only managed to capture Halfaya pass, which was then recaptured 11 days later (Axis victory)

This scenario was adapted from Operation Crusader, GDW 1974