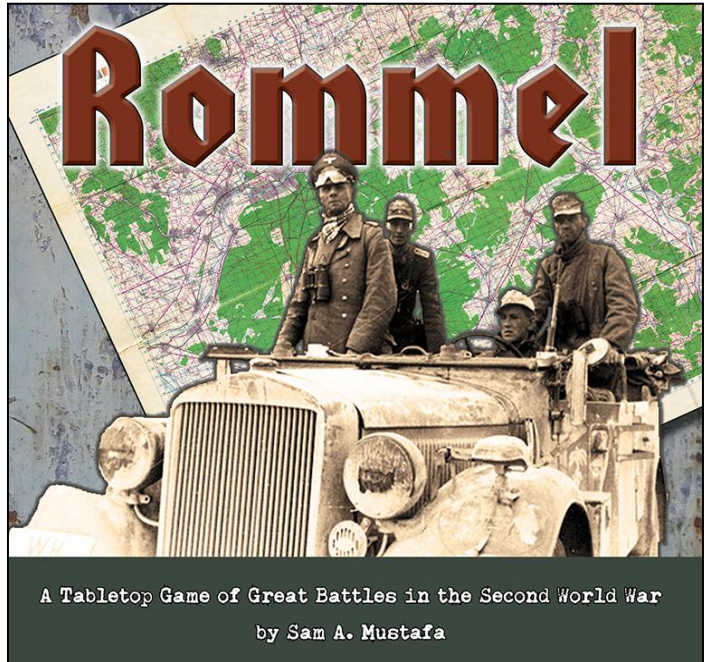


# “ROMMEL” REVISIONS

*August 2019*

This one-page PDF includes all the “house rules” used by Little Wars TV to run our D-Day game, as seen in Episode 201. The revisions in this PDF are intended to allow players to scale Rommel from a grand tactical into an operational game, with the ability for each player to command at least a corps.

The original 2017 rules by Sam Mustafa are still required for play and this PDF is not affiliated, endorsed, or approved by Honour Games.



## **SCALE**

All of the original scales noted in the game are revised upward to accommodate larger operations that occur in larger theaters of battle. A “unit” in the game now represents an entire battalion instead of a company. Artillery should be consolidated during scenario design into battalion or regimental-sized groupings (this is a somewhat a-historical organization for artillery, which was rarely grouped into such large formations). A grid space now represents 2 or 2.5 kilometers instead of 1 square kilometer. Leave all movement rates the same, but reduce artillery ranges by half. Finally, a “day” of battle is now 12 turns instead of 30.

## **ROADS**

Roads in “Rommel” are decorative in nature and have no impact on the game-play. This operational variant of the rules encourages the use of major road networks and units are only allowed to use strategic reserve movement if on a road. When designing a scenario, it is left to the discretion of the scenario designer to determine which roads are large and important enough to be represented on the tabletop.