Blitzkrieg
Game of Lightning Warfare

The following rules are the 1975 edition of The Avalon Hill Game Company's **BLITZKRIEG**. Advertising, clip art, bullets, and blood stains have been deleted. Charts and diagrams are reproduced, except where noted.

THE BASIC GAME OF BLITZKRIEG

1. Introduction

In an educational experience as challenging as chess, *BLITZKRIEG* makes it possible for you to simulate the techniques of lightning warfare first used with devastating effect in WWII, techniques that continue to decide the fate of great nations in the '70s. You will make the decisions that determine the outcome of a titanic struggle in which two major powers, Great Blue and Big Red, sweep through five unnamed minor countries.

There are two versions of *BLITZKRIEG*, the Basic Game and the Tournament Game. The Basic Game is the simplest, in order to serve as an introduction if you have never played a simulation game before, but also to serve as a fast-paced "action" game if you prefer a minimum of unnecessary complication. Optional Rules can he added to both games so that you can choose the level of complexity you most prefer.

Briefly familiarize yourself with the various components of the game, the die-cut troop counter cards, the mapboard, the Combat Results and Terrain Tables, the Time Record Card (TRC), the Order of Appearance Cards (OAC), and the die, which is used only to resolve combat.
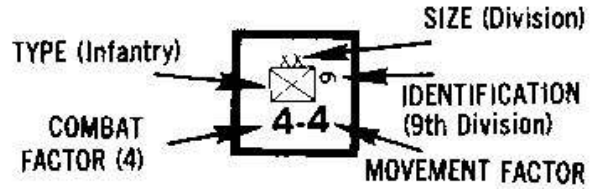
Do not he dismayed if on first reading the rules aren't altogether clear to you. This is to he expected, especially if you are approaching historical simulation games for the first time. Simply re-read those sections that seem hazy and begin playing the game. The game's basically common sense logic will quickly fall into place.

<div align="center">BASIC GAME</div>

2. Troop Counters-BASIC GAME TYPES:

2.1 The die-cut cardboard counters represent the military formations that will be your "chessmen".
Printed on the counters is certain information needed to play the game:

2.2 Only division sized counters (xx) are used in the Basic game. "Breakthrough" artillery represent concentrations of artillery that would be used in an offensive over and above the normal divisional artillery allotment. Here after they will simply be called "artillery.

2.3 Only combat factor (CF), movement factor (MF) and unit type is of significance for the Basic Game.

2.4 Combat factor is a unit's basic fighting strength whether attacking or defending. Artillery have 2 combat factors. The first is used only when the unit is attacking, the second only when defending.

2.5 Movement factor is the basic number of hexes a unit may be moved over clear terrain in turn.

3. Mapboard Set-Up

3.1 Lay out the mapboard in a convenient place. Note the hexagonal grid which is used to measure movement and determine the relative location of units. Refer to the TEC for an explanation of the terrain features in each hex.

3.2 Each player should punch out his Basic Game troop counters and place them on the corresponding spaces provided on each player's OAC [Order of Appearance Card]. It isn't necessary to match up specific unit designations, but only factor and type. Substitute units, air units and ranger units are used in the Tournament Game.

3.3 Blue sets up first. He places his Turn 1 units (all those above the line on the OAC) anywhere in his home country, Great Blue. If desired he

may delay the placement of units, and bring them on later as reinforcements.

3.4 Red now sets up his units anywhere within his home country, Big Red, in the same manner.

4. Sequence of Play

4.1 After set-up *BLITZKRIEG* is played in complete-turns. A complete-turn is composed of two *player-turns* as follows:

4.2 Blue consults his *OAC* and places any units he receives that turn (reinforcements) on the board in friendly cities in his home country. He also moves all his units (including reinforcements) that he chooses that turn. No Red movement is allowed.

4.3 Blue announces to his opponent all battles caused by his movement. He then determines the odds and resolves all battles one at a time in the order that he chooses. This completes the Blue *player-turn*.

4.4 Red places his reinforcements and moves his units just as Blue did in 4.2. No Blue movement is allowed.

4.5 Red resolves all his battles just as Blue did in 4.3. This completes the Red *player-turn*.

4.6 Red now checks off one complete turn on the Turn Record Card (TRC), and play reverts to 4.2. This cycle is repeated for the remainder of the game.

5. Friendly Cities

5.1 Your home country cities are always friendly unless occupied by, or adjacent to, enemy units. Other city hexes are friendly in a given player-turn if you begin that player-turn with a unit occupying that city hex, and there are no enemy units adjacent to it. You may not enter a city hex and make it friendly in that player-turn.

5.2 Once friendly, a city hex remains friendly to you as long as you occupy it and keep it free of enemy ZOC at the beginning of each player-turn. If a player moves through or adjacent to a city hex friendly to his opponent without stopping to occupy it, it reverts to being friendly to his opponent the instant his units are no longer adjacent. *Exception: see 29.2 - liberator status.*

6. Reinforcements

6.1 Both players receive reinforcements at specific intervals. Reinforcements are new units from the Order of Appearance Card (OAC) and have nothing to do with units already eliminated.

6.2 The *OAC* states the earliest little that reinforcements can be put into play. However, players have the option to delay their arrival as long as desired.

6.3 Reinforces are placed in any friendly home country city at any time during the movement portion of a player's turn, before or after moving other units.

6.4 Reinforcements may not be placed on the board in stacks of more than 3 units per hex, although by moving out already placed reinforcements a player may bring on an unlimited number of units per turn in one city hex.

7. Movement

7.1 In the movement portion of your turn you may move as many of your units as you wish; all, some, or none.

7.2 Units are moved one at a time in any direction or combination of directions according to their movement factor. The die has nothing to do with movement; it is used only to resolve battles.

7.3 Basically each unit is permitted to move a number of hexes equal to its movement factor, although this may be increased (*See 9*), decreased, or restricted (*See 10*) by terrain, or the presence of enemy units (*See 8*). Rivers, borders and beaches have no restriction on movement.

7.4 Movement factors are not transferable from one unit to another, nor can they be accumulated from one turn to another.

7.5 You may move over or stack on top of your units, but you may not move on top of enemy units. (*Exception: see 21*).

7.6 Certain units must stop moving for that turn whenever they enter enemy zones of *control (ZOC, see 8)*. This causes combat.

8. Zones of Control

8.1 Every unit has a *zone of control* (ZOC) which is the hex it occupies and the 6 adjacent hexes (A-F), regardless of the hex the unit is on. A unit's ZOC extends across rivers, into mountain, desert, and sea hexes, and into hexes occupied by enemy units.
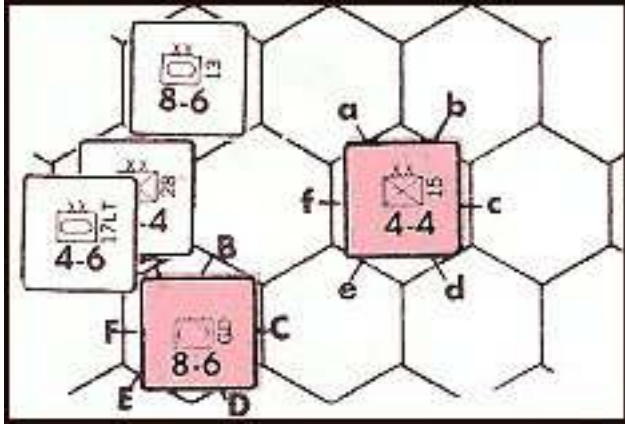
It is the beginning of Blue's turn. There is no combat until he has finished movement but because the 28th Inf starts the turn in ZOC there must be at least one battle.

8.2 Infantry, Airborne and Artillery units must stop moving and attack when they first enter an enemy ZOC. When beginning a turn in an enemy ZOC, they are considered "engaged", and *may not move*, but must attack from that position.

8.3 Armor and air-assault units are only required to stop moving when they first enter the ZOC of enemy armor and air-assault units. When beginning their turn in enemy ZOC, armor and air-assault units may move directly through enemy controlled hexes, although they may not move on top of enemy units (*Exception: see 21*), but must stop in the *first* enemy armor or air-assault ZOC that they enter.
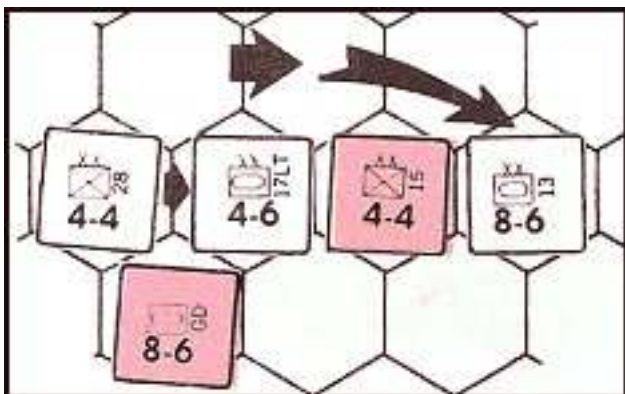
COMBAT -- Note that the 13th Armor has moved through the 15th Infantry ZOC to reach a better attack position. 17th LT Armor can move through enemy ZOC, but must stop in hex "B" of the GD Armor ZOC, the first armor ZOC that 17th LT Armor *entered this turn*. 28th Infantry is "engaged" against GDs Armor and may not move this turn.

9. Movement Bonuses

9.1 All units move 3 times faster than normal when moving along roads and through cities. Thus a unit with a movement factor of 4 could move 12 hexes along roads. A unit may combine road and non-road movement in any way in the turn. When doing so, consider each road or city hex *moved into from a connecting* road or city hex to expend 1/3 of a MF. Unused fractions may be carried over from movement on one portion of road to on a different portion of road in the turn, but at the end of movement a unit may not use a fractional MF to move into a non-road or a non-city hex. When moving to a road or city hex from another road or city hex not directly connected by the road, a unit expends 1 full MF.

9.2 Armor and air-assault units move 2 times faster than normal when moving through desert hexes. Unused fractions of road and/or desert bonus may not be transferred between each other in any way. One bonus or the other may be used in desert-road hexes not both together.

9.3 Up to 4 units of any type except armor and artillery may be "flown" up to 40 hexes from one friendly city to another friendly city each turn. To be eligible for this "air transport" the units must begin their turn in the take-off city hex. They may move normally with their full MF after landing. Reinforcements may be air transported in the turn of placement on the board since they would be considered to have begun their turn in the city hex of placement. Terrain and/or enemy ZOC impose no restriction on air movement, which flies "over" such obstacles.

9.4 When being air transported, airborne and air-assault units may be airdropped within 20 hexes of their take-off city, instead of being flown the full 40 hexes. The airdrop hex may be any land hex not in enemy ZOC. Airdropped units may move only 1 hex after landing during that turn, and may not move at all if landing on mountain or forest hexes. Air-assault may not land in forests.

10. Movement Restrictions

10.1 All units must stop when they land on mountains and forests. They may not proceed until the next turn. Units move through mountains and forests at the rate of 1 hex per turn. Units may leave mountains and forests at their full MF.

10.2 Armor, air-assault, and artillery units may not enter forest hexes. They may attack units that are in the forest, however.

10.3 No units may enter the gray hexes of the Neutral Country, sea hexes, or lake hexes (Exception: see 20 and 27.5).

11. Stacking Units

11.1 Players may make stacks of up to 3 units. These stacks may move together over friendly stacks in the turn, however, at the end of movement players may not have more than 3 units per hex anywhere on the board.

11.2 The movement rate of stacked units is that of the slowest unit in the stack. Of course faster units in the stack may continue on after splitting off from the slower units.

11.3 Players may break-up or recombine units into different stacks at any time during movement or as a result of combat.

12. Attacking

12.1 Whenever your units end their turn in an enemy ZOC they must attack the adjacent enemy units. The player moving his units is the attacker; his opponent is the defender for that player-turn.

12.2 Before resolving combat you may move as many units as you choose into attack positions. You may make as many attacks as you wish in one turn.

12.3 After all movement is completed the attacker resolves all battles one at a time in the order that he chooses.

12.4 The combat factor of a unit is never doubled because of terrain when it is attacking.

13. Defending

13.1 The defending player is not allowed to move any unit while his opponent is attacking.

13.2 The combat factor of a unit is sometimes doubled because of the terrain it is defending. Units defending in cities and mountains are always doubled.

13.3 Units defending behind rivers are doubled if all attackers are on river hexes (including end-of-river hexes), however, even one unit attacking from a non-river hex would nullify the river defense.
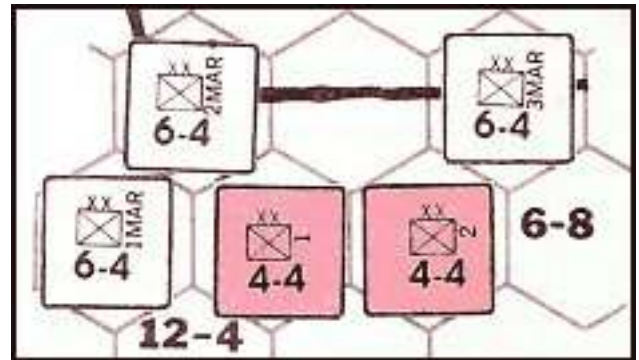
Blue's 1st and 2nd Marines attack Red's 1st Infantry at basic odds even though the 2nd Marine is on a river, because 1st Marine is not on the river. Red 2nd Infantry is doubled because 3rd Marine is on an end-of-river hex.

14. Multiple Unit Battles

14.1 When two or more units attack one defending unit the factors of the attacking units are totaled into one combined attack factor.

14.2 When one unit attacks two or more defending units the factors of the defending units must be combined into one defense factor.

14.3 When several units attack several defending units the attacker has the choice of how to divide combat provided:

14.31 he attacks every defending Unit he has moved adjacent to,

14.32 all his units in enemy **ZOC** attack some enemy unit,

14.33 each attacking unit is adjacent to the specific defending unit it is attacking.

14.4 When defending units are stacked in a hex, the attacker may *not* divide combat against them, but *must attack them as one combined defense factor.*

14.5 When attacking units are stacked in a hex, the attacker may divide the stack to have separate attacks against defending units on separate hexes.

Blue's attacks against 19th, 20th, and 21st Infantry must be two separate attacks, since 1st and 2nd Infantry aren't adjacent to the 21st. Thus 5th must attack 21st, and 1st and 2nd must attack 19th and 20th (14.33). 19th and 20th may not be attacked separately, but must be attacked as a combined unit (14.4). Only 13th and 4th Armor have a choice of how to attack. Blue has chosen to divide the attack of the armor stack (14.5).

14.6 The combat factor of an individual attacking unit cannot be split and applied to more than one battle.

14.7 You may deliberately sacrifice one or more attacking units at unfavorable odds in order to gain more favorable odds over other defending units. This tactic is called "soaking-off". Soak-off odds cannot be worse than 1-6.

14.8 No unit, attacking or defending, can fight more than one battle in any one player-turn, even if it finds itself still adjacent to enemy units after all combat has been resolved. Such units are simply left adjacent and it becomes the other player's turn.

14.9 Sometimes the result of combat will leave a unit in a position where it cannot attack at legal odds (1-6 or better). If a player cannot bring up

enough units to make a legal attack, the unit is removed from the board before combat is resolved and has no effect on combat, neither soaking-off nor blocking enemy retreat routes.

15. Resolving Battles

15.1 Once he has decided how to divide all combat, the attacker resolves each battle one at a time. First the "odds" of each battle must be reduced to the simple odds shown on the *Basic Game Attrition Table* (BGAT). To do this divide the smaller combat factor both into itself, and into the larger combat factor. The resulting two numbers (one of which is "1") are expressed as a strength ratio, placing the number which represents the attacker first in the ratio. Fractions of any size are "converted" either up or down to the whole number most favorable to the defender in each attack. Examples: Attacker 14, defender 8, dividing both by 8 gives attacker 1 6/8, defender 1. Since 1 6/8 is converted in favor of the defender this becomes 1:1. 8 to 14 becomes 1:2; 14 to 6 becomes 2:1; 4 to 14 becomes 1:4; 4 to 18 becomes 1:5, etc.

15.2 Having determined the odds of a battle the attacker rolls the die.

15.3 That die roll is cross-indexed with the basic odds column on the BGAT to get the results of that attack. For example, a 3-1 attack rolls a "6", "d-elim". This means the defender eliminates one unit, retreats any remaining units involved in that battle 2 hexes, and up to 3 attacking units may advance into the defender's vacated hex.

15.4 This procedure is repeated in turn for each of the attacker's battles. When this is finished it becomes the defender's turn.

16. Victory Conditions

A player wins if he either (A) eliminates all his opponent's units from the board while having at least 14 units left himself, or (B) occupies or is adjacent to all city hexes in his opponent's country throughout two consecutive player-turns, or (C) has 35 or more city hexes friendly to him at the end of the 15th turn. As soon as one player wins, the game is over. Any other situation at the end of the 15th turn is considered a stalemate. In *BLITZKRIEG* a stalemate is a mutual loss, the bigger loser being he who has lost the most units.

17. Commentary on Strategy

The Basic Game will be decided in a massive battle in the center of the board. Therefore it is imperative to quickly concentrate maximum force there.

A successful blitzkrieg campaign will isolate a portion of the enemy's army and defeat him in detail. This can be accomplished by boxing enemy forces against a terrain feature after a breakthrough by concentrations of heavy units. A careful strategist will weigh localities he fights for with those he gives up, trying to force the enemy into a position that is vulnerable to a breakthrough and isolation.

On the attack it is often wise to include infantry in stacks of armor and artillery to absorb losses and prevent wastage of these critical units.

On defense care must be taken to screen rear areas to prevent paratroops from surrounding front line troops and blocking their retreat routes. When infantry defend any extended sector, a few armor should be stacked with them to prevent enemy armor penetrations. Infantry must make careful use of terrain-features to secure their fronts against enemy armor.

We regret that we cannot correspond with each of you as to the best tactics to employ in *Blitzkrieg*, but we do offer the next best thing in our bi-monthly magazine the *GENERAL*. If you do have any questions we suggest you try a subscription to the *GENERAL* first.

BASIC GAME OPTIONAL RULES

18. Introduction

Between two skilled players the regular Basic Game will often result in an attrition battle on a deadlocked front. A fundamental reason for this is that the Basic Game is too simple a situation to maintain an essential element of blitzkrieg, namely *surprise.* Adding some or all of the following Optional Rules will add new dimensions to the game, and produce many surprises.

19. Sea Movement

19.1 The seas around the mapboard are divided into 5 "sea zones", A through F. During initial placement *(See 3.3 and* 3.4) each side may place up to 10 units at sea. They may all be in 1 zone, or may be in any combination of zones. For convenience such units are placed in the At Sea Box of the appropriate zone.

19.2 On subsequent turns units at sea may land at a friendly port, or make an invasion *either in their sea zone, or in an adjacent zone.* They may also simply remain at sea, either in their own sea zone, or they may move to an adjacent zone. Landing at a port or on a beach *(See 20)* counts as 1 basic MF off the normal allowance. Units landing in a friendly port may use the road, desert, and or strategic movement bonuses *(See 22)* after landing. Units landing on a beach may use only their normal movement allowance. Units may not move directly back to sea in the turn that they have landed.

19.3 On subsequent turns additional units may be moved to sea, however, the total number of units at sea may never exceed 10 per side. To move to sea in a given sea zone, units move to a friendly port that opens on that sea zone, and may then be placed in the At Sea Box of that sea zone at no additional MF cost. Units may not land at ports, invade, or move to an adjacent sea zone in the turn they move to sea. Reinforcements can move to sea in that turn of placement.

19.4 Any coastal city hex is a port. Also hexes JJJ56, VV25, D31 and L19 are considered to be "inland ports". Inland ports may not be used if any of the river hexes between the port and its sea zone are in enemy ZOC. No port may be used if enemy ZOC extend into full sea hexes in such a way as to completely block access to the open sea, i.e., the board edge sea hexes.

19.5 Opposing units may be in the same sea zone indefinitely, but may not attack each other at sea, or be attacked. Units can never move farther than an adjacent sea zone. Thus it would take 4 turns to sail from Zone A to Zone E.

20. Invasions

20.1 You may only invade one beach per turn. A beach is a continuous chain of yellow coastal hexes. Thus RRR54 and BB31 divide their adjacent beaches into separate beaches. The entire coast of the Koufax Desert is one beach for invasion. Artillery, armor, and air-assault may not participate in invasions or land on beaches.

20.2 You cannot invade a beach just invaded by your opponent in the preceding player-turn, even if only a 'token' invasion was made. This would still represent the presence of his fleet.

20.3 Procedure for an opposed invasion is as follows:

20.31 Transfer desired units from the At Sea Box to full sea hexes adjacent to beach hexes under assault. Stacking is still 3 units per hex. Enemy ZOC extending into full sea hexes do not prevent invading units from reaching any desired assault hexes.

20.32 Assaulting units that are now adjacent to vacant beach hexes may be moved directly onto such vacant hexes, even if such movement would violate normal ZOC restrictions.

20.33 After moving all other desired units for the turn, resolve beach combat in the normal manner. Units already on land may have been moved into positions to attack in conjunction with invading units.

20.34 If assaulting units are adjacent to enemy units on non-beach hexes, these enemy units must still be soaked-off against at legal odds. Assaulting units on sea hexes are automatically eliminated no matter what the result of combat, but may inflict casualties or retreat the defenders *(Exception, see 28 Rangers).*

20.35 After all combat is resolved, any assaulting units still on sea hexes may be moved onto vacant adjacent beach hexes with normal stacking rules, even if in violation of normal ZOC rules. Assaulting units that were required to retreat, or were not able to land after combat are eliminated instead.

20.4 Invading units that are unopposed may move directly inland up to the limit of their movement rate, counting the first beach hex as 1 factor off their MF. Invading units may not use either the road bonus or strategic movement that turn.

21. Automatic Victory

21.1 As soon as enough units are in position against defending units in a given hex to create odds of at least 7-1, or at least 5-1 if no legal re-

treat is possible, the ZOC of those defenders is immediately ignored for the remainder of that player-turn. The AVd units remain in play but are turned upside down. Units not yet moved by the attacker may then move through and beyond the AVd units.

21.2 Attacking units may move over, stop on top of, and attack from the hex of the AVd units.

21.3 After all other movement and combat in that player-turn is finished, AVd units are removed and the AVing units are given an additional movement of 4 hexes. Normal movement rules are followed, but the first hex of the advance must be the loser's vacated hex, and no movement bonuses may be used. After this movement it becomes the defender's turn. If the first hex of advance after combat is into a zone of control, mountain or woods hex the attacker may move no further.

22. Strategic Movement

Units that do not begin a player-turn adjacent to enemy units, do not move adjacent to any enemy units (including AVd units) or make any attacks, do not move into or adjacent to unfriendly cities, and do not invade a beach in a given player-turn are given a bonus of 4 extra MF, which may be combined with other movement bonuses.

23. Combat Supply

23.1 All units must trace a supply route at the *beginning* of each player-turn to a friendly home country city or suffer certain adverse effects. Supply is determined each player-turn for both attacking and defending units before any movement takes place in that player-turn.

23.2 A supply route is a path 1 hex wide, unblocked by any enemy ZOC, a maximum of 10 hexes overland to a road, and thence any distance along the road and through *friendly* cities to a friendly home country city, or to a friendly city connected by air or sea supply to a friendly home country city. The 10 hex route may be traced through all terrain except full sea, lake or Neutral Country hexes.

23.3 When a route is being traced along a road, it may not leave it to go around a blocking enemy ZOC, and may not go through unfriendly

cities. A road may supply an unlimited number of units.

23.4 The air transport capacity may be used to provide combat supply for up to 4 units. Each unit supplied takes one unit of the transport capacity. Units so supplied trace a normal route to any friendly city, thence by air up to 40 hexes to another friendly city, thence by road or sea to a friendly home country city. Armor and artillery may not be air supplied.

23.5 A supply route may be traced from a friendly home port, out to sea any distance to a friendly port, or to a friendly beach hex just invaded by friendly troops last turn. Beach supply is limited to 10 unblocked hexes from the friendly beach hex for 10 units maximum, while a road or air net may extend the supply radius of a port in the normal manner. A beach hex is made "friendly" in the same way city hexes are made friendly as defined in section 5.

23.6 Each unit which is unable to trace a supply route at the beginning of its player-turn has its basic movement factor halved, its attack factor halved (in the TG, convert fractions *up),* and may not use strategic movement or advance after combat in that player-turn. Unsupplied units always defend at full strength. Units are never eliminated for lack of combat supply.

TOURNAMENT GAME

24. Introduction

All Basic Game and Basic Game Optional Rules should be used in the Tournament Game except where altered herein. With the Minor Country and air power rules, the Tournament Game becomes an economic and political, as well as military, conflict, waged with a full range of air and naval, as well as ground forces.

25. Ground Combat

25.1 All ground units except artillery engage in combat exactly as in the Basic Game. However, the results of battle are determined on the *Tournament Game Attrition Table* (TGAT) instead of the BGAT. The TGAT provides for elimination of a specific number of combat factors from engaged units, instead of complete elimination of whole units. This is explained on the TGAT itself.

25.2 Artillery units now have the option of attacking in "close support" as in the Basic Game, or making a barrage attack on the *Barrage and Bombardment Table (BBT).* A barrage may only be made when the artillery are 2 hexes from their target, not in enemy ZOC, and are combat supplied.

25.3 No defending unit may be attacked more than once per player-turn on the BBT, but defending units may also be attacked on the TGAT *after* a BBT attack in the same player-turn. Such a combined BBT and TGAT attack limits advance after combat to *one hex maximum.* A soak-off attack would still be required on the TGAT if ground units are adjacent to still surviving defenders after a BBT attack.

25.4 AV cannot be achieved on the BBT even if all defenders are certain to be eliminated. All AV and TGAT advances after combat must *stop* in any hex that was attacked on the BBT that player-turn.

25.5 Grounded air units suffer losses against artillery barrages just like ground units, but all air factors must be removed before any ground units in that hex may be taken as losses.

26. Substitute Units

26.1 Substitute units enter play as a result of combat procedure, and may also be brought into play by voluntarily breaking down larger units. Players may "split" units during movement or even before placement on the board, and then move the separate units individually.

26.2 Substitution is done in the same way that money is "changed". The combined combat factors of the substitutes must exactly equal those of the units removed (less losses in the case of combat attrition). Substitution must be done by specific unit type; armor for armor, infantry for infantry, etc. Previously removed regular units may be combined with substitutes in breaking down the larger units.

26.3 Units which do not engage in combat may be recombined into larger units *only at the end* of the movement portion of your player-turn. To

be recombined units must be in the same hex, and not in enemy ZOC, or making any attack.

26.4 The substitute units and the ranger units are counted as a 1/2 unit for stacking, sea movement, air transport, air supply, beach supply, and hidden movement limits. Thus you could now stack up to 6 substitutes, or 4 substitutes and 1 full unit, or 2 substitutes and 2 full units in the same hex. For all other purposes, substitutes function like full units.

26.5 You may only use the counters provided in the game. Thus if inactive counters are not available, substitution may not be done, and you may have to lose more than a combat table calls for. Reinforcements are not considered inactive, but in training, and may not be used until brought into play by the OAC. All other units are considered inactive *any time* that they are not in use on the board.

27. Rangers

27.1 Rangers are treated just like infantry, but in addition have several special capabilities.

27.2 Rangers may invade *any* coastal hex instead of just beaches. Invasions by rangers are not subject to the one invasion per turn rules; they are not considered to be major invasions. Thus rangers may invade up to 4 different hexes in the turn of a beach invasion.

27.3 Rangers invading a beach by themselves do not prevent the enemy from invading there on the following turn. They cannot invade a beach the turn after enemy infantry landed there, however, they can invade coastal hexes after enemy rangers land there.

27.4 Rangers can withdraw to sea from any coastal hex not in an enemy ZOC. No other units can move to sea except from friendly ports.

27.5 If rangers begin their player-turn in a city adjacent to a lake, they may invade coastal hexes of the lake. Rangers are the only units that may invade from the lakes. There is no other sea movement across the lakes.

27.6 Rangers may be airdropped just like paratroops.

28. Replacements

28.1 Both players are given a replacement capacity of 6 substitute counters per complete-turn beginning on the 5th turn. These must be taken from inactive substitute counters. Replacements enter the game just like reinforcements. Unused replacements may be accumulated for later use.

28.2 Only 1 counter of any specific unit type can be taken per turn. You may take a 1 factor counter of a given type if no 2 factor counters are available, but obviously a clever player will take 2 factor counters when possible.

28.3 Half of the substitute counters taken each turn *must* be from the ground unit types; infantry, armor, artillery, airborne, air-assault and rangers. One of these must be *infantry.* Only one substitute *may* be taken from the paratroop/elite types; airborne, air-assault or ranger.

28.4 Half of the substitute counters taken each turn *must* be from the aircraft types, SAC, MDM, TAC and FTR. Air transport capacity may be increased by 1/2 unit if a player chooses to use one of his aircraft replacement capacity points here.

28.5 Aircraft replacements may only be taken in certain cities. Only one substitute can be taken in each city; taking air transport nullifies one of these. A bombed *(See* 33.5) or captured city cannot produce aircraft.

28.51 Great Blue aircraft cities -- V33, I12 and J28.

28.52 Big Red aircraft cities -- YY43, BBB33 and NNN35. (You may wish to label these cities "air" on your board.)

29. Minor Countries

29.1 In the Basic Game the minor countries had no military capabilities of their own. In the Tournament Game minor countries resist capture and in certain circumstances conduct guerilla warfare. Each of the five minor countries is a separate entity in application of the following rules.

29.2 The first player to cross the border or attack a minor country becomes the "aggressor" against that country. The other player becomes the "liberator" of that country. Minor country cit-

ies are automatically friendly to their liberator whenever they aren't in an aggressor's ZOC. At the end of the first player-turn when the aggressor violates a minor country, place a blank counter of appropriate color in each city that wasn't "reduced" by the aggressor to indicate that they are friendly to their liberator.

29.3 The liberator may move through such cities normally at any time, and may base aircraft there. The liberator may also stack his ground units normally in an unreduced minor country city. If attacked, the aggressor must attack both the unreduced city *and* any liberating ground units there.

29.4 Minor country cities start with a ZOC identical to a normal infantry ZOC. All aggressor units except armor and air-assault must stop if they move adjacent, and all aggressor units must attack if they end their turn adjacent. The aggressor may not enter minor country cities until they have been reduced on the *Minor City Reduction Table* (MCRT).

29.5 To keep captured minor country cities friendly, the aggressor must continue to garrison them with at least one ground unit. However, it is only necessary to reduce a city once per game. Thereafter both sides may enter them normally.

29.6 If at the end of any of his player-turns the aggressor has units in a minor country, but he doesn't garrison all the cities in that country, the aggressor must eliminate two factors of his choice from his forces in that country, due to guerrilla action. If the aggressor has simply moved through or flown over the country he must still remove two factors from units that violated it. The two factors may not participate in attacks before removal.

29.7 Combat supply may not be traced freely through a minor country while it is "neutral". An aggressor may not trace combat supply routes through a minor country unless (A) he garrisons all its cities at the *beginning* of the turn when combat supply is traced, or (B) eliminates 2 factors of his choice from forces in that country before moving any of his units. Combining 29.6 and 29.7, the aggressor might lose 4 factors per turn in an unsubdued minor country.

30. Bomber Aircraft

30.1 TAC, MDM and SAC are bomber aircraft. Fighters (FTR) are used only with Optional Rule 32.

30.2 Airbases are represented by cities. Each base may hold up to 3 full units of aircraft in addition to 3 ground units. Aircraft substitute units are counted as 1/2 unit for stacking just like ground units. During initial placement, air units may be placed in friendly cities in their home country. During the movement portion of every friendly player-turn, air units have the option of attacking enemy units within range, or of changing bases. When air units begin a player-turn unable to trace a route to combat supply, they may not attack (or intercept if fighters) in that player-turn, but may change bases at full range factor.

30.3 One full unit or up to two 1/2 units of TAC or FTR (only) aircraft may be based at sea, in addition to the 10 ground units. Air units move to and from ports and through sea zones just like ground units. If air units do not change sea zones, they may conduct air operations that player-turn. This is done just like city based aircraft, except their range is counted from any full sea hex in the zone where they are based. Such "carrier" based air factors must return to the sea zone they flew from, or land in a friendly city. They may not return to any other sea zone, and other air factors may not land in their sea zone.

30.4 Bombers may attack ground units in 2 ways:

30.41 *TACTICAL BOMBING* -- TAC and MDM (only) may support a ground attack on the TGAT. However you may not use more TAC and MDM factors to support an attack than there are ground attack factors already participating. Bomber factors are simply added to the total attack factors. Tactical bombing undoubles a river defense if the bomber's attack strength equals the basic strength of the defender's. At least half of any losses suffered by the attacker must be taken from the supporting bombers due to A-A fire.

30.42 *STRATEGIC BOMBING* -- This attack is resolved on the BBT just like artillery, but may not be combined with artillery in an attack on the same hex. Only SAC and MDM may bomb stra-

tegically. Strategic bombing causes no loss to grounded enemy aircraft, which are assumed to take to the air before the SAC arrive. There is no effective A-A fire.

30.5 To attack units within range, simply fly the air units to the target hex, ignoring all terrain features and enemy ZOC. Air units have no ZOC, and their movement is unaffected by normal ZOC rules. After all combat is resolved, return air units to the base they flew from (if still friendly), or any other base within range that was friendly throughout that player-turn if you choose. You may also land in a base that was continuously occupied by you, and just freed of enemy ZOC in that player-turn. If there aren't enough friendly bases within range to land within stacking limits, excess air units are eliminated. Air units may not attack targets farther than their range no matter how close to the target the landing city may be. An unlimited number of air units may stack "in the air" over a single target.

30.6 If air units begin their turn in a base in an enemy ZOC, they may not attack in that turn. They must either change bases, or remain where they are in hopes of their base becoming friendly later. You may fly out of, but not land in a base in enemy ZOC.

30.7 To change bases air units fly as far as they wish from one friendly city to another until they reach the desired base. Moving from one city to another like this is called *"staging".* All staging cities must have been friendly since the preceding player-turn, and the air units must fly over a continuous chain of cities, none of which are separated by more than *twice the range* of the air units. Air units may not perform any other mission in a player-turn in which they change bases. These units must land before any combat resolution is begun.

30.8 When bomber units operate at less than half range (3 hexes for TAC, 4 hexes for MDM, 9 hexes for SAC) they bomb at double their normal combat strength. Such bombers must land at less than half range also. This does not apply to fighters.

30.9 Grounded air units have no defense of their own against enemy ground assaults. If caught alone in a city by enemy ground units which move adjacent, into, or through their city hex, grounded air units are simply and immediately

eliminated. They cause no delay and have no effect on the enemy ground units except prohibiting them from using strategic movement, which would be prohibited because he was entering an unfriendly city anyway. If there are friendly ground units in the city, such friendly units must all be eliminated or retreated before the air units are eliminated. Partial elimination of the friendly ground units causes no loss to the air units. The effect of artillery barrage attacks on grounded air units is already covered in 25.5.

TOURNAMENT GAME OPTIONAL RULES

31. Introduction

With the use of these Optional Rules on the foundation of the Tournament Game, *BLITZKRIEG* comes into its own for those who revel in the ultimate in complexity. The full Tournament Optional Game is a mind-boggling conception to grasp in all its detail. To grasp a modern nation at war in similar detail is an equally ambitious experience. Players are warned not to try too many Optionals at once when first learning the game.

32. Air Combat

32.1 Air combat is always initiated by fighters. Bombers never initiate air combat against other air units, but do return fire against attacking fighters. Air combat is resolved on the *Air Combat Table* (ACT).

32.2 Fighters enter the game, are based, and change bases just like bombers. There are five fighter missions. Although fighters will be presented with choices of how and when to attack, no fighter unit may make more than one attack per player-turn.

32.3 *INTERCEPTION* -- Intercepting fighters are the only units that the defender may voluntarily move during the opponent's player-turn. After the attacker has completed all movement and announced all battles, but before determining odds, the defender may move his fighters to hexes containing enemy air units, placing them on top of the enemy air units, or he may move his fighters to a vacant hex to "wait out" an attack. Interceptors may also be assigned to strafe *(See 32.6)* enemy air units that did not, or cannot *(See 36.2)* fly that turn.

32.31 The intercept range is a maximum of 12 hexes but *never farther* than the maximum distance enemy bombers, hunt fighters *(See* 33.5), or air transports flew upon (A) entering your first ground unit ZOC, or (B) entering your first fighter patrol ZOC *(See 32.71 and 33.6),* or *(C)* entering the first sea hex of a zone containing 10 or more of your air or ground factors (defense factors for artillery). Intercept range is calculated counting the first such hex enemy aircraft enter. Further explanation of this intercept limitation will be covered in 32.7 and 34.7.

32.32 Interceptors attack escorted bombers, escorted air transports and escort fighters *(32.4)* at *double* their normal strength; attack hunt fighters at *normal* strength; attack patrol fighters and patrol/interdictors at *normal* strength; and attack unescorted bombers and air transports at *triple* strength. Bombers and air transports are shot at *before* accomplishing their mission.

32.33 Air transport may be intercepted over terminus cities and/or the airdrop hex of paratroops if within the intercept range defined in 32.31. Losses are taken in factors of units being transported. Every 2 factors lost causes a permanent loss of 1/2 unit of air transport capacity, plus a 1/2 unit of capacity is lost if an odd number of factors is lost.

32.34 Interceptors land after all combat is resolved and after all enemy air units except patrollers *(See 32.7)* have landed.

32.4 *ESCORT* -- The attacker may escort bomber and air transport missions by placing fighters *in* potential intercept hexes within range of the fighters' base. If the enemy intercepts over that hex, the attacking bombers and escorts return fire at 1/2 strength (convert fractions up). Air transports have no defensive fire other than escorting fighters. Any losses suffered from the interceptors must be taken from the escorts before *any* can be taken from bombers or transports. Escorts land when bombers land *(See 30.5).*

32.5 *HUNT* -- Hunt missions are conducted by moving to a "search" hex *adjacent* to the intended target hex. The search hex may be adjacent to a bomber or air transport mission, or adjacent to an airfield he wishes to strafe *(See 32.6),* or may be a hex he wishes to patrol. Hunt missions may *not* attack enemy patrol or patrol/interdic-

tion *(See 33.6)* missions. Hunt fighters may *not* be placed in a hex containing friendly bombers in the air, or they would automatically be considered escorts. If hunters fire in either of the two following cases, they must immediately return to base afterwards.

32.51 If adjacent bombers or transports are intercepted, or adjacent airbases are strafed, the hunters may attack any interceptors that survive their target's defensive fire by placing themselves on top of the interceptors. Hunters attack such interceptors at *normal* strength. The interceptors may not return fire in this case, because they have already fired for that player-turn.

32.52 Interceptors may have attacked the hunters themselves. In this case both fire at each other at normal strength. If the hunters outnumber the interceptors, they need only match the interceptors on a "1 for 1" basis, and may hold back excess hunters for possible strafe or patrol missions.

32.53 Hunters may not exceed 24 MF total in moving to their search hex, to their attack hex, and back to base.

32.6 *STRAFE* -- Both interceptors during the defense portion of your turn, and hunters that did not attack any interceptors during the attack portion of your turn, may strafe any grounded aircraft by moving to the airbase hex. For hunters the airbase must be adjacent to their search hex. Strafing is done at *double* strength. The airbase may return fire on the ACT with anti-aircraft strength assumed equal to 1/2 the grounded air factors (convert fractions up). After strafing return to base.

32.7 *PATROL* -- Fighters intended for a patrol mission are sent to a "patrol" hex at the same time hunt fighters are sent. to a search hex. Patrol fighters remain in their patrol/search hex *during the opponent's player-turn,* and may conduct their intercept missions counting their range from that patrol hex.

32.71 Fighters on patrol have a patrol ZOC that is effective against enemy air units only (unless using 33.6 also). The only effect against enemy air units is to trigger the range explained in 32.31(B). This ZOC has no effect as far as stopping the *movement* of enemy air units.

32.72 Patrollers are forced to defend themselves and immediately return to base if attacked by enemy interceptors. Patrollers need only match enemy interceptors and exchange fire (at normal strength) with them on a "1 for 1" basis. Excess patrollers need not fire at the interceptors, and if they don't they may remain in the hex for patrolling.

32.73 Patrollers may conduct all normal intercept missions from their patrol hex as long as this doesn't result in their moving farther then 24 hexes total in moving from their original base, to their patrol hex, to their intercept hex, and back to base.

32.74 If tactical bombing *(See 30.41)* or air-dropped paratroops have been used to support an AV attack and an interception subsequently reduces odds below 7-1 or 5-1 surrounded, the AV is nullified and any attacking units that moved through that AV must retrace their steps as in 23.5. If fighters were eliminated by AVing units before the fighter intercept *(See 30.9),* however, they may not be used to nullify that AV.

32.75 Patrollers still in the air return to base at the end of the opponent's player-turn, just like interceptors. They may then be reassigned to a new mission on the very next player-turn.

33. Additional Bombing Missions

33.1 Players may wish to incorporate these rules immediately with Air Combat, since the two together complete the aircraft system. No bomber unit may attack more than one of these targets per complete-turn. Artillery may *not* be combined with the BBT missions below.

33.2 *BOMBING AN AIRBASE* -- Only TAC and MDM. Bombers move to the target and announce an airbase attack. This is resolved on the BBT. A blank has no effect. A number result eliminates that number of aircraft. Surviving grounded air factors are inverted to indicate that they cannot attack on the following player-turn. Inverted air units may change bases, however. The airbase returns A-A fire on the ACT equal to 1/2 the grounded air factors there (convert fractions up). The airbase itself is not otherwise affected in any way; interceptors may land immediately without effect.

33.3 *BOMBING A PORT* FACILITY -- Only SAC and MDM. Announced and resolved on the BBT. Any result other than a blank damages the port for one complete-turn. The port may not be used for movement to or from sea, or for sea supply. Place an inverted counter marked "PX" to signify this, and remove it at the end of the damaging player's next player-turn. There is no A-A fire.

33.4 *BOMBING A CITY-ROAD* -- Only SAC and MDM. Announced and resolved on the BBT. Any result other than a blank damages the road-net, and negates use of that city hex for road bonus or use as a link in a supply route for one complete-turn. Place an inverted blank counter marked "RCX" there for one turn. There is no A-A fire.

33.5 *BOMBING CITY SUPPLY AND IN*DUSTRY -- Only SAC and MDM. Announced and resolved on the BBT. Any result other than a blank negates the use of that city as a supply source and its replacement and industrial *(See 36.)* capacity for one complete turn. Place an inverted blank counter marked "SRIX" there for one turn. There is no A-A fire.

33.6 *NIGHT BOMBING* -- Only SAC and MDM. Since this mission is carried out at night, it avoids all interceptors. However, the attack is resolved 3 columns lower than otherwise on the BBT. Thus a 12-15 attack would be rolled on the 2-3 column instead; a 4-7 attack would have no effect. Each separate attacking stack must roll for losses due to operational hazards on the 13-16 column of the ACT before attacking. Eliminated factors do not bomb. Only missions 33.3, 33.4 and 33.5 may be attempted at night.

33.7 *TACTICAL PATROL/INTERDICTION* -- Only TAC and FTR. Patrol/interdictors are sent to a patrol hex just as patrol fighters are sent on patrol missions. Enemy interceptors may force patrol/interdictors to return to base on the same "1 for 1" basis defined in 32.72 (TAC fire at *half* strength). If patrol / interdictors do not fire at enemy interceptors or are unopposed they may remain in their patrol hex and exert a normal *armor type* ZOC there and in the 6 adjacent hexes providing they are at least 4 factors strong. This ZOC eliminates any enemy ground units forced to retreat through or into it, and since patrol / interdictors remain in their patrol hex during the opponent's turn just like patrol fighters, this ZOC

also stops the movement of all enemy ground units and blocks supply routes. After all enemy movement patrol / interdictors may (at their option) strafe enemy ground units in their ZOC at *double* strength on the ACT, and all enemy ground units in the ZOC return A-A fire at strafing aircraft on the ACT at *half* their attack strength. This mission can "provoke" a lot of fighter squabbling because it can be devastating if unopposed. Fighters on patrol / interdiction may revert to patrol and intercept if they have not strafed enemy ground units.

34. Weather

At the beginning of every indicated complete-turn, the Blue player rolls on the Weather Chart to determine the weather for that entire turn. For the first seven turns the weather is always clear. If players wish to extend the game beyond 15 turns (they should agree on this in advance), the numbers in parentheses indicate the appropriate weather column for such extra turns. In extending the game, each "weather season" would be followed by 7 turns of clear weather for the summer campaigning season.

35. Naval Ascendancy

3**5.1** Naval ascendancy is determined at the beginning of each player-turn for each separate sea zone. In each zone each player is given 1 naval point for each basic attack factor at sea in that zone, 1 naval point for each friendly port he controls that opens on that sea zone (bombed ports, no NPs), and one naval point for each factor of combat ready *(See 30.2, 30.6, 33.2, 36.2 and 36.3 for non-combat-ready conditions)* TAC, MDM or FTR he has in a port of that sea zone. Each player also receives naval points equal to the number of factors with which he invaded in that sea zone in his previous player-turn.

35.2 There are four states of naval ascendancy:

35.21 *NAVAL SUPERIORITY* -- A player has 10 or more points and at least a 2-1 superiority in points.

35.22 *CONTESTED* -- At least one player has 10 or more, but neither has at least a 2-1 superiority in points.

35.23 *UNCONTROLLED* -- Both sides have from 1 to 9 points in that zone.

35.24 *UNCONTESTED* -- One player has none, the other 9 or less points.

35.3 The degree of naval ascendancy has the following effects:

35.31 In a zone of enemy naval superiority a player may not move to sea from ports, invade, or trace supply into or through that zone. Units that begin a turn in such a zone are unsupplied. He may land in a port there, and may move additional units into the zone from adjacent sea zones.

In a zone of friendly superiority, invading units are *doubled* when they attack from full sea hexes, and if still on sea hexes after combat may automatically push adjacent defenders on beach hexes back one hex and occupy the vacated beach hex.

35.32 In a contested zone both players may operate normally.

35.33 In an uncontrolled zone neither may invade. Normal otherwise.

35.34 In an uncontested zone, a zero point player may not supply or invade with units moving in from other sea zones, but otherwise may operate normally. A player with any points in such a zone may operate normally.

36. Critical Resources

36.1 Both sides have critical industries and resources concentrated in certain cities. Capturing or successfully bombing these cities imposes certain restrictions on various forces. The restrictions are in effect during any player-turn in which you do not have use of the city from the beginning of that player-turn.

36.2 *PETRO-CHEMICAL* -- These cities represent oil and fuel sources and facilities. These are G4, C20 and S25 for Blue, and JJJ56, FFF30 and ZZ48 for Red. Either side may use CC15, AA42 and/or VV25 if friendly. You may not use your opponent's home cities even if captured. You may wish to label these cities "OIL".

36.21 With the use of 3 or more of these cities you may operate normally.

36.22 With the use of only 2, you may only fly 40 factors of air missions that player-turn, including air transport and changing bases. All armor lose 2 movement factors, and may not use strategic movement or advance after combat. No more than 5 air and ground units combined may be left at sea.

36.23 With only 1, you may fly no more than 20 factors of air missions. Armor, air-assault, and artillery may only move one hex that turn, and no other units may use strategic movement or advance after combat. No more than 5 units at sea, and these may only be in sea zones with a friendly port.

36.24 With none, no more than 8 factors of air missions, 12 factors of infantry retain normal movement, but no strategic movement or advance after combat, and all other units may only move one hex. No units at sea.

36.3 *BASIC INDUSTRY* -- These cities represent key industrial products such as ball bearings, electric power, etc. These are the 3 hex cities for both Red and Blue, hexes GGG45, RRR39, BBB54, O29, Q16 and C30 respectively, plus CC39 and OO30, which may be used by either side if friendly. These cities may be labeled "IND".

36.31 With the use of 3 or more, operations are normal.

36.32 With the use of only 2, air units bomb and attack at 1/2 strength, all attacks above 4-1 on the TGAT are rolled as 4-1 instead, and artillery may not attack on the BBT. Sea zones of friendly superiority are considered contested instead.

36.33 With the use of only 1, air units may not attack, although fighters may *intercept only* at 1/2 strength, only 3 attacks may be rolled above 1-1 odds on the TGAT, and these may not be above 4-1, and no artillery BBT attacks. Sea zones otherwise of friendly superiority or contested are uncontrolled instead.

36.34 With none, no combat air operations, no attacks above 1-1 on the TGAT, no artillery BBT attacks, and all ground units attack and defend at 1/2 strength. All sea zones are considered uncontested or of enemy superiority.

36.4 *NAVAL STORES* -- These cities represent existing naval units in port, command and control functions, and naval production and resource centers. These are the 2 hex cities for both Red and Blue, III37, RRR54, NN48, D7, L19 and I33 respectively, plus EE34 which may be used by either side if friendly. These cities may be labeled "NAV".

36.41 With the use of 3 or more, operations normal.

36.42 With only 2, a player may have no more than 5 air and/or ground units at sea.

36.43 With only 1, 5 units at sea maximum, and these may only operate in sea zones with a friendly port.

36.44 With none, no units may move to sea at all. Units at sea must land. This is the only critical resource restriction that lasts after a player recovers the use of cities, and applies only to 36.44, when a player's navy has been entirely destroyed. ●

ADDENDUM

PLAY BY MAIL (PBM)

Those who play Avalon Hill simulation games to the point where they develop considerable skills often find that playing by mail offers new worlds to conquer, and sharpens their skills even further. If you're tired of playing solitaire or humiliating the same opponent every day you may wish to give it a try. After all, you may be good in your gameroom but what can you do against a good player from another part of the country? Playing by mail is the only way to find out, and to participate in the many PBM tournaments held every year through the auspices of the GENERAL.

PBM is an easy-to-learn and convenient-to-use system of playing fellow gamers around the world. Special combat tables printed below for a unique 10-digit combat resolution system makes it impossible to cheat. PBM is an entirely different experience from face-to-face (FTF) play. It has made better gamers of many who have tried it, and all those who have mastered it.

Because inflation may well force a price change between the time this is printed and you decide

to order we cannot quote a definite price for a PBM kit. However, we'll be glad to send you a current parts list upon request. This will give you specific ordering instructions and prices on the entire gamut of Avalon Hill gaming related products. Each kit includes 4 pads plus instructions which allow you to adapt your game to PBM play and utilize the PBM charts provided below.

The Basic Game of *Blitzkrieg* is a game unto itself and is designed for easy comprehension and play by beginners to simulation gaming. New players should not attempt the more advanced version until they've mastered the Basic Game. At that point they can go on to the Tournament version or apply the optional rules in whole or in part. Although adding optional rules increases the realism of the simulation, it also makes it more complex. One should not be adverse to playing *just* the Basic Game as it is a fine test of skill in itself.

The best version of *Blitzkrieg* to pbm is any version not including fighters (33) as this requires either trust in the honor system when your opponent intercepts your air missions, or two letter exchanges for each move. We therefore urge you to play *Blitzkrieg* without rule 33 in effect during mail play. Other Avalon Hill games admirably suited for pbm include *Afrika Korps, Battle of the Bulge, D-Day, Kriegspiel, Luftwaffe, Panzerblitz, Stalingrad, and Waterloo.*

1975 EDITION

This is the second edition and now official rules of *BLITZKRIEG.* These rules take precedence over those of the first edition and change *BLITZKRIEG* into a markedly different and superior game. Always be sure that your opponent is familiar with these second edition rules before play begins to avoid later unpleasantries. Remove the statement "Tournament Game has no time limit" from the bottom of the Time Record Card as the Tournament Game ends on the 15th turn unless players agree beforehand to carry on to the hitter end. Players should also note the importance of recording the "grid name" of bombed cities each turn in the "bombed cities" column to determine industrial shortages in the following game turn.

DESIGN DEPARTMENT

We will answer questions about the play of this game at no charge but only if you enclose a stamped, self-addressed envelope with your query. Before writing to us however, we suggest thoughtful reference to the rules which should answer any questions and save you time and postage. For a current replacement parts price list send a stamped, self-addressed envelope to: The Avalon Hill Co. 4517 Harford Rd, Baltimore MD 21214

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BLITZKRIEG 1975 CHARTS AND TABLES

BASIC GAME ATTRITION TABLE											
ODDS	**1-6**	**1-5**	**1-4**	**1-3**	**1-2**	**1-1**	**2-1**	**3-1**	**4-1**	**5-1**	**6-1**
1	AB2	AB2	AB2	AB2	DB2	DB2	DE	DE	DE	DE	DE
2	AE	AB2	AB2	AB2	EX	EX	EX	EX	EX	DB2	DB2
3	AE	AE	AB2	AB2	AB2	DB2	DB2	DB2	DB2	DE	DE
4	AE	AE	AE	AB2	AB2	DB2	DB2	DB2	DB2	DB2	DE
5	AE	AE	AE	AE	AE	AB2	EX	EX	DE	DE	DE
6	AE	AE	AE	AE	AE	AE	AB2	DE	DE	DE	DE

(Row label at left, spanning rows: **DIE ROLL**)

EXPLANATION OF BASIC GAME ATTRITION RESULTS

AE -- Attacker Eliminated: The attacker chooses *one* of his units in that battle for elimination from the board. Remaining attacking units (if any) must retreat two hexes as outlined in "AB2" (below). The defender has the option to advance up to 3 of his units into the attacker's vacated hex(s). In advance after combat you are permitted to advance directly into or through enemy ZOC.

DE -- Defender Eliminated: The same as AE, reversing the roles of attacker and defender.

AB2 -- Attacker Back 2: The attacker retreats his units in that battle 2 hexes. Zigzag retreats that would result in units actually retreating only one hex are permitted. Units may be retreated in any direction, through friendly units, across rivers, through forests, mountains, cities, and the desert. Retreat along roads, through forests and

mountains is done as if they were clear terrain hexes, *except* that armor, air-assault, and artillery may never retreat into or through forest hexes. Units cannot retreat through or into any enemy ZOC, off the board, into full sea or lake hexes, into the neutral country, or be placed in stacks exceeding 3 units per hex. Retreating units are eliminated instead if the only available retreat route is through these prohibited hexes. The defender has the option to advance up to 3 of his units into the attacker's vacated hex(s), ignoring enemy ZOC.

DB2 -- Defender Back 2: The same as AB2, reversing the roles of attacker and defender.

EX -- Exchange: Both players choose one of their units in that battle for elimination from the board. Surviving units (if any) remain in place, neither advancing nor retreating.
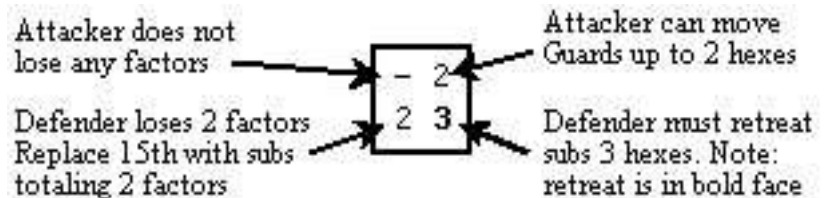
BLITZKRIEG

TOURNAMENT GAME ATTRITION TABLE

ODDS		1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	ATTACKER	2 **3**	2 **3**	1 **3**	1 **2**	- **1**	- **1**	- **2**	- **2**	- **3**	- **3**	- **4**
	DEFENDER	- **1**	- **1**	- **1**	- **-**	1 **2**	2 **2**	2 **3**	2 **3**	3 **4**	4 **4**	4 **5**
2	ATTACKER	1 **3**	1 **3**	1 **2**	1 **2**	1 **-**	1 **-**	1 **-**	1 **-**	1 **-**	1 **-**	1 1
	DEFENDER	- **1**	- **1**	- **-**	- **-**	1 **-**	1 **-**	1 **1**	1 **-**	1 **-**	2 **1**	2 **2**
3	ATTACKER	2 **4**	2 **2**	1 **2**	1 **2**	1 **2**	- **-**	- **1**	- **1**	1 1	- **2**	- **3**
	DEFENDER	- **1**	- **-**	- **-**	- **-**	- **-**	1 **1**	1 **2**	1 **2**	2 **2**	3 **3**	3 **4**
4	ATTACKER	2 **2**	1 **2**	2 **2**	1 **2**	1 **2**	1 **1**	1 **1**	1 2	- **2**	1 **-**	- **2**
	DEFENDER	- **-**	- **-**	- **-**	- **-**	- **-**	- **-**	- **-**	2 **3**	2 **3**	2 **1**	2 **3**
5	ATTACKER	2 **2**	2 **2**	2 **2**	2 **2**	2 **2**	1 **1**	1 **-**	1 **-**	1 2	- **1**	- **3**
	DEFENDER	- **-**	- **-**	- **-**	- **-**	- **-**	- **-**	1 **-**	1 **-**	3 **3**	2 **2**	2 **4**
6	ATTACKER	3 **2**	3 **2**	2 **2**	2 **2**	2 **2**	2 **2**	2 **1**	- **3**	- **3**	- **3**	- **4**
	DEFENDER	- **-**	- **-**	- **-**	- **-**	- **-**	- **-**	- **-**	2 **4**	3 **4**	4 **4**	4 **5**
DIE-ROLL		FACTORS ELIM-IN-ATED AD-VAN-CE OR RE-TRE-AT	FACTORS ELIM-IN-ATED AD-VAN-CE OR RE-TRE-AT	FACTORS ELIM-IN-ATED AD-VAN-CE OR RE-TRE-AT	FACTORS ELIM-IN-ATED AD-VAN-CE OR RE-TRE-AT	FACTORS ELIM-IN-ATED AD-VAN-CE OR RE-TRE-AT	FACTORS ELIM-IN-ATED AD-VAN-CE OR RE-TRE-AT	FACTORS ELIM-IN-ATED AD-VAN-CE OR RE-TRE-AT	FACTORS ELIM-IN-ATED AD-VAN-CE OR RE-TRE-AT	FACTORS ELIM-IN-ATED AD-VAN-CE OR RE-TRE-AT	FACTORS ELIM-IN-ATED AD-VAN-CE OR RE-TRE-AT	FACTORS ELIM-IN-ATED AD-VAN-CE OR RE-TRE-AT

Odds worse that 1-6 are not allowed. Odds greater that 6-1 are considered Defender Eliminated (Attacker Advance 4).

Factors Eliminated: The loser has the choice of which units are to be eliminated. Substitute units are used to replace units that are partially eliminated. For example, with a 4-1 attack and a die roll of 5, the defender must lose 3 factors. If a 6-factor unit is re-moved, it is replaced by substitute units totaling 3 factors. Each partially eliminated unit must he replaced only by units of its own type; armor for armor, infantry, etc. Also in this example the attacker must eliminate 1 factor in the same manner. In cases where the table specifies losses greater than units engaged, only units engaged are eliminated.

Advance or Retreat: The loser first retreats all his surviving units the full number of hexes specified. This number is printed in bold face. For example, in the 4-1, die roll 5 situation, the defender retreats surviving units 3 hexes. The retreat restrictions are exactly the same as in the Basic Game. After losing units have been retreated, the winner has the option to advance remaining victorious units up to the number of hexes specified. In the above 4-1 example, the attacker has the option to advance some or all of his units in that battle, 0, 1, or 2 hexes. Normal movement rules are followed, but the first hex of the advance must be the loser's vacated hex, and no movement bonuses may he used. Units that advance adjacent to enemy units whose battles have not been resolved cannot participate in such battles . . . however; their presence does serve to cut-off retreat routes. In the event retreating units must he eliminated because retreat routes are blocked, the winner may advance his units the full number of hexes specified.

EXAMPLE: Here's what happens when the Guards Armored Division attacks the 15th Inf Division at 2 to 1 with a die roll of 1:

Attacker does not lose any factors →

← Attacker can move Guards up to 2 hexes

-	2
2	3

Defender loses 2 factors Replace 15th with subs totaling 2 factors →

← Defender must retreat subs 3 hexes. Note: retreat is in bold face

BARRAGE AND BOMBARDMENT TABLE (BBT)

FACTORS ATTACKING		1	2-3	4-7	8-11	12-15	16-21	22-27	28-35	36-43	44-55	56+
DIE ROLL	1	1	2	3	5	7	9	10	11	12	13	14
	2	-	1	2	3	5	7	9	10	11	12	13
	3	-	-	1	2	3	5	7	9	10	11	12
	4	-	-	-	1	2	3	5	7	9	10	11
	5	-	-	-	-	1	2	3	5	7	9	10
	6	-	-	-	-	-	1	2	3	5	7	9

If defending in mountains, defender's factors are computed at double value; a loss of 9 would thus mean removal of 5 factors.

AIR COMBAT TABLE (ACT)

FACTORS ATTACKING		1-4	5-8	9-12	13-16	17-20	21-24	25-28	29-32	33-36	37-40	41+
DIE ROLL	1	1	2	3	4	5	6	7	8	9	10	11
	2	-	1	2	3	4	5	6	7	8	9	10
	3	-	-	1	2	3	4	5	6	7	8	9
	4	-	-	-	1	2	3	4	5	6	7	8
	5	-	-	-	-	1	2	3	4	5	6	7
	6	-	-	-	-	-	1	2	3	4	5	6

When fighters intercept unescorted bombers, bomber units bomb at 1/2 factor (convert fractions down).

MINOR CITY REDUCTION TABLE (MCRT)

FACTORS ATTACKING		4-7	8-11	12-15	16-19	20-23	24+
DIE ROLL	1	2	2	2	1	-*	-*
	2	3	3*	3*	2*	1*	-*
	3	4*	4*	3*	3*	2*	1*
	4	5	4	4*	4*	3*	2*
	5	6	6	5*	4*	4*	3*
	6	7	8	6	5*	5*	4*

Each number in the indicated result is the number of attacking factors of his choice the attacker must eliminate. An asterisk (*) indicates that the city is reduced. No asterisk indicates that aggressor units attacking that city must retreat 2 hexes. Attacks may be tactically supported by MDM or TAC air units only according to the term of 30.41, i.e., you may not use more air factors than there are ground factors. Surviving attacking ground forces may advance into the city if reduced unless blocked by liberator ground units still in the city. Remove blank counters (if any) when cities are reduced. Unreduced minor cities never attack adjacent aggressor units.

WEATHER CHART

TURN		8(26)	9(25)	10(24)	11(23)	12(22)	13(21)	14(20)	15(19)	(16-18)
DIE ROLL	**1**	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Clear
	2	Clear	Clear	Clear	Clear	Clear	Clear	Clear	Rain	Snow
	3	Clear	Clear	Fog	Fog	Fog	Fog	Rain	Ice	Snow
	4	Clear	Rain	Rain	Fog	Fog	Rain	Ice	Snow	Snow
	5	Rain	Gale	Rain	Rain	Rain	Ice	Snow	Snow	Snow
	6	Gale	Gale	Gale	Rain	Ice	Snow	Snow	Snow	Snow

Clear - All conditions normal.
Rain - Attack factor of fighter and bomber units *halved;* all off-the-road movement is halved except in the desert, where it does not rain.
Gale - No air operations; all off-the-road movement halved including, armored movement in the desert where there are dust storms; movement on the road itself is at basic MF, no triple bonus on the road; all units at sea must land in a friendly port that turn if possible, or be eliminated; no invasions and no supply by sea through ports or beaches.
Fog - No air operations; infantry attack at *double* their normal strength.
Ice - No air operations; all units on mountains may not move that turn, they are eliminated if forced to retreat; no road movement bonus.
Snow - Air units attack strength *halved;* rivers frozen and don't double; no road or desert bonus; all off-the-road movement halved; units on mountains may leave, but no ground units may move onto mountains.

TERRAIN CHART

TERRAIN	DESCRIPTION	EFFECT ON MOVEMENT	EFFECT ON COMBAT
Clear	White	Costs 1 movement factor to enter	None
City	Perpendicular crossed lines	Possible road bonus: See 9.1	Ground units in city doubled on defense.
River	Thick blue curved lines	Same as other terrain in hex	Ground units doubled when attacked solely from river hexes
Forest	Green	Ground units must stop upon entrance; armor, air-assault, and artillery prohibited.	Prohibited units not allowed to retreat into or through.
Mountain	Brown splash contours	Ground units must stop upon entrance.	Ground units in mountain doubled on defense.
Sea & Lake	Totally blue hex	Prohibited; exceptions: See 19.0 and 27.5	Prohibited; exception: Invasion - See 20.3 and 27.5
Road	Red line	Possible bonus: See 9.1	None
Desert	Yellow hexes in Koufax Desert	Armor & air-assault units may double movement (9.2)	None
Beach	Yellow hexes bordering the sea	Possible invasion site: See 20.0	None; exception: Invasion - See 20.3
Border	Thick gray hexside lines	Same as other terrain in hex	None

The next two charts are not from the 1975 rules but may be helpful to some players.

NAVAL ASCENDANCY			
STATE	**MARKER**	**FRIENDLY EFFECTS**	**ENEMY EFFECTS**
Uncontrolled	**White**	No invasions	No invasions
Uncontested	**Light Red** **Light Blue**	Normal	No invasions No supply into or thru
Contested	**Purple**	Normal	Normal
Naval Superiority	**Dark Red** **Dark Blue**	Invading units doubled when attacking from full sea hexes. Defenders pushed back.	No port to sea movement. No invasions. No supply into or thru. May land in port. May move units from an adjacent sea zone into.
Naval Superiority	At least 10 or more Naval Points and 2-1 superiority in points		
Contested	One player has at least 10 Naval Points or more but no player has 2-1 superiority		
Uncontrolled	Both sides have 1 to 9 Naval Points		
Uncontested	One player has none, the other player has 9 Naval Points or less		
One Naval Point in a Sea Zone for:	Each factor (ground and air) at sea		
	Each friendly port		
	Each factor of operational FTR, TAC, or MDM in port		
	Each factor that invaded on the previous turn		

This BLITZKRIEG Tournament Game Turn Sequence is based on Richard's Wein's work. It is designed for PBEM and makes alterations as necessary to reduce exchanges of files. Sequence is shown only for Blue player. Blue player actions are in blue; Red player in red. In some cases, actions are deferred rather than occur in the sequence defined by the rules. As noted by an asterisk (*), the opponent only needs to be consulted when loss, retreat, or advance results of combat can affect unresolved battles – files do not normally need to be exchanged at this time. The sequence for the Red player turn is the same exchanging red and blue.

TURN SEQUENCE	
Reference	Action
32.34, 32.75	Interceptors, patrollers, and P/I return to base
15, 25	Complete losses, retreats, and advances from prior player-turn
34	Determine weather (Blue only)
36	Determine effect of critical resources
35	Mark Naval Ascendancy in all sea zones
23 29.7	Trace supply Remove 2 factors for supply traced into or thru each unsubdued minor country
6, 28	Reinforcements and replacements
7-11, 19-22, 27, 30, 33	Move ground units Bombers and FTR escorts to target hex Remove any "over flight" or "moved thru" losses (29.6) Surviving grounded air units may change base (33.2) FTR hunters to search hex (32.5) FTR patrollers to patrol hex (32.7) TAC and FTR patrol/interdictors (P/I) to patrol hex (33.7)
26.3	Combine substitute units
12, 25, 30, 32, 33	Announce all battles
35, 23	Check Naval Ascendancy Trace supply for FTR in airbases
33.7	TAC and FTR P/I missions may strafe ground units in their ZOC (ACT x 2) Ground units return AA fire (ACT x ½) except against jets
32.3	FTR interceptors to "wait out" hexes FTR interceptors, patrollers, and P/I move to intercept hexes FTR interceptors, patrollers, and P/I move to enemy airbases to strafe (ACT x 2) Air units on ground return AA fire (ACT x ½)
32.52, 32.72, 33.7	Intercepted hunters, patrollers, or P/I fire at interceptors (ACT x 1) Interceptors return fire at hunters, patrollers, or P/I (ACT x 1)
32.32, 33.33, 32.4	Interceptors fire at bombers and air transports with escorts (ACT x 2) Interceptors fire at bombers and air transports without escorts (ACT x 3) Bombers and escorts return fire at interceptors (ACT x ½)
32.51, 32.6	Unused hunters attack adjacent interceptors and airbase strafers (ACT x 1) Unused hunters strafe adjacent enemy airbases (ACT x 2) Air units on ground return AA fire (ACT x ½) except against jets
33.3-33.5	Remove blue PX, RCX, and SRIX Resolve night bomber losses (33.6)
33.2	Resolve airbase attacks (BBT) Air units on ground return AA fire (ACT x ½)
25, 30.42, 33.3-33.5	Resolve artillery and air attacks (BBT) Mark PX, RCX, and SRIX cities
12-15, 29	Resolve ground attacks (TGAT, MCRT) Consult opponent when necessary for loss, retreat, and advance decisions*
21.3	Conduct AV advances
20.35, 35.31	Opposed invading units move ashore
32.52	Unused hunters may change to patrol mission
30.5	Air units return to base, except unused patrol or P/I units
29.6	Remove 2 factors from each unsubdued minor country
4.6	Mark completion of game turn (red only)

Blitzkrieg Play-by-Mail Tables

BASIC GAME ATTRITION TABLE

SALES-IN-HUNDREDS	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	
1	A elim	AB2	AB2	AB2	EX	EX	EX	EX	EX	DB2	DB2	1
2	A elim	A elim	AB2	AB2	AB2	DB2	DB2	DB2	DB2	D elim	D elim	2
3	AB2	AB2	AB2	AB2	DB2	DB2	D elim	D elim	D elim	D elim	D elim	3
4	A elim	AB2	AB2	AB2	EX	EX	EX	EX	EX	DB2	DB2	4
5	A elim	A elim	AB2	AB2	AB2	DB2	DB2	DB2	DB2	D elim	D elim	5
6	A elim	A elim	A elim	AB2	AB2	DB2	DB2	DB2	DB2	DB2	D elim	6
7	A elim	A elim	A elim	A elim	A elim	AB2	EX	EX	D elim	D elim	D elim	7
8	A elim	A elim	A elim	A elim	A elim	A elim	AB2	D elim	D elim	D elim	D elim	8
9	A elim	A elim	A elim	A elim	A elim	A elim	AB2	D elim	D elim	D elim	D elim	9
0	AB2	AB2	AB2	AB2	DB2	DB2	D elim	D elim	D elim	D elim	D elim	0

Odds worse that 1-6 are not allowed. Odds greater that 6-1 are D elim.

TOURNAMENT GAME ATTRITION TABLE

SALES-IN-HUNDREDS	ODDS	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	ATTACKER	3 **2**	3 **2**	1 **2**	1 **2**	2 **2**	2 **2**	2 **1**	- 3	1 -	1 -	1 1
1	DEFENDER	- -	- -	- -	- -	- -	- -	- -	2 **4**	1 -	2 **1**	2 **2**
2	ATTACKER	2 **3**	2 **3**	1 **3**	1 **2**	- 1	- 1	- 2	- 2	- 3	- 3	- 4
2	DEFENDER	- 1	- 1	- 1	- -	1 **2**	2 **2**	2 **3**	2 **3**	3 **4**	4 **4**	4 **5**
3	ATTACKER	1 **3**	1 **3**	1 **2**	1 **2**	1 -	1 -	1 -	1 -	- 3	1 -	- 4
3	DEFENDER	- 1	- 1	- -	- -	1 -	1 -	1 **1**	1 -	3 **4**	2 **1**	4 **5**
4	ATTACKER	2 **4**	2 **2**	1 **2**	1 **2**	1 **2**	- -	- 1	- 1	- 2	- 2	- 3
4	DEFENDER	- 1	- -	- -	- -	- -	1 **1**	1 **2**	1 **2**	2 **2**	3 **3**	3 **4**
5	ATTACKER	2 **2**	1 **2**	2 **2**	1 **2**	1 **2**	1 **1**	1 **1**	1 2	- 2	1 -	- 2
5	DEFENDER	- -	- -	- -	- -	- -	- -	- -	2 **3**	2 **3**	2 **1**	2 **3**
6	ATTACKER	2 **2**	2 **2**	2 **2**	2 **2**	2 **2**	1 **1**	1 -	1 -	1 2	- 1	- 3
6	DEFENDER	- -	- -	- -	- -	- -	- -	1 -	1 -	3 **3**	2 **2**	2 **4**
7	ATTACKER	3 **2**	3 **2**	2 **2**	2 **2**	2 **2**	2 **2**	2 **1**	- 3	- 3	- 3	- 4
7	DEFENDER	- -	- -	- -	- -	- -	- -	- -	2 **4**	3 **4**	4 **4**	4 **5**
8	ATTACKER	2 **4**	2 **2**	1 **2**	1 **2**	1 **2**	- -	- 2	- 1	1 1	- 2	- 3
8	DEFENDER	- 1	- -	- -	- -	- -	1 **1**	2 **3**	1 **2**	2 **2**	3 **3**	3 **4**
9	ATTACKER	1 **3**	1 **2**	2 **2**	1 **2**	1 -	1 **1**	1 **1**	- 2	- 2	1 -	- 2
9	DEFENDER	- 1	- -	- -	- -	1 -	- -	- -	2 **3**	2 **3**	2 **1**	2 **3**
0	ATTACKER	2 **2**	2 **3**	2 **2**	2 **2**	- 1	- 1	1 -	1 -	1 2	- 1	- 3
0	DEFENDER	- -	- 1	- -	- -	1 **2**	2 **2**	1 -	1 -	3 **3**	2 **2**	2 **4**

			FACTORS ELIMINATED ADVANCE OR RETREAT	FACTORS ELIMINATED ADVANCE OR RETREAT	FACTORS ELIMINATED ADVANCE OR RETREAT	FACTORS ELIMINATED ADVANCE OR RETREAT	FACTORS ELIMINATED ADVANCE OR RETREAT	FACTORS ELIMINATED ADVANCE OR RETREAT	FACTORS ELIMINATED ADVANCE OR RETREAT	FACTORS ELIMINATED ADVANCE OR RETREAT	FACTORS ELIMINATED ADVANCE OR RETREAT	FACTORS ELIMINATED ADVANCE OR RETREAT	FACTORS ELIMINATED ADVANCE OR RETREAT

Odds worse that 1-6 are not allowed. Odds greater that 6-1 are considered D elim. (Attacker Advance 4)

BARRAGE & BOMBARDMENT TABLE (BBT)

Attack Factors	1	2-3	4-7	8-11	12-15	16-21	22-27	28-35	36-43	44-55	56+
S 1	1	2	3	5	7	9	12	15	18	21	24
A 2	1	1	2	4	6	7	10	13	16	19	22
L 3	-	1	2	3	5	7	9	12	15	18	21
E 4	-	1	2	2	4	6	8	11	14	16	19
S 5	-	-	1	2	3	5	7	10	12	14	18
- 6	-	-	-	1	2	4	6	8	9	13	15
I 7	-	-	-	1	1	3	4	6	8	11	14
N 8	-	-	-	-	1	2	3	4	7	9	12
- 9	-	-	-	-	1	1	2	3	6	8	11
H U N D R E D S 0	-	-	-	-	-	1	2	3	5	7	9

If defending in mountains, defender's factors are computed at double value; loss of 9 means removal of 5 factors.

AIR COMBAT TABLE (ACT)

Attack Factors	1-4	5-8	9-12	13-16	17-20	21-24	25-28	29-32	33 +
S 1	1	2	3	4	5	6	7	8	9
A 2	1	2	3	4	4	6	6	8	8
L 3	-	1	2	3	4	5	6	7	8
E 4	-	-	1	2	3	4	5	6	7
S 5	-	-	1	1	3	4	5	6	7
- 6	-	-	-	1	2	3	4	5	6
I 7	-	-	-	1	2	3	4	5	6
N 8	-	-	-	-	1	2	3	4	5
- 9	-	-	-	-	1	1	3	3	5
H U N D R E D S 0	-	-	-	-	-	1	2	3	4

When fighters intercept unescorted bombers, bomber units bomb at 1/2 factor (convert fractions down).

MINOR CITY REDUCTION TABLE (MCRT)

Attack Factors	4 to 7	8 to 11	12 to 15	16 to 19	20 to 23	24 & Up	
S 1	7	8	6	5*	5*	4*	1
A 2	3	3*	3*	2*	1*	-*	2
L 3	4*	4*	3*	3*	2*	1*	3
E 4	5	4	4*	4*	3*	2*	4
S 5	2	2	2	1	-*	-*	5
- 6	3	3*	3*	2*	1*	-*	6
I 7	4	4*	3*	3*	2*	1*	7

N-HUNDRED	8	5	4	4*	4*	3*	2*	8	SALES-IN
	9	7	6	5*	4*	4*	3*	9	
	0	6	8	6	5*	5*	4*	0	

Each number in the indicated result is the number of attacking factors of his choice the attacker must eliminate. An asterisk (*) indicates that the city is reduced. No asterisk indicates that aggressor units attacking that city must retreat 2 hexes. Attacks may be tactically supported by MDM or TAC air units only according to the terms of 30.41, i.e., you may not use more air factors than there are ground factors. Surviving attacking ground forces may advance into the city if reduced unless blocked by liberator ground units still in the city. Remove blank counters (if any) when cities are reduced. Unreduced minor cities never attack adjacent aggressor units.

[The following Q&A were published in Avalon Hill's General magazine "The Question Box", Volume 23, Number 3 (1986). It was the only published BLITZKRIEG Q&A subsequent to the publication of the 1975 rules. cgm]

BLITZKRIEG

8.3 & 19.3 Can an infantry unit exit into a Sea tone from a port in the ZOC of an enemy unit? Can armor and air-assault units exit into a Sea Zone from a port in the ZOC of an enemy unit other than armor or air-assault?
A. No. No.

9.3 May a one-hex city, holding at the beginning of a Movement Phase three full air units, be used as a take-off city for air transport?
A. Yes.

9.3 & 9.4 Does air transport of airborne and air-assault units count against the four-unit air transport limit?
A. Yes.

9.4 May air-assault units land in the ZOC of a unit (or city) other than armor or air-assault?
A. No.

19.3 & 20.3 During a single Movement Phase, two units move ashore through a friendly port. May another two units go to sea during the same Movement Phase?
A. Yes.

19.3 & 20.3 During a single Movement Phase, two invading units land on a vacant beach hex. May another two units go to sea during the same Movement Phase?
A. Yes.

19.4 If Blue has units at hexes W33 and Z33, may Red use BB31 (or X27) as a port?
A. No; ZOCs block access.

19.4 If Blue has a unit at AA13, does that unit block Red access to Sea Zone A from CC15 or VV25?
A. No.

19.4 If Blue has a unit at D1, may Red move from Sea Zone A to Sea Zone B1
A. Yes.

20.1 May an air-assault unit land on a beach hex during an air drop?
A. Yes.

21.1 Can an automatic victory occur at 3:1 odds when only a single factor is defending?
A. No.

21.3 The last sentence states that advancing units must half "if the first hex after combat is into a zone of control, mountain or woods hex." May an armor or air-assault unit continue if the ZOC is from a unit other than armor or air-assault?
A. No.

21.3 With regard to the above. may armor, air-assault and artillery still advance when the first hex is a woods hex?
A. No.

23.5 Is there a limit to the number of units that can be supplied through a friendly port hex?
A. No.

28. Must an inactive substitute counter be avail able in order for it to be accumulated? For example, one 4-factor and one 2-factor inactive TACs are available. On one turn, the 2-factor TAC is "accumulated". On the next turn, although no 2-factor T AC is available, may the 4-factor TAC be activated with the "accumulated" 2-factor one then returned to the inactive pile?
A. No. There is a typo in the rulebook -- replacements *cannot* be accumulated. The other rules make this inescapable.

28.3 If an aircraft city has been captured is the ground unit replacement capacity also reduced to two substitute units?
A. No.

28.5 Can an aircraft city in an enemy ZOC but not captured generate a replacement?
A. Yes, assuming it is not bombed.

29.6 Does the aggressor 2-factor loss per turn resume when the opposition takes one city of a formerly subdued miner country?
A. Yes.

29.7 May aggressor units voluntarily be left out of supply to prevent the 2-factor supply loss?
A. Yes.

32.4 May multiple air missions be conducted against the same hex during a single player turn? If multiple attacks are permitted and conducted against a single hex, do escorts protect all missions in that hex?
A. Yes, although the specific missions must be identified to the opponent prior to combat. Yes.

30.2 Is the aircraft "movement factor" (2.5) the same as aircraft "range"?
A. Yes.

30.5 Must aircraft return to the original base if conducting a mission other than "transfer"?

A. No.

30.8 Do TAC operating from full sea hexes at less than half range double their bombing factor also?
A. Yes.

30.8 Does the double strength at less than half range provision apply to TAC and MDM aircraft reducing minor cities?
A. Yes.

32.4 Can air missions other than bomber and air transport be escorted?
A. No. ◆