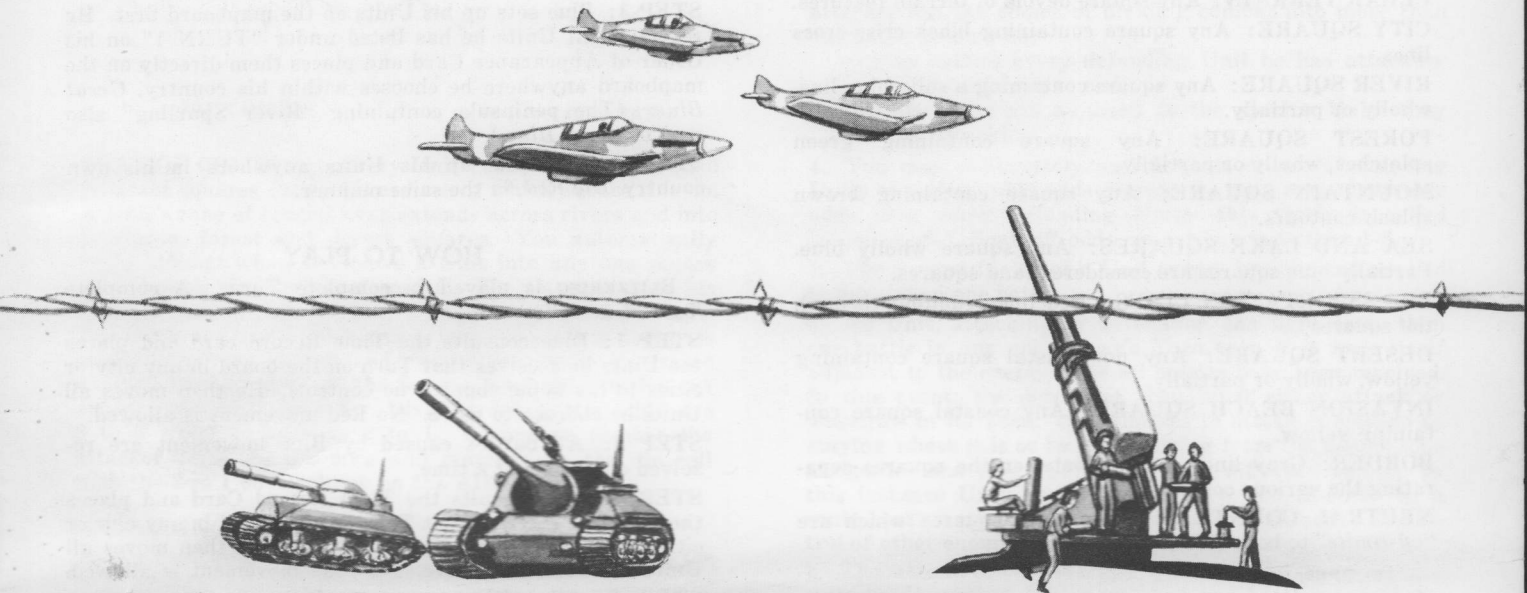


BLITZKRIEG



BLITZKRIEG is a fictional representation of the great breakout of the 2nd World War. Five minor countries become engulfed in a tremendous conflict for territory waged by two major countries, *Great Blue* and *Big Red*.

But now YOU are in command. YOU get the thrill of leading Divisions of Infantry, Marines, Artillery, Armor, Airborne and Invasion forces over a realistic topographical mapboard.

The background and research in the design of BLITZKRIEG have come from material edited and authenticated by the United States War College and the Office of the Chief of Military History (OCMH), Washington, D.C.

BLITZKRIEG has been play-tested by Avalon Hill's Consumer Test-Panel to present you as realistic a portrayal of modern warfare as humanly possible . . .

INSTRUCTIONS—READ FIRST 

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BASIC GAME

MAPBOARD

The map board shows the playing area. It contains two major countries, *Great Blue* and *Big Red*, plus several unnamed minor countries. The hexagons have been superimposed to determine movement and will hereafter be referred to as *squares*. Terrain features are as follows:

CLEAR TERRAIN: Any square devoid of terrain features.

CITY SQUARE: Any square containing black criss-cross lines.

RIVER SQUARE: Any square containing a solid blue line, wholly or partially.

FOREST SQUARE: Any square containing green splotches, wholly or partially.

MOUNTAIN SQUARE: Any square containing brown splash contours.

SEA AND LAKE SQUARES: Any square wholly blue. Partially blue squares are considered land squares.

TRANSPORTATION LINES: Red lines running through the squares.

DESERT SQUARE: Any non-coastal square containing yellow, wholly or partially.

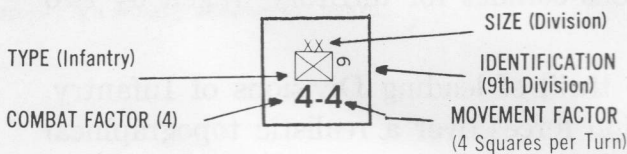
INVASION BEACH SQUARE: Any coastal square containing yellow.

BORDER: Gray lines running between the squares separating the various countries.

NEUTRAL COUNTRY: Whole gray squares which are "off-limits" to both sides.

ORDER OF BATTLE UNIT COUNTERS

Now study the die-cut Unit Counters. These Blue and Red counters are your "chessmen." Hereafter, they will be called "Units."



SIZES: XX Division or wing X Brigade II Battalion or squadron

- TYPES:**
- Infantry
 - Armor
 - Break-through Artillery
 - Ranger
 - Airborne
 - Air Assault
 - Tactical Bombers
 - Strategic Bombers
 - Medium Bombers
 - Fighters

IDENTIFICATION: (For organization only) MAR: Marines, LT: Light, T: Tank

MOVEMENT FACTOR: Maximum number of squares a Unit may be moved over clear terrain in one Turn.

COMBAT FACTOR: Basic fighting strength. (Note: Break-through Artillery Units have 2 combat factors: the first is used when the Unit is attacking, and the second is used when the Unit is defending.)

PREPARE FOR PLAY

STEP 1: Lay the mapboard out on a table. Blue sits on the northern side and Red on the southern side.

STEP 2: Punch out the Order of Battle *Basic Game* Units and place them on the corresponding spaces provided on each player's Order of Appearance card. Place Substitute Units aside as they are *not* used in the *Basic Game*.

STEP 3: Blue sets up his Units on the mapboard first. He refers to all Units he has listed under "TURN 1" on his Order of Appearance Card and places them directly on the mapboard anywhere he chooses within his country, *Great Blue*. (The peninsula containing "River Sparling" also part of *Great Blue*.)

STEP 4: Red sets up his Units anywhere in his own country, *Big Red*, in the same manner.

HOW TO PLAY

BLITZKRIEG is played in complete Turns. A complete Turn is as follows:

STEP 1: Blue consults the Time Record card and places the Units he receives that Turn on the board in any city or cities in his home country he controls. He then moves all Units he chooses to move. No Red movement is allowed.

STEP 2: All battles caused by Blue movement are resolved one battle at a time.

STEP 3: Red consults the Time Record Card and places the Units he receives that Turn on the board in any city or cities in his home country he controls. He then moves all Units he chooses to move. No Blue movement is allowed.

STEP 4: All battles caused by Red movement are resolved one battle at a time.

STEP 5: Red then checks off one Turn on the Time Record card. Play reverts to Steps 1 through 5 for the remainder of the game.

HOW TO WIN

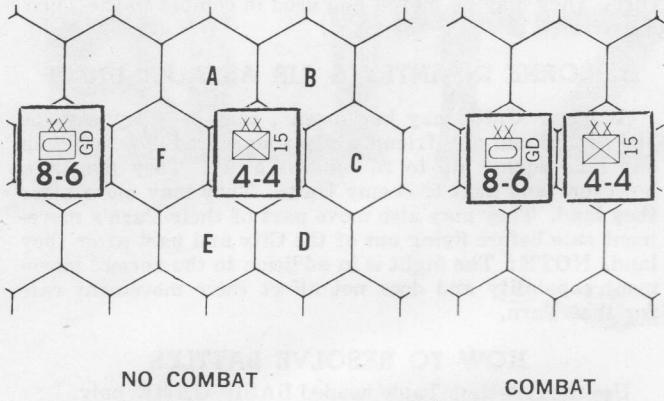
A player wins if he either (1) eliminates all of his opponent's Units or (2) occupies all of the Cities in his opponent's country for one complete Turn or (3) holds more than 25 cities by the 15th Turn. Any other situation at the 15th Turn is considered a draw.

HOW TO MOVE UNITS

1. In any Turn you may move all your Units on board.
2. You may move each Unit any number of squares not exceeding its normal movement rate.
3. You do not have to move every Unit nor do you have to move any Unit in your Turn.
4. You may move Units in any direction or combination of directions you wish in the same Turn.
5. Unlike chess and checkers you may move all Units you choose to move before resolving any battles.
6. You may move Units over top of friendly Units but you are not allowed to move your Units on top of or over opponent's Units.
7. Movement rates are not transferable from one Unit to another nor can they be accumulated from one Turn to the next.

NOTE: *The die is used only to resolve battle—it has nothing to do with movement.*

HOW TO HAVE COMBAT



ZONE OF CONTROL: Every Unit's zone of control is its 6 adjacent squares (A-F) regardless of which square it is on. A Unit's zone of control even extends across rivers and into mountain, forest and desert squares. You automatically cause combat when you move a Unit into any one square of an enemy Unit's zone of control. The player moving his Units is always the attacker; his opponent is the defender. To determine battle odds the attacker's combat factor is stated first and the defender's combat factor is stated second. For example: If the Guards Armored Division (8) attacks the 15th Infantry Division (4) battle odds are 8 to 4 which reduces to 2 to 1. To resolve combat the attacker rolls the die once and matches up the die roll with the 2 to 1 odds column on the Attrition Table.

ATTACKING:

1. An attacking Unit must stop as soon as it enters the first enemy controlled square.
2. You are not allowed to move an attacking Unit through enemy controlled squares.
3. You may attack as many enemy Units as you can reach in the same Turn.
4. You may move as many Units into enemy zones of control as you are able before resolving combat.
5. You resolve all combat one battle at a time after moving all the Units you choose to move in your Turn.
6. The attacker has the choice of resolving battles in any order he wishes.
7. The attacker must resolve combat against every enemy Unit he has moved Units next to.
8. The combat factor of a Unit when attacking is always basic regardless of terrain it is attacking from.

DEFENDING:

1. The defending player is not allowed to move any Unit while his opponent is attacking.
2. The combat factor of a Unit when defending varies according to the terrain it is defending on. Examples are shown on the Attrition Table.

MORE THAN ONE UNIT PER SQUARE

1. Both players are allowed to stack Units totalling up to 12 combat factors on one square. (For Break-through Artillery, the limitation is based on defense factors.)
2. Stacked Units may stay together indefinitely or they may combine on one Turn and split up on the very next.
3. Stacked Units may pass over squares containing other friendly Units.
4. The movement rate of stacked Units is that of the slow-

est Unit in the stack. Of course, the fastest Unit in the stack may continue on its way after splitting away from the slow moving Units.

MULTIPLE UNIT BATTLES

1. When two or more Units attack one defending Unit the factors of the attacking Units must be totaled into one combined combat factor.
2. When one Unit attacks two or more defending Units the factors of the defending Units must be totaled into one combined combat factor.
3. When several Units attack several defending Units the attacker has the choice of dividing combat into more than one battle as long as:
 - (a) he battles every defending Unit he has attacking Units adjacent to and,
 - (b) his Units are adjacent to the specific Units they are attacking.
4. 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.
5. The combat factor of a Unit cannot be split and applied to more than one battle.
6. No Unit, attacking or defending, can fight more than one battle in any one player's Turn even if it finds itself adjacent to the enemy after all battles have been resolved. In this event, the defending Unit must either attack or withdraw in its Turn. If it chooses to attack it may do so staying where it is or by withdrawing from the enemy zone altogether and then re-entering by a different square. In this instance Units may not withdraw and re-enter by a route that would force them into or through zones of control of other enemy Units.
7. The attacker with stacked Units on the same square may divide combat into more than one battle against defending Units on separate squares.
8. The attacker may *not* divide combat into more than one battle against defending Units on the same square.

HOW TO CONTROL A CITY

A player controls a City if he was the last person to place that City in his zone of control. When both sides have a City in their zone of control simultaneously, the City is friendly to neither side. Hereafter, controlled Cities will be called *friendly* cities.

TRANSPORTATION LINES

1. Movement along Transportation Lines, hereafter called *Roads*, is 3 times faster than normal. Thus a Unit whose normal movement rate is 4 can move 12 squares along a road in one Turn. In other words, movement along 3 road squares is the same as one clear terrain square.
2. All Units may combine road travel with off-road travel in the same Turn. For instance, let's assume a Unit with a normal movement rate of 4 is 2 squares away from a road; as soon as it moves to the road square it can travel up to 6 more squares along the road; or, up to 3 more squares along the road and 1 square off the road. **NOTE:** Units lose the benefit of fractions. Example: If the Unit, above, had moved 4 squares along the road instead of 3, it could not move off the road in that Turn.
3. All Units may change roads at intersections at the road movement rate.
4. All Units may move through Cities at the road movement rate but only if they enter and leave the City by

road squares. Otherwise, travel through Cities is done at the normal movement rate.

RIVERS

Rivers incur *no* delay to movement. Travel along or across rivers is the same as over clear terrain.

FORESTS

Armor and Break-through Artillery Units may not enter forest squares. They may, however, attack Units that are in the forest. All other Units travel at the reduced rate of one square per Turn in the forest. Units must stop when they reach a forest square and may not proceed until the next Turn. Units leave forest squares at the normal movement rate.

GREAT KOUFAX DESERT

The intricacies of play across the desert are pertinent only in the Tournament Game. For Basic Game play consider the desert the same as clear terrain.

SEAS AND LAKES

Sea movement is pertinent only to the Tournament Game. And movement onto Lake squares is not permitted either in the Basic or Tournament Games.

MOUNTAINS

All Units are allowed in mountains. Units must stop when they land on a mountain square. They may not proceed until the next Turn. Units move through mountains at the rate of 1 square per Turn. Units may leave mountains or swamps at their normal movement rate.

REINFORCEMENTS

Both players receive Reinforcements at specific intervals. Reinforcements are new Units and have nothing to do with Units already eliminated. The Order of Appearance Cards state the earliest time that Reinforcements can be put into play. However, players have the option of delaying their arrival as long as desired.

1. Reinforcements are placed in any friendly city a player wishes in his home country.
2. Reinforcement Units may not be stacked more than 12 factors high when placed on the board.

3. Reinforcements may be placed on board at any time during a player's Turn prior to the combat portion of his Turn. They may be moved and used in combat in the Turn of arrival.

AIRBORNE INFANTRY & AIR ASSAULT UNITS

Airborne Units may be "flown", that is—they may be picked up from any friendly city square and "dropped" on any land square up to 20 squares away. They may *not*, however, land next to enemy Units. They may move after they land. They may also move part of their Turn's movement rate before flying out of the City and part after they land. NOTE: The flight is in addition to the normal movement capability and does not affect their movement rate for that Turn.

HOW TO RESOLVE BATTLES

Use the Attrition Table headed BASIC GAME, only.

STEP 1: Reduce battle odds to basic odds shown on the Attrition Table. To do this simply divide the defender's Combat Factor into the attacker's Combat Factor and round off any fraction in favor of the defender. Examples: 16 to 9 converts to 1 to 1; 14 to 6 is 2 to 1; 4 to 15 is 1 to 4; etc.

STEP 2: The die is rolled once for each attack by the attacker.

STEP 3: The die roll is matched up with the basic odds to get the result of the attack. Example: a 3 to 1 attack with a die roll of 3 means that the defender is pushed back 2 squares.

BATTLE MANUAL

You have finished the rules to the *Basic Game*. Examples of play and a commentary on strategy are included in the Battle Manual. The Battle Manual also contains complete instructions for the *Tournament Game* which adds greater realism and depth to the play of *Blitzkrieg*.

SEND STAMPED ENVELOPE

For general information about all Avalon Hill products, send a stamped, self-addressed envelope to: The Avalon Hill Company, 4517 Harford Road, Baltimore, Maryland.



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