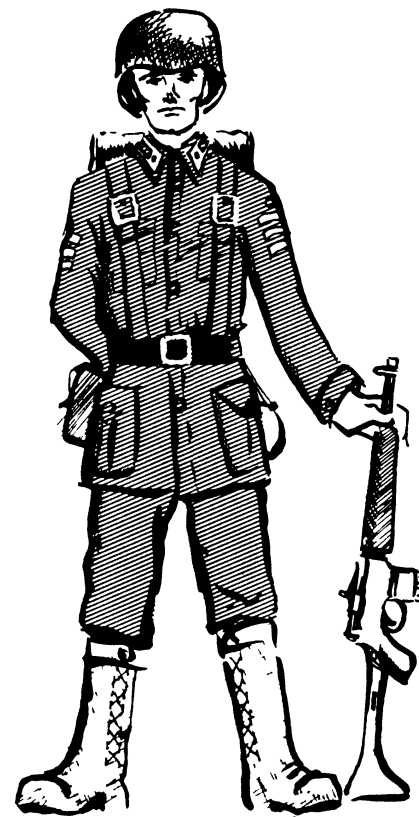# THE BLITZKRIEG MODULE SYSTEM

by
James F. Dunnigan &
Redmond Simonsen

**Red** Lance Cpl. 3rd Ranger Bn

**Blue** Soldier 1st CL. 27th Inf Div

**This BLITZKRIEG revision was designed by James F. Dunnigan (who has never played the game) and put into an understandable format by Redmond Simonsen (who has played the game frequently). Mr. Dunnigan's ideas and Mr. Simonsen's organizational talents (not to mention his artistic talents) became so intermingled by the time the project was finished that it would probably be best to say that they both did it. Forget about splitting hairs and leave it at that. For more on where all this fusion of talent will lead see the last paragraph in the IF LOOKS COULD KILL DEPARTMENT.**

BLITZKRIEG was designed as a result of the success of TACTICS II. Ideally, it was to have been an improvement on the original TACTICS II theme, that is, a hypothetical battle situation which stressed playability and interest while avoiding the difficult to handle details needed to make most historical games realistic. Overall, BLITZKRIEG was a success in this respect. Its excellent sales testify that the game's designers must have done something right. But we feel that they could have done much better. But rather than tear down the original game we feel it would be more constructive (as well as much more interesting) to present an alternative design to the original BLITZKRIEG game.

Since any such effort would still have much in common with the original BLITZKRIEG (or TACTICS II, for that matter) we are using the BLITZKRIEG game as a starting point. What we present here are, in some cases, merely additions to the original rules while quite frequently our rules entirely replace those of BLITZKRIEG.

There are 18 modules in the Modular BLITZKRIEG. They cover every aspect of the game and, if all are used, create an entirely new game But you don't have to go that far. You may, just using the original components of BLITZKRIEG, incorporate many, if not most, of our modules in play. But some of our modules require the use of new components and for this reason we have included some new components which, with little effort, can be incorporated into the BLITZKRIEG game. Suppose you don't own a copy of BLITZKRIEG? You're hardly left out of things as the rule modules can, with a little imagination, be applied to almost any type of strategy game. With a little more imagination you can take the modules and apply them to a game you yourself would like to design.

For those who care about it, we assumed that each hexagon on the BLITZKRIEG board equals 32 kilometers (20 miles). Just thought you might like to know.

## 1 Fluid Impulse

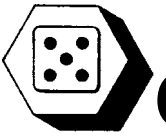**FLUID IMPULSE REFERS ONLY TO THE MOVEMENT AND COMBAT OF CLASS 4 GROUND UNITS**
Each move consists of two "IMPULSES" or movement turns. Combat takes place between the two impulses. Procedure: First impulse move all Class 4 ground units, roll combat results, remove losses, retreat any defenders according to CRT. SECOND IMPULSE move all class 4 ground units again, using full BTA. Units may move into enemy ZOC (zone of control) on both First and Second impulse. No combat, however, takes place at the end at the Second Impulse. On both the First and Second impulse units may move THROUGH enemy zones of control at 1/2 BTA. Overruns may take place in either impulse.

## 2 Rigid Impulse

Similar to FLUID IMPULSE except that units may not move through enemy ZOC. Units ending their first impulse in enemy ZOC (after combat is rolled) may not move in the second impulse. Units moving in the second impulse may not enter enemy ZOC. Overruns may take place in either impulse.

## 3 Modified ZOC

ARMOR, INFANTRY, MARINES, AIRBORNE AND RNGR UNITS have a zone of control (ZOC) which extends to alt adjacent land squares. This zone of control affects movement of enemy units. Except when using the FLUID IMPULSE MOVEMENT SYSTEM (Module No. 1 ) units must stop in the first square of enemy ZOC that they enter. Units do not have to have combat with enemy units whose ZOC they are in. If they do choose to attack they may attack only one square of enemy units or as many as they choose. All units in attacked squares must be treated as one defense factor. Units may move from the ZOC of one enemy stack directly to the ZOC of another enemy stack as long as those ZOC's do not overlap.

Class 1, 2, 3, 5 and 6 units do not have ZOC's. They only block the movement of enemy units through the squares they occupy.

(NOTE: SEE AREA INTERDICTION MISSION in AIR TARGETTING CHART, MODULE N0.12). Class 4 Artillery Units have no ZOC. Class 4 units being transported in Class 2 or 3 have no ZOC.

Class 3 units on port squares or assault squares have no ZOC in relation to ground units on land.
Class 4 units which become unsupplied lose their ZOC SEE ISOLATION EFFECT TABLE.

## 4 Combat Results

(SEE THE COMBAT RESULTS TABLE ENCLOSED AS A SEPARATE SHEET)
The following is an explanation of what the various table results mean:
R - indicates the number of squares the defending units must move back (away) from the attacking units. R 2 means that the defending units must move back 2 squares. The defender MAY elect to lost two factors for each square he is supposed to move back and remain where he is. Or the defender may combine the two, losing some factors and then moving back also. For example; in a R 3 the defender may decide to lose two factors and then move back 2 squares or else lose four factors and move back one square or lose six factors and stay where he his or move back three squares and lose no factors at all. When moving back the retreat must be as straight as possible, directly away from the battle lines in the general direction of the friendly rear area. AD = Attacker loses the number of his own factors indicated. AD1 would mean one factor lost, AD3 means the attacking units lose 3 factors.
DD = defender loses factors in the same fashion as AD. EX = an "exchange" with both attacker and defender losing the number of factors indicated. An EX3 would mean that both sides lose three factors.
Whenever a unit is forced to retreat the attacker may occupy the vacated square. If impulse movement is not used, any defending unit forced to retreat more than one square is immobilized for one turn (flip counter over).

OVERRUN — If a stack of attacking units have 10-1 or better odds on defending units they do not have to attack them to destroy them but may simply move into the enemy square (losing 4 movement factors in the process) and simply remove the enemy unit from play. This is not considered an attack and is done during the movement portion of either impulse. If players wish to increase their sense of loss or gain accompanying defeat or victory the may wish to use one of the following systems.

1. Cost Effectiveness (COLD-BLOODED). For every factor you lose, pay your opponenet the production cost for that factor in cents. For example: for each armor factor you lose, pay your opponent 2 cents.

2. Humanistic (warm-hearted). Pay your opponent in cents the following prices per factor lost of the following types: AIR UNITS = 1 cent; RANGER = 3 cents; RR, FLAK, AIRBASE = 5 cents; ARMOR. ARTILLERY, AIRBORNE = 10 cents;
MARINES, MST, 2 BTA INF = 15 cents; 4 BTA INF GUERILLAS, LST = 20 cents; TF = 40 cents.

Keep a running total of both sides losses. Subtract the smaller figure from the larger and pay the difference to the player with the lower losses. System One is meant to reflect the economic "pain" of losing expensive equipment and highly trained personnel. System Two reflects in a small way, the moral "pain" felt at losing great numbers of men. If you desire more decision points use System No. 3 (MIXED EMOTIONS) which is a combination of both systems. Pay for each factor twice: once at the Cost Effectiveness Rate and once at the Humanistic Rate.
For maximum accuracy each player should physically destroy the money lost for each unit rather than have his opponent profit from the "death" of his forces.

# Class Stacking

Units are divided into "classes" based upon their fundamental environment, physical characteristics and relative mobility Units stack by class (i e units of one class do not count against the stacking of units of another class when stacked in the same square) For example 3 infantry units, one flak unit, one airbase, 12 factors of aircraft, one railroad unit carrying eight factors of ground units could all conceivably be stacked on one square Note that when ground units are "entrained" in a railroad unit they do not count against the stacking of other ground units in the same square All stacking limitations must be met by the end of the Movement Phase of a player's turn Refer to the Unit Characteristics Chart A unit's class also reflects the order in which the units are moved, see Phase Class Sequencing

# Phase Class Sequencing

PHASE/CLASS SEQUENCING is simply a method of making movement more logical and orderly It also implies many rules merely by stating what you must do before you can do something else You must move in phase, by class, according to sequence Any action which is made possible only by moving out of order is an illegal move Even if you decide not to use this module, examine it very carefully to understand the rules implicit in the system For even if you do not use the PCS you MUST obey the rules inherent in it

For example, SEE PHASE I CLASS 3 Implicit in the order of movement is the rule that units may not go to sea and conduct an invasion in the same turn since Invasions (E) comes before Embarkations (F)

Consistant use of this system will become automatic by about the 6th turn of employment You will find it ends many of the arguments about what was moved and not moved in a game as complex as BLITZKRIEG It also speeds up the game considerably once players become accustomed to its use
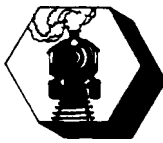
# Railroads

USE OF RR UNITS The red transportation lines are considered to be RAILROAD MAINLINES not roads Ground units only increase their movement rate on these lines when traveling in RR units Each RR unit represents the number of trains necessary to transport 8 factors of Class 4 or 5 units Units traveling in RR units are placed UNDER the RR counter

Procedure Ground unit begins turn on railine or in city square RR unit is moved to waiting ground unit and picks up (ENTRAINS) unit at a cost of 10 RR movement factors It may then transport the ground factors along the railine to the limit of its RR movement factor It may drop off units at a cost of 5 RR MF and continue on in the same turn ENTRAINING and DETRAINING units to the limit of its RR M F Ground units detrain at a cost (to them) of 2 movement factors Ground units, and may not use other forms of transport in the same turn RR units may not move into enemy ZOC They may, however, begin their turns in enemy ZOC RR units themselves do not have any ZOC and neither do any ground units traveling in them RR units unloaded or loaded have a total defense factor of 1 If attacked and the results call for either a retreat or a loss of factors, the RR unit and any passenger units are destroyed RR units may be captured by 'Overrun Attack'

Railines are subject to being 'cut" by either air or artillery bombardment or by ground units See RR and Railine Intediction on the Air Mission Chart Ground units may cut railines automatically by simply placing a Class 4 unit on the rail square to be cut and announcing the fact to your opponent The 'cutting unit" may not be in enemy ZOC or engage in any other form of offensive combat in that turn When the line is cut place a 'cut marker ' on that square Place two markers on a Bridge cut (the point at which a railine or city straddles a river) Cuts last for one turn (see PHASE/CLASS SEQUENCING CHART) and may be traversed at a cost of 10 R R M F per cut marker

Railines are also used for Supply (see Supply Module) See Unit Characteristics Chart

RAIL TRANSPORT
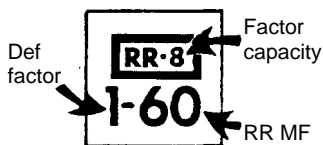


CUT MARKER
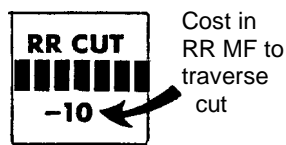
# Initial Orders of Battle

Before each game begins each player chooses an order-of-battle for his side Both may use the same OB, but to insure an interesting game try to agree on different OB's If agreement can not be reached between two players here are two ways of deciding which will increase the variation and fairness in OB choice METHOD NO 1 One player selects any two different OB's and the second player decides who will use which OB of the two selected METHOD NO 2 Both players roll die The player with the lowest die roll uses that number OB and the second player uses any OB with a higher number For example, BLUE rolls low with a 2 and therefore uses a "Strategic combined Arms Army ' Red may choose anything from a Mixed Combined Arms Army to a Horde Army but may not choose a BLITZ ARMY OB or a Strategic Combined Arms Army OB The side with the lower numbered OB moves first the higher numbered OB sets up first

The combined arms army is a balanced force of all arms, ground and air as well as adequate naval support Obviously, even this 'balanced' force can vary in its proportions according to the philosophy of the user Thus we have mixed, strategic and tactical CAA s (Combined Arms Armies) Most modern nations strive to create CAA s But if their resources are not up to it they produce Infantry Armies (IA's) This type was in wide use until World War I and is still found in many parts of the world Even today the Russian army is in actuality although not in theory, an Improved Infantry army This was what her army was at the end of WW II At the beginning it was just an IA The Horde Army is none other than the human wave ' type force Color it Chinese and run The Blitz army is what the Germans had at the beginning of WW II Sort of a 'super ' tactical CAA

You will notice that all things considered there are actually FEWER units involved in the game on an active level than in the old Avalon Hill OB This lower troop level is a more accurate reflection of the size of the armies which could be raised by countries of the order of magnitude represented in the game It is recommended that the larger Navy always belong to BLUE

# Production

Each order of battle calls for a given number and type of production centers In each production cycle (which takes place at the end of every second turn starting on turn 2) a player produces new units at the cost per factor in Production Points indicated on the Production Chart Each Production Center produces independently and may not combine its points with other centers to produce especially "expensive" units For example a 10 point Production Center could produce, in one cycle, 5 factors of armor or 2 Factors of Artillery and one factor of FTR or any combination of types whose total production cost per factor does not exceed 10 Of course, this means that certain units may not be produced by some types of PC's Production points may not be accumulated nor may the newly produced units delay their appearance on the board Newly produced ground units (class 2,4,5) appear in the same square as the PC within stacking limitations Newly produced sea units appear in the port square of the city in which the PC is located Sea Units may ONLY BE PRODUCED BY PC's IN PORT CITIES Newly produced air units (Class 1) appear in the nearest HOME COUNTRY airbase Newly produced airbases appear in any supplied area, behind friendly lines and out of enemy ZOC Airbases may not be used in the turn of production Friendly unit counters lost during the production cycle turn may not be re-used for that cycle

If newly produced ground units would exceed stacking limitations the excess may appear in any Home Country city directly connected to the PC city by a rail me

NO NEWLY PRODUCED UNITS MAY APPEAR IN A SQUARE COMPLETELY SURROUNDED BY ENEMY ZOC If a production center is completely surrounded by enemy ZOC during the production cycle phase, it may not produce Production Centers may be captured by an Overrun attack only Captured PC s may be used as a source of supply only and may not be used to produce new units They may be recaptured by eliminating all enemy forces holding them Captured PC's have no defense factor

NOTE IN THE CASE OF MAC, RR, TF, MST, LST. and AIRBASE COUNTERS THE ENTIRE UNIT IS CONSIDERED AS ONE FACTOR FOR PRODUCITON PURPOSES
Players may wish to increase the realism of production center employment by limiting production cycles to one cycle every THREE turns and/or secretly writing production plans two cycles in advance Write out the first two cycles of the game before the first turn

## PRODUCTION CENTER

Production points
Def factor
(10)
1
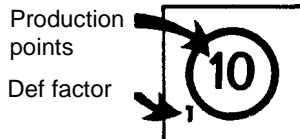
"Production" actually represents not only newly produced units but also units which have been refitted, received replacements or called-up from reserve components P C 's should be heavily defended from air attack by flak units and interceptor groups and should generally be located in the heartland of the country with sufficient RR units close at hand to deliver new production to the front Guard them carefully for once a P C is lost it may NEVER BE REPLACED

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# Supply

Units are considered supplied when they are within five squares of a friendly rail line running back to

A  A home country city
B   A friendly port (which can also trace a supply line through sea zones of naval parity or friendly superiority back to a home country port)
C   A friendly airbase to which MAC supply airlift missions have been flown that same turn

Lines of supply must be free of enemy ZOC

Units may also be supplied by airdrop using MAC units flying from a supplied airfield (see air mission/targetting chart)

Units may not deliberately move into an unsupplied square and must attempt to avoid them when forced to retreat

A unit is ' out of supply' on the turn AFTER its supply line has been cut For example if due to enemy action a unit's supply line is cut the isolated unit does not suffer any of the penalties of being ' isolated' until its next turn to move comes

When a unit is ' unsupplied" (or "isolated") it may relieve this condition by either moving back into supply or by over running one of the surrounding enemy units and again opening a supply line (this is a normal 'overrun' and requires the same 10-1 odds) Supply may also be restored by other, non isolated, friendly units which do this by also obtaining a 10-1 superiority over one of the isolating enemy units This action allows the "isolated" unit to immediately (in that turn) operate as a supplied unit During any of the above operations the regular supply conditions must still be achieved after a blockading enemy unit is destroyed In other words, you don't just overrun ANY of the blockading enemy units but only those whose absence will open an actual supply line

UNSUPPLIED UNITS HAVE NO ZONE OF CONTROL other than the square they occupy Their combat factor is cut in half and, in addition, ARMORED units have their movement factor cut in half Unsupplied air units may only fly ferry missions to a supplied airbase in their first turn of isolation

INVASION SUPPLY A total of 18 factors may be supplied through a given beachead 36 factors may be supplied through a captured port city An overall total of 60 factors may be supplied by sea Invading units are considered to be supplied on the turn of their invasion They may be supplied if they are within five squares of a beachead Invasion units may not use enemy rail lines for supply purposes until they capture an enemy city or open a rail line back to a home country city

NOTE Minor Country Armies trace their supply routes to a Supply Counter Once these counters are lost they may not be replaced.

## SUPPLY

Defense factor
[S]
1-0
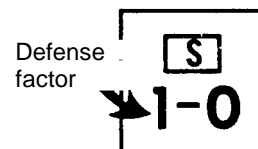
Railines running through captured hostile cities may not be used for supply or movement purposes unless the cities are garrisoned
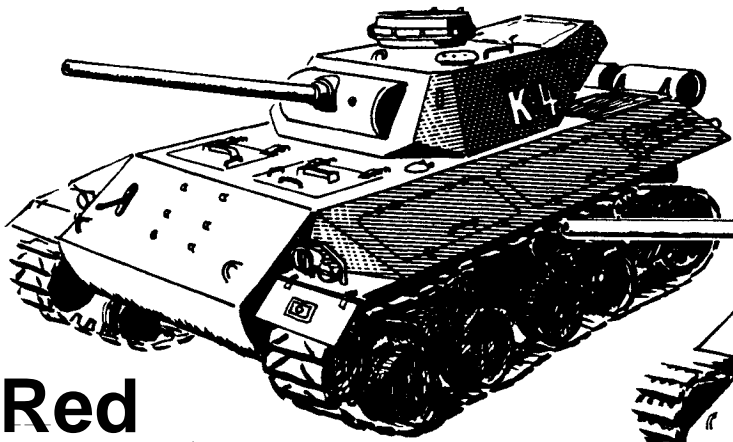
# Red
'EASTWIND' T-3A1 Recon Tank
15 tons, 40 mm gun

# Blue
`BADGER' Mk.V, 31 ton med. tank
76mm gun

# Naval Forces

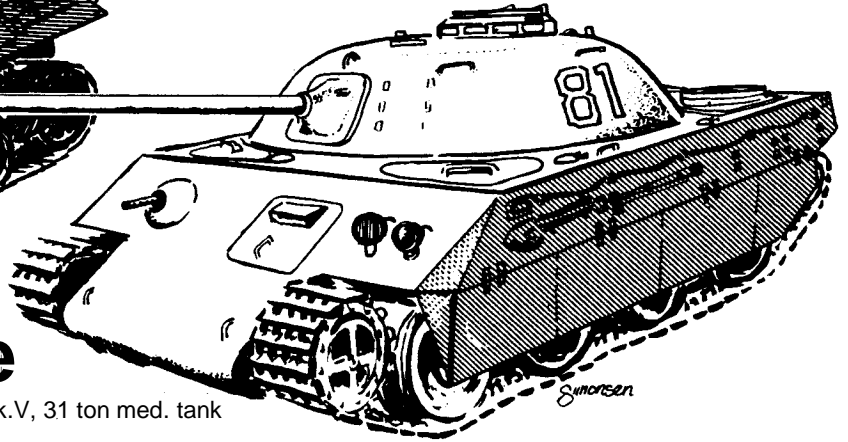USE OF NAVAL UNITS: Units may be placed at sea in initial set up of game in a Home Country Sea Zone (BLUE Zone A & B; RED ZONE D & E) or in a Home Country Port. Units "at sea" form "Fleets" by stacking together or arraying themselves together on the "AT SEA BOX". These stacks are considered as separate and distinct groups. There is no limit to the number of naval units which may stack in Fleet formation while on the open sea. Units in Port or on Assault Squares (any sea-square adjacent to the coast) stack 3 per square. See Unit Characteristics Chart.

Each Task Force (TF) unit may carry one factor of Rangers and three factors of either TAC or FTR. Aircraft are assigned to ships by flying ferry missions to the TF's from Naval Airbases (bases within one square of the coast) or by flying ferry missions from any base to a port facility or assault square containing the TF's. Rangers embark like any other land unit.

Land units embark into MST's by starting their turn in a port city square. The MST is moved to the matching Port Facility square and the land unit is placed UNDER the MST counter. Each coastal city squares has a matching adjacent sea square in which sea units may dock. See Port Facility Chart. In a couple of instances, however, only one docking square is physically available for two city squares. In that case double the stacking limitation in those squares (dock 6 units). There are three Inland Ports on the board. Sea units "dock" in the designated city square itself (3 per square). Enemy TF's adjacent to the mouth of the river approach to a inland Port prevent friendly units from leaving or entering that port. Sea Units in ports which are captured by enemy ground action must sail in the very next turn or be considered eliminated. Enemy ground units stacked on river approaches to Inland Ports also seal-off those ports. TF's may not fight their way out of such sealed-off ports.

INVASIONS: Move MST. LST and any escorting TF's to an assault square adjacent to a CLEAR TERRAIN beach square. The presence of the LST unit permits 6 factors of the possible 8 carried by the MST to assault the beach square. Only one specific beach square may be assaulted from each assault square. On the next and subsequent turns up to 12 factors may be transferred ashore by an LST unit if that previously assaulted beach square has been cleared of enemy units by the "first wave." As long as that beach square remains CONTINUOUSLY free of enemy units, LST's may land units on it. First wave assaults which do not force the defender back, take the losses called for by the GCRT. If the assault force is eliminated as a result, so is the LST unit. In any case, if the beachead is not gained the invasion is aborted and all units involved must return to port. Friendly units already on beach squares may be withdrawn at the rate of 6 factors per turn. See Unit Characteristics Chart, Weather Charts, and MST/LST Actions Chart. TF's may land one factor of Rangers without using LST's. Ranger landings are not considered to be beacheads.

TF units fight Fleet Engagements using the Fleet Engagement Table. See also TF Mission Capability Chart. The following is an explanation of the FET:
AW = Attacker Withdraws: All attack units in that stack withdraw
AD = Attacker Destroyed: One TF unit destroyed, remainder (if any) in that stack withdraws
Ex = Exchange: Each side loses one TF
 = Nothing Happens.
DW = Defender Withdraws: Defending TF's plus any MST/LST under their escort withdraws
DD = Defender Destroyed: One TF unit destroyed. Remainder plus any MST/LST under their escort withdraws.

Units withdraw to same zone port or adjacent "at sea" box. If, after withdrawals resulting from combat, one side has gained Naval Superiority in that sea zone, withdraw any MST/LST units of the inferior force IMMEDIATELY. Units forced to withdraw do not count towards Naval Superiority in the sea zone to which they withdraw for that turn-half. They may not withdraw to a zone of enemy superiority or S-3 Weather. If no alternative is available they remain where they are and lose one more unit. Aborted landings must return to port as soon as possible and dock and disembark land units.

| MILITARY SEA TRANSPORT | LANDING SHIP/TROOP | TASK FORCE |
|---|---|---|

MILITARY SEA TRANSPORT — Factor Capacity — **8** MST

LANDING SHIP/TROOP — First Assault capacity & Withdrawal cap — **6** **12** — Follow Up landing capacity — LST

TASK FORCE — Flak factor & RNGR capacity — **1** **3** — Shore bombardment factor & FTR - TAC capacity — TF
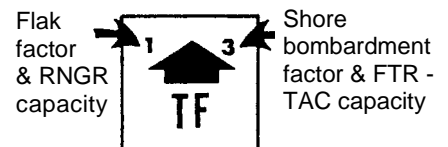
# Air Forces

AIRBASE COUNTERS EACH AIRBASE holds 3 air unit counters or 12 factors of air units whichever is greater Air bases may only be built behind a players lines and not in enemy zones of control If an airbase is attacked by ground units, it and all the air units in it are destroyed if forced to retreat An Airbase may only be captured by building up an "Overrun" (10-1 odds) situation against it, in which case the planes are destroyed but the field may be utilized by the capturing player next turn

Air units based in an airfield are placed UNDER the counter when not flying (with the exception of FTR assigned to INTERCEPT missions which are placed upside down on top of the airbase

"Land-based MDM and FTR may only fly missions against or to SHIPS AT SEA from "NAVAL AIRBASES" A Naval Airbase is one which is located no more than one sqr from the coast of the sea zone to which the mission is flown Naval Airbases affect only one sea zone even if they are built at the juncture of two sea zones

AIRBASES may be voluntarily destroyed and the counter reused during the NEXT Production Cycle If voluntarily destroyed during a production cycle turn they may not be used or "rebuilt" that turn Combat Missions may not be flown during the turn of voluntary destruction.

## AIRBASE

Defense factor
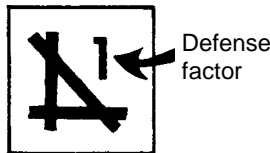
USE OF AIR UNITS Most of the rules and mission capabilities of Aircraft are contained in the AIR MISSION TARGETTING CHART

Notice that TAC which is based on T F units at sea (FLEET TAC) has a much wider mission capability than land based TAC More information on FLEET AIR missions will be found in the TASK FORCE MISSION CAPABILITY chart.
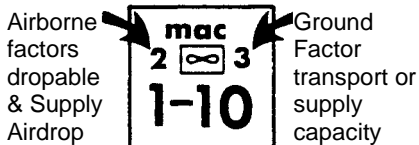
Virtually alt combat air missions are compatable, that is to say they may be flown against targets in the same square Airborne units however may not be dropped into a square which is being attacked by bombers (they may however drop into squares in which friendly FTR missions are being flown.)

Air units may always refuse combat (while flying) by aborting their stated mission and returning to base If, for example, a target were too heavily defended by flak or interceptors the attacking player simply informs the defender of his decision to abort and returns to base without suffering any losses Similarly if intercepting fighters find that an enemy bomber group is too heavily escorted they may also refuse combat and return to base
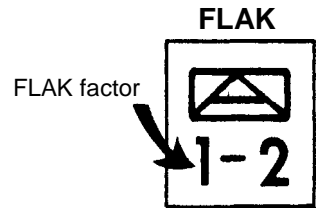
Air units flying from the same base to the same square must fly together

Optional Interceptors may attack enemy planes at any point along their flight path either on the way to, or returning, from their mission

### MILITARY AIRLIFT CAP.

Airborne factors dropable & Supply Airdrop  **mac** 2 ⊶ 3  **1-10**  Ground Factor transport or supply capacity

**FLAK**

FLAK factor

# Flak

1-2

FLAK units are employed against enemy aircraft Each FLAK unit has a ZOE (zone of effect) which includes the square it occupies and the six adjacent squares FLAK units have no ZOC and no defense factor against ground attack If attacked alone FLAK is destroyed automatically and the attacker may move on as if no unit was present

Enemy aircraft suffer FLAK effects whenever they Fly through or to a square within a FLAK unit's ZOE Each FLAK unit may fire only once per turn FLAK units on different squares may combine their fire against targets flying through or to a common ZOE FLAK effect upon aircraft is determined by using the FLAK Defense Table (FDT) If upon entering a FLAK unit's ZOE the player running the air mission decides that the concentration is too heavy he may ABORT the air mission without suffering any losses The player with the FLAK must, however state prior to this decision which (if any) FLAK unit will be used against the air units Every ABORT caused by FLAK constitutes a use of those FLAK units, and they may not be used again in that turn When a FLAK unit has been "fired" a player may wish to turn the FLAK counter 90 to record that event FLAK may not fire into a square containing friendly FTR's flying INTERCEPT MISSIONS Air units which elect to suffer FLAK fire remove losses before they execute their mission Air units bombing a square containing 2 or more FLAK FACTORS which are directed against them, add one to their bombing-effect-die-roll number Air units with different missions occupying the same square at the same time are treated as one group of planes with respect to FLAK effect A group of aircraft returning from a mission may not escape the effect of any previously unused FLAK unit whose ZOE they fly through When a player aborts an air mission he must return immediately to the same base or bases from which the mission started FLAK units may not be used while they are entrained or embarked

FLAK units may not be attacked from the air although they may suffer ground support air attacks (SEE AIR MISSIONS). FLAK units may suffer Naval or Ground Artillery fire. When there are different types of aircraft undergoing FLAK fire in the same square BOMBERS are always the first to suffer any losses

# Azurnerreich (THE BLUE EMPIRE)

# Weather

The board is divided into three Weather Zones which correspond to the North to South folds in the board. The weather in each of these zones is determined by the use of Weather Indicators. At the beginning of each complete turn, BLUE rolls the die. The die roll determines which of the numbered Indicators is to be placed in the LEFT-HAND Weather Zone. The next two Zones have their weather indicated by placing the next two Weather Indicators in them in numerical order reading left-to-right. For example: DIE ROLL = 5. No. 5 Weather Indicator is placed in Left Hand Zone; No. 6 in Middle Zone; No. 1 in Right Hand Zone. Each "season" is 9 turns long.

### BLITZ BOARD WEATHER ZONES

| LEFT | MIDDLE | RIGHT |
|---|---|---|
| includes Sea Zones A&B | includes Sea Zone C | includes Sea Zones D&E |

SPECIAL NOTE. DURING "WINTER" ALL RIVER SQUARES SOUTH OF THE EAST-TO-WEST FOLD ARE FROZEN AND EQUAL CLEAR TERRAIN SQUARES. LAKE FREDERICK IS ALSO FROZEN.

### WEATHER INDICATOR

Sequence number → FALL **#2** V 2 / G 1 / S 2 → See "Weather Indication Table"
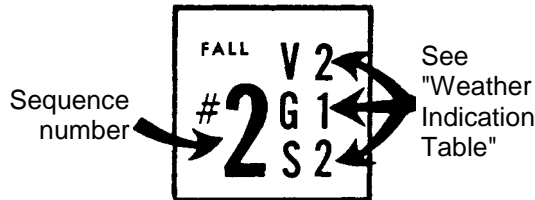
# Guerillas

**Guerilla**

G

**1-4**

After half of the cities in a minor country have fallen guerilla units may be raised in the countryside. Guerilla units are produced every production cycle turn. One 1-4 Guerilla unit is produced for each fallen minor country city. The units come on the board no further than 3 squares away from the city of production and not in enemy zones of control. Their appearance may be delayed by the player friendly to the conquered country. Guerilla units are moved by the opponent 'of the "oppressor" nation. Guerilla units need no supplies until they combine to form a unit of 4 combat factors or greater. Guerilla units need not combine into larger units. Once they do, however, their supply line is traced according to normal supply rules with the exception that it may be traced to a friendly city outside their home country Guerilla units of less than 4 factor size, may refuse combat by retreating one square when attacked (before the die is rolled). Guerilla units operate as infantry and stack 3 units per square maximum. Guerilla units MUST fight if attacked when surrounded by enemy ZOC.

Artillery & Air units add 3 to their die-roll number when bombing guerilla units of less than 4 factor size. Guerillas of less than 4 factor size may move through 1 square of enemy ZOC. Guerillas may not operate offensively outside their home country until the country is liberated. Guerilla units may be absorbed by friendly regular infantry in which case they lose their guerilla characteristics. Guerilla units may not participate in invasions. Guerilla units may take sanctuary outside their home country in any uninvaded minor country or in the "Neutral Country" Squares in the North East corner of the board. When in "sanctuary" they are considered to be supplied. They may not be attacked while in "Neutral Country" and any attack on Guerillas in an uninvaded minor country constitutes an invasion of that minor country.

Guerilla units have normal ZOC. They may cut supply lines. One factor of guerillas may "cut" a railine (placement marker) by moving to the rail square to be cut and not engaging in any other attacks The rail square to be cut may not be in enemy ZOC.

Minor countries may be "pacified" (i.e rendered incapable of further guerilla production) if, at anytime after the first guerillas have been produced and made their appearance, all guerillas, in that country are either destroyed, pushed out or in sanctuary outside that country. Guerilla units coming back from sanctuary allow Guerilla units to be produced again

# Krasnynorad (THE RED STATE)
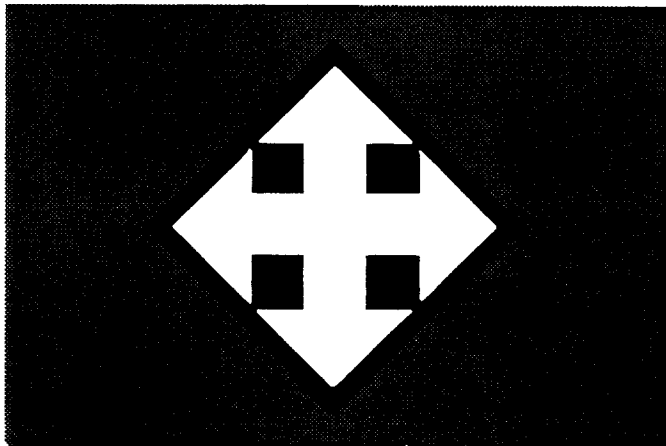
# Artillery

ARTILLERY UNITS - Disregard the first combat factor printed on artillery units The second combat factor is the only one to be used (therefore an 8-4-4 becomes a 4-4). Artillery units have no native defense factor and if attacked while they are stacked alone they are automatically eliminated by any attacking ground unit (other than enemy artillery) Artillery units also have no ZOC

They do, however, have a zone of Effect (ZOE) which extends to every adjacent square ARTILLERY UNITS may be employed as indicated in the ARTILLERY MISSION CHART

# Variable War Scenarios & Victory Conditions

A. Total War (Standard Game) — Blue moves first. Use regular orders-of-battle (OB) for Red and Blue. Use minor country armies if desired. The player who controls the most cities wins. Game may be any agreed upon number of turns in duration but not shorter than 12 turns. Game may also be "open-ended" (i.e. goes on until one player concedes). Game starts 6 turns before Summer (See weather module).

B. National Expansion — Same as above except that the side which controls the most minor countries by turn 12 wins. You are considered to be in control when you occupy the majority of cities in a given country and you have a 2-1 combat factor superiority over enemy regular units and guerilla operations in that country.

C. Neutrality Violation — The neutrality of Calaedia is guaranteed by the 4 other minor countries. North and South Walkure are passive allies of Blue; New Endor and San Estados are passive allies of Red. (Passive allies allow the major power to deploy starting units in their country and to initiate combat operations from within their borders). Minor country armies are deployed by their respective allies but may only be used within their own nation until Calaedian neutrality is violated by one of the major powers. When Calaedian neutrality is violated ALL the minor countries become active enemies of the violating power. Guerilla units are produced in any country under control by the violator. Lines of supply for the "allies" may then be traced to any friendly city. The player who controls the most minor countries by the end of the game wins. Game may be any length but no shorter than 12 turns.

D. Grand Alliance Vs- Quadruple Entente. — Same as total war except that Blue has North and South Walkure as ACTIVE allies (Grand Alliance) and Red has Calaedia, New Endor and San Estados as Active allies (Quadruple Entente). A major power may deploy starting units in any allied country and the allied armies may engage in offensive operations outside their own borders.

E. Brush Fire War (Short Game) - North and South Walkure are ACTIVE allies against the active alliance of the other three minor countries. Use minor country armies only. The Walkurian Alliance moves first. The side which controls the most cities by the end of the game, wins. Start game on the first turn of Summer. Game ends on last turn of Summer. Each country has a replacement rate of 2 ground factors per turn as long as it does not lose control. Replacements appear in any friendly home country city at the end of the turn. Units may not violate the borders of either of the major powers.

F. THIRD POWER - The minor countries are all ACTIVE allies of each other. Blue takes any regular OB except BLITZ ARMY. Minor Country Allies move first (starting from their respective countries). Red is passive ally of Minor Country Alliance. Red sets up units in Red Homeland but may not move them across borders unless Blue violates Red territory or if at the beginning of any turn Red rolls a 6 on the die (The die is rolled every turn to determine whether Red becomes an ACTIVE ALLY of minor countries. When a 6 is rolled, Red units may cross border in the following turn.) Minor Country Units may escape into Red territory and use rail system for supply and movement purposes (utilizing minor country RR units). The side which controls the most minor country cities at the end of the game, wins. NOTE:
RED MAY TAKE ANY INFANTRY ARMY OB. USE GUERILLA RULES IN MINOR COUNTRIES. For variation switch Major power roles and make BLUE passive ally of Minor Countries. Minor Country Alliance has a total of 4 Five point Production Centers. Game begins in the 5th turn of Summer and lasts through the first turn of Winter (15 turns).

G. NATIONAL LIBERATION - One side (RED or BLUE) takes a regular OB and occupies the entire board. The other player has Guerilla forces only. Starting with 18 Guerilla factors which are placed no more than 3 squares from a city not in occupiers home country, the Guerilla player must try to gain control of at least 5 cities for a Marginal Victory. 10 cities for a Tactical Victory 20 cities for a Strategic Victory. Up to 18 new guerilla factors may be produced every production cycle as per guerilla rules. Any city not in occupiers home country which is un-garrisoned becomes a guerilla controlled city whether or not there are actually any guerilla units in it. As soon as Guerilla's gain control of 5 cities for one complete turn they may declare the game over or elect to continue and try for a greater victory. At each level of victory they may end game or go on. Oppressor Army only wins when ALL Guerilla units have been eliminated. If at the end of one complete year (36 turns) neither side has achieved a victory condition the war is declared stalemated (which is actually a Moral Victory for the Guerilla's). For variation consider the entire board to be occupied territory and the Oppressor nation to be across the sea. All newly produced Oppressor forces enter through ports in sea zone C or D. Game starts in the 1st FALL turn.

H. CIVIL WAR — The entire board is one country. Distribute one OB throughout the cities and ports on the board, with no more than one unit per square. Air units are distributed one per base. Roll die for each unit. Assuming the counters initially distributed to be BLUE. a roll of 1. 2 or 3 means they remain loyal (BLUE). A 4, 5 or 6 means they turn RED and rebel. The side with the fewest ground units moves first. The side which controls the most cities at the end of 12 turns. wins. Do not use Guerilla Rules. Production Centers become the property of whoever can seize them first. They may be captured and used by the opposing side by driving off any combat units occupying them. Game starts on the first turn of Summer.

# Minor Country Armies

The abbreviations of the names of the minor countries refer to their physical location on the mapboard. For example, Nord Walkurie comes out NW on the counters referring to North West while Calaedia is abbreviated C (for Central) on the counters.

Also keep in mind that zones of control do not extend over national boundaries which have not been violated yet (the two nations are not yet at war with one another). When setting up the game, unless otherwise noted, the following procedure is followed for setting up the minor country armies. Each player sets up the armies of minor countries bordering his opponents nation. Both players roll the die to determine who will set up Calaedia's army. Refer to the WAR SCENARIOS for further information on this subject as well as variations on it.

Blitzkrieg Module System
Charts and Tables

## Standard Attack CRT · GCRT

| Die | 1 : 2 | 1 : 1 | 2 : 1 | 3 : 1 | 4 : 1 | 5 : 1 | 6 : 1 | 10 : 1 |
|---|---|---|---|---|---|---|---|---|
| 1 | R 1 | R 2 | R 2 | R 2 | R 3 | R 4 | R 4 | OR |
| 2 | R 1 | R 1 | R 1 | R 2 | R 3 | R 4 | R 4 | OR |
| 3 | AD 1 | R 1 | R 1 | R 2 | R 3 | R 3 | R 3 | OR |
| 4 | AD 2 | AD 2 | R 1 | R 2 | R 2 | R 3 | R 3 | OR |
| 5 | AD 2 | AD 2 | AD 2 | DD 1 | DD 2 | DD 3 | R 3 | OR |
| 6 | AD 2 | AD 2 | AD 3 | EX 3 | EX 3 | EX 2 | EX 1 | OR |

## Strategic Bombardment CRT · SBT

| Die | 3 | 6 | 12 | 18 | 24+ |
|---|---|---|---|---|---|
| 1 | H | D | D | D | D |
| 2 | H | H | D | D | D |
| 3 | - | H | H | H | D |
| 4 | - | - | H | H | H |
| 5 | - | - | .- | H | H |
| 6 | - | - | - | - | H |

## BLITZ Attack CRT · GCRT

| Die | 1 : 2 | 1 : 1 | 2 : 1 | 3 : 1 | 4 : 1 | 5 : 1 | 6 : 1 | 10 : 1 |
|---|---|---|---|---|---|---|---|---|
| 1 | R 2 | R 2 | R 2 | R 3 | R 4 | R 5 | R 5 | OR |
| 2 | R 1 | R 2 | R 2 | R 3 | R 4 | R 5 | R 5 | OR |
| 3 | AD 2 | AD 1 | R 2 | R 3 | R 3 | R 4 | R 5 | OR |
| 4 | AD 3 | AD 1 | R 1 | R 2 | R 3 | R 4 | R 5 | OR |
| 5 | AD 3 | AD 2 | AD 3 | DD 2 | DD 5 | DD 7 | R 5 | OR |
| 6 | AD 3 | AD 2 | AD 4 | EX 4 | EX 4 | EX 3 | EX 1 | OR |

## Rail Interdiction CRT · RIT

| Die | 1 | 2 | 3 | 4 | 5+ |
|---|---|---|---|---|---|
| 1 | X | X | X | X | X |
| 2 | - | X | X | X | X |
| 3 | - | - | X | X | X |
| 4 | - | - | - | X | X |
| 5 | - | - | .- | - | X |
| 6 | - | - | - | - | - |

## Fighter AtoA CRT (interceptor / target) · FCRT

| Die | 1 : 4 | 1 : 3 | 1 : 2 | 1 : 1 | 2 : 1 | 3 : 1 | 4 : 1 |
|---|---|---|---|---|---|---|---|
| 1 | 3 / 1 | 1 / 1 | - / 1 | 1 / 2 | 1 / 3 | 1 / 3 | 1 / 4 |
| 2 | 2 / 1 | 1 / 1 | 1 / 1 | 1 / 1 | 1 / 2 | 1 / 3 | 1 / 4 |
| 3 | 1 / - | 1 / 1 | 1 / 1 | - / 1 | - / 2 | - / 3 | - / 3 |
| 4 | 1 / - | 1 / 1 | 1 / 1 | - / 1 | - / 1 | - / 2 | - / 3 |
| 5 | 1 / - | 1 / - | 1 / 1 | - / 1 | - / 1 | - / 2 | - / 3 |
| 6 | 1 / - | 1 / - | 1 / - | 1 / - | 1 / 1 | - / 1 | - / 3 |

## Fleet Engagement CRT · FET

| Die | 1 : 3 | 1 : 2 | 1 : 1 | 2 : 1 | 3 : 1 | 4 : 1 |
|---|---|---|---|---|---|---|
| 1 | EX | DW | DW | DD | DD | DD |
| 2 | AW | EX | EX | DW | DD | DD |
| 3 | AW | - | EX | EX | DW | DD |
| 4 | AD | AW | - | - | DW | DW |
| 5 | AD | AW | AW | AW | EX | DW |
| 6 | AD | AD | AD | EX 4 | EX | EX |

## FLAK - Defense CRT · FDT

| Die | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 9 | 12 | 18 |
|---|---|---|---|---|---|---|---|---|---|---|
| 1 | - | 1 | 1 | 2 | 3 | 3 | 4 | 5 | 5 | 6 |
| 2 | - | 1 | 2 | 3 | 4 | 4 | 5 | 5 | 6 | 7 |
| 3 | 1 | 1 | 2 | 4 | 5 | 5 | 6 | 6 | 6 | 8 |
| 4 | 1 | 1 | 3 | 4 | 5 | 5 | 6 | 7 | 7 | 8 |
| 5 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 7 | 8 | 8 |
| 6 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 8 | 8 |

| GCRT | Results Key |
|---|---|
| R # | Defender retreat # cells |
| AD # | Attacker loses # factors |
| DD # | Defender loses # factors |
| EX # | Both lose # factors |
| OR | Overrun possible |

| SBT | Results Key |
|---|---|
| H | See Air Mission chart |
| D | See Air Mission chart |
| - | No effect |

| RIT | Results Key |
|---|---|
| X | See Air Mission chart |
| - | No effect |

| FCTR | Results Key |
|---|---|
| # / | Interceptor factors lost |
| / # | Mission factors lost |
| - / - | No effect |

| FDT | Results Key |
|---|---|
| # | Mission factors lost |
| - | No effect |

| FET | Results Key |
|---|---|
| AW | Attacker withdraws |
| AD | Attacker loses 1 TF and withdraws |
| EX | Attacker and Defender lose 1 TF |
| - | No effect |
| DW | Defender withdraws |
| DD | Defender loses one TF and withdraws |

Blitzkrieg Module System
Charts and Tables

**Production Costs**          **Initial Order of Battle**

| Class | Type | Cost | Blitz #1 | CCS #2 | CCM #3 | CCT #4 | IAI #5 | IAS #6 | Horde #7 |
|---|---|---|---|---|---|---|---|---|---|
| I<br>air | SAC | 6 | 0 | 16 | 16 | 0 | 0* | 0* | 0* |
| | MDM | 5 | 12 | 12 | 6 | 12 | 0 | 0* | 0* |
| | TAC | 3 | 8 | 0 | 4 | 8 | 8 | 2 | 0* |
| | FTR | 4 | 12 | 16 | 4 | 16 | 12 | 2 | 0* |
| | MAC | 4 | 2 | 4 | 2 | 2 | 0 | 0 | 0* |
| II<br>rail | RR | 3 | 6 | 6 | 4 | 8 | 4 | 2 | 2* |
| III<br>sea | TF | 6 | 0 | 6 | 2 | 2 | 1* | 0* | 0* |
| | MST | 6 | 3 | 4 | 3 | 2 | 2* | 1* | 1* |
| | LST | 6 | 0 | 1 | 0 | 0 | 0* | 0* | 0* |
| IV<br>land | INF 2MP | 0.5 | 0 | 0 | 0 | 0 | 80 | 100 | 120 |
| | INF 4MP | 1 | 80 | 24 | 32 | 24 | 0 | 0 | 0 |
| | ARM | 2 | 60 | 12 | 18 | 24 | 22 | 10 | 0 |
| | ART | 3 | 16 | 16 | 8 | 0 | 0 | 0 | 0* |
| | MAR | 2 | 0 | 18 | 6 | 12 | 0 | 0 | 0 |
| | RNG | 5 | 0 | 4 | 0 | 0 | 0 | 0* | 0* |
| | ABN | 3 | 8 | 12 | 4 | 8 | 0 | 0 | 0* |
| V<br>AAA | FLAK | 2 | 12 | 16 | 12 | 14 | 0 | 0 | 0 |
| VI<br>installation | AIRBASE | 2 | 5 | 8 | 5 | 6 | 3 | 2 | 0* |
| | PC | NA | 2 x 12 | 3 x10 | 3 x 10 | 3 x10 | 6 x 5 | 5 x 4 | 5 x 2 |
| | SUP | NA | 0* | 0* | 0* | 0* | 0* | 0* | 0* |
| Class | | | Blitz #1 | CCS #2 | CCM #3 | CCT #4 | IAI #5 | IAS #6 | Horde #7 |

Legend and Notes
> # indicates the number of factors of that unit type initally available.
> Countries may NOT produce unit types flagged with * in their initial OOB.
> Production centres are given as number of centres times size in PP
> NA means that production NOT permitted for this unit type.

OOB Comparisons

| Class | | Blitz #1 | CCS #2 | CCM #3 | CCT #4 | IAI #5 | IAS #6 | Horde #7 |
|---|---|---|---|---|---|---|---|---|
| I | Range (ave.) | 10.3 | 14.4 | 15.2 | 11.1 | 10.4 | 10.0 | 0.0 |
| I | Strength (-MAC) | 32.0 | 44.0 | 30.0 | 36.0 | 20.0 | 4.0 | 0.0 |
| IV | Mobility (ave.) | 4.7 | 4.3 | 4.5 | 4.7 | 2.9 | 2.6 | 2.0 |
| IV | Strength (tot.) | 164.0 | 86.0 | 68.0 | 68.0 | 102.0 | 110.0 | 120.0 |
| Total | | 196.0 | 130.0 | 98.0 | 104.0 | 122.0 | 114.0 | 120.0 |

## Weather Chart

| Die | | 1 | | 2 | | 3 | | 4 | | 5 | | 6 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| Spring | V | 1 | V | 1 | V | 1 | V | 1 | V | 1 | V | 2 |
| | G | 1 | G | 1 | G | 1 | G | 2 | G | 1 | G | 3 |
| | S | 1 | S | 1 | S | 1 | S | 2 | S | 2 | S | 2 |
| Summer | V | 1 | V | 1 | V | 1 | V | 2 | V | 1 | V | 1 |
| | G | 1 | G | 1 | G | 2 | G | 1 | G | 2 | G | 1 |
| | S | 1 | S | 1 | S | 1 | S | 1 | S | 2 | S | 1 |
| Fall | V | 1 | V | 2 | V | 1 | V | 3 | V | 2 | V | 2 |
| | G | 1 | G | 1 | G | 2 | G | 3 | G | 2 | G | 1 |
| | S | 1 | S | 2 | S | 3 | S | 2 | S | 1 | S | 2 |
| Winter | V | 1 | V | 2 | V | 1 | V | 3 | V | 2 | V | 3 |
| | G | 1 | G | 2 | G | 2 | G | 3 | G | 2 | G | 3 |
| | S | 3 | S | 1 | S | 2 | S | 3 | S | 2 | S | 2 |

See Weathter Indication Table for explaination of results and game effects

## Minor Country Order of Battle

| Unit | Size | Factors | NW | SW | SE | NE | CL |
|---|---|---|---|---|---|---|---|
| Fighter | Division | 4 - 12 | 2 | 1 | 1 | 1 | - |
| | Brigade | 2 - 12 | 2S | 1S | 1S | 1S | - |
| | Regiment | 1 - 12 | 2S | 1S | 2S | 1S | - |
| Tactical | Division | 4 - 8 | 1 | - | 1 | - | - |
| | Brigade | 2 - 8 | 1S | - | 1S | - | - |
| | Regiment | 1 - 8 | 1S | - | 2S | - | - |
| RR-8 | | 1 - 60 | 2 | 2 | 1 | 1 | - |
| Infantry | Division | 4 - 4 | 7 | 4 | 5 | 3 | - |
| | Brigade | 2 - 4 | 7S | 3S | 5S | 3S | 6 |
| | Regiment | 1 - 4 | 5S | 4S | 4S | 3S | 6S |
| Armour | Brigade | 3 - 6 | 3 | 1 | 2 | - | - |
| | Brigade | 2 - 6 | 3S | 1S | 2S | 2 | 1 |
| | Regiment | 1 - 6 | 3S | 1S | 2S | 2S | 1S |
| Airbase | | 1 | 2 | 1 | 2 | 1 | - |
| Supply | | 1 - 0 | 3 | 2 | 2 | 1 | 1 |

# Blitzkrieg Module System