Blitzworld Module

Legal Disclaimer Stuff

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How to Use This Material

If you already own and play *Blitzkrieg*, it should be obvious. If you don't, buy a copy on E-Bay. The simplest way to make the counters is to print them out, glue them to foamies or foamcore, front and back, and then cut them out with a very sharp box cutter, switching blades frequently. Due to the fact that the map was made by one person (Doug) on one continent and the counters by a second (Thad) on another, discrepancies between the map and the counters have crept in. The original *Blitzworld* specifications called for 5/8ths inch counters. Unfortunately, the map's hexes are just a tad too small for 5/8ths inch counters to fit comfortably. They will fit, as printed, but they will overrun the hex boundaries. Our suggestion is to just live with this or: A) print out the *Blitzworld* map at 110% enlargement, or; B) print out the counters at a 90% reduction.

Blitzworld Map and Islands

Countries are clearly labeled on the map. Nomanisan Island and Sesquipedalia Islands belong to Asgard. Blue Dolphin Island belongs to Azurnerreich (Great Blue), while Jellyfish Island and Eastern Atoll belong to Krasnynorad (Big Red).

Units

Zone of Control Indicator

(affected as armor)

Attack Factor - Move Factor → 6 - 6

Zone of Control Indicator →

(affected as infantry)

Attack - Defence - Move ⇒ 8-4-4

Note: The Zone of Control indicator determines whether a unit is affected by ZoCs as if it were and armor or infantry class unit. The kind of ZoC a unit produces is determined by its unit classification. Any unit with an armor symbol (□), in conjunction with any other symbol or alone, produces an armor-class ZoC.

New Unit Types

☐ Cavalry Horse-mounted infantry with light support weapons. This is an infantry-class unit. It pays 1/2 MF per

each desert hex entered and may move through 1 forest hex per turn without stopping (it must stop

on the second forest hex entered).

☑ Light Infantry This is an infantry-class unit. It may move through 1 forest hex or mountain hex per turn without

stopping (it must stop on the second forest or mountain hex entered).

■ Rocket Artillery This is an artillery-class unit. Up to one Rocket brigade may stack for free in a stack. It may only

attack units to which it is adjacent. It cannot bombard.

Mechanized Inf. This is an armor-class unit. It functions exactly like an armored unit.

☑ Light Armor This is an armor-class unit. It functions exactly like an armored unit except that it is transported as

if it were infantry.

Assault This is basically a pure, foot-mobile infantry division, reinforced with plenty of heavy weapons and

trained in infiltration tactics. This is an infantry-class unit, except that it is affected by ZoCs as if it

were an armor unit.

Infantry Corps This is an infantry-class unit. It stacks as the equivalent of two divisions. In every other respect, it

acts as if it where a normal infantry division.

With regards to infantry in general, 3 move factor units represent WWI-style (and most WWII) foot infantry. 2 move infantry is poorly-trained or equipped militia. 4 move infantry is at least partially motorized: think U.S. or British units at the end of WWII. For those of you wondering why artillery gets 4 movement points, it's presumed that what vehicles are available are used to at least partially motorize the heavy artillery.

Errata

This is an amateur publication which certainly contains many arrioes. As these are discovered, they will be fixed. Periodic updates will be released to the *Blitzkrieg* community via the consimworld.com *Blitzkrieg* forum.

Optional Rules

The following rules are optional, but we strongly suggest you use them when playing the Blitzworld Module.

BW 1.00 Production and Replacements

The original *Blitzkrieg*'s replacement and production rules were spartan, to say the least. Our intent with the *Blitzworld Module* is to stay as close to the original game as possible, allowing people to play with the rules as published, while also providing enough new units to give rules-tinkerers fresh meat to work with.

Unfortunately, the inclusion of neutral country units (which were never a part of the original *Blitzkrieg*) has forced us to come up with at least *some* new rules regarding replacements and production and while we were at it, we decided we might as well revamp the original rules entirely.

The following are thus rules for production and replacments which attempt to adhere as close as possible to the original game's rules and yet improve play while also taking into consideration the new neutral powers.

- 1.1 There are three kinds of replacement points: Class I, Class II and Class III.
 - 1.11 Each replacement point (RP) can replace one combat factor (CF) of appropriate unit types per turn. In the case of those units with 2 combat factors (i.e. artillery and assault infantry), the lower factor is used for purposes of replacement.
 - 1.12 Class I RPs can replace 1 CF of infantry (move 3 or 4), marines, assault, light infantry, or cavalry; 1 Class I RP can replace 2 CF of move 2 infantry, marines, or assault troops.
 - 1.13 Class II RPs can replace 1 CF of armor, light armor, mechanized infantry, artillery, or rocket artillery.
 - 1.14 Class III RPs can replace 1 CF of airborne, ranger, air units, or 1/2 CF or airborne assault (i.e. it takes 2 Class III RP for each factor of airborne assault).
 - 1.15 Higher class RPs can also replace any units of a lower class RP (i.e. a Class II RP can be spent to replace one CF of infantry).
- 1.2 Every turn, beginning with the turn following mobilization (Major and Minor Powers) or Game Turn 5 (Great Powers) each nation receives the number and type of replacement points listed on its order of appearance chart.
 - 1.21 Additionally, Great Powers receive 1 Class I repalcement point for every 4 (round down) Minor (but never Great) Power cities they control.
 - 1.22 If playing with critical resources, Great Powers can transform a Class I RP into a Class II RP for every Minor (but never Great) Power petrochemical city they control.
 - 1.23 If playing with critical resources, Great Powers gain an additional Class II RP for every Minor (but never Great) power industrial city they control.
 - 1.24 Great Powers lose 1 Class III RP for every homeland aircraft city occupied by an enemy power. If they control no Aircraft replacement cities, they can no longer produce aircraft replacements.
- **1.3** Replacements must be taken from inactive counters, entering the game just like reinforcements. Unused replacements may be accumulated for future use. Units may enter on their reduced side.
 - 1.31 (Optional Rule). If both players agree at the start of the game, replacement points may be used to flip reduced units over to their full-strength side, anywhere on the board. For this to occur, the unit in question must be in supply and not adjacent to any enemy unit or city.

BW 2.00 Sub-units and Zones of Control

Units smaller than a division (brigades, regiments and battalions) project no ZoC.

BW 3.00 Corps and Battalions and Stacking

Battalion-sized units don't count for stacking or transport purposes. Corps count double for stacking and transport purposes.

BW 4.00 Substitute Units

Divisions may only be broken down into 2 brigade-sized units of equal strength. 4-2 Corps may be broken down into 2 division-sized units of equal strength.Brigades and 2-2 infantry divisions may never be broken down, only reduced in combat.

BW 5.00 Strategic Movement

Communication lines are now rail lines and they have no effect on normal movement. They can be used to strategically transport land units, however. Any land unit beginning

5.1 Land Strategic Movement

Units may be moved any distance by rail from one friendly city to another. The two cities in question must be connected by an unbroken series of hexes containing friendly-controlled rail lines. One infantry-class division can move per point of Strategic Rail Transport Capacity. Artillery- and armor-class units cost two SRTC points to move per division (exception: light armor divisions cost only one point to move). To be eligible for this "rail transport" the units must begin their turn in a friendly-controlled city hex. They may move normally with their full MF after they arrive in their destination city.

Great Powers have their Strategic Rail Transport Capacity listed on their Order of Appearance Charts. Minor Powers have one point of Strategic Rail Transport Capacity per every three friendly controlled cities (round up).

5.2 Air Strategic Movement

Infantry-class units, air assault, or light armor 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 restric¬tion on air movement, which flies "over" such obstacles. A player may transport as many divisions worth of units in this fashion as his Strategic Air Transport Capacity allows (see OoB cards). Air assault and light armor units take up two divisions of transport capacity when moving in this fashion. Rangers do not count against a player's strategic air transport capacity

Great Powers have their Strategic Air Transport Capacity listed on their Order of Appearance Charts. The following Minor Powers have one point of Strategic Air Transport Capacity: Arnor, Belfalas, Harad, Rohan, Rhovanion, Hombierge and Asgard. No other minor powers have air transport capacity.

5.2 Sea Strategic Movement

A nation may keep a number of units at sea equal to its Strategic Sea Transport Capacity. These units follow all the normal *Blitzkrieg* rules for sea transport, invasions and etc.

Great Powers have their Strategic Sea Transport Capacity listed on their Order of Appearance Charts. The following Minor Powers have three points of Strategic SeaTransport Capacity: Sud Walkure, Belfalas, Forlinden, Vien-Tann, Hombierge and Arnor. The following minor powers have 5 points of Strategic Sea Transport Capacity: Harad, Rhovanion, Asgard. No other minor powers have air transport capacity.



Blitzworld Order of Appearance Charts

Definition of Powers

There are two kinds of powers in *Blitzworld*: Great and Minor Powers. Great Powers are player countries, whatever their size. If a Blitzworld country is declared to be a Great Power, its countermix is replaced with an appropriately colored Great Power countermix and it uses the Great Power Order of Appearance chosen by (or for) its player.

Minor Powers are all other *Blitzworld* countries. They use their appropriate countermixes and the Order of Appearance Charts presented below.

Exception: if Big Red and Great Blue are declared to be minor countries, for whatever reason, then they use their Great Power countermixes, but also the Order of Appearance Charts presented for them as minor countries, below.

Order of Appearance

Within this booklet are the order of appearance charts for all the *Blitzworld* countries - including Red and Blue. These charts should be used when said nations are not being played as Great Powers. Units listed "At start" are set up in their home countries at the beginning of the game by the player farthest away from that nation (in case of doubt, flip a coin). Units listed as deploying "upon mobilization" set up in any cities of the country in question the moment it becomes active (usually as a result of having war declared upon it). Units listed as "M+X" enter in any city of the country in question the appropriate number of friendly player turns ("X") following mobilization.

Non-Player Nation Control and Supply

4K78 (Rhovanion)

Upon mobilization, a non-player nation becomes controlled by the Great Power enemy of whichever nation invaded it (if there is more than one of these, randomly determine who controls it). Activated non-player nations may use either any of their home cities as an ultimate supply source or the any home city of its controlling Great Power.

Non-Player Governments

Each non-player power has a government counter, representing its head of state and associated crucial bureaucrats. If the government counter is eliminated, all remaining units of that country are removed from the board. Government counters can never be eliminated by bombardment. If a government counter leaves its country, all replacements for that country stop. The country's units, however, continue fighting and may be rebuilt by the controlling Great Power using that Power's resources. When a government returns to its homeland, replacements resume normally. Government counters do not count against stacking, have one step for combat purposes, and may be transported as if they were an infantry division.

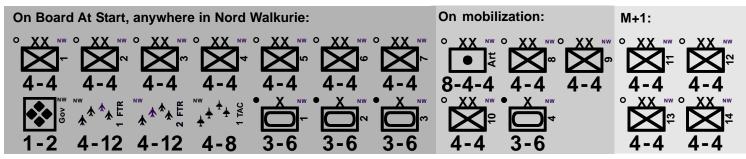
Critical Resources

The following cities produce critical resources or aircraft replacements:

S

Republic of Nord Walkurie Order of Appearance





Special Rules: None

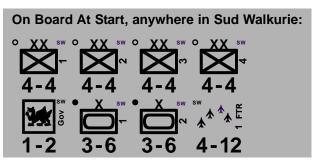
Production: 3 Class I RP; 1 Class II RP.

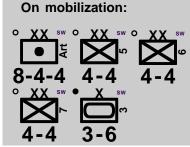
Recreated at the end of the First Continental War, largely out of Azurnerreich (Great Blue) and Walkurian Imperial territory; annexed desert province from New Endor later. Largely rural economy; unable to compete with Blue's rearmament. Nord Walkurie is the largest minor country in the southern part of the Eastern Continent; much of its unique political geography is indefensible. Separatist movements on both sides of the Azurnerreich frontier continue to threaten continental peace.*

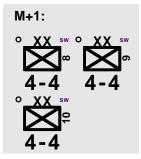
- Domesday Encyclopedia, v.14.

Mercantile League of Sud Walkurie Order of Appearance









Special Rules: None

Production: 3 Class II RP.

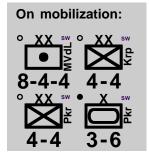
Long, narrow country bordering much of South Gulf, with two major parts. Topography -- particularly the lake, the border rivers and the rough country in the north and south -- serve to Protect Sud Walkurie somewhat. The country's independence is primarily due to lack of land borders with any Great Power. Great Blue's air foce and Red's naval presence in the Gulf continue to threaten Sud Walkurie's pursuit of prosperity. Green is the most industrialized minor nation in the South with a GNP of...*

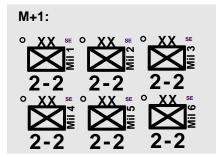
- Domesday Encyclopedia, v.19.

Anarchist People's Republic of San Estados Order of Appearance









Special Rules: None

Production: 3 Class I RP.

Comparable to Nord Walkurie in population and urban development, but without any major industry. Largely flat with a transverse belt of forest and hills, San Estados is the most heavily forested of the southern minor powers. The country shares a long border with Krasnynorad (Big Red), a disadvantage since the recent ideological rift between the country's ruling anarchist soviet and Big Red's Monolithic Party. The Witz River is still regarded as protection against Red, though not tested in this century.*

- Domesday Encyclopedia, v. 19.

Kingdom of Calaedia Order of Appearance



On Board At Start, anywhere in Calaedia:



On mobilization:



Special Rules: None Production: 2 Class II RP.

As small as New Endor in population (though not quite as poor); smallest southern minor country in size. Calaedia has the fortune of natural obstacles on virtually all sides -- The Koufax Mountains, Lake Pinsky, and two rivers. The capital is deep in rough country; fortunate as the Kingdom has had to rely on its traditional neutrality, as its days of feudal power are long past.*

- Domesday Encyclopedia, v.3.

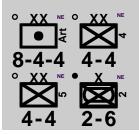
Free State of New Endor Order of Appearance







On mobilization:





Special Rules: None **Production:** 1 Class I RP, 1 Class II RP.

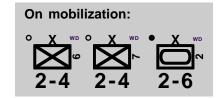
Northern half desert; southern half largely rough terrain; the whole undesirable to conquerors, historically. The new port and refinery complex on the River Szekely has provided New Endor with an improved economy, although theland is still too impoverished to compete in the arms race. Competition with Red refineries upriver and controversy over the Central Sea container trade has been a source of discord with its larger neighbor.*

- Domesday Encyclopedia, v.14.

Republic of Weldong Order of Appearance







Special Rules: None Production: 1 Class I RP.

The Republic of Weldong encompasses a large island off the western coast of Blue and is thus somewhat removed from the pressures of continental politics. However, recent fishing disputes with Azurenrreich has lead the Republic to seek closer ties with Krasnynorad. Easily the most underdeveloped of the southern minor powers, Weldong looks to its Red allies for guarantees against Blue revanchism.

- Domesday Encyclopedia, v.22.

X'chow Theocracy Order of Appearance







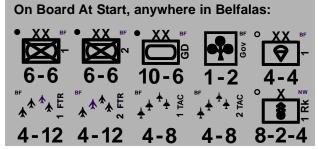
Special Rules: X'chow units are always in supply in home country. **Production:** 2 Class I RP.

The Island of X'chow is situated in the middle of the Central Sea and is blessed with an excellent, though humid, climate. Consisting of mostly rain forest and mountains, the island has subsided on the sale of coffee, rare herbs and hardwoods for centuries. Though rich, X'chow has little in the way of industry. Its military is led by the religious orders of warrior monks which have ruled the island since the late middle ages and contains some of the finest light infantry in the world.

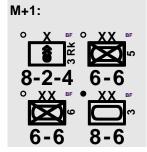
- Domesday Encyclopedia, v.23.

Belfalas Regency Order of Appearance









Special Rules: Belfalas is allied to Rohan. On mobilization - and on every turn thereafter - roll a d6: on a 1-2, Rohan mobilizes and declares war on Belfalas' enemies.

Production: 3 Class II RP, 1 Class III RP.

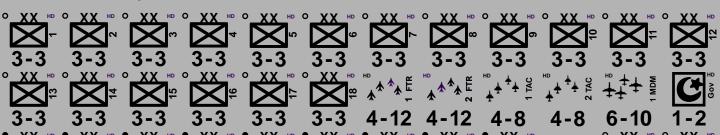
Situated in the fertile Anduin Delta and protected on all sides by mountains, sea and rivers, Belfalas has the largest per capita GNP in the world. Perrenial tensions with Harad have resulted in three wars in the last 20 years and, given this situation, the Regency maintains one of the most technologoically developed and welltrained armies on the continent. This, and Belfalas' long-standing alliance with its northern neighbor, Rohan, has allowed the Regency to survive.

- Domesday Encyclopedia, v.2.

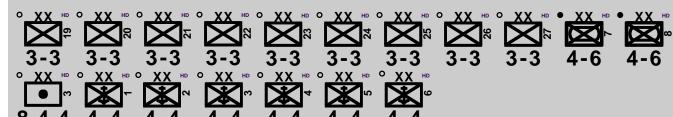
Emirate of Harad Order of Appearance

On Board At Start, anywhere in Harad:

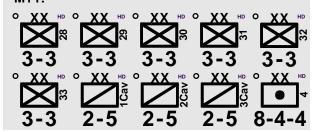


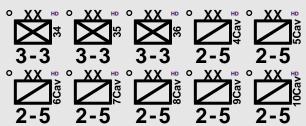


On mobilization:



M+1:





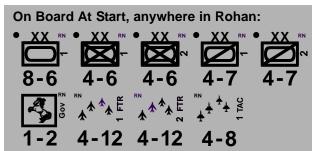
Special Rules: None

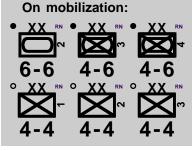
Production: 6 Class I RP, 3 Class 2 RP, 2 Class III RP.

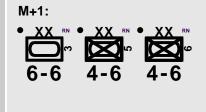
Once the "sick man of the Continent", Harad has enacted a series of ambitious five-year plans which should have made its economy the fastest growing in the world. Unfortunately, military expenditures in order to keep up with its ancient rivals to the north and south have hampered the country's development. With the end of reparations payments from the First Continental War, Harad has been plunged into a depression which has encouraged the rise of fundamentalist sects among the peasantry and urban poor.

Kingdom of Rohan Order of Appearance









Special Rules: Rohan is allied to Belfalas. On mobilization - and on every turn thereafter - roll a d6: on a 1-2, Belfalas mobilizes and declares war on Rohan's enemies.

Production: 2 Class II RP, 1 Class III RP.

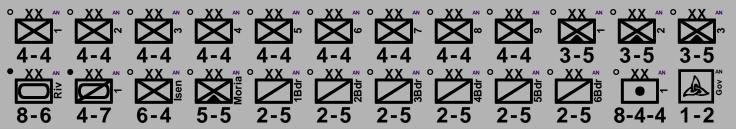
Overshadowed by its neighbors for centuries, the Kingdom of Rohan has lately been more active in continental politics. The discovery of immense, off-shore petroleum deposits has helped the Kingdom's traditionally poor balance of payments. As a small nation with a small (though thoroughly modern) army, however. Rohan relies on its long-standing alliance with Belfalas to deter aggression.

- Domesday Encyclopedia, v. 18.

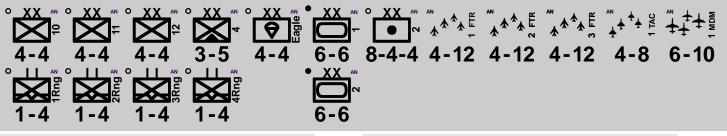
Federation of Arnor Order of Appearance



On Board At Start, anywhere in Arnor:

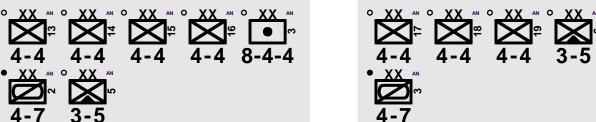


On mobilization:



M+2:

M+1:



Special Rules: None Production: 6 Class I RP, 2 Class 2 RP, 2 Class III RP.

Dominated by forest and mountains, Arnor is one of the most rural nations of the Eastern Continent. Nevertheless, highly developed cottage industries, large numbers of disciplined craftsmen and massive investments in the high tech sector have kept the Federation economically competitive with its neighbors. Arnor's military is widely regarded as having the best infantry training programs in the world, though relative lack of mechanization may prove an Achilles' heel in future conflicts.

Democratic Republic of Etracia Order of Appearance



On Board At Start, anywhere in Etracia:



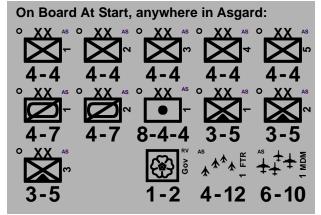
Special Rules: None Production: 1 Class I RP.

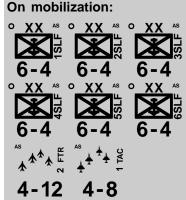
The island of Etracia is one of the world's poorest countries, a fact which has been aggravated by the recent Etracian Civil War. Lacking an educated populace, strategic resources or any significant industry, the newly-established Democratic Republic's main source of revenue comes from fishing and whaling.

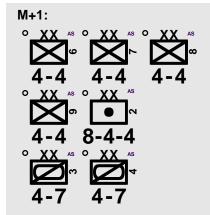
- Domesday Encyclopedia, v.5.

Empire of Asgard Order of Appearance









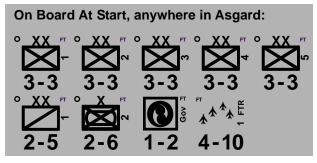
Special Rules: Controls Sesquipedalia and Nomanisan Islands. Production: 4 Class I RP, 2 Class III RP.

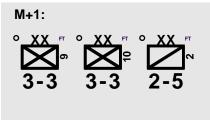
The Empire of Asgard consists of an archipelago of islands situated in the Northern Sea. Over the last few decades, much Eastern technology has been imported by Imperial decree and the resulting economic and military development has transformed Asgard into a mid-sized regional power. As befits a nation dependent upon overseas trade, the Empire maintains a large and modern navy. Recent conflicts with Forlindon over off-shore oil production have lead Asgard into confrontations with Belfalas, Rohan and other members of the Central Sea Compact and its Sea Landing Forces are second to none.

- Domesday Encyclopedia, v.1.

Sublime Kingdom of Fanticca Order of Appearance







Special Rules: None. Production: 3 Class I RP.

Bordered on the south by rugged mountains, the majority of the Sublime Kingdom's population is concentrated along the fertile river valleys of the nation's northern lowlands. Until 20 years ago, Fanticca kept itself isolated from the rest of the world, prohibiting foreigners to cross its borders. With the advent of the reign of the current Holy King, the country has embarked upon a crash modernization program. Fanticca's main exports are phosphates and fish, though much effort has recently gone into the development of copper mining along the southern frontier.

- Domesday Encyclopedia, v.6.

Principality of Forlindon Order of Appearance



On Board At Start, anywhere in Forlindon:



Special Rules: None.

Production: 2 Class I RP.

Historically a major seapower, Forlindon's days of glory are long past, though the nation still maintains a significant naval force in the North and Central Seas.

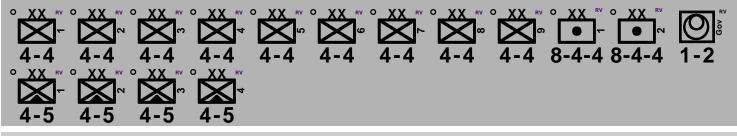
Along with Chessex, Belfalas and Rohan, Forlindon is part of the Central Sea Compact, though this has done little to shake the Principality from its traditionally isolationist stance.

- Domesday Encyclopedia, v.6.

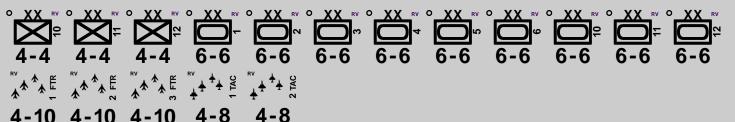
People's Republic of Rhovanion Order of Appearance



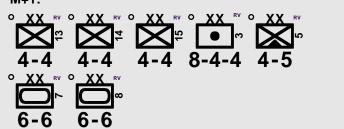
On Board At Start, anywhere in Rhovanion:

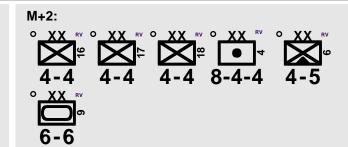


On mobilization:



M+1:





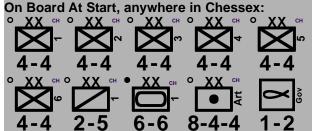
Special Rules: None

Production: 8 Class I RP, 3 Class 2 RP, 1 Class III RP.

The most developed of the northern powers, Rhovanion is bordered on its west by a large swath of sparsely populated wilderness. Run-off and polution caused by recent strip mining and forestry projects in this area, however, have brought the nation into conflict with its downwind and -stream neighbors, Arnor and Belfalas. Rhovanion maintains one of the most modern and best-trained armies of the northern powers, though its military strength has not been comprehensively tested in the last century.

- Domesday Encyclopedia, v.18.

Commonwealth of Cheesex Order of Appearance



On mobilization:

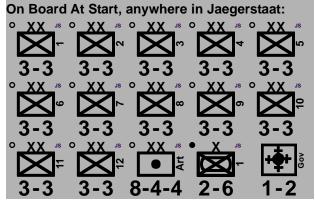
M+1:

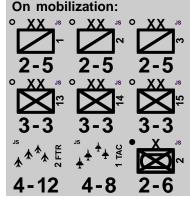
Special Rules: Will declare war on any player at war w/ both Belfalas and Rohan. Production: 2 Class I RP, 1 Class II RP.

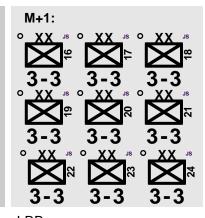
The Commonwealth is descended from a coalition of Eastern settler states which established themselves on the Western Continent in the late 18th century. Today, Chessek maintains cordial relations with its Eastern parent nations, being part of the Central Sea Pact.

- Domesday Encyclopedia, v.3.

United Provinces of Jaegerstaat Order of Appearance







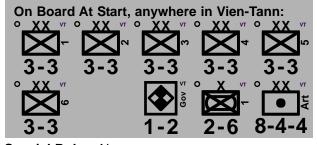
Special Rules: None.

Production: 4 Class I RP. A barren and mountainous land, Jaegerstaat survives at the suffrance of Hombierge, which has yet seen no reason to conquer the impoverished United

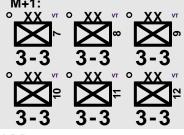
Provinces. - Domesday Encyclopedia, v. 10.

Republic of Vien-Tann Order of Appearance









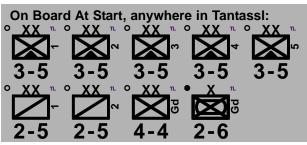
Special Rules: None.

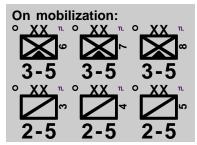
Production: 3 Class I RP.

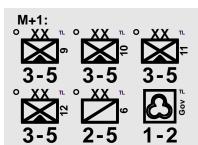
The population of Vien-Tann is fiercely nationalist and has historically resisted encroachment by both Hombierge and the Eastern powers with equal vigor. The Republic has substantial fishing and oil interests in the Central Sea and maintains a small but efficient navy to protect these.

- Domesday Encyclopedia, v.22.

City-States of TantassI Order of Appearance







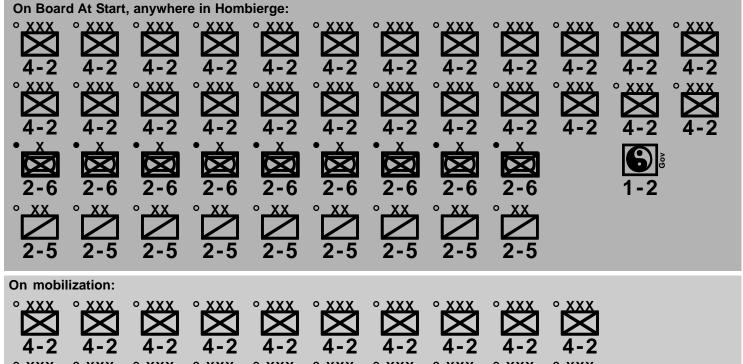
Special Rules: None.

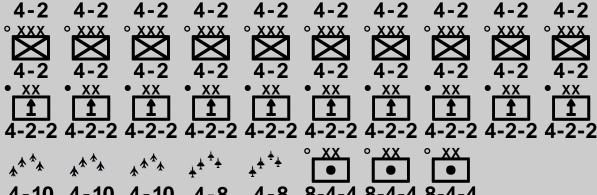
Production: 3 Class I RP.

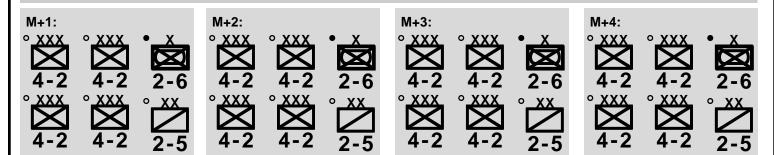
A nation in name only, Tantassl is a collection of semi-autonomous city-states under the leadership of an elected High-King. - Domesday Encyclopedia, v.3.

Empire of Hombierge Order of Appearance









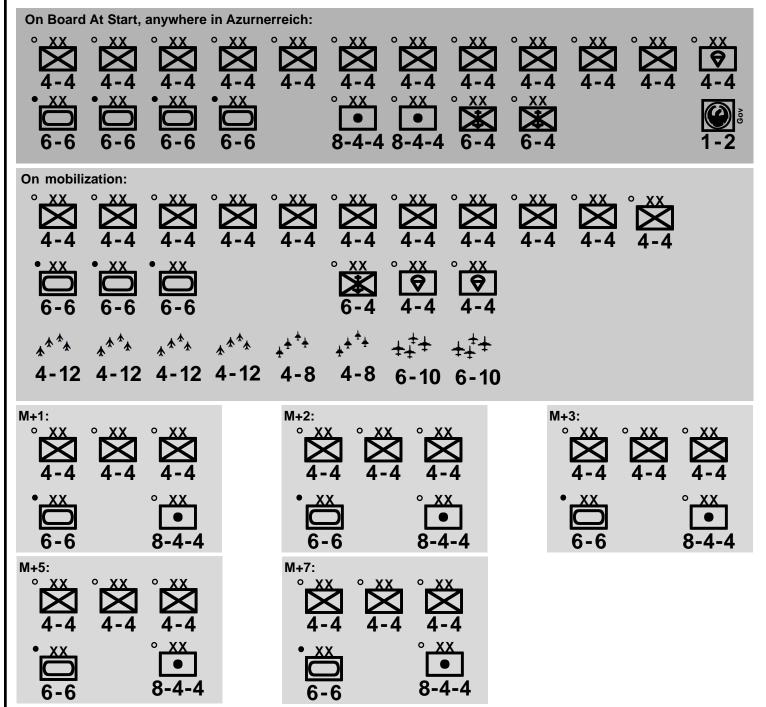
Special Rules: Hombierge assault units move as if they were light infantry.

Production: 10 Class I RP; 1 Class II RP; 1 Class III RP

The "sick man of the west", Hombierge has, for many years, been unable to do more than patrol its borders and rail against increasingly aggressive Eastern commerce initiatives. As the most populous nation of the world, however, it is largely regarded by all and sundry as a sleeping giant. Hombierge's army has very little in the way of modern equipment, but has a history of overwhelming would-be conquers with sheer mass.

Imperial Federation of Azurnerreich Order of Appearance (Great Blue as a Minor Power)





Special Rules: None.

Production: 4 Class I RPs, 4 Class II RPs, 4 Class III RPs.

AZURNERREICH, Imperial Federation of. One of two Great Powers on the southern half of the Eastern Continent, "Great Blue" is primarily bounded by West and South Gulfs, with a separate province on the Northwest Peninsula. Blue possesses a large coastline and a maritime-based economy, and is equal to Big Red in population, despite its smaller land area. Blue now has a marginal lead in the recent arms race, prompted by the rise of popular, revanchist sentiment and a military-backed Regency.

Corporate State of Krasnynorad Order of Appearance (Big Red as a Minor Power) On Board At Start: On mobilization: 4-4 4-4 6-6 6-6 6-6 M+1: M+3:

M+4:

XXX

4-4

4-4

4-4

6-6

8-4-4

• XX

6-6

8-4-4

M+5: \$\times_{XX} \times_{XX} \times_{XX} \times_{XX} \times_{XX} \times_{4-4} \ti

M+7:

SXX

4-4

4-4

4-4

S-4-4

Special Rules: None.

Production: 4 Class I RPs, 4 Class II RPs, 4 Class III RPs.

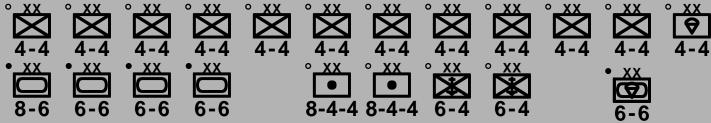
KRASNYNORAD, Corporate State of, usually referred to as "Big Red." Largest Eastern Continental nation, with several western cities, acquired during the First War, bordering directly on its neighbors. Increasingly hostile to all Continental governments since the advent of the Monolithic Party -- with the possible exception of the military junta in Nord Walkurie...

-Domesday Encyclopedia, v.11*

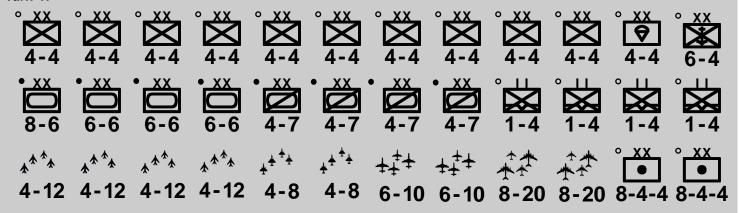
Great Power Order of Appearance #1

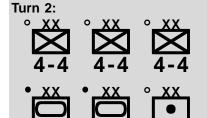
Blitzkrieg Army (Blue)





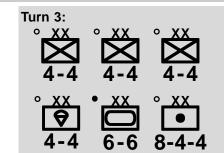
Turn 1:

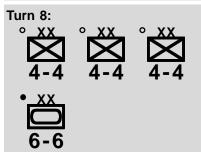












4-4 6-6 8-4-4

Production:

6 Class I RPs, 2 Class II RPs, 6 Class III RPs.

Restrictions:

May not produce move 2 infantry, assault Infantry, or cavalry.

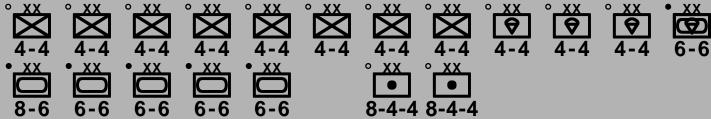
Strategic Movement:

Land: 10 division equivalents per turn. Sea: 10 division equivalents per turn. Air: 5 division equivalents per turn.

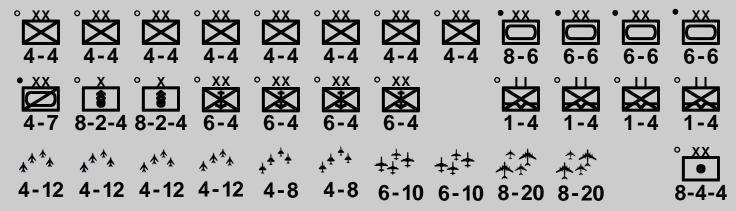
Great Power Order of Appearance #2

Blitzkrieg Army (Red)

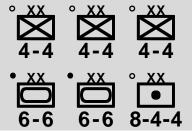




Turn 1:



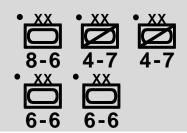




Turn 5:



Turn 3:



Turn 6:



Turn 4:



Turn 8:



Production:

6 Class I RPs, 2 Class II RPs, 6 Class III RPs.

Restrictions:

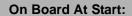
May not produce move 2 infantry, assault Infantry, or cavalry.

Strategic Movement:

Land: 10 division equivalents per turn. Sea: 10 division equivalents per turn. Air: 5 division equivalents per turn.

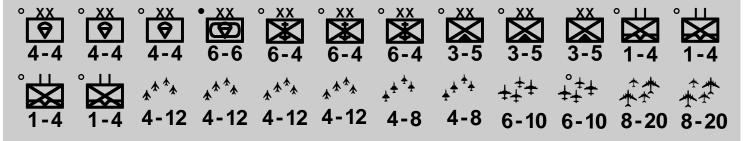
Great Power Order of Appearance #3

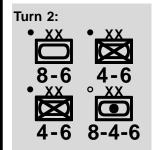
Strategic Combined Arms Army

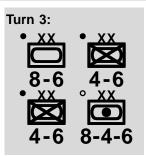


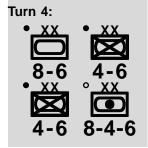


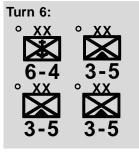
Turn 1:











Production:

9 Class III RP.

Restrictions:

May not produce move 2 or 3 infantry, assault infantry, or cavalry.

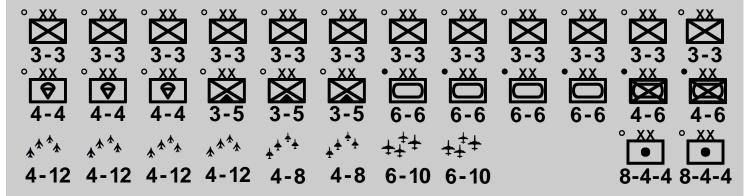
Strategic Movement:

Land: 16 division equivalents per turn. Sea: 16 division equivalents per turn. Air: 6 division equivalents per turn.

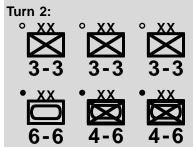


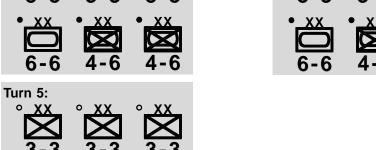
Proto-Blitzkrieg Army

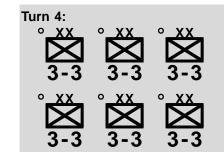
Turn 1:

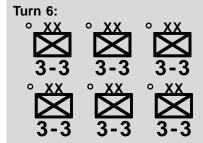


Turn 3:









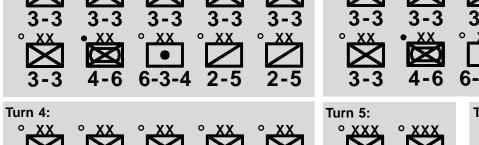
Production:

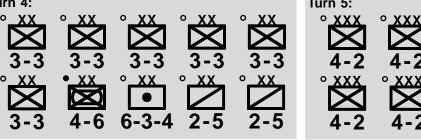
8 Class I RPs, 4 Class II RPs, 4 Class III RPs.

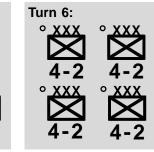
Strategic Movement:

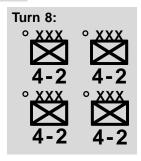
Land: 10 division equivalents per turn. Sea: 8 division equivalents per turn. Air: 3 division equivalents per turn.

Great Power Order of Appearance #5 Improved Infantry Army On Board At Start: Turn 1: Turn 3: Turn 2:









Special Rules:

Artillery divisions are deployed on their reduced side (6-3-4).

Production:

15 Class I RPs, 3 Class II RPs, 2 Class III RPs

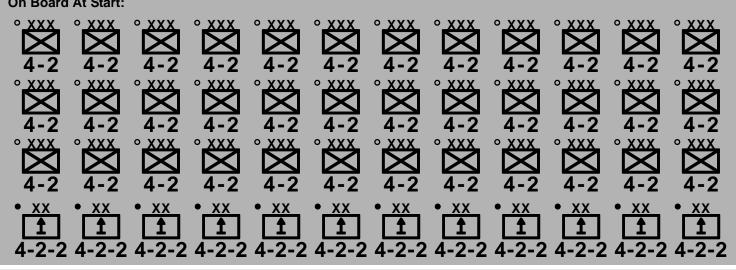
Restrictions:

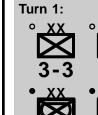
May not produce SAC, Rocket Artillery, Light Armor, Air Assault or Elite Armor

Strategic Movement:

Land: 8 division equivalents per turn. Sea: 6 division equivalents per turn.

Air: None.







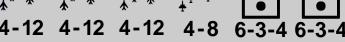




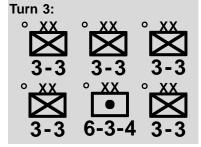


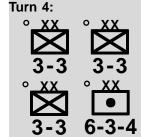


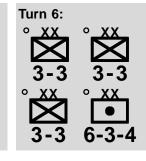












Special Rules:

Mechanized and artillery divisions set up on their inverted side (3-6 and 6-3-4, respectively).

Production:

20 Class I RPs, 2 Class II RPs, 1 Class III RP

Restrictions:

May not produce Airborne, Air Assault, Marine, MDM, SAC, or Light Armor.

Strategic Movement:

Land: 8 division equivalents per turn. Sea: 4 division equivalents per turn.

Air: None.

