BLITZKRIEG 1965 Rules

Introduction: A leader among my favorites. I remember in the mid-1960's when I first purchased this game. The board just seemed to unfold forever. The map was huge. Unbelievable! Forget that Basic Game. Just throw those optional rules onto the tournament game and let's get going. It was great. I couldn't believe that the game got panned in the magazines as "Sitzkrieg". The magazine gurus advised just stack to the max in the middle, and nobody would go anywhere. Obviously, those boys never messed with the nukes and invasions of the more advanced rules. Stacking 12 factors in a hex, particularly in a city crammed with bomber units, just invited a visit from a SAC nuclear bomber. And, concentrating in the middle was an open invitation to a sea and airborne invasion on unprotected shores. No Blitzkrieg game that I ever played slowed to a WWI type halt. Attrition yes, but attrition that resulted from units making rapid, sweeping movements that chewed up enemy forces and then, in turn, those units were ground up in the same manner. For me, no later variation or improvement matched the thrill of this initial game.

Credits: This game is constructed using Aide De Camp 2 (ADC2) Version 2.06 for Windows 95 by HPS Simulations, Santa Clara, California, 95055-3245 (http://www.hpssims.com). The board game was originally published by The Avalon Hill Company (later The Avalon Hill Game Company). Because the rules for this game were later replaced by the 1975 version, I have included all the 1965 rules and charts. Additionally, I have provided separately a list of questions and answers about the 1965 game that I have extracted from TAHGC's General magazine. Blitzkrieg is the registered trademark of TAHGC, Baltimore, Maryland. Hasbro toy manufacturers purchased TAHGC. Use of this game without purchasing the actual board game is not nice and will probably result in a visit by GI Joe and his pals.

Blitzkrieg 1965 (BLZ65) Map and Counters: As the ADC2 game is designed to support different editions, some map areas and counters are not used for the Blitzkrieg 1965 (BLZ65) versions. Only the turn track is needed with all versions of BLZ65. Even this need not be used if you instead use ADC2's turn recording system. Use only the counters and markers in Red and Blue and "65" Force Pools. Of course, you're free to use any of the other counters you like for your own purposes. A "**T**" counter is provided to record the turn. A "**Nuke**" counter (the ice cream cone shaped counter) is provided to record locations of both nuclear and strategic air strikes. The filled side is for nuclear strikes and the open side is for strategic strikes. The "**Red and Blue Control**" flags are used to show city ownership and are based on SPI's Modular System sketches.

BLZ65 Rules: The original rules did not have numbered paragraphs. My old rules have hand written numbers in both the rules body and in the question and answer (Q&A) appendix. I do not remember if that was my idea of was from some General issue. I have retained these numbers as it assists in locating references particularly with the Q&A. I have also added an index. Any changes or comments that I made to rules are contained in brackets. I have tried to copy the original rules as closely as possible including any errors. – CGM, 10 Oct 98

Postscript: I reformatted this first version document for the third version of the ADC2 Blitzkrieg module. All charts and tables presented in the Battle Manual have been moved to a separate page to facilitate separate printing. The document was first saved as BLZ65. It now will be saved as BLITZKRIEG 1965 Rules. The original Basic Game rules were provided on a four page sheet. The Tournament Game and Optional Rules were in a 16 page "Battle Manual" that included Diagrams of Play, Commentary on Strategy, and in later printings a Question and Answer (Q&A) Appendix. ⬢

cgm, 25 Jun 07

BLITZKRIEG

1965 Rules

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BLITZKRIEG

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

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

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

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

INSTRUCTIONS – READ FIRST➔

BASIC GAME

1.0 - MAPBOARD

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

CLEAR TERRAIN: Any square devoid of terrain features.
CITY SQUARE: Any square containing black criss-cross lines.
RIVER SQUARE: Any square containing a solid blue line, wholly or partially.
FOREST SQUARE: Any square containing green splotches, wholly or partially.
MOUNTAIN SQUARE: Any square containing brown splash contours.
SEA AND LAKE SQUARES: Any square wholly blue. Partially blue squares are considered land squares.
TRANSPORTATION LINES: Red lines running through the squares.
DESERT SQUARE: Any non-coastal square containing yellow, wholly or partially.
INVASION BEACH SQUARE: Any coastal square containing yellow.
BORDER: Gray lines running between the squares separating the various countries.
NEUTRAL COUNTRY: Whole gray squares which are "*off-limits*" to both sides.

2.0 - ORDER OF BATTLE UNIT COUNTERS

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

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

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

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

3.0 - PREPARE FOR PLAY

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

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

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

peninsula containing "River Sparling" also part of *Great Blue.)*

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

4.0 - HOW TO PLAY

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

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

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

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

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

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

5.0 - HOW TO WIN

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

6.0 - HOW TO MOVE UNITS

1. In any Turn you may move all your Units on board.

2. You may move each Unit any number of squares not exceeding its normal movement rate.

3. You do not have to move every Unit nor do you have to move any Unit in your Turn.

4. You may move Units in any direction or combination of directions you wish in the same Turn.

5. Unlike chess and checkers you may move all Units you choose to move before resolving any battles.

6. You may move Units over top of friendly Units but you are not allowed to move your Units on top of or over opponent's Units.

7. Movement rates are not transferable from one Unit to another nor can they be accumulated from one Turn to the next.

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

7.0 - HOW TO HAVE COMBAT

NO COMBAT COMBAT

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

ATTACKING:

1. An attacking Unit must stop as soon as it

enters the first enemy controlled square.

2. You are not allowed to move an attacking Unit through enemy controlled squares.

3. You may attack as many enemy Units as you can reach in the same Turn.

4. You may move as many Units into enemy zones of control as you are able before resolving combat.

5. You resolve all combat one battle at a time after moving all the Units you choose to move in your Turn.

6. The attacker has the choice of resolving battles in any order he wishes.

7. The attacker must resolve combat against every enemy Unit he has moved Units next to.

8. The combat factor of a Unit when attacking is always basic regardless of terrain it is attacking from.

DEFENDING:

1. The defending player is not allowed to move any Unit while his opponent is attacking.

2. The combat factor of a Unit when defending varies according to the terrain it is defending on. Examples are shown on the Attrition Table.

8.0 - MORE THAN ONE UNIT PER SQUARE

1. Both players are allowed to stack Units totalling up to 12 combat factors on one square. (For Break-through
Artillery, the limitation is based on defense factors.)

2. Stacked Units may stay together indefinitely or they may combine on one Turn and split up on the very next.

3. Stacked Units may pass over squares containing other friendy Units.

4. The movement rate of stacked Units is that of the slowest Unit in the stack. Of course, the fastest Unit in the stack may continue on its way after splitting away from the slow moving Units.

9.0 - MULTIPLE UNIT BATTLES

1. When two or more Units attack one defending Unit the factors of the attacking Units must be totaled into one combined combat factor.

2. When one Unit attacks two or more defending Units the factors of the defending Units must be totaled into one combined combat factor.

3. When several Units attack several defending Units the attacker has the choice of dividing combat into more than one battle as long as:

(a) he battles every defending Unit he has attacking Units adjacent to and,

(b) his Units are adjacent to the specific Units they are attacking.

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

5. The combat factor of a Unit cannot be split and applied to more than one battle.

6. No Unit, attacking or defending can fight more than one battle in any one player's Turn even if it finds itself adjacent to the enemy after all battles have been resolved. In this event, the defending Unit must either attack or withdraw in its Turn. If it chooses to attack it may do so staying where it is or by withdrawing from the enemy zone altogether and then re-entering by a different square. In this instance Units may not withdraw and re-enter by a route that would force them into or through zones of control of other enemy Units.

7. The attacker with stacked Units on the same square may divide combat into more than one battle against defending Units on separate squares.

8. The attacker may not divide combat into more than one battle against defending Units on the same square.

10.0 - HOW TO CONTROL A CITY

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

11.0 - TRANSPORTATION LINES

1. Movement along Transportation Lines, hereafter called *Roads,* is 3 times faster than normal. Thus a Unit whose normal movement rate is 4 can move 12 squares along a road in one Turn. In other words, movement along 3 road squares is the same as one clear terrain square.

2. All Units may combine road travel with off-road travel in the same Turn. For instance, let's assume a Unit with a normal movement rate of 4 is 2 squares away from a road; as soon as it moves to the road square it can travel up to 6 more squares along the road; or, up to 3 more squares along the road and 1 square off the road. NOTE: Units lose the benefit of fractions. Example: If the Unit, above, had moved 4 squares along the road instead of 3, it could not move off the road in that Turn.

3. All Units may change roads at intersections at the road movement rate.

4. All Units may move through Cities at the road movement rate but only if they enter and leave the City by road squares. Otherwise, travel through Cities is done at the normal movement rate.

12.0 - RIVERS

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

13.0 - FORESTS

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

14.0 - GREAT KOUFAX DESERT

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

15.0 - SEAS AND LAKES

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

16.0 - MOUNTAINS

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

17.0 REINFORCEMENTS

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

1. Reinforcements are placed in any friendly city a player wishes in his home country.

2. Reinforcement Units may not be stacked more than 12 factors high when placed on the board.

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

18.0 - AIRBORNE INFANTRY & AIR ASSAULT UNITS

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

the normal movement capability and does not affect their movement rate for that Turn.

19.0 - HOW TO RESOLVE BATTLES

Use the Attrition Table headed BASIC GAME, only.

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

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

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

BATTLE MANUAL

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

TOURNAMENT GAME

All Basic Game rules apply except where indicated in the following:

3.0 - PREPARE FOR PLAY

STEP 1: Units are placed on the Order of Appearance cards in the same manner as in the *basic* game. The only difference is that in the *tournament* version, Rangers and Air Force Units *(except Fighters)* are included.

STEP 2: Red places Units he wishes to start *At Sea* in any of the 5 *At Sea* boxes. (Consult Sea Movement section.)

STEP 3: Blue places all of his starting Units on the board, including Units *At Sea.*

STEP 4: Red places all his remaining starting Units on the board.

STEP 5: Play proceeds as in the Basic Game.

2.3 SUBSTITUTE COUNTERS

Each player may break larger Units down into smaller Substitute Units at anytime, before and after combat.

7.2 - COMBAT

In the Tournament Game Units engage in combat battle exactly as in the Basic Game. The results, however, are rolled on the *Tournament* Attrition Table instead of the *Basic* Table. The Attrition Table provides for partial elimination of defending and attacking Units rather than total annihilation. The details are explained below in the table itself.

5.0 - HOW TO WIN

A player wins if he either: (1) eliminates all of his opponent's Units or: (2) occupies all of his opponent's home country cities for a single complete turn. There is no time limit and play continues until one of the above victory conditions is met (or exhaustion sets in).

7.3 - AUTOMATIC VICTORY

As soon as enough attacking Units are in combat against a defending Unit to create an automatic elimination situation (7 to 1 normal or 5 to 1 surrounded) that defending Unit's zone of control is immediately ignored for the remainder of the attacker's Turn. Therefore Units not yet moved by the attacker may move through and beyond that defending Unit's adjacent squares. Attacking Units may even move over the defending Unit itself and stop on top of it. The defending Unit remains in play but is turned upside down; then removed when the attacker is ready to resolve all battles.

6.1 - SEA MOVEMENT

1. All Units except Aircraft are allowed to be *At Sea.* Each player is allowed to have up to 40 factors *At Sea* at any one time.

2. Units may move into a port city and out to sea in the same Turn.

3. The mapboard is divided into 5 sea zones, A through E. Units moving out to sea are placed in the *At Sea* box in the sea zone of the port they left through.

4. On any subsequent Turn following placement *At Sea,* Units may do any of the following:

(a) land at a friendly port city of the sea zone they are in (including the port they embarked from on the previous Turn),

(b) land at a friendly port city of an adjacent sea zone (Zone A is adjacent only to Zone B, not E; Zone B is adjacent to both A and C; etc.),

(c) move into an adjacent sea zone but remain *At Sea,*

(d) remain in the same sea zone,

(e) conduct a beach landing (see *Invasion* section.)

5. In any one Turn Units *At Sea* can move no farther than into an adjacent sea zone. Thus it would take 4 Turns for Units to *sail* from Zone A to Zone E.

6. Units may remain *At Sea* indefinitely.

7. The return to land at a port or beach square counts the same as one clear terrain square move off the movement rate.

8. Units may move inland in the same Turn that they return to land.

9. A player is allowed to have Units in more than one sea zone at a time; however, the total number of Units *At Sea* cannot exceed 40 factors.

10. Opposing player's Units are allowed in the same sea zones simultaneously.

11. No sea movement is allowed across the Lakes.

6.2 - INVASIONS

Each player is allowed to invade just *one* beach per Turn. Invasions may be conducted on every Turn if desired:

1. Invasions are conducted only against coastal squares colored yellow, hereafter called *Beach Squares.*

2. All Units except Aircraft, Armor and Breakthrough Artillery may conduct beach invasions.

3. Invasion procedure is as follows:

(1) Transfer desired Units from the *At Sea* box to Sea Squares that are adjacent to the Beach Squares under assault.

(2) The assaulting Units on Sea Squares that are adjacent to vacant Beach Squares may be moved onto such vacant squares at player's option-even if such movement places assaulting Units adjacent to enemy Units.

(3) Conduct combat in the usual manner after which victorious Units must be moved onto the Beach Squares vacated by the losing defending Units.

4. Invasions can be made only against Beaches that are adjacent to or in the same sea zone where the invading Units have been *At Sea.*

5. A player is not allowed to invade the same beach that his opponent just invaded in his Turn; except when opponent invades with Rangers, only.

6. No Units can embark from a land square and invade in the same Turn. Units must be *At Sea* for at least one Turn before invading.

7. Units assaulting from Sea Squares must attack all adjacent enemy Units on land squares - even those that are not on Beach Squares.

8. Assaulting Units on Sea Squares cannot exceed the 12-factor stacking maximum per square.

9. Units defending on Beach Squares can be attacked in combination from both Sea Squares and Land Squares. Thus Units already on land can be moved adjacent to enemy Units in support of the invasion attacks.

10. Two or more assaulting Units on the same Sea Square may divide attacks into more than one battle. However. assaults against two or more defending Units on the same coastal

squares must be resolved as one battle.

11. Assaulting Units on Sea Squares that are required to retreat or have no place to go after combat has been resolved are eliminated instead.

12. Assaulting Units that are unopposed may move directly inland up to their movement rate in the invasion Turn. Movement onto a Beach Square counts the same as one clear terrain square move off the movement rate. The *road* bonus cannot be taken by invading Units on the invasion Turn.

13. The entire coastal area of the Great Koufax Desert can be used for invasion purposes.

6. 3 - AIR TRANSPORT

Both sides have a limited air transport capability as follows:

1. All Units up to a maximum of 12 factors per Turn may be transported by air. The maximum for Artillery is based on their defense factors.

2. Units may be flown any distance on board from any friendly city to any other friendly city in the same Turn.

3. Landing on the city square is counted as one clear terrain square move off the movement rate.

4. Units may move to a take-off city, be air-transported to another city, and moved overland up to the limits of their movement factor-all in the same Turn.

5. No Units, Airborne or otherwise, may take off from any square other than a friendly city square.

20.0 - RANGERS

Rangers are treated as normal infantry except that they have the ability to invade *any* coast square instead of just beach squares. Rangers may invade as often as desired subject to the one invasion per Turn rule. Rangers assault coast squares in the same manner as infantry invades beaches. Like infantry, Rangers may not use road bonus on the invasion Turns.

21.0 - SUPPLY

1. A player can supply Units totaling 12 combat factors for each city square he controls: a 2-square city naturally can supply 24 combat factors; a 3-square city can supply 36 combat factors.

2. Aircraft Units are supplied according to combat factors in the same manner as ground Units. Supply for Artillery is based on their *defense* factors.

3. If a player has more factors than he can supply, he has one turn in which to capture enough additional supply cities. If he cannot bring supply back into balance he must eliminate those Units of his choice necessary to bring supply back into balance. Units *At Sea* are also subject to the supply restriction.

4. The supply requirements double for Units in the Great Koufax Desert. For example, Units in the desert totaling 12 combat factors must be treated the same as if they totaled 24 factors. Thus it would take two city squares to supply 12 factors of Units in the desert.

22.0 - MINOR COUNTRIES

1. All Units may cross borders without incurring any movement delay.

2. Units may not pass through cities of minor countries until they have been captured.

3. To capture a city, one moves his Units adjacent to the city then totals up the attacking factors and refers to the City Capture Table.

[CITY CAPTURE TABLE on page 18]

4. Minor cities have no zones of control thus Units may pass next to an uncaptured minor city without stopping.

5. The first player to cross a border into a minor country is considered in violation of a treaty and is met with minor opposition. This opposition is reflected in the following rule: The violator loses 2 factors per Turn for each Turn he has Units in the country. The 2 factors must come only from Units in that country-the exact Units to be eliminated are chosen at the violator's option at the end of his Turn. If Units simply pass through,

or over by air, the violator must eliminate 2 factors also.

6. A minor country becomes de-violated in two ways:

(1) when one player captures all cities within said country. In this event, the violator no longer suffers the 2 factor per Turn loss. Instead, the country becomes an occupied country and all cities therein become friendly. Such friendly cities can then be used for the usual supply, air transport, and sea movement purposes.

(2) when the opposing player also crosses into the same minor country. In this event, neither player suffers the 2 factor per Turn loss.

7. The "violated" status of a minor country can occur only once per game, regardless of the number of times its borders are crossed.

8. Once a minor country becomes completely occupied it can never revert to the status of a minor country, even if it becomes evacuated by occupying forces for some reason or other. If evacuated, an opposing side may occupy part or all of it with that country automatically becoming friendly to the occupying forces.

23.0 - AIR POWER

There are 3 basic types of offensive Air Power:

TAC (Tactical Fighter Bombers) - 8 square range.
MDM (Medium Bombers) - 10 square range.
SAC (Strategic Heavy Bombers) - 20 square range.

1. The target range of all aircraft is shown by the movement factor.

2. At the start of the game, players may place Aircraft Units on any friendly cities within their own country they choose.

3. Aircraft Units can be stacked no more than 12 air factors per city square. The stacking of air factors is over and above the 12 factor stacking limit of ground Units in a city square.

4. Aircraft Units have no zone of control and are eliminated automatically if attacked by enemy ground Units. If there are friendly ground Units in the city square that also contains Aircraft Units then the enemy must eliminate or retreat *all* of the ground Units before the Aircraft Units become eliminated. Partial elimination of such friendly ground Units causes no losses to the Aircraft Units.

5. The Aircraft Units remain stationary in their base cities until the end of the ground Units' movement portion of the Turn. They can then be moved to the squares they wish to attack.

6. After all combat has been resolved, the Aircraft Units must either be returned to the cities they flew from or placed on any friendly city within range of the attacked square. All Aircraft Units must be in a friendly city at the end of the player's Turn. or instance, the 14th TAC (8 square range) may fly from U-11 to attack Units on U-19, and then end its Turn by flying to S-25.

7. Units may *not* fly to targets further than their range regardless of how close the distance from target to landing city might be.

8. Aircraft Units that have *not* attacked in a particular Turn may move to any friendly city anywhere on board regardless of range.

9. An unlimited number of aircraft Units may be in the air over a single square.

10. Aircraft Units may attack during every Turn if so desired.

23.1 - TACTICAL (Assisted by Ground Units)

1. Only MDM and TAC may make Tactical air attacks.

2. The attacker simply adds the tactical air factors to his ground attack and rolls it as one battle. As in ground combat each player may decide which Units he wishes to lose if he suffers losses. Thus the attacker may absorb his land battle loss in air Units if he so chooses.

3. Units that would normally be doubled behind a river have basic defense factors when Tactical air take part in the attack.

23.2 - STRATEGIC (Unassisted by Ground Units)

1. Only SAC and MDM may make strategic attacks.

2. Enemy Units being attacked in a strategic air strike may *not* be attacked by ground Units in the same Turn.

3. All such combat is rolled on the Strategic Air Table.

4. Retreating Units may not pass through a square being attacked by strategic air. If they are forced to, they are eliminated instead.

5. Strategic Air attacks may not be made against vacant squares.

[STRATEGIC AIR ATTACK TABLE on page 18]

23.3 - STRATEGIC BOMBING OF CITIES

Both sides may strategically bomb opponent's cities to reduce their opponent's supply capacity. The city square being attacked automatically loses one supply factor for every bomber factor employed against that city square. Thus if 12 bomber factors attack a single city square, that city's supply capacity is reduced to zero for that turn and for the next 3 consecutive turns. And if 5 bomber factors attack, the city's supply capacity is reduced to 7 for that turn and 3 subsequent turns, etc. Bombers that are used in this manner cannot be employed against any other targets in that same turn.

17.1 – REPLACEMENTS

Both players have a replacement capacity. Beginning on the 5th Turn and continuing for every Turn thereafter each player receives 4 replacement factors per Turn. Replacement factors may be any type or types of Units subject to the number actually available in the game. Neither side may have more than 16 SAC and 12 Airborne Infantry factors on board at any time. Replacements are taken only from the dead pile and are placed on board exactly as are reinforcements. Replacement factors may be accumulated from Turn to Turn.

OPTIONAL RULES

Optional Rules may or may not be added at your discretion. They add additional realism and complexity for the player who thrives on handling many complicated variables inherent in true-to-life battle situations.

23.0 – AIRPOWER

1. When employing this rule, include the fighters in the original set-up.

2. Fighters are based, moved and supplied in the same manner as other types of aircraft.

3. Fighters may *not* attack ground units.

4. Fighters *may escort* bombers to their targets if the targets are within the fighters' range.

5. The escorting fighters are moved at the same time the bombers are moved.

6. Unlike any other type of aircraft, fighters may *intercept.* (i.e. move during opponent's turn, after opponent has finished moving his units.)

7. Intercepting fighters are moved to the squares containing the enemy aircraft (provided the squares are within range of the fighters' base city). Combat is resolved after which the surviving fighters are returned to the base cities in the same manner as are the opponent's bombers.

8. Fighter Combat is resolved first-before any other battles are resolved.

9. Fighters may escort on their part of the turn *and* intercept on their opponents' turn.

10. There is no limit to the number of Turns fighters can be used - fighters can be employed as both escorts and interceptors every turn at player's option.

NOTE: *The fighter interception rule is an exception to the normal Avalon Hill ruling that prohibits a player from moving his units during the other player's Turn.*

23.6 - FIGHTER COMBAT (INTERCEPTION)

AGAINST UNESCORTED BOMBERS:

a. Bombers lose one factor for every two factors of fighters intercepting. (Whenever an odd number of fighters intercept the factors are rounded off in favor of the *bombers.)*

b. The fighters incur *no* losses when attacking unescorted bombers.

c. The bombers incur losses *before* resolving *strategic* or *tactical* combat.

AGAINST ESCORTED BOMBERS:

a. Intercepting fighters *must* fight the escorting fighters with *at least an equal number of fighters.* In this event, odds would be 1 to 1. Results are resolved on the Fighter vs. Fighter Table. If there are more escorting fighters than intercepting fighters, then *all* of the interceptors *must* fight the escorts at odds less than 1 to 1. Intercepting fighters may use more than an equal number if they so desire in order to obtain odds better than 1 to 1 against enemy fighters. However, the intercepting player may divert all interceptors in excess of the necessary number required for the 1 to 1 attack, and use them against bombers.

b. All intercepting fighters *not* being used against escorting fighters *may* attack the bombers using the same method as described in attacks on unescorted bombers. (above.)

c. Intercepting fighters being used against escorting fighters may *not* fight against bombers in that same Turn.

[FIGHTER VS FIGHTER TABLE on page 19]

23.4 - AIR INTERDICTION

Strategic bombers may attack unoccupied squares. However, they must attack the squares with at least 4 factors of bombers (that is, there must be 4 bomber factors remaining after intercepting fighters have attacked-otherwise, such bomber attack has absolutely no effect). Enemy troops may not retreat through a square that is being attacked by bombers. Strategic bombers attacking an unoccupied square have no zone of control except the square that they are placed on. Thus enemy units, that might be retreating, may move adjacent to and beyond the square containing strategic bombers without stopping.

21.1 – SUPPLY

1. A player must be able to trace a supply route one square wide, untouched by enemy zones of control, a maximum of 10 square to a road then along the road any distance to a friendly city. Once the route reaches the road it may not leave it to go around a blocking enemy Unit. The same road may supply an unlimited number of Units subject to the supply capacity restrictions.

2. Units invading a beach may trace a supply route to any one or more squares of the beach, out to sea and into a friendly port any distance away. A maximum of 40 factors may be supplied through an invaded beach. The beach may be used as a supply line continually until the opponent invades the same beach or places the entire beach under his zone of control.

3. A supply line may also be traced to a friendly port, out to sea, into another friendly port any distance away and to the city being used for supply.

24.0 – WEATHER

At the beginning of every complete Turn, the Blue player rolls on the following table [WEATHER TABLE on page 19] to determine the weather for the entire turn.

23.5 - NUCLEAR CAPACITY

1. Both sides may launch up to 1 nuclear attack per turn.

2. Such an attack is delivered by a single SAC factor (fighters may accompany).

3. No friendly units may be next to the square being attacked nor may friendly units advance next to the attacked square.

4. A Nuclear attack is resolved on the following table: [NUCLEAR CAPACITY TABLE on page 18]

*Other units may not move through the square for one complete turn.

The Defender has the choice of which factors are to be eliminated.

23.7 - SEA BASED AIRCRAFT

1. Both players are allowed to have up to a maximum of 4 factors in aircraft Units at sea during any one turn. Such aircraft units may be either TAC or FTR Units.

2. Aircraft Units going to sea must first be flown to a port city in one turn, and then moved to the

At Sea box of the same sea zone on the following turn.

3. The turn after the aircraft are placed *At Sea* flight operations may be conducted.

4. Flight operations may be conducted only if the aircraft do not change sea zones. They move at sea in the same manner as ground Units are moved and are landed in ports the same manner.

5. Flight operations are conducted in the exact same manner as for ground based aircraft except that their range may be counted from any sea square in the sea zone currently containing such aircraft.

6. Such "carrier" based planes returning from an attack may not land in a different sea zone from their take-off zone but may land in a friendly base city that is within range of the attacked square.

7. The 4 factors of aircraft Units are over and above the 40 factor maximum of ground Units that can be kept at sea.

8. Aircraft Units at sea need not be all of one type and need not all be in the same sea zone. However, the total in all zones cannot exceed 4 factors.

9. Fighters at sea may escort and intercept in the usual manner.

SEND STAMPED ENVELOPE

General information and inquiries will be answered upon receipt of a self-addressed envelope containing current first class postage. Please keep such correspondence separate from mail orders. Address all correspondence to: The Avalon Hill Company, Baltimore, Maryland. [Note the pre-ZIP code day address, you'd have better luck addressing to Santa now – you might get an answer.]

DIAGRAMS OF PLAY

All 3 Blue Units are moved into Red's zone of control. Notice that Blue 19th circled square B to gain an attack position that would leave Red 14th completely surrounded by Blue's zone of control. This means that Red 14th would be eliminated even it the Attrition Table calls for a "back 2." However, had Blue 19th stopped at square B instead, then Red 14th would have a retreat route through square D which would be the only one not under Blue's zone of control.

Blue's Unit is not allowed to move directly from square F to square E. It may enter square E only by pulling out of Red's zone of control altogether and then re-entering by an uncontrolled square, square X in this case.

Blue is attacking 2 of Red's armored divisions. He is accepting poor odds on the GD division to get 3-1 surrounded on the 4th Armored.

Blue is attacking Red's position on two mountain squares. Red 17th is being attacked by Blue 5th, 14th and 4th armored divisions at 2 to 1. Red 16th is being attacked by Blue 1st SAC. After combat the SAC Unit chooses to fly to city V20. Note that Red 17th may retreat along the indicated route because the SAC Unit has no zone of control.

Blue is attacking Red 26 with his 16th and 12th armored. Note that the 12th was flown and "parachuted" into square A and then moved into the attack. Also, Blue's 3 artillery Units are attacking Red's 24th, 25th and 31st divisions across a river at 1 to 1 odds.

Blue is attacking Red 15th at 2 to 1 with his 5, 6, and 8 divisions. Note that the 8th division is on a sea square and must be able to advance after combat – otherwise it becomes automatically eliminated. Red 35th is being attacked by Blue 30th and "2" Rangers. Note that the Rangers landed to the right of the beach and helped surround the 35th. Since the Blue 7th did not enter an enemy zone of control, it moved inland. It must end its turn at square BB27 because invading Units are not allowed to employ their road bonus in the invasion Turn.

COMMENTARY ON STRATEGY

SITUATION:

Both major countries have an army that is generally similar at the start of play. These countries are separated by five minor countries, all of which have token armies not included in the game itself. These "armies" are reflected in the border-crossing rule.

The terrain which plays the major role is that found on the center section of the three-section mapboard. Lake Pinsky and the mountains to the north divide the routes of advance into three channels. The major fighting will occur in these three channels.

Both sides have the same number of city squares in their home country; however, Red has access to more minor country cities than does Blue. On the other hand, Blue gets to make the first move of the game.

BASIC STRATEGY:

Blue moves first and as such is offered the first opportunity to take the initiative. Since there is usually no contact with enemy forces on the first move, Blue must take the initiative with troop movement. Such commitment of his troops will determine the sector where the major fighting in the early stages will occur. This sector, thus, should be as far away as possible from areas Red has used for his initial placement of troops.

Red is thereby forced to send sufficient number of troops into the Blue threatened areas to preclude any major advances by Blue. Red, however, may see an important sector that Blue has neglected to protect. In this event, Red should immediately take the offensive and neglect Blue's initial advances. Sometimes the best defense is a good offense.

Remember, you need to occupy your opponent's cities or eliminate him to win. Cutting his supply line is often a very practical method of accomplishing both objectives.

TACTICAL HINTS:

Protect your Aircraft Units at all costs. Those near the front should be well garrisoned. Front lines should be well screened against Paratroop attack in the rear and Ranger attack from the coasts. Remember, also, that you can re-invade a beach with just one combat factor per Turn, thereby preventing your opponent from landing on that beach in his Turn.

It should be stated here that **BLITZKRIEG,** with its almost unlimited number of play variables, is considered by consumer test panel members to be the most well balanced game in the line. Judicious employment of Aircraft often turns the tide from seeming hopelessness to victory. Among other things, the play of **BLITZKRIEG** quite dramatically convinces the amateur militarist of the great importance that must be placed on air power in any armed conflict.

THE AVALON HILL COMPANY

Appendix

The following is a series of questions and answers dealing with unusual situations that occur from time to time. [The questions have been rearranged into a sequence by reference paragraph.]

6.1
Question: Can you attack enemy units At Sea?
Anwer: No!

6.2
Question: Can you invade on the very first turn?
Answer: Yes.

6.2/20.0
Question: May units that have invaded a beach withdraw through that beach on a subsequent turn?
Answer: Only if the units are Ranger units.

7.3
Question: May Aircraft be used to achieve automatic victory?
Answer: Yes, however if during the battle portion of the turn enemy Fighters reduce the odds below automatic victory conditions, then all of the Units that moved adjacent to or over the intended AV victims are eliminated. This applies even if intended AV victims are subsequently eliminated.

10.0
Question: Can paratroops and other airmobile troops leave from a two or three square city even if one of the city squares is an enemy zone of control?
Answer: Yes, this applies to units leaving 2 and 3 square ports also.

10.0
Question: May a player land aircraft in a city that he has just captured and may units at sea land in a port that has just been captured?
Answer: No, you cannot capture and use a city in the same turn.

11.0
Question: If a unit uses two unconnected roads in its move, may it carry over uncompleted fractions of road moves from one move to another?
Answer: Yes.

18.0
Question: Can Paratroops be split before flying and can a 1-4 paratrooper jump alone?
Answer: Yes.

19.1
Question: Are defenders in cities or mountains doubled against strategic air attack?
Answer: Yes.

21.1
Question: What happens to Units that do not have a supply route as outlined in the Optional Rules?
Answer: Such Units have one turn to open up a supply route, or they become automatically eliminated.

22.0
Question: Must an entire minor country be subdued in order to receive supplies for the conquered cities?
Answer: Yes.

22.0
Question: If all the cities in a minor country fall on the turn it is first violated, does the violator still lose 2 factors?
Answer: No.

23.0
Question: Can planes fly out of a city they are being Strategically attacked?
Answer: Only FTRS may fly during the enemies turn.

23.0
Question: Can planes fly out of a city which is in an enemy zone of control?
Answer: Yes, but they may not land in a city in an enemy zone of control.

23.0
Question: Can you place 12 Aircraft factors in a city that has had its supply capacity reduced?
Answer: No. Aircraft based in a city cannot exceed that city's current supply capacity.

23.2/23.5
Question: May a Strategic attack be made on the same square as a nuclear attack in the same turn?
Answer: Yes, the attacker determines the order he wishes to roll the attacks.

23.3
Question: Can occupied cities be bombed to destroy supply capacity?
Answer: Yes, but the units in the city must be "soaked-off" against.

23.3
Question: Suppose a friendly city contains 12 Ground units and 12 Aircraft units and the enemy "bombs" it thus reducing its supply capacity by, say 5 factors. What happens to the Units in the city?
Answer: The 12 Ground Units remain. But you must eliminate Aircraft Units equaling the number of supply factors reduced, 5 in this case.

23.5
Question: Does a Nuclear attack destroy the supply capacity of a city?
Answer: Yes, just the same as if it was totally destroyed by a normal Strategic air attack.

23.5/23.4
Question: May a Nuclear attack be used as an interdiction attack instead of the 4 SAC factors normally required for an interdiction?
Answer: Yes.

Charts and Tables

22 -- CITY CAPTURE TABLE						
Die Roll	Factors Attacking					
	4-7	8-11	12-15	16-19	20-23	24+
1	2	2	2	1	-*	-*
2	3	3*	3*	2*	1*	-*
3	4*	4*	3*	3*	2*	1*
4	5	4	4*	4*	3*	2*
5	6	6	5*	4*	4*	3*
6	7	8	6	5*	5*	4*

Attack can be made with Aircraft (Bombers only) Units in support ground Units. Cities cannot be attacked by less than 4 ground Unit factors. An asterisk (*) indicates that the city is captured; each number represents the number of factors the attacker must eliminate. Eliminated factors can be either ground or aircraft, or both. City under attack is not captured unless signified by the asterisk. Surviving attacking Units have the option to advance into the city after capture.

23.5 -- NUCLEAR CAPACITY TABLE	
Die Roll	Result
1	2 factors destroyed.
2	*4 factors destroyed, remaining units may not move in that turn.
3	*1/2 of the factors destroyed, remaining units may not move in that turn.
4	*1/2 of the factors destroyed, remaining units may not move in that turn.
5	*Defender eliminated.
6	*Defender eliminated.

*Other units may not move through the square for one complete turn.

The Defender has the choice of which factors are to be eliminated.

23.2 -- STRATEGIC AIR ATTACK											
Die Roll	Odds										
	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	**E --**	**E --**	**2 --**	**1 --**	**-- --**	**-- --**	**--** 1	**--** 2	**--** 2	**--** 2	**--** 2
2	**E --**	**E --**	**2 --**	**1 --**	**1 --**	**--** 1	**--** 2	**--** 3	**--** 4	**--** 4	**--** E
3	**E --**	**E --**	**2 --**	**2** 1	**2** 1	**1** 2	**1** 4	**1** 4	**--** 5	**--** E	**--** E
4	**E --**	**E --**	**E** 1	**2** 1	**3** 1	**2** 3	**2** 5	**2** 6	**2** 6	**1** E	**--** E
5	**E --**	**E** 1	**E** 1	**3** 1	**2** 2	**2** 4	**1** 6	**1** 7	**1** E	**1** E	**1** E
6	**E** 1	**E** 2	**E** 2	**E** 2	**2** 3	**1** 5	**1** 8	**--** E	**--** E	**--** E	**--** E

Odds worse than 1-6 are not allowed: odds greater than 6-1 are considered automatic elimination for ground Units with no loss to Aircraft Units.

Procedure is similar to that of the Attrition Table; Bomber losses are shown in bold face and ground Unit losses are in light face type. Example: on a die roll of 4 under 3-1 odds, 2 factors are lost from Bomber Units and 6 factors are lost from defending ground Units. "E" means that the entire forces engaged are eliminated.

23.6 -- FIGHTER VS FIGHTER TABLE											
Die Roll	**Odds**										
	1-6	**1-5**	**1-4**	**1-3**	**1-2**	**1-1**	**2-1**	**3-1**	**4-1**	**5-1**	**6-1**
1	**1** 1	**1** --	**1** --	-- --	-- --	-- --	-- --	-- --	-- 1	-- 1	-- 1
2	**2** --	**2** --	**1** --	**1** --	**1** --	**1** --	-- 1	-- 1	-- 1	-- 2	-- 2
3	**2** --	**2** -	**2** --	**1** --	**1** --	**1** 1	-- 1	-- 1	-- 2	-- 2	-- 2
4	**2** --	**2** 1	**2** 1	**2** 1	**1** 1	**1** 1	**1** 1	**1** 2	**1** 2	**1** 2	-- 2
5	**2** --	**2** 1	**2** 1	**2** 1	**2** 1	-- 1	**1** 2	**1** 2	**1** 2	**1** 2	**1** 2
6	**2** 1	**2** 1	**2** 1	**2** 1	**2** 1	-- --	**1** 2	**1** 2	**1** 2	**1** 2	**1** 2

The attacker is the player with the Bombers. Fighters attacked at odds greater than 6 to 1 are automatically eliminated with no loss to attacking fighters - fighters attacking at worse than 1 to 6 odds are automatically eliminated with no loss to defending fighters.

Procedure is similar to that of the Attrition Table; attacker's losses are shown in bold face and defender's losses are shown in light face type. Example: on a die roll of 5 under 2-1 odds, the attacker losses 1 Fighter factor and the defender losses 2 fighter factors.

24 -- WEATHER TABLE				
Die Roll	**Turn**			
	1-5	**6-10**	**11-15**	**16-20**
1	CLEAR	CLEAR	CLEAR	CLEAR
2	CLEAR	CLEAR	CLEAR	Only Units on Roads may move. No off the Road movement allowed.
3	CLEAR	All units at sea **must** land. No units may go to sea	CLEAR	No Invasions allowed.
4	No units may go to sea. Units at sea **may** land	All Units reduced 1 movement factor Air Units unaffected	All rivers frozen and do not double Units defending behind them	No Airborne drops allowed.
5	No air operation **over** the desert. Air Units may not fly over desert squares	No air operations allowed	All Units on mountain squares may not move	No movement to sea - no Units at sea can land.
6	No air operations over seas or lake	No invasions allowed	All Units except armor reduced 2 movement factors - air Units may not fly	All ground Units reduced 2 movement factors. Air Units not affected

BASIC GAME ATTRITION TABLE											
Die Roll	Odds										
	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	AB2	AB2	AB2	AB2	DB2	DB2	DE	DE	DE	DE	DE
2	AE	AB2	AB2	AB2	EX	EX	EX	EX	EX	DB2	DB2
3	AE	AE	AB2	AB2	AB2	DB2	DB2	DB2	DB2	DE	DE
4	AE	AE	AE	AB2	AB2	DB2	DB2	DB2	DB2	DB2	DE
5	AE	AE	AE	AE	AE	AB2	EX	EX	DE	DE	DE
6	AE	AE	AE	AE	AE	AE	AB2	DE	DE	DE	DE

AB2 = Attacker Back 2, AE = Attacker Eliminated, EX = Exchange, DE = Defender Eliminated, DB2 = Defender Back 2.

Odds worse than 1-6 are not allowed. Odds greater than 6-1 are considered D Eliminated.

EXPLANATION OF BASIC GAME ATTRITION RESULTS

ELIMINATED: All losing Units are eliminated from the board. "A" applies to all attacking Units and "D" applies to all defending Units. The winner, attacker or defender, has the option to move up to 12 factors of victorious Units onto the loser's vacated square.

BACK 2: The loser retreats his Units 2 full squares. The loser may retreat his Units in any direction through friendly Units, across rivers, through mountains, forests, cities and the desert. Retreats along roads and through forests is done as if they are clear terrain squares. nits cannot retreat through enemy zones of control, off the board, into sea or lake, into the neutral country or placed on friendly Units that would result in stacks exceeding 12-factor maximum. Thus retreating Units are eliminated, instead, if the only available retreat route is through these areas. The winner had the option to move onto the loser's square.

EXCHANGE: The defender removes all of his Units – the attacker removes a number of Units whose combined combat factors total at least that of those removed by the defender. Sometimes an exchange of combat factors does not work out even-up in which event the attacker may have to remove Units whose combined factors total more than those removed by the defender. Combat factors are computed at value accrued according to terrain. Example: if the 15th Infantry Division, whose combat factor is 4, is defending in a city the attacker must remove 8 (see line 4 of defensive terrain chart below.) The attacker has the option to move surviving Units, if any, onto the defender's vacated square.

HOW DIFFERENT TERRAIN AFFECTS COMBAT FACTORS ON DEFENSE		
DEFENDING UNITS ARE ON:	**ATTACKING UNITS ARE ON:**	**DEFENSE FACTORS ARE:**
1. Clear terrain squares Forest squares River Squares	Any non-river clear terrain, City, road, and forest squares	Basic
2. Clear terrain squares Forest squares (a)	River squares	Doubled
3. Clear terrain squares Forest squares	River and non-river Squares in combination	Basic
4. City squares (b)	Any other square	Doubled
5. Mountain squares (b)	All squares including Adjacent mountain squares	Doubled
6. River squares	River squares of same river	Basic
7. River squares	River squares of different river	Doubled
8. Non-city coastal squares Beach squares	Sea squares	Basic

(a) If a Unit is attacked from the end of a river, its defense factor stills doubles.
(b) The defense factor of Units defending in these areas remains doubled, not tripled, when attacked from rive squares also.

IMPORTANT: The presence of roads does not alter any of the above situations.

TOURNAMENT GAME ATTRITION TABLE

		Odds										
		1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1
1	ATTACKER	2 **3**	2 **3**	1 **3**	1 **2**	- 1	- 1	- 2	- 2	- 3	- 3	- 4
	DEFENDER	- 1	- 1	- 1	- -	1 **2**	2 **2**	2 **3**	2 **3**	3 **4**	4 **4**	4 **5**
2	ATTACKER	1 **3**	1 **3**	1 **2**	1 **2**	1 -	1 -	1 -	1 -	1 -	1 -	1 1
	DEFENDER	- 1	- 1	- -	- -	1 -	1 -	1 **1**	1 -	1 -	2 **1**	2 **2**
3	ATTACKER	2 **4**	2 **2**	1 **2**	1 **2**	1 **2**	- -	- 1	- 1	1 1	- 2	- 3
	DEFENDER	- 2	- -	- -	- -	- -	1 **1**	1 **2**	1 **2**	2 **2**	3 **3**	3 **4**
4	ATTACKER	2 **2**	1 **2**	2 **2**	1 **2**	1 **2**	1 **1**	1 **1**	1 2	- 2	1 -	- 2
	DEFENDER	- -	- -	- -	- -	- -	- -	- -	2 **3**	2 **3**	2 **1**	2 **3**
5	ATTACKER	2 **2**	2 **2**	2 **2**	2 **2**	2 **2**	1 **1**	1 -	1 -	1 2	- 1	- 3
	DEFENDER	- -	- -	- -	- -	- -	- -	1 -	1 -	3 **3**	2 **2**	2 **4**
6	ATTACKER	3 **2**	3 **2**	2 **2**	2 **2**	2 **2**	2 **2**	2 **1**	- 3	- 3	- 3	- 4
	DEFENDER	- -	- -	- -	- -	- -	- -	- -	2 **4**	3 **4**	4 **4**	4 **5**
Die Roll		FACTORS ELIMINATED / ADVANCE OR RETREAT	FACTORS ELIMINATED / ADVANCE OR RETREAT	FACTORS ELIMINATED / ADVANCE OR RETREAT	FACTORS ELIMINATED / ADVANCE OR RETREAT	FACTORS ELIMINATED / ADVANCE OR RETREAT	FACTORS ELIMINATED / ADVANCE OR RETREAT	FACTORS ELIMINATED / ADVANCE OR RETREAT	FACTORS ELIMINATED / ADVANCE OR RETREAT	FACTORS ELIMINATED / ADVANCE OR RETREAT	FACTORS ELIMINATED / ADVANCE OR RETREAT	FACTORS ELIMINATED / ADVANCE OR RETREAT

Odds worse than 1-6 are not allowed. Odds greater than 6-1 are considered D elim (attacker advance 4)

EXPLANATION OF TOURNAMENT GAME ATTRITION RESULTS

FACTORS LOST: The loser has the choice of which Units are to be eliminated. Substitute Units are used to replace Units that are partially eliminated. Example: under 4-1 with a die roll of 5 the defender must lose 3 factors. Thus a 6-factor Unit is removed and replaced by Units whose combat factors total 3. Each partially eliminated Unit must be replaced by its own type: armor for armor, infantry for infantry, etc. Also in this example the attacker must eliminate 1 factor in the same manner. In cases where the table specifies losses greater than Units engaged, only the Units engaged are eliminated.

RETREAT: The loser must retreat all surviving Units the full number of squares specified. This number is printed in bold face. Example: in the 4-1, 5-die roll situation, the defender retreats all surviving Units 3 squares. The retreat restrictions are exactly the same as in the basic game.

ADVANCE: After losing Units have been retreated, the opponent has the option to advance all remaining victorious Units up to the number of squares specified. In the above 4-1 example, the attacker has his choice of moving some or all of his surviving Units 0, 1, or 2 squares. Units may advance in any direction according to the following restrictions: (a) the first square of advance must be the loser's vacated square and (b) advancing Units must stop as soon as they land on an enemy controlled square. Units that advance adjacent to enemy Units whose battles have not been resolved cannot participate in such battles... however, their presence does serve to cut off retreat routes. In the even retreating Units must be eliminated, because retreat routes are blocked, the winner may advance his Units the full number of squares specified.

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