[The following is a list of questions and answers that I compiled from The Avalon Hill Game Company's General magazine. The lead number is the reference "paragraph" in the Basic or Tournament 1965 rules. The number in parentheses is the volume and number of the General magazine in which the question appeared. Any remarks I have added are contained in brackets – CGM, 9 Oct 98]

BLITZKRIEG 1965 Rules

THE QUESTION BOX

1.0 (8/3)
Q: Which cities are ports?
A: The cities on the sea; there are no "inland ports" in Blitzkrieg.

2.0 (8/3)
Q: On the Order of Appearance Card, are units listed after "On Board" separate from units listed after "Turn 1"?
A: No, all units above the line on the card ("On Board" AND "Turn 1" units) are placed on the board during the set up.

3.0 (8/3)
Q: During Prepare for Play, may either side place units in AT SEA boxes that are not adjacent to their Home Country?
A: Yes.

6.1 (7/5)
Q: Can you attack enemy units at sea?
A: No!

6.1 (9/4)
Q: May 40 factors go to sea in the same turn that 40 factors are conducting an invasion of a beach?
A: No.

6.1 (9/2)
Q: If Blue units are on G13 and G15, may Red units at sea still pass through G14 to get to the beaches further east?
A: Yes, because units at sea cannot be attacked; thus, there is no zone of control in pure sea hexes.

6.2 (9/4)
Q: May some units at sea conduct an invasion while the remainder move to another sea zone?
A: Yes.

6.2 (9/4)
Q: Can the invasion forces invade directly into the city on the coast of the Great Koufax Desert?
A: No, they must land on an all yellow beach square first.

6.2 (8/6)
Q: Are the beaches north and south of cities BB-31 and RRR-54 considered as two separate beaches?
A: Yes, in both cases.

6.2 (7/3)
Q: May units that have invaded a beach withdraw through that beach on a subsequent turn?
A: Only if the units are Ranger units.

6.2 (8/3)
Q: May units that have entered At Sea zone B on their previous turn invade a beach in zone A or zone C in this turn?
A: Yes.

7.3 (10/1)
Q: In the light of the question in 9/5 question box may I assume it is impossible to use MDM & TAC bombers in an AV situation and still move units through the destroyed defender prior to the movement after combat phase?
A: Yes.

7.3 (9/5)
Q: If a unit is automatically eliminated by strategic bombing attack, may ground units pass through its zone of control?
A: Only during an advance after combat. "Aircraft units remain stationary until the end of the ground unit movement portion of the turn. They can then be moved to the squares they wish to attack." Therefore, the AV would not have taken place until AFTER the ground units had already moved.

7.3 (8/6)
Q: If I attack a unit that has one combat factor at 3-1 odds, isn't that an AV, since the defender must be eliminated?
A: No, AV is defined as being achieved at 5-1 or 6-1 odds if the defender has no retreat, or 7-1 or better in any circumstances.

7.3 (8/6)
Q: How do aircraft get AV?
A: If they participate in an attack tactically, it takes 5-1 or 6-1 if the defender has no retreat, or 7-1 otherwise. If they participate strategically

(no ground units), it is necessary to achieve 7-1 odds for AV.

10.0 (7/3)
Q: May aircraft land in a city that was just captured and may units at sea land in a port that has just been captured?
A: No, you cannot capture and use a city in the same turn.

10.0 (8/3)
Q: Must cities in the opponent's country be taken by the Minor Cities Capture Table?
A: No, merely move into the city.

10.0 (8/3)
Q: If the attacker gets AV against a unit next to a city square, can he use the city for port movement or air transport that same turn?
A: Yes.

11.0 (8/3)
Q: If a unit uses two unconnected roads in its move, may it carry over unused fractions of road moves from one road to another?
A: Yes.

18.0 (9/4)
Q: May paratroopers be transported by sea from port to port like other units?
A: Yes, but they may not be used as paratroopers while at sea.

18.0 (8/6)
Q: Can paratroopers be air transported and then jump 20 squares from the terminal city in the same turn?
A: No.

18.0 (8/6)
Q: Can airborne troops move after landing in woods and mountains?
A: Yes, subject to regular movement restrictions of course.

18.0 (8/3)
Q: Since airborne units must be dropped within 20 squares of the city they flew out of, can they be air transported to a friendly city and then flown out and dropped within 20 squares?
A: No.

18.0 (8/3)
Q: Can paratroopers go to sea?
A: No.

19.2 (9/4)
Q: How can a Breakthrough Artillery unit lose one factor? There are no 7-3½-4 counters in the game.
A: It is replaced by a 4-2-4 and a 2-1-4; losses are taken from the defense factors.

19.2 (8/3)
Q: May a unit retreat several squares through mountains?
A: Yes, mountain squares do not affect retreats. Also, infantry may retreat through several woods squares, but armor and artillery are eliminated if forced into woods.

20.0 (8/3)
Q: Can Rangers invade on a beach separate from the one being invaded by friendly units (infantry) on the same turn?
A: Yes, the landing of Ranger units is not considered an "invasion". The statement in the Battle Manual that says, "…subject to the one invasion per Turn rule" refers only to the fact that Ranger units cannot land on a beach that was just invaded by enemy troops.

21.0 (9/4)
Q: Can two groups of 40 factors each be supplied by sea through two different beaches?
A: No, only one.

21.0 (9/2)
Q: May paratroopers be flown out of a city with no supply capacity? Similarly, may troops land at a port with no supply capacity?
A: No.

21.0 (7/5)
Q: If I capture an isolated enemy city with 12 of my airborne factors, may I air transport 12 additional factors to that city on the next run?
A: Yes, but in doing so you overload the supply capacity of your airhead and must wither capture additional supply cities or eliminate factors on the turn following the overload to "balance" your supplies. EXAMPLE: 12 factors of Blue airborne troops capture OO-40 on turn 3. OO-40 is behind enemy lines; thus, the Blue airhead has a supply capacity of 12 factors (one city square). On turn 4, Blue airlifts 12 factors of infantry to OO-40 to support his airborne troops, thereby overloading the supply capacity of the airhead by 12 factors (here we assume Red has just been watching this happen to himself and has not eliminated any Blue factors). Blue now has one turn to (1)

capture another city square to supply the additional troops, or (2) move them out again by airlift. If he accomplishes neither at the end of his portion of turn 5, he must eliminate factors until only 12 remain in the airhead; this brings his supply situation there back into balance. To sum up: a player always has one turn in which to rectify a supply imbalance, but supplies for each "overload" area must be balanced by the end of the turn immediately following the turn in which the imbalance occurs.

22.0 (10/4)
Q: If one city in a minor country remains uncaptured, can the remainder of the cities be used for supply, ports, and airbases?
A: No.

22.0 (7/3)
Q: Must an entire minor country be subdued in order to receive supplies from the conquered cities?
A: Yes.

22.0 (7/3)
Q: If all the cities in a minor country fall on the turn it is first violated, does the violator still lose 2 factors?
A: No.

22.0 (9/4)
Q: Blue withdraws all units from minor country OO-30, thereby leaving a Red unit therein by itself. Is the country now automatically friendly to Red prior to movement?
A: Yes, providing all cities of the country had been previously captured. Note that Red would not receive supply advantages for the cities until he had physically occupied them.

22.0 (8/3)
Q: Just what is a "friendly" Minor Country city, and how does such a state affect air transport, supply, etc.?
A: A friendly city is one that may be used for supply, air and sea transport, air base, etc. All Major Country cities are considered "friendly" when they are captured and under the complete control of one or the other side. Complete control means that no enemy units are in or adjacent of the city. Physical capture of a Minor Country city does not necessarily mean that that city becomes friendly. All cities in a particular Minor Country must be captured (with the Minor Country City Capture Table) in order for any of them to be considered "friendly". Which side captures the cities does not bear on whether or not they can be considered friendly. For example, on Blue's first turn, he captured V-20, EE-25, M-14, U-11, and X-27. None of these cities may be considered friendly at this point since CC-15 was not captured. Red, in his turn, captured CC-15 with the aid of air mobile and invasion troops. On Blue's next turn, all cities in that minor country are friendly to the side occupying them and can be used for sea movement, supply, etc.

23.0 (10/1)
Q: Are fighters caught on the ground or may they attempt to intercept a nuclear strike?
A: They may attempt to intercept.

23.0 (7/3)
Q: Situation: Blue fighters intercept a bombing attack while Red is attacking all possible landing bases within range of these fighters. Some of these attacks are at soak-off odds. Are the Blue FTRs eliminated for lack of an undisputed base at which to land?
A: No. In this specific situation, Blue may hold the fighters until all base raids are resolved, then land if he has a base under undisputed control (no enemy within one square). If no such base is available, the fighters are eliminated.

23.2 (8/3)
Q: May SAC bombers be used to aid in the reduction of Minor Country Cities?
A: Yes, this is an exception to the rule that SAC attacks cannot be made in conjunction with ground forces. At least 4 factors of ground troops must also join the attack.

23.2 (8/3)
Q: What happens when a SAC attack is made against a city containing both ground and air units?
A: The attacker has two options: (1) he may attack the ground units only. If he succeeds in destroying ground units, all air units are also destroyed. If one ground factor remains, the air units are untouched. (2) He may soak off against the ground units (at no worst than 1-6) and attack the city's supply capacity. If the city's supply capacity drops below the number of aircraft factors in that city, the excess aircraft factors are immediately eliminated. For example, if there are 8 TAC factors in a city that is bombed by 7 SAC factors, the city's supply capacity drops to 5, and only 5 TAC factors can then be

supplied. Three of the TAC factors are immediately eliminated.

23.4 (9/4)
Q: Do my interdiction strikes have any effect on my opponent's movement during his next turn?
A: No.

23.5 (9/4)
Q: Can dummy nuclear attacks be launched by sending out several 1 factor SAC bombers so as to confuse the enemy as to which he should intercept?
A: Yes, but the identity of the plane carrying the actual nuclear weapon must be recorded and shown to the opposing player after the attack.

23.5 (9/2)
Q: When using the nuclear rule, may 4 bombers attack to make sure that one of them gets through to deliver the bomb?
A: No!!! This would violate the "one bomb" per turn philosophy of the rule.

23.5 (7/3)
Q: May a nuclear attack be used as an interdiction attack instead of the 4 SAC factors normally required for an interdiction?
A: Yes.

23.6 (8/6)
Q: If I attack an enemy city containing only fighter units with my paratroop units and have no air operations that turn, can the fighters fly out of the city to avoid destruction?
A: No, fighters can only fly out of a city to intercept enemy aircraft. These aircraft must be within the fighters' range for interception to be attempted.

23.6 (8/3)
Q: Can FTRs intercept paratroopers?
A: No.

23.6 (8/3)
Q: Can FTRs intercept bombers along their flight path or only at the target?
A: Only at the target.

24.0 (9/4)
Q: If the weather conditions are such that no movement in mountains is allowed, are units that are attacked and forced to retreat through mountains eliminated?
A: Yes.

24.0 (9/4)
Q: If the weather table states that all units at sea must land – does that mean at ports or via amphibious landings? If they can't land are they eliminated?
A: No, units at sea must proceed to the nearest friendly port and disembark whether the weather changes or not.