

BLITZKRIEG

This module will only work in HPS Simulations' Aide de Camp 2, Version 2.15 or higher.

Blitzkrieg published 1965, 1975 by **Avalon Hill Company**.
Blitzkrieg Module System published 1969 by **SPI, Inc.**

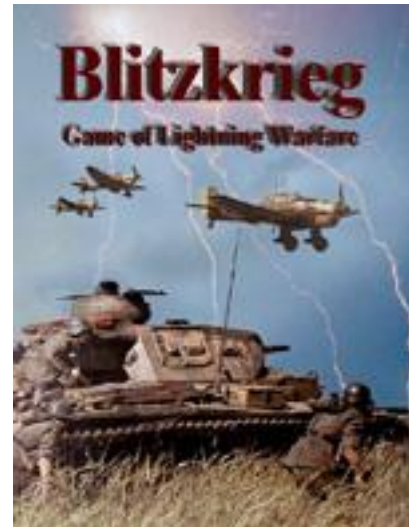
Blitzkrieg 1965 Game Design: Lawrence Pinsky

Blitzkrieg 1975 Game Design: David Roberts

Blitzkrieg Module System Design: James F.
Dunnigan and Redmond Simonsen

ADC2 published by HPS Simulations
(<http://www.hpssims.com/>)

Module Creators: Charles McLellan and Daniel
Davis



DIFFERENCE BETWEEN VERSIONS:

This version is a remake of the ADC2 version 2 module of Avalon Hill's Blitzkrieg game. The terrain, units, and markers are essentially the same as the prior version. The remake was necessary due to a change in the utility that deleted an organizational file. Deletion of that file caused corruption in either the map or units when additions were made to the symbol set. As well as correcting the corruption, this remake provides additional scenarios and Doug Swanson's BlitzWorld map. Along with the module are rules and articles to support the module scenarios. Removed from version 3 are the Blitzkrieg Replay that visually showed play procedure, the Blitzkrieg Sampler that was a visual index of all the terrain, unit, and marker types available, and additional material that provided guidance on playing and making your own scenarios. These elements may be provided at a future date when and if I have time to review and update the material.

GETTING STARTED:

Place all downloaded **BLITZKRIEGv3** files into a separate folder in ADC2's "Game Sets" folder. The log-in country flags were designed by Redmond Simonsen for the Blitzkrieg Module System. The blue flag is for country of Azurnerreich (The Blue Empire) alias Great Blue and the red flag is for Krasnynorad (The Red State) also known as Big Red. These games are best viewed at the 1024 by 768 monitor setting. Additional material:

- **Blitzkrieg 1965 Rules Manual:** All original rules and charts

- **Blitzkrieg 1965 Questions and Answers:** Rules questions about the Blitzkrieg 1965 edition answered in General magazine
- **Blitzkrieg 1975 Rules Manual:** The Blitzkrieg 1975 rules and charts
- **Blitzkrieg 1975 Questions and Answers:** Rules questions about the Blitzkrieg 1975 edition answered by Avalon Hill Company. Lists are those published by Avalon Hill in their General magazine and those provided by Charles McLellan, Richard Wein, and Wendell Martin
- **A New Look at an Old Friend - A Commander's Notebook:** Robert D. Harmon's article from General 20/4 providing an analysis of the game
- **Blitz in the Pacific - or Victory in the Krieg:** Jim Stahler's article from General 18/6 providing additional rules and charts
- **Blitzkrieg '85 - Advanced Tournament Optional Rules:** Jon Mishcon's article from General 21/6 providing additional units and rules
- **Blitzkrieg Propaganda:** Early Thomas' humorous article from General 16/5
- **Blitzkrieg Design Analysis:** General article by Larry Pinsky discussing his participation in development of this and other games at Avalon Hill
- **Blitzkrieg Fighter Mission Chart:** Flow charts detailing fighter missions under 1975 rules
- **Blitzkrieg Fortifications:** Letter published in General 13/1 providing rules
- **Blitzkrieg Fortresses:** Glenn Roberts' letter in General 12/5 providing an additional rule
- **Blitzkrieg Minor Country Alliances:** Gale and Burkman's article from General 7/3 providing additional rules and units
- **Blitzkrieg SPI's Blitzkrieg Module System Rules and Charts:** Complete rules and charts for SPI's variant
- **Blitzkrieg Surface Raiders - Blitzkrieg Naval Power:** Don Greenwood's article in General 12/2 providing additional rules and charts
- **Blitzkrieg Surface Raiders Revisited:** Alan Skinner's article in General 12/2 providing additional rules and charts modifying Don Greenwood's article
- **Blitzkrieg The Rest of Blitzkrieg:** Dave Roberts' article in General 12/5 providing additional rules
- **Blitzkrieg Total Krieg - NBC in Blitzkrieg:** Robert D. Harmon's article from General 23/3 providing additional rules and charts
- **Blitzkrieg Total Krieg Rebuttal:** Letter from Kenneth Burke published in General 24/2
- **Blitzkrieg Variants:** Lou Bloss' variants published in Wargamer magazine 24 and 25

SCENARIOS:

- **Blitzkrieg Basic.OPS** provides the counters and map for playing only the Blitzkrieg Basic Game.
- **Blitzkrieg in the Pacific.OPS** provides the counters and map for Jim Stahler's "Blitz in the Pacific" variant. Extra ship counters from War at Sea and War at Sea II and counters for other variants are available in Force Pools.
- **Blitzkrieg Lou Bloss Variant.OPS** provides counters and map to support Lou Bloss' Minor Countries; Espionage and Sabotage; and New Weaponry variants.
- **Blitzkrieg Minor Alliances.OPS** provides counters and map to support Henry Gale's and Geoff K. Burkman's Minor Country Alliances variant.
- **Blitzkrieg Module System 1.OPS** provides the counters and map for SPI's Blitzkrieg Module System. The counters are setup for Order of Battle 2 (Strategic Combined Arms Army - Red) versus Order of Battle 3 (Mixed Combined Arms Army - Blue). Extra counters and counters for all variants except the Blitz in the Pacific variant are available in Force Pools.
- **Blitzkrieg Module System 2.OPS** provides the counters and map for SPI's Blitzkrieg Module System. The counters are setup for Order of Battle 7 (Horde Infantry Army - Red) versus Order of Battle 6 (Standard Infantry Army - Blue). Extra counters and counters for all variants except the Blitz in the Pacific variant are available in Force Pools.
- **Blitzkrieg Module System Layout.OPS** provides the counters and map for SPI's Blitzkrieg Module System. The counters are on the board but not setup in any order of battle. Extra counters and counters for all variants except the Blitz in the Pacific variant are available in Force Pools.
- **Blitzkrieg Tournament Layout.OPS** provides the counters for the tournament game laid out by corps. The Force Pool contains extra counters and counters for playing all variants except Blitzkrieg in the Pacific.
- **Blitzkrieg Tournament Setup.OPS** provides the counters for the tournament game setup in positions provided in Robert D Harmon's "A New Look at an Old Friend" article. This setup is flawed as was pointed out by Thomas Butcher in his letter to the General. Unfortunately, Thomas Butcher's letter is also flawed. (For example, his setup calls for five Red artillery units when only four are initially available.) The Force Pool contains extra counters and counters for playing all variants except Blitzkrieg in the Pacific
- **BlitzWorld.OPS** is a map developed by Doug Swanson. No scenario is set up and no units are provided. A player may make his own units from the hundreds of "symbols" available. An ADC2 Class needs to be established for each symbol and then as many ADC2 Pieces as desired can be constructed.

RULES, CHARTS, AND TABLES:

This game is out of print. Rules, charts and tables for the game and variants are provided separately. The Info-Pages provide selected charts and tables. Recommend that the charts and tables needed for any particular game be printed from the provided rules.

MAPS:

There are six different maps. Generally, the game maps are the same as the original, except where noted. The sea around the game map has been slightly extended. All hexes on the map area and in the sea adjacent to the map have the Avalon Hill grid coordinates added as a Place Name. Except for cities, this coordinate is only visible in the terrain box (light blue window on the lower right of the screen).

- **Basic Board.map:** Used only for the Basic Game and does not identify the sea zones. Off map areas are Terrain Key, Turn and Reinforcement Track, Storage, and Eliminated Units.
- **Tournament Board.map:** Used as the basis for all other maps. Off map areas are Sea Zones, Terrain Key, Substitutes, Additional Storage, Turn and Reinforcement Track, Weather, Eliminated Units, Air Transport Capacity, Sea Transport Capacity, Production, Nuclear Arsenal, War Status, Alliances, Chits, and Task Forces. Some of the areas are only used with variants.
- **Blitz in Pacific Board.map:** Used only for the Blitz in the Pacific scenario. Off map areas are as with the Tournament Board except that an Available Ships replaces the Task Forces area. "Neutral Ports" are added. While one port is shaded blue and the other red, any neutral port can be used either player.
- **BMS.map:** Used only for the Blitzkrieg Module System. Off map areas include Sea Zones, Terrain Key, Weather, Phase, Time Record, Substitutes, Additional Storage, and Minor Countries. Aircraft Replacement and Critical Resource cities are removed and ports are relocated in accordance with the Blitzkrieg Module System rules. Map folds are indicated for use with the Weather module.
- **Lou Bloss Board.map:** Used only with Lou Bloss' variants. In addition to those areas on the Tournament Board, adds space for R & D tracks, Minor Country units, New Production units, Crisis in Government chit, and a Rocket Overshoot Chart.
- **Doug's Board.map:** A map Doug Swanson made by joining the Blitzkrieg board with SPI's War of the Ring and adding elements from SPI's Strategy I maps.

MAP BOXES:

Boxes on and around the map provide information and storage:

- **Sea Zones:** The Sea Zones Boxes on the Tournament game map are labeled B1 thru B4 and R1 thru R4 for use with the Surface Raiders variant. The "B" stands for Blue while the "R" stands for Red. The Surface Raiders variant article uses letters "A" thru "D" and "Clubs", "Diamonds", "Hearts", and "Spades" to represent the distance from shore within each sea zone. The ADC2 map uses numbers "1" thru "4" to represent those same respective distances. ("1" is close to shore and "4" is mid-ocean)

- **Terrain Key:** Each game map has a terrain key that identifies specific terrain types. The effect of those terrain types on movement and combat is given on the Terrain Table in the Info-Pages or in the rules and charts for the game
- **Turn:** Available to record the Game-Turn. ADC2 also has a turn indicator that can be used in lieu of or in addition to the on map record. The turn marker flips between Great Blue and Big Red to indicate which Player-Turn is in progress. Reinforcements for Great Blue and Big Red are on the track adjacent to the turn on which they become available
- **Time Record:** Available on the Blitzkrieg Module System (BMS) game map. The Time Record is divided by season - Spring is "SP", Summer is "SU", Fall is "FA", and Winter is "WI". The beginning of scenarios are identified by upper case letters (A-H) and scenario ends by lower case letters. Where no matching lower case letter exists, the scenario is of indeterminate length. ADC2 also has a turn indicator that can be used in lieu of or in addition to the on map record
- **Phase:** A column to mark the specific phase of a player-turn when playing the Blitzkrieg Module System scenarios
- **Substitutes:** Area provides storage for Tournament Game substitute units
- **Additional Storage:** Area provides storage for markers used in the Tournament Game and variants
- **Weather:** Space for Tournament Game marker indicating current weather. Three spaces are provided on the Blitzkrieg Module System map to mark weather in each of the three weather zones
- **Eliminated Units:** Space for storage of eliminated units. Most Tournament game ground and air units can return as replacements so they should be placed in Substitutes rather than Eliminated box. Some variant units, however, are not replaceable and should be placed here or removed from the game when eliminated
- **Air Transport Capacity:** A track used to record the number of Tournament Game units that each player can transported by air. There are two markers on each column. The upper half is for Great Blue and the lower half is for Big Red. Adjust the markers to reflect the current air transport capacity available to each side
- **Sea Transport Capacity:** A track used to record each player's sea transport capacity when playing the Surface Raiders variant. There are two markers on each column. The upper half is for Great Blue and the lower half is for Big Red. Adjust the markers to reflect the current sea transport capacity available to each side
- **Production:** A track used to record Production Points available to each side when playing the Blitzkrieg '85 variant
- **Nuclear Arsenal:** A track used to record the nuclear arsenal available to each side when playing the Total Krieg variant
- **War Status:** Space for the Blitzkrieg '85 Hot/Cold War marker

- **Task Forces:** Space to maintain assemblies of ships for the Surface Raiders variant. The Task Force boxes for Blue and Red are separated in order to permit use with hidden units. The actual ships "At Sea" are maintained on the Task Force Chart while the chit from the Task Force box is placed in the appropriate Sea Zone and Sea Zone Area (B1 thru B4 or R1 thru R4). There are three markers, numbered ".1" thru ".3", for both Blue and Red for each of Sea Zone Area
- **Minor Countries:** A space for storage of minor country units and substitutes when playing the Blitzkrieg Module System and Lou Bloss scenarios
- **R & D Tracks:** Tracks for both sides to record secret development progress towards new weapons in the Lou Bloss variant
- **New Production Units:** Storage area for new weapons capable of being developed in the Lou Bloss variant
- **Crisis in Government:** Box to maintain the crisis counter for the Lou Bloss variant
- **Rocket Overshoot Chart:** Chart to determine the actual strike location of fired rockets in the Lou Bloss variant
- **Allies Box:** Boxes to place flags of minor country allies in the Minor Alliances variant
- **Chit Box:** Boxes to maintain drawn chits for the Minor Alliances variant

UNITS AND MARKERS:

Ground and Air Units:

- Great Blue units are blue (surprise!!) and Big Red units are pink. If you tire of these colors, all units flip to an alternate color of gray and tan respectively. Well almost all, the Ranger and Marine units of Great Blue flip to two variations of German SS spring camouflage and the Airborne and Airborne Assault units of Big Red flip to two variations of German SS fall camouflage. Minor countries in the Blitzkrieg Module System have separate colors as "defined" by Robert D. Harmon's "A New Look at an Old Friend" article. Those colors are: Yellow for the Northwest (Nord Walkure), Green for the Southwest (Sud Walkure), Black for the Southeast (San Estados), White for the Northeast (New Endor), and Brown for the Center (Calaedia). (The Blitzkrieg Module System names for the minor countries are in parentheses.) The minor country units with multiple digit "Piece ID" are substitute units
- At ADC2 Level 1, Great Blue units display a cross, and Big Red units display a star. Minor countries display a roundel in the "national" colors of the country
- At ADC2 Level 2, Combat Factors, Movement Factor, and Unit Type Symbol are displayed
- At ADC2 Level 3, Combat Factors, Movement Factor, Unit Size, and Unit Type Symbols are displayed
- There are a number of ADC2 symbols for which no Class or Piece was developed. These were ancient units that I planned to use in newer scenarios for which development has been delayed. Perhaps in later days, I will finish the project and submit scenarios that use these extra units, but don't hold your breath

Ship Units:

Four types of ship units are available:

- **Surface Raiders** has Battleships, Carriers, Cruisers, Destroyers, and Submarines. The Great Blue Battleships carry, in addition to the name of the co-author, the names of ADC2 representatives and the friend who provided the copies of the variant articles (Owen "Chip" Pharr) while the Big Red ships carry the names of other wargaming luminaries. The destroyers and submarines are used in a "change" manner as indicated by the combat number within the white circle. (The variant article uses parentheses and the printed counters use a square instead of the white circle.)
- **Blitzkrieg '85** has Battleship (BB) Groups, Carrier (CV) Groups, Escort Groups, Naval Transport Groups, Amphibious Groups, and Submarine Wolfpacks units.
- **Blitz in the Pacific** uses Battleships, Carriers, Cruisers, and Submarines from the *Victory in the Pacific* game set. The front side is the Patrolling side and the reverse is the Raider side. The *War at Sea* and the *War at Sea II* counters are also provided for make your own scenarios. These ship counters are of a slightly larger size than the ground and air units; consequently, the transparent stacking symbol prepared by HPS for the Blitzkrieg game is not used with this variant.
- **Blitzkrieg Module System** uses Task Force (TF), Landing Ship/Troop (LST), and Military Sea Transport (MST) counters.

Markers:

- Control flags to mark controlled non-home country cities
- Air Mission markers to identify specific mission of air units
- Naval Ascendency markers to mark Sea Zone status
- Blank and Back markers to hide identity of units
- Turn and track markers, both opaque and hollow split, to mark tracks
- Damage markers to mark resource loses
- Weather indicators
- Chemical and biological contamination markers
- Mine field markers
- Fortress and fortified area markers
- Out of supply and isolated markers
- Ship damage markers
- Light and heavy damage markers
- War status markers
- Mission matrix markers to indicate battle intensity
- Reserve force markers
- RR cut and bridge destroyed markers
- Resource Points (RP's)
- New weapons for the Lou Bloss scenario

PIECE VALUES:

Piece Values remain constant when a unit is flipped. Three Piece Values fields are defined:

- **Cost (Numeric):** Blitzkrieg '85 variant and the Blitzkrieg Module System use replacement systems that charge for units. However, both systems use different cost bases.

- **Production (Numeric):** Production value for Blitzkrieg Module System factories.
- **Available (Text):** Turn or location that Blitz in the Pacific ships become available. Units available at Start are coded "S", units from the War at Sea or War at Sea II sets are coded "A" for Atlantic, and other ships have the turn number of availability.

CLASS VALUES:

The Class Values fields may change when units are flipped. Eight Class Values fields are defined:

- **Attack Value (Numeric):** Gunnery Factor for *Victory in the Pacific* and *War at Sea* ship units
- **Defense Value (Numeric):** Armor Factor for *Victory in the Pacific* and *War at Sea* ship units
- **Movement Allowance (Numeric):** Clear terrain movement points for ground and air units. Speed for *Victory in the Pacific* and *War at Sea* ship units
- **Transport (Numeric):** Carrying capacity of units that can carry others
- **Air Drop (Numeric):** Carrying capacity of air units engaged in airborne or air drop operations
- **Flak (Numeric):** Anti-aircraft factor for units
- **Air (Numeric):** Airstrike Factor for *Victory in the Pacific* and *War at Sea* ship units
- **Attack Bonus (Yes/No):** "Yes" for *Victory in the Pacific* units possessing either gunnery or air attack bonuses and "No" for others

STACKING:

Transparent stacking symbols are used in all games. These stacking symbols were provided by HPS for this game. They are designed to give a hint that other units are stacked below the one visible. Special thanks to Mr. Scott Hamilton for his skill and understanding in making these symbols available.

COMBAT SUMMARY VALUES:

Combat Summary Values have been set to reflect the Combat Strength of units. Units with parenthesized Combat Strength are *not* included in strength computations. Click a second time on units that have doubled defensive strength due to terrain.

PIECE STATUS DOTS:

A white dot will be displayed in the *lower right* corner of units that have moved. A red dot will be displayed in the *lower left* corner of units that have attacked. A red dot will be displayed in the *lower center* of units that have defended.

FORCE POOLS:

Force Pools have been created for extra units and markers and for units and markers of the variants. Many substitute units are on the board in off map boxes. If you desire to use to the Print to File Option for playing with another party not equipped with ADC2, it is recommended that all units and markers, except those in play and perhaps those scheduled to arrive as reinforcements, be transferred to newly created Force Pools. That way, the print list can be limited to just the units in play.

INFO-PAGES:

The Info-Pages contain information and some of the charts and tables printed in the game and variant rules. Due to limited space, not all charts or tables can be made available on the Info-Pages; consequently, printing from the "1965 Rules" and "1975 Rules" sets may be necessary.

HIDDEN UNITS, FACING, and LINE OF SIGHT:

No hidden units have been defined. Facing and Line of Sight are not used.

TURN:

The Game-Turn can be kept by using the Turn Record Track on the map or by using the ADC2 **Game \Next Turn / Set Turn** recorder. Player-Turn can be kept by flipping the on map counter between blue and red.

STARTING A GAME:

- After agreeing to a scenario and rules with an opponent, "Open" the game and preserve the scenario's original positions by selecting "Save As..." from the File menu and saving with new file name, such as "Game1".
- If you are the first player, complete initial deployment. Setups are examples only. After your setup is complete, "Save As..." the file with another new name such as "Game1Blue00" and attach that file to an e-mail sent to your opponent. Your opponent then completes his setup, also "Save As..." the file with still another new file name such as "Game1Red00", and returns the new file as an attachment to you.
- You place the received attachment in your game folder and open it thru the ADC2 program. If you desire, view the Replay. Then clear the replay, reset the movement and combat flags, and set the turn indicator. Now make your move. When all movement is complete and battles determined, (you may have to save and send the file to your opponent if you are playing the Tournament Game rules and if Red FTRs are in a position to intercept or strafe) proceed with the battles using either the ADC2 internal die-roller or public Internet die-roller. (If you exchange files during your Player-Turn, "Save As..." and use suffixes such as "Game1Blue01", "Game1Blue01a", "Game1Blue01b", etc. to indicate that they are still part of the same Player-Turn and do not clear the Replay.) When your

turn is complete, "Save As..." "Game1Blue01" for example and send the file as an attachment to your opponent.

- After both players have completed their turns, the Game-Turn marker is advanced the sequence repeated until the scenario ends or one side meets victory conditions.

CONCESSIONS AND CONFESSIONS:

This is a rather large game set and is perhaps more a game "kit" than a game. You can certainly make you own map of any game that uses the vertical hex orientation as long as you are willing to use the available size terrain and unit symbols. You can of course alter the symbols or add new ones, just keep in mind that an opponent will have to be furnished with the same symbol and map sets if you wish to play a game using added or changed symbols.

On a game of this size, well even on games of small size, errors seem to occur despite the best efforts of those involved. Please cut us "module creators" (that's not the word for guys like me that make these sets that I would have chosen – but...) some slack. Let me know of any errors that you find, and I will maintain an errata sheet for those interested in updating the set.

QUESTIONS:

Please provide questions, comments, or suggestions and information on errors or omissions discovered to Charles McLellan at <cgmclellan2000@knology.net>. cgm, 17 Oct 09, Version 3.0.