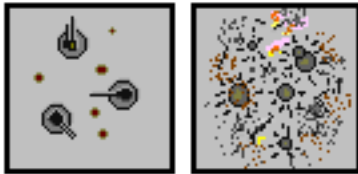


The following Letter to the Editor appeared in Volume 12, Number 5, of the General magazine. "Fortress" unit counters and "Fortress" terrain features are included in the ADC2 symbol set.

Dear Sir:

The following is an optional rule submitted for use in your Revised *BLITZKRIEG* game.

### 37. FORTRESSES



**37.1** This is an optional rule for the Tournament Game. Fortresses represent emplaced positions to strengthen defense of an area. This rule can be used only in conjunction with the Critical Resources Rule.

**37.2** Each player begins the game with 4 Fortresses. He may position them anywhere within his home country.

**37.3** A player receives 1 Fortress counter at the start of his player turn if he has 4 friendly Basic Industry cities. He must place it immediately or it is lost. Fortresses cannot be accumulated and brought on en masse later. They may be placed on any non-sea or lake hex from which a combat supply line can be traced to one of the IND cities (not necessarily in the home country). Once placed, fortresses may not be moved.

**37.4** Once placed, a fortress may be occupied by any ground unit of either side. Fortresses may be destroyed by friendly forces (removed from the board) if a unit begins its turn on the fortress and does not move that turn. Any number of Fortresses may be destroyed in a turn.

**37.5** Units in fortresses have certain advantages:

**37.51** Units in Fortresses may ignore retreats called for by the TGAT (attacking or defending).

**37.52** Units in Fortresses are not required to attack adjacent units.

**37.53** If they do choose to attack, they need not attack all adjacent units: they may attack one, some, or all adjacent hexes (but must attack all units in the hex per 14.4. Not all units in the Fortress are required to attack: the player may use some, one, or all, in one or more attacks.

**37.54** Units in Fortresses postpone the effects of isolation for one turn, due to supply stockpiles. If a fortress is still out of supply at the start of the second consecutive turn, the effects of 23.6 occur.

**37.6** If aircraft rules are used, special conditions apply:

**37.61** Bombers do not bomb units in fortresses at double strength (30.8).

**37.62** Tactical Bombing does not undouble units in fortresses behind a river (30.41).

**37.63** Anti-Aircraft batteries in Fortresses return fire (in the 13-16 column of the ACT), against any attack in its hex (Strategic Bombing or Additional Missions. 30.42 and 33), over and above any other AA return fire.

**37.64** A Fortress may be attacked as an Additional Bombing Mission, at 2 columns lower than normal on the BBT: only a blank saves the fortress. There is return AA fire (13-16 on the ACT). The destroyed fortress is removed.●

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