

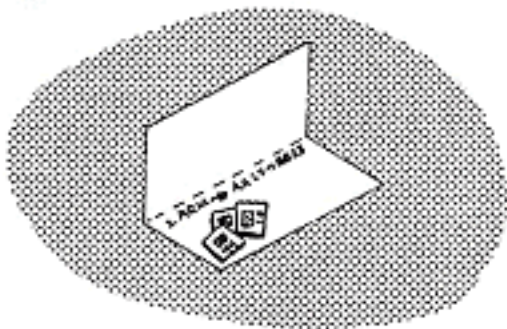
The following article appeared in Volume 12, Number 5, of the Avalon Hill's *GENERAL* magazine. It clears up a reference to "hidden movement" contained in paragraph 26.4 of the 1975 rules. I have numbered the paragraphs and given them an "a" suffix to differentiate them from the paragraph numbers used in other *GENERAL* magazine BLITZKRIEG articles. CGM

INTRODUCTION

The new BLITZKRIEG rules did such an excellent job of cleaning up a previously ambiguous game that we were hesitant to include some of the advanced optionals which might have "muddied the water" again. So in order to spare some newcomer the pain of biting off more than he could chew, we omitted the Hidden Movement, Nuclear Warfare, and Propaganda sections at the last minute. They are presented below for the use of the GENERAL's veteran readership.

37a. HIDDEN MOVEMENT

37a.1 Each side may "hide" up to 10 units and remove them from the board. Hidden units must always be stacked with a "covering" unit and obey normal stacking and movement rules.



37a.2 To hide a unit, remove it from the board and place it in the fold of a 3 x 5-index card as illustrated. The unit to be hidden may be "mentally" moved to the covering unit, or the covering unit may move to the hidden unit. Reinforcements must be placed on the board before being hidden. The unit identification of the covering unit (and *only* that unit) must be written in the fold of the index card.

37a.3 Units may be hidden with a covering unit of any type. (In the TG, air and ground units may hide under each other.) Hidden units may move normally with the covering unit, although neither

may exceed legal rates or restrictions at any time. To change a covering unit the hidden unit(s) must be returned to the board and the 3 x 5 card revealed.

37a.4 Whenever a covering unit attacks, is attacked, moves through an unfriendly city, or at the discretion of the controlling player, the hidden units are returned to the board and the 3 x 5 card revealed to your opponent. Hidden units at sea need not be disclosed even if enemy units are in the same sea zone.

Hidden units which are attacked are only revealed at the instant of combat. In an Automatic Victory situation involving a covering unit, the hidden unit with that covering unit need not be revealed until after the attacker has completed all movement. If revelation of the hidden unit then reduces odds below AV, any units which moved beyond that AV must retrace their steps, "piling up" as close as possible behind the AV battle. Retracing units must be placed in legal stacks not in enemy ZOC, and they may not attack anything that player-turn. *This is called a "nasty surprise".*

38a. NUCLEAR WARFARE

38a.1 Nuclear warfare may be conducted on both a tactical and a strategic level. Players shouldn't engage in tactical nuclear war unless prepared to accept the possible consequences of strategic nuclear war (See 38.7). When using tactical nuclear weapons, attacks on the TGAT and ACT are rolled 3 columns higher on the chart than otherwise. Thus a 5-8 attack may be rolled as a 17-20 instead. Attacks on the BBT are rolled 6 columns higher on the chart. Any tactical nuclear BBT attack affects all BBT targets in that hex (34.2, 34.3, 34.4, 34.5, and 31.42). All grounded aircraft in a nuclear target hex must be removed first, before any ground factors are removed.

38a.2 Each player has enough tactical nuclear weapons to support 150 nuclear attacks per game maximum. A record must be kept of all nuclear attacks expended. If a bomber intending to use a nuclear attack is shot down before bombing, the unused attack would still be considered expended, in addition to possible nuclear attacks used in air combat there. Place a heads-up penny on each target hex where a nuclear attack is used.

38a.3 After all combat is resolved, and air units have landed, the attacker must roll for fall-out effects on any units then in or adjacent to a nuclear target hex. Affected air units must be lost before ground units in that hex may be taken as losses. Armor units are never lost due to fall-out. Fallout is rolled on the 4-7 column on the BBT. The attacker may deliberately attack vacant hexes on the BBT to produce fall-out.

38a.4 All ground units that advanced or retreated after combat into or through a nuclear target hex, or into or through any adjacent hex, must also roll for fall-out. Air units needn't roll for fall-out in hexes they *flew* through. Armor never roll for fall-out. Roll separately for each *stack* of such units in each affected hex moved into or through. It is possible for a given stack to have to roll up to 5 times for fall-out after combat, 4 for advances or retreats, plus 1 for ending the turn in an affected hex.

38a.5 In the player-turn following a nuclear attack, flip the penny to tails-up. Adjacent hexes are no longer affected by fall-out, but a tails-up hex still affects each stack moving into or through it. Units which simply move out of a fall-out affected hex escape fall-out effects. Factors eliminated by fall-out while moving are removed immediately and do not engage in combat that player-turn. Remove the tails-up penny at the end of this player-turn.

38a.6 If a minor country liberator uses a nuclear attack in or adjacent to a city of that minor country, all special benefits of having been the liberator are lost. Cities of that country are no longer friendly to the former liberator, and must now be garrisoned to be friendly. Any unreduced cities would now resist the former liberator just as they would the aggressor. The 2 factor losses of 29.6 and 29.7 now also apply to the former liberator. However, (A) players need not garrison cities during a player-turn in which they are subject to fall-out, and (B) players need not garrison cities garrisoned by their opponent, in order to avoid the 2 factor losses of 29.6 and 29.7.

38a.7 For strategic nuclear warfare, both have a full stock of multiple-independently-targeted-re-

entry-vehicle-intercontinental-ballistic-missiles, equipped with multi-megaton-thermonuclear-devices. Translated from Pentagonese, this means that either player may upset the board whenever he pleases.

38a.8 Although not strictly prohibited, players should refrain from (A) using tactical nuclear weapons over enemy home country cities, and (B) occupying any home country hexes with ground troops. Players who upset the board in a player-turn in which their opponent escalates the conflict to such excesses as "A" or "B" above would be considered morally justified. But in any case, all players and spectators present when the board is upset should be forever banned from further play of Avalon Hill Games.

39a PROPAGANDA

39a.1 While having no direct bearing on the logical/mechanical elements of the game, a zealously waged propaganda campaign can make a major contribution to final victory, or even win in an otherwise hopeless situation.

39a.2 Players are now free to engage without limit in propaganda such as accusing the other of war crimes, political corruption, suppression of subject peoples, forecast the collapse of the other's economic system, etc. Scathing use of the term 'aggressor' should be made at every opportunity, and the most high-minded nobility of soul feigned in use of the term "liberator." Going deeper, one could drum one's fingers loudly on the table when awaiting the end of your opponent's move, or you might respond with a bored, "Ho-hum, what a dumb game!" when your opponent rolls into a crucial city with a 1-2 and a die roll of "1".

39a.3 Players are reminded that excess zeal in propaganda may damage relations away from the game table and leave you no friends, but that's your business. It all depends on how seriously you take simulating the absurdity of war. Remember, this is an Optional Rule. You don't have to use it.●

By Dave Roberts