

The following letter appeared in Avalon Hill's GENERAL magazine, Volume 13, Number 1, 1976. The author was not identified, but possibly is Glenn Roberts whose "Fortresses" letter was published in Volume 12, Number 5.

38. FORTIFICATIONS



38.1 This is an optional rule for the Tournament Game of *BLITZKRIEG*. Fortifications are engineered field emplacements for use by certain ground forces to beef up an area defensively. Their value lies chiefly in creating a defensive network inside enemy territory, but they may also be used as an offensive starting point for a local battle. The use of forts will enhance the mobility of the offensive units while helping to secure captured territory.

38.2 CONSTRUCTION AND OCCUPATION

Each player may have as many forts as desired and as often as desired. Forts may be built in any country when needed.

38.21 Forts are built on clear terrain only and not in an enemy's zone-of-control. Forts may be built on any clear coastline hex that is not an invasion beach.

38.22 Only infantry and artillery units may become a fort. Simply turn it upside-down. Substitute units of like-type may also become forts.

38.23 There is no limit as to the number of forts built, the number of times you build a fort, or the number of times you build a fort with a particular unit.

38.24 A fort cannot move in the turn of its construction. However, a fort may be torn down and moved in the turn following its construction. A fort may not be torn down, moved, and rebuilt all in the same turn.

38.25 A fort may be occupied during the same turn of its construction by anyone ground unit. The stacking rule does not apply to forts. Air units may not use a fort as an airbase.

38.26 Airborne, Ranger, and substitute Air Assault units may use a fort for a helicopter assault. The unit must begin its turn on the fort and may land up to 8 hexes away. The landing zone hex is any land hex not in an enemy's zone-of-control. Unit may move only 1 hex upon landing. Airborne and Ranger units may not move upon landing on a forest or a mountain hex. Substitute Air Assault units may not land on a forest hex and may not move upon landing on a mountain hex.

38.3 GROUND COMBAT

A fort by itself has no combat value. However, the occupying unit gains certain advantages when on the fort.

38.31 A fort *doubles* the defensive value of the occupying unit.

38.32 A fortified unit is subject to the same supply rules as other units. However, a fort in an un-reduced country may not be used to trace a supply line. A fortification itself is not a supply source.

38.33 If the fortified unit is eliminated the fort is also eliminated. Otherwise, the fort ignores the results of the TGAT.

38.34 An unoccupied enemy fort may be captured and used by the opposing player.

38.35 Forts may be destroyed by any player after resolving normal combat if his unit begins its turn on the fort, does not move during its turn, and is not within an enemy's zone-of-control. Simply remove the fort from the board.

38.36 If a fortified unit begins its turn adjacent to an enemy unit it must attack. The combat factor of the unit remains basic in this situation.

38.4 AIR COMBAT

Special conditions apply when aircraft rules are used.

38.41 Tactical Bombing does not undouble units on forts behind rivers. Losses to air units are resolved normally. (See 30.41)

38.42 Strategic Bombing of units on forts are resolved normally on the BBT. No ground units

are used and there are no losses. (See 30.42)

38.43 An unoccupied fortification may be attacked as an Additional Bombing Mission by TAC and MDM bombers only. There is no A-A fire and no losses to the attacker. Attack is resolved on the BBT. Only a blank saves the fort. Remove the fort from the board if destroyed. ●

Editor's [Don Greenwood's] Note: Forts and Fortifications were not included in the redesign because of the expense of new counter sheets, both to Avalon Hill and to the consumer, who would have to buy them. But they are interesting idea for those interested in variants which is why we've printed your letter.