

This article appeared in Volume 18, Number 6 or Avalon Hill's *GENERAL* magazine. As inverting (flipping) ADC2 *BLITZKRIEG* units only changes the color from Blue to Gray or Red to Tan, blank counter covers have been provided in the Force Pool titled "Pacific Blitz". However, ADC2 also provides a hidden unit option that can be used. Neither system is cheat-proof, and if you require positively hidden units, you must use a third party Game Master. Similarly, Guerrilla play may require a third party. If Guerrilla units are needed, SPI's Blitzkrieg Module System has some that can be added to the game. (A few are placed in their Pacific Blitz Force Pools.) Mission Matrix also can use the assistance from a Game Master. However, there is a section on each side of the map where Mission Matrix chits, provided in counter set, are placed. The chits are provided in sets. One chit marks the battle and another is flipped to the specific mission. Each player's set has both attacker and defender chits due to the number of missions available - flips only go one direction and six missions plus a blank yields a lot of flips for each battle. The sections for Blue and Red are separate to allow for effective use of ADC2 hidden unit option. The paragraph headings have been given a "d" suffix to differentiate them from the paragraphs in other articles. CGM

BLITZ IN THE PACIFIC OR VICTORY IN THE KRIEG

Jim Stahler shows us how to combine two radically different game systems, the classic hexagon/zone of control system of land warfare found in BLITZKRIEG, and the area system of naval warfare used in VICTORY IN THE PACIFIC, to create a game in which tanks and troops, cruisers and carriers, battleships and bombers, all make their contribution to victory. But this article is much more. It also presents a simple way to introduce the fog of war into BLITZKRIEG via Inverted Units, a more realistic method to handle Guerrilla Warfare, and a manner to assign specific missions to forces in combat using a Mission Matrix combat results system.

INVERTED UNITS

"Peek-a-boo, We Blast You"

Introduction

I can still remember my excitement fifteen years ago when I first got *BLITZKRIEG*. Not only was it

the biggest game that I had ever seen, it was also full of innovations -- factor loss, air power, sea movement, and neutral countries. As time went on, the state of the art advanced and certain deficiencies in *BLITZKRIEG* became apparent. Most of these were corrected in the 1975 revision of the game. One problem of the original *BLITZKRIEG* is a lack of the fog of war. This is a deficiency common to most wargames, but the advertisements for *BLITZKRIEG* '75 promised that rules for hidden units were to be included. As it turned out, rules for hidden units were themselves hidden, and published somewhat later ("The Rest of *BLITZKRIEG*" by Dave Roberts, Vol. 12, No. 5, Jan-Feb 1976). This rule struck me as artificial and not really what I had expected. Possibly the most realistic approach involves using separate mapboards and pieces, with a moderator telling each player when his units come into contact with the enemy. Since this is not practical for most gamers, I have developed a much simpler system based on the Inverted Counters rule used in *1776*. Units are hidden by inverting them face down on the mapboard. There is no need to write anything down or to use index cards or blank units. It is convenient to color the backs of the counters of one side or the other, or both, to easily identify which inverted unit belongs to whom. Unlike the other rules presented in this article, the *Inverted Units Rule* works well in the Basic Game. Ignore all references to units or rules not being used.

Inverting Units

Ground units may be inverted (turned face down) to hide their type and strength from the opposing player. Only ground units may be inverted; air units may never be inverted. Ground units may start the game inverted, and reinforcements and replacements may enter the game inverted. Face-up ground units may be inverted at the start of their movement phase provided:

1. They are not in the Zone of Control (ZOC) of an enemy unit or unreduced hostile minor country city.
2. They are not in the ZOC of any enemy patrolling/interdicting FTR or TAC (33.7).
3. They are not in the enemy home country. Ground units at sea may always be inverted.

Properties of Inverted Units

Inverted units may not be examined by the enemy player. They retain their movement and combat factors, but inverted units have only infantry-type ZOCs. Since inverting units is voluntary, an armor-type unit may wish to remain face-up to retain its ZOC. Inverted units may stack with face-up units. An inverted unit being attacked on the Barrage and Bombing Table (BBT) has its factors doubled as if it were defending in a city or mountain hex. It gets no additional benefit if inverted and also defending in a city or mountain. If a stack containing both inverted and face-up units is attacked on the BBT, all the face-up units must be eliminated before losses are taken from inverted units.

The attacker has only one chance to get an automatic victory against a stack containing inverted units. He first moves units adjacent to the defending stack and then announces that he is trying to AV that stack. The defender informs him if he has sufficient strength. If he does, an automatic victory situation occurs (21.). If the attacker does not have enough combat factors to achieve an automatic victory, no AV may be made against that stack in that turn; the attacking units attempting the AV may move no farther than turn. However, other attacking units may join in the attack and create an automatic victory situation resolved during combat (21.3). For example, the attacker moves 14 factors adjacent to an inverted defending unit and announces an AV attempt. If the defending unit is a one or two factor unit, an automatic victory situation occurs. If the defending unit is stronger than two factors, it remains hidden and it may not be AVd in the movement phase of that turn. If additional units are added to the attack, the defending unit may still be AVd during combat.

Revealing Inverted Units

Inverted units are turned face-up and may be examined by the enemy player when one of the following situations occurs:

1. During the combat phase of a turn, before attacks are announced and odds are determined, an inverted unit is in the ZOC of an enemy unit or an unreduced enemy minor city. This can keep the attacker in the dark about enemy dispositions until combat is joined. It gets even more interesting if the *Mission Matrix* combat system is

used. (More about that later.) Note that inverted units are not turned face-up due to enemy units advancing adjacent to them after combat.

2. An inverted unit makes an amphibious invasion or airborne drop.
3. An inverted unit ends its movement in the enemy home country.
4. An inverted unit ends its movement in the ZOC of an enemy patrolling/interdicting FTR or TAC (33.7).
5. An inverted unit suffers an attack on the BBT that requires it to lose one or more factors. Note that face-up units help to keep inverted units hidden by taking losses on the BBT.
6. A hex containing an inverted unit is the target of a "guerrilla recon mission" (see *Guerrilla Rules* below).
7. An inverted unit at sea is forced to take losses (see *Naval Rules* below)

Clever use of inverted units can lead to surprises for both the attacker and the defender: Is that force at sea four ranger battalions or four marine divisions; is that city being defended with weak infantry brigades or mighty armor divisions? It is now wise to maintain a reserve of inverted units; it is possible to make a feint with weak units while the powerful armor and artillery gather for the main thrust. The Inverted Units Rule opens up a whole realm of new possibilities in *BLITZKRIEG*.

GUERRILLA WARFARE

"Don't Feed the Guerrillas Or They Will Drive You Bananas"

Another aspect of *BLITZKRIEG* which I found unsatisfying is the Guerrilla Warfare Rules, which were changed very little in the 1975 version. They are abstract and very simple. I wish to present an alternative inspired by Vietnam and Afghanistan. This alternative is inevitably more complex than the current rules, but much more interesting.

The Guerrilla Warfare Rules require pen and paper to record the positions of hidden guerrilla bases. They apply only to the Tournament Game,

since they are coordinated with the Minor Countries rules (29.), and include attacks on air bases (30.2).

Guerrillas

Guerrilla bands are formed and controlled by the liberator of a minor country to harass the aggressor within that minor country. They are not represented by physical counters on the mapboard; rather, the location of each guerrilla base is secretly recorded on a piece of paper. Guerrillas are created once a neutral country is invaded. They are created only in minor countries; all the able-bodied men of the major powers are drafted into the regular armies of Great Blue and Big Red.

Alone, guerrillas are incapable of driving an invader out of their country, but they can wreak havoc on an uninvited guest. Guerrillas can interdict supply roads, blow up bridges, make rocket attacks on air bases, and supply information to liberator forces.

The aggressor has the choice of putting up with guerrilla activity, garrisoning vulnerable points in his conquered territory, or mounting expeditions to eliminate guerrilla activity. Either way, the guerrillas will reduce his front line strength and make their contribution to victory.

Forming Guerrilla Bands

No guerrilla activity takes place in a minor country until that country is the victim of a major invasion, which occurs when at least one of the cities in that country is reduced on the Minor City Reduction Table (MCRT). Until that time, rules 29.6 and 29.7 apply, representing the efforts of the small regular forces of that country. Once a city falls, these rules no longer apply for that country, commencing on the aggressor's following turn. Instead, he is now opposed by irregular forces.

In each such minor country, the liberator may form one guerrilla band each turn, provided that:

1. The aggressor has reduced at least one city in the country;
2. The aggressor has at least one ground unit in the country and;

3. There are fewer guerrilla bands operating in that country (including guerrilla bands that originated in that country but are using another country for sanctuary) than cities in that country that have been reduced.

Note that each minor country may never have more guerrilla bands than cities reduced by the aggressor.

A guerrilla band is created by writing the location of its home base on a piece of paper, which is kept secret from the enemy. A guerrilla base may only be created in a forest or mountain hex in its own country, not currently occupied by an enemy ground unit. It may be created in an enemy ZOC, or in a hex already occupied by one or more guerrilla bands.

Guerrilla Missions

A guerrilla band cannot undertake any missions on its turn of creation. On each subsequent turn each guerrilla band may either change its base, interdict a supply road, blow up a bridge, make a rocket attack on an air base, or (if the *Inverted Units Rule* above is being used) recon one hex containing inverted aggressor units. Each guerrilla band may undertake only one of the missions in a turn. A guerrilla band is not required to undertake a mission at all. More than one guerrilla band may undertake the same type of mission.

The target hex for a guerrilla band's mission must be within four hexes of its base. The four hexes may not pass through aggressor ground units, or lake or sea hexes. They may pass through aggressor ZOCs and other countries, since guerrillas do not have much respect for national borders. All guerrilla missions are announced by the liberator during the movement phase of his turn.

Interdicting Supply Roads

A common use of guerrilla forces is to interrupt enemy supply lines. A guerrilla band may interdict a road (not city) hex being used as a supply road by the aggressor. The road hex must be adjacent to a mountain or forest hex and not in the ZOC of an aggressor ground unit. The interdiction takes effect at the start of the aggressor's turn, when combat supply is being determined. An interdiction mission does not affect the ten-hex supply route being traced overland to a road, but

it blocks the supply route being traced along the road, as if it were an unfriendly city. This has no effect on subsequent movement of aggressor units or advance/retreat after combat, other than the normal effects of lack of supply such may entail. Only one guerrilla band may interdict any one hex.

Bridge Demolition

A guerrilla band may blow up a bridge not occupied by an aggressor ground unit. A bridge is defined by a road crossing a river, as in EE41, *not* running parallel to a river, as in DD40, and *not* a city on a river, as in CC39. At the start of the aggressor's turn, the bridge is considered destroyed. In terms of the game, act as if the road did not exist in that hex, for one complete turn. Thus a supply road may not be traced through that hex, and units may not use the road bonus when entering or exiting that hex. It is repaired at the start of the aggressor's following turn—unless blown up again, of course.

Rocket Attacks on Air Bases

A guerrilla band may launch a rocket attack on an aggressor air base, in an attempt to reduce the air strength at that air base. The attack is resolved during the liberator's combat phase, *after* intercepting FTRs land. The liberator rolls on the "1" column of the BBT for each guerrilla band attacking an air base. Only air units in the base being attacked may suffer losses; ground units are unaffected. Each guerrilla band attacks independently of other guerrilla bands and other liberator attacks on the same base.

Recon Missions

This mission applies only if the *Inverted Unit Rule*, or some other hidden unit rule, is being used. A guerrilla band may make a reconnaissance probe of one hex containing aggressor units. Any aggressor units in the target hex are immediately turned face-up at the start of the liberator's movement phase.

Changing Bases

When the aggressor's in hot pursuit, it is time to pack up and move on. A guerrilla band may move its base up to four hexes in one turn. The liberator must record the new location of the base. The new base must be in a mountain or

forest hex, and the guerrillas may only move through mountain or forest hexes to get there. They may not move through aggressor ground units, but they may ignore ZOCs of aggressor units. Any number of guerrilla bases may occupy the same hex. The base may be moved to a forest or mountain hex in any adjacent country (remember Cambodia?), as long as it is adjacent to the border with the guerrilla's home country. A guerrilla band using another country for sanctuary in this manner may still conduct operations in its home country.

Liquidating Guerrilla Bands

Guerrilla bands are never destroyed during the execution of a mission. They are eliminated only if an enemy ground unit enters the hex containing the guerrilla base. When this occurs, all guerrilla bases in the hex are eliminated with no detriment to the regular enemy unit. The aggressor is told how many bases have been eliminated, and which country they belong to, during his combat phase. Air units have no effect on guerrilla bases since the guerrillas are adept at camouflage in the forests and in the use of caves in the mountains.

Note that guerrilla bases have no ZOC, ignore aggressor ZOCs, are always hidden, and do not affect the movement, advance, or retreat of aggressor units. Since guerrilla bases are limited mountains or forests, regular units must stop when they enter a guerrilla base hex due to the terrain.

The liberator may deliberately liquidate guerrilla bands in his turn to allow the formation of a new band in a more favorable location in the following turn (subject to the above rules for creating guerrilla bands) or simply to frustrate his opponent who is hunting for guerrilla bases. A guerrilla band may not conduct a mission on its turn of creation or liquidation.

Examples

To better illustrate the *Guerrilla Rules*, consider the following example. Great Blue launches an unprovoked invasion against the unnamed country on its eastern border. Massive Blue forces capture five cities on the first turn, V20, X27, M14, U11, and CC15. The regular troops, in a futile defense, hardly delay the mechanized Blue forces, but they do manage to inflict two factors

of damage on the aggressors, due to rule 29.6. Since at least one minor city has fallen, 29.6 and 29.7 no longer apply to that country; the Guerrilla Rules apply instead.

With most of their country overrun, the heroic citizens take to the hills to form guerrilla bands. The Red player, being the Liberator, forms a guerrilla band during his move. He secretly writes down the location of its base: CC 19. It may not undertake a mission this turn, since it is being formed.

On Turn 2, Blue takes the final city, EE25, and masses troops near EE25 for an invasion of the small neutral country in the center of the board. The Red player, on his turn, creates a new guerrilla band at BB23, and announces a rocket attack on Blue aircraft based in CCI5. The rocket attack has no effect, and the Blue player ignores the guerrilla threat in favor of more important issues.

On Turn 3, Blue launches his planned invasion of the middle country, capturing all three cities. Red attacks Blue's troops on the main front, and repeats the rocket attack on the air base at CCI5. Red also creates another guerrilla band in EE20, and moves the band from BB23 to Z22, in a still neutral country. Note that a guerrilla band may move more than one hex through mountains and forests, but may not enter clear terrain. Even though it moves outside its original country, it must be on the border with its original country and may launch missions in its original country.

The guerrillas are lucky this time and a die roll of "1" eliminates a SAC factor. Blue, on his fourth turn, decides to take revenge on the guerrillas and diverts a division from the main battle. He breaks it up into brigades and searches for guerrilla bases in hex Z13, AA14, BB14, and CC18. His troops find nothing but rock. Meanwhile, the battle rages in the middle of the board.

Red counterattacks in the center and creates another guerrilla band in V23. The other three bands are put to good use interdicting the Blue supply line. The band in Z22 blows the bridge in W21; the guerrillas in CC19 interdict the road in AA21; and the road hex BB19 is interdicted by the guerrillas in EE20. This isolates the entire Blue army in the center.

Blue retreats and masses reinforcements around EE25 on Turn 5. He continues his war against the guerrillas by searching AA13 and CC19. This time he eliminates a guerrilla base in CC19. He also garrisons the critical roads with another division taken from the main front.

Red pursues the retreating Blue forces, and continues the guerrilla war. The guerrillas in V23 destroy the bridge in W21, a new base is created in CCI8 even though it is adjacent to the Blue unit in CCI9, and the other two bands recon inverted Blue units in DD24 and EE24. EE24 has only a few infantry brigades, but DD24 contains three breakthrough artillery divisions, a prime target for the bombers of the Red Air Force.

Blue never recovers from the isolation on Turn 4, The weakened Blue forces, reeling from Red's unrelenting offensive, are forced to abandon EE25 and retreat back to their own borders, harassed all the way by guerrillas, until their country is forever freed from the iron grip of Great Blue.

By now you should have a good idea how guerrillas work, how to use them, and how to defend against them.

THE MISSION MATRIX

"Two, Four, Six, Eight;
Now It's Time to Infiltrate"

Introduction

When a general orders his troops to attack, he usually has a specific objective in mind. He will order his troops to perform a mission, such as capturing a city, destroying an enemy formation, pinning down the enemy, or finding out what is lurking in those woods. The commander of the attack will then choose tactics appropriate to the mission. Similarly, there is more than one way to defend a position. A commander can try to hold on at all costs, defend in depth to thwart an armored spearhead, delay an enemy advance, order a counterattack, or have his troops get the hell out of there.

There have been a few attempts to incorporate the idea of varying tactics and missions into combat resolution, most notably in *KRIEGSPIEL* and *1776*. In *KRIEGSPIEL*, combat was determined entirely by the selection of cards and the odds ratio. The attacker's card determined his advance, and the defender's card determined his

retreat; the combination of the cards on a matrix determined losses. In practice, it became merely a guessing game, with advances and retreats mostly an incidental result of card selections designed to minimize your losses and maximize your opponent's casualties. It did not enjoy great popularity.

1776 used tactical cards to generate a die roll modifier, which usually had the same effect as having greater or lesser forces in the battle. The tactical cards added spice to the game, but they didn't affect the nature of the results, with the exception of the "Withdraw" tactic; they only made the results more or less favorable.

My *Mission Matrix* allows both the attacker and the defender to give specific orders to their troops in each battle. The nature of the results possible is determined by cross-indexing the attacker's choice with the defender's choice on the Mission Matrix Table. The die is rolled and the odds are still determined as before, but the result depends on the missions assigned as well as the die roll and odds ratio.

The Mission Matrix works very well with the *Inverted Unit Rule* presented previously, but either rule can be used independently of the other. Unlike the *Inverted Unit Rule*, the Mission Matrix requires the Tournament Game substitute units (26.), since many of the results require the loss of individual combat factors. To use the Mission Matrix, take 12 index cards and write one of the attacker's six missions on six of them, and one of the defender's six possible missions on the other six.

Attacker's Missions

The attacker's six missions are described in order of descending violence.

Blitzkrieg: A sharp, violent attack on a narrow front designed to achieve a quick breakthrough. It has the potential of the greatest gains of any of the attacker's missions, but can also sustain high casualties. It is deadly against an enemy *Withdraw*, and effective against a *Balanced Defense*. It can lead to a glorious victory, a catastrophic defeat, or a bloody melee if it is used against a defender ordered to *Standfast* or *Counterattack*. A *Blitzkrieg* attack can bog down if the defender attempts to *Delay*, and it is vulnerable to a *Defense-in-Depth*.

Frontal Attack: A Banzai-like charge, the Frontal Attack is a most unsubtle mission designed to inflict maximum losses on the defender. Of course, it also inflicts maximum losses on the attacker. The Frontal Attack is a good choice when you want to destroy a key enemy unit, or your own troops are forced to attack with their backs against the wall. Note that there is no possibility of the attacker retreating in a Frontal Attack, should some attackers be fortunate enough to survive it. The Frontal Attack is the most effective attack against a *Delay Mission*. Like the *Blitzkrieg Attack*, it results in heavy losses all around against a *Counterattack* or *Standfast Defense*.

Balanced Attack: A more cautious attack on a broad front mostly designed to gain the enemy's position with moderate risk to the attacking forces. It is a good deal less blood than the *Blitzkrieg* or *Frontal Attack*, but also less effective in the damage it inflicts. It is most effective against a *Defense-in-Depth*, and has an excellent chance of advancing against any enemy defense.

Infiltration: Think of infantry in tennis shoes silently tiptoeing past hostile sentries, to suddenly appear in the enemy's rear. This is the opposite of the Frontal Attack. Low casualties usually result from an Infiltration. It is ineffective against a *Withdrawal*, vulnerable to a *Counterattack*, and doesn't get anywhere against a *Standfast Defense*. It will often gain ground against a *Balanced Defense*, a *Defense-in-Depth*, and an enemy attempting to *Delay*.

Holding Attack: An attack designed to pin down the enemy in place. The results take advantage of the rule that only allows Armor and Air Assault units to move if they begin their turn adjacent to enemy units. A Holding Attack is the best way to engage enemy infantry and artillery on one part of the front, while your main force executes attacks elsewhere. It can only suffer significant losses from a *Counterattack*. It is effective in holding enemy units in any type of defense; it even has a chance of preventing an enemy *Withdrawal*.

Probe: A reconnaissance mission to determine the enemy forces in a particular position. Since a *Probe* is a very safe attack, vulnerable only to a *Counterattack*, it can be used as a soak-off as well. It is most useful when using the *Inverted*

Unit Rule, since a Probe is the cheapest way to discover the identity of an inverted unit.

Defender's Missions

The defender's missions can be divided into two groups, missions designed to hold the position and inflict losses on the attacker, and missions that are more concerned with other objectives: pushing the attacker back and gaining his position, delaying the attacker, or withdrawing the defenders from combat.

Standfast: Hold the position at all costs. Put everything on the line to stop the attack or go down trying. This defense has the best chance of inflicting casualties on the attacker and holding the position. However, it is usually expensive for the defender, too, and it is susceptible to a breakthrough if the line fails to hold. A *Blitzkrieg* can get a good advance against a *Standfast* Defense, but it can also be wiped out. A *Frontal Attack* will often result in a blood bath. A *Standfast* Defense is sure to be pinned down by a *Holding Attack*. A *Standfast* Defense is best used when the defender has no retreat, when the position is vital to hold, or when the attacker has low odds.

Balanced Defense: A flexible defense which attempts to hold the position if possible, or retreat with minimum losses. Think of it as having two brigades up and one back, in reserve. It can yield a big advance to a *Blitzkrieg*, but is effective against a *Frontal Attack*. A *Balanced Defense* often gives up ground, but very rarely will the defending force be eliminated. It should only be used when the defender has a retreat route available.

Defense-In-Depth: One brigade up and two brigades back. This defense is designed to trap the *Blitzkrieg*. With fewer troops up front, it is vulnerable to most other types of attack. It is the most vulnerable defense to an *Infiltration*. It is harder to pin down by a *Holding Attack* than a *Standfast* or *Balanced Defense*.

Counterattack: A violent reaction to the enemy attack. It works best against a low odds attack, but it can get the defender into big trouble against a superior enemy. A *Frontal Attack* against a *Counterattack* is the most deadly combination of missions. It can often result in the defending force being wiped out, but it can also result in the defender eliminating the attackers and

gaining the attacker's hex for a jump off position in his turn.

Delaying Action: This mission trades space for time. It normally gives up the position but robs the attacker of a big advance. It suffers heavy losses against a *Blitzkrieg*, but slows it down. It inflicts light losses on the attacker, but usually conserves the defender's forces. A *Delaying Action* is generally used by an inferior army being hard pressed, to slow up the attacker until the defender's reserves can reach the scene.

Withdraw: This is a familiar tactic from both *KRIEGSPIEL* and *1776*. Basically, the defender makes like a tree and leaves. Withdrawing troops can be destroyed or trapped only by a *Blitzkrieg*. Otherwise they get away with light losses at worst. A *Withdrawal* should only be attempted if the defender has a retreat route available, and he is willing, even anxious, to use it.

Procedure for Combat Resolution

The procedure for combat resolution using the Mission Matrix replaces Rule 15 of the Basic Game. Rules 12, 13, and 14 still apply. Note that the Mission Matrix only applies to ground combat previously resolved on the Basic Game or Tournament Game Attrition Tables. It does not apply to Automatic Victory (21), nor to attacks resolved on the BBT, Air Combat Table, Minor City Reduction Table, or to attacks resolved using the VICTORY IN THE PACIFIC system, described below.

Step 1 The attacker specifies which attacking units are attacking which defending hexes, following rules 12, 13, and 14.

Step 2 Resolve each attack, one at a time. For each attack, the attacker and defender each secretly select one of their six Mission Cards.

Step 3 If using the *Inverted Units Rules*, reveal all inverted units involved in the battle by turning them face up.

Step 4 The attacker and defender reveal their respective Mission Cards selected in Step 2.

Step 5 Determine the odds of the battle as in 15.1.

Step 6 The most crucial: the attacker rolls one die.

Step 7 Cross-index the die roll with the odds on the Combat Results Table to get a numerical result from "1" (most favorable to the attacker) to "8" (most favorable to the defender).

Step 8 Cross-index the mission cards selected in Step 2 and revealed in Step 4 on the *Mission Matrix* to get a range of possible results, and use the numerical result from Step 7 to determine the results of the battle.

Step 9 Execute the results determined in Step 8. Losses are taken first, then retreats are executed, followed by advances.

Step 10 Resolve the next battle of the attacker's choice until all combat has been completed.

Restrictions on Missions

1. A *Blitzkrieg* may not be made against a forest or mountain hex, and the attacking force must include at least one factor of armor or air assault.

2. An *Infiltration* must include at least one factor of infantry, airborne, or ranger.

3. If the defender selects a *Counterattack*, he loses all doubling due to terrain.

4. Since the odds of a battle are not always known until after the cards are picked and other battles are resolved, soak-offs may be made at any odds if the defender has any inverted units involved in the battle. This contradicts rules 14.7 and 14.9. The defender may turn inverted units face-up after the attacker finishes moving but before he announces battles, to force the attacker to soak-off at worse odds.

5. In some cases attacks may be made at 7-1 or greater, or 1-7 or worse. Attacks at 7-1 or more automatically result in a 'DE, AA4'. Attacks at 1-7 or worse automatically result in an 'AE, DA1'. An attack is considered an automatic victory only if announced during the movement phase.

Explanation of Combat Results

AE-All attacking units in the battle are eliminated.

1/2AE-Half (round up) of all attacking combat factors in the battle are eliminated.

1AE-Attacker loses one combat factor from units in the battle.

DE-All defending units in the battle are eliminated.

1/2DE-Half (round up) of all defending factors in the battle are eliminated.

1DE-Defender loses one combat factor from units in the battle.

1X-Both the attacker and defender lose one combat factor from units in the battle.

1/2X-The side with fewer combat factors in the battle loses half (round up); the other side loses at least an equal number of combat factors from units in the battle. Compute combat factors in the same manner as in determining the odds.

X-The side with fewer combat factors in the battle loses all of them; the other side loses at least an equal number of combat factors from units in the battle. Compute factors as above.

AB#-Attacker's units in the battle pull back the number of hexes specified-at least one hex-of the attacker's choice.

AR# -Attacker's units in the battle retreat the number of hexes specified-but at least one hex-of the defender's choice.

DB#-Defender's units in the battle pull back the number of hexes specified-but at least one hex-of the defender's choice.

DR#-Defender's units in the battle retreat the number of hexes specified-but at least one hex-of the attacker's choice.

C-Contact; no losses, retreats, or advances.

AA#-Attacker's units in the battle may advance the number of hexes specified, if the defending hex is vacated and the attacker still has units surviving the battle. Ignore all ZOCs during the advance, but the advance is limited by terrain as described on the Basic Game Attrition Table. The first hex of the advance must be the defeated unit's hex. Exception: Infantry, Airborne, and

Ranger units making an *Infiltration* may advance into a vacant hex adjacent to the defeated unit's hex, if the defender does not retreat. Armor and Air Assault units may advance the maximum allowed. Infantry, Airborne, and Ranger units may advance two hexes maximum, and artillery may only advance one hex. As always, advance is optional.

DA1-Defending units in the battle may occupy a vacant hex previously occupied by an attacking unit involved in that battle.

Losses are always taken only from units involved in the battle. The owning player chooses which units take losses if partial losses are required, subject to the following:

1. Losses incurred by the attacker in a *Blitzkrieg* must include at least one factor of Armor or Air Assault. Losses incurred by the attacker in an *Infiltration* must include at least one factor of Infantry, Airborne or Ranger.

2. If TAC or MDM are supporting an attack, 30.41 must be followed unless it contradicts the rule above.

Units suffering AB#, AR#, DB#, or DR# must retreat at least one hex. They may retreat up to the number of hexes specified, subject to the option of the player controlling the retreat (attacker in AB#, DR#, defender in DB#, AR#) and Basic Game retreat restrictions. Units are eliminated due to lack of retreat only if they cannot retreat at least one hex.

Examples of Mission Matrix Combat

1. A large armored force attacks two enemy units surrounded in a city. The attacker hopes for a large gain of territory and thus picks *Blitzkrieg*. The defender, being surrounded, chooses a *Standfast Defense*. Once the cards are picked, the units are revealed. The attacker has 36 factors attacking; the defender has 8 factors doubled, or 16 defense factors. The odds reduce to 2-1. The die roll is a "2," yielding a result of 2. Cross-indexing the cards chosen, the result is "**1/2X, DE, AA3**". The defender first loses four factors, doubled to eight; the attacker must also lose eight attack factors. Then the remainder of the defenders is eliminated, and the attacking armor units may advance up to three hexes, any

attacking infantry may advance two hexes, and attacking artillery may advance one hex.

2. An attacking infantry division is attacking a stack of two unknown enemy units. The attacker chooses to probe to discover what is in the target hex. The defender has two artillery units in the target and chooses a *Withdraw* to preserve these valuable units. A *Probe* versus a *Withdraw* results in "**DB4**" regardless of the odds. However, all units involved in the battle are turned face up before the retreat is executed. The defender pulls his units back up to four hexes.

3. Four infantry divisions (sixteen factors) attack a defending force in the mountains. The attacker chooses an *Infiltration*, the defender chooses a *Balanced Defense*. The defender exposes his forces, which are six infantry factors. The odds are 16-12, or 1-1; the die roll is a "1", and the numerical result is a 2. Using the Mission Matrix, this results in "**1DE, AA1**". The defenders lose one factor, but hold their position. The infiltrating infantry advances one hex on either side of the defenders, surrounding them.

4. A four-factor infantry division is attacking an unknown unit believed to be a one or two factor infantry brigade. The attacker chooses a *Balanced Attack*. The defender, knowing that he has a six-factor armored division in the battle, chooses a *Counterattack*. When the units are turned face-up, the odds are determined to be 4-6, or 1-2. The attacker rolls a '6', yielding an 8 result-which is "**1/2AE, AR2, DA1**". The attacker loses two factors, the defender retreats the remnant of the attacking force two hexes, and advances to occupy the attacker's hex.

5. Some unknown attacking units are attacking two defending units in a city. The attacker selects a *Holding Attack*, hoping to pin down a dangerous enemy force. The defender, expecting a *Blitzkrieg*, picks a *Defense-in-Depth*. When the units are turned face up, the attacker is seen to have sixteen factors of infantry. The defender has two one-factor infantry brigades holding the city. The odds are 16-4, or 4-1. The attacker rolls a '3'. The result is a 1, or "**1DE**". The defender eliminates one factor and holds the city, but the last remaining brigade is indeed pinned down by the four infantry divisions.

NAVAL BLITZ

"To Everything There is a Sea Zone,
A Sea Zone to Defend, a Sea Zone to Invade;
A Sea Zone To Patrol, A Sea Zone to Raid"



We now come to the part of the article that you have all been waiting for. What does *BLITZKRIEG* have to do with *VICTORY IN THE PACIFIC*? In *BLITZKRIEG*, movement at sea is done using sea zones. In *VITP*, movement is done using sea areas. We have a perfect match. Actually, there are a few more details, but the basic idea is to match *VITP* sea areas with *BLITZKRIEG* sea zones.

The *VITP* system adapted to *BLITZKRIEG* replaces the abstract Naval Ascendancy Optional Rule (35), and the less abstract rules given in the *GENERAL* ("Surface Raiders" by Donald Greenwood, Vol. 12, No. 2, Jul-Aug 1975). Also disregard rule sections 20.2, 27.3, and 30.3. There is now no need to assume a fleet; fleets will be visible on the board.

These rules are replaced by the *VITP* rules, as modified below. The only other components of *VITP* that will be required are the ship and damage counters. Land-based air and amphibious units will not be needed. At the start of the game, each side has four aircraft carriers (CV), four battleships (BB), and eight cruisers (CA). Great Blue selects his ships from the US, British, Australian, and Dutch ships on the *Allied Starting Forces Chart* (including Groups W, X, Y, and Z). They may be placed in any Great Blue port, or at sea in Zones A, B, or C, along with as many as ten ground units, when Blue makes his normal setup. TAC and FTR units based in coastal ports may begin the game patrolling at sea.

Big Red selects his ships from the *Turn 1* Japanese ships. They may be placed at any port in Big Red or at sea patrolling in Sea Zones D or E. Up to ten ground units and patrolling TAC and FTR may also start at sea in Zones D or E.

A ship must be either in port or in one of the five sea zones at all times. The ports are as defined in 19.4. In addition, there is a neutral port which has restricted use. Any port or sea zone may

have any number of ships; there is no stacking limitation on ships in port or units at sea. Note that a ship at sea may be either patrolling or raiding, just as in *VITP*. Ships take damage points when hit as in *VITP*.

Ground units at sea and land-based air suffer factor losses, as in *BLITZKRIEG*.

The Naval Phase

1. The attacker's patrolling ships must return to a friendly port hex in either their sea zone or an adjacent sea zone, ignoring enemy control of sea zones. If there is no friendly port hex in their sea zone or an adjacent sea zone, they must return to the neutral port. The attacker's land-based air in a sea zone must land at a port in their sea zone or they are eliminated. They may land only at friendly coastal ports, not at inland ports. Ground units remain at sea.

2. Ships in port (not the neutral port) may now move to sea. If a ship wishes to patrol, it may move to the sea zone adjacent to its port. If that sea zone is uncontrolled by the enemy (i.e.: there are no enemy surface ships on patrol nor land-based TAC in the sea zone), it may move to a second sea zone adjacent to the first. A speed roll is required if a ship attempts to move two sea zones while patrolling; if it fails the speed roll, it becomes a raiding ship.

If a ship wishes to raid, it may move one or two sea zones as above, without a speed roll. Risking a speed roll, it may also move to any other sea zone on the board, regardless of enemy control, provided that the sea zone adjacent to its port is not enemy controlled.

Ships may also change bases in lieu of patrolling or raiding. Ships may move from any port (including the neutral port) to any other friendly port on the board, provided that the sea zones adjacent to both the port being departed and the port being entered are not controlled by the enemy.

If a ranger unit starts the turn in the same port hex as a ship, it may board that ship and sail with it. Any type of ship - CV, BB, or CA - may carry one ranger unit. No ship may carry more than one. The ranger unit shares the fate of the transporting ship. This is in addition to the ten unit limit governing normal sea movement.

Any of the attacker's TAC or FTR units may stage to a coastal port (not an inland port) to patrol the adjacent sea zone. This prevents such from undertaking any other missions this turn. If the attacker has at least one friendly port hex anywhere on the board, he may place his submarine unit (I-Boat or F-Boat) in any sea zone, regardless of enemy control.

3. If there are opposing units of any kind in the same sea zone, a naval battle occurs, as in *VITP*. (*Exception:* If there are only ground units and FTRs in a sea zone, or only land-based air and submarines, no naval battle occurs there.) *VITP* rules for combat are followed, including multiple rounds, rolling for day or night, attack bonus, submarines, land-based air, etc., with the following exceptions. The defender is considered in control of the sea zone if he has any patrolling surface ships or TAC, and adds + 1 to his die roll in choosing day or night. Attacks may not be directed against specific land-based air units; rather they are made against all enemy land-based air taken together. Each "6" rolled against land-based air eliminates one factor -- with FTRs eliminated first, then TAC factors. Only TAC, not FTRs, may attack enemy ships and ground units; both FTRs and TAC may attack enemy land-based air. Ignore 'disable' results against land-based air.

The attacker in each turn makes the retreat decision first. Disabled or retreating ships return to any friendly, undamaged port on the board. If none are available, such must return to the neutral port.

In a night battle, all surface ships have the option to be on the firing line. Ships not on the firing line may not be attacked unless all ships on the firing line are first engaged. If a battleship or cruiser is committed to the firing line, it may not take part in shore bombardment, nor land rangers. If there is more than one contested sea zone, the attacker chooses the order of resolution.

Ground units do not take part in a naval battle except as a target of a submarine. Ignore disable results; each point of damage becomes one combat factor eliminated (loser's choice). At the conclusion of a naval battle, the winner gets one day round followed by one night round of combat by his surviving ships and TAC against any enemy ground units in that sea zone. Normal bonuses

apply. Carriers that attack ground units at sea may not launch air attacks against land-based targets, and battleships and cruisers that attack ground units at sea may not participate in shore bombardment. Any ship that attacks ground units at sea may not land rangers.

The ground units take losses as above. At the conclusion of combat, surviving ground units remain at sea; they may leave that sea zone only during their movement phase.

Supply

After the Naval Phase, determine the attacker's supply status. Supply may not be traced through a sea zone controlled by the enemy. Both players may trace supply through a sea zone controlled by neither player. Only TAC and patrolling surface ships control a sea zone and block enemy supply.

Movement Phase

Once all naval combat has been resolved, proceed with the movement phase normally. Ground units may not enter an enemy controlled sea zone or land at a port or make an amphibious invasion in an enemy controlled sea zone. Note that any number of beaches may be invaded. The attacker's carriers may be placed on a sea hex in their sea zone and launch an air strike against a land target regardless of participation in a naval battle, but not if they have attacked enemy ground units at sea. Attacking battleships and cruisers that were not on the firing line may be placed on a sea hex in their zone to make a shore bombardment. Surface ships, but not ground units, may move to a sea hex or port even if they would have to pass through an enemy ZOC to get there from the board edge. Note that ZOCs still block ground units, which are assumed to be carried in vulnerable transports. (For example: If there is a Blue ground unit in B6, no Red ground units use the port D7). Ships may not move through an enemy ground unit on a river to enter or exit an inland port. Carrier based planes may execute air strikes as if they were tactical bombers, with a range of eight from the sea hex occupied by the carrier. Use the carrier counter to represent the air mission of the carrier's planes. Rangers on a ship placed in a sea hex may invade an adjacent coastal hex.

Combat Phase

Carrier air strikes can be made against targets within a range of eight hexes of the sea hex occupied by the carrier. Each carrier may make one attack with its air strike factors. Carrier air strikes may be intercepted by enemy FTRs, in which case they are treated as escorted bombers. Losses to carrier aircraft only serve to reduce the strength for the current attack. Carrier air strikes may perform tactical bombing in support of ground attacks, including invasions (30.41), bomb airbases (33.2), and attack ships in port (which is resolved as in *VITP*). Carriers get only one air raid per turn, not two as in *VITP*. Carrier aircraft do not take losses as the result of ground combat.

Battleships and cruisers placed on a sea hex may attack adjacent enemy units on the BBT with their gunnery factors, as if they were artillery units. Ignore any attack bonus in attacking shore targets. Ships in port may only be attacked by enemy aircraft. Carrier planes, TAC, MDM, and SAC may attack ships in port using *VITP* combat resolution, with each air factor getting one die roll. This is an additional air mission.

At the end of the Combat Phase, raiding ships must return to port and patrolling ships are placed in the "Units At Sea" box of their respective sea zones. Submarines are removed from the board, to be placed again in the attacker's next turn. If there are no friendly ports, ships must go to the neutral port, from which they can *only* transfer to a friendly port, neither patrolling nor raiding, during a future Naval Phase. This ends the turn.

Ports

Ship-borne ground units may not move into or out of a port, or to a sea hex, unless there is a route of sea hexes free of enemy ZOCs to the edge of the board. Ships (but not ground units) may go to sea from a damaged port (33.3), but may not return there. This also applies to a port in an enemy ZOC. If a port hex containing ships is occupied by an enemy ground unit, all ships in it are considered scuttled and are eliminated if the adjacent sea zone is enemy controlled. Otherwise, the ships go to the neutral port. Ships in an ungarrisoned port hex act like grounded air units (30.9). If a ship must return to port but cannot return to a friendly, undamaged port, it

must return to the neutral port (a port in the neutral country). From there it may only transfer to a friendly port on a sea zone uncontrolled by the enemy when one becomes available. It may neither raid nor patrol from the neutral port.

Repair

Each undamaged port hex has a repair capacity equal to the number of hexes in its city. For example, AAA54 and BBB55 each have a repair capacity of 3. A ship that remains in port a full turn may be repaired, as in *VITP*.

Die Roll Bonuses

Only indicated carrier air strikes and gunnery factors have a bonus against ships (in port or at sea) and ground units at sea. Land-based air never has a bonus, and there is never a bonus when attacking land targets or land-based air.

Effects of Weather

Clear - None

Gale - All units at sea must return to port; no ships or units may move to sea

Rain or Snow - Subtract one, rather than add one, for day on day/night roll

Fog or Ice - All actions at sea automatically night; no land-based air allowed at sea; no carrier air strikes

Reinforcements

Each side gets one CA, one CV, and one BB per turn, starting Turn 2. These reinforcements are placed in any friendly port in the appropriate home country. They are taken only from *VITP* units available by the current turn in the *BLITZKRIEG* game. For example, the Turn 2 reinforcements may only be taken from *VITP* units available at the start of *VITP* or from *VITP* Turn 2 reinforcements. In effect, add each turn's *VITP* reinforcements to a "force pool" from which reinforcements are taken. Add eliminated ships to this force pool also. Ignore *VITP* ship withdrawals. Note that one submarine unit is available to each player each turn, throughout the entire game, provided that they have at least one friendly port.

Critical Resources

The loss of critical resources cities have the following effects, in addition to those listed in Rule 36.

OIL:

Two cities - Movement of ships reduced by one sea zone (patrol ships may only patrol adjacent sea zone, and then with a speed roll; raiding ships may move only two sea zones, with a speed roll on the second zone). Sea transfer is still allowed.

One city - Ships may only raid to the adjacent sea zone, with a speed roll required. No patrolling is allowed. Sea transfer still allowed.

No city - Ships may not move to sea.

BASIC INDUSTRY:

Two cities - No shore bombardment, carrier strikes attack at half strength (round up).

One city - No carrier strikes, ships attack at half strength (round up), no attack bonus. No shore bombardment.

No city - Cruisers and Carriers cannot make any attacks. Battleships are reduced to one attack factor, with no bonus.

NAVAL STORES:

Two cities - Same as two oil cities, plus repair capacity of each port is reduced by one. Naval reinforcements reduced to 1 CA, 1 BB this turn.

One city - Same as one oil city, plus repair capacity at each port hex reduced by two. Only 1 CA allowed as naval reinforcements.

No city - No ships may move to sea. No ships may repair. No naval reinforcements.

SCENARIOS

Once you have incorporated all these rules into *BLITZKRIEG*, and played a couple of dozen times, you may want to add some additional variety to the game. I present to you five additional scenarios. The first three may be played with any combination of rules. The last two require that you

use at least Sea Movement (19) and Invasions (20) in the Basic Game Optional Rules.

#1 Reversal Have the Blue forces start in the Red country, and Red starts in Great Blue. The Blue forces still move first. This is more interesting if you use the *Naval Rules* presented above. Treat Big Red as Blue's home country, and Great Blue as Red's home country, for all purposes. Of course, Blue's Navy now may start in only Sea Zones D and E, while the Red Navy may start in Sea Zones A, B, and C.

#2 North vs South Blue units start in the Northern Peninsula of Great Blue (containing the River Sparling), the section of Big Red north of the Schutz Tributary (including city hex HHH37), and the NW, NE, and central minor countries, and Sea Zones A and E. Big Red starts in the remainder of Great Blue and Big Red, as well as Sea Zones B, C, and D. Consider the areas where each player starts as the home country of that player. The two southern minor countries are initially neutral. Blue's initial lack of resources should be compensated by Blue's initiative in moving first.

#3 Diagonal Conflict Blue forces start in Great Blue (excluding the Sparling Peninsula), Big Red north of the Schutz, the NE and SW minor countries, and Sea Zones B, C, and E. Red forces start in the remainder of the board. Treat only the original home countries as each side's home country, and the side initially occupying a minor country is the aggressor in that country.

#4 Blue Invasion Red initially occupies all of the board. Only Big Red is Red's home country. Treat Great Blue as Blue's home country for inverted unit and city ownership purposes. Blue units become available off-board. Ignore critical cities for Blue but not for Red. Blue gets full replacements regardless of territory owned on the board. Red is the aggressor in all minor countries. Blue has an invisible off-board port adjacent to all five sea zones. All of Blue's initial units start the game there and may move by sea to any sea zone. Blue may still have only ten divisions at sea at any time. Blue aircraft may not fly missions from the off-board port, including sea zone patrolling, but may stage from there to any friendly port hex on the board, once captured.

#5 Double Invasion Both Blue and Red start the game off the board. The entire board is

treated as neutral minor countries. Break Big Red and Great Blue into two minor countries as described above. Each side has one off-board port. Blue's port connects only to Sea Zone B, and Red's only port connects to Sea Zone E. Both sides ignore Critical Resources and get full reinforcements regardless of territory owned. All reinforcements and replacements start in the respective off-board port. The off-board ports are treated as above in Scenario #4.

CONCLUSION

"I Can't Believe That I Played the Whole Thing"

If you add all the Optional Rules to the Tournament Game of *BLITZKRIEG*, and then play with all the rules presented here, you have quite a complex game. If you don't wish to absorb everything at once, allow me to suggest a "Programmed Instruction" approach to *BLITZKRIEG*.

Step 1 Play the Basic Game (sections 1-17).

Step 2 Add the *Inverted Unit Rule*, presented above.

Step 3 Add the Basic Game Optional Rules (18-23).

Step 4 Add most of the Tournament Game, excluding the Bomber Aircraft (24-29).

Step 5 Add the *Guerrilla Rules*, presented above.

Step 6 Add the *Mission Matrix Rules*, presented above.

Step 7 Add the bombers (30).

Step 8 Add the *Naval Rules*, presented above.

Step 9 Add Air Combat, from the Tournament Game Optional Rules (32).

Step 1. Add the rest of the Tournament Game Optional Rules that apply (33, 34, 36). Note that the Naval Ascendancy Rule (35) is superseded by the above naval Rules. ●

By Jim Stahler

Comments and questions on this unique melding of two classic games are welcomed by Mr. Stahler, 6617 Mayfair Drive, T-1, Falls Church, VA 22042.

COMBAT RESULTS TABLE

DIE ROLL	1-7+	1-6	1-5	1-4	1-3	1-2	1-1	2-1	3-1	4-1	5-1	6-1	7-1+
1	AE, DA1	7	6	5	5	4	2	1	1	1	1	1	DE, AA4
2		8	7	6	5	4	3	2	1	1	1	1	
3		8	8	7	6	5	4	3	2	1	1	1	
4		8	8	8	7	6	5	4	3	2	1	1	
5		8	8	8	8	7	6	5	4	3	2	1	
6		8	8	8	8	8	7	5	4	4	3	2	

MISSION MATRIX TABLE							
		BLITZKRIEG	BALANCED	FRONTAL	INFILTRATE	HOLDING	PROBE
STANDFAST	1	DE,AA4	DE,AA1	1/2X,DE,AA1	1DE,AA1	1DE	C
	2	1/2X,DE,AA3	1AE,1/2DE	X,AA1	1DE,AA1	C	AB1
	3	X,AA1	1/2X	X	1DE	C	AB1
	4	1/2X	1X	1/2X	1X	C	AB1
	5	1X,AB1	1X,AB1	1X	1AE	C	AB1
	6	1AE,AB1	1AE,AR1	1/2X,AE	1AE,AB1	C	AB1
	7	1/2AE,AR2	1AE,AR2	1DE,AE	1AE,AR1	1AE,C	AB1
	8	AE	1/2AE,AR2	AE	1/2AE,AR2	1AE,AB1	1AE,AB1
BALANCED DEFENSE	1	DE,AA4	1/2DE,DR4,AA2	1/2DE,DR2,AA1	1DE,DR2,AA1	1DE	C
	2	1/2DE,DR4,AA3	1DE,DR2,AA1	1/2X,DB2,AA1	1DE,AA1	C	C
	3	1/2DE,DR3,AA3	1X,DB2,AA1	1/2X	1DB,AA1	C	AB1
	4	1DE,DR2,AA2	C	1X	1DB,AA1	C	AB1
	5	1X	AB1	1X	C	C	AB1
	6	C	AR1	1/2X,AE	AB1	AB1	AB1
	7	1AE,AB1	1AE,AR1	1DE,AE	1AE,AB1	1AE,AB1	AB1
	8	1/2AE,AB1	1/2AE,AR2	AE	1AE,AR1	1AE,AB1	1AE,AB1
DEFENSE IN DEPTH	1	1/2DE,DB3,AA2	DE,AA1	DE,AA1	1/2DE,DR2,AA1	1DE	C
	2	1DE,DB2,AA1	1/2DE,DR2,AA1	1/2DE,DR2,AA1	1DE,DB2,AA1	C	C
	3	1X	1/2DE,DB2,AA1	1/2X,DB2,AA1	1DE,DB2,AA1	C	C
	4	1X,AB1	1DE,DB2,AA1	1X,DB2,AA1	1DE,DB2,AA1	C	AB1
	5	1AE,AB1	1X	1/2X	1X	C	AB1
	6	1/2AE,AR1	C	1/2X,AE	C	AB1	AB1
	7	1/2AE,AR2	1AE	1/2X,AE	AB1	AB1	AB1
	8	AE	1AE,AB1	1DE,AE	1AE,AB1	1AE,AB1	AB1
COUNTER-ATTACK	1	DE,AA4	DE,AA2	DE,AA1	1/2DE,DB1	1/2DE	1DE,DB1
	2	1/2DE,DR4,AA3	DE,AA1	1/2X,DE,AA1	1DE,DB1	1DE	DB1
	3	1/2X,DR3,AA2	1/2DE,DB2,AA1	X,AA1	1X	C	C
	4	X,AA1	1X,DB1	X	1AE	1X	AB1
	5	X,DA1	1X,AB1	X,DA1	1AE,AR1,DA1	1AE	AB1,DA1
	6	1/2X,AR2,DA1	1X,AR1	1/2X,AE,DA1	1AE,AR1,DA1	1AE,AB1	AB1,DA1
	7	1/2AE,AR2,DA1	1AE,AR2,DA1	1DE,AE,DA1	1/2AE,AR1,DA1	1AE,AB1,DA1	1AE,AB2,DA1
	8	AE,DA1	1/2AE,AR2,DA1	AE,DA1	1/2AE,AR2,DA1	1/2AE,AB1,DA1	1/2AE,AR2,DA1
DELAY	1	DE,AA1	1DE,DR2,AA1	1/2DE,DR2,AA1	1/2DE,DR2,AA1	C	DB1
	2	1/2DE,DR1,AA1	DB1,AA1	1DE,DR2,AA1	1DE,DB2,AA1	C	DB1
	3	1DE,DB2,AA1	DB1,AA1	1X,DR1,AA1	1DE,DB2,AA1	C	DB1
	4	DB2,AA1	DB1,AA1	1X,DB1,AA1	DB2,AA1	C	DB1
	5	DB2,AA1	DB1,AA1	1X	DB2,AA1	C	AB1
	6	1AE	C	1AE	C	C	AB1
	7	1AE,AB1	AB1	1/2AE	AB1	AB1	AB1
	8	1AE,AR1	AB1	AE	1AE,AB1	AB1	AB1
WITHDRAW	1	DE,AA4	1DE,DB3,AA2	1DE,DB4,AA1	DB4,AA1	1DE,C	DB4
	2	1/2DE,DB2,AA4	DB4,AA1	1DE,DB4,AA1	DB4,AA1	DB1,AA1	DB4
	3	1DE,DB3,AA4	DB4,AA1	DB4,AA1	DB4,AA1	DB1,AA1	DB4
	4	DB4,AA4	DB4,AA1	DB4,AA1	DB4,AA1	DB4	DB4
	5	DB4,AA3	DB4,AA1	DB4,AA1	DB4,AA1	DB4	DB4
	6	DB4,AA2	DB4,AA1	DB4,AA1	DB4,AA1	DB4	DB4
	7	DB4,AA1	DB4,AA1	1AE,DB4,AA1	DB4,AA1	DB4	DB4
	8	1AE,DB4,AA1	DB4,AA1	1AE,DB4,AA1	DB4,AA1	DB4	DB4

BLITZKRIEG	BALANCED	FRONTAL	INFILTRATE	HOLDING	PROBE	STANDFAST	BALANCED DEFENSE	DEFENSE IN DEPTH	COUNTER-ATTACK	DELAY	WITHDRAW
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