

The following article was published in Avalon Hill's GENERAL magazine, Volume 16, Number 5, 1980. It does not provide any game playing assistance and is provided for amusement only.

Some players I know criticize *BLITZKRIEG* because they cannot relate it to any historical battle! Actually, though, in variety and scope *BLITZKRIEG* is one of Avalon Hill's greatest, especially with rules such as propaganda, from Vol. 12 #5 of *THE GENERAL*. To those unfortunate souls suffering a paucity of imagination, the following scenario is dedicated. The minor country names are those from the S & T module and earlier articles in *THE GENERAL*.

Initial Set Up Blue mobilizes and places his units. Red sends ten units to sea plus the 14th T AC, places three fighter units in NN48, and a few ground units on ANTI-INVASION DUTIES, then issues the following bulletin:

RED STAR PREVARICATOR

Disturbing reports have been received that Count Von Mayhem, tyrant of the Blue Empire, is mobilizing his Bluebelly legions and has sent a vast armada to Sea. Our peerless leader, El Supremo - Comrade Mischeveitch, has summoned an emergency meeting of the World Council and sent a personal message to the Blue tyrant warning him that dire consequences will result from embarking upon Quixotic military adventures.

(Signed) Comrade Lyarveitch,
Minister of Information

BLUE TURN 1. Blue conquers all six cities of Nord Walkurie in the usual manner and replies:

DAILY BULLENSPIEL

Subversive elements, terrorists, and bandits in the employ of the Red dictator of Krasnynorad are attempting through rioting and assassination, to subvert the government of Nord Walkurie. Patriotic elements, our cousins in whom flows the same blut as wie uns, have called upon us for assistance. In a splendid outpouring of solidarity, soldiers, sailors and student volunteers have rushed to assist patriotic elements restore law and order. The citizens of Nord Walkurie watched our brave soldiers and tanks with tears (sic) of joy. Maidens strew their

path with flowers and offered other tokens of affection. Das Fuhrer, the Magnificent Count von Mayhem, has proclaimed Nord Walkurie a Protectorate of the Blue Empire and vowed to exterminate the enemies of the people.

(Signed) Herr Grossenmouth,
Minister of Propaganda

RED TURN 1. There is only minor shifting of Red Units at sea, no further placement, but another issue of the:

RED STAR PREVARICATOR

Bluebelly goons have stormed across the border of the peaceful Republic of Nord Walkurie. Abetted by fascist fifth column elements they have instituted a campaign of rape, pillage and terror amongst the freedom loving populace. Panzer Leader von Stomponem has cut a swath of destruction across the Central Plains. Col. General of Artillery Boomboom Blam has virtually obliterated the vacation resort of Extuseven on the Sud Walkurian Sea. Northern cities have been occupied by the undisciplined legions of General of the Armies von Brutalberg. All the above crimes against humanity have been supported by bombers under command of Air Marshall Dropemharder.

Our noble leader, Comrade Mischeveitch, has offered aid to the other freedom loving peoples threatened by war. Unfortunately, Calaedia futilely expects that its perpetual neutral status guaranteed by the Treaty of 1725 be respected. Timid councils have prevailed in New Endor and Sud Walkurie. Not only have they refused assistance but have thus far even refrained from mobilizing for self defense.

Subversive voices of caution justify this course of action lest they provoke the new and dangerous neighbor on their borders.

(Signed) Comrade Lyarveitch,
Minister of Information

BLUE TURN 2. Blue at sea forces combine with armor and infantry and completely occupy all cities of Sud Walkurie and announce:

DAILY BULLENSPIEL

Rumors of a large Red Invasion Force in the

Southern Seas has alarmed our kinfolk in Sud Walkurie. In reply to their cries for assistance, El Supremo has sent Soldiers and Marines to protect the borders and beaches of our cousins. Our peerless leader, Count von Mayhem, has extended his protectorate over all the Walkurian herrenvolk! We are now One Fatherland and no alien interference will be tolerated.

(Signed) Herr Grossenmouth,
Minister of Propaganda

RED TURN 2. A few small detachments appear in some cities subject to the threat of para-troops. A third bulletin is issued:

RED STAR PREVARICATOR

The mad ambitions of the Bluebelly tyrant are limitless. The helpless Republic of Sud Walkurie has been invaded and devastated. Another light of freedom is extinguished. Still the Parliaments of New Endor, San Estados and Calaedia continue their futile debate. Not one has yet accepted the generous unselfish offer of assistance from our peerless leader, Comrade Mischeveitch. The peoples of the Blue Empire are warned to pull back before it is too late. Overthrow your insane leaders. Execute your war criminals. Rejoin the peace loving nations.

(Signed) Comrade Lyarveitch,
Minister of Information

BLUE TURN 3. Spearheaded by armor and para-troops, Blue captures and occupies all the cities of the central country of Calaedia, from where we have only silence.

RED TURN 3. Red units in small numbers appear in a few more cities threatened by para-troops from OO30. But if Red has mobilized, he has kept it secret for most of his available units have failed to appear. However, unfailingly we hear from the:

RED STAR PREVARICATOR

This day will live in infamy. Napoleon, the Kaiser, even Hitler respected the perpetual neutrality of Calaedia signed by all nations. This has not deterred the Bloody Blue Tyrant who has violated this two century old treaty. Neutral observers have reported widespread and un-

speakable atrocities against a people with the greatest traditions of peace. The World Council was forced to flee and take refuge in Krasnynorad. Yet New Endor and San Estados refuse assistance and continue to procrastinate.

(Signed) Comrade Lyarveitch
Minister of Information

BLUE TURN 4. Blue units from Calaedia and Sud Walkurie combine to capture all the cities of San Estados. (Authors comment: Blue has established the requirements for victory if he can hold them until the 15th turn. However he is vastly overextended, has lost approximately 10 units in casualties and his home guard is very thin. He will receive no reinforcements on the fifth turn.)

DAILY BULLENSPIEL

The ever victorious troops of our Blue Empire have freed San Estados from the perfidious influence of the Red tyrant of Krasnynorad. Das Fuhrer has warned Comrade Mischeveitch against any interference with the great crusade to free and unite all the peace loving peoples. Indeed the long suffering peasantry of Krasnynorad itself cry out to be relieved of the tyranny of their red masters. A new empire has arisen! Greater than Rome! Our Peerless Leader Count von Mayhem has promised it will last fifteen turns!!! In another vein, El Supremo has bestowed a great honor upon your correspondent by awarding him The Supreme Order of the Flapjaw, Second Class, for his efforts in inspiring our troops to their great victories.

(Signed) Herr Grossenmouth,
Minister of Propaganda

RED TURN 4. OO30 and CC39 are bombed. C30 invaded by several Infantry and Paratroop units; Q16 invaded by Rangers supported by TAC. Massive counterattacks take place in the vicinity of JJ46 and VV42 and, as usual, we have:

RED STAR PREVARICATOR

All efforts at peace have failed. Krasnynorad declares war upon the Blue Empire. With these words our Supreme Leader called upon all citizens to unite and repel the invader. Marshall Krushem has led his Armored Armies across the

Witz and inflicted heavy casualties upon the Bluebellies in the vicinity of Vee Vee Fortoo. Field Marshall Rascalveitch has led another Army Group against the criminal aggressors near JayJay Foresix liberating that port. Meanwhile, Admiral Sinkemdeeper has won a great victory in the Western Sea. Marines and paratroopers have captured the Great Blue industrial city of Seathurty. Commandoes, assisted by partisans and carrier aircraft, have a tenuous hold upon another center of industry at Quesixteen. Resistance forces are surfacing throughout the Blue Empire. This disastrous news from the home front has destroyed the confidence of the Bluebelly Legions

(Signed) Comrade Lyarveitch.
Minister of Information

BLUE TURN 5. With no reinforcements, Blue is unable to regain full control of Q16 or C30. With only one Industrial city, Blue is unable to attack effectively and retreats and assumes a defensive stance. We now hear:

DAILY BULLENSPIEL

Without provocation, waves of Red barbarians have streamed across the border and attacked our civil administration troops in San Estados. El Supremo, our peerless leader, has promised them reinforcements and supply. The orders are to stand and die. Yield not one inch to the cruel barbarians of the Steppes. In wanton disregard for international law and without warning, murderous commandoes were loosed on our shores, slaughtering women and children in their sleep, defiling places of worship and committing crimes too abominable to mention. Das Führer has vowed the annihilation of Krasnynorad and its

treacherous tyrant, Comrade Mischeveitch.

(Signed) Herr Grossenmouth,
Minister of Propaganda

RED MOVE 5. The Units near Calaedia are threatened with encirclement, and pressure is maintained on Blue units retreating towards the St. Lawrence River. Reinforcements from sea and paratroops supported by TAC maintain their grip on Q16; other paratroops gain a foothold in the Blue Capital. Again the two neutral industrial cities are bombed. Control of C30 is tightened. Now Blue has no industrial cities and his units are paralyzed for lack of movement and attack factors.

RED STAR PREVARICATOR

Airborne forces under General Dropemded have captured the Blue capital and the tyrant Count von Mayhem is even now swinging at the end of

ropes from parachute harnesses. A NEW GOVERNMENT HAS SUED FOR PEACE. Revolt against the fascist tyrants is spreading across the land. Whole armies are surrendering rather than face the might of our brave comrades. THE WAR IS WON!!!

In scenarios like the above lies the fascination of Blitzkrieg. How many times does it appear like clear sailing and easy victory, and then suddenly your opponent lowers the boom? I know of no other game but *BLITZKRIEG* where a moment's carelessness can result in such dramatic turn of fortune. Truly *BLITZKRIEG* is the name of the game. ●