

The following article appeared in Avalon Hill's *General* magazine, Volume 7, Number 3, 1970. Although the article pre-dates the 1975 rules, I believe that the article is of interest and the units of sufficient compatible to work with the 1975 rules. Following the article is a letter that asked for identification of the units mentioned in the article. After that is comment to the letter's response, guidance using the ADC2 module, and Minor Country Orders of Battle. CGM

Minor Country Alliances A New Look

By Henry Gale and Geoff K. Burkman

Introduction

Are your Blitzkrieg games becoming all the same? Have you tried some minor country rules to spark the game up? If not, you're missing something you shouldn't. Our minor country variant rules will guarantee that each of your Blitzkrieg games will be unique and exciting.

All you need for units are the suggested minor country forces (Vol. 2, Issue 6 of the *General*) and an additional 15 armor factors and 10 infantry, purple in color. Twelve cards are used to determine the alliance system in each game. The cards are:

CARD	READS
1	Yellow has an ally
2	Green has an ally
3	Black has an ally
4	White has an ally
5	Brown has an ally
6	Two minor countries are allied
7	Three minor countries form a Triple-Entente
8	A minor country is a satellite
9	A minor country allies itself with the First Attacker
10	A minor country is allied with Powerful Purple
11	A minor country has a dooms day machine
12	Two minor countries have a Hate Pact

Procedure

The minor country armies are now set up. Use cards 1-5 and deal two to Red and two to Blue. Roll a die to see who gets the last card. Each player then sets up the armies of the countries he has drawn in any manner he desires, with two

exceptions. All aircraft must have garrisons with them, and all roads to a great power must be covered.

Cards 1-5 are returned to the pack and all cards are shuffled. Each player draws two cards. A player may look at his own cards but not those of the other player. The game now begins.

As soon as a major power invades a minor country, the alliance system must be determined. This invading player becomes the First Attacker (in reference to card 9). He must complete his entire turn before the alliances are determined. At this point all cards are exposed and the instructions are followed (see Alliance Resolution). Beginning with his immediate turn, the other player may move all units of the invaded minor country and all its allies. The army and air force of a minor country may not evacuate the country until all but one city has been captured by the invader. No evacuation is allowed when the entire country has been captured in one turn. As long as minor country units remain in their homeland, they are automatically supplied, but once they leave, they count against the supply of the major power they are allied with.

Minor country units may not participate in invasions, although they may be shipped from port to port. Nor may more than 2 factors of a minor country be air transported in any one turn. This transport rate is part of the normal 12 factors per turn rate allowed, it is not extra capability. Minor country units may not invade another minor country without the support of a major power. The major power's land units must outnumber the minor country's units in a ratio of at least 5-1.

Once transferred to major country bases (any base outside of the minor country in question), the air units of a minor country must be accompanied by major power aircraft on *all* missions, including fighter interception roles. When any "integrated" mission suffers losses, the minor country aircraft must be removed first. Minor country air units may not carry nuclear weapons. Except when only one city in a minor country is left, the aircraft of that country must fly from and return to their own cities. Remember, aircraft may be evacuated only when one city is left in the hands of friendly forces.

Alliance Resolution

The die is rolled once for each card 1-5 picked. The following table is used to determine who goes with who:

Die	Minor Country
1	Yellow
2	Green
3	Black
4	White
5	Brown
6	Roll over

If it turns out that a country is allied with itself, it is considered that the card was cancelled.

Two dice are rolled for card 6 and three for card 7. With these cards, the dice must continue to be rolled until two (or three, as the case may be) different countries have been determined.

Card 8 calls for one die to be rolled. First the die is rolled to determine which minor country is the satellite, and then again to determine the major power (odd is Blue, even is Red) controlling it. The satellite nation dissolves at once *all* other alliances created by the cards, and allies itself with the indicated major power and all other allies of that power.

The die is (rolled for card 9 to determine which minor country immediately allies itself with the first major power to invade another minor country. This card has no effect if the First Attacker invaded the minor country in question or any of its allies.

When the country allied with Powerful Purple (card 10) is invaded by one major power or the other, it receives at the beginning of its next turn 15 armor factors in any controlled port city in its borders (Brown receives them in any city). On the next turn, the country gets 10 infantry factors in any of its cities under control. From then until the end of the game (provided units of that minor country are still on the board) the alliance bloc with that particular minor country receives 2 extra replacement factors per turn. These factors must be taken out in the minor country if possible; otherwise they arrive at the allied major power's capital. These replacements

may only be infantry, armor, or tactical bombers. If the country allied with Powerful Purple has all its cities captured on the first invasion turn, Purple breaks the alliance and sends no troops at all. If the country allied with the minor country in question invades, that country immediately allies itself with the other major power, and Purple is allied with it. In this case, invasion is defined as willfully attacking and destroying a unit of that minor country.

Card 11 means that some minor country possesses an earth-destroying doomsday machine. If all the cities of that country are captured by enemy troops, the game ends in a draw (yahh, hah. . . wasted your time). When the card is revealed, the die must be rolled to determine whether or not the location of the doomsday machine is to be known. Odd it is, even it isn't. If it is, roll the die in the normal manner to determine which country is the tie-maker. If not, use cards 1-5 and set one aside secretly and keep the others hidden. Each time a country is subdued, a third player will announce if it is the doomsday machine's owner. Added variation: at the end of his turn, each player rolls the die; a roll of 5 or 6 indicates that the player may look at the card revealing the doomsday country. If the doomsday country is revealed (odd die roll), it is automatically allied with no one. If not, well, guess a little!

Two dice are rolled for card 12; the results determine two countries automatically against each other. This card cancels all alliances the countries may have thru other cards. The alliances must be worked out so that the two oppose each other. Note that if the die comes up the same, the hate pact is off.

Sample Alliance System

1) Cards drawn: by Blue - 4 and 7, by Red 6 and 11.

2) Blue invades Yellow, totally conquering it in one turn. Evacuation has thus been prevented.

3) The alliances are determined. A 2 is rolled for card 4, a 2 and a 4 for card 6, a 1, 2, and 4 for card 7, and a 1 for card 11. Card 4 therefore allies Green with Yellow. Card 6 allies White with Yellow. Card 7 coincidentally results in the same net effect, a Green-Yellow-White alliance. An odd

die roll calls for the doomsday country to be revealed; a following roll indicates that Brown has it.

4) Final results pit a Red-Green-Yellow-White entente against Blue by itself, with Brown and Black neutral. Yellow has been overwhelmed, but Blue is still in trouble. Because of Brown's role as the doomsday country, the battle must take place in either Green or the Koufax Desert. In this game, Blue will probably lose.

Conclusion

These rules will definitely liven up your Blitzkrieg games a lot. They are not meant to be absolute, as you should vary them to suit your own taste. We feel that they help present a new concept designed to radically alter the natural staleness of Blitzkrieg. Comments to:

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The following is from the General, Volume 7, Number 4, 1970:

Letters – Yes, We Get Letters

In last issue's (Vol. 7, No. 3) "Minor Country Alliances," reference is made to units mentioned in an article of Vol. 2, No. 6. What are these units?

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From Vol. 2, No. 6 they read:

For the YELLOW country add a total of 5 Armored Units made up of 4, 3-6's and 1, 4-5 unit; add 11 Infantry Units; 3, 3-3's and 8, 2-3's add 2, 3-8 TAC units; 2, 3-12 Fighter units, and 1, 3-10 Medium Bomber unit.

For the WHITE country: add 3, 3-5 Armored Cavalry units and 1, 2-6 Armored Cavalry unit. Also add 11, 2-2 Infantry units and 1, 3-3 TAC Air unit.

For the BROWN country: add 2, 3-6 Armored

units; 6-3 TAC unit and 1, 3-10 Fighter units.

For the GREEN country: add 3, 3-6 Armored units; 1, 5-6 Armored unit; 6, 3-4 Infantry units; 6, 2-4 Infantry units; 4, 2-8 TAC units; 2, 2-12 Fighter units, and 1, 2-10 Medium Bombers.

For the Black country: 1, 4-6 Armored unit: 1, 5-6 Armored unit and 1, 3-6 Armored unit; add 3, 3-5 Panzergrenadier units; 3, 3-4 Infantry units; 1, 2-3 Parachute Infantry unit; 1, 6-3-4 Break-through Artillery unit; 2, 3-8 TAC units; 2, 3-12 Fighter units; and 1, 2-10 Medium Bomber units.

The Air Transport capability: 3 per turn for YELLOW, 1 per turn for WHITE, 2 per turn for BROWN, 3 per turn for GREEN, and 4 per turn for BLACK. ●

Comments

I added substitutes for all armies in the ADC2 module. The substitutes are in the additional storage area at the bottom of the map. The army of each minor country is in its respective country.

The units are set-up in the manner prescribed by the article. Chits (1-5) are in the Force Pool and can be drawn by Random Pick. (Click **New\Force Pool\Alliance Chits, 1-5** and then **Random Pick.**) A 12 card hand is provided to determine the alliance system. The **Alliance Chits, 1-12** pool can be used instead of the card hand for solitary play drawing as Random Pick.

I have altered the article tables so that the card and die roll charts are consistent.

As alliances are determined, move the flag from additional storage to the appropriate ally box located at the extreme bottom-left and bottom-right of the map board.

After preparing the counters and beginning to set-up the scenario, I became suspicious of some of the TAC movement factors. I solicited help on ConsimWorld and received corrections from Gareth Scott. Brown was missing 6 3-3 Infantry and the TAC should be 3-6, not 6-3. (White's 3-3 TAC was correct.) The complete Order of Battle contained in the ADC2 module follows the modifications to adapt the game to the 1975 rules.

Modifications for 1975 Rules:

1. All divisions and wings are full units; all brigades, regiments, and squadrons are $\frac{1}{2}$ units.
2. Armored cavalry and panzer-grenadier (mech) units have armor type unit (rule 8.3) zones of control.
3. Minor country cities DO NOT have intrinsic defense – delete rule 29.4. A major country has "liberator" status with minor countries with which it is allied.
4. "...all roads to a great power must be covered" means at least $\frac{1}{2}$ unit on each road hex adjacent to the border with Great Blue or Big Red. Yes, Yellow must cover all 14 hexes and can do so by using some substitute units.
5. As an additional exception to the minor country set-up, at least $\frac{1}{2}$ unit must be in each city.
6. If all cities of a minor country are captured, that minor country's remaining forces stay in play. The remaining forces within the borders of that minor country are automatically supplied. Any units outside the minor country must be supplied by the controlling major power.
7. Yellow, Green and Black have one unit and White and Brown have $\frac{1}{2}$ unit air transport

capability. (These are the approximate values of translated air factors from Volume 2, Number 6.)

8. The minor country allied with Purple is determined by die roll using the table in the Alliance Resolution section.

9. "...2 extra replacement factors..." means $\frac{1}{2}$ unit. That $\frac{1}{2}$ unit must be from the forces of the minor country allied with Purple.

10. "...taken out in the minor country..." means the replacement must be placed in a friendly city of the minor country allied with Purple. If no city in the minor country is friendly, the replacement is placed capital of the allied major power.

11. Minor country replacements can also be armored cavalry or panzer-grenadier (mech) in addition to infantry, armor, and tactical bombers.

12. Purple never receives any replacements.

13. Instead of secretly drawing cards to determine an unknown minor country with a doomsday machine, make a Random Pick from the Alliances Chits, 1-5 pool each time a minor country is subdued. Do not return the picked chit to the pool.

14. If no obvious solution to the alliances of two minor countries in a Hate Pact is presented, a third die is rolled. If that third die is even, the first rolled minor country allies with Blue; if odd, that county goes with Red. ●

Minor Country Orders of Battle

YELLOW:

Four 3-6 armor
One 4-5 armor
Three 3-3 infantry
Eight 2-3 infantry
Two 3-8 TAC
Two 3-12 FTR
One 3-10 MDM
Three air transport per turn

Substitutes:

Four 2-6 and four 1-6 armor
One 2-5 and one 1-5 armor
Two 2-3 and ten 1-3 infantry
Two 2-8 and two 1-8 TAC
One 2-10 and one 1-10 FTR

GREEN:

Three 3-6 armor
One 5-6 armor
Six 3-4 infantry
Six 2-4 infantry
Four 2-8 TAC
Two 2-12 FTR
One 2-10 MDM
Three air transport per turn

Substitutes:

Four 2-6 and four 1-6 armor
Four 2-4 and six 1-4 infantry
Six 1-8 TAC
Four 1-12 FTR
Two 1-10 MDM

BLACK:

One 4-6 armor
One 5-6 armor
One 3-6 armor
Three 3-5 panzer-grenadier (mech)
Three 3-4 infantry
One 2-3 parachute infantry (abn)
One 6-3-4 breakthrough artillery
Two 3-8 TAC
Two 3-12 FTR
One 2-10 MDM
Four air transport per turn

Substitutes:

Four 2-6 and three 1-6 armor
Three 2-5 and three 1-5 panzer-grenadier
Three 2-4 and three 1-4 infantry
Two 1-3 parachute infantry
One 4-2-4 and one 2-1-4 breakthrough artillery
Two 2-8 and two 1-8 TAC
Two 2-12 and two 1-12 FTR
Two 1-10 MDM

WHITE:

Three 3-5 armored cavalry
One 2-6 armored cavalry
Eleven 2-2 infantry
One 3-3 TAC
One air transport per turn

Substitutes:

Two 1-6 armored cavalry
Three 2-5 and three 1-5 armored cavalry
Eight 1-2 infantry
One 2-3 and one 1-3 TAC

BROWN:

Two 3-6 armor
Six 3-3 infantry
One 3-6 TAC
One 3-10 FTR
Two air transport per turn

Substitutes:

Two 2-6 and two 1-6 armor
Six 2-3 and six 1-3 infantry
Three 1-6 TAC
Three 1-10 MDM

PURPLE:

Three 5-6 armor
Two 5-4 infantry

Substitutes:

Five 2-6 and four 1-6 armor
Four 2-4 and two 1-4 infantry