

The following article appeared in Volume 21, Number 6 of the *GENERAL* magazine. The unit point values in this article are different than those in Lou Bloss's variants. The ADC2 BLITZKRIEG module uses the values in this article except in the Lou Bloss variant module. CGM

BLITZKRIEG '85

Advanced Tournament Optional Rules

This article and its attendant rules were designed to update *BLITZKRIEG '75*. Although helicopters and other new units are included, the design intent is not so much to make *BLITZKRIEG* more representative of modern conflict as it is to bring these venerable rules more in line with current standards. Much thought was given to including HQs, reserve and exploitation movement, and generally increasing the level of realism/complexity. But these thoughts were put aside until *BLITZKRIEG '95* so as to prevent the current addendum from overwhelming players. Finally, it should be noted that, unless specifically contradicted by these new rules, all the *BLITZKRIEG '75* rules are in effect.

Generally, players will find that with the new rules the options for encircling the enemy are broader, their forces are smaller, their air units will take more losses, and the impact of strategic warfare is greater. It is quite possible to build a massive ground army at the expense of air and naval support. But if so ... how much of that army will be tied down in the rear areas? This is the stuff good games are made of.

37 SEQUENCE OF PLAY: Unless action is specified as pertaining to both players, then Blue player will always finish one player turn and then permit Red to complete one player turn.



37.1 COLD WAR (See 38.8)

37.11 Blue player secretly spends up to 1025 points (see 38.7) while Red player simultaneously secretly spends up to 1000 points (see 38.7).

37.111 Blue player places his purchased units in stacks (to legal limit) in any home country hex.

37.112 Red player places his purchased units in stacks (to legal limit) in any home country hex.

37.12 Determine if war starts. If war starts, go now to 37.9 (*Hot War*).

37.13 If war does not start, return to 37.11.

37.2 Pre-game Setup (if no Cold War as per 38.8):

37.21 Blue player secretly spends up to 4100 points (see 38.7) while Red player simultaneously secretly spends up to 4000 points (see 38.7)

37.211 Blue player places his purchased units in stacks (to legal limit) in any home country hex.

37.212 Red player places his purchased units in stacks (to legal limit) in any home country hex.

37.3 HOT WAR

37.31 Determine and spend production points as per 38.71.

37.311 Player places his purchased units in stacks (to legal limit) in any home country city.

37.32 Move all naval units.

37.33 Move all air and airborne units.

37.34 Move all ground units.

37.35 Resolve air interception attack and defense.

37.36 Resolve all combat.

37.37 Return all non-patrolling, non-interdicting air units to base.

37.8 Return to 37.31 for next player turn.

38. PRODUCTION POINTS

38.1 Production points represent the industrial and intellectual output and the manpower of the country and its allies. Instead of initial or reinforcement forces, players are given points. Points may be spent to buy or repair units and on intelligence efforts.

38.2 All full strength and replacement units are available for purchase at the onset of the game. During Pre-game Setup or *Cold War*, units may be set up in any home country hex subject to normal stacking and terrain limitations (e.g., naval units must setup in ports). Any unit, except naval (see 38.3), may be purchased and set up at any time during the game subject to point and counter mix limitation. (Note this alters basic rules 4, 6, 26, & 28)

38.21 During *Cold War* pre-game turn (37.1) and Pre-game Setup (37.2), any number of helicopter and air units may be purchased subject to counter limitations. Once *Hot War* begins a player may only produce or upgrade *one* helicopter/air unit per functioning aircraft city. The helicopter/air unit(s) produced or upgraded during Hot War must be placed in a functioning aircraft city.

38.3 Naval units may *only* be bought before game starts (eight during Pre-game Setup or *Cold War* pre-game turns). Naval units may be repaired during the course of the game.

38.4 For each occupied minor country *city* without a functioning critical resource, the owning player gets two additional points for unit purchase starting the turn after occupation.

38.5 For each occupied minor country *city* with functioning critical resource, the owning player gets six additional production points starting the turn after occupation and industrial repair. Note that a player can still get two points for an occupied minor country city that has unrepaired critical resources, but not both two and six points from one city.

38.6 Occupation of enemy home country cities *never* yields additional points. Damage to friendly home country cities never causes loss of points.

38.7 Production points may be saved. A written, open, record of all production points must be kept. Markers are provided.

38.71 For each of the first three turns both sides get 400 points per turn. After that each side gets 200 points per turn. This is in addition to any points garnered by conquest.

38.8 Cold War: Game starts in Cold War state only if *both* players agree prior to onset of game.

38.81 Players get 25% of Hot War point value per pre-game turn (represents one season). War starts on a die roll of 3 or less. Players may secretly choose to modify die, spending no more than thirty points per pre-game turn. For each 10 points spent die may be modified +1 or -1.

39. UNIT BREAKDOWN AND REGROUPING

39.1 Units may breakdown in the field either voluntarily or as a result of combat.

39.2 Units may *not* recombine in the field. However, a unit may be upgraded or recombined in a friendly home country city to a stronger unit at the cost of the new unit minus the purchase cost of the "trade-ins" as per 26.3. This is true even if the recombination yields a full strength unit at no point cost (e.g., 2-4 plus 2-4 yields a 4-4 at no cost). (Note this alters 26.3).

40. UNIT POINT COST

40.1 The point cost for a unit is its Attack value plus Defense value times the Movement value [e.g. 4-4 Infantry = (4 attack + 4 defense) x 4 movement = 32 production points] with following exceptions:

40.2 6-4 Infantry (+4). Thus to produce a new 6-4 costs 52; to produce one from a 4-4 and a 2-4 costs 4.

40.3 8-6 Armor (+12)

40.4 8-4-4 Artillery (+6)

40.5 All elite (airborne, air assault, and ranger) cost double the basic value. Thus to produce a 2-6 Air Assault costs 48.

40.6 FTR are assessed as if movement were "10", and SAC are assessed as if movement were "12".

40.7 New unit cost is noted in Section 41 below.

40.8 Note that all unit purchases are strictly limited by counter availability. The sole exception is damaged markers (which cannot be purchased).

41. NEW UNITS



41.1 Amphibious group -- strength 1, cost 30 points; three in counter mix per side.

41.2 Transport Helicopters -- strength 2-8 or 1-8, cost 32 and 16 points respectively; four of each strength in counter mix per side.

41.3 Attack Helicopters -- strength 4-2-8 or 2-1-8, cost 48 and 24 points respectively; four of each strength in counter mix per side.

41.4 CV group -- strength 1, cost 100 points; four per side in counter mix.

41.5 BB group -- strength 4, cost 100 points; four per side in counter mix.

41.6 Escort group -- strength 2, cost 40 points; ten per side in counter mix.

41.7 Naval Transport group -- strength (1), (2), and (3) cost 8 points per stacking unit transportable; three per strength per side in counter mix.

41.8 Submarine wolfpack -- strength 4*, cost 40 points; two per side in counter mix.

41.9 Airfields -- strength (1), cost 10 points; two per side in counter mix.

41.10 Damage markers -- Light and Heavy; ten of each.

41.11 Transport Aircraft -- strength (1/2), (1), and (2), costs 8 points per 1/2 stacking unit transportable; four per side per strength in counter mix.

41.12 Production Point markers -- 0, 00, 000: one of each.

41.13 The above totals 88 additional counters to each side. Note that in the original game it would be assumed that player was given one Amphibious, one CV, five Escort, ten full unit naval transport capacity, and five full unit air transport capacity.

42. NAVAL RULES (This replaces 35 and 30.3)



42.1 Sea Zone Movement

42.11 The following are all considered One Sea Zone move: (Note a full sea hex adjacent to a coastal hex is called a *pericoastal* hex.)

42.111 From friendly port to AT SEA box in the same Sea Zone or vice versa.

42.112 From friendly port to pericoastal hex in same Sea Zone or vice versa.

42.113 From friendly port to friendly port in same Sea Zone.

42.114 From pericoastal hex to AT SEA box in the same Sea Zone or vice versa.

42.115 From one AT SEA box in the Sea Zone to AT SEA box in the adjacent Sea Zone.

42.12 Note: One cannot move from one AT SEA box in the Sea Zone to adjacent Sea Zone's pericoastal hex or port in one Sea Zone move. Nor can a player ever enter an enemy-controlled coastal hex or unfriendly port.

42.13 Naval units may never enter or leave an inland port whose waterway is blocked by enemy ZOCs/units.

42.131 Naval units, and the units they transport, may ignore all ground units (or ZOCs) except when the naval units try to travel on inland waterways. Note that ground unit ZOCs do extend into pericoastal hexes but they don't affect naval units.

42.14 Inland waterways are not considered coastal hexes for any purpose.

42.15 Naval units may only be in a port, a pericoastal hex, or in an AT SEA box.

42.16 Rangers need no naval vessels for lake crossing.

42.2 Naval unit speed

42.21 Transports and Amphibious HQ vessels move two Sea Zones per movement phase.

42.22 Submarines may move one Sea Zone per movement phase.

42.23 CV, BB and Escort Groups may move three Sea Zones per movement phase.

42.24 Submarines may never move into pericoastal hexes (thus may not be involved in combat there).

42.3 Naval unit carrying capacity

42.31 A CV may carry four Defense Strength points of FTR, TAC (this alters 30.3).

42.32 An Escort may carry one Ranger Battalion.

42.33 Each Naval Transport may carry the number of full strength (or their equivalent) units as noted on the Naval Transport counter. The Naval Transport has no combat strength and may never attack any unit. No ground unit aboard a Naval Transport may ever attack any unit. Transports may carry an air or helicopter unit in lieu of a ground unit but that air/helicopter unit may only unload at a friendly port and must spend its turn in that port.

42.4 Naval Stacking

42.41 Maximum naval stacking in a port is any three naval units. This is above and beyond any air or ground unit stacking.

42.42 There is no stacking limit in a Sea Zone or pericoastal hex.

42.5 Naval Combat (this alters rule 19.5)

42.51 To attack any naval unit it must first be spotted. A spotting die roll can only be made if both players have either naval units and/or coastal port based TAC/MDM in that Sea Zone. An airfield on a coastal hex counts the same as a coastal port for TAC/MDM basing.

42.511 Naval units in a port are always spotted. Naval units in a port may only be attacked by air

units (TAC and MDM only). Artillery units (this includes Attack helicopters) and Naval units may not attack. Bombers move to the target and announce they are attacking the naval units in the port. This attack does not affect the port in any way. To attack the port itself, see 54.2. The effect of air strikes against naval units is defined in 42.6.

42.512 Naval units in pericoastal hexes are always spotted in the hex they are in and thus may be freely attacked by any surface naval unit in the same AT SEA Zone or by any ground based air unit, subject to the normal range restrictions. Naval units in pericoastal hexes may also be attacked by artillery (including Attack Helicopters) at 1/4 (fractions rounded down) the artillery strength.

42.513 Units in AT SEA boxes must be spotted before they can be attacked. Spotted enemy naval units in the AT SEA box may be attacked by any friendly naval and air units in the same AT SEA box and by any TAC or MDM (MDM attack at half-strength) based in *coastal* ports in the same sea zone. NOTE: Only one die roll is made to locate *all* surface naval units of both players in a single AT SEA box. (Exception: See Submarine 42.518).

42.514 Each player may apply a "1" die roll modifier (either plus or minus) to the spotting die roll if friendly air units are present in the Sea Zone, either aboard a CV or in a Port.

42.515 If both players desire combat in a AT SEA box, the spotting die roll must be 4 or less to "locate" all naval forces in the AT SEA box.

42.516 If only one player desires combat in the AT SEA box, then die roll must be 1 or less. This reveals all naval forces.

42.517 If neither player desires combat, then combat cannot occur in the AT SEA box.

42.518 Submarines are the sole exception to the spotting rule. Submarines can never be spotted while at sea if they do not desire combat. If a submarine unit desires combat, then that submarine spots all enemy units on a die roll of 2 or less, subject to a modification for any air forces present. Even if one submarine spots enemy

forces, this does not spot enemy units for any other friendly unit including other submarines.

42.52 In all combat in pericoastal hexes air combat occurs first, then attacks by artillery and attack helicopters then surface naval combat. Note that a pericoastal hex is the *only* sea hex in which all three kinds of attack can occur in a single game turn. Note also it is possible for enemy units to be not "spotted" at sea and thus invulnerable to attack, yet still send their naval air to strike enemy forces in the pericoastal hex (naturally, if they engage you in surface combat they suffer damage as per 42.7).

42.53 Naval units in AT SEA boxes cannot have surface combat if *either* player has sea-based air unit(s) in that AT SEA box. If naval air is present, then all naval units may be spotted as per normal rules, but *only* air units may attack. Naturally, this includes any port-based air units capable of attacking. If both players have air units capable of attacking, then both sides may attack. If only one side has air units that may attack, then only that side may do so.

42.54 Naval Air Range: All air strikes within an AT SEA Zone or from an AT SEA Zone to a coastal/pericoastal hex within that zone are considered to take place at eight hexes range.

42.541 The range to and from a pericoastal hex is always counted normally.

42.542 If the CV is in the AT SEA box, then CV-based FTR and TAC may strike any spotted naval force in the same Sea Zone (either in a pericoastal hex or in the AT SEA box).

42.543 If the CV is in the AT SEA box, then CV-based FTR and TAC may strike any coastal hex in the same Sea Zone.

42.55 Naval Interception: Any turn in which a stack of naval units tries to move *through* an AT SEA box containing enemy units, the enemy player may call for an immediate spotting die roll. If successful, the moving player must immediately halt the moving stack in that AT SEA box. This interception does not require combat nor can it be used to prevent a player from simply entering or exiting an AT SEA box. Interception attempts may be made as often as the moving player tries

to move unit(s) through an AT SEA box, even by enemy naval units that have made previous interceptions or attempted interceptions.

42.6 Air-Surface Resolution

42.61 (See also 50.) All surface naval units fire AA equal to their strength on ACT versus TAC and MDM. This AA strength does not include naval transports, units being transported on naval vessels nor submarines, none of which has any AA strength. Naval unit AA fire may be added to a port's, and any ground units' in that port, AA fire strength. Air units take half losses (fractions rounded down) before they strike naval targets; they suffer the rest of their losses after attack is complete. All the units in the same AT SEA box or pericoastal hex may fire together at any TAC and MDM air units of their choice.

42.611 CV-based FTR units may be placed on Patrol missions, in the AT SEA box only, if in the AT SEA box, or in any hex in range if the CV is in a pericoastal hex.

42.62 Following removal of the first half losses, air units attack any naval unit of their choice. Air strength is then cross-indexed on the BBT. The numbers on the BBT for attacks on ships have the following effect: "-" means no effect; "1" = light damage; "2" = heavy damage, and "3" = sinks that ship. Note that there are *no* breakdown counters for naval units.

42.63 Following resolution of the damage to ships and air units, the air units return to base.

42.7 Surface-Surface Resolution

42.71 If attacked units are in a pericoastal hex, or if *neither* player has *sea-based* air AND surface naval units are "spotted" (by die roll) in the same AT SEA box, then surface combat ensues.

42.72 The moving player advances one surface naval unit. The non-moving player matches that with one of his surface naval units. This matching process continues till all of one player's surface units are gone. The other player may then either add his additional surface naval forces to any or all of the matched "piles" or hold them out of combat.

42.73 Each matched pile simultaneously attacks the other pile once and only once on the BBT. Effects are the same as per 42.62. If there is more than one unit in a pile, the owning player chooses which unit is affected. A single attack can do no more than sink one naval counter.

42.8 Submarine-Surface Resolution

42.81 Once a submarine has spotted all enemy units, it attacks one enemy naval unit chosen at random on the BBT. All escort and naval TAC units in the AT SEA box, *after* the sub attack is resolved, then return fire combining their strength on the ACT. Effects of these numbers from the BBT and ACT are the same as per 42.62.

42.9 Damage Effects

42.91 All damaged naval units must move as rapidly as possible back to a friendly port. They may engage in any normal activity along the way so long as they move directly back to a friendly homeport.

42.92 Lightly damaged naval units have their combat strength halved (fractions rounded down).

42.93 Heavily damaged naval units have their combat strength multiplied by 1/3 (fractions rounded down). Further CV, BB and Escort units may only move two Sea Zones per turn. In addition CV units may not have naval air units land or take off from them. If naval air was flying that turn and there is not adequate space aboard other CVs in that AT SEA box to accommodate those naval air units, they are destroyed. These in-flight naval air units may move to a port box within range if the damaged CV was in a pericoastal hex. Once the heavily damaged CV is in a friendly homeport, air units may transfer normally to any airfield or city.

42.94 Any damaged naval unit that is damaged again in any manner is sunk.

42.95 Units transported by damaged naval vessels are unaffected by that damage unless the naval vessel is sunk. The transported unit is lost.

43. REPAIRING DAMAGED NAVAL UNITS

43.1 Repairs may only begin when a damaged naval unit starts its turn in a friendly *home* country port. The cost to repair a lightly damaged naval unit is one-third its purchase cost, fractions rounded down. At the beginning of any turn this cost is paid, a lightly damaged naval unit may be taken from any friendly home port and placed on the Turn Record Track two turns further on. Thus, if taken off-board on Turn 7, it is placed on the Turn 9 spot. This naval unit may on Turn 9 may be placed in ANY friendly home port (even one other than that it returned to) as a fully functional unit.

43.2 The cost to repair a heavily damaged unit is two-thirds its purchase cost, fractions rounded down, and it is placed on the Turn Record Track four turns further on.

44. SHORE BOMBARDMENT

44.1 BB and Escort units in pericoastal hexes may attack ground units or facilities/resources in any adjacent coastal hex on the BBT. In addition, BB units may attack any hex, one-hex inland from the coast on the BBT as if the BB were artillery.

44.2 Ground units may *never* attack naval units, even if the naval unit is in an adjacent pericoastal or port hex. Artillery and Attack helicopters may attack naval units in pericoastal hexes.

44.3 Any naval unit in a port hex that is occupied by enemy units is automatically considered destroyed.

45. INVASION (alters 20)

45.1 For ground units to invade any beach, a friendly Amphibious unit must be present in a pericoastal hex adjacent to one hex of that beach.

45.2 No enemy unit may invade a beach at which an Amphibious unit is in an adjacent pericoastal hex and at which beach has landed a ground unit in the previous turn.

45.3 Each Amphibious unit in an adjacent pericoastal hex by a beach allows the supply of up to ten full stacking (or their equivalent)

ground units through that beach Out to a ten-hex range. (This alters Rule 23.5.)

45.4 Rangers never require the presence of an Amphibious unit for either invading a hex nor for supply.

46. HELICOPTERS

46.1 Helicopters are considered replacement ground units for all movement, stacking and combat purposes.

46.2 Helicopters move at a cost of one movement point per hex through *all* terrain including sea and lake. Nothing alters their movement ability except weather. However, helicopters may never end their movement in all water hexes.

46.21 In Gale, Fog or Ice, helicopter units may not move and are considered to have an attack strength of 0 and defensive combat strength of 1.

46.22 In Rain and Snow, the combat factor of helicopter units is halved (retain fractions). They retain normal movement.

46.3 All helicopters are considered half stacking (replacement) ground units.

46.4 Helicopter transport

46.41 Transport helicopters may transport any infantry unit whose combat strength does not exceed that of the transport helicopter. Thus a 2-8 helicopter may move any 2-4 infantry unit. Three 2-8 helicopters could move a 6-4 infantry division.

46.42 Any infantry unit that moves by transport helicopter may only use its inherent movement to move two movement factors. This 2 MF move may take place only after helicopter transport.

46.43 All helicopters, and any infantry unit moved by transport helicopter, are considered to be armor pieces for all ZOC purposes. Any infantry movement not made with a helicopter is considered infantry movement. Thus, infantry may be transported through infantry ZOCs by a helicopter but may not move out of an infantry ZOC if using the infantry's inherent movement ability, even if moving from one hex that contains a friendly transport helicopter to another such hex.

46.5 Attack helicopters: Attack helicopters may not transport any infantry unit but attack as if they were artillery, including the two-hex range. However, their ZOC extends out only to adjacent hexes.

47. FIGHTERS

47.1 Fighter range: All fighter strength for activity that takes place beyond 8 hexes range from their initial base is halved (fractions rounded down). This halving occurs *after* any doubling or tripling from attacking bombers or air transport but before any modification for night fighters. Fighter units retain full strength in air operations when they *both* travel no further than 8 hexes to their intended target *and* land within 8 hexes range after attacking. Note that this applies to Patrol Interception as well. (This rule reflects the limitations on fighters with little "loiter time".)

47.2 Fighter Escort

47.21 Fighters may escort other friendly air units by moving to the hex the air unit starts in or is currently moving through and then accompanying the air unit for all or part of its movement before the fighter returns to base.

47.3 Fighter Interception

47.31 Rule 32.31 is now modified so that Case C reads "Entering the first sea hex of a Sea Zone containing six or more naval surface combat strength points."

47.32 Fighter interception of air transport may now take place in any hex of the air transport movement as triggered by Rule 32.31.

47.33 Fighters attacking air transport attack on the ACT. Each number obtained on the ACT is the number of half stacking unit transport destroyed. Thus, if a "3" is obtained, the defender loses the air transport capacity to move 1 1/2 full-strength units. Any ground unit being transported on air transport that is shot down is itself also destroyed. Breakdown may occur for air transport and the units they are transporting as air combat is resolved. The owner of the air transport always has the choice of which units are lost if there is such a choice to be made. (This alters 32.33)

47.34 Night bombing now may be intercepted but all FTR strength is halved after all other modifications (fractions rounded down).

48. ANTIAIRCRAFT FIRE

48.1 All AA fire is resolved on the ACT. (This alters 32.6 and 33.)

48.2 Ground Unit AA

48.21 All ground unit AA fire is determined *before* bombing effects are resolved. Air units take half losses (fractions rounded down) before they strike ground units, then suffer the rest of their losses after the air attack is complete.

48.22 Each full stacking, and *only* full stacking, ground unit has an AA value of two when bombed by TAC and/or MDM. (Thus, helicopters may never fire AA versus air attack.)

48.23 No ground unit has effective AA versus SAC.

48.24 If ground units are strategically bombed by both MDM and SAC, the ground units may fire just at the MDM.

48.3 City and Airfield AA

48.31 All cities and airfields have an AA value of five for all attacks on the city itself, critical resources, and strafing and bombing attacks on either the airfield or air units thereon. Any full strength ground units present in the hex may add their AA strength to that fire versus TAC or MDM.

48.32 Note that air units present on the air base do not affect AA fire.

48.33 All cities and airfields have an AA value of one when bombed by SAC.

48.34 All city/airfield AA fire is resolved *before* bombing effects are resolved. Air units take half losses (fractions rounded down) before they strike their targets, then suffer the rest of their losses after the air attack is complete.

48.4 Naval Unit AA

48.41 All naval unit AA strength is as per Rule 44.61.

48.42 All naval unit AA fire is determined *before* bombing effects are resolved. Air units take half losses (fractions rounded down) before they strike naval units, then suffer the rest of their losses after the air attack is complete.

48.5 All units present in a hex that may fire AA may combine their AA strength to fire against attacking aircraft. Note that this may allow ground units, plus the city-port, plus the naval unit(s) in the port to fire against attacking aircraft AND to cause half of the destroyed attacking air units to be lost before the air attack is resolved. (It not easy to strike a well defended port.)

48.6 Night Bombing: Night bombing causes AA effect to be halved (fractions rounded down).

49. AIRFIELD

49.1 Any infantry unit that spends one complete turn doing nothing else and is out of all enemy ZOCs may construct an airfield at the end of that game turn if the appropriate production points are spent.

49.2 An airfield may be built *only* in clear terrain.

49.3 An airfield may be used the turn after construction and may base any three air units.

49.4 An airfield may never move. At the end of any owning player's turn, that player may voluntarily destroy any friendly constructed airfield occupied by a ground unit. However, he gets no points back on the "trade-in".

49.5 If the enemy player advances onto the airfield, he immediately becomes the owner of the airfield. He need not replace the captured airfield with one of his own color and it remains his as long as he keeps any unit present in the hex. If at the end of any move the enemy player does not have a unit present in the hex, his aircraft there are considered destroyed by partisan action and removed from the board.

50. AIR TRANSPORT (alters 9.3 and 9.4)

50.1 Air transport craft are now air units. Their basing requirements are the same as combat air units. Range is 20 hexes.

50.2 Air transport craft have no combat strength. They, and any units they transport, may never attack any unit.

50.3 Attacks on air transport craft is as per Rule 32.3.

50.4 Effects of attacking air transport craft is as per Rule 47.35.

50.5 Except for armor or artillery, Air Transport units may transport any ground unit (including helicopters). Air Assault units (the air-droppable armor) are the only armor units that may be moved by air transport. Each Air Assault unit requires *twice* the normal air transport capacity to move. Thus, the full-strength Air Assault unit requires two air transport capacity; one replacement Air Assault unit requires one full strength air transport capacity.

50.6 Air Transport units may also be used to drop para-droppable units within 20 hexes of their takeoff city.

50.7 Air Supply

50.71 One half stacking capacity air transport may be designated during air movement to supply any *two* isolated replacement units, or their equivalent, with a movement of four in the same hex.

50.72 One half stacking capacity air transport may be designated during air movement to supply any one isolated replacement unit with a movement greater than four. This includes other air units.

50.73 If the isolated unit is on an airfield/city, the air transport may fly up to 40 hexes and land in the hex (up to normal stacking capacity).

50.74 If the isolated unit is in a non-airlanding hex, the air transport may fly up to 20 hexes and "drop" supplies to the unit.

50.75 Units that receive air supply are supplied for the one enemy and friendly player turn *following* delivery of supply.

50.76 Air transport units designated for air supply are subject to interception. Air transport units

designated for air supply may do nothing else that player turn.

51. VICTORY CONDITIONS

51.1 Victory Condition C is now changed to read "If neither player has fulfilled Victory Condition A or B, then at the end of Turn 15 a die is rolled. If the die roll is a 1-4, the Blue player must have 35 or more city hexes friendly to him or he loses. On a die roll of 5 or 6, the Red player must have achieved the same. (This eliminates tie games and puts most of the burden of victory on the player who started the war.)

52. BOMBARDMENT EFFECT (this alters 33):

52.1 Medium Bombers are halved (fractions rounded down) in strength when used for tactical bombing (30.41).

52.2 Airbase bombardment: Players may bombard (by TAC, MDM, attack helicopters, naval units, or artillery; although air units may never combine their bombardment with that of naval units, artillery and Attack Helicopters) an airbase (either in a city or open terrain) in attempt to prevent that airbase from functioning. Bombing the Airbase has *no* effect on the units on the air-base.

52.3 City bombardment: Players may bombard (by SAC, MDM, naval units, artillery, or attack helicopters) a port, city-road, city-supply, or critical resources in attempt to prevent them from functioning in that capacity. Each bombardment may have only one target even if the city has more than one capacity.

52.4 Bombardment Effects

52.41 BBT results of "1" or "2" cause light damage. BBT results of "3" or more cause heavy damage. BBT results of "-" have no effect.

52.42 Light damage causes the attacked facility to be inoperative for all the purposes of Rule 33 for one friendly and one enemy player turns.

52.43 Heavy damage causes the attacked facility to be inoperative for all the purposes of Rule 33 for two friendly and two enemy player turns.

52.44 Note, it is impossible to destroy a facility; but an unlimited number of heavy and light damage may be applied to any facility. *One* level of damage is removed per friendly player turn during the Intelligence Phase. Thus, if a port had two light and one heavy damage markers, at the end of the owning player's intelligence phase he could remove one light *or* convert the heavy to light damage, but would still have two turns to go before the facility was functioning.

52.45 Repair of facilities is assumed to be a local task and costs the player nothing.

52.5 City Capture Effects

52.51 Reduced minor city critical resources are always assumed to sustained heavy damage in its reduction.

52.52 Any time a city falls through combat all critical resources are assumed to sustain heavy damage.

52.6 A player may freely apply any single light or heavy damage level to any facility he currently occupies with a ground unit at the end of his player turn. He may also choose not to remove damage if he wishes.

53. CRITICAL RESOURCES

53.1 For all purposes of Rule 36.2, "units at sea" refer to naval units not air or ground units.

53.2 For all purposes of Rule 36.3, "sea zone superiority" is ignored. With the use of only two, only ten naval units are allowed at sea. With the use of only one, only five naval units are allowed at sea. With the use of none, only five units are allowed at sea, and only a zone with a friendly port.

53.3 Ignore Rules 36.42-36.44 (including the non-recovery provision). With the use of only two, only ten naval units are allowed at sea. With the use of only one, only five naval units are allowed at sea. With the use of none, only five naval units are allowed at sea, and only a zone with a friendly port.

53.4 Failure to meet the restrictions of all cases (53) costs the owning player production points equal in value to the units in violation each turn these units are in violation. This is the only rule which a player may voluntarily break (or may be forced to break depending upon naval unit location.) If production points ever get below zero, the owning player automatically loses.

By Jon Mishcon

