

BLITZKRIEG

Variants by Lou Bloss

Dan Davis provided articles by Lou Bloss from the Wargamer magazine, 24 and 25 (1990). I am duplicating the original articles including all grammar and spelling errors. The variant articles are interesting but not well developed. I had intended to prepare errata for these rules, but decided instead to just critique a few points and let the players develop house rules to fill or repair the gaps.

New Weaponry

SAMs, rockets, U-boats, ASW, jet fighters and bombers, and atomic warheads. The only real valuable weapons are the nukes and rockets -- they have low production costs (nukes, 2 points per strength point; rockets 1). [Mr. Bloss fails to mention that his articles include production costs for all units and not just new weapons.] Nukes eliminate all ground units in the target hex and attack adjacent hexes at 40 on the BBT. No indication is given as to nuke's effect on air units, resources, or other features in the hex. [Mr. Bloss does provide what appears to be resource and resource destroyed markers, but he fails to mention their use in his article.] Nuclear contamination may occur in the target hex, and if so, any units remaining at the end of the turn are eliminated. [I thought that they were all eliminated just by being in the target hex? Maybe this is for the remaining air units?] Nukes can be delivered by SAC bomber units, conventional or jet, and rockets. Rockets cannot be intercepted by air units or SAMs. Jets can be intercepted by SAMs. [Mr. Bloss makes no mention of whether the printed counters constitute a production limit -- it is probably best that they do.] Only one factor of SAC or rocket is needed to deliver a nuke. So, with 3 production points -- a nuke and a rocket -- a player can devastate one hex and seriously damage 6 others 40 hexes away -- mighty powerful. On the other hand, let's look at U-boats. They cost 5 points per strength point to build; so with 40 production points, you get an 8 strength U-boat. They attack on the Air Combat Table. Attacking a 40 point infantry force at sea [this also costs 40 production points], the U-boats can at most destroy 2 factors -- the average enemy loss would be 1/2 factor. The defenders can then counter-attack the U-boats at 1/2 their [remaining?] attack strength which would cause an average loss of 2.5 U-boat strength points. A 1/2 point average enemy production point loss versus a 12-1/2 point average U-boat loss is not a fair return on investment. An "Eureka!" chit is pro-

vide in his counter mix, but Mr. Bloss forgot to indicate its use. I guess that if it is drawn it provides an automatic push to production of a selected project, but other uses could have been intended.

Espionage/sabotage

This brief variant also has a few problems, but they are not severe. What happens to a friendly agent after use is not explained. Essentially, only "stealing a secret" and "sabotaging an opponent's program" are viable for a drawn friendly agent.

Minor Country Armies

Very strong minor country armies are provided. If war is declared on a minor country, the minor country's army is immediately deployed by the opponent. However, if a surprise attack is launched, the minor country only deploys after the attacker moves and only in unoccupied cities and within normal stacking limitations. If surprise attack deployment occurs after movement but before combat, the cities will naturally be unoccupied; yet game rules forbid deployment in unfriendly cities -- cities in enemy ZOCs. So, what was the author's actual meaning? Did he mean for the players to deploy minors in violation game rules? Did he mean that deployment could not occur when cities were being attacked? And what about the minor country cities intrinsic defense value? Was that defense value still retained or was it lost? Can more than one minor be invaded by surprise per turn? The rules are a total muddle. So much is unclear. I have tried to make a more detailed Turn Sequence than that supplied by the author, but without knowing his actual intentions I cannot vouch for its accuracy.

Well, the game materials are available in the "Blitzkrieg Tournament Bloss.OPS" scenario. Give them a try. Do the best you can with the rules as written and make the corrections and changes that you feel necessary. The minor country control flags are images developed by John Maritn.

The articles follow. Charts and tables have been located at the end of the article so that they can be separately printed for use during the game. Charts and Tables are also located on the Info-Pages. The "[Rocket] Overshoot Chart" is shown on the map, but the chances of the rocket trajectories lining up as well during the game as they do for the chart are rare. cgm, 25 Jun 07

THREE NEW VARIANTS FOR BLITZKRIEG

An old classic gets a new twist or two

By Lou Bloss

Avalon Hill's *Blitzkrieg* can be counted among the "classics" of the hobby. It has endured the test of time by appealing to players of different skills, being playable without being overly simplistic, and by being expandable.

Blitzkrieg has undergone one "official" rules change (1975) and "house rules" versions of it are played regularly. The old SPI published the *Blitzkrieg Module System* and AH's *General* has published reams of variants and modifications to the original game.

So why another set of variants?

First, I wanted to try making wargame components on home computer. The "unarmed" minor countries in *Blitzkrieg* provided a natural subject. A lack of "history" meant I had free reign in developing the armies. The existing counters gave me a standard of physical quality to aim for.

Second, I wanted to "tilt" the play balance by bringing in new weapons during the course of the conflict. The game becomes predictable after you play someone 50 times. The new weaponry introduced during the game gives players new strategic and tactical choices and makes the game more uncertain and less predictable.

Three variants are presented in series: New weaponry, espionage and minor country armies.

NEW WEAPONRY

Turn sequence

With the introduction of new weapons research and development comes a new phase in the player turn sequence. The new turn sequence should be:

1. Weather determination.
2. Weapons research and development phase.
 - a. Chit selection.
 - b. Project development.
3. Blue player turn.
 - a. Reinforcements/replacements.
 - b. Movement.
 - c. Combat.
4. Red player turn. Same sequence as Blue player turn.
5. Turn indication.

WEAPONS DEVELOPMENT

New Weapons

Seven new weapons can be developed during the course of play. The are SAMs, rockets, U-boats, ASW, jet fighters, jet bombers and atomic warheads.

Setting Up

1. Place the numbered chits into a cup, along with the *EUREKA!* chit.

2. R&D markers are placed at 0 (Project) on the R&D track. Markers are placed face down to prevent you opponent from knowing the progress of your projects.

3. Players must then decide if R&D will start fresh or if it will be in progress at the start of the game. If the former is chosen, leave the markers at 0. If the later is chosen, a die is rolled for each project and 1 is subtracted from the roll. The project marker is then advanced that many spaces on the R&D track.

Developing Projects

During the weapons R&D phase, a chit is picked from the cup. If it is a numbered chit, that many points can be applied to R&D. The points can be divided among projects as the players see fit. Points cannot be accumulated. They must be used that turn or they are lost.

Producing Weapons

1. When the R&D marker enters the final box marked PRODUCTION on the R&D track, production of that weapon can begin on the NEXT player turn. Production costs are given on the Production Point Cost Chart.

2. Production is measured in points. Each home city hex is worth one production point. Each conquered minor country city hex is worth 1/2 production point on the turn after the country has been conquered and garrisoned. Each liberated minor country city hex is worth 1/2 production point on the turn after it is liberated.

3. New weapons, along with replacements, are built during the reinforcements/ replacements phase of each player turn.

THE WEAPONS

SAMs

1. SAMs are effective only against air units.
2. SAMs have a range of one hex. Air units entering hexes within the range of SAMs can be fired upon. Air units can only be fired on once by each SAM unit. Air units cannot be fired upon twice in the same game turn by the same SAM unit.
3. SAMs attack at twice their strength against conventional (prop) aircraft and ASW units. SAMs attack at normal strength against jet aircraft. If both types of aircraft are flying a mission, the greater number of air points determines which attack factor will be used by the SAMs.
4. SAM attacks are resolved on the Air Combat Table.
5. SAMs have 0 movement points and 0 defense points. If lone SAM units fall into an enemy ground unit's ZOC, the SAM is eliminated.
6. SAMs can enter the game on any land or coastal hex not in an enemy ZOC. Once placed, SAMs cannot be moved.
7. SAMs do not count against stacking.

Rockets

1. Rockets are effective only against ground units.
2. Rockets have a range of 40 hexes. They are launched from any friendly city hex.
3. To launch a rocket attack, choose the target hex and determine the straightest flight path for the rocket to take. Place the rocket on the target hex and roll for possible overshoot. If 1, 2 or 3 is rolled, the rocket overshoots the target. To determine the impact hex, consult the Rocket Overshoot Table.
4. Rocket attacks are resolved on the Artillery Barrage/Bombing Table.
5. Once used, rockets are returned to the "dead pile" and can be used as replacements.
6. Rockets, like SAMs, have a ground defense of 0. Rockets can be moved using strategic movement only. They cannot be air transported.

U-Boats

1. U-Boats operate like naval transport units.

2. U-Boats are effective only against enemy units at sea and to destroy enemy Lend-Lease points (see optional rules).

3. U-Boats can attack enemy units at sea which are in the same sea zone.

4. U-Boat attacks are resolved on the Air Combat Table.

5. Units surviving a U-Boat attack can launch a counter attack at 1/2 their attack strength. Attacks against U-Boats are resolved on the Air Combat Table.

6. U-Boats may remain at sea indefinitely.

7. When U-Boats are built, they must enter the game at cities designated at Naval Stores cities.

8. Up to 8 U-Boats can dock in any friendly port hex. U-Boats do not count against land units' stacking points.

9. U-Boats do count when figuring up Naval Superiority for sea zones.

ASW (Anti-submarine warfare)

1. ASW units are based at sea with other seaborne units.

2. ASW units are effective only against U-Boats.

3. ASW units can attack sighted enemy U-Boats in the same or adjacent sea zones at full strength, or participate in any counter attack against attacking U-Boats at half strength.

4. A total of 16 ASW points can be at sea at the same time. They are considered to be on board escort carriers. These units do not count against seaborne limits already set forth in the game rules.

5. To sight U-Boats prior to an attack, roll one die and consult the U-Boat Sighting Table. If U-Boats are sighted, you may launch an attack. ASW attacks are resolved on the Air Combat Table.

6. ASW are subject to U-Boat attacks just like other seaborne units.

7. ASW may remain at sea indefinitely.

8. When ASW units are built, they must enter the game at Aircraft Production cities. They may then "fly" off to their escort carriers in appropriate sea hexes.

9. ASW units cannot be used to transport other units, attack ground or air units. ASW cannot be attacked by air units. If an ASW unit, while based on land, falls into an enemy ZOC, it is immediately moved to the nearest friendly city hex.

Jet Fighters

1. Jet fighters (Jet TAC) function in the same way as conventional fighters, with the following exceptions:

a. Attacks involving jets have their attack shifted one column to the right on the Air Combat Table.

b. When jets fighters intercept unescorted bombers of any type, the attack is shifted two columns to the right on the Air Combat Table.

2. If losses are to be taken from a mixed jet/prop force, losses are taken from conventional propeller-driven units first.

3. AA fire has no effect against jets. Only SAMs are effective against jets.

Jet Bombers

1. Jet bombers (Jet SAC) function in the same way as conventional SAC bombers, with the following exceptions:

a. Attacks on jet bombers or bomber formations where at least half are jet bombers, are shifted one column to the left on the Air Combat Table.

b. Jet bombers, or bomber formations where at least half are jet bombers, have their return fire on interceptors shifted one to the right on the Air Combat Table.

2. If losses are to be taken from a mixed jet/prop force, losses are first taken from conventional propeller-driven units first.

3. AA fire has no effect against jet bombers. Only SAMs are effective against jets.

Atomic warheads

1. Atomic warheads can be delivered either by SAC or rockets. Only one strength point of each is necessary to launch a nuclear attack.

2. The attack is carried out in accordance with normal bombing and rocket attack rules. The attacking player must then announce that a nuclear attack has been carried out.

3. A NUKE marker is placed in the impact hex with the following effects:

a. Units in the impact hex are eliminated.

b. Units in adjacent hexes are attacked at 40 on the Barrage/Bombing Table.

c. A roll for nuclear contamination is made. If a 1 or 2 is rolled, the impact hex is contaminated. Any units remaining in the hex at then

end of the owning player's turn are eliminated.

4. Contaminated hexes become decontaminated on a roll of a 1 or 2 at the start of the next player turn.

5. Atomic warheads cannot be fired from artillery, U-Boats or medium bombers. Conventional SAC bombers may launch nuclear attacks.

A NOTE ABOUT AIRCRAFT

The air combat rules that are presented in the tournament *Blitzkrieg*' 75 game are really rules governing one or two days air missions. A game turn, however, is closer to two weeks duration, so a poor integration of air and ground systems results.

I recommend the following air combat system be used when playing *Blitzkrieg*. It was used while playtesting these variants, and they worked well.

FIGHTERS: Only use Intercept and Escort missions for TAC fighter aircraft.

BOMBERS: Use all missions.

This makes for a much cleaner game, and you can say that primarily fighters will be used as either escorts or interceptors, depending on your strategy.

OPTIONAL RULES

Below are some untested optional rules you may want to try.

Lend Lease

If you discover you have less army than you would like to have, do what countries traditionally do: apply for foreign aid. That Great Gray Mass to the north of Red is probably rich beyond belief, and the Off-map Island Entity is probably an industrial giant, too. The procedure for determining Lend Lease is as follows:

1. Each player rolls for Lend-Lease points beginning on turn 5 and on every fifth turn thereafter.

2. On a roll of 1 or 2, you get four more Lend-Lease points per turn than you had before.

3. U-Boats can attack shipping (and, hence, your Lend-Lease supply) in the same way they attack units at sea. U-boats cannot attack ship-

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ping and units at sea in the same turn.

4. If 50% or more of Lend-Lease points are sunk by U-Boats during a player turn. Lend-Lease is halted until it is time to roll for Lead-Lease again.

5. The Maximum number of Lend-Lease points that can be received in any game turn is 32.

M+30

M-Day is Mobilization Day. The game as produced begins on M+1. The M+30 scenario assumes that hostilities have been intensifying and both sides have ample time to mobilize their full military might. Make these changes to the standard OB:

1. All units on the OB begin the game on the board.

2. There are no reinforcements.

3. There are no replacements or production on turn one. Replacements and production begin on turn two.

WW III

You developed all that technology in the last war. It's available now. Include new weapons counters of largest size (8 U-Boats, 8-20 Jet SAC, etc.) in the beginning OB and have at it.

The CIA Joins Blitzkrieg

Espionage and sabotage variant

By Lou Bloss

The espionage/sabotage variant is designed to be used with the New Weapons R&D variant to *Blitzkrieg*. It can also be used with the Minor Country armies variant. Espionage/sabotage (hereafter referred to as E/S) cannot be used alone.

Turn Sequence

The addition of F/S to the standard *Blitzkrieg* game, along with the R&D variant, dictated a modified turn sequence. The new turn sequence should be:

1. Weather determination.
2. Weapons R&D/Espionage phase.
 - a. Chit selection.
 - b. E/S mission.
 - c. Project development.

3. Blue player turn.

- a. Reinforcements/replacements.
- b. Movement.
- c. Combat

4. Red player turn. Same sequence as Blue player turn.

5. Turn indication.

Setting up

1. Place three Red and three Blue AGENT chits into the cup containing the numbered R&D chits.

2. If you are using the optional Crisis rule, put the CRISIS IN GOVERNMENT chit into the cup also.

Procedure

1. Select a chit from the cup as you would with the R&D variant.

2. If a friendly AGENT chit is picked, you may carry out an E/S mission.

3. If an enemy AGENT chit is picked, you may liquidate him or attempt to make him a Double Agent.

4. For AGENT missions and Double agent procedures, see the E/S missions List.

Missions

Below is a brief explanation of the missions on the E/S missions list.

AGENT missions

1. *Steal a secret.* Roll 1 die and add that to your R&D track.

2. *Sabotage programs.* Roll 1 die and subtract that from your opponent's R&D track.

3. *Recruit a friendly agent.* Add another AGENT to the cup.

4. *Reveal a program.* Flip over a project marker on your opponent's R&D track.

Enemy agents

1. *Liquidate agent.* Return enemy AGENT to opponent's "dead pile."

2. *Double agent.* Roll 1 die. On a roll of 1 or 2, you have contacted a double agent and may perform a friendly AGENT mission. On 3-6, you have contacted an enemy AGENT. He escapes, and the AGENT chit is returned to the cup.

Optional: Crisis in Government

An optional rule for the "political solution" that oft-times occurs in real life is included.

Procedure

1. A Crisis in Government may exist whenever the *Crisis in Government* chit is picked from the cup.
2. The selecting player should consult the Crisis in Government Table, add or subtract any modifiers, and roll one die, applying the results as instructed.
3. Each crisis lasts for only the game turn in which the *Crisis in Government* chit was selected.

Minor Problems in Blitzkrieg

Arming the neutral minor countries

By Lou Bloss

The final segment of the *Blitzkrieg* variants is minor country armies. There are five minor countries which, for the sake of simplicity, will be designated by color throughout this article. The countries are Yellow (to the east of Blue, bordering on Blue); Brown (in the center of the board, surrounded on all sides by other minor countries); Green (to the south of Yellow and southwest of Brown, separated by sea hexes from Blue); Black (the southernmost country on Red's western border); White (the northernmost country on Red's western border). White and Brown contain three one-hex cities; Black and Green contain four one-hex cities; Yellow contains six one-hex cities.

Game Turn Sequence

Using both R&D and F/S variants

1. Weather determination.
2. Weapons R&D/Espionage phase
 - a. Chit selection
 - b. E/S mission
 - c. Project development
3. Blue player turn
 - a. Reinforcements/replacements
 - b. War declaration
 - c. Minor country armed forces deployment
 - d. Movement

- e. Combat
4. Red player turn. Same sequence as Blue player turn.
 5. Turn indication.

Using R&D variant only

Same as above, only delete step 2.b. (E/S mission) from sequence.

Using Minor Country variant only

1. Weather determination
2. Blue Player turn.
 - a. Reinforcements/replacements
 - b. War declaration
 - c. Minor country armed forces deployment
 - d. Movement
 - e. Combat
3. Red player turn. Same sequence as Blue player turn.
4. Turn indication.

Procedure

Minor country armies are not initially deployed on the map. They can be placed off the board until needed or kept on the map within their borders until deployed.

War Declaration

1. War must be declared on a minor country in order for that country to be "in play." Until war has been declared on a minor country, it is considered neutral and off limits to all types of warring units.
2. Air units cannot fly over neutral minor country air space.
3. If a unit is forced to retreat into a neutral minor country, the unit is eliminated.
4. War must be declared to invade a neutral minor country, with the exception of the optional "Pearl Harbor" rule.

Deployment of Armies

1. Once war on a neutral minor country has been declared, the non-phasing player deploys that minor country's armed forces within the boundaries of that country. Units can setup in an enemy ZOC.
2. The minor country automatically becomes and ally of the non-phasing player. If and when

the minor country is liberated from enemy occupation, it need not be garrisoned by friendly units.

3. Minor country armies operate in the same fashion and during the same phases as the major allied country armies. The Red or Blue player becomes, in effect, the Supreme Commander of his allied armies.

Minor Country Production

1. Minor countries produce 1 production point per city hex when manufacturing units for their own armed forces.

2. Minor countries produce 1/2 production point per city hex when manufacturing units for armed forces other than their own, either friendly or enemy.

Mechanized Infantry

Mechanized infantry formations are the "poor man's elite troops." Lacking the sophistication to field airborne, marine, Ranger and other elite units, the minor countries have instead beefed up some straight-leg infantry divisions with extra anti-tank weapons, trucks, recon companies and an extra tank battalion or two. The result is the mech infantry division: cheaper than a full armor division, but more flexible than an infantry division.

The following rules apply to the Mech Infantry formations:

1. Mech Infantry divisions are included in the minor country counter mix only. Red and Blue cannot build Mech Infantry units.

2. Mech Infantry functions just like infantry units with the following exceptions:

- Mech Infantry units have an armor ZOC.
- Mech Infantry units cost the same as armor units to build.
- Mech Infantry units have a movement factor of 6 instead of regular infantry's 4.

Minor Country Agents

Minor country AGENTS operate in the same manner as major country AGENTS, with the following modifications.

1. Minor country AGENTS are added to the cup immediately after war has been declared on their country.

2. Minor countries are limited to one AGENT during the course of the game.

3. Minor country AGENTS cannot perform the *Recruit an agent* mission.

4. Once a minor country AGENT has been liquidated, it cannot be returned to play.

5. Minor country AGENTS are still "in play" even after their country has been invaded and occupied. They are considered to be in the service of their allies until they are liquidated.

Optional Pearl Harbor Rule

The "Pearl Harbor" rule is included for those who prefer surprise attacks. To launch a "Pearl Harbor" surprise attack, the phasing player announces a surprise attack on a specific neutral minor country during the war declaration phase of his turn. This ensures certain advantages and raises possible disadvantages.

Effects of Surprise Attacks

1. The neutral minor country or countries being attacked do not deploy any units until AFTER the attacking country has first moved.

2. The neutral minor country can then deploy units in any unoccupied cities (within normal stacking limitations) and move those units 1/2 their normal movement allowance. Units then engage in combat, with the major country being the attacker.

3. ALL OTHER minor countries then roll for belligerency. Minor countries with common borders to the invaded country become belligerent on a roll of 1-4. Other minor countries become belligerent on a roll of 1-3. If the invaded minor country is not occupied on the same game turn it is invaded, subtract one from the belligerency roll.

Restrictions of Surprise Attacks

1. "Pearl Harbor" surprise attacks can only be made by major country armies. Allied minor country armed forces cannot take part in surprise attacks, nor can they launch surprise attacks on their own.

2. Surprise attacks can only be launched against neutral minor countries.

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PRODUCTION POINT COST CHART	
Unit Type	Cost/Strength Point
Infantry/Marine	1
Armor	2
Artillery	2
Airborne/Air Assault	3
Aircraft (any type)	5
ASW	5
U-Boats	5
Rockets	1
SAM	2
Nuke	2

U-BOAT SEARCH TABLE				
Die Roll	# of U-Boats			
	1-4	5-8	9-12	13-16+
1	S	S	S	S
2	S	S	S	S
3	-	S	S	S
4	-	-	S	S
5	-	-	-	S
6	-	-	-	-
7	-	-	-	-
S = Search is successful. U-Boat may be attacked.				
- = Search unsuccessful. No attack on U-Boats.				
Add 1 to die roll if searching in an adjacent sea zone				

ESPIONAGE MISSION TABLE	
Friendly AGENT Missions	
Steal a secret	
Sabotage a program	
Recruit a friendly AGENT	
Reveal a program	
Enemy AGENT	
Liquidate agent	
Double agent	

CRISIS IN GOVERNMENT TABLE	
Die Roll	
-1	POLITICAL CRISIS. Roll for coup.
0	MILITARY CRISIS. Land attacks halved.
1	ECONOMIC CRISIS. Production halved.
2	Crisis resolved.
3	Crisis resolved.
4	Crisis resolved.
5	Crisis resolved.
6	ECONOMIC MIRACLE. Production doubled.
7	MILITARY GENIUS. Land attacks doubled.
8	POLITICAL HERO. Add 1 to next crisis roll.

COUP TABLE	
Die Roll	
1-2	Successful coup. Sue for peace.
3-4	Unsuccessful. Military crisis ensues.
5-6	Unsuccessful. Normal operations.

CRISIS MODIFIERS	
-1	for enemy troops on home soil.
-1	if 30 or more combat points destroyed last last turn.
-1	for enemy liberating conquered minor country.
-1	for nuclear contaminated hex on home soil.
+1	for conquering a minor country
+1	for 20 or more enemy combat points destroyed last turn.
+1	for occupying any hex on enemy home soil.

The Weapons Research and Development Track is on "Blitzkrieg Tournament Bloss.OPS" map.

The (Rocket) Overshoot Chart is on "Blitzkrieg Tournament Bloss.OPS" map.

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Counter Mix: Counters were black and white. The ownership of minor country armies is identified. Major country counters can be assumed to be divided equally between blue and red, except that there is only one 8-20 Jet SAC, one 4-20 Jet SAC, one 4-12 Jet TAC, and three 1-12 Jet TAC.

Two Rocket R&D chits
Two U-Boat R&D chits
Two SAM R&D chits
Two ASW R&D chits
Two Nuke R&D chits
Two Jet TAC R&D chits
Two Jet SAC chits
One *Eureka!* chit
One *Crisis in government* chit
Two Nuclear contamination markers
Two "0" R&D markers
Eight "1" R&D markers
Four "2" R&D markers
Two "3" R&D markers
One Naval Stores city marker
One Petro-Chemical city marker
One Aircraft city marker
One Basic Industry city marker
One Naval Stores destroyed marker
One Petro-Chemical destroyed marker
One Aircraft destroyed marker
One Basic Industry destroyed marker
Two 1-40 Rocket units
Two 2-40 Rocket units
Two 4-40 Rocket units
Two 8-40 Rocket units
Two 1 U-Boat units
Two 2 U-Boat units
Two 4 U-Boat units
Two 8 U-Boat units
Two 1-(1) SAM units
Two 2-(1) SAM units
Two 4-(1) SAM units
Two 8-(1) SAM units
Two 1 ASW units
Two 2 ASW units
Two 4 ASW units
Two 8 ASW units
Two 1-20 Jet SAC units
Two 2-20 Jet SAC units
One 4-20 Jet SAC unit
One 8-20 Jet SAC unit
Three 1-12 Jet TAC units
Two 2-12 Jet TAC units
One 4-12 Jet TAC units
Eight nuke units
Eight AGENT units

Minor Country Armies:

Yellow Army:

Ten 3-4 Infantry Div (XX) (1-10)
Five 5-6 Armor Div (XX) (1-5)
Two 3-6 Mechanized Infantry Div (XX) (1-2)
Two 7-3-4 Artillery Div (XX) (1-2)
One 3-9 Medium Bomber Wing (XX) (1)
One 3-11 Fighter Wing (XX) (2)
One 3-7 Tactical Bomber Wing (XX) (3)
One AGENT

Yellow Army Substitutes:

Ten 2-4 Infantry Bde (X) (11, 21, 31, 41, 51, 61, 71, 81, 91, 101)
Ten 1-4 Infantry Bde (X) (12, 22, 32, 42, 52, 62, 72, 82, 92, 102)
Five 2-6 Armor Bde (X) (11, 21, 31, 41, 51)
Five 1-6 Armor Bde (X) (12, 22, 32, 42, 52)
Two 2-6 Mechanized Infantry Bde (X) (11, 21)
Two 1-6 Mechanized Infantry Bde (X) (12, 22)
Two 4-2-4 Artillery Bde (X) (11, 21)
Two 2-1-4 Artillery Bde (X) (12, 22)
One 2-9 Medium Bomber Group (X) (11)
One 1-9 Medium Bomber Group (X) (12)
One 2-11 Fighter Wing (XX) (21)
One 1-11 Fighter Group (X) (22)
One 2-7 Tactical Bomber Wing (XX) (31)
One 1-7 Tactical Bomber Group (X) (32)

Green and Black Armies:

Six 3-4 Infantry Div (XX) (1-6)
Three 5-6 Armor Div (XX) (1-3)
Two 3-6 Mechanized Infantry Div (XX) (1-2)
Two 7-3-4 Artillery Div (XX) (1-2)
One 3-9 Medium Bomber Wing (XX) (1)
One 3-11 Fighter Wing (XX) (2)
One AGENT

Green and Black Army Substitutes:

Six 2-4 Infantry Bde (X) (11, 21, 31, 41, 51, 61)
Six 1-4 Infantry Bde (X) (12, 22, 32, 42, 52, 62)
Three 2-6 Armor Bde (X) (11, 21, 31)
Three 1-6 Armor Bde (X) (12, 22, 32)
Two 2-6 Mechanized Infantry Bde (X) (11, 21)
Two 1-6 Mechanized Infantry Bde (X) (12, 22)
Two 4-2-4 Artillery Bde (X) (11, 21)
Two 2-1-4 Artillery Bde (X) (12, 22)
One 2-9 Medium Bomber Group (X) (11)
One 1-9 Medium Bomber Group (X) (12)
One 2-11 Fighter Wing (XX) (21)
One 1-11 Fighter Group (X) (22)

Brown and White Armies:

Five 3-4 Infantry Div (XX) (1-5)
Two 5-6 Armor Div (XX) (1-2)
Two 3-6 Mechanized Infantry Div (XX) (1-2)
One 7-3-4 Artillery Div (XX) (1)
One 3-11 Fighter Wing (XX) (2)
One AGENT

Brown and White Army Substitutes:

Five 2-4 Infantry Bde (X) (11, 21, 31, 41, 51)
Five 1-4 Infantry Bde (X) (12, 22, 32, 42, 52)
Two 2-6 Armor Bde (X) (11, 21)
Two 1-6 Armor Bde (X) (12, 22)
Two 2-6 Mechanized Infantry Bde (X) (11, 21)
Two 1-6 Mechanized Infantry Bde (X) (12, 22)
One 4-2-4 Artillery Bde (X) (11)
One 2-1-4 Artillery Bde (X) (12)
One 2-11 Fighter Wing (XX) (21)
One 1-11 Fighter Group (X) (22)

BLITZKRIEG

Variants by Lou Bloss

Turn Sequence: I have attempted to prepare a detailed BLITZKRIEG Tournament Game Turn Sequence including Lou Bloss's rules and units. The sequence is designed for PBEM and makes alterations as necessary to reduce exchanges of files.

Format: The sequence is shown only for the Blue player – the first player in each game (complete) turn. Actions taken by the Blue player are shown in blue; actions taken by the Red player are shown in red. Files need to be exchanged each time a player change occurs and action is necessary by the opponent. In some cases, actions are deferred rather than occur in the sequence defined by the rules. As noted by an asterisk (*), the opponent only needs to be consulted when loss, retreat, or advance results of combat can affect unresolved battles – files do not normally need to be exchanged at this time. The sequence for Red player turn is the same exchanging red and blue.

Nuclear Contamination: Delete the second sentence of Atomic Warheads, 3c. Add to 3c -- No ground unit may enter a contaminated hex. Air units are unaffected by contaminated hexes. Sea hexes cannot be contaminated. A nuclear impact at sea only affects adjacent land hexes. A nuclear impact on land adjacent to a sea hex has no effect on the sea hex. Change Atomic Warheads, 4 to read -- Contaminated hexes become decontaminated on a roll of a 1 or 2 at the end of movement on the next game turn. If contamination continues, decontamination is rolled at the end of movement on succeeding game turns.

I have changed the rules for nuclear contaminated hexes because the printed rules did not make sense to me. Contamination continues to be rolled for the impact hex following detonation, but decontamination is not rolled until the next game turn. If contamination continues, decontamination continues to be rolled on succeeding game turns. This makes more sense to me. With Lou Bloss's rules, all units in the detonation hex are destroyed so the requirement to eliminate units remaining in a contaminated hex is unnecessary. Further, rolling for decontamination at the beginning of the next player turn can make for very brief contamination.

Atomic Warheads: Atomic warheads are exempt from combat supply requirements. Atomic warhead detonation destroys all ground and air units in hex and destroys critical resource, if any. Critical resource re-established when contamination ends.

Rockets: Rockets are exempt from combat supply requirements.

U-Boats: No combat supply is required for U-Boats. (To me it hardly seems likely that a U-Boat would go to sea only half armed; particularly when they cost so much to produce.) U-Boats cannot attack during gale weather. U-Boats do count when figuring Naval Ascendancy but are exempt from negative effects. U-Boats do not suffer any effects and do not figure in any of the limitations resulting from loss of Critical Resources.

TURN SEQUENCE	
Reference	Action
4.6	Mark start of new game turn (Blue player-turn only)
32.34, 32.75	Interceptors, patrollers, and P/I return to base
15, 25	Complete losses, retreats, and advances from prior player-turn
34	Determine weather (Blue player-turn only)
36	Determine effect of critical resources
35	Mark Naval Ascendancy in all sea zones
B2, B5	Draw chit, conduct E/S if applicable, develop projects (Blue player-turn only)
B2, B5	Draw chit, conduct E/S if applicable, develop projects (Blue player-turn only)
23	Trace supply
29.7	Remove 2 factors for supply traced into or thru each unsubdued minor country
6, B2- B4	Reinforcements, Production

TURN SEQUENCE	
Reference	Action
B6	Declarations of War
B6	Minor country deployment
7-11, 19-22, 27, 30, 33	Move ground units Bombers, FTR escorts and rockets to target hex Remove any "over flight" or "moved thru" losses (29.6) Surviving grounded air units may change base (33.2) FTR hunters to search hex (32.5) FTR patrollers to patrol hex (32.7) TAC and FTR patrol/interdictors (P/I) to patrol hex (33.7)
B7	Surprised minor country deployment, belligerency rolls
26.3	Combine substitute units
12, 25, 30, 32, 33, B3	Announce all battles Announce ASW search
35, 23	Check Naval Ascendancy Trace supply for FTR in airbases
33.7, B3	TAC and FTR P/I missions may strafe ground units in their ZOC (ACT x 2) Ground units return AA fire (ACT x ½) except against jets SAM units in range return fire against prop (ACT x 2) and jet (ACT x 1)
32.3	FTR interceptors to "wait out" hexes FTR interceptors, patrollers, and P/I move to intercept hexes FTR interceptors, patrollers, and P/I move to enemy airbases to strafe (ACT x 2) Air units on ground return AA fire (ACT x ½)
B3	SAM vs ASW and prop (ACT x 2), jet (ACT x 1)
B3	Conduct ASW search and attacks (ACT x 1)
B3	U-Boat attacks (ACT x 1) Units at sea and unused ASW return anti-sub fire (ACT x ½)
32.52, 32.72, 33.7	Intercepted hunters, patrollers, or P/I fire at interceptors (ACT x 1) Interceptors return fire at hunters, patrollers, or P/I (ACT x 1)
32.32, 33.33, 32.4	Interceptors fire at bombers and air transports with escorts (ACT x 2) Interceptors fire at bombers and air transports without escorts (ACT x 3) Bombers and escorts return fire at interceptors (ACT x ½)
32.51, 32.6	Unused hunters attack adjacent interceptors and airbase strafers (ACT x 1) Unused hunters strafe adjacent enemy airbases (ACT x 2) Air units on ground return AA fire (ACT x ½) except against jets
33.3-33.5, B4	Remove blue PX, RCX, SRIX, and contaminated markers Resolve night bomber losses (33.6)
33.2	Resolve airbase attacks (BBT) Air units on ground return AA fire (ACT x ½)
25, 30.42, 33.3- 33.5, B3, B4	Resolve artillery, air, and rocket attacks (BBT) Mark PX, RCX, and SRIX cities and contaminated hexes
12-15, 29	Resolve ground attacks (TGAT, MCRT) Consult opponent when necessary for loss, retreat, and advance decisions*
21.3	Conduct AV advances
20.35, 35.31	Opposed invading units move ashore
32.52	Unused hunters may change to patrol mission
30.5	Air units return to base, except unused patrol or P/I units
29.6	Remove 2 factors from each unsubdued minor country