

BLITZKRIEG

Great Blue against Big Red, and the five small
countries caught between them

PLAYER'S MANUAL

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Tronsoft Games

1. The war

Two superpowers fight for a continent that never existed. Great Blue moves first; Big Red answers. Between them lie five small countries whose ground is the short way round somebody's mountains, and whose armies join whichever power you did not invade.

The board is 1865 hexes across 57 columns and 33 rows, carrying 63 towns, 124 river hexsides and 450 hexsides of road and rail. The capitals, Blueheim and Krasnograd, stand 49 hexes apart.

2. The sequence of play

One power takes a complete turn, then the other. Each turn has three phases.

Phase	What happens in it
Movement	Requisition formations, fly air missions, and march.
Combat	Declare attacks and throw the die.
Exploitation	Armour that broke through moves again and may attack once more at half weight.

The exploitation phase is what the game is named for. A corps of armour is eligible if it is in supply and either took part in an attack that drove the defender off, or began the turn clear of every enemy formation. It receives its whole movement allowance again and one further attack at 0.5 weight.

3. The ground

Terrain	Foot	Tracks	Defence
Sea	closed	closed	×1
Beach	1	1	×1
Clear	1	1	×1
Desert	1	1	×1
Forest	2	3	×1.5
Rough	2	3	×1.5
Swamp	3	closed	×1.5
Mountain	3	closed	×2
Mountain Pass	2	4	×1.5
City	1	1	×2
Capital	1	1	×2.5

A road or rail hexside costs 1 whatever the ground beneath it. Crossing a river costs 1 more and the attacker fights at 0.67 weight across one. No more than 2 land formations may stand on a hex, or 3 at sea.

Entering a hex beside an enemy formation ends the march there, and no march may pass through such a hex.

4. The order of battle

	Formation	Attack	Defence	Move	Steps	Cost	Arm
INF	Infantry Corps	5	4	4	2	12	land
ARM	Armoured Corps	9	6	10	2	22	land
MTN	Mountain Corps	5	5	4	2	16	land
ABN	Airborne Corps	4	3	4	1	18	land
MAR	Marine Corps	6	4	4	1	18	land
ART	Artillery Corps	8	2	4	1	18	land
FTR	Fighter Wing	4	4	14	1	18	air
TAC	Tactical Air Wing	6	2	12	1	20	air
BMR	Bomber Wing	3	2	20	1	24	air
FLT	Fleet	8	8	12	2	26	sea
TRN	Transport Flotilla	1	2	12	1	10	sea

Only armour exploits. Only mountain troops climb a mountain at speed. Only airborne corps drop, up to 12 hexes from a supplied city. Only marines assault a beach at full weight; every other arm lands at 0.5. Artillery is heavy in attack and nearly helpless in defence.

5. The combat results table

Total the attackers' factors, total the defenders' with the ground multiplying them, and read the ratio down to the nearest printed column. One die gives the result.

Odds	1	2	3	4	5	6
1-3	AE	AE	AE	AR	AR	CA
1-2	AE	AE	AR	AR	CA	EX
1-1	AE	AR	AR	CA	EX	DR
2-1	AR	AR	CA	EX	DR	DE
3-1	AR	CA	EX	DR	DR	DE
4-1	CA	EX	DR	DR	DE	DE
5-1	EX	DR	DR	DE	DE	DE
6-1	DR	DR	DE	DE	DE	DE
Result	Meaning					
AE	Attacker eliminated					
AR	Attacker back two					
EX	Exchange					
CA	Contact					
DR	Defender back two					
DE	Defender eliminated					

A capital defends itself with 9 factors of its own works whether a corps stands there or not: it must be stormed, never walked into. A fleet alongside a coastal hex lends 4 factors to an attack on it.

6. Supply and production

Every land formation must trace 7 hexes back to a city of its own, clear of enemy formations. One that cannot fights at half weight in attack and defence, moves at half, and dissolves after 3 turns.

Town	Production
Capital	4
Major city	2
Minor town	1
Port (added)	1

Great Blue opens holding 39 points of production and Big Red 40. A bomber knocks 2 off a city's output, which it recovers over the following turns.

7. The air

Mission	Effect
Ground Support	Adds its attack factor to one battle.
Defensive Support	Adds its attack factor to the defence of one hex.
Interdiction	Enemy movement through the hex costs two more.
Air Superiority	Intercepts enemy missions flown within four hexes.
Strategic Bombing	Knocks a city out of production.

A patrol intercepts enemy missions flown within 4 hexes of it, and a patrol stays up until its own side's next turn. A wing caught on the ground when its airfield is overrun is lost.

8. The minor countries

Country	Ground	Hexes
Vasska	The northern march, and the road round the desert.	61
Corland	Open country under the Great Kolfax Desert.	72
Ostmark	The middle ground, and the crossings that matter.	55
Thelen	Farmland and forest on the southern road.	47
Ambria	The southern coast, and the long way round.	31

Marching into a minor country brings it into the war on the other side: 3 corps raised against you, and its towns paying your enemy. It is a decision, not a prohibition — sometimes the road through is worth the army it raises.

9. The campaigns

Campaign	Turns	Corps	Par	Character
The Border War	20	50	nil	A limited war fought with the standing armies. Twelve turns, no time to build much.
The Campaign Game	60	71	+7	The whole continent, forty turns, and both powers building all the way.
Deep Battle	30	71	nil	Both fronts are already broken. Heavy on armour, and the exploitation phase decides it.

10. Winning

Storm the enemy capital and hold it through the reply, and the war is won outright. Otherwise the campaign closes at its turn limit and the margin is read against par.

Margin against par	Result
capital stormed and held	Decisive Victory
12 or better	Major Victory
5 or better	Minor Victory
-5 or better	Indecisive
-12 or better	Minor Defeat
below -12	Major Defeat

Par exists because the printed board is not even ground. Great Blue moves first and holds the compact half; fifteen machine campaigns closed at a median of +7 to Blue, so that figure is subtracted before the result is read. A generated continent is turned 180 degrees about its middle hex and is symmetric, so its par is nil.

11. The machine

Temper	Looks at	Concentrates	Holds fire	Blunders
Cadet	4	0.35	0.3	0.3
Veteran	8	0.65	0.55	0.12
Staff Officer	14	0.92	0.75	0.02

Skill is not aggression. Every temper presses equally hard; what separates a staff officer from a cadet is how much ground it looks at, how well it concentrates, whether it holds an attack until the odds are there, and how often it simply blunders.

12. Saving

The campaign is saved in your browser after every completed phase, under one key. Reload and choose Resume to carry on, on the same ground. If the browser refuses local storage the game plays perfectly well without a save.

Blitzkrieg was published by Avalon Hill in 1965 and designed by Larry Pinsky and Thomas Shaw. This is an original browser game that takes the title and the shape of that design. Tronsoft Games claims no rights in the 1965 game and is not affiliated with Avalon Hill or its successors. See LICENSE.txt and docs/credits.txt.