

COLD WAR BLITZ

MINI GAME SYSTEM RULES

1.0 INTRODUCTION

Cold War Blitz is a solitaire game system in which the player takes command of a military operation during the era of 1946-1990. The forces the player controls are generally termed "Allied." Their performance is enhanced using a set of cards. The Opposition Force (OPFOR) is the enemy, whose units are controlled by the game system using a second set of cards.

2.0 COMPONENTS

A complete *Cold War Blitz* mini game includes: these rules (see rule 2.1), one scenario sheet (see rule 2.2), one 11"x17" map (see rule 2.3), 18 cards (see rule 2.4), and 40 playing pieces (see rules 2.5 & 2.6). If any parts are missing or damaged, please write to:

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Players must provide at least one six-sided die; more would be useful.

2.1 Standard Rules

There are two levels of rules, Standard and Advanced (any rule with an "A" after the rule header). The standard rules include all the basic mechanics needed to play the game. The Advanced Rules give more realism at the expense of more complexity. Players new to wargaming should read just the Standard Rules and play a game or two using them before trying the Advanced Rules.

2.2 Scenario Rules

The scenario sheet provides the information needed to set up a game, and the objectives to be reached by the player to win. Each scenario also may have special rules added to the game or modifying a standard rule.

2.3 The Map

The map in each scenario displays the area over which operations are conducted and other game information using the following.

Spaces: locations in which you place units. Types of spaces are described on the Terrain Effects Chart, also on the map.

Routes are the lines connecting spaces.

Players move their units via routes.

Air Box: is a holding area for Airstrikes and Helicopters.

Reinforcement Box is a convenient place to put units which are not yet in play.

Units Eliminated Box is a convenient place for units that have been destroyed by combat or other game actions.

Turn Track is used to keep track of the remaining number of turns.

Charts & Tables summarize key game information or used to resolve events and actions. The actual charts and tables included will vary with the scenario.

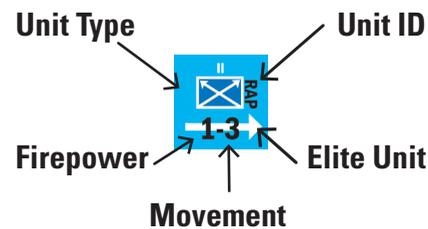
2.4 Cards

There are nine action cards used by the player to affect operations. Unless specified otherwise by the scenario instructions, all nine are available to the player and may be chosen freely. The nine OPFOR cards direct the action of OPFOR units and will be drawn randomly by the player.

2.5 Playing Pieces

The square cardboard pieces are called *units*. Scenario rules provide more information about the specific units in that scenario. In all scenarios, the units controlled by the player are friendly units, generally called "Allied" units. The game system controls the OPFOR units.

Ground Units



Unit identification: the historical name or number of the unit.

Unit type: the general type of troops. Explained in the Scenario sheet.

Firepower: the amount of combat power of the unit.

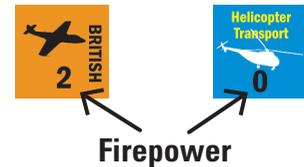
Movement: the basic number of spaces the unit can move in a turn.

Elite Units have the "Elite" symbol (the arrow) behind their firepower and movement values.



Unit types and sizes are explained in Scenario rules.

Air Units



Unit type: there are two general types of air, airstrikes and helicopters

2.6 Backprinting & Two-Step Units

Units with combat and movement factors printed on only one side are one-step units; when eliminated in combat they are removed from play. Units with factors on both sides are two-step units. If a two-step unit is eliminated in combat, flip it to show its reverse (weaker) side. When it is eliminated again, it is removed from play.

3.0 PLAYING THE GAME

3.1 Setting Up

Shuffle all OPFOR cards into a deck and place it face down near the map. Place the Action cards face up. The Scenario rules will state the placement of the turn marker and of friendly and OPFOR units. OPFOR units are placed face down, and are revealed only

- 1) the instant that a friendly ground unit enters their space.
- 2) whenever an air unit is placed in their space to conduct a mission.
- 3) via certain cards.

Once an OPFOR unit is revealed, it remains revealed for the rest of the game, unless a scenario instruction indicates otherwise. The player always may examine friendly units.

3.2 Turns & Game Length

Cold War Blitz is played in turns, each representing an indeterminate period of operational activity. The turn marker is placed on the turn track (on the map) to indicate the number of turns remaining in the game. The starting number of turns is given in the scenario instructions. Each turn played uses one turn, driving the marker down the track. When the last turn ("1") is played the game ends immediately. Card play may increase or decrease the number of turns remaining, as indicated by the number in the upper right of each card. A zero has no effect; a question mark ["?"] means the card will have a variable effect. Some card events also affect the remaining number of turns.

3.3 Turn Sequence

Each turn goes through the following phases.

- 1) Friendly Action Card Phase.** You must select one Action Card and play it.
- 2) Friendly Reinforcement Phase.** Place friendly units designated as Reinforcements by the card onto the map. Also check to recycle friendly air units from the Used box.
- 3) Friendly Ground Movement Phase.** You may move all friendly ground units according to the rules of movement. Also, conduct any naval moves.
- 4) Friendly Air Movement Phase.** You may place available air units on the map to conduct missions. Also, conduct any airborne moves.
- 5) OPFOR AAA Phase.** You must fire any OPFOR anti-aircraft at friendly air units and against ground units making airborne moves in the OPFOR units' spaces.
- 6) Friendly Air Attack Phase.** You may now use friendly air units to attack OPFOR units on the ground. At the conclusion of this phase, place all air units which were used into the Used box.
- 7) Friendly Ground Combat Phase.** You must use friendly units to attack OPFOR units in the same space (if any). See the Combat Procedure.
- 8) OPFOR Card Phase.** You must draw one OPFOR card and implement its effects.
- 9) OPFOR Reinforcement Phase.** If a card calls for OPFOR reinforcements, you must place them.
- 10) OPFOR Movement Phase.** If an OPFOR card calls for OPFOR units to move, you must move all specified units.
- 11) OPFOR Combat Phase.** If OPFOR units are now in any spaces also containing friendly units, you must use them to attack.
- 12) Admin Phase.** Move the turn marker down one on the turn track. If any turns remain, conduct any actions called for in the Admin phase and return to Step 1.

4.0 CARD PLAY

4.1 Card Selection

The player selects one Action card and one OPFOR card each turn in the appropriate phases. Action cards are drawn from the pool of cards in front of the player. OPFOR cards are selected by drawing the top card from the OPFOR deck. Each card drawn may affect the turn marker. Action cards may direct certain action be taken by friendly units that turn. OPFOR cards may direct action by OPFOR units.

4.2 Disposition

Each card specifies what is to be done with it at the end of the turn.

Discard: place the OPFOR card in a separate discard pile, face up.

Remains in Effect: The card is set aside and its effects apply for the rest of the scenario. Any turn loss or gain applies only on the turn in which it was played.

Remove from play: set it aside; it may not be used again in the game.

Reshuffle: If all OPFOR cards have been picked, then reshuffle all discards and start the OPFOR deck anew. Some card instructions may also generate a reshuffle.

Reuse: Return it to the available card pool for use in a future turn.

5.0 REINFORCEMENTS

5.1 Allied Reinforcement Availability

Allied units listed as "reinforcements" in the scenario are initially placed in the Reinforcement Box. They are introduced onto the game map via Action cards by removing them from the box and placing them according to the Scenario rules.

5.2 OPFOR Reinforcement Availability

OPFOR units listed as "reinforcements" in the scenario are initially placed face down in the OPFOR Reinforcement Pool. They are introduced onto the game map via OPFOR cards, usually by picking a specified number of units indicated at random and placing them on the map according to the Scenario rules.

5.3 Reinforcement Arrival

Reinforcements are placed during the respective Allied and OPFOR reinforcement phases. They can move and conduct other game actions normally in the turn of placement. If there are no units in a Reinforcement Box or Pool (owing to prior picks), then no units are received.

6.0 GROUND MOVEMENT

During the friendly movement phase, you may move some, none, or all friendly units. OPFOR units are moved only as a result of combat or through reaction movement as directed by an OPFOR card.

6.1 Movement Procedure

Units are moved one at a time. Each unit moves a number of spaces up to but not exceeding its movement value. Unused movement cannot be saved for a future turn or given to another unit.

For example: a unit with a movement of "2" can move two, one or no spaces in a turn.

6.2 Terrain Effects on Movement

The Terrain Effects Chart describes the effects of terrain on movement. If a Terrain type says STOP, then when a unit enters that space, it must cease movement even if it has not used its entire movement value. It may continue moving on a following turn.

Water Barriers take all of a unit's movement for a turn to cross. The unit must start its movement on one side, then moves to the other side, ending its movement there.

Prohibited terrain may not be entered by any units at any time unless they have special abilities granted by the scenario rules.

6.3 Enemy-Occupied Spaces

A unit must stop when it enters a space containing an enemy unit. It can move no further that phase. In a subsequent phase, it can move out. A unit can move directly from one enemy occupied space to another.

6.4 Stacking

The scenario rules specify how many units may end a phase in the same space. If more than that number of units ends up in a space at the end of a phase, excess units are eliminated (see 7.3).

Opposing units in the same space do not count against one another's stacking limits.

Moving through a space does not count toward the stacking limit of that space; only units ending a phase in a space are counted.

7.0 GROUND COMBAT

Combat is triggered whenever a space is occupied by opposing units at the beginning of either ground combat phase. The player is the attacker during the friendly ground combat

phase, the OPFOR units are the attackers during the OPFOR ground combat phase.

7.1 Ground Combat Procedure

Resolve each combat using the following steps in this order.

1) Tactical Superiority Determination

- a) Roll one die for the Friendly side, and a second for the OPFOR.
- b) If a side has any Elite units in the engaged force, add "1" to its die roll. If not, use the face value of the die roll.
- c) The side with the higher total gets Tactical Superiority. In the event of ties, the Terrain Effects Chart indicates who wins depending on the type of space.

2) First Round

- a) Line up OPFOR units in order of strongest firepower to weakest. If more than one unit has the same firepower, place those in any order desired.
- b) Line up Friendly units in any order desired.
- c) The side with Tactical Superiority fires its first unit in line (see 7.2 for the fire procedure) and inflicts any losses or retreats on the enemy.
- d) The side without Tactical Superiority fires its first unit in line fires first and inflicts any losses or retreats on the enemy.
- e) Continue alternating back and forth until both sides have fired all units. If one side has fewer units than the other, the side with more units continues until all of its units have fired.

2) Second & Subsequent Rounds

Repeat the procedure from the Tactical Superiority and First Round of Battle until only one side has units remaining in the space.

3) Determine the Winner

The side with at least one remaining unit is the winner, the other side the loser.

7.2 Firing Procedure

To fire a unit, the player rolls a number of dice equal to its firepower strength. The target for each firing unit must be the first enemy unit in line; a unit down the line may be targeted only if each unit before it is eliminated or retreated. Consult the Battle Results Table (BRT) to determine the results (7.3). Apply the results immediately. Since firing is non-sequential, a firing unit may be eliminated, retreated, or reduced before its turn to fire.

7.3 Battle Results

Each scenario has its own BRT to accommodate different factors in play for that scenario. Use the column for the type of unit firing. Cross index each die roll with the column to determine the result to be applied, as directed below. It is possible for more than one result to be applied to a single unit. All retreats must be applied before any eliminations. If the targeted unit is eliminated or retreated before all results have been applied, leftover results are applied to the next unit in line (but never against an enemy unit in another space). All eliminations are inflicted before retreats.

1) Elimination. Remove a one-step unit or a reduced two-step unit from the map and place it in the Eliminated box (see 7.4). Flip a two-step unit to its reduced side.

2) Retreat. The targeted unit is moved one space for each retreat result inflicted. Retreat may not be made into a sea space, across a water barrier, into a space containing an enemy unit, or into a space otherwise prohibited to the retreating unit's movement. If no such space exists, the unit is eliminated instead. The player always chooses the direction of retreat, but cannot move units into a prohibited space if other spaces are open. A unit with a printed zero movement is eliminated. Retreated units are out of the battle and cannot fire.

3) No effect. Nothing happens.

Example 1, *a Friendly unit is firing on an OPFOR force. The Friendly unit inflicts one elimination and two retreats. You would eliminate the first OPFOR unit, and then retreat the second and third OPFOR units.*

Example 2, *a unit receiving two retreat results must retreat two spaces. A two-step unit receiving one elimination and one retreat would be flipped to its reduced side, then retreated one space.*

7.4 Replacements

Units which are eliminated may be returned to play via card play or scenario instructions.

7.5 Pursuit (A)

If friendly forces (not OPFOR forces) win a battle, the player may order a pursuit. Only friendly units with an armor symbol of any type can conduct a pursuits. Some, none, or all qualified units in the winning force may move one land space. All pursuing units must move together. If the pursuit enters a space containing enemy units, the pursuing force

must attack them; if there are other friendly units in that space, they join the attack.

8.0 AIR OPERATIONS

Only one side will have air units in most scenarios. There are two types of air units: airstrikes, representing fixed-wing aircraft, and helicopters, representing rotary-wing aircraft (see also 10.1). Both types operate in the same manner unless another rule states otherwise.

8.1 Air Unit Availability & Use

Air units in play are placed in the Air Available box. To use them, place them on the map in whatever spaces they are to conduct a mission. They may be used in any space on the map unless specified otherwise in the scenario rules.

8.2 Air Unit Turnaround

Each air unit may be used only once per turn. At the end of each air attack phase, return all air units on the map to the Air Used box. During each Administrative phase, roll one die for each air unit in the Air Used box. Compare the die roll to the range of numbers for that aircraft type, printed in the Used box. If the roll is within that range, place it back in the Available box. If not, then it remains in the Used box and may be checked the next turn.

8.3 Antiaircraft Fire

An air unit may be fired at during the anti-aircraft fire phase by all enemy anti-aircraft artillery (AAA) unit in the same space. Roll a number of dice equal to the total AAA strength of all AAA units in the space. If AAA inflicts a result, the player may choose which air units are hit. AAA losses are extracted prior to bombardment or completion of air moves. The possible results are elimination and abort. All eliminations must be applied before any units are aborted. Certain results affect only certain types of air units.

Elimination. Reduce a two-step air unit to its reduced side. A one-step unit or a reduced two-step unit is eliminated and removed from play (see 7.3). If a helicopter transporting a ground unit is eliminated (but not reduced), the ground unit also is eliminated.

Abort. The Air unit is placed immediately in the Used box without completing its mission; it does not bombard in the following air attack phase. If a helicopter transporting a ground unit is aborted, return the transported unit to the space from which it started its move.

8.4 Air Attacks

Airstrikes and helicopters with a bombardment value may attack enemy ground units during the air attack phase. Reveal all face down enemy units and line them up in order of weakest firepower first. Use the Bombardment column of the Battle Results Table (BRT).

Total the number of air bombardment values and roll that number of dice. The possible results are elimination and retreat (see 7.3). All eliminations must be applied before any units are retreated. No target unit may be eliminated if a weaker target unit remains.

Friendly units in the space do not affect and are not affected by air attacks.

Important! Unlike Ground Combat, there is no determination of tactical superiority, and there is only one round of bombardments.

9.0 OPFOR REACTION

Reaction movement takes place if directed by the OPFOR card picked that turn. Reaction combat takes place if opposing units are in the same space at the beginning of the reaction combat phase.

9.1 Reaction Movement

When the OPFOR card calls for movement, each OPFOR unit must be moved, one at a time, in any order the player desires, according to instructions on the card. OPFOR units generally move only by ground, not by sea or air unless specified by card instructions or scenario rules. If more than one possible movement path exists for an OPFOR unit, pick one path at random (by rolling a die). OPFOR units are bound by all rules of movement (6.0).

9.2 Reaction Combat

If opposing units are in the same space at the beginning of a reaction combat phase, conduct combat as directed in 7.0, but with the OPFOR units as the attacker.

10.0 SPECIAL UNITS

10.1 Helicopter Types

There are three types of helicopter units, not all of which will be present in every game. The special functions of each are detailed below.

Gunships have a firepower value use it in the same manner as Airstrikes.

Transports can pick up one eligible friendly ground unit (as listed in the scenario rules) and move it to any space on the map. Either the starting or the finish space (or both) must have an airfield. Transport takes places during the friendly movement phase. The transported ground unit may not move by ground in that turn. If the transport unit has a firepower value, and it moves a ground unit into a space containing an enemy unit, it may attack during the following air attack phase.

Recon helicopters are treated as gunships with one additional function. If present in the same space as friendly ground units conducting combat, the friendly units gain an additional +1 to the Tactical Superiority die roll (leave the recon unit in the space until the beginning of the combat phase as a reminder).

10.2 Airborne Units

A unit identified as airborne-qualified by the scenario rules may make an airborne Insertion. It must start in an airfield space and may not conduct ground movement. During the movement phase, it may be moved to any space on the map. No air unit is required. Roll one die for each airborne unit and consult the Airborne Insertion Table. Outcomes are on the chart. Airborne units are subject to enemy AAA fire in the landing space. If a ground unit making an airborne move receives an elimination, it is eliminated. If an abort, it returns to its start space.

10.3 Elite Units

Certain units are indicated as "Elite." If a side has an elite unit in a battle, it gains a plus one (+1) to its Tactical Superiority die roll. Only one elite unit may apply this modifier per side in a single battle round.

Elite Unit Resiliency (A). Elite units may ignore the first retreat result each time they are fired at (the result is deemed applied but has no effect). Eliminations and additional retreats are applied normally.

10.4 Special Forces & Guerrillas (A)

Special Forces and Guerrilla units may move through enemy units without stopping. Any face down enemy units in that space are revealed.

Exception. Guerrillas must stop in a space containing enemy special forces, but not vice versa.

10.5 Engineers (A)

If an engineer unit is in a space adjacent to a water barrier, friendly units may cross the barrier without stopping (but are affected normally by the terrain in the space entered). The engineer may in in the space exited or the space entered. The engineer unit may move in the same phase, either before or after the crossing is made. Retreating units may use the engineer to cross the barrier during a retreat.

CREDITS

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