

Another Situation 13: Parablitz

AIRMOBILE PANZERBLITZ

by Christopher Chyba

ParaBlitz was conceived out of a desire for a totally unique *PANZERBLITZ* situation. Although the following rules are laden with various charts, *ParaBlitz* is not really very complex.

The situation dealt with in *ParaBlitz* is that of an attempt by the Russians to stop a German offensive before it begins. The Germans are beginning to mass forward elements of a tank regiment on the western half of board two. However, most of the regiment is still over a week away. Behind the forward elements of the regiment is a vast road network which is susceptible to Russian counterattack, especially counter-attack from the air. To the protection of this road network, the Germans have assigned remnants of an assault gun brigade as well as elements of a reconnaissance battalion.

The Russian objective: Force the forward elements of the German tank regiment back, at the same time cutting roads within German held territory. The more roads the Russian cuts deep within German territory, the farther the main German battle force must push to get back to its original starting point.

However, the Russian's forces are very limited. Although the exact size of his force is not known to the German player as the game progresses, it consists of elements of a tank brigade and a SP artillery regiment, along with the Russian paraforce.

GERMAN FORCES: one 20(4)mm, three Security, two Rifle, two Wagons, one Puma, three Sdkfz 234/1, one StuH 42, one GW 38(M), two Wirble wind, one Lynx, three MkIVh, one Panther, two Hetzers, and a Maultier.

Step 1: The German secretly records the positions of all his units, which may be set up anywhere on boards one and two. No German unit is placed on the board at this time.

Step 2: After the German records the position of his units, the Russian rolls the die to determine wind direction and speed.

To determine wind direction, the die is rolled once. If a one is rolled, the wind is blowing to the north. If a two is rolled, the wind is blowing northwesterly, and so on. To determine wind speed, the Russian player rolls once again, consulting the Wind Speed Table. Wind speed and direction should be kept track of carefully, as they are very important with regard to paradrrops.

Step 3: The Russian player then rolls to determine the size of his main battle force. The die is rolled *separately* for each of the columns in the Russian Attack Force Table.

Wind Speed Table

| roll | speed |
|------|-------------|
| 1 | no wind |
| 2,3 | low wind |
| 4,5 | medium wind |
| 6 | high wind |

Russian Attack Force Table

| die roll | Su 85 | T-34c | T-34 85 | SU152 | Trucks | Recon |
|----------|-------|-------|---------|-------|--------|-------|
| 1 | 0 | 2 | 1 | 0 | 0 | 0 |
| 2 | 1 | 2 | 1 | 1 | 1 | 1 |
| 3 | 1 | 2 | 1 | 1 | 2 | 2 |
| 4 | 2 | 2 | 2 | 1 | 2 | 2 |
| 5 | 2 | 3 | 2 | 1 | 2 | 2 |
| 6 | 2 | 3 | 2 | 1 | 2 | 2 |



The number of Russian units in the main battle force is never revealed to the German player. The Russian player must also roll to

determine the size of his paraforce, as well as when it enters the board. To determine the paraforce size, the Russian player rolls the die *separately* for each of the following columns:

Russian Paraforce Table

| die roll | Guards | Rifle | SMG |
|----------|--------|-------|-----|
| 1 | 1 | 2 | 2 |
| 2 | 2 | 2 | 2 |
| 3 | 2 | 2 | 3 |
| 4 | 2 | 2 | 3 |
| 5 | 3 | 3 | 3 |
| 6 | 3 | 3 | 4 |

These "die roll dependent forces", though they may turn many of you off, are necessary to maintain the element of surprise for the Russian. As in real life, the German player will not know exactly how many Russian units will be dropping upon him from the sky. However, it should be noted here that only enough variance has been built into these charts to insure uncertainty on the part of the German, without affecting play balance considerably.

Step 4: The Russian player must separate his main paraforce into three separate smaller ones. The *number* (not type) of units in each of these paraforces must be made to be as equal as possible. Any leftover units which cannot be divided evenly are distributed as the Russian player wishes. In dividing his units into separate paraforces, the Russian player needs this information:

A - The first Russian paraforce always must paradrpp on turn one.

B - To determine on which turn the second and third paraforces must drop on, the Russian player consults the Paraforce Entrance Table.

Paraforce Entrance Table

| die roll | 1 2 | 3 4 | 5 6 |
|-------------|-----|-----|-----|
| paraforce 2 | 2 | 3 | 4 |
| paraforce 3 | 5 | 6 | 7 |

Explanation: The Russian player cross-indexes the paraforce number with the die roll. The resulting number is the latest turn that the Russian player is allowed to bring that paraforce onto the board. If the Russian player does not bring that paraforce in by that turn, it is considered eliminated, although the German player need not be told of its elimination. Paraforce 1 must always paradrpp on turn one.

Example: In determining which turn the second paraforce enters, the Russian rolls a five. This means that paraforce 2 may never paradrpp after turn four. However, the second paraforce may paradrpp on any turn before turn four, at the Russian player's option.

OUTLINE OF PLAY

Turn 1: After determining the size of his forces, wind direction, and wind speed, the Russian player drops onto the board all units in paraforce one, as well as any, none, or all of his para-units which paradrpp on a later turn. The Russian has the choice of dropping his units on any or all of the boards.

The German units are then placed on the mapboard. They are free to move and attack, except that they may not enter board 3 unless Russian units have paradrpped into or immediately adjacent to it.

Turn 2: To begin with, the Russian player must first determine if the wind speed or direction has changed. If the wind speed on the previous turn was no, low, or medium, the Russian consults the

Wind Direction Change Tables to determine how much, if any, the wind has changed direction.

Wind Direction Change Tables

| die roll | no | low | med. | die roll | vw | w |
|----------|----|-----|------|----------|----|----|
| 1 | vw | vw | w | 1 | La | Lb |
| 2 | vw | w | - | 2 | Lb | Lb |
| 3 | w | w | - | 3 | c | c |
| 4 | w | w | - | 4 | c | c |
| 5 | w | - | - | 5 | Rb | Rb |
| 6 | - | - | - | 6 | Ra | Rb |

Explanation: The die roll is cross-indexed with the speed of the wind. If a "vw" or a "w" is rolled, the Russian player then consults the second table. If an "a" results in the second table, the wind changes direction two hex sides. If a "b" results, the wind changes direction one hex side, and if a "c" results, the wind does not change direction. The presence of an "L" or a "R" before the letter determines whether the wind shifts in direction to the right or to the left of the way it is presently blowing.

After wind direction is determined, a change in wind speed is resolved on the Wind Speed Change Table:

Wind Speed Change Table

| die roll | no | low | med. | high |
|----------|-----|------|------|------|
| 1 | no | no | low | low |
| 2 | no | low | low | med. |
| 3 | no | low | med. | med. |
| 4 | low | low | med. | high |
| 5 | low | med. | high | high |
| 6 | low | high | high | high |

Explanation: The die roll is cross-indexed with the wind speed of the previous turn to determine the wind speed of the present turn.

After wind speed and direction is determined, the Russian then paradrrops all units, if any, that must be paradrropped on turn two. He is also free to paradrpp any units which enter on a later turn. The Russian is then free to move and attack. He has the option of entering any or all of the units of his attack force onto the western half of board three. Once any Russian unit has entered or moved adjacent to board three, the German player is free to move and attack on this board. Whether Russian units have entered board three or not, the German then takes his half of the turn. This procedure is followed for the rest of the game.

PARADROPPING

A - The Russian player may never paradrpp a unit after the turn that its paraforce is assigned to drop on by the Paraforce Entrance Table. The units may, however, drop anywhere on the entire board. The Russian player need not plan ahead where to drop his para-units. rather, he makes that decision when he drops them.

B - Paradrropping units are subject to being scattered throughout a number of squares. Hereafter, this scattering will be known as "dispersal". This is not to be confused with combat results.

C - The unit being paradrropped is first placed onto the square which the Russian player wishes to drop it on (Hereafter known as the "target square"). The unit being paradrropped is then subjected to dispersal, dependent upon speed and direction of the wind.

D - How badly the paradrropping unit is dispersed is determined by the Paradrpp Dispersal Table.

Paradrpp Dispersal Table and Dispersal Charts

| die roll | no | low | med. | high |
|----------|----|-----|------|------|
| 1 | A | B | C | D |
| 2 | B | C | D | E |
| 3 | B | C | D | E |
| 4 | B | C | D | F |
| 5 | C | C | D | F |
| 6 | C | D | E | F |