

Blitzkrieg (Basic) Scenario for The Operational Art of War
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by Wendell Martin

This is my first attempt at a real scenario for The Operational Art of War. I felt that Blitzkrieg was a natural choice for conversion to TOAW (in a way, it was the 1960/70's version of TOAW). The vertical hex grain and though-hex rivers also made the map easy to convert. No infringement on Avalon Hill's ownership of Blitzkrieg is intended, and they're welcome to consider themselves the owners of this scenario (if they want to assume that dubious honor <g>).

The map is an almost exact replica, but I did make a few minor changes. Neutral cities/roads were made more "primitive" than Blue's and Red's to distinguish them, since there are no map boundaries. The initial possession boundaries reflect borders of neutral countries except for the central neutral, which is split down the middle. This is the best I can do since there's no neutral ownership (this isn't a big deal in this version, but would matter in the Tournament version). I extended deep water hexes inland in a few places, since some slightly inland cities in the boardgame are ports by virtue of a river connection. Lastly, I added new names to a few sea features to keep up the tradition of naming landmarks after those involved with the game.

This scenario is based on the Basic version of Blitzkrieg. As a result, there are no replacements, no amphibious movement, and no air power. In the boardgame, all units can move by air, but by TOAW rules that would mean they could all make air drops, so only the airborne/air assault units can use air travel. I used arid terrain rather than sand for beaches and desert, since it doesn't have the movement penalty of sand (in the boardgame, armor moves more quickly through the desert; at least this way it isn't slowed down). Supply points are limited to three- and two-hex cities, placed in the named hex (supply doesn't show up in the boardgame until the Basic Optional rules, but is integral to TOAW).

The unit equipment was chosen to reproduce the relationship between the various units that's found in the boardgame. I also tried to minimize the number of equipment types to make replacements (when added) more universal, and to keep the transport weight of each division type roughly equal (which is why I went with differing proficiency levels). I was able to give armor units roughly twice the recon levels of non-armor units, so they should be able to approximate the advantages found in the board game to some extent (where non-armor ZOCs are ignored by armor units).

In the boardgame, Blue's airborne forces are distributed across several corps. While this adds a nice touch of realism, it makes it difficult for the PO to use them effectively, since it must use formation groupings. Therefore, I removed the airborne units from the 6, 7, and 8 Corps and grouped them into the 678 Group (hence the name). I also redesignated Red's 12 Air "Battalion" as a Corps.

TOAW's Programmed Opponent requires that formations have the same objectives each time a scenario is played, which can make it predictable. To try to overcome this, I created three versions of the airborne corps and reinforcements for each side, and assigned each version a different set of objectives. Only one version is randomly chosen and used (but all three versions share the same name to attempt to preserve surprise). I also tried to give the PO some idea of how to garrison its territory, but had only partial success.

I may or may not get around to adding in features from the Tournament version, but thought that I'd start with the basics in any case to build a firm foundation and make any shortcomings easier to see without the chrome. If you have any comments, feel free to e-mail them to me at wendell@bham.net.