

# Blitzkrieg Solo Scenario

## Introduction

Blitzkrieg is German for “Lightning War.” It’s an all out attack using land and air units to push forward in a surprise attack. Armor led the way, and important objectives were surrounded and the advance continued while rear units were used to take over the objectives. The tactic was used successfully in Spain and became a standard German battle plan where possible.

## Map Setup



- American Home tile: 4a
- American Home-Row: Bottom of the map (from Player’s perspective)
- First Player: Non-Player (Germany)

## Win Conditions:

- Player must take control of Fortification tiles, 26b and 25b.
- Control more tiles than Non-Player by turn 8.

## Lose Conditions:

- Non-Player unit must take control of a Player’s Home-Row tile.
- Control fewer tiles than Non-Player by turn 8.

## **Non-Player and Player Setup**

### **Non-Player Decks:**

#### **Combat Deck:**

This deck combines both the “Firer Deck” and the “Target Deck” together. If the Player flips a card from this deck for the Non-Player and it does not apply to the current combat, discard that card, it has no effect (e.g. If the Non-Player plays “Strafing Run” vs. Target unit).

- 4 Strafing Run
- 4 Forced Retreat
- 4 Deadly Fire
- 4 Off Target
- 4 Snap Shot

#### **Action Deck:**

No Cards in deck.

#### **German Unit Deck:**

All multiples of the following types:

- 3 PZ V Panther
- 3 Stug III
- 2 PZ II
- 3 PZ VI Tiger I
- 2 Hertzler
- 3 PZ IV
- 3 Panzergrenadiers
- 1 PZ VI King Tiger
- 1 PZ III
- 2 Marder III
- 2 Puma

**Player Action Deck:** All remaining cards in Action deck.

**Player Unit Deck:** Entire American deck.

#### **Non-Player Pre-Placement:**

Place a Puma unit on Fortification tiles 25b and 26b.

#### **Player Starting Prestige:**

- 10

#### **Player Starting Hand:**

- 3 Unit Cards
- 6 Action Cards

#### **Player Unit Pre-Placement:**

Choose 4 infantry unit cards from the American deck and place them on tiles 27a, 10a, 34a, and 20a.

## **Non-Player Spawning and Movement and Attacking Rules**

- **Spawning at the beginning of each of the Non-Player's turns:**
  - Draw 2 unit cards from the Non-Player's unit deck and place one on each of the Fortification Tiles (26b, 25b) on the back row of the map.
    - If these tiles are occupied, place them to the right (1a) or to the left (23a) of the Fortification tiles.
    - If these tiles are also occupied, do not place any new Non-Player units this turn.
  
- **Movement & Attack:**
  - Units spawned, except if they were placed that turn, will move in a straight line towards the Player's Home-Row, when possible.
  - When unopposed, units with the Special Ability to "Move Twice" will.
  - When blocked, units with the Special Ability to "May Move Diagonally" will from right to left.
  - When blocked, Non-Player units will prioritize their movement, from right to left.
  - Non-Player units will attack Player units before moving.
  - Non-Player units will prioritize their attack on Player units first from the left, and then to the right of them, finally Non-Player units will attack Player units in front of them.
  - On Player retreats, Non-player units will advance when possible.
  - When Non-player units attack Player artillery units, Non-player unit immediately wins the combat and the Player artillery unit is destroyed.