BLITZKRIEG

BY KEN WRIGHT

DER SIEG WIRD UNSER SEIN!

Spectrum 48/128K

CONTENTS

BLITZKRIEG

1. LOADING INSTRUCTIONS

The procedure for loading a program into your Spectrum is given in your manual. Please follow these steps for loading the program.

1. Connect the ear socket of the computer to the ear socket of your tape recorder

2. Set the volume control as per Sinclair manual.
3. Adjust the tone control to maximum.
4. Press Play on the recorder or data recorder.
5. Type LOAD '''' and ENTER (or ENTER 128K).

For Plus 2 computers, only steps 4 and 5 are necessary.

2. INTRODUCTION

In Blitzkrieg you take command of the German armies which, in May 1940, invaded France and the Low Countries.

Your command consists of the 4th, 6th, 12th and 16th German armies plus Panzergruppe Kleist.

The armies are controlled by a unique system of 3 cursors which enable you to set up a line of advance for each army, thereby reducing the number of inputs to the computer to a minimum.

A high degree of intelligence is used by the computer opponent to present the player with a challenging and thoughtful game.

3. DISPLAY

The display can be scrolled up and down, left and right, by using the cursor keys. The total playing area is 7 times the size of the screen.

The reported positions of both friendly and enemy troops are shown initially. Each unit displays its type and army designation. The game is menu driven and at the foot of the screen the menu displayed shows the options and instructions available at each stage.

Access to each army is made via Army Information Centres represented by the flags of the various Nations.

4. SEQUENCE OF PLAY (See Menu Structure Chart)

4.1 GAME LEVEL

Select game level as follows:-

    Beginner = Key 1
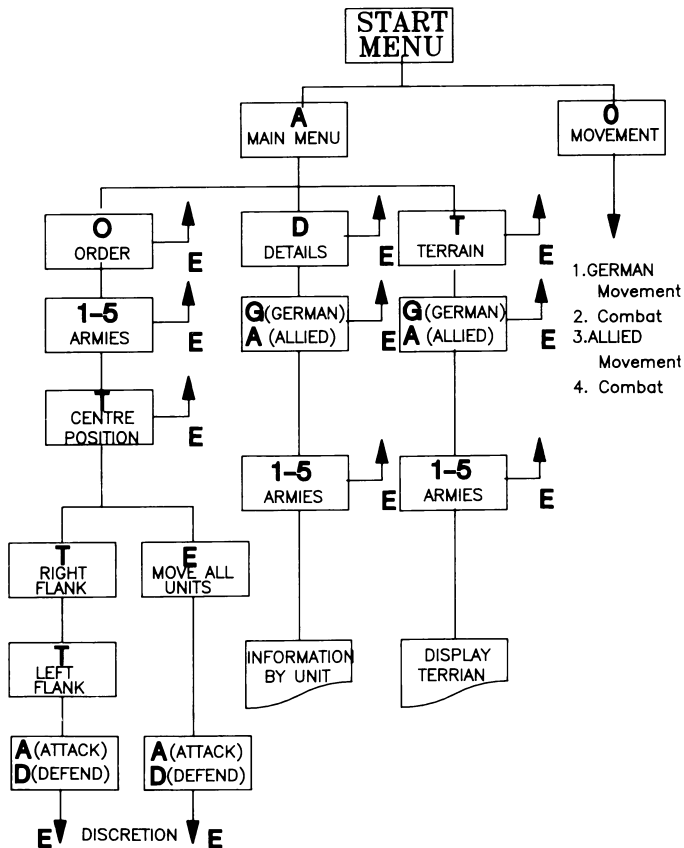   Standard = Key 2
    Advanced = Key 3

The difficulty level is affected by morale level of the Allies.

4.2 FIRST MENU

Key A (Army order) to issue orders or Key $\emptyset$ to continue the game without giving any new orders.

MENU STRUCTURE

START MENU

A MAIN MENU

O MOVEMENT

O ORDER — **E**

D DETAILS — **E**

T TERRAIN — **E**

1. GERMAN Movement
2. Combat
3. ALLIED Movement
4. Combat

1–5 ARMIES — **E**

G (GERMAN) / **A** (ALLIED) — **E**

G (GERMAN) / **A** (ALLIED) — **E**

T CENTRE POSITION — **E**

1–5 ARMIES — **E**

1–5 ARMIES — **E**

T RIGHT FLANK

E MOVE ALL UNITS

INFORMATION BY UNIT

DISPLAY TERRIAN

T LEFT FLANK

A (ATTACK) / **D** (DEFEND)

A (ATTACK) / **D** (DEFEND)
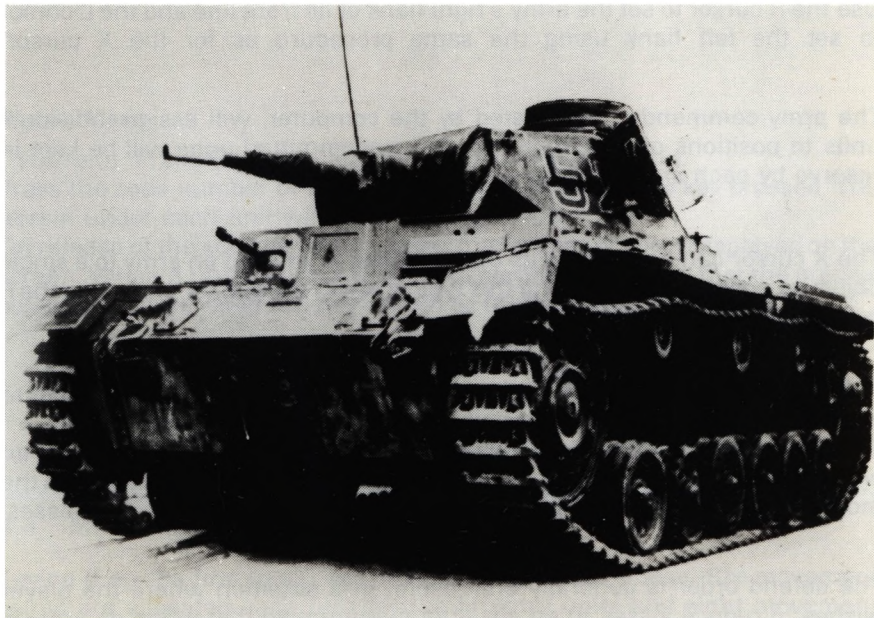
E DISCRETION **E**

4

4.3 MAIN MENU: The screen can be scrolled from this menu.

Order Menu

0 (Order): Displays army access menu.

To access an individual army press the key whose code corresponds to that army. e.g. PZK key 1

Panzerkampfwagen III model F Sd. KFz. 141.

The X cursor is displayed on the army's information centre (AIC). The X cursor, when set, will represent the centre of the line of advance for that army.

Using the cursor keys, move the X cursor to the position you require. Press T to set the centre position.

Use the R cursor to set the army's right flank of its front line and the L cursor to set the left flank using the same procedure as for the X cursor.

The army commander, automated by the computer, will assign individual units to positions on the front line. Any uncommitted units will be kept in reserve by each army commander.

The X cursor can be used on its own to move all units of an army to a single objective position. When giving this type of order, press E for exit when the R cursor menu is displayed.

After setting up an army's front line you must order the army commander to attack, defend or use his discretion, by pressing A, D or E respectively. The attack order can be used to break a stalemate position or to maintain an advance where the advance is necessary at all costs. Revert to discretion the moment you think this will suffice or where there is a need to reduce losses.

The defend order is generally only useful in a situation where the player wishes to reduce losses to an absolute minimum so that when an army is finally committed to an attack, it is as effective as possible.

Details Menu

D (Details) Press G or A to access respective army menu.
Press the code number of the army required.
If the screen scrolls and you have released the key, details of the army's units will be displayed. A further key press is required to return to the army's access menu.
If the screen does not scroll, then keep the key pressed to display the details. Releasing the key returns to the menu.

Terrain Menu

T (Terrain) Press G or A to access respective army menu.
Press the code number of the army required and keep the key pressed. The terrain under each unit will be displayed.
On release of the key, the unit's symbol may or may not be redisplayed on the screen. When a unit's symbol is not redisplayed, it indicates that the precise position of those units are not known to the computer opponent.

4.4 MOVEMENT & COMBAT

Keying Ø on the first menu activates the movement phase. **Six** movement points are allocated each turn for the **infantry units** and **eight** movement points for **mechanised and armoured units.** These are used up according to the terrain crossed as shown on the terrain chart as follows:-

Terrain	Symbol	Colour	Movement Cost	Combat Adjustment
Clear		Green	2	None
Town		Black	3	Defender +30%
River		Blue	3	Attacker −25%
Major river		Blue	4	Attacker −40%
Forest		Red	3	Defender +25%
Canal		Blue	3	Attacker −20%
Country border		Red	2	None

Each unit exerts a degree of control over adjacent positions. Therefore, any unit next to an enemy unit, may not move directly to a new position that is also next to an enemy unit.

After each army's movement the units of that army are considered as attacking units during combat and the opposing army's units are the defenders. Combat terrain adjustments are applied accordingly as shown on the terrain chart. Combat occurs between adjacent enemy units which includes diagonal adjacency.

8

Units that have a defend order will not attack and units with a discretion order will only attack if the army commander believes there is a reasonable chance of success. Units with an attack order will attack all adjacent enemy units regardless of relative strengths.

In combat an armoured unit has a 20% bonus added to its effectiveness, a mechanised unit has a 10% bonus and infantry units none. This bonus is added when either attacking or defending.

In a single combat phase each unit will have its effectiveness reduced by one quarter of its current strength in its second and subsequent combat, in that combat phase.

Advance and retreat during combat.

Defending units may retreat and attacking units advance during the combat phase depending on the results of combat and the number of movement points each unit has left after its previous movement. A retreating unit will move in a direction determined by the relative positions of the two units. An advancing unit will move towards the position set by its current movement order.
All rules governing movement apply to movement during the combat phase. Armoured units have an extra two movement points added to make them slightly more effective when advancing after combat.

A unit of the player's army subject to retreat during combat, will move to and remain at, the retreat position set for it until a new order is issued to that unit's army. The retreat move will take place in the following movement phase if that unit had insufficient movement points to complete the retreat during the combat phase.
An attacking unit advancing after combat will still resume combat with all enemy units that it was adjacent to, before the advance took place.

5. ARMY INFORMATION CENTRE (AIC)

The player's AIC's are for purposes of access and control. The computer's AIC's provide the player with limited intelligence of the computer's forces.

It must be stressed, that an AIC is not a physical unit. Units may move freely through an AIC without effect.

6. COMMAND RADIUS

In the player's army, a unit more than 4 unit positions from its AIC, will hold in position and will not be allowed to move until once more within command radius and issued with a new order. A unit outside of command radius can only be brought back in command by movement of the rest of the army towards that unit. Remember that the AIC position is determined by the average positions of all units in the army. This means that if a single unit is left permanently behind, then at some point control of that army can become impossible. The computer has a slight advantage in that such out of command units are moved back towards their respective AIC's. The position of an AIC is the centre of each army calculated on the average line and column numbers of all units in each army.

7. LIMITED INTELLIGENCE (HIDDEN MOVEMENT)

Units whose exact positions are known are displayed on screen. Units whose position but not type are known are displayed by the army's flag. Armies whose general whereabouts are known, have their AIC displayed. The lowest level of intelligence of the computer's units is the scrolling of the map to an area devoid of units and AIC's during movement of the computer's units.

8.   MORALE

The morale level of a unit adds to the overall effectiveness of each unit as follows:

Excellent +30% : Very good +25% : Good +20% : Fair +15% : Low +10% : Poor +5% : Abysmal 0%

Any unit suffering 10% or 15% losses in a single combat has its morale reduced one step. A unit suffering 20% losses in a single combat has its morale reduced by two steps.

9.   REORGANISATION

A unit less than 35% effective will disband. One unit per army per turn. This units strength is then shared between the remaining units in the same army. Reorganised strength is limited to a maximum of 80%

10.   VICTORY CONDITIONS

The game is terminated if any of the following conditions exist:-
1.   Either army is reduced to less than 40% effectiveness.
2.   Two or more German units are in the area around Amiens.
3.   One or more of the Allied armies is considered to have broken through the German lines.

4.   The German army is considered to have made insufficient westerly movement.

Victory to one side or the other is decided purely on the effectiveness of the two armies at the moment the game is ended.

To continue the game enter 'Y'.
To replay you will have to reload from cassette. This is because there is insufficient memory to hold a copy of all initial volatile data.

GERMAN ADVANCE 10TH–21ST MAY 1940
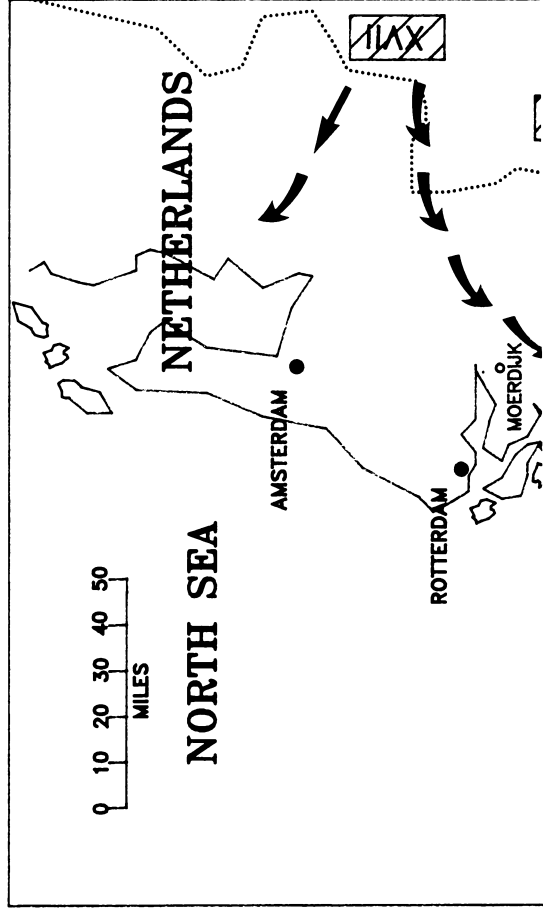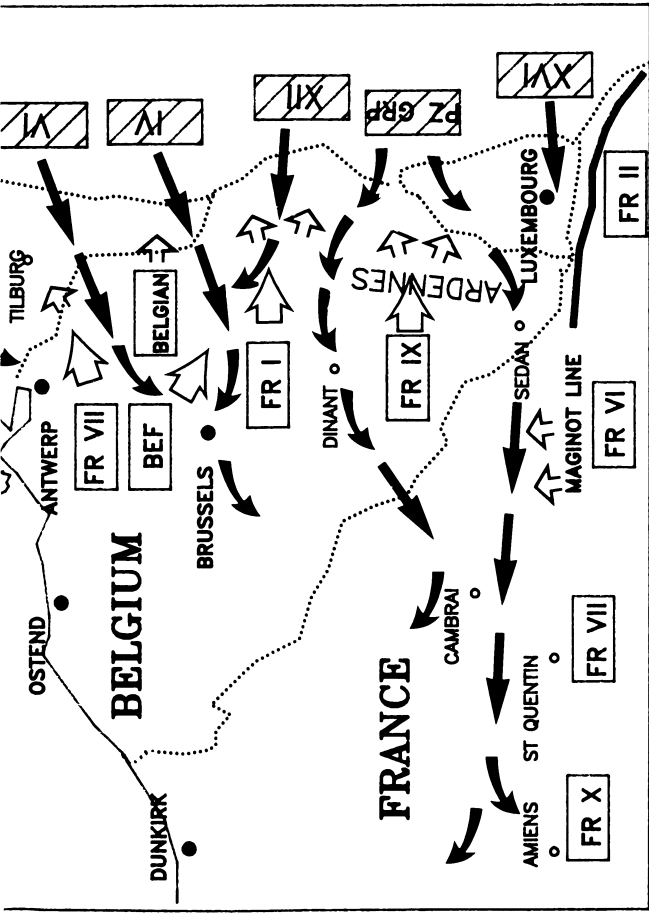
11.   HISTORICAL NOTES.

Blitzkrieg - 'lightening war' was used by the Germans to penetrate the Allied lines thereby cutting off their supplies and communications. The attacks were spearheaded by tanks, backed up by air support.

The Manstein Plan adapted by OKH was launched on 10th May 1940 along the Western Front. The main attack came from Army Group A in the centre supported by the bulk of the armour which included Kleist's Panzergruppe. The attack on central Belgium was a ploy to divert the mobile forces of the Allies from the south so that the Army Group C could attack from the south.

The Allied plan, 'Plan D' proposed that the BEF and the French 7th and 1st Armies manoeuvred to give support to the weak Belgium army which was expected to hold up the German advance at Belgium's prepared defensive positions long enough for the Allied forces to get into position. On 10th May Army Group A advanced rapidly through the Ardennes which were poorly defended as the area was marshy and thought to be impenetrable by tanks. There was in addition a fifty mile gap between the west end of the Maginot Line and the beginning of the Belgium defensive line.

Co-ordinated with this advance Bock's Army Group B made parachute landings deep inside Holland to paralyze the Dutch resistance. German 18th Army units stormed across the River Maas. Further south more airborne landings on the Belgium fortress Eben Emael resulted in the fort being surrendered, thus leaving the most important crossing of the Albert Canal undefended.

The speed of the German attack surprised the Allies who had difficulty agreeing a co-ordinated plan and the Allied Supreme Commander of the campaign, General Gamelin, soon lost control of the situation.
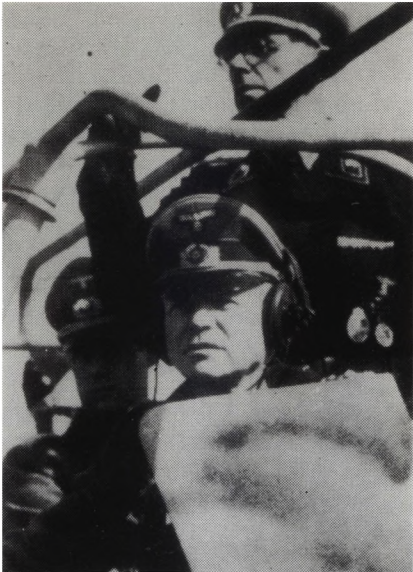
Generaloberst Heinz Guderian directing Panzer operations from an armoured command vehicle.

General Feldmarshal von Kleist.

On paper the two sides were evenly matched. The Germans had 136 divisions whereas the Allies had 149 divisions. The Allies had more tanks but the Germans were superior in the air.

By 11th May the Dutch army was put out of action and Kleist's Panzer Corps was nearing Sedan.

On 12th May the French 7th Army engaged the German 18th Army near Tilburg and were thrown back. Further south the Germans took Sedan without a fight with the French forces retreating to the west bank to take up defensive positions.

On 13th May at 1500 hours the Germans crossed the river Meuse at Sedan and Dinant where the Commander of the 7th Panzer Division, Colonel General Rommel, was in action. The French forces crumbled under repeated dive bomber attacks and the way was clear for the German forces to sweep south and cut off the Allied forces. In the north the German 18th Army joined up with the paratroops at Moerdijk and the French 7th Army was in full retreat.

On 14th May the German armour poured across the Meuse at Sedan and Dinant. French tanks were brushed aside by the German armour and the Panzergruppe drove westward, throwing the French 8th Army into confusion.

On 15th May the Dutch army surrendered at 1100 hrs. The French 1st Army withdrew from their Belgium defensive positions along the River Dyle in the face of the German 6th Army's constant attacks. Meanwhile in London, Air Marshal Dowding convinced the War Cabinet that the RAF should not send any more fighter planes to France because he required a minimum of 52 squadrons to ensure the defence of Great Britain.

On 16th May the Panzer Corps of the Army Group A continued their progress across Belgium reaching Cambrai and St Quentin close to the French border. The German High Command became anxious that the Panzer Corps might have got too far ahead and would lack infantry support.

On 17th May the XVI Panzer Corps entered Brussels and the Belgium government fled to Ostend. Meanwhile General Guderian's XIX Panzer Corps were ordered to halt their advances as General Rheinhardt was concerned that he was exposed on his left flantk. General Guderian disregarded this order.

German Pz. Kw. II tanks crossing a stream.

On 18th May Antwerp fell to the 6th Army and the Panzer Corps consolidated its position around St. Quentin and Cambrai. The French Prime Minister appointed a new cabinet in an attempt to improve the conduct of the campaign. The move came too late. Although some counter-offensives were mounted, including an attack by Colonel de Gaulle, the Luftwaffe prevented them from being successful.

On 19th May General Guderian's XIX Panzer Corps continued its advance towards Amiens disregarding orders from even Hitler. The tanks were re-fuelled from French petrol pumps and the crews even had time to obtain supplies of fresh milk by milking the local cows! Meanwhile, British commanders of the BEF informed London that it might be necessary to evacuate the BEF.

On 20th May General Guderian's Panzer Corps captured Amiens in the morning and Abbeville in the evening. The Germans had achieved their objective and had a 20 mile wide corridor from the Ardennes to the Channel. The Allied forces had either to break out through that corridor or evacuate.

During the next 6 days the Germans tightened their grip. The Allied counter-offensive never came and the Allied resources were used to strenghthen the perimeter around Dunkirk to allow the evacuation to take place.

Between 27th May and 3rd June 338,226 Allied soldiers were evacuated from the beaches of Dunkirk. The Germans had won the battle but had allowed the Allied Army to escape to fight another day and win the war!

Two British tommies on a Norton motor-cycle receiving a welcome drink from a Belgian girl.

General Georges and Lord Gort with Brigadier Davidson at Orchies.

12. DESIGNER'S NOTES

This game is designed to aim at the player's intelligence and in the expectation that the majority of the game will exist in the player's mind and not in hours of repetitive keying of inputs to the computer. My overriding priority has been that of playability and to this end even in a long game at Level 3, the inputs and the mechanics of the game will rarely exceed 1½ hrs. The game time length is in direct relationship to the time the player adds in decision making. Therefore, the player will get the maximum out of the game if he contributes to the full and the mechanics of the game are designed to maximise his efforts.

There is no two player version or option to change sides. The computer opponent and the data files it operates on, accounts for up to 30% of available memory and therefore there is not enough memory left to cater for these options.

The object of the game is to simulate the historical destruction of the Allied armies who attempted to create a static defensive line between the Maginot Line and the Channel coast. It was the destruction of these armies that determined the defeat of France. In the game victory is effectively decided by the probability of the fall of France thereafter. This means that the player can indulge in many different strategies. The race to Amiens and then historically to the Channel coast at Abbeville, is not of overriding importance. For this reason the map does not extend to Abbeville or Dunkirk. By the time the evacuation at Dunkirk was taking place, the fate of France was already sealed. The player should bear in mind that this game is an historical simulation, not historical duplication. It allows the player to test 'what if ' strategies. The computer in no way controls or limits the strategy that the player wishes to employ. This is left to the computer opponent.

Tactical control of each army by the use of the 3 cursors is deliberately designed to give the player a less than perfect command of every unit - quite the opposite to most wargames. The reality of this approach can be judged by a study of this particular campaign. For example, Kleist the Panzer Group Commander spent most of this campaign attempting to stop his Panzer divisions from getting too far ahead of the supporting infantry, but he failed.

The tactical nature of warfare at this time was of rapid manoeuvre designed to create constant confusion within the enemy army. The Allied commanders did not appreciate this change in the nature of warfare. Their only plan was to recreate the static warfare of the First World War. The player's basic objective in the game is to create and maintain a fluid situation. This is more readily achieved at Levels 1 and 2 than at Level 3, but remains the major requirement if the player is to win.

The first objective therefore, is to achieve a breakthrough and to have sufficient forces in the right place to maintain the advance.

An 'X cursor only' order ensures that the army commander will commit all units of his army along a narrow front against the enemy front line.

Using all 3 cursors to set a short line of three unit positions for example, will commit three units to the attack with the remainder held in reserve. These units can then be committed when enemy resistance has been worn down.

A front line of six or more unit positions will commit all units to a broad front attack. Eight unit positions is the longest manageable front line before the player starts to lose control of individual units.

These examples are used to give the player an idea of the options open to him. Many more tactical combinations are available and part of the interest of the game is in identifying and developing tactical techniques.

The command radius rule is designed to simulate difficulties of organisation and command, albeit in a largely abstract manner, which existed in reality despite good communications. It also forces the player to pay attention to what is happening to each unit, both in movement and combat. Remember - retreating after combat can readily cause loss of control of an individual unit.

The general make-up of the two armies is not designed to reflect reality unit for unit. For example, the French army possessed more tanks than the German army and yet in the game the Allied armies have only one armoured unit. The game reflects the effectiveness of the two armies. Historically the French spread their armour too thinly amongst their divisions and generally destroyed its potential as a result.

The basic requirement of this game is for the player to place the army commanders in a position that will allow them to achieve the most. For example, if an army commander is indulging in an attack through his own discretion, there is no need to issue an attack order to him. The player does not have the ability to decide when an individual unit has a good chance of success by attacking all adjacent enemy units. However, the army commanders are programmed to do so. Allowing an army commander discretion is generally best, especially when he is achieving the objective set for him.

The computer opponent can of course upset such carefully laid plans, having the same considerations towards its army commanders' needs, as the player has to his.

Overall the player's attitude has to be that of setting the computer opponent as many problems as possible. The restrictions of individual unit command control placed on the player also affect the computer opponent. Those situations that the player finds difficult to cope with will in turn give the computer opponent similar difficulties.

BIBLIOGRAPHY

A History of the Second World War.   - Capt. Liddell Hart.

The World Almanac Book of World War II.   - Edited by Brig. P. Young.

The Second World War.   - A.J.P. Taylor.

The Imperial War Museum German War Diaries.

ACKNOWLEDGEMENTS

COPYRIGHT WARNING

GUARANTEE

This software is guaranteed against the tape being faulty. If it is faulty,
return the tape only to CCS Ltd. at the above address and it will be replaced
immediately. This guarantee is in addition to any statutory rights.

CCS WARGAMES.

	Spec. 48/128K	Amstrad 464/6128
ARNHEM	£9.95	£9.95
DESERT RATS	£9.95	£9.95
GALLIPOLI	£8.95	
NAPOLEON AT WAR	£8.95	
VULCAN	£9.95	£9.95
YANKEE	£9.95	
ZULU WAR	£8.95	

All games available from CCS by mail order. Please send cheque or postal order. No charge for postage & packing.