

BLITZKRIEG BATTLEGAMES

ADDITIONAL RULES FOR GAMING THE BATTLES OF MAY 1940

These are extra rules that are relevant to all or many of the scenarios.

Morale

- Throw a D6 for infantry companies, mortars or MMGs with an enemy AFV within 12" if in the open, in open woods, or dug in in open terrain with no friendly AFV or anti-tank weapon within 12". A throw of 1, 2 or 3 means the unit will retire a full move away from the enemy AFV.
- For *Reloaded* players, games involving more than one squadron/company of AFVs may add an optional company/squadron morale test to be taken when a AFV in that unit is destroyed. Both sides must agree to its use. Throw a D6. If the result is 2 the rest of the AFVs in the company or squadron must not advance next turn. If the throw is 1 the surviving AFVs rout off table. Increase the risk of an adverse reaction by 1 for each additional AFV in the squadron/company destroyed. Example: If two tanks from a company/squadron of tanks have been destroyed throw a D6. 3 = survivors halt; 1 or 2 = survivors rout. In all cases elite AFV units add 1 to their D6 throw.

Firing

- French gun-armed tanks may not move and fire.
- British and French mortars (with the exception of Mechanised Chasseurs' 81mm mortars and British 2" mortars), may only fire once per move.
- No anti-tank grenades may be used.
- All German infantry add 1 x D6 throw (for *Reloaded*) or 1 point (*RF2*) to their firing throw.
- French rifle grenades. Maximum range 12". Throw a D6. 5 or 6 hits a stationary target, 6 if moving. Throw 2 x D6 (one if target in hard cover), 5 or 6 = 1 casualty. No effect on AFVs.

Air Support

- Stuka Attacks. These take place on moves written down before play begins and after the German player's morale phase. Targets may be infantry, weapons, or vehicles in the open (static or moving), any weapon that has fired or a building. Throw a D6. 1 or 2 means the target hasn't been located and no attack takes place. Otherwise, targeted infantry or artillery and any AA weapons within 24" of the target now throw a D6. 6 = the Stuka is shot down. Otherwise, one bomb is dropped per aircraft. Throw 6 x D6. 5 or 6 = 1 casualty. If target is an AFV throw 1 dice. 5 = damaged, 6 = destroyed.