

KISS Blitzkrieg

Or Keep It Simple Stupid!

This is an adaptation of Phonenix wargamers KISS Rommel rules for the 1940 Blitzkrieg period.

FORCE CARDS

Each side may choose one card and then randomly deal four more. This is their strength for the oncoming battle.

GERMAN, FRENCH AND BRITISH CARDS

British 1 st Armoured Division	British 2 nd Armoured Division	British 48 th Infantry Division	British 2 nd Infantry Division	British 4 th Infantry Division	British Indep Tank Brigade	British Indep Tank Brigade	British Indep Tank Brigade
French 8 th DCR	French 1 st DLM	French 3 rd DCR	French 2 nd DLM	French 4 th North Africa Division	French 102 nd Fortress Division	French Heavy Tank Brigade	French 3 rd DLC
German 1 st Infantry Division	German 16 th Infantry Division	German Der Fuhrrer SS Motorised	German 14 th Motorised Infantry Division	German 7 th Panzer Division	German 5 th Panzer Division	German 7 th Airborne Division	German 12 th Motorised Infantry Division

Organisation

	HQ	Recon	Tank	Motor Inf	Foot Inf	Artillery	AT
British							
Armoured	1	1	6	2		1	
Infantry	1	1		9		1	
Ind Tank*			3				
French							
DCR	1		1	1		1	
DLM	1	1	3	3		1	
Infantry	1			9		1	
DLC	1	1		3		1	
Ind Heavy Tank*			1				
German							
Infantry	1	1			9	1	
Motorised Infantry	1	1		9		1	
Panzer	1	1	4	1		1	
Airborne	1				9	1	

*These have no HQ but can be attached to another HQ for the battle.

Battle Set-up

French/British	French/British	German	German
Supply	French/British	German	German Supply
Supply	French/British Defence	German	German Supply
Supply	French/British Defence	German	German Supply
French/British	French/British	German	German

The table is divided into Zones a foot square.

- 1 Select forces using the Force Cards
- 2 Deploy British and French minefields
- 3 Deploy French, British and lastly the Germans

Defences indicate minefields and dug-in positions with minefields being placed right up to the centre line if wished.

Troops must be at least 6" from the centre line.

A Supply base is placed in the centre of each "Supply" Zone.

There are 9 to 12 turns in a day. Throw before each turn from 10 to 12 with a 5+ indicating the game has ended.

Victory

Each side gains one Victory Point (VP) per enemy unit Destroyed (each Supply base destroyed counts as five VP's). If there are less than 5 VP difference then it is a draw; 5-9 more it is a Victory; and 10+ difference indicates a Major Victory.

If you destroy all three enemy Supply Bases you may opt to end the game and claim an immediate Major Victory!

Battle Phases

A turn consists of each side being the Mover and Defender. The Axis player is always the first Mover.

- 1 HQ's may replace one Scattered unit of the same Division.
- 2 Mover makes Minefield clearance attempts (in optional rules.)
- 3 Mover moves units (including replaced units).
- 4 Defender may fire Dug-in units (in optional rules.)
- 5 Attacker may fire units.

Units

Nationality	Battalion Type	Spotting	Range	Saving Throw	Speed
All Nations	HQ	6"	6"	6	6"
	Recon	9"	6"	5+	9"
	Foot Infantry	6"	6"	6	3"
	Motorised Infantry	6"	6"	6	6"
	Artillery	6"	18"	6	6"
	Supply Base	-	-	6	-
German	Panzer II	6"	6"	5+	6"
	Panzer III	6"	6"	4+	6"
	Panzer IV	6"	6"	3+	6"
British	A10, A13	6"	6"	4+	6"
	Matilda	6"	6"	3+	3"
French	H35, R35, S35	6"	6"	4+	3"
	Char B	6"	6"	3+	3"

Head-Quarters (HQ)

This may replace any one Scattered unit of its own Division per turn.

If it is itself Scattered, you can replace any one of its Divisional units with it at the HQ phase. The replaced unit counts as Scattered.

The HQ is one of the most vital units and can constantly regroup losses. You may send units anywhere around the battlefield but risk them becoming Destroyed rather than Scattered. It is also assumed to be where the light anti-aircraft artillery batteries are clustered. The HQ itself can only be Scattered unless there are no elements of its Division left on table, when it would count Destroyed.

Movement

This is always in straight lines and cannot move nearer to an enemy unit than 2". Units may leave the battlefield off their own base edge only, becoming Scattered (this may be better than staying to be destroyed). You can pre-measure movement as much as you like, but not so much as to slow the game.

Shooting

You may only fire at a unit you that are both within range and within Spotting distance. If one unit of a Division can Spot an enemy unit, the entire Division is assumed to see it. Divisions do not spot for other Divisions. Fire one unit at a time with all units needing a 5+ to hit.

Units fire at the nearest enemy unit except that artillery may fire at any target. Units do not block sight.

Saving throw

Any unit that is hit must make its saving throw or be removed as "Scattered", and can possibly return later in the day. However, it is classed as "Destroyed" and removed from that battle if it was not within 12" of its own Divisional HQ.

Terrain

Only artillery can fire over hills. Being on a Hilltop increases spotting range by 3" and reduces enemy spotting on to it by 3". It holds one unit. An important ridge could be several "hilltops" long. Infantry and HQs in soft terrain save on 5's and in hard terrain saves on 4's.

Optional Rules

Air Cover:

Each side is allowed up to three attacks against any spotted enemy units per turn. They dice:

5-6 = target must make saving throw or be Scattered (or Destroyed if not near the HQ).

2-4 = no effect;

1 = if the attack was within 12" of an enemy HQ, the aircraft are dispersed. That air force is allowed one less air attack per turn for the rest of the battle.

Minefields:

Each side can have up to 30" of minefields (a base depth deep). To cross an enemy minefield dice per unit that tries:

5-6 = Get through OK, stopping on other side;

2-4 = unit stopped in front of minefield;

1 = the unit is Scattered (or Destroyed if not near the HQ)!

To clear a one base wide Gap (allowing up to six units to pass through each turn), get an infantry unit adjacent to the minefield and throw with a 5 or 6 to create a Gap. Note that only one infantry unit per Division may try this per turn (representing the Divisional engineers).

Dug In:

Up to 16 units may begin as Dug-in (in substantial trenches, protected by barbed wire, suitable model bases being required). Infantry, artillery and HQ's improve their saving throw to 4+ and allows them to Spot 3" further, as well as allowing them shooting in the Dug-in phase. Note: troops Dug-in on a Hilltop only increase Spotting by 3" maximum. Tanks and Recon can be "in" the trenches but get no benefit from them. Troops in captured positions do not get the Spotting bonus as the trenches probably face the wrong way! Alternatively you may simply remove captured positions.

French Problems:

French Tanks travel at infantry speed and must stay with the infantry.