

# HEXBLITZ

## GENERAL INFORMATION

### SCALES:

The following time and ground scales are used in battles fought with 20mm or 15mm scale figures and models:

Time scale: Each daylight turn represents approximately 2 hours of real time.  
Each nighttime turn represents approximately 4 hours of real time.

Ground scale: 4cm represents 1km (1:25000).

The distance from one side of a 10cm hex to the opposite side represents a distance of 2.5km.

### GAME EQUIPMENT:

The following equipment is required to fight battles using these rules:

- Two suitably organised armies;
- A battlefield divided up into 10cm hexes;
- Terrain;
- A small-sized pack of playing cards with fifty-two playing cards divided into two colours (red and black) and four suits (Hearts [♥], Clubs [♣], Diamonds [♦], and Spades [♠]);
- A set of Order markers;
- A set of Strength Point (SP) markers;
- A set of Transport Capacity (TC) markers;
- A set of Logistic Supply (LOG) markers;
- At least three-dozen D6s.

### STANDS AND UNITS:

In most cases a stand represents a unit. The nomenclature used to describe each type of unit may appear confusing, but reflects the differences between national armies during this period of history.

<b>Unit represented:</b>	<b>Stand has:</b>	<b>Stand Depth:</b>
Reconnaissance Company/Squadron:	1 vehicle or 1 mounted or foot figure	?cm
Infantry Battalion/Rifle Regiment:	2 infantry figures	4cm
Artillery Battalion/Regiment/Brigade:	1 artillery piece + 2 crew figures	?cm
Tank Battalion/Regiment/Brigade:	1 AFV	?cm
Horsed Cavalry Battalion/Regiment:	2 mounted cavalry figures	4cm
Engineer Battalion/Regiment:	2 engineer figures	4cm
Formation HQ: <sup>i</sup>	1 vehicle or 1 or 2 mounted or foot figures	?cm
Transport: <sup>ii</sup>	1 vehicle	?cm

Stands are usually 4cm wide but may be made wider to accommodate larger vehicle or artillery models. The use of the '?' indicates that the dimension is not set but that it should be as small as possible.

Stands should have a 1cm x 1cm magnetic strip fixed to the rear of the stand. This is where the stand's Strength Point (SP) or Transport Capacity (TC) marker will be placed.

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All combat stands<sup>iii</sup> exert a Zone of Control (ZOC). This extends into the hexes immediately surrounding the hex in which the stand is located. No enemy stand may pass through a stand's Zone of Control; if an enemy stand enters a stand's Zone of Control it must halt, and may not move until that stand has moved – thus moving the Zone of Control – or combat has resulted in the destruction of the stand or forced it to withdraw.

## FORMATIONS:

Units are organised into Divisional-sized formations that should to reflect the tables of organisation and equipment used by national armies during this period of history. Each Division-sized formation must have a Formation HQ stand.

All Formation HQ's exert a Command Area. This reflects the formation commander's ability to control the units under their command, and to communicate with them. The size of a Formation HQ's Command Areas will vary depending upon the nationality of the formation:

<b>Nationality:</b>	<b>Formation HQ's Command Area:</b>
American	3 hexes
British	2 hexes
German	2 hexes
Russian	1 hex
Axis allies	1 hex

Units that fall outside of their formation's Command Area must prioritised movement towards their formation's Command Area unless they are in a 'Defensive' state.

## TERRAIN:

Certain types of terrain affect the ability of units to move and restrict the range at which weapons can be fired.

### Wooded areas:

A tree or group of trees placed within a hex indicates a wooded area, and the entire hex is deemed to be wooded.

A tree or group of trees placed across the edge of 2 hexes or at the joining point of 3 hexes indicates that all those hexes are deemed to be wooded.

### Built-up areas:

A building or group of buildings placed within a hex indicates a built-up area, and the entire hex is deemed to be built-up.

A building or group of buildings placed across the edge of 2 hexes or at the joining point of 3 hexes indicates that all those hexes are deemed to be built-up.

### Major roads:

A strip of felt or similar material, placed across a hex, indicates a major road. Only units moving along the major road, and not across it, may benefit from an enhanced movement rate.

### Rivers:

Units may only cross a river at bridges or at recognised fording places.<sup>iv</sup>

## ORDERS:

There are three different 'states' that a unit can be in. These are:

Moving:	The unit is moving: To find the enemy (reconnaissance); To attack the enemy; To change position.
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Stationary: The unit is not moving, and:  
It does not intend to remain in its current position; or  
It intends to dig in.

Defensive: The unit is not moving and:  
Is dug in;  
Is digging in;  
Is deployed in a defensive position.

An Order marker indicates these 'states':

Moving: M  
Stationary: S  
Defensive: D

A unit moving from one 'state' to another:

Cannot become 'Defensive' without first being 'Stationary';

Cannot begin 'Moving' without first being 'Stationary'.

## STRENGTH POINTS:

Strength Points (SP) represent:

A unit's baseline strength;

A unit's equipment;

A unit's training and/or level of experience.

Strength Points are calculated using the following data:<sup>v</sup>

Baseline strength:

1 SP per Infantry Company/15 AFVs/12 artillery pieces

4 SP per Rifle Regiment (Russians only)

Equipment:

- 1 SP if a non-motorised Infantry unit

+ 1 SP if a tank unit

+ 1 SP if equipped with superior weaponry

- 1 SP if equipped with obsolete weaponry

Training/Experience:

+ 2 SP if a Veteran unit

+ 1 SP if a Regular unit

Nil if a Trained unit

- 1 SP if a Conscript unit

- 2 SP if an Untrained or Militia unit

*Transport units always have a Strength Points value of 0.*

## TRANSPORT CAPACITY:

Transport Capacity (TC) represents:

The number of Infantry units the Transport unit can carry or 'lift';

The quantity of Logistic Supply (LOG) the Transport unit can carry.

Transport Capacity is calculated using the following data:

Baseline strength:

1 LOG or 1 Infantry unit

Additional capacity:

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+ 1 LOG or Infantry unit	if the Transport is 1.5 tons to 2 tons
+ 2 LOG or Infantry units	if the Transport is 2.5 tons to 5 tons
+ 3 LOG or Infantry units	if the Transport is 5 tons to 7.5 tons
+ 4 LOG or Infantry units	if the Transport is over 7.5 tons

*Transport cannot be used to carry both Logistic Supply (LOG) and Infantry units at the same time.*

## LOGISTIC SUPPLY:

Logistic Supply is expended by formations at the following rates:

Infantry Division:	1 LOG per 24 hours <sup>vi</sup>
Motorised Division:	2 LOG per 24 hours
Armoured Division:	3 LOG per 24 hours

The unloading of Logistic Supply from Transport units that are carrying them can create Logistic Supply dumps. This takes one turn. It also takes one turn for a Transport unit to load up Logistic Supply. The Transport unit must remain 'Stationary' whilst in loads or unloads Logistic Supply.

## VISIBILITY:

The visibility of units moving through open terrain during daylight is 2 hexes.

The visibility of units on the edge of wooded or built-up areas looking towards open terrain during daytime is 2 hexes.

The visibility of units moving into wooded or built-up areas during daytime is restricted to the same hex.

The visibility of units moving through wooded or built-up areas during daytime is restricted to the same hex.

Visibility during nighttime is restricted 1 hex.

## UNIT STACKING:

Any stands that can fit in a hex without crossing an edge can be stacked in a hex. There is an exception to this rule:

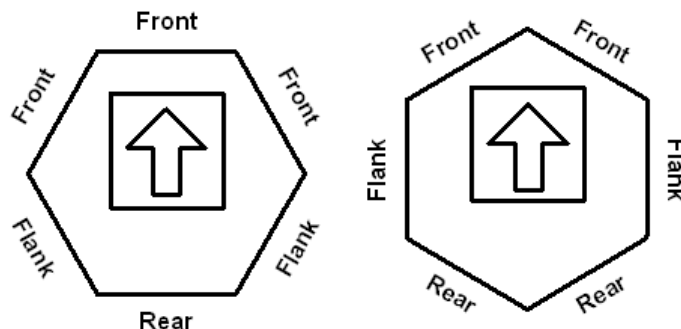
*A single stand can be placed across the edge of 2 hexes or at the joining point of 3 hexes. The stand can then 'see' into all the hexes it is in, and will force any enemy stand or stands to engage it if they enter one of these hexes.*

## UNIT INTERPENETRATION:

Friendly units may interpenetrate each other at any time, subject to the Unit Stacking rule.

## FRONT, FLANK, AND REAR:

The front, flank, and rear faces of a hex are relative to the orientation of the stand or stands in the hex. The following diagram shows this:



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## RULES

### GAME SEQUENCE:

1. Players place Order markers for the forthcoming move next to each formation or unit. The Order markers are placed face down.<sup>vii</sup>
2. Once all the Order markers have been placed, the players turn them over to reveal what each formation or unit will be doing during the forthcoming move.
3. The pack of playing cards is shuffled.
4. Deal a playing card – face up – to each formation or unit that is not ‘Defensive’.<sup>viii</sup> The undealt playing cards are placed – face down – where all the players can see them.
5. The formation or unit with the lowest playing card is activated and may move and engage in combat.<sup>ix</sup> The playing card is then added to the pile of discarded playing cards.
6. The formation or unit with the next lowest playing card is activated and may move and engage in combat. The playing card is then added to the pile of discarded playing cards. This continues until every formation or unit has been activated.
7. All the playing cards – those that have been discarded and any undealt playing cards – are collected together for the next turn.

*Moving units may only engage in combat once during a move. ‘Stationary’ and ‘Defensive’ units may engage in combat more than once during a move if they are attacked more than once.*

*The effects of combat are immediate, and any reduction in a unit's Strength Points (SP) as a result of combat takes immediate effect.*

### MOVEMENT RATES:

All movement rates are expressed in hexes. There are two movement rates: ‘normal’ movement rate and ‘changing position’ movement rate.

	<b>Normal</b>	<b>Changing position<sup>x</sup></b>
Reconnaissance units:	3 hexes	12 hexes
Wheeled units:	2 hexes	8 hexes
Tracked and Half-tracked units:	2 hexes	6 hexes
Foot units:	1 hex	2 hexes
Horsed units:	2 hexes	4 hexes

With the exception of Reconnaissance and Foot units, units moving at ‘normal’ movement rate through wooded or built-up areas move at half movement rate. Reconnaissance units moving through wooded or built-up areas at ‘normal’ movement rate move 2 hexes per turn. Foot units moving through wooded or built-up areas at ‘normal’ movement rate move 1 hex per turn.

### WEAPON RANGES:

All weapon ranges are measured in hexes.

Infantry weapons:	1 hex
Anti-tank Guns:	1 hex
Tank Guns:	1 hex
Heavy Infantry Support Weapons: <sup>xi</sup>	2 hexes
Rocket Artillery and Heavy Mortars:	3 hexes
Field Artillery:	4 hexes
Medium Artillery:	6 hexes

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Heavy Artillery:

7 hexes

*In the case of single stands placed across the edge of 2 hexes or at the joining point of 3 hexes, the weapon ranges for such stands are reduced by 1 hex.*

Direct fire weapons<sup>xii</sup> fired into or within a wooded or built-up area have a maximum range of 1 hex.

## COMBAT RESOLUTION:

Combat takes place when a formation or unit is activated and attacks an enemy formation or formation. To resolve combat:

1. Both sides total up the Strength Points (SP) of the units that are engaged in combat. This includes the Strength Points of heavy infantry support weapons and artillery units that are firing in support of the attacker or defender.
2. The attacker throws a D6 for each of their Strength Points.
3. The defender throws a D6 for each of their Strength Points.
4. The results of the combat for both the attacker and the defender depend upon the defender's 'state':

### Defender is:

Changing position:

Moving normally:

Stationary:

Defensive:

Attacked in the flank or rear:

### Defender's results:

4, 5, 6: Lose 1 SP

5, 6: Lose 1 SP

6: Lose 1 SP

Double 5 or 6: Lose 1 SP

4, 5, 6: Lose 1 SP

### Attacker's results:

Double 5 or 6: Lose 1 SP

6: Lose 1 SP

5, 6: Lose 1 SP

4, 5, 6: Lose 1 SP

Double 5 or 6: Lose 1 SP

5. Any Strength Point that is lost is immediately removed.

*'Moving' units may only engage in combat once during a move. 'Stationary' and 'Defensive' units may engage in combat more than once during a move if they are attacked more than once.*

A unit whose Strength Points are reduced to 0 is not immediately destroyed. If it can move out of contact with the enemy, it must withdraw 1 hex at once. If it cannot move out of contact with the enemy, the unit will be destroyed the next time it is engaged in combat.

*A unit that moves out of contact with the enemy as a result of having its Strength Points reduced to 0 immediately changes to 'Stationary' if it was 'Defensive' and to 'Moving' if it was 'Stationary'. It must remain in this 'state' for the next turn.*

- i A formation HQ will vary in strength between being equivalent to a company and being equivalent to a battalion.
- ii Transport may be integral to a unit (e.g. Half-tracks carrying a *Panzer Grenadier* Battalion; An Artillery Regiment's towing vehicles) or fielded as separate units. In the latter case they can be used to transport supplies or personnel (e.g. An RASC unit attached to a British Infantry Division that can be used to carry or 'lift' an Infantry Brigade from one location to another).
- iii With the exception of Transport stands that are moving Logistic Supply, all stands are deemed to be combat stands. Transport that is integral to a unit or that is transporting personnel will exert a Zone of Control.
- iv Amphibious units are, of course, an exception to this rule. They do, however, have to spend a move 'Stationary' before crossing a river other than by bridge or at an accepted fording place.

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- v Examples of Strength Point calculations:
- 1944 British Infantry Battalion:
- |                     |        |                   |
|---------------------|--------|-------------------|
| Baseline strength   | = 4 SP | (one per Company) |
| Training/Experience | = nil  | (Trained)         |
| Total               | = 4 SP |                   |
- 1941 Russian Rifle Regiment:
- |                     |          |                          |
|---------------------|----------|--------------------------|
| Baseline strength   | = 4 SP   |                          |
| Equipment           | = - 1 SP | (Non-motorised Infantry) |
| Training/Experience | = - 1 SP | (Conscript)              |
| Total               | = 2 SP   |                          |
- 1943 German *Panzer* Regiment:
- |                     |          |                      |
|---------------------|----------|----------------------|
| Baseline strength   | = 3 SP   | (one per 15 AFVs)    |
| Equipment           | = + 1 SP | (Superior equipment) |
| Training/Experience | = + 2 SP | (Veteran)            |
| Total               | = 6 SP   |                      |
- vi A Soviet Rifle Division is deemed to be equal to half another country's Infantry Division. They will therefore expend ½ LOG per 24 hours.
- vii As a general rule it is expected that all the units within a formation will be following the same orders. However there may be circumstances when individual units may need to follow different orders from the main formation (e.g. changing position to support a forthcoming attack by the formation).
- viii 'Defensive' formations or units are not dealt playing cards because they will only be activated if an enemy formation or unit attacks them.
- ix The order of playing card precedence is Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, and King. The order of playing card suit precedence is Hearts (♥), Clubs (♣), Diamonds (♦), and Spades (♠).
- x Units that are 'changing position' may only do so along major roads. They must remain on major roads for the entire move.
- xi Heavy infantry support weapons include:
- Medium Mortars;
  - Infantry Guns.
- xii Direct fire weapons are:
- Infantry weapons;
  - Anti-tank Guns;
  - Tank Guns;
  - Heavy Infantry Support Weapons.