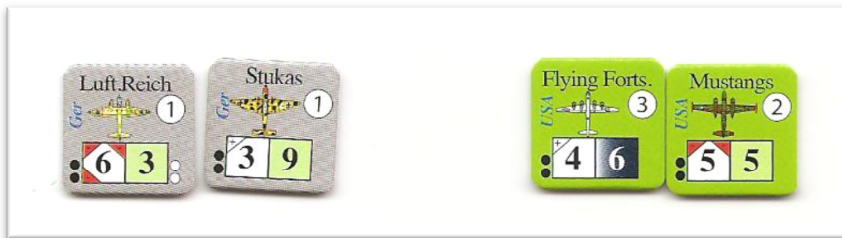


Blitz! A world in conflict

A cheat sheet on the combat triangles, the intent of this document is to show how the triangles work when adding up the combat factors for a particular combat. This ignores weather and terrain.

For non-ground combat, (for example air combat):



The situation is the Germans are intercepting the Americans.

Attacker - German combat factors (white background): 6 (Luftwaffe Reich) + 3 (Stukas) + 1 (White triangle on Flying Fortress) – 2 (2 Red triangles on Mustangs) = 8

Defender - American combat factors (white background): 4 (Flying Fortress) + 5 (Mustangs) + 1 (White triangle on Stukas) – 3 (Red triangles on Luftwaffe Reich) = 7

Notice: ALL triangles are used in **Air** or **Naval** combat. Both the red and white from the attacker and the defender.

For ground combat:



The situation is the Americans are attacking the Germans.

Who is the attacker and defender is much more important in ground combat.

Defender - German combat factors (green background): 1 (14th Army) + 4 (Panzer Army Afrika) + 1 (White triangle on 18th Airborne) = 6

Attacker - American combat factors (green background): 2 (18th Airborne) + 4 (9th Army) + 2 (White triangles on 14th Army) – 2 (Red triangles on Panzer Army Afrika) = 6

Notice that the red triangles are *not* used from the 9th Army because they are the attackers. **In ground combat the red triangles are only used from DEFENDING forces.**