

4-08 Guderian's Blitzkrieg II - 2011 (14 Nov 18)

The Case Blue rules supersede those in GBII. To eliminate the need for multiple rulebooks, applicable GBII rules are replicated in Case Blue, which is designed to cover both Case Blue and GBII. Your GBII rulebook will only be needed for GBII area scenarios setups that are not included in Case Blue. Please download the Case Blue rules on The Gamers Archive site.

1. On Sheet 2, the 6-3-2 Security Division (203) has a Sausage on its front side. Players will need to make their own replacement. Also note that directly beneath this counter there should be a Sausage both front and back (there is no 203 Sec Bde, so ignore that counter).
2. Missing units, 1942. Mike Willner alerted us to quite a few counters from Case Blue that are needed to play the revised **GBII**.
3. Missing units, 1941. Joey Sabin has alerted us to several counters from Case Blue that are needed to play the 7.1 campaign in **GBII**.

Fixes for both of the above are posted here:

<http://www.gamersarchive.net/ocs/GBII%20Fixes.pdf>

4. Rule 1.1f is an artifact that no longer applies. The newer TEC, introduced in Case Blue, does allow attacks across Prohibited hexsides.
5. In Scenario 6.8, special rules 2.3a, etc. have been applied (not 2.9a, etc.). B43.01 is an Axis supply source.
6. In Scenario 6.8, add these units to setup at B43.01:
53 Corps HQ, 2-4-8 PJ Bn (543), 25 Mtr Div (25 Arty Rgt, full Organic Truck), 16-2-3 Werfer Bn (6+8), 1 SP.
7. In Scenario 7.1, add 12-2-2 Inf Div (73) in B20.23.
8. In Scenario 7.8, the 14-4-3 Gd Inf Div (1 Gd) in C62.18 is actually a 13-3-3.
9. On 8 Oct 41, the turn's entry implies there is a 2nd truck for the 9 Pz — there is just one of them, so delete the new arrival.
10. Massive Assault (3.1) additions:
 - The "Weather" portion of the rule should only apply if a scenario BEGINS with a massive assault. It doesn't allow the Soviet player to "control the weather" when a massive assault is declared at any other time.
 - Cannot be declared on the first turn of a scenario unless the Soviets are the First Player.

11. Between 22 Feb and 29 March the Axis receives lots of Pax and Eq. Treat them like extra repls (not exclusive to **GBII**), rolling to see which map set each is sent to.

12. Ju-52 counts. If you are a stickler for consistency, the **GBII** campaigns that begin in 11/41, 12/41, 1/42, and 11/42 should all have just 2x Ju-52, with none in Emergency Pool. Replace the Arrival Schedule's transfer of 1x Ju-52 from **GBII** to **EatG** on 26 Nov 1942 with a transfer of 2x Ju-52 from **CB** to **EatG**.

13. Rule 4.2a (part of Moscow: The Big Plum) is no longer in sync with the charts and tables. Ignore 4.2a, and just go with the DRMs on the charts!

Map

1. The RR between Moscow hexes 1.27 and 1.28 should be double-tracked.

GBII House Rule Options (both versions)

1. Emergency Reinforcements. If the pool is empty of other units, the players receive breakdowns (Soviet 3-2-2's and German 4-4-3's) as emergency reinforcements.
2. Weather (Ground Conditions). Ground conditions can only improve by one level per turn (so Deep Mud can never jump directly to Dry).

4-08 Guderian's Blitzkrieg II (10 Nov 15)

1. The Russian 37 Mech Bde (1 M Corps) has its AR reduced to 2 on its Move Mode side. It should retain its 3, like the other Mech Bdes and not be reduced the way the Tank Bdes are.
2. In scenario 7.1, the German 8th Infantry Division sets up in both B19.28 and B18.26. It should set up in B18.26 and the 87th Infantry Division sets up alone in B19.28.
3. The NKVD Border Regiment rule (3.8) refers to an effect in 3.4. This is an obsolete rule reference and there is nothing in 3.4 that affects 3.8 in the final version.
4. On the Russian order of arrival for 12 Oct 41, delete the reference to a 25th Tank Bde. The 25th Tank Bde is a 7-3-6 (not the 6-2-5 listed) and it arrives on 15 Oct 41 instead. Furthermore, delete the reference to a 6-2-5 Tank Bde (25) in the dead unit lists in scenarios 7.2, 7.3 and 7.4.
5. In several of the scenarios the historical value of the German South option was not applied to the VP total needed to win. The best way to resolve this is delete the 20 VPs from the South in 1942 option (1.10a part B). The scenario VP totals work correctly without the extra 20 VPs as that would apply to any of the scenarios

where the south option occurs, and something like it would have to be applied to the ones that don't.

6. On 22 Nov 42, the German OOA calls for the removal of 20-4-3 Inf Div (8). This should be 15-5-3 Jg Div (8) instead.

7. Ignore Frozen Small Lakes (1.1c) for Movement purposes. Use their terrain effects on combat as listed on the Terrain Effects Chart.

8. To clarify, rail artillery can move along rail lines like RR repair units (they do not need detrainable hexes).

9. MMD units can be converted into Guards air units like any other Russian air unit using the normal process.

10. Ignore the 203 Sec Bde (German) counter. The unit served in AGC west of the map and never arrives in play anyway.

11. In scenario 11 (6.8), you will need little maps D & E as well as the main maps A and B listed.

12. In the two Mars scenarios (6.8 and 7.8), there should be a wagon extender in B8.34 (with the LW HQ) and this extender draws off B3.28. The German units between A11.22 and A12.27 have just been compromised by the Russians just south of them and need to eat on map SPs, Tree Bark or withdraw to get back into trace. Lastly, remove from the Soviet dead unit

list 12-2-2 Inf Div (32, 93) and 11-1-1 Inf Div (133) as they have been rebuilt already.

13. In scenario 7.8 (Mars Campaign Start), the Russian 12-2-2 Inf Div (280) is listed in both C52.25 and C62.26. C52.25 is correct. Also, 12-2-2 Inf Div (32) is both Dead and in B19.34, it should be in B19.34.

14. In scenario 7.6 (Operation Kremlin), the Russian 12-2-2 Inf Div (280) (apparently the "lost division") is listed in both C52.24 and C55.23. C52.24 is correct.

15. Eliminate the current Breakout Movement rule and use the OCS v4.0 version.

16. The Infantry Brigades in the 8th and 10th Tank Corps should read 3-3-16 like the other Mtrd Inf Bdes.

17. The 62nd and 87th Tank Bdes (7 Tank Corps) should read 3-2-14 like others of the same type.

18. Replace the Workers Alert units in **GBII** with the versions in **CB**. They should be 2-0-4 on their backs instead of 1-0-4.

19. All 3-2-2 Soviet Inf Rgts should have a Move Mode strength of 2, not 1.

20. The Führer PG Rgt (SS-R) should be part of the SS-DR version of the division.

21. In scenario 5.1, the Axis RR cap is 3 and Soviet's is 5.