Advanced Rules

Version 1.1, 2nd edition
2001 UGG

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BLITZKRIEG GENERAL

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Game Equipment

• 560 full color, die-cut counters
• 2 Maps European and Pacific
• 1 Quickstart Card
• 1 Basic Rules Booklet
• 1 Advanced Rules Booklet
• 1 Tutorial Booklet
with 1 Special Appendix “Cards”
• 4 Scenario Cards 1939 and 1941
• 1 Battle chart
• 1 Time Table
• 6 six sided dice (D6)
• 55 cards
• Box

The phrase “D6” refers to a six-sided die with the numbers from “1” to “6” on it. If any of these parts are missing or damaged we apologise for the momentary inconvenience and ask you to please contact our authorized worldwide distributor to receive replacements.

Should any questions concerning play arise, the designer and publisher will gladly answer them. Please follow the guidelines printed below to expedite the process and assure a response.

* Please refer to the numbered rules sections applicable to each question, and if possible phrase the question in “yes or no” form.

Advanced Rules

The advanced rules expand the basic rules. To avoid any misunderstandings the basic rules are repeated here again. This is marked. The advanced rules major section numbers can be different than those in the basic rules.

1.1 The Maps

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**Numbers in Seazones**

A number printed in a seazone for example “2” for Midway Islands specifies a stacking limit for that seazone.

A stacking limit specifies the maximum number of land units and aircraft, that can be used in that seazone. On Midway for example a maximum of 2 land units and 2 aircraft can be based.

This limit cannot be raised by convoys in that seazone. The convoy may have further units on board, but the latter are inscope.

This means aircraft on board a convoy cannot be used in any of those seazones.

Land units that did not go directly from a land area or island and a maximum path of 3 seazones cannot invade (see 6.4.4).

All areas or islands without a number printed on do not have a stacking limit.

Land units or aircraft cannot be based in seazones which lack islands.

**1.2 Terrain**

- **Seazones and forbidden borders** printed (white) cannot be entered crossed by land units. This is true for example in Switzerland.
- Between Jablanyo and Irkutsk there is a sea border that cannot be passed by land units.
- The **Eastern coast of Africa** is printed on the European map rotated by 90 degrees. Switching to the rest of the European map is only allowed at certain locations: West African Sea, Persian Gulf, and Suez.

- **Desert** “Stacking limit 3 land units” means only 3 land units per side may enter the area.

- **“Area”** reduces the combat strength of all armor units fighting in that terrain by the number specified. This is true for both attack and defense.

- **“Infantry defenders”** increases the combat strength of infantry defenders by the specified amount.

- **Air x 4, 1** divides the combat strength of aircraft by 2, or decreases them by 50%. Fractions are rounded down.

- When the rules or tables mention aircraft the same effects are true for Task Forces (TF).

- “Attacker -1” decreases all attackers.

- **“No Exploitation Phase”** during the exploitation phase move no movement in, through, or out of these areas or borders is possible.

**Border Effects**

- Certain areas have a terrain effect at a border only. Hence these do only affect units that attack across such a border.

- The effects “Mountain border” and “Swamp border” are printed on one side of the border only, but count for attacks in both directions.

- **“Forbidden coast”**: No Invasion. No enemy troops may land in these seazones.

- This is true for the light blue printed coasts of Scotland, BNL, and Western Germany.

- The blue printed on the Terrain Effects Chart is a little bit too dark.

- **“Mountain border”**

- The Mountain border effect is counted only once. For units attacking across mountain border into a mountain area, the effect of the mountain area is counted instead.

- **“Fortress”**

- Only units attacking across the fortress side are affected by it.

- If attacks are conducted from different directions the ones attacking across the fortress side are decreased (Amm-2). Those attacking from other directions remain unaffected.

- The defenders maintain their advantages, (defender +1) and aircraft attacking against them are halved.

- If the Maginot area is attacked only from Paris and/or Vichy the fortress effects are totally lost.

- There are no fortress effects for any attacks out of a fortress area against adjacent areas.

All other Terrain effects are cumulative.

- **“Swamp border”**, see terrain effects chart.

- **“River Over”**, see terrain effects chart.

An HG has no combat factor and cannot gain any by terrain modifiers.

**2.0 Counters**

**2.1 Units**

**2.2 Others**

**2.3 Cards**

- Cards are explained in a special appendix.

**3.0 The Course of Play**

**3.1 Check Time Table Events**

- Check the time table. If one of the listed events happens follow the given instructions.

- Attention, some events are different in the advanced game, than in the basic game.

**4.0 Exercises**

Before playing an advanced game go ahead and set up the 1941 Scenario and go through the advanced tutorial.

**4.1 Preparations**

- Both Sides set up their forces at the same time according to the scenario setup (see there).

- Markers for Quarter (printed “MON”), Weather, and Year are placed.

- Initial production of the 8 major countries and the actual research achievements are marked with the national flags.

- The Losses marker is placed onto the BATTLECHART.

- All 55 Cards are shuffled and placed on the table as one stack with the “Blitzkrieg Gen.

**5.0 Sequence of Play**

Actions are carried out in strict accordance with the following order:

- **5.1 Check Time Table Events**

- **5.2 Place Reinforcements**

- **5.3 Weather Check**

- **5.4 Weather Check**

- **5.5 Japan/China Limits**

**6.0 Action Phase**

- **6.1 First Supply Check**

- **6.2 Rail Movement**

- **6.3 Air and/or Aircraft Movement**

- **6.4 Movement Phase**

- **6.5 Combat Phase**

- **6.6 Second Supply Check**

**6.7 Exploitation Phase**

- **6.8 Conquest and Control**

**7.0 Turn End segment**

- **7.1 Conquest**

- **7.2 US Entry**

- **7.3 Collect Income**

- **7.4 Campaign**

- **7.5 Research**

- **7.6 Production**

**7.5 Research**

**7.6 Production**

**8.0 Initiative of The Game Turn**

- Both sides act at the same time.

**9.0 Initiative of The Game Turn**

- Each year is divided into 4 Quarters. In other words one turn equals 3 months.

- The game starts in the 3rd Quarter of 1939 and ends in the 4th Quarter 1945.

- The game can end before that time primarily because of one side’s early defeat.

- There are more scenarios featuring other starting dates.

- **10.0 Exercise**

- Before playing an advanced game go ahead and set up the 1941 Scenario and go through the advanced tutorial.

- **10.1 Check Time Table Events**

- Check the time table. If one of the listed events happens follow the given instructions.

- Attention, some events are different in the advanced game, than in the basic game.

**11.0 Initiative of The Game Turn**

- Both sides act at the same time.

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**13.0 Exercise**

- Before playing an advanced game go ahead and set up the 1941 Scenario and go through the advanced tutorial.

- **13.1 Check Time Table Events**

- Check the time table. If one of the listed events happens follow the given instructions.

- Attention, some events are different in the advanced game, than in the basic game.

**14.0 Initiative of The Game Turn**

- Both sides act at the same time.

**15.0 Initiative of The Game Turn**

- Each year is divided into 4 Quarters. In other words one turn equals 3 months.

- The game starts in the 3rd Quarter of 1939 and ends in the 4th Quarter 1945.

- The game can end before that time primarily because of one side’s early defeat.

- There are more scenarios featuring other starting dates.

**16.0 Exercise**

- Before playing an advanced game go ahead and set up the 1941 Scenario and go through the advanced tutorial.

- **16.1 Check Time Table Events**

- Check the time table. If one of the listed events happens follow the given instructions.

- Attention, some events are different in the advanced game, than in the basic game.

**17.0 Initiative of The Game Turn**

- Both sides act at the same time.
• The presence of any friendly ship except subs in that seazone cancels the interception by supply path of the friendly ship.
• A sea to sea connection is worth 1 point in a land segment. To trace a supply path, see 6.3.3.5. A land-based Naval Hq can be used in the same manner as a standard HQ. In addition, a naval HQ can be used in any way with enemy ships that are attacked by enemy ships.

6.5.1 Course of Combat

• In conformance with the general order of battle, the Allies choose the order in which the combat is fought.
• All the combat procedure in one area or seazone is always gone through completely once and only once.
• Each unit fights exactly once per combat round (each player rolls a die per unit). In combat, special rules may determine whether a unit may fight more than once.
• Exceptions: Armor is the only units that fire twice: HQs and units with an effective range of “0” cannot fire at all.
• If a number smaller than or equal to the number printed on the firing unit is rolled, the latter is missed.
• All combat is performed simultaneously. For reasons of playability the Allies have the option of using the LOSSED marker on the BATTLECHART.
• Thereafter the Non-Phasing Side returns fire. This process is repeated until no unit can fire. No unit, except that one fighting an enemy ship, can fire twice.
• After a combat round is over (all units fired according to their limits) losses are subtracted.

6.5.3 Use of the BATTLECHART

• In contrast to the basic rules the use of the BATTLECHART is mandatory when playing with the advanced rules.
• Units are placed on the BATTLECHART according to their geographic coordinates. Subs are normally not restricted by terrain. Weather which they are at sea may not affect the BATTLECHART. If several enemy units are in one area, the ordering of the BATTLECHART indicates the effective combat strength.

6.6.6. Reserve Move

• If land units are in the same area with an HQ, the land units may move to any area in the same seazone of the friendly land unit.
• If a number printed on each HQ indicates how many land units may land on that HQ. The units may move into the area among the units (callout 6.3.1). A land based HQ can move 2 areas as Reserve into combat. On the way there are friendly controlled areas may be passed.
• All land units that are conducted by enemy aircraft only cannot cause a reserve move.

6.3.1 Ranges

• All ranges are conducted by adjacent areas or sea zones, meaning that ships can move into an enemy controlled area. To trace a supply path, see 6.3.3.5. A land-based Naval Hq can be used in the same manner as a standard HQ. In addition, a naval HQ can be used in any way with enemy ships that are attacked by enemy ships.

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The maximum amount that can be decreased at any one time is 50% of the land unit's reserves. Fractions are halved.

Land units can conquer an invader if they perform as anti-air/sea units in the sector of the invaded area. If the land units are invaders, the invaders are not affected by the conquered seazone. Any land units that perform as anti-air are removed from the game if the invaded seazone becomes occupied by the conqueror.
A country can be freed by its associates through re-conquest by that country. If a former friendly controlled area is conquered, the conqueror gets the number of cards there are 3 general options with what to do: 1) To continue playing. These cards can be used only once and are discarded after use. 2) To return to stack after use. These cards are discarded beneath the stack after use and maybe used again. 3) Each card is permanent after use. These cards are presented visibly on the playing table. Thus is clear to all players that these cards cannot be used during game play. If such a card is cancelled by a "cancel" card class card is discarded. The Deck will not be re-shuffled.

7.5 Research

- Research is done by rolling a D 6. The European map consists of a research track with numbers 1-5. Each major country can buy one of those numbers per quarter for a price of 2 BP. Each major country must purchase numbers with a national flag starting with the number 1 each quarter. In production phases thereafter additional numbers can be bought. In order to research a major country announces its die roll during the research phase. The die roll must equal or lower than the bought numbers. Thereafter he activates research of the opponent. All BP needed to purchase that unit are added to the player's pool. If the current country also developed V-weapons the latter can transport the atomic bomb. That way the atomic bomb cannot be intercepted. The intercepting aircraft score 5 or more according to its Production Potential. This is equal to a major country's production (even prior to war with that major country). If more than one aircraft is in the group the enemy side can be re-built for one BP. This takes 4 turns. Arm 3 Aircraft 2

8.0 Special Rules

8.1 Neutral Areas

- Neutral Countries cannot enter any area that is controlled by a country at war. This is also true for countries they will be associated with in the game. This restriction is void after the neutral countries enter into a war. Where neutral countries are associated with the major countries, this time is reduced to 2 turns if that neutral country is not at war. Neutral Countries cannot enter any area that is controlled by a country at war. This is also true for countries they will be associated with in the game. This restriction is void after the neutral countries enter into a war. Where neutral countries are associated with the major countries, this time is reduced to 2 turns if that neutral country is not at war. Neutral Countries cannot enter any area that is controlled by a country at war. This is also true for countries they will be associated with in the game. This restriction is void after the neutral countries enter into a war. Where neutral countries are associated with the major countries, this time is reduced to 2 turns if that neutral country is not at war.

8.2 Neutral Countries

- Each neutral country has their actual production of excess Production Potential (see Production Chart, Pacific map). Each major country may have areas/seazones counted from any area conquered in the first turn. If an area is conquered, the conqueror gets one BP for the USA. An occupied area owned by any country can be re-conquered. At all. Unit Quarters Infantry 1 Arm 2 Convoys 3 4ueblo 2

7.6 Repair

- Repaired units are flipped back to their front side and regain their full combat strength thereafter. The damage difference between front side and backside is to be paid in BP.

7.6.6 Duration of Production

The numbers specified are the number of quarters after the actual quarter where newly built units are to be placed. New HQs cannot be built. All HQs appear at a certain entry date. An eliminated HQ can not be re-built for one BP. This takes 4 turns. New HQs cannot be built. All HQs appear at a certain entry date. An eliminated HQ can not be re-built for one BP. This takes 4 turns.
### 8.3 War Entry

The production of the USA immediately after it enters the war is 36 BP, that of the USSR is 34 BP. This produces an effect immediately the quarter of war entry.

After a neutral country joins the war it becomes a supplier source for its own forces and for associated troops.

### 8.4 Declaration of War

When attacking or attempting to enter a neutral country, war is declared on that country immediately.

* Any combat action a major country conducts against a country it was formerly neutral to, is a declaration of war on that country.

* If a minor country is attacked by the Axis, the minor country's production will be controlled by the Axis.

* If any country declares war on Japan, even the minor country of that side is chosen instead.

#### The USA cannot declare war as long it is neutral. The US way to war is determined in 7.2.

#### The USSR cannot declare war on Germany, Italy, or Axis minor countries (I.10), unless the USSR possesses the card ‘USRR’ may declare war on Germany or Italy.

#### However, the USSR may declare war on Japan or neutral minor countries.

#### A war against Japan, or a neutral minor does not increase the USSR’s peace production.

#### However, the USSR can add conquered BP’s to its peace production.

#### Neither the British Empire, nor France, nor a country associated to these can declare War on Japan. This is true as long Japan is not at war with the USA.

#### If Japan declares war on the USA, France, or the BNL, this will be treated as a declaration of war on the USA under section 7.2.

#### The Axis major countries can declare war on the USSR as well as on the USA any time.

### 8.5 Victory

The game ends automatically if in the turn end phase the following victory conditions are accomplished:

* **Total Axis Victory:** The Axis has conquered 3 Allied major countries or forced into submission with the atomic bomb.

* **Total Allied Victory:** The Allies have conquered 2 Axis major countries or forced into submission with the atomic bomb.

* **One Side surrenders:**

  * **Economic Victory:**
    - Axis points: 81, Allied points: 131
    - Each BP counts as one point. Each Pacific Island area without production is counted as 1 point. A group of islands in the same sea area produces as one area and is treated as a unique area for game purposes.
    - Victory is gained at the end of each quarter. If no side accomplishes a victory until the end of 1945 the game ends in a draw.

  * Alternatively players can agree on the victory condition “World conquest” = defeating enemy major countries, before the game begins.

### 8.6 Maginot Line

The conquest of France or the installation of Vichy government always destroys Maginot Maginliné (fictitious) irrevocably.

### 8.7 Japanese Chinese Limits

* Japan can attack only one Chinese controlled area per turn, China can attack only one Japanese controlled area per turn.

* This attack can be initiated either during the movement phase or during the exploitation phase.

* Areas without any land units have no such restrictions.

* This restriction can be ended if Japan plays the “National War” card.

### 8.8 Bulgaria

Bulgaria is an Axis minor country. However, Bulgarian troops cannot enter the USSR.

Bulgaria signed a non-aggression pact with the USSR in history.

### 8.9 Optional Rules

#### Optional Rules only take effect if players agree on all or on some optional rules.

#### The game begins.

#### 9.1 Aircraft Searches

One aircraft is positioned into a seazone within 1000 miles of its origin. This aircraft now observes this seazone.

* If enemy ships or units enter this area (they are searched in the 6.3.1).

* At the end of the next friendly movement phase that aircraft returns to base. It cannot conduct any missions in the current movement phase.

### 9.2 Alternative Use of Card Codes

* If the enemy attacks a neutral country and a friendly major country has the neutral country’s card on hand, that major country may surrender the neutral to the attacker after one round of land combat. The attacker conquers the minor country after that.

* The owner of the coup card on hand, that major country, may surrenders the neutral country to the major country.

* The production of the USA immediately after it enters the war is 36 BP, that of the USSR is 34 BP. This produces an effect immediately the quarter of war entry.

* After a neutral country joins the war it becomes a supplier source for its own forces and for associated troops.

### 9.10 Non Historic Alliances

Those who like it can use other Alliances than those by which a major country is forced to enter the war. For example: Axis: USA, Germany, France. A game like this has nothing in common with a simulation of history.

### 9.11 Cooperation

* Forces of countries that do not cooperate cannot:

  * **Coup in Ireland** card is not discarded

* Ships that are left in the same seazone with a Naval HQ. Pinning can prevent these ships from being moved to other seazones.

* **Land units** stacked with an HQ in the same area. Pinning can prevent them from interfering as Reserves into another land combat (see 6.4.6).

* **Ships** that are stacked in the same seazone with a Naval HQ. Pinning can prevent these ships from being moved to other seazones.

### 10.0 Special Rule Cases

#### 10.1 Pinning

Pinning is attacking enemy units to prevent them from interfering in any combat elsewhere and preventing them from conducting an invasion. No unit may be used in more than one combat. The following units can be pinned:

* **TF** in seazones, to prevent them from giving support to adjacent areas (see 6.4.5).

* **Land units** stacked with an HQ in the