GBII (2011) changes from GBII (2001)

The GBII game published in 2001 updated the original Guderian's Blitzkrieg game into the newer versions of the OCS rules. Following the release of Case Blue in 2007, there was a further effort to create a combined GBII/Case Blue ruleset and Order of Arrival. This resulted in the update/release of GBII (2011) and then the v2.04 Case Blue rules (2015) which are now the master set of rules for both games.

There are three major changes in the 2011 version of GBII compared with the 2001 version:

1. The arrivals and setups were pulled in from Case Blue, but after publication it was discovered that counters needed to play GBII into 1942/43, particularly in the south part of the map, were not included. The missing counters have been provided in Special Ops #3 and with Smolensk.

2. The set of optional/experimental rules is new in GBII (2011) and Case Blue v2.01 (2015).

3. The VP values for towns which are printed on the map are only used when playing the scenarios using rules included in GBII. They are not used in the scenarios in Case Blue, which have either scenario-specific victory conditions and the simpler Strategic VP approach when playing the campaign.

4. The countersheets are nearly identical between the two versions. Several additional Soviet units replaced "Sausages" markers on Countersheet 3 and Countersheet 7 has a number of additional units/markers.

5. The maps are the same between the two versions.

The rules have some minor edits with regards to supply sources and what-not, but essentially players with the older version have two equally good alternatives: Play their copy of the special rules and scenarios (so they don't have to worry about the missing counters) or use the newer rulebook and make do with an imperfect counter set. Players who also have Case Blue, Smolensk or Special Ops #3 will have all the 'missing' counters, so there are no issues for them. A list of the OB/counter issues is found on the GB 2011 OB Problems sheet.