Guderian's Blitzkrieg II (2011 Printing) OB Problems

Friday, May 25, 2012

Mike Willner & Joey Sabin have alerted us to quite a few counters from **Case Blue** (**CB**) that are needed to play the revised **Guderian's Blitzkrieg II** (**GBII**). Following the list (which is hopefully complete) are guidelines for how to play the new **GBII** as a standalone campaign.

Note if you have both **GBII** and **CB**, you shouldn't have any missing units.

There will be 29 errata counters printed in the Summer 2012 issue of *Special Operations* that allow **GBII** to play fine without **CB**.

Abbreviations Used:

(ERP) = Emergency Pool

(TCB) = Transfer from Case Blue

(UEX) = Unit Exchange

* = Part of GBII errata counter mix

Campaign 7.1 Setup Problems

Russian Dead Units:
3-1-2 NKVD Inf Rgt (37*)
12-2-2 Inf Div (223*)

Emergency Reinforcements:
12-2-5 Mot Inf Div (36 (m))*
12-2-5 Mot Inf Div (57 (m))*

Hex A29.29:
3-2-3 Mot Inf Rgt (3)*

Hex B28.26:
12-3-5 Mtrd Gd Inf Div (red) (7 Gd (m))*

Setup with any Russian Unit:
(5)-1-1 UR Bde (5)*

AXIS Reinforcements AWOL

1 Dec 41: (ERP) (3)-3-3 Kor Bn (553*).

1 Mar 42: (ERP) Dora RR gun.

8 May 42: 2-3-4 Cossack Cav (v.Urach).

26 May: 1-2-4 Hun Bicycle Bn (3), 2-3-2 Hun Pio Bn (3), 18-1-2 Hun Arty Grp

1 June 42: (UEX) 11 Pz Div (should upgrade actually be of 111th Mtrd Rgt to 111 PG?)

12 June 42: (1)-2-5 RR Bn (2*). (TCB) 13th Panzer Div (1/4 Pz Bn, 66 PG Rgt, 93 Mtrd Inf Rgt, 13 Krd MC Bn, 13 PJ Bn, 13 Arty Rgt, organic truck), 30-2-3 Werfer Rgt (2).

19 June 42: (7)-4-6 Flak Bn (602).

22 June 42: 11 Pz Div (Lehr MC Bn), 1 Hun Pz Div (1 Pz Recon Bn, I/30, II/30 Pz Bn, 1 Mtrd Inf Rgt, 2 PJ Bn, 1 Arty Rgt).

26 June 42: 7-2-2 Hun Inf Div (19 Hun)

1 July 42: 7-3-3 Hun Inf Div (20 Hun).

5 Jul 42: (UEX) 2 Pz Div (upgrade of 304 Mtrd Inf Rgt to a PG*)

1 August 42: (UEX) 9th Pz Div (should upgrade actually be of 11 Mtrd Rgt to 11 PG?). (TCB) 20-4-3 Inf Div (57), 5-5-8 AG Bn (197*).

1 September 42: (TCB) 20-3-3 Inf Div (75).

1 October 42: 27 Pz Div (127 Pz Bn, 140 Mtrd Inf Rgt, 127 PJ Bn, 127 Arty Rgt)

1 November 42: 9 Pz Div (50 PJ Bn*), 1-3-3 Ost Bn (618*, 620*) 5-1-2 Ost Arty Bn (621*).

15 Nov 42: 11 Pz Div (231 PJ Bn*)

1 December 42: 1-3-3 Ost Bn (615, 616, 617, 619)

Roughly 54 missing ground steps.

SOVIET Reinforcements AWOL

29 Oct 41: 11-1-1 Militia Div (3 Mos*)

1 Nov 41: 8-4-5 Mtn Cav Div (20*)

5 Nov 41: 3-2-3 Mtrd Inf Rgt (156*)

15 Nov 41: 4-4-3 Naval Inf Bde (66*)

19 Nov 41: 3-1-2 NKVD Inf Rgt (34*, 156*)

1 Dec 41: 11-1-1 Militia Div (5 Mos*)

19 Dec 41: 3-2-2 Inf Rgt (Ind-1*)

29 Dec 41: Kostenko Op Grp HQ*

26 Jan 42: 5-1-1 UR Bde (153, 156, 157*)

5 Feb 42: 5-1-1 UR Bde (159, 160*, 161*)

15 Feb 42: 7-3-3 Tk Bde (6 Gd (II)*)

15 Mar 42: 12-2-2 Inf Div (416)

22 Apr 42: 7-3-6 Tk Bde (201) (change to an EatG arrival; it transfers to GBII later)

5 May 42: 7-3-6 Tk Bde (157)

29 May 42: 5-1-1 UR Bde (119*)

1 June 42: 5 Tank Army HQ

12 June 42: 12-2-2 Inf Div (237)

1 July 42: (TCB) 7-3-6 Tank Bde (201*).

5 July 42: 12-2-2 Inf Div (206); (GB) 7-3-6 Tank Bde (117); 6-2-5 Tank Bde (116).

12 July 42: 13-3-3 Inf Div (167).

26 July 42: 60th Army HQ; 12-2-2 Inf Div (232).

1 August 42: 12th Tank Corps (106 Tank Bde*).

5 August 42: 12-2-2 Inf Div (264).

29 August 42: (TCB) 6-2-5 Tank Bde (36*, 56)

1 September 42: 12-2-2 Inf Div (172).

12 September 42: 7-3-6 Tank Bde (243).

8 October 42: 12-2-2 Inf Div (111*).

19 October 42: (TCB) 6-2-5 Tank Bde (155)

5 November 42: 4-2-4 Tank Bn (38*).

12 November 42: 4-2-2 Inf (Women*).

1 December 42: 4-3-3 Naval Bde (116)

8 Dec 42: 3 Tk Corps (57 Mtr Inf Bde) should be a transfer from EatG.

22 January 43: 14-4-3 Gd Inf Div (1 Gd) (should be a 13-3-3 throughout)

1 February 43: 19th Tank Corps (79, 101, 202 Tank Bde, 19th Mot Inf Bde); 14-4-3 Gd Inf Div (10 Gd Abn); 13-3-3 Gd Inf Div (2 Gd Abn).

5 February 43: 7-3-6 Tank Bde (244). (UEX) 9th Tank Corps (replacement 108th Tank Bd).

8 February 43: 14-4-3 Gd Inf Div (9 Gd Abn); 4-2-2 Inf Bde (33).

12 February: 14-4-3 Gd Inf Div (7 Gd Abn).

22 February: 14-4-3 Gd Inf Div (4 Gd Abn), 19th Cav Corps (8, 51 Cav Div)

26 February: 14-4-3 Gd Inf Div (3 Gd Abn)

5 March '43: 14-4-3 Gd Inf Div (1 Gd Abn); 4-2-4 Tank Bn (249).

8 March: 4-2-4 Tank Bn (226).

12 March: 4-2-4 Tank Bn (64).

5 April '43: 70th Army HQ; 12-2-2 Inf Div (213); 6-4-3 Gd Naval Bde (11 Gd).

8 April: 14-4-3 Gd Inf Div (8 Gd Abn).

12 April: 7-3-6 Gd Tank Bde (42 Gd, 43 Gd). (UEX) 13-3-3 Gd Inf Div (83 Gd, 84 Gd).

15 April: 13-3-3 Gd Inf Div (5 Gd Abn).

26 April: (UEX) 13-3-3 Gd Inf Div (94 Gd).

1 May '43: (TCB) 13-3-3 Inf Div (4).

8 May: 4-2-4 Tank Bn (237).

22 May: (TCB) 12-2-2 Inf Div (199).

26 May: 14-4-3 Gd Inf Div (6 Gd Abn)

Roughly 96 missing ground steps and 12 air units.

What Happened?

Many of the refinements to the OBs that were made in **CB** did not get back-fitted to the 2011 printing of **GBII**. The good news is that the counter mix problems are mostly confined to what might be thought of as the overlap of the **GBII** and **EATG** campaigns — specifically, the Voronezh area — after mid-1942, so the game's focus on Operation Typhoon isn't really affected. But players who push their game into the war's second summer will find more and more missing units, and for this we are very sorry.

Fixes if you Do Not have Errata Counters:

Two different fixes are presented, depending on the scenario. They are written for the Campaign Games, but also apply to smaller scenarios.

Campaigns 7.1 to 7.4

1. For the 7.1 setup, substitute a 3-2-2 Brkdwn for the 3-2-3 Mot Inf Rgt (3) and (5)-1-1 UR Bde (5). Ignore the rest.

2. Try and find an appropriate substitute for missing units in the Dead Pile. If no good matches are found, give the missing unit's equivalent Pax/Eq.

3. These Campaigns now end on 1 April '42. The victory conditions are as follows:

> The German score is the average of his final VP score (end of March) and his "high water mark" VP score (his highest VP level at end of any single turn). If the average is 60 or more, the game ends in a German Win. If the average is 50 or less, it is a Soviet win. Otherwise, it is a Draw.

Campaigns 7.6 to 7.8

1. Ignore all the missing Axis and Soviet ground units that aren't marked with an asterisk on the previous listings. For units marked with an asterisk, substitute with similar units in the Dead Pile. If no good matches are found, give the missing unit's equivalent Pax/Eq.

2. The bottom 1/2 of Map C and Map F is out of bounds. Ignore setups of units in or south of row xx.18.

3. For victory determination at the game's end, assume the Germans hold the VP cities in the area that is out-of-bounds: Voronezh and Staryy Oskol (8 points combined).

4. Reduce each side's supply column by -1.

Fixes if you Do have Errata Counters:

Two different fixes are presented, depending on the scenario. They are written for the Campaign Games, but also apply to smaller scenarios.

Campaigns 7.1 to 7.4

The fix to these scenarios does two things: it shortens the campaign's length and provides *most* of the AWOL counters.

1. Three Soviet units (total) are still missing from 26 Jan and 5 Feb: (5)-1-1 UR Bde (153, 156, 159). There should be dead units to substitute, but if not give 1x Pax per missing unit.

2. On 15 Mar, there is still a missing Soviet 12-2-2 Inf Div (416). There should be plenty of dead units to substitute.

3. These Campaigns now end on 1 April '42. The victory conditions are as follows:

> The German score is the average of his final VP score (end of March) and his "high water mark" VP score (his highest VP level at end of any single turn). If the average is 60 or more, the game ends in a German Win. If the average is 50 or less, it is a Soviet win. Otherwise, it is a Draw.

Campaigns 7.6 to 7.8

The fix to these scenarios doesn't directly address a fair number of AWOL counters. Instead it reduces the map area in play, so those counters aren't needed.

1. The southern play boundary is shifted north by 1/2 a map, so hexes on or south of Map C/F xx.18 are out of bounds.

2. For victory determination at the game's end, assume the Germans hold the VP cities in the out-of-bounds area: Voronezh and Staryy Oskol (8 points).

3. Reduce each side's supply column by -1.

4. Ignore all remaining missing Axis and Soviet ground units (the ones not part of the 37-counter errata mix in the issue of *Special Operations*).