

# BLITZKRIEG TO MOSCOW 2

## 1.0 Introduction

*Blitzkrieg to Moscow 2* is a strategic level simulation game on Operation Barbarossa, the German attack on the Soviet Union that began on June 22, 1941. One player commands the German forces (including Romanian armies) and the other commands the Soviet forces.

## 2.0 Components

In addition to this rule book, the game includes one map, one countersheet with 60 pieces, and a set of 12 cards. In addition, you will need a single six-sided die.

### 2.1 Map

The map depicts Europe and Russia, the historical battleground for Operation Barbarossa. A grid of hexagonal spaces (hexes) overlays the entire map and governs the position and movement of the game pieces. Every hex has a four-digit code for easy identification.

#### 2.1.1 Terrain

The topography affecting movement and combat is printed on the map. For terrain types and their effects, please refer to the Terrain Effects Chart (TEC) on the map.

#### 2.1.2 Rear Areas

The west edge of the map, marked “Greater Germany” and “Romania”, are the rear area for the German forces. The east edge of the map, outside the red dotted line, is the rear area for the Soviet forces. Each rear area is treated as one big hex, but with some special rules (10.4).

#### 2.1.3 Initial Deployment

At the start of the game, information on the initial deployment of Soviet units is printed on the map. Place each specified unit in its specified hex.

#### 2.1.4 Turn Record Track

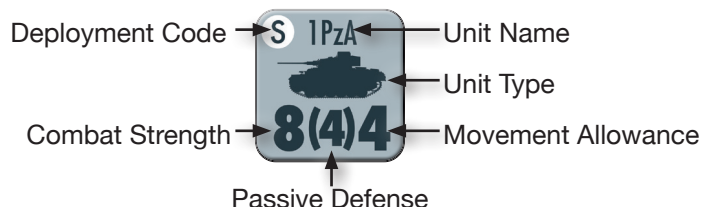
The Turn Record Track (TRT) is used to display the progress of the game. The TRT also indicates the number of Logistics Cards each side receives each turn.

## 2.2 Pieces

The game pieces are divided into units representing combat formations, and markers used for displaying or recording information in the game.

### 2.2.1 Unit Example

The figure below is the German 1. Panzerarmee (1st Tank Army).



### 2.2.2 Unit Types

A unit with a silhouette of a tank is a tank unit, otherwise it is infantry.



Tank



Infantry

### 2.2.3 Deployment Codes

A unit printed with a number in a circle is a reinforcement, which appear on the indicated game turn. For German units, a letter in a circle indicated the unit is placed in the corresponding rear area at the beginning of the game:

- N** Army Group North
- C** Army Group Central
- S** Army Group South
- R** Romania

### 2.2.4 Combat Strength / Passive Defense

These values are used during combat resolution (11.0).

### 2.2.5 Movement Allowance

This is the distance (in hexes) the unit can move during a single movement opportunity. It is affected by weather and terrain.

### 2.2.6 Reduction

The front side of the unit is fresh and the reverse side is spent. **Exception:** Soviet mechanized corps do not have a spent side, instead their reverse is a German Control marker.



“Spent” Stripe

### 2.2.7 Affiliation

The background color of the unit represents its nationality and affiliation.

#### German Forces

- Blue-gray German
- Blue Romanian

#### Soviet Forces

- Brown Soviet
- Yellow Red Guards

### 2.2.8 Unit Name

The unit name is accompanied by a number or abbreviation. The meaning of the abbreviations are as follows.

PzA	Panzerarmee (tank army)
R	Romania
MC	Mechanized corps

### 2.2.9 Scale

The four exes "XXXX" printed above the infantry symbol indicates that the unit is an army in terms of scale.

### 2.2.10 Markers

The following markers are used by the game.

Game Turn: Place it on the TRT to indicate the progress of the game

German Control/Hero City markers: Indicate cities under German control, or the Soviet hero city (14.0). There are also German Control markers printed on the reverse of the Soviet mechanized corps, and you can use eliminated units for these markers as well.



### 2.3 Logistics Cards

There are six German and six Soviet Logistics Cards.

Card Name

Soviet Card: deep red

German Card: dark gray

Function Icons  
(7.0)



## 3.0 Preparing For Play

After deciding who will command each side, gather your units and place the map on the table. Prepare for play according to the following sequence.

### 3.1 Initial Soviet Deployment

The Soviet player places each Soviet unit in its indicated hex as printed on the map. For example, the Soviet 8th Army and 12th Mechanized Corps are placed in hex 1601. Units with a number in a circle will enter the game as a reinforcement on that turn - place the unit in the corresponding box of the TRT. Set the six Soviet Logistics Cards aside for the moment.

*Play note: Since all Soviet units of the same type are identical for game purposes, you don't have to pay attention to the unit IDs - they are for historical interest only.*

### 3.2 Initial German Deployment

The German player places their units in the rear area corresponding to their deployment codes. Place 2. Armee in box "2" of the TRT. Set the six German Logistics Cards aside for the moment.

Game preparations are now complete. Place the game turn marker in box "1" on the TRT, and start the first turn according to the sequence of play (5.0).

## 4.0 Victory Conditions

The game ends after the 6th turn. If the German player has scored 8 or fewer points at that time, the Soviet player wins. Otherwise, with 9 points or more, the German player wins.

### 4.1 German Scoring

The German player scores in the following ways.

**1 point** per German controlled city at the end of the game.

**2 points** per German controlled Soviet fortress city at the end of the game.

A city only counts for scoring if the German player can trace a supply line from the city to a German rear area (13.2.2).

**1 point** for every **2 fresh** German tank units on the map at the end of the game. Spent German tank units do not count. For example, if three German tank units remain fresh, the German player scores 1 point.

The German player *loses 1 point* for every 2 German (and/or Romanian) infantry units out of play (rounded up), and **1 point** for every German tank unit out of play. Count only units that remain eliminated at the end of the game - rebuilt units *do not* penalize the German score.

### 4.2 Control

If a German unit was the last to enter a given hex, the hex is considered German-controlled. Units do not have to remain in a hex to retain control. Indicate German-controlled cities using German Control markers.

## 5.0 Sequence of Play

Blitzkrieg to Moscow proceeds in a series of repeating game turns. Each turn consists of the following phases.

### I. German Player Turn

- Logistics Phase
- Movement Phase
- Combat Phase
- Breakthrough Phase
- Supply Phase

### II. Soviet Player Turn

- Logistics Phase
- Movement Phase
- Combat Phase

d. Breakthrough Phase

e. Supply Phase

After the Soviet Supply Phase, advance the game turn marker to the next box of the TRT and start a new turn. After the 6th turn, the game is over and the winner is decided (4.0).

## 6.0 Logistics

Logistics represents the entire supply system that supports the actions of the military. In this game you will reproduce logistics with card play. Each player does the following in their own Logistics Phase.

### 6.1 Acquisition of Logistics Cards

The amount of Logistics Cards (hereinafter just cards) that a player receives on their turn is indicated on the TRT. You select in secret the appropriate number of cards (from among all 6) to form your hand. Cards in your hand are available to be played immediately.

### 6.2 Reinforcements

If you have reinforcement units in this turn's TRT box, place them in your rear area. German units may be placed freely in Greater Germany or Romania.

#### 6.2.1 Reinforcement Cards

Some cards (7.0) can be played to bring in additional reinforcements.

#### 6.2.2 German Replacements

For each Replacement! card played for its Rebuilt function, the German player takes one eliminated tank or infantry unit and enters it as a reinforcement on its spent side. Like other reinforcements, these units are placed in Greater Germany or Romania.

#### 6.2.3 Soviet Reinforcements

For each Reinforcements! card played for its Reinforcements function, the Soviet player takes up to four eliminated infantry units (including Red Guards) and enters them as reinforcements on their fresh side (**Exception:** surrendered units, 13.1). The Soviet player may also play the T-34! card to take one eliminated tank unit and enter it as a reinforcement on its fresh side.

#### 6.2.4 Voluntary Withdrawal

The Soviet player may voluntarily withdraw (eliminate) any Soviet units from the map at the beginning of the Logistics Phase. Only units that can trace a valid supply line (13.2.2) can be withdrawn in this way. Withdrawn units can be immediately returned to the map as reinforcements by card play.

### 6.3 Rail Moves

Some cards (7.0) allow units to move by railroad during your Logistics Phase. In addition, the Soviet player is allowed one Rail Move without using a card.

#### 6.3.1 Rail Move Eligibility

Units in a rear area or a supplied city (i.e. one that can trace a valid supply line, 13.2.2) are eligible to move by railroad. The state of the unit (fresh or spent) is irrelevant.

#### 6.3.2 Rail Move Capacity

You can move units by railroad by playing cards with the Rail Move function. The German player moves one unit by railroad per card played. The Soviet player may move one stack of units (8.0) by railroad per card played, and only if the stack remains together from start to finish. When units Rail Move from the Soviet rear area, only units that could form a legal stack may move together as one move (e.g. two infantry units and one tank unit).

#### 6.3.3 Rail Move Procedure

A Rail Move is conducted across unlimited distance between your rear area and a friendly-controlled supplied city, or between two friendly-controlled supplied cities. Rail Moves are allowed to or from a city in an enemy zone of control (9.0).

You may move a unit to a city where it would violate stacking limits, but must move one or more units so as to relieve the situation during your following Movement Phase.

## 7.0 Card Play

Cards can be played for one of up to three functions, distinguished by icons. A card is immediately discarded after being played; it cannot be played again in the same turn.

### 7.1 Function Icons

The meanings of the function icons on the cards are as follows.



**Combat Shift:** Play when you are resolving a combat as attacker or defender. Shift the combat ratio by one in your favor (11.3.4).

**IMPORTANT:** The Soviet City Fights! Card can only be played for Soviet units defending or attacking a city.



**Tank Action:** Play in your Breakthrough Phase to move or attack with one or two of your tank units (12.0).



**Activation:** Play at the start of any or your phases or during your Breakthrough Phase. Flip one of your spent units to its fresh side. The unit need not be in supply.



**Rail Move:** Play to move units by railroad in your Logistics Phase (6.3).



**Re-Roll:** Play immediately after any combat resolution die roll. Negate the roll and roll again.

**IMPORTANT:** The Soviet Partisan! card can only be played to re-roll the die for a German attack. The German Tactical Edge! card can be played to re-roll the die for any combat.



**Rebuilt/Reinforcements:** Play in your Logistics Phase to return eliminated units to the game as reinforcements (6.2.2 and 6.2.3).



**Hitler Order** (Negate German Card): Play immediately after a German card is played to negate that card.

## 7.2 Unplayed Cards

If you still have unplayed cards in your hand at the start of your Logistics Phase, discard them. Select your cards for the new turn from among all 6 of your cards, including those discarded from the previous turn (6.1).

## 8.0 Stacking

Placing more than one of your units in the same hex is called stacking. Units can never stack with enemy units. For both sides, there is no stacking limit in their rear areas (10.4).

### 8.1 German Stacking Limit

Only one German unit is allowed in each hex (they cannot stack).

### 8.2 Soviet Stacking Limit

Up to 3 Soviet units can stack in a given hex. However, no more than 2 of the units can be of the same type (infantry or tank). For example, the Soviets can stack 2 infantry and 1 tank, or 2 tanks and 1 infantry, but not 3 tanks or 3 infantry.

### 8.3 Stacking Limit Timing

Stacking limits apply only at the end of your Movement Phase, at the time of each combat resolution, and upon completion of any retreat. At these times, if the stacking limit is violated, the owner must eliminate the excess units.

## 9.0 Zone of Control (ZOC)

Some units have a zone of control (ZOC) in the six hexes adjacent to the hex they occupy. Enemy zones of control (EZOC) affects movement, retreat, and tracing supply.

### 9.1 Units with ZOC

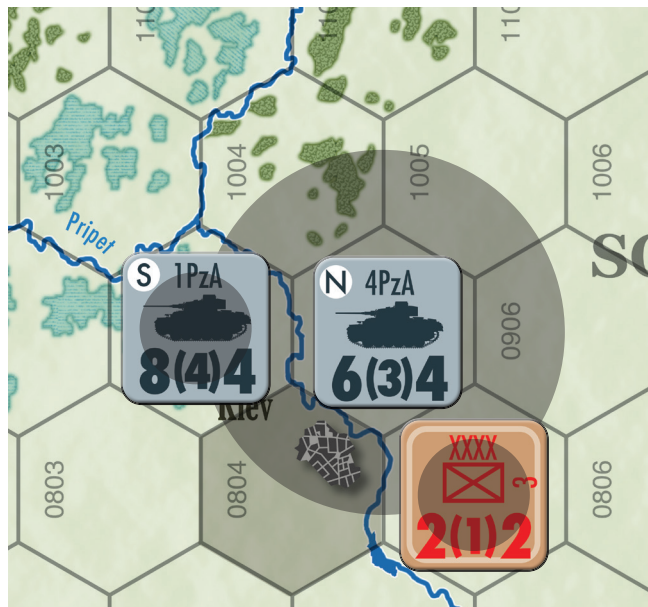
All German units (except the Romanian armies), Soviet tank units, and Soviet Red Guards units have ZOCs. Romanian units and Soviet infantry units do not have ZOCs. A thin white border is printed around units that do not have ZOCs. **Exception:** All units have ZOCs while occupying a city hex.

### 9.2 Multiple ZOCs

Multiple ZOCs have no additional effect on a given hex. Friendly and enemy ZOCs do not interfere with each other.

### 9.3 ZOC and Terrain

Generally, ZOCs apply to all terrain types. However, a ZOC does not extend across a hexside that is completely sea or lake terrain. Also, units occupying marsh terrain never have ZOCs. A ZOC can still be applied to marsh terrain by a unit outside the marsh.



*Example: The German 1. Panzerarmee has no ZOC while it is in a marsh hex. The Soviet 3rd Army does not have a ZOC, indicated by its thin white border. The German 4. Panzerarmee projects a ZOC into the 6 hexes around its own hex.*

ZOC never extends into a rear area. However, units in a rear area have a ZOC on every hex adjacent to the rear area (if otherwise eligible).

### 9.4 Impact on Movement

During movement, a unit that enters an EZOC must immediately stop. Units that start their movement in EZOC can leave, but cannot move directly to another hex in EZOC.

### 9.5 Impact on Retreat

Units cannot retreat into EZOC, unless the hex is already occupied by a friendly unit.

### 9.6 Impact on Supply

A supply line cannot be traced into EZOC, unless the hex is already occupied by a friendly unit.

## 10.0 Movement

During your Movement Phase, you may move all, some, or none of your units on the map. **Exception:** The three German units that start in Romania (11. Armee, Romanian 3rd and 4th Armies) cannot move on the 1st turn; they may only attack. They may advance after combat (11.5).

### 10.1 Movement Restrictions

Units move one by one. Each unit has its own movement allowance, indicating how many hexes it can move. A unit need not expend all of its movement allowance, but unused movement cannot be lent or transferred to another unit, nor can it be carried forward to next turn.

### 10.2 Terrain and Movement

#### 10.2.1 Clear

This is the basic terrain. There is no particular game effect (you can move a number of clear hexes equal to your movement allowance).

### 10.2.2 Forest

Tank units that enter forest terrain must stop. Infantry units need not stop when entering forest.

### 10.2.3 Marsh and Mountains

Both tank and infantry units (i.e. all units) must stop when entering a marsh or mountain hex.

### 10.2.4 City

Cities have no effect on movement.

### 10.2.5 River

Rivers have no effect on movement.

### 10.2.6 Sea/Lake

Units cannot cross a hexside that is entirely sea or lake.

## 10.3 Weather and Movement

During the 3rd turn, rains turn the ground to mud. For the entire turn, all units have their movement allowance reduced to 2.

During the 4th and 5th turns, severe weather brings freezing temperatures and snow on the ground. For the entirety of both these turns, German tank units have their movement allowance reduced to 3.

During the 6th turn, the snow melts and the ground begins to thaw, but German tank units still have their movement allowance reduced to 3.

## 10.4 Rear Areas

Units cannot enter an enemy rear area. Units on the edge of the map can enter a friendly rear area. Units that move or retreat into a rear area are temporarily removed from the map and are placed on the next turn of the TRT, when they become available as reinforcements (on their fresh side).

Units in a rear area can enter the map by moving normally to any hex adjacent to the rear area. Since ZOC does not extend into rear areas, a unit may enter the map directly into an EZOC.

German units cannot cross boundaries between rear areas, e.g. a German unit cannot move from Army Group North to Army Group Center.

German units can only move or retreat to and re-enter the game as a reinforcement in, the rear area corresponding to their deployment code. German units that first enter the game as reinforcement (i.e. 2. Armee) are not restricted in this regard.

Rear areas have no stacking limit. So long as one unit in a rear area has a ZOC, that ZOC extends into all hexes adjacent to the rear area (if otherwise eligible). Units in a rear area are not required to enter the map.

## 11.0 Combat

During your Combat Phase, you can use your units to attack adjacent enemy units. Attacking is optional, your units are not forced to attack just because they are adjacent to the enemy.

## 11.1 Basic Rules of Combat

During your Combat Phase you are the attacker and your opponent is the defender. Each attacking unit can attack only once, and each defending unit can be attacked only once, during a given Combat Phase. **Exception:** An attacking tank unit may be able to attack again, and units may have to defend again, during the following Breakthrough Phase.

Each unit's combat strength is unitary and can only be used in a single combat each Combat Phase. It cannot be divided and used in different combats. Units can attack whether they are fresh or spent.

## 11.2 Combat Involving Multiple Units

Only one hex may be attacked in a given combat; you cannot attack multiple hexes simultaneously (of course you can make multiple separate attacks against separate hexes, each counting as its own combat, in a Combat Phase).

If a defending hex contains multiple units, they must be attacked as a stack; all units defend together (**Exception:** Soviet mechanized corps, 11.6). Attacking units stacked together need not attack together, and can even make separate attacks against different hexes.

Attackers in every hex adjacent to the defending hex (up to all 6) may attack together simultaneously.

## 11.3 Combat Resolution

The attacker declares which of their units will attack against which defending enemy units in a single hex. You do not have to declare all your attacks at the start of the Combat Phase, but may choose your attacks one after the other, waiting to see how a combat turns out before declaring your next. When you are through resolving all your combats, the Combat Phase ends.

Resolve each combat according to the following steps.

### 11.3.1 Total Attack Strength

The attacker totals the combat strength of their attacking units. Always use combat strength when attacking, never passive defense strength.

### 11.3.2 Defensive Tactics

Spent units defend using their combat strength. Fresh units may defend actively or passively. Passive defense uses the unit's strength in parentheses. Active defense uses the unit's full combat strength, but after combat resolution the unit must become spent.

### 11.3.3 Combat Ratio Calculation

Divide the total strength of the attackers by the total strength of the defenders, and find a simple integer ratio (where one side is a "1"). Round any remainder in favor of the defender. This ratio is the column used on the Combat Results Table (CRT) to resolve the combat.

*Example: The German 2. Panzerarmee (strength 7) attacks a Soviet infantry army (strength 2). If the Soviet player chooses active defense, the combat ratio will be  $7:2 = 3.5:1$ , rounded down to  $3:1$ . If the Soviet player chooses passive defense (strength 1), the ratio is  $7:1$  instead.*

### 11.3.4 Combat Shifts

The combat ratio can be shifted right (in the attacker's favor) or left (in the defender's favor) under the following conditions.

**Terrain:** Shift one column left if attacking into a city or mountain hex. Shift one column left if all attackers are attacking across river hexsides (except on snow turns). These two effects are cumulative.

**Attacking Tanks:** Shift one column right if at least one tank unit is attacking into clear terrain. Rivers, weather, and defending tank units have no effect on this shift.

**Winter Counterattack:** During snow turns, Soviet attacks all shift one column right.

**Cards:** You may play one card from your hand with the Combat Shift function for one column shift in your favor. The attacker declares first whether they will use a card, then the defender. Other cards (Hitler Order!, Partisan!, and Tactical Edge!) can be used separately from combat shift cards, and do not apply to this limit.

### 11.3.5 Attack Failure

If the combat ratio after shifts is 1:2 or less, the attack automatically fails. No units are eliminated, but all attacking units and all units using active defense are spent. Already spent units are not affected.

### 11.3.6 Combat Results

Roll one die and consult the appropriate combat ratio column on the CRT to determine the combat result. The results are read as follows.

—: No effect.

DR: All defending units must retreat 2 hexes (11.4).

DL: All defending units are spent, and then must retreat 2 hexes. An already spent unit just retreats 2 hexes.

DE: All defending units (fresh or spent) are eliminated and removed from the map.

When the German player attacks the Soviet Hero City (14.0), DR becomes no effect. DL and DE results are unchanged.

*Play Note: German players will quickly memorize that defenders are automatically eliminated at 7:1, and defenders with no retreat possible are automatically eliminated at 4:1.*

### 11.3.7 Completion of Combat

At the end of combat, you apply the combat results, including retreat (11.4) and advance after combat (11.5). Then all attacking units and all units using active defense are flipped to their spent sides (if not already spent).

## 11.4 Retreat

Combat results DR and DL force the defending units to retreat 2 hexes. The defending player must move retreating units so that they are two hexes away from their original hex.

Retreating is not movement, so movement allowance does not apply. Also, retreating is not affected by terrain, except where movement is prohibited.

### 11.4.1 Retreat Restrictions

Units cannot retreat into hexes listed below. A unit that has no eligible retreat is eliminated instead.

- A hex occupied by an enemy unit.
- A hex in an EZOC, unless a friendly unit already occupies the hex.
- An enemy rear area.
- A hex with prohibited terrain.
- A hex where the retreating unit(s) would violate the stacking limit; units that do so must retreat an additional hex so as not to violate the stacking limit.

### 11.4.2 Retreat Priority

If a unit has multiple options for retreat, follow the priorities below. If there are multiple options within the same priority, the retreating player may choose freely among them.

1. Your rear area (10.4)
2. A hex closer to your supply source (13.2.1)
3. A hex with no other units
4. A hex which does not violate stacking limits
5. A hex in EZOC occupied by a friendly unit

## 11.5 Advance After Combat

After combat, if no units remain in the original defending hex, the attacker may move units into that hex, as an advance after combat. Advancing is optional but must be done immediately if at all. Advancing is not movement; ignore movement allowance and EZOCs.

## 11.6 Soviet Mechanized Corps (MC)

Soviet MCs do not have a spent side. Any time a Soviet MC would become spent, eliminate it instead.

If a Soviet MC is attacked when it is alone, it must use active defense (strength 1). If a Soviet MC is attacked while stacked with a unit with strength 1 or more (including another Soviet MC using active defense) you may use passive defense (strength 0), but any passive Soviet MCs must suffer any combat results applied to other defenders (i.e. a DL result would eliminate them).

*Designer's Note: Soviet tanks at the time operated with difficulty due to poor maintenance. Most of them were lost due to defeat or breakdown once put into combat.*

## 11.7 Attacks from Rear Areas

Units in rear areas may attack into hexes adjacent to the rear area. Since rear areas have no stacking limit, any number of rear area units can attack together against a single adjacent hex. For example, all German units in Army Group Center could together attack the Soviet units in hex 1201 (if they wanted).

## 12.0 Breakthrough Phase

After your Combat Phase comes your Breakthrough Phase. Unlike the Movement and Combat Phases, this phase only allows tank units to act. Also, tank units can only act by playing cards with the Tank Action function.



## 14.0 Soviet Hero City

Once per game, the Soviet player can designate one city under Soviet control as the Hero City.

### 14.1 Hero City Designation

During the Soviet Logistics Phase, the Soviet player may play a Reinforcements! card from hand to designate a Soviet-controlled city as the Hero City. Indicate the Hero City using a medal marker on the back of a German Control marker. Once the Hero City has been designated, it cannot be changed.



Remove the Hero City marker if the city comes under German control.

### 14.2 Hero City Effects

#### 14.2.1 Combat Effect

When the German player attacks the Hero City, combat results of DR become no effect. DL and DE are unchanged.

#### 14.2.2 Supply Fortress Effect

The Hero City becomes a fortress city (13.2.4) if not one already. Note that at the end of the game, the German player scores 2 points instead of 1 for controlling the city originally designated as the Hero City.

The German player could take the Hero City marker as the additional VP reminder.

## 15.0 Optional Rules

Players may include the following rules at their discretion. Both players must agree to a rule for it to be adopted.

Each optional rule adjusts the game balance in favor of one side or the other, as noted.

### 15.1 Soviet Free Setup

From the initial Soviet deployment, 5 infantry units may be moved to any Soviet city desired, but they may not stack with any other units.

*Designer's Note: This rule helps to delay the German advance in June, making it harder for Smolensk and Kiev to fall immediately. It is likely units defending these cities will be destroyed on the 2nd turn, though. Balance favors the Soviets slightly.*

### 15.2 Odessa

#### 15.2.1 Port City

Odessa (0304) is a port and counts as a fortress city (13.2.4) but is still worth only 1 point if captured by the Germans.

#### 15.2.2 Evacuation by Sea

At the start of the Soviet Logistics Phase, Soviet infantry units in Odessa may Rail Move to Sevastopol (0106). This Rail Move represents sea transport and is not prevented by German ZOCs. However, the Rail Move does count against Soviet rail capacity, and fresh units that evacuate are spent. Soviet mechanized corps cannot evacuate.

*Designer's Note: This rule reproduces the historical evacuation by sea from Odessa. I excluded it from the main rules to simplify the game. Balance favors the Soviets slightly.*

### 15.3 Occupation of Moscow

Moscow was the capital of the Soviet Union and at the same time a key transportation nexus. If the Germans capture Moscow, the Soviets lose their one free Rail Move each turn (6.3). The free Rail Move cannot be recovered even if the Soviets liberate Moscow.

*Designer's Note: Moscow is a less attractive target for the German player. Despite its scoring value as a fortress city, it is too close to the Soviet rear area and it is likely that its capture will be overturned by Soviet counterattack. This rule provides extra incentive for the Germans to capture Moscow, even if they can't hold it. Balance favors the Germans slightly.*

## Credits

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