

Official clarification and amendments for BLITZWAR rules

(Last updated: 14th September 2006)

1. Activation of a country when it is attacked (9.3)

When a country is attacked, it is activated automatically. It does not have to wait for the next turn's Diplomatic phase.

Example: If Germans disembark in Oslo, Norway joins the Allies against the Axis and as a result Norwegian zones not occupied by the Germans are automatically controlled by the Allies. During the Allies' turn, these can transport troops by sea to the zones they control in Norway. At the beginning of the next turn, Norway surrenders, but the allies will retain control of the zones occupied by their troops.

2. Free movement through Rumania when France surrenders (9.3)

Rumania allows free movement through its territory for German troops after the surrender of France

3. German unit movement restrictions (9.6)

German units cannot attack Greece and cannot go to Africa until the second turn of 1941 or until two turns after the first attack by allied units against Italy or Italian units.

Example: If allied units (British or French) occupy Sardinia during the second turn of summer 1940, German units do not have any movement restrictions from the second turn of fall 1940.

4. Major Powers reinforcements (11.3)

If the Allies choose to lose a corps instead of supply points, the first corps lost in this way must be British.

5. Soviet Army Modernisation (11.8)

If the Soviet Union conquers Karelia (FIN), two 3-corps infantry counters will be placed in the build pool in the last turn of 1941.

Example: The two 3-corps infantry counters are made available instead of one white tank counter (N.B. the two counters are in the build pool but they must still be built with reinforcement from the cards!). Two counters are made available instead of one to encourage the attack on Karelia. They represent increased war readiness of the army and are made available in the last turn of 1941 to help the Russian winter counter-offensive.

6. Reorganisation of units (11.1)

A unit cannot reorganise during movement. It has to do so before or after movement.

Example: A unit of infantry cannot move to a zone with an armoured corps, reorganise into a white tank counter and carry on moving.

7. Strategic movement of air force (13.5)

This sub-phase can be done at the end of the turn to improve playability. However, it can only be done to and through zones that were controlled during the air force phase.

8. Retreat (17.2)

Retreating units can retreat to uncontrolled zones or occupied by enemy air force counters if the only alternative is retreating to a zone which is already occupied and would cause it to exceed the stacking limits.

9. Advance (if enemies destroyed or retreated) (17.3)

Counters on a beachhead can advance to the coastal zone if it free of defenders.

10. Start-Up (19)

Italy: I2 originally in Benghazi to be placed in Tripoli instead.