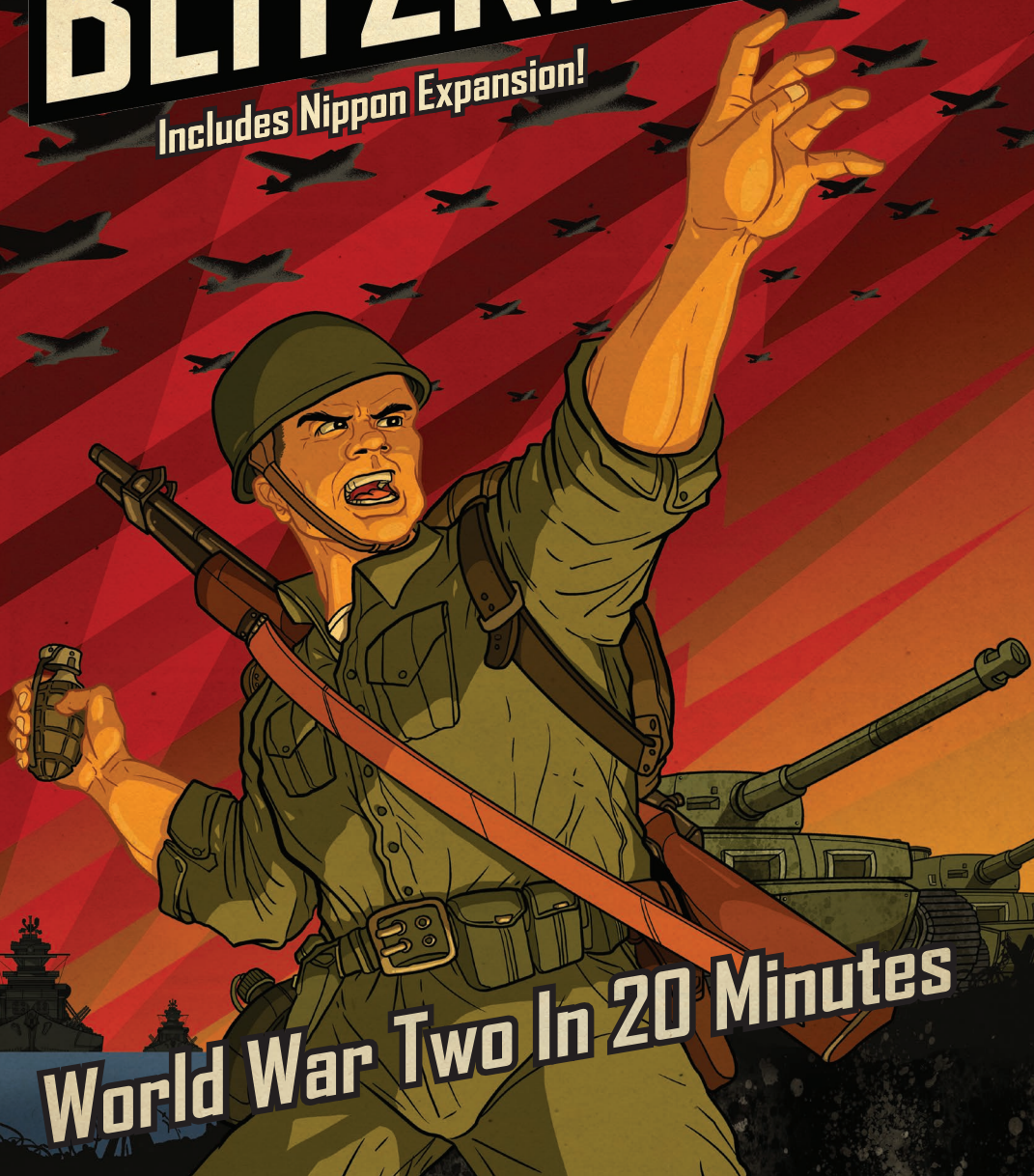Paolo Mori's

BLITZKRIEG!

Includes Nippon Expansion!

World War Two In 20 Minutes

In **Blitzkrieg!** two players, acting respectively as the Allied and Axis coalitions during World War Two, battle for control of the main theatres of the conflict in a challenging game with simple rules, a short playing time, and many tough decisions!

Players draw unit tokens from a bag to determine their starting forces and to replenish their losses. Rather than fighting battles with dice or cards, players allocate their military resources to each theatre's campaigns, winning war victory points, gaining further resources and special weapons, and exploiting strategic advantages as they play.

Refight the whole of World War Two several times in one evening!

CREDITS

COMPONENTS

- ▶ 1 x rulebook
- ▶ 1 x double sided game board
- ▶ 60 x unit tokens
  - ◥ 22 x Axis unit tokens
  - ◥ 22 x Allied unit tokens
  - ◥ 22 x Japanese unit tokens*
  - ◥ 18 x special weapons tokens
- ▶ 2 x player screens
- ▶ 5 x battle markers
- ▶ 2 x war victory markers
- ▶ 2 x cloth bags
- ▶ Solo module (1 x rulebook; 1 x six-sided die; 8 x stratagem tokens)

*For the Nippon Expansion

We also provide some blank tokens should you wish to design your own units.

THE GAME BOARD

WAR VICTORY TRACK

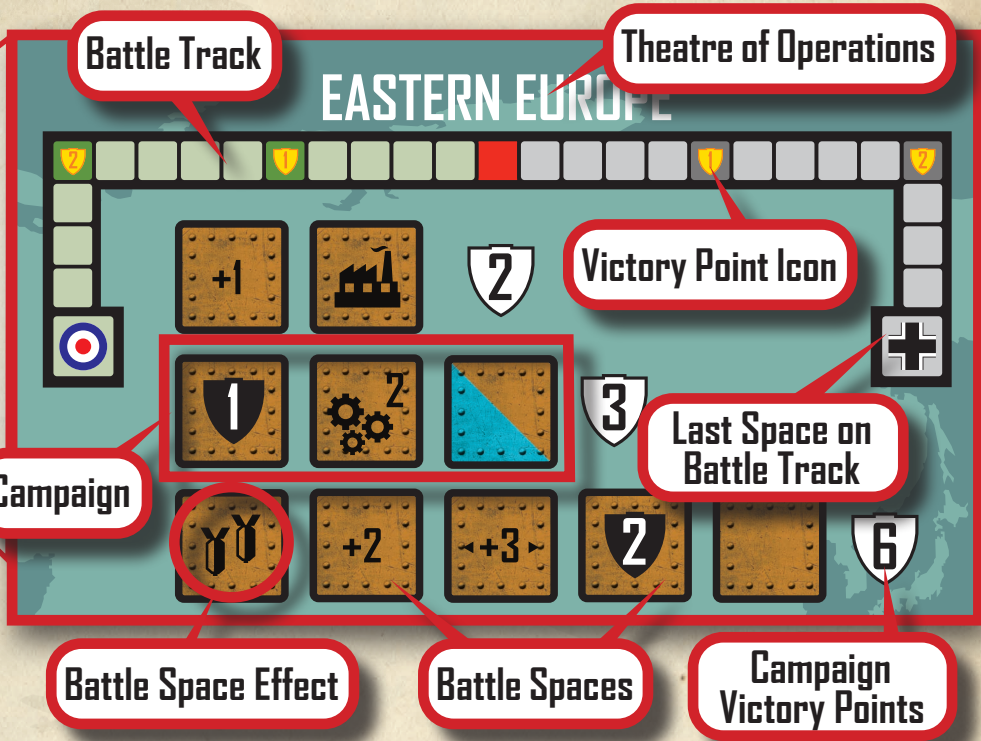| | | | 5 | | | 10 | | | 15 |
| | | 20 | | 25 | | | 30 | | |

EASTERN EUROPE

WESTERN EUROPE

PACIFIC OCEAN

AFRICA & MIDDLE EAST

SOUTH EAST ASIA

BLITZKRIEG!
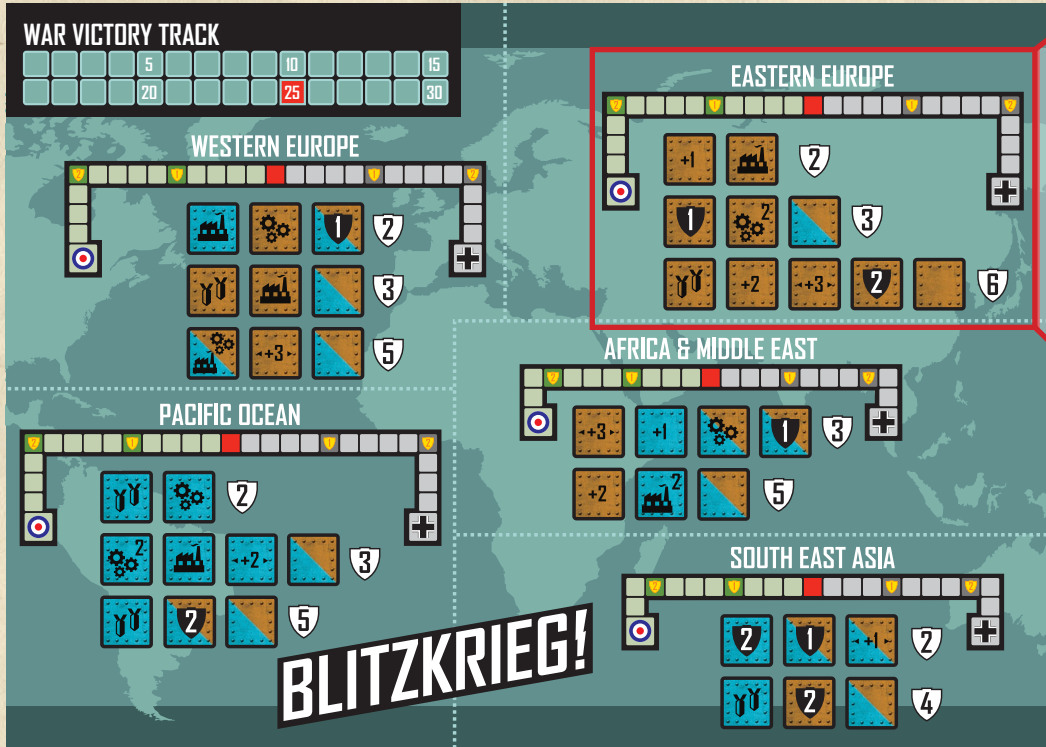
Theatres of operations, campaigns, battle spaces, and battle tracks

▶ The base game board shows five different **theatres of operations** where the conflict will be fought.

▶ Each theatre of operations is made of a number (two or three) of **campaigns**. Each campaign is represented by a row of **battle spaces**, that can be occupied by the unit tokens of either player during the game.

▶ An **active campaign** is the topmost campaign in each theatre of operations **with at least one unoccupied battle space**. Players can only place their unit tokens on **any unoccupied battle space** in the **active campaign of any theatre of operations**.

EASTERN EUROPE

Battle Track

Theatre of Operations

Victory Point Icon

2

3

Last Space on Battle Track

Campaign

1

Battle Space Effect

+2 **+3** **2** **6**

Battle Spaces

Campaign Victory Points

▶ A **closed campaign** is a row of battle spaces that have been all occupied by unit tokens.

▶ At the top of each theatre of operations is a **battle track**. The position of the battle marker on the battle track shows what coalition is currently winning the theatre of operations.

Battle spaces can be of three different types.

Land spaces: Can only be occupied by armies or airforces.
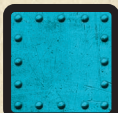
Sea spaces: Can only be occupied by navies or airforces.

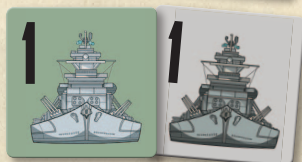**Land / sea spaces:** Can be occupied by armies, navies, or airforces.

Unit tokens

Each player starts the game with a supply of unit tokens (grey tokens for the Axis player; green tokens for the Allied player). The rules for special weapons tokens (yellow tokens) are explained in the next section.

Armies: Can be placed on land battle spaces and land / sea battle spaces.

Navies: Can be placed on sea battle spaces and land / sea battle spaces.

Airforces: Can be placed on any type of battle space.

Blitz airforces: Can be placed on any type of battle space. After placing a blitz airforce, you can immediately place another unit token from your reserve to an eligible battle space in the same theatre of operations. *Note: Even if you played more than one unit token, you'll get to draw only one unit token in the draw phase at the end of your turn.*

General: The general is considered an army. Advance one space on the battle track for each army and airforce you have already deployed in this theatre of operations (include the general but ignore special weapons).
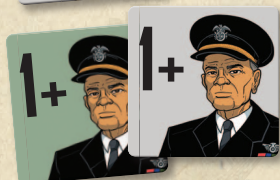
Admiral: The admiral is considered a navy. Advance one space on the battle track for each navy and airforce you have already deployed in this theatre of operations (include the admiral but ignore special weapons).

Special weapons tokens

During the game, due to the effect of research battle spaces, players will gain access to new unit tokens called special weapons.

Elite forces: These are just unit tokens with better values.

Task forces: When you place these unit tokens, ignore the effect of the occupied battle space.

Blitz forces: After you place (and resolve) one of these unit tokens, you can immediately place another unit token from your reserve to an eligible battle space in the same theatre of operations.
Note: Even if you played more than one unit token, you'll get to draw only one unit token in the draw phase at the end of your turn.

Naval bombing / aerial bombing: When you carry out the effect of the battle space, also carry out a bombing effect (discard one random unit token from your opponent's reserve).

Nuclear bomb: The nuclear bomb is considered an army. When you place the nuclear bomb, advance seven spaces on the theatre of operations battle track, and retreat two spaces on all other theatre of operations battle tracks that are not yet closed.
Note: Only the theatre where the bomb was placed can be closed in this way. If it would allow a player to advance to the last space of another battle track, the marker is instead stopped at the penultimate space.

Spy: Copy the value, type (army, navy, airforce, special weapon), and any special ability of the unit token just placed by your opponent. The Spy must be placed in a valid location for the type it is copying.

Scientist: You can place the scientist on any battle space (not only the topmost open campaign) of a theatre of operations of your choice to carry out its effect. The scientist has no military value, so you don't get to move the battle marker.

SETTING UP THE GAME

1. Open the gameboard in the middle of the table, on the Blitzkreig! (base game) side.

2. Place a battle marker on the middle (red) space of each battle track.

3. Decide who will be the Axis player, and who will be the Allied player. Each player takes a player screen and places their unit tokens in their bag.

4. Each player shuffles their unit tokens in their bag and draws three. These are kept hidden from your opponent, behind your player screen. The tokens behind your screen are called your "reserve".

5. Place the two war victory markers next to the war victory track.

6. Shuffle the special weapons tokens and place them face down next to the game board. This is called the "research pile".

   Note: The Partisans and Inspired Leadership special weapons tokens (from the Nippon expansion, see Page 15) may also be used in the Blitzkrieg! core game.

7. The Axis player takes the first turn of the game.

PLAYING THE GAME

Players alternate in taking turns.

On your turn, carry out the following phases:

1. Place a unit token from your reserve on a free battle space.

2. Carry out the effect shown on the battle space you have just occupied.

3. Move the battle marker toward your end of the corresponding battle track a number of spaces equal to the value of the unit token you have just played.

4. Draw a new unit token from your bag and place it in your reserve.

1. Place a unit token

Take one unit token from your reserve (behind your screen), and place it on any unoccupied battle space in the topmost open campaign (i.e. a campaign with at least one free battle space) of any theatre of operations.

▶ Armies can be placed on land battle spaces and land / sea battle spaces.

▶ Navies can be placed on sea battle spaces and land / sea battle spaces.

▶ Airforces can be placed on any type of battle space.
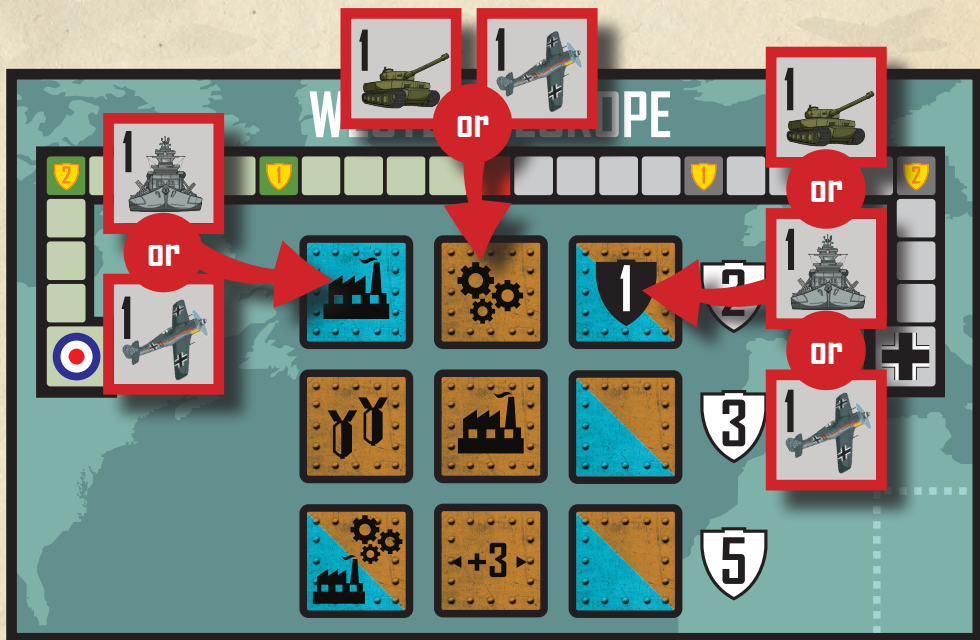
Units must be always be placed in the topmost open campaign of a theatre of operations.

2. Carry out the battle space effect

On most of the battle spaces an icon is depicted, representing the effect that must be carried out by the player that occupies it with one of their unit tokens. This effect must be carried out immediately after the unit token is placed.

If a battle space has no icons on it, it can still be occupied by a unit token, but it won't trigger any type of effect when occupied.

Industrial production: Draw one unit token from your bag and add it to your reserve.

Bombing: Discard (put back in the bag) one random unit token from your opponent's reserve.

Research: Draw one random unit token from the research pile, and add it to your bag.

Tactical advantage: Advance this number of spaces on the battle track of the theatre of operations where you just placed your unit token.

Strategic advantage: Advance this number of spaces on the battle track of any theatre of operations except the one where you just placed your unit token. You cannot move onto the last space of a track with this effect.

Propaganda: Advance this number of spaces on the war victory track.

Improved industrial production: Draw two unit tokens from your bag and add them to your reserve.

Research industry: Draw one random unit token from the research pile, and add it directly to your reserve.

Improved research: Draw two random unit tokens from the research pile, and add them to your bag.

3. Move the battle marker

Move the battle marker of the corresponding battle track toward your end (the Allied roundel icon if you are the Allied player; the Axis cross icon if you are the Axis player) a number of spaces equal to the value of the unit token you just placed.

The Axis player previously placed a 1-strength navy token and moved the battle marker one space in their favour. The Allied player now places a 3-strength army token and moves the battle marker three spaces in their favour.

Closing and winning a campaign

A campaign is closed if you occupy the last battle space of a campaign (i.e. the final vacant battle space in the row) with your unit token. Check whose side of the battle track the battle marker is currently on: that player immediately advances their war victory marker a number of spaces equal to the campaign victory points depicted next to the current campaign row. Moreover, the winning player scores additional war victory points if the victory point icons (worth one war victory point at the first icon, and one more at the second icon) are reached by the battle marker on their side of the track.

Note: When a campaign closes and the battle marker is on the neutral space at the centre of the battle track, both players advance their war victory markers a number of spaces equal to the campaign victory points.

The Allied player places a 3-strength army to close this campaign. They move the battle marker three spaces in their favour, gaining one war victory point from the victory point icon on the battle track, and a further two war victory points for closing this campaign.

Closing a theatre of operations

If, as a consequence of placing your unit token, you move the battle marker onto the very last space on your side of the battle track, you immediately close and win the theatre of operations. If this happens:

▶ All open campaigns of the corresponding theatre of operations are now considered closed (see previous page).

▶ Immediately carry out the effect, in any order, of all the unoccupied battle spaces of the corresponding theatre of operations.

▶ Score the war victory points shown next to each campaign you have closed in this way and the additional victory points indicated on the battle track once.

Note: You cannot close a theatre of operations that you did not just place your token in. If a token or battle space effect would allow a player to advance to the last space of a different battle track, the marker is instead stopped at the penultimate space.

The Allied player places a unit that moves the battle marker to the very last space on the battle track. This closes the theatre of operations! They gain two war victory points from the victory point icon on the battle track, and a further five war victory points for closing the last campaign.

4. Draw a new unit token

Draw a new unit token from your bag and add it to your reserve.

Reserve size

During the game the number of unit tokens in the reserve of each player can vary. Each reserve starts with three unit tokens, but due to the effects of industrial production, bombing, and so on, the reserve can increase or decrease in size, and offer players better or worse choices of available troops.

WINNING THE WAR

The game ends if either of these conditions occur:

▶ A player has 25 or more war victory points at the end of their turn.

⬦ If the Axis player first reaches 25 war victory points, the Allied player gets one final turn, and the player with the most war victory points is the winner.

⬦ If the Allied player first reaches 25 war victory points, they are the winner of the game.

⬦ If both players are tied on 25 or more war victory points, the Allied player is the winner.

▶ At the beginning of their turn a player cannot place any unit tokens (they don't have any in their reserve, or the unit tokens in their reserve cannot be placed). The player's opponent is immediately declared the winner.

Paolo Mori's BLITZKRIEG! Nippon Expansion 🔴

The **Nippon Expansion** adds a new challenge to **Blitzkrieg!** What if the Axis coalition had won World War Two, and Germany invaded and occupied the United States of America? And … what if Japan then turned on its former ally and invaded German-held America? With the help of Godzilla?

The Nippon Expansion explores this hypothetical scenario! One player controls the German forces and the other player controls the Japanese forces in a battle for domination of America in an alternate universe 1946.

New Units

Godzilla: Naturally enough, to invade German-held America, Japan has enlisted the help of an enormous prehistoric sea monster: Godzilla. Godzilla is a 4-strength unit considered as both an army and a navy. Generals and admirals ignore Godzilla.
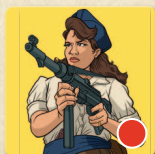
Partisans: Partisans are considered an army. The unit has a strength of 1 if the battle marker is on the middle (red) space or on the player's own side of the battle track, and a strength of 3 if the battle marker is on the opponent's side of the track when played.

Inspired Leadership: You can place the Inspired Leadership unit token on any battle space of an active campaign. It has a strength of 1, but you perform the effect of the occupied battle space twice.

Note: The Partisans and Inspired Leadership special weapons tokens may also be used in the Blitzkrieg! core game.

SETTING UP THE GAME

Remember to use the Nippon Expansion side of the game board.

The German player takes the grey Axis unit tokens from base game, and places them in their bag; the Japanese player takes the tan unit tokens and places them in their bag. All of the special weapon tokens, including the two new tokens from the Nippon Expansion, are shuffled and placed face down next to the game board. This is called the "research pile".

Place four battle markers on the middle (red) space of the following battle tracks: Honolulu, Seattle, Jacksonville, Boston. Only the battle spaces in these campaigns will be available for placing units at the beginning of the game. The fifth battle marker is not used in the Nippon Expansion.

The Japanese player will take the first turn.

PLAYING THE GAME

Gameplay proceeds as described in the Blitzkrieg! core game rules.

## Theatres of operations, campaigns, and battle tracks

In the Nippon Expansion, each theatre of operations is composed of a single campaign. The last three spaces on each end of the battle tracks are marked with +1, +2, and +3 icons. Moving the battle marker onto any of these spaces will close the campaign and award the winner with a significant advantage on a connected campaign. Each campaign is considered connected to another if there is a line joining both campaigns.

Closing and winning a campaign

A campaign can be closed in two different ways:

▶ When the last battle space of a campaign is occupied by a unit token.

Check whose side of the battle track the battle marker is currently on: that player immediately advances their war victory marker a number of spaces equal to the campaign victory points depicted next to the current campaign row. The active player (who has occupied the last available battle space) now chooses a connected campaign to become available and places the battle marker in the middle (red) space of the new campaign's battle track. If all the connected campaigns have already been closed, the active player chooses any campaign not yet opened on the board.
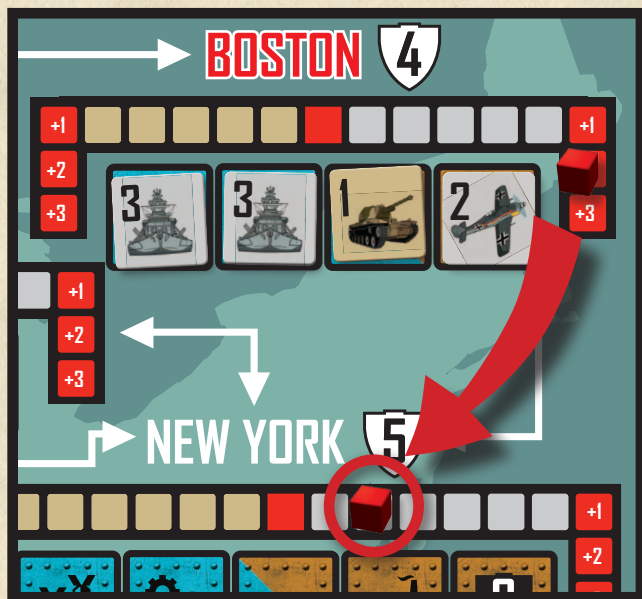
Having moved the battle marker onto the +2 space, the German player claims victory in the Boston campaign. They decide to open the adjacent New York campaign, and place the battle marker two spaces in their favour on the New York battle track.

▶ If, as a consequence of placing your unit token, you move the battle marker onto one of the three end spaces on your side of the battle track, you immediately close and win the theatre of operations. If this happens, carry out the effects of the unoccupied battle spaces and advance your war victory marker a number of spaces equal to the campaign victory points depicted next to the current campaign row. Then choose a connected campaign as above, but the battle marker is placed a number of spaces in your favour from the middle (red) space equal to the value reached by the battle marker (+1, +2, or +3).

WINNING THE WAR

The game ends if either of these conditions occur:

▶ A player has 25 or more war victory points at the end of their turn.

    ◥ If the Japanese player first reaches 25 war victory points, the German player gets one final turn, and the player with the most war victory points is the winner.

    ◥ If the German player first reaches 25 war victory points, they are the winner of the game.

    ◥ If both players are tied on 25 or more war victory points, the German player is the winner.

▶ At the beginning of their turn a player cannot place any unit tokens (they don't have any in their reserve, or the unit tokens in their reserve cannot be placed). The player's opponent is immediately declared the winner.

BATTLE SPACE EFFECTS

Industrial production: Draw one unit token from your bag and add it to your reserve.

Bombing: Discard one random unit token from your opponent's reserve (by putting it back in the bag).

Research: Draw one random unit token from the research pile, and add it to your bag.

Tactical advantage: Advance this number of spaces on the battle track of the theatre of operations where you just placed your unit token.

Strategic advantage: Advance this number of spaces on the battle track of any theatre of operations except the one where you just placed your unit token. You cannot move onto the last space of a track with this effect.

Propaganda: Advance this number of spaces on the war victory track.

Improved industrial production: Draw two unit tokens from your bag and add them to your reserve.

Research industry: Draw one random unit token from the research pile, and add it directly to your reserve.

Improved research: Draw two random unit tokens from the research pile, and add them to your bag.