

Blitzkrieg Commander Reference Sheet

Phases

Scheduled - Initiative - Command - End

Scheduled Phase

- resolve all scheduled artillery & air support

Initiative Phase

- carry out an action against nearest visible enemy unit
- recce establish communication with command units

Command Phase

Modifiers

- 1 opportunity last turn/initiative action this turn
- 1 each successive order to the same formation
- 1 per 20cm distance (except roads/recce/mortars)
- 1 moving in dense terrain or smoke
- 1 assaulting the enemy

Artillery Support

Requesting Support

- +1 if all units are self-propelled (have a move value)
- 1 each successive request made by the FAO
- 1 per additional three artillery units requested
- 1 per additional rocket or naval unit requested
- 1 requesting smoke or counter-battery fire

Artillery Deviation

- roll one die per 20cm between FAO & target (-1 die if higher) & directional die against aiming point

Fire-Zone

- 20cm for artillery
- 30cm for rockets & naval artillery

Resolving Artillery Fire

- total attacks (concentration) or average (barrage)
- roll attacks against each unit in the fire-zone

Air Support

Requesting Support

- 1 each successive request made by the FAC
- 1 per additional aircraft unit requested
- 1/-2 opponent has partial/full air superiority

Aircraft Deviation

- roll one die per 20cm between FAC & target (-1 die if higher) & directional die against aiming point

Anti-Aircraft Fire

- roll attacks of all AA/CO/HQ units within range/LOS
- aircraft hit on 5 or 6
- roll one die per hit to see if aircraft abort (5 or 6)
- attacks reduced by one per hit

Fire-Zone

- 20cm for ground-attack/dive-bombers
- 30cm for bombers

Resolving Air Attacks

- roll attacks against each unit in the fire-zone
- double attacks against a single unit (except bombers)

Firing

Modifiers

- +1 within half range
- +1 firing on enemy flank or rear
- +1 AFV vs unarmoured units within 20cm

Close Assault

Modifiers

- +1 each unit assaulting the enemy
- +1 each unit in support (within 10cm/LOS)
- +1 per infantry or engineer unit vs open AFV
- 1 each unit that is suppressed
- 1 fighting to flank or rear (each)

Result

- score equal hits, fight another round
- more hits: loser retreats, winner consolidates
- double hits: loser KO, winner consolidates

Hit Definitions

- troops in the open are hit on 4+
- troops in soft or partial cover are hit on 5+
- troops in hard or full cover are hit on 6
- mortars, IG & off-table artillery vs full AFV hit on 6
- mortars, IG & off-table artillery vs open AFV hit on 5+
- command units are hit on 6, except overrun hit on 4+
- AFV-flamethrowers & minefields vs all units hit on 4+

Save Modifiers

- saves reduced by one when AFV hit in the flank or rear
- saves reduced by one when AFV hit by aircraft
- saves reduced to six in minefields
- saves reduced to zero when hit by AFV-flamethrowers

Suppression

- roll one die for each hit taken in the current attack
- suppressed if any die equal to/greater than score to hit

Fall-Back

- roll only when a unit is already suppressed
- roll one die for each hit taken in the current attack
- total scores & move unit away from nearest attacker

End Phase

- remove all outstanding hits
- recover suppressed units (active player only)
- remove smoke from previous turn
- check to see if the battle ends

End of the Battle

- an objective has been reached as part of a scenario
- a set number of turns has been played
- a player concedes defeat
- a battlegroup withdraws from the battlefield

Breakpoint

- all units count towards the breakpoint except command, recce, aircraft, off-table artillery and soft-skinned transport units

Blitzkrieg Commander Reference Sheet

Command Blunder (*double six scored by CO or HQ*)

- 2 Roll one die and the CV of the command unit is reduced by half this number next turn
 - 3 All HQs in the battlegroup suffer a -1 to their CV for the remainder of the current turn and next turn
 - 4 All units under command make one half move directly towards their own table baseline
 - 5 Roll one die and the unit nearest the enemy takes this number of attacks from firing
 - 6 All units under command make one half move directly towards the nearest visible enemy unit
 - 7 Roll three dice and the command unit moves this distance directly towards its own table baseline
 - 8 All units under command make one full move directly towards the nearest visible enemy unit
 - 9 Roll two dice and the unit nearest the enemy takes this number of attacks from firing
 - 10 All units under command make one full move directly towards their own table baseline
 - 11 The CO of the battlegroup suffers a -2 to his CV for the remainder of the current turn and next turn
 - 12 Roll one die and the CV of the command unit is reduced by half this number for the rest of the game
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Artillery Support Blunder (*double six scored by FAO*)

- 1 or 2 Roll one die and the command value of the FAO is reduced by half this number for the duration of the next turn (ie: -1 if the die score is 1 or 2, -2 if the die score is 3 or 4 and -3 if the die score is 5 or 6).
 - 3 or 4 Roll one die and each requested artillery unit takes this number of attacks. Towed artillery units will be hit on 5 or 6, whereas self-propelled and naval artillery units will be hit on 6. Any suppression result means the artillery unit is not available during the next turn.
 - 5 or 6 All requested artillery units target the nearest friendly unit to the aiming point. Test for deviation from the friendly unit as normal.
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Air Support Blunder (*double six scored by FAC*)

- 1 or 2 Roll one die and the command value of the FAC is reduced by half this number for the duration of the next turn (ie: -1 if the die score is 1 or 2, -2 if the die score is 3 or 4 and -3 if the die score is 5 or 6).
 - 3 or 4 Roll one die and each requested aircraft unit takes this number of attacks, calculated as air superiority. Any suppression result means the aircraft unit is not available during the next turn.
 - 5 or 6 All requested aircraft units target the nearest friendly unit to the aiming point. Test for deviation from the friendly unit as normal.
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Fall-Back

Troops are knocked-out when:

- falling back further than 10cm (except recce units)
 - falling back into suppressed friendly units, enemy units, impassable terrain, non-dummy minefields or off-table
 - falling back into enemy command units, in which case *both* units are knocked-out
 - falling back into wire (troops on foot and soft-skins)
 - units in fortifications, dug-in troops and deployed guns when they fall-back further than 10cm
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Retreat

- retreating into enemy units, impassable terrain, non-dummy minefields or off-table
 - retreating into suppressed friendly units or enemy command units, in which case *both* units are knocked-out
 - retreating unlimbered guns, troops in fortifications and dug-in AFVs
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Testing For Casualties

1. take the attack value of each unit attacking the same target
 2. apply any modifiers to the attack value of each unit, then roll this number of dice, grouped by the score to hit
 3. one hit is achieved for each die roll equal to or greater than the score required to hit the target
 4. the opposing player should roll one die for each hit taken in the current attack - one hit is saved for each score equal to or greater than the save value of the unit
 5. if the total number of unsaved hits against the target unit is equal to or greater than its *hits* value, it is knocked-out, otherwise place a marker next to the unit to indicate the number of unsaved hits against it
 6. roll one die for each unsaved hit taken in the current attack (unless the unit was knocked-out)
 7. the unit will become suppressed if any of the die are equal to or greater than the score required to hit the unit
 8. if the unit is already suppressed, total the scores of the dice and the unit will fall-back this distance in centimetres directly away from the nearest visible attacking unit
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