BLITZKRIEGCOMMANDER

Fast-Play Tabletop Wargame Rules For Combined-Arms Operations, 1936-45

Errata (2nd Edition, 2009)

Page 6. Area Terrain
Area terrain can be classed as Impenetrable, whereby troops must be in contact with the boundary of the terrain in order to be able to see into or out of the terrain. Visibility inside impenetrable terrain is limited to 5cm where the observer and the target both have low profiles, and 10cm for all other profile combinations.

Page 10. Recce
When a recce unit communicates with an FAO or an FAC, measure the distance between the recce unit and the target to determine the number of dice used for the deviation roll.

Page 20. Line-of-Fire
Command units do not block line-of-fire.

Page 20. Scoring Hits
Hills means hill crest lines, not any part of a hill.

Page 21. Fall-Back
Dug-in troops and deployed guns remain where they are unless they fall-back further than 10cm, in which case they are knocked-out.

Page 24. Mortars
Mortars can only use opportunity fire in response to enemy fire - they may not use opportunity fire in response to enemy movement.

Page 24. Infantry Guns
Infantry guns have a minimum range of 30cm when using indirect fire, meaning they cannot fire at an enemy unit closer than 30cm when using the LOS of another unit.

Page 26. Artillery Support
Rocket artillery always deviates, even when fired against a registered target. Roll three dice for deviation when scheduled rocket artillery fires.

Page 27. Counter-Battery Fire
Counter-battery fire may be carried out by friendly off-table artillery units of at least 100mm calibre, but excluding mortars, rockets and naval artillery, against enemy artillery units that open fire.

Page 28. Air Support
Note that bombers are limited to scheduled support only and may not be requested during the game.

Page 28. Anti-Aircraft Fire
Anti-aircraft guns use the AP stat when firing against aircraft.

Page 35. Fortifications
Treat pillboxes and bunkers BUAs for the purposes of blocking LOS.

Page 40. Airborne Assault
If playing fixed defence, the defender may spend up to 25% of points on field defences. If playing hasty defence, the defender may not purchase field defences.

Page 42. Mobile Deployment
FAO and FAC should be placed along the table edge - they may then move at the end of the command phase.

Page 43. Tactical Doctrine
The entries in the table for Normal and Flexible Tactical Doctrine should read "HQs and the CO…" when issuing orders to units other formations. The CO may issue orders to units in other formations, but will be on a -1 command penalty when doing so if using Rigid Tactical Doctrine.

Page 52. American Army, Tunisia/Italy
Add a save value of 6 to Anti-Tank Unit (SPAT, 75mm, GMC) and increase the points to 110.

Page 56. American Airborne, Italy/North West Europe
Max three anti-tank units per battlegroup.

Page 57. Belgian Army, France & the Low Countries
Add 1/40 AP to the Tank Unit (ACG-1) and increase the cost to 70 points.

Page 60. British & Commonwealth Army, Far East
Change the date of Infantry Tank Unit (Matilda II) to 8/45 as it was in use by the Australians until the end of the war.
Add Mortar Artillery Unit (4.2-inch) from 1/43 as it was in use by the Australians until the end of the war.

Page 62. British & Commonwealth Army, North Africa
Add a save value of 6 to Recce Unit (Rolls Royce).

Page 65. British & Commonwealth Army, Italy
Add Support Tank Unit (Churchill, 95mm) to the list from 7/43, with 3/40 AT attacks, 4/100 AP attacks and a save of 4 for 200 points, with a limit of two per 1000 points. The rest of the stats are the same as the Churchill, NA75.

Page 68. British Army, North West Europe
Add Support Tank Unit (Churchill, 95mm) to the list with 3/40 AT and 4/100 AP attacks for 230 points, with a limit of two per 1000 points. The rest of the stats are the same as the Churchill, 75mm. Add Air Defence Unit (Crusader) with 2/40 AT attacks, 2/60 AP attacks and open for 85 points, with a limit of 1 per battlegroup. The rest of the stats are the same as the Crusader on page 62.

Page 78-79. French Army, France
Change Lorraine Carrier note to read: May transport one infantry or infantry support unit, or may tow one gun.

Page 89-90. German Army, Mid Eastern Front
Add Infantry Unit (Heer) with 4/30 attacks at a cost of 50 points. Change the limit for Artillery Unit (105mm, Wespe) to 1 [2] and for Artillery Unit (150mm, Hummel) to [1].

Page 94. German Army, Italy
Change the limit for Artillery Unit (105mm, Wespe) to 1 [2] and for Artillery Unit (150mm, Hummel) to [1].

Page 97. German Army, Late Eastern Front
Change the Air Defence Unit (37mm, Flakpanzer 38) to Air Defence Unit (20mm, Flakpanzer 38), then change the AT stat to 1/30, the AP stat to 1/40, the save to 5 and the points to 60. Change the limit for Artillery Unit (105mm, Wespe) to 1 [2] and for Artillery Unit (150mm, Hummel) to [1].

Page 101. German Army, North West Europe
Change the Air Defence Unit (37mm, Flakpanzer 38) to Air Defence Unit (20mm, Flakpanzer 38), then change the AT stat to 1/30, the AP stat to 1/40, the save to 5 and the points to 60. Change the limit for Artillery Unit (105mm, Wespe) to 1 [2], Artillery Unit (150mm, Hummel) to [1] and Artillery Unit (150mm, Schlepper) to [1].

Page 106. Hungarian Army, Eastern Front
Remove the symbol O from Heavy Tank Unit (Turan II) and increase the points to 110.

Page 112-113. Japanese Army
Change the cost of Medium Tank Unit (Type 1 Chi-He) to 75 points.

Fanatical tactical doctrine is as follows:

- 25cm initiative distance

- units may fall-back any distance without being knocked-out

- do not roll for fall-back when dug-in

- add one to the breakpoint per 1000 points

- HQs can only issue orders to units in their own formation

Page 120. Russian Army, Early Eastern Front
Add Support Unit (Mortar, 120mm) from the list on page 123.

Page 123. Russian Army, Mid Eastern Front
Remove date from Support Unit (Mortar, 120mm).

Page 130. Spanish Nationalist Army, Spanish Civil War
Remove Infantry Upgrade (Anti-Tank Rifle).

Page 132. Spanish Republican Army, Spanish Civil War
Remove Infantry Upgrade (Anti-Tank Rifle).

Page 136. Engineering
Ignore the sentence about units having to use opportunity fire against engineers - engineers cannot be fired on when they are carrying out an engineering task as this occurs during the initiative phase and no opportunity fire can take place during that phase.

Page 140. Hit Summary
Hills means hill crest lines, not any part of a hill.

Army Lists
The national random points modifiers were omitted from the lists in the second edition of Blitzkrieg Commander, so here they are from the first edition of the game.

American Army, Far East	+1 (from 1944)
American Army, Tunisia/Italy	+1
American Army, North West Europe	+2
British Army, Norway	-1
British Army, France/Balkans	-1
British Army, Far East	+1 (from 1944)
British Army, North Africa	+1 (from October 1942)
British Army, Italy	+1
British Army, North West Europe	+1
Chinese Army, Far East	-1
Finnish Army, Finland	-1
French Army, France & The Low Countries	-1
German Army, North Africa	-1 (from October 1942)
German Army, Italy	-1
German Army, Late Eastern Front	-1
German Army, North West Europe	-2
Greek Army, Balkans	-1
Hungarian Army, Eastern Front	-1 (from 1944)
Italian Army, Balkans/Russia	-1 (from October 1942)
Italian Army, Tunisia/Italy	-1
Japanese Army, Far East	-1 (from 1944)
Norwegian Army, Norway	-1
Polish Army, Poland	-1
Rumanian Army, Eastern Front	-1 (from October 1942)
Russian Army Poland/Finland/Early Far East	+1
Russian Army, Early Eastern Front	-2 (to March 1942) thereafter, -1
Russian Army, Late Eastern Front/Far East	+1
Spanish Army, Eastern Front	-1 (from October 1942)
Yugoslav Army, Balkans	-1