BLITZKRIEGCOMMANDER

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

Frequently Asked Questions

1. What happens when opposing units are inside a smoke screen?

You may issue orders to a unit inside a smoke screen and move it as close as you like to an enemy unit, including into base contact. Moving a unit into base contact with an enemy unit will result in a close assault taking place, but as the units stumble into one another, there is no bonus for assaulting the enemy, i.e.: neither side gains +1 for assaulting the enemy. In addition, no units may support the assault due to the lack of visibility inside the smoke screen.

2. If the aiming point for scheduled artillery is in the centre of a wood, can an FAO use it as a registered target for requested artillery even though he can only see the edge of the wood and not the actual aiming point?

Yes, as long as the aiming point is within 10cm of the edge of the wood.

3. If terrain is partially between a firing unit and its target (e.g. half of the target's front is behind the wood and the other half is clear of the wood), is the target classed as in partial cover?

More than half of the base must be in the cover for the unit to gain the benefit of being in cover.

4. Does linear terrain count as cover when troops are hit by an artillery or an air strike?

No, troops do not gain any benefit from being behind linear terrain when hit by an artillery or an air strike.

5. Do crop fields provide cover when troops are hit by enemy units firing directly at them?

Yes, crop fields do provide cover when troops are under fire as they can conceal themselves better, making them harder to hit.

6. Do crop fields provide cover when troops are hit by an artillery or an air strike?

No, in this case crop fields do not provide cover to troops.

7. Do recce units need LOS to the nearest enemy unit in order to be able to communicate?

No, just measure the distance between the recce unit and the nearest enemy unit. Recce units are not necessarily spotting enemy units, merely detecting their presence in the area. This can be done by listening for enemy activity or observing dust clouds created by the passage of vehicles, etc.

8. Who can issue orders to artillery support units?

All HQs and the CO can issue orders to artillery support units.

9. When a command unit blunders, can the units under command be issued orders by another command unit that turn?

No, once a command unit has blundered, the units under command may not be issued further orders, even if they have yet to carry out any ordered actions that turn.

10. How does terrain affect anti-aircraft fire?

Anti-aircraft and command units may not fire at aircraft if either high area terrain or high ground lies between the anti-aircraft/command unit and the target aircraft. If an anti-aircraft or command unit is inside high area terrain, or behind the crest line of high ground in relation to the aircraft, then it may not fire at the aircraft.

11. Can an artillery unit be requested again if an FAO fails a request?

Yes, an artillery unit may be requested by more than one FAO in a turn, but once a request is successful, the artillery unit may not be requested again that turn.

12. Can more than one aircraft be requested at the same time?

Yes, an FAC may request more than one aircraft at the same time, but there will be a -1 command penalty for each additional aircraft requested. For example, an FAC with a command value of 8 may request two aircraft units at the same time, but the score needed to make the request (assuming this is the first request made by the FAC this turn) will be 7.

13. Can anti-aircraft fire be used against more than one aircraft unit at a time?

No, if a player requests more than one aircraft at the same time, each anti-aircraft unit and command unit may only fire at a single aircraft. This makes it possible to overwhelm anti-aircraft defences by requesting more than one aircraft unit at the same time.

14. Can opportunity fire be carried out against units acting on their initiative?

No, units may only use opportunity fire during the command phase.