

# Blitzkrieg Commander Reference Sheet

## Phases

Scheduled - Initiative - Command - Combat - End

### Scheduled Phase

- resolve all scheduled artillery & air support

### Initiative Phase

- charge/fire/evade nearest visible enemy within 20cm
- enemy may use counter-initiative to fire or evade
- recce establish communication with command units

### Command Phase

Move - Deploy - Fire

#### Modifiers

- 1 each successive order
- 1 per 20cm distance (except roads/recce/indirect)
- 1 moving in dense terrain or smoke
- 1 moving towards visible enemy within 20cm

### Artillery Support

#### Requesting Support

- +1 all units are self-propelled
- 1 per additional three units requested
- 1 per additional rocket or naval unit requested
- 1 requesting smoke

#### Artillery Deviation

- roll three die & directional die against aiming point
- multiply by two for requested rockets

#### Fire Zone

- 20cm x 20cm per artillery unit
- 30cm x 30cm per rocket or naval artillery unit

#### Resolving Artillery Fire

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

### Air Support

#### Requesting Support

- 1 per additional sortie requested
- 1 opponent had air support last turn

#### Aircraft Deviation

- roll three die & directional die against aiming point
- multiply by two for bombers

#### Anti-Aircraft Fire

- roll attacks of all commands within 20cm
- roll attacks of all AA units within range
- hits scored on 6, shot down if hits equal *hits* value
- roll one die per hit - abort if any score 6
- attacks reduced by 1 per hit

#### Fire Zone

- 20cm x 20cm for GA/DB
- 30cm x 30cm for bombers

#### Resolving Air Attacks

- roll attacks against each target in the fire zone
- may roll attacks x2 against single target (not bombers)

## Firing

### Modifiers

- +1 within half range
- +1 firing on enemy flank or rear
- +1 armour vs soft targets within 20cm

### Combat Phase

#### Attack Values

- |    |                  |   |                  |
|----|------------------|---|------------------|
| 12 | flamethrowers    | 4 | infantry         |
| 6  | combat engineers | 3 | armour           |
| 5  | cavalry          | 2 | all other troops |

#### Modifiers

- +1 charging
- +1 pursuit
- +1 per 3cm pursuit
- +1 infantry/engineers/cavalry fighting open armour
- 1 suppressed
- 1 fighting to flank or rear (each)

#### Result

- add one hit against enemy per unit in support
- score equal hits, both disengage (each roll 3 dice)
- winner may hold, disengage or pursue
- loser retreats difference in hits in cm

### Hit Definitions

- troops in the open hit on 4+
- troops in cover hit on 5+
- troops in fortifications hit on 6
- fully armoured hit on 6 (indirect fire)
- open armour hit on 5+ (indirect fire)
- command units hit on 6 in all situations
- no hits against hard targets if attacks followed by \*
- no hits against soft targets if attacks followed by #
- no hits against fully armoured when hit by indirect fire
- save 1 less if armour hit in flank/rear or by GA/DB

### Damage

- roll one die when armour/ATG suffer 4+ hits in a turn

1	no damage
2 or 3	half-move when carrying out a move action
4 or 5	may fire up to half range only and no bonus
6	-1 when issued orders

### 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

- test 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 from previous player turn
- remove smoke from previous turn

# Blitzkrieg Commander Reference Sheet

---

## Command Bonuses *(double one scored)*

Command Roll: two actions may be carried out by each unit  
Artillery Support: halve the deviation distance  
Air Support: halve the deviation distance

---

## Direct Fire Artillery/Infantry Guns

Light (60-76mm)	3/30
Medium (100-122mm, 25pdr, 4.5", 5.5")	4/30
Heavy (150-155mm, 6", 7.2")	5/30

---

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

- 1 CEASE FIRING! Roll one die and the command takes this number of attacks from firing.
- 2 CROSS FIRE! Three units nearest the command each take 3 attacks from firing.
- 3 RE-LOCATE! The command moves half-move directly away from the nearest visible enemy unit.
- 4 PULL BACK! All unsuppressed units in the open half-move away from the nearest visible enemy unit. \*
- 5 OPEN FIRE! All unsuppressed units fire at the nearest visible enemy unit within range.
- 6 LET'S GET 'EM! All unsuppressed units in the open half-move towards the nearest visible enemy unit. \*

\* Except dug-in troops and unlimbered guns.

---

## Artillery Support Blunder *(double six scored by FAO)*

- 1 or 2 INCOMING! Roll one die and the FAO takes this number of attacks from firing.
- 3 or 4 COUNTER-BATTERY! Roll one die & each requested unit takes this number of attacks (towed 4+/SP 5+).
- 5 or 6 FRIENDLY FIRE! All requested artillery units target the nearest friendly unit to the aiming point.

---

## Air Support Blunder *(double six scored by FAC)*

- 1 or 2 STRAFING! Roll one die and the FAC takes this number of attacks from firing.
- 3 or 4 ENEMY FIGHTERS! Roll one die & each requested sortie takes this number of attacks (hit on 4+).
- 5 or 6 TAKE COVER! All requested sorties target the nearest friendly unit to the aiming point.

---

## Fall-Back

- troops are knocked-out when falling back further than 10cm in one fall-back result (except recce)
- dug-in troops & unlimbered guns are knocked-out when falling back further than 10cm, otherwise they hold
- troops are knocked-out when falling back into enemy units, impassable terrain, non-dummy minefields, or off-table
- infantry, cavalry and soft transport units are knocked-out when falling back into wire
- troops falling back into friendly troops halt, suppressing them

---

## Charging

- armour may only charge units in the open unless carrying infantry or engineers
- troops dismount transport on contact with the enemy and any hits taken during the charge remain with the troops
- towed guns, infantry support and unarmoured transport may not charge
- troops may only charge across an obstacle when they begin their move in base contact with that obstacle

---

## Pursuit

- troops on foot and cavalry may not pursue armour or vehicles in the open
- infantry support, towed guns and dug-in troops may never pursue
- armour may never be pursued in the open

---

## Retreat

- units are knocked-out when retreating further than 10cm
- units are knocked-out when retreating into enemy units, impassable terrain, non-dummy minefields, or off-table
- units are knocked-out when retreating into other units engaged in combat
- unlimbered guns, dug-in armour and units in fortifications are knocked-out when they retreat

---

## 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
  3. one hit is achieved for each score equal to or greater than the score required to cause hits (see *Hit Definitions*)
  4. roll one die for each fresh hit taken - one hit is saved for each score equal to or greater than the save value
  5. if the total number of hits against the target is equal to or greater than its *hits* value, it is knocked-out
  6. unless the unit was knocked-out, roll one die for each hit taken in the current attack
  7. the unit will become suppressed if any die score equal to or greater than the score required to cause hits
  8. if the unit is already suppressed, total the scores and move the unit this distance directly away from the enemy
-