

BLITZKRIEG COMMANDER

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

Tactical Doctrine

Introduction

Tactical doctrine was introduced to the Cold War Commander (CWC) game. As with some of the other rules in CWC, they can be used with Blitzkrieg Commander (BKC). The following are suggestions on how to categorise the army lists in the BKC rule book for use with the Tactical Doctrine rules in CWC.

Normal Tactical Doctrine

This is the standard approach that began in BKC. Initiative distance is 20cm and the breakpoint is calculated as normal.

Flexible Tactical Doctrine

Initiative distance is increased to 25cm, but you should deduct one unit per 1000 points when calculating the breakpoint of your battlegroup at the start of the game.

Rigid Tactical Doctrine

Initiative distance is reduced to 15cm, but you should add one unit per 1000 points when calculating the breakpoint of your battlegroup at the start of the game. In addition, you gain +1 to the command value of the CO or HQ when all unsuppressed units in a formation carry out the same action. All units must fire, or all units must move at least half their movement distance, or all units must deploy.

| <u>Army List</u> | <u>Tactical Doctrine</u> |
|--------------------------|--|
| American Airborne | Flexible |
| American Army | Normal |
| Belgian Army | Normal |
| British Airborne | Flexible |
| British Army | Normal |
| Chinese Army | Rigid |
| Dutch Army | Normal |
| Finnish Army | Flexible |
| French Army | Normal |
| German Airborne | Flexible |
| German Army | Flexible |
| Greek Army | Normal |
| Hungarian Army | Normal |
| Italian Army | Normal |
| Japanese Army | Flexible, but +1 to breakpoint per 1000 points |
| Norwegian Army | Normal |
| Polish Army | Normal |
| Rumanian Army | Rigid |
| Russian Army | Rigid |
| Spanish Nationalist Army | Normal |
| Spanish Republican Army | Normal |
| Spanish Army | Normal |
| Yugoslav Army | Rigid |