
BLITZKRIEG COMMANDER

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 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 42. Mobile Deployment

FAO and FAC should be placed along the table edge, then may 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 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 90. German Army, Mid Eastern Front

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 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 limit for Artillery Unit (105mm, Wespe) to 1 [2], Artillery Unit (150mm, Hummel) to [1] and Artillery Unit (150mm, Schlepper) to [1].

Page 113. Japanese Army

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 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.