

BLITZKRIEG COMMANDER

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.

