

Blitzkrieg Commander

Super Quickstart Rules

1. Profiles

Description	Pts	Type	Mv	AP	AT	CA	Hits	Save	Limit	Notes/Abilities
Daimler	80	AC	20	1/40	2/50	2	3	6	1	

Description: Name of unit

Pts: The point value

Type: Type of unit

Mv: Movement in cm

AP: D6/Range Anti-Personnel

AT: Same Anti tank

CA: D6 Close assault

Hits: Hitpoints

Save: Saving roll

Limit: How many you can use

Notes/Abilities: Any special rules

2. Command Phase

- Player with initiative rolls 2D6. If sum is below CV value of command unit, the order is successfully given. Orders you can give: **move** or **fire**.
- Each command unit may issue follow up orders with each follow up suffering a -1 on the CV value.
- If command roll fails, the command unit cannot issue further orders this turn and play passes to other player.

3. Attack and Defence

- Roll number of D6 of your unit, depending if targeting infantry of vehicle. Hits on 4+ (open), 5+ (light cover) or 6+ (hard cover)
- Targeted unit rolls saving throw (if they have one) for each hit.
- Any unsaved hits result suppresses the unit and reduces its hitpoints
- Units with 0 hitpoints are destroyed

To-hit modifiers

+1 if target is half range

+1 if you hit the flank or rear of the target

+1 if your IFV targets soft target within 20cm