

Veteran Battle Commander 2009

Things that need changing in your rule book.

(Errata for PBI)

This information applies to PBI as published by RFCM/Peter Pig March 2006.
Firstly an apology for having to make updates and changes to the rules you have bought.

Most of what follows are corrections for misprints.

Some of what follows are rule changes (optional) (VBC).

This is the first and only such document issued for PBI since publication in March 2006.

A. Rule Clarifications/Changes.

Page 33 Vehicle/Gun Actions

6th bullet point. Replace "Vehicle mounted MGs have 360 arc for shooting." With: - "Turret mounted MG's have 360 arc for shooting."
Add "Hull/pivot mounted MG's have 90 arc for shooting."
Add 7th bullet point:-
"AT/Vehicle/gun fire is costed at 4AP for all AFV's, towed guns and weapons fired from carriers whether fixed or carried." (*This means that you pay 4AP if you are using AP from a 2D6 AP roll but 2AP if from a 1D6 AP roll*)



Page 57 31.2 How Many Dice to Roll

Foot groups morale, 4th line, after "Open or Partial square" add "(not for foot groups entirely in armoured carriers)" (*This means that if your troops are in a vehicle they do not suffer an additional D6 on morale for being in open/partial*)

Page 59. 2b

Either player at the START of each turn can remove smoke. This is instead of the end of each turn.
(*This means that you can attempt to clear the smoke before you start your turn rather than at the end of your turn*)

Page 62 6C Shooting from Carriers

Replace "Foot groups may use up to 2AP to shoot from the carrier." With:-
"Foot groups may shoot up to twice from the carrier, no bonus dice for LMG are added to this shooting.
Fixed weapons (LMG, HMG, Mortars) may shoot up to 3 times from the carrier. No bonus dice are added to this shooting for German LMGs.

HMG's are counted as Gun 4 for AT shooting (4AP per shot if using 2D6 AP, 2AP per shot if using 1D6, max 2 shots)."

Replace "An HMG that wishes to shoot from a carrier must pay the 3AP to set up. In addition it must pay 3AP to pack up before leaving the carrier." With: -

"A sustained fire mount HMG (SdKfz 251/1, Bren carrier with Vickers MG) that wishes to shoot from a carrier must pay the 3AP to set up (may start game set up in carrier). This covers vehicles that have an HMG set up and shooting from the vehicle. It does not mean LMGs that are usually mounted in a 1/2 track etc.) In addition it must pay 3AP to pack up before debussing. It may shoot up to 3 times. Bonus dice are added to the shooting as for foot HMG group firing. It counts as Gun 4 for AT shooting (4AP per shot, max 2 shots). The HMG group is costed at full points cost according to troop classification."

(*This means that German LMG bonus does not count when shooting from a vehicle*)

Page 63 6D Shooting at Half Tracked Carriers

After "Foot groups shot and hit whilst in half tracks save on 2, 3, 4, 5, 6." Add:-

"Fixed weapons (LMG, HMG, Mortars) **can** be targeted separately from the half track or carrier. They save on 2, 3,4,5,6 with **no** saving modifiers.

They are also destroyed when the half track or carrier is destroyed, no saving throw."

5/15/2009

Page 1

Veteran Battle Commander 2009

Page 63 6E Shooting at Softskin Carriers (cars and trucks)

At the end of the section add the following sentences:-

“Fixed weapons (LMG, HMG) **can** be targeted separately from the softskin. They save on 2, 3,4,5,6 with **no** saving modifiers.

If the carrier is targeted and destroyed then the weapon carried is also automatically destroyed.

(This means that you can shot at the weapon instead of the carrier but the weapon gets a save of 2, 3,4,5,6 in all circumstances. If the carrier is destroyed then the weapon is too)

Page 71 33.5 Tank and Armour Costs

At the end of the first paragraph add the following sentences:-

“All AFV's get at least one free MG (not HMG). This gets up to 3 shots, no bonus dice.

For turreted AFV's it has 360 field of fire, for those AFV's benefiting from the fixed gun discount it has a 90 degree arc the same as the main gun.”

(This means that all AFV's where a main gun has been paid for get a free LMG effect with 360° field of fire)



Order of Setting up the Game

Pages 11/25. Page 11 is the correct order.

Reinforcements

Raw arrivals in the first turn of rolling = 4x instead of the 2x for other foot groups.

Mortars

Mortars do not get opportunity shooting or return shooting.

Mixing Qualities of troops in your Force

Players are not allowed to use troops from a second company until they have used all but 1 of the original company organisation. Units from a second company can be of a different quality than the first company. AFV's and guns that are not an integral part of the company can be of any quality.

Stance 1 Free arrival of Artillery Units

In stance 1 you roll for which units are on table at the game start to the total of allowed initial units. If after this there are any reinforcement units that contain 1 or more towed artillery pieces the opponent can nominate one of these units and allow it to arrive at full strength along with the initial units allowed. The stance 1 player can refuse to take this offer up if he wishes.

This means that a stance 1 player can get an extra unit on after rolling for his initial unit/s but it must contain at least one towed gun and be the opponent's choice if there are several.

Company commander Motivating

The company commander is the best motivator in the whole force. P28. Delete +1 Coy Commander. Amend +1 Veteran to +1 Veteran or Company commander.



Victory Points

Rows 2, 3, 4 are those rows nearer the defending player's seat.

Motivating Square containing only Casualty markers.

Such a square can only successfully be motivated once

Arrival of Reinforcements

Veteran Battle Commander 2009

Reinforcements arrive at the very end of a player's turn. Therefore they are not eligible as an opportunity target for the enemy. This means that reinforcements are safe from harm as they arrive but of course the opponent's turn is about to start which might cause damage to the reinforcements.

B. Corrections of Misprints/Errors.

Page 39 Example of shooting with small arms.

Replace "This means that the group is saved/OK." With "This means that the group is killed and replaced with a casualty marker."

Replace "This means that they are both killed and replaced with a casualty marker." With "This means one group is saved/OK and one group killed and replaced with a casualty marker."

(This was just bad proof reading and makes no difference to the game)

Page 78 Belgium

A Belgian company is allowed 10 extra victory points.

Page 98 Russian Company – Assets and Liabilities.

Option A should have 1 gifted platoon commander and no poor platoon commanders.

Pages 74-105 Points values for AFV's and guns.

With the exception of 20mm AT rifles points values for infantry AT weapons should be taken from the list on page 71.

20mm autocannon (all nations) Raw 12, Average 16, Veteran 21.

British

Firefly & Challenger cost for veteran 61

BL 4.5" gun cost for average 18.

German

Lynx 50mm cost for raw 17.

SdKfz 234/1 is armour 5, gun 6, cost for veteran 39, average 28, raw 17.

Pak40 & Pupchen cost for average 18. (Also Pak40 in Finnish list)

German SdKfz 251/2 Raw 13, Average 15, Veteran 19.

German Quad 20mm autocannon Raw 14, Average 18, Veteran 24.

German Quad 20mm armoured half-track Raw 18, Average 22, Veteran 28.

Possible amendments:-

JagdTiger armour 11, gun 11, cost for veteran 66, average 44, raw 22.

Maus –2 points for AP penalty, cost for veteran 73, average 51, raw 29.

Hungary

Turan II cost for average 38.

Zrinyi cost for veteran 48, average 32, raw 16.

Italy

CV33/20 cost for veteran 27, average 18, raw 9.

Japan

Type 92, 94 and 2 cost for raw 12.

Type 95 missing cost for raw 10.

75mm Type 90 cost for average 18. Years used 1944-45

Poland

TKS 20mm cost for veteran 27, average 18, raw 9.

5/15/2009

Page 3

Veteran Battle Commander 2009

Rumania

75mm AT gun cost for average 18.

Russia

T-34/76 cost for average 38. (Also T-34 in Finnish list)

OT-34 cost for average is 48.

SU-100 cost for average 36.

United States

M4/75 cost for average 38.

M4A3E2 Jumbo cost for veteran 59, raw 25.

M18 Hellcat cost for raw 23.

3" M5 & 4.5" gun cost for average 18.

US Quad 50cal Raw 12, Average 16, Veteran 22.

US M16 with Quad 50 cal Raw 16, Average 20, Veteran 26.

US M3 with med mortar Raw 13, Average 15, Veteran 19.

Page 108 Section 35 Victory or Defeat

Defender section, line 3 replace "Each square occupied in rows 2,3,4, Max 8 squares" with "Each square occupied in rows 2,3,4, from defenders base edge, Max 8 squares".

(This means that the defender should try to hold the rows of squares nearest his baseline)

Veteran Battle Commander's (VBC) Updates



Veteran Battle Commanders (VBC) is the term for players of PBI who have fought at least 50 games of PBI. It is assumed that these players are conversant with the rules and wish to fine tune areas of contention having mastered the normal game.

If VBC is to be used then both players must agree it before the game. If either player does not wish to use VBC then it is not to be used.

1. Attacker/Defender

In the normal rules the player who is ahead on the snakes and ladders grid can start the game at any point. This player would automatically be the attacker and the other player the defender.

VBC. The rule above still stands BUT any player who reaches or is beyond 33 and still in the lead can elect to start the game as the attacker **or** the defender.

5/15/2009

Page 4

Veteran Battle Commander 2009

This would force the opponent to be the attacker with the usual single unit off table. By choosing to be the defender the number of units the defender has on table will be the DIFFERENCE between the two players "units found" totals.

e.g. the lead player has just reached square 41. The following player is on square 9. The lead player decides to start the game as the defender. Square 9 means the player has 1 unit found. Square 41 means that 5 units have been found by the other player. The difference between 1 and 5 is four. This would allow the lead player to declare he is the defender and deploy 4 units. The other player will be the attacker with 1 unit off table as reinforcements as per the normal game.



The result of this rule will be that players wishing to defend will race on down the grid in order to have plenty of defending units. Of course racing down the grid is more difficult if you have D6 restrictions due to your stance.

2. Flak Guns

A flak gun is a gun which is allowed an MG effect.

A player may use no more than two flak guns in his force. This does not affect any other restrictions on guns and tanks etc.

The result of this rule is that flak guns can be present but not in such numbers as to make the game a "flak" game.

3. Assault rifles

These count as SMGs for the +1 in assault factors for defender and attacker.

The result of this rule is that Assault rifles are useful in close combat/assault.

4. Troops in Carriers/Vehicles.

Carrier=any vehicle carrying foot groups

Foot group= HMG, mortars, rifles, commanders, LMG, SMG etc.

The interaction between carriers and the foot groups in them can be confusing.

The following should clarify and at the same time prevent superhuman implausible combinations of move and fight whilst the opponent sits there and does nothing.

- A carrier can use its AP. The foot groups can use their AP. They both finish their turn in the same square. They bus up free of charge.
- A carrier starts a turn with bussed up groups in it. The bussed up groups get out and can then be motivated or use a residual AP. The carrier can roll for AP and then use them.
- A bussed up carrier can use its AP and de bus the foot groups at the end of its turn. The foot groups have no AP.
- Foot groups can be motivated and use their AP or residual AP and get to a carrier at the end of their turn. They bus up free of charge and the carrier has no AP that turn.
- A bussed up carrier can allow 2 groups to use 2AP of shooting from the carriers AP. Only the carrier rolls for AP. The foot groups can be de-bussed at the end of the carriers turn.

SO

The carrier and foot groups have their own AP and meet up at the end of the turn, bus-up and stop.

OR

The carrier has a full turn and de-busses the foot groups at the end of its turn and both stop.

OR

The carrier has no AP but the foot group de-busses and has a turn.

OR

The carrier de-busses at the turn start and both carrier and foot groups have a turn.

OR

Foot groups can shoot with 2AP from the carrier using the carriers AP. Then de-bus at the end of the turn.

5. Small arms at Softskin

Delete "-1 Rifles/LMG/Smg

This will mean that rifles etc can now destroy a vehicle if they roll a 6 after having hit the vehicle.

5/15/2009

Page 5

Veteran Battle Commander 2009

6. Pinning down towed Guns

Towed guns can be pinned whilst deployed. Guns cannot be pinned when they are being towed as the gun is included in tow's fate. A tow that loses a group from shooting is assumed to be destroyed as the group was the gun crew.

A deployed towed gun is pinned if

- 3 small arms hits given specifically to that gun (small arms hits can be directed at any specific deployed gun without the need of a choice dice).
- It has a mortar "pinned" result on the square it is in.
- If an off table pinned result is put upon the square.

Pinned towed guns lose 4 AP in the normal foot group way. Towed guns roll 2D6 for AP and will thus find it easier to remove pins. If a gun removes the pinned result it is only removed from that gun and no other base within the square.

This means that towed guns in a square might all become pinned together but must un-pin individually and do not un-pin any foot groups in the same square at the same time.

Opportunity Shooting for Pinned guns

Raw impossible to opportunity shoot whilst pinned

Average 6 needed when pinned

Veteran 5,6 needed when pinned

7. Victory Points P108ff

- All raw foot groups lost = 1VP (instead of 2 or 3 VP)
- Each unit that never arrived in any part =5VP per unit (instead of VPs per model)
- No infantry AT used =5VP all stances (instead of variable numbers of VP)
- Using 1941 or earlier army =5VP in all stances (instead of variable VPs)



8. Shooting through own Squares

Mortars can shoot through any square occupied by own or enemy forces.

Mortars can shoot through any partial or open square.

Vehicle=Undestroyed: -

- Tank
- Armoured car
- Softskins armed with heavier than MGs
- Towed gun

Vehicles do not have their line of fire affected by partial squares or foot groups.

Vehicles may also shoot through ONE Square containing ONE enemy or ONE friendly vehicle.

Vehicles (not with mgs) can shoot through any number of partial squares or a square occupied only by own or opponent's foot groups.

Destroyed vehicles, unarmed softskins and guns do not constitute any obstruction.

Immobilised vehicles and guns **do** constitute an obstruction.

Machine guns and small arms can shoot through one square occupied solely by enemy vehicles.



9. Flamethrowers Opportunity Shooting

Flamethrowers are NOT allowed opportunity shooting.

10. Arrivals

A unit which contains any carriers (i.e. trucks, personnel ½ tracks etc) must all arrive in those carriers. This means that players will need to line up the bases contained in a vehicle next to that vehicle.

5/15/2009

Page 6

Veteran Battle Commander 2009

11. Smoke

Smoke can be removed at the start of a player's turn. This cost no AP. Each square containing smoke is dice for. A score of 1, 2, and 3 indicates that the smoke remains. A score of 4, 5, and 6 indicates the smoke has been dispersed.

12. Road Moves

At the end of the road move the vehicle can alter its facing direction to 1 facing (out of the possible 8) to the left or right of the current road facing.

14. Morale Effect of dead Carriers

Foot units often have carriers to get them here and there. If a carrier is destroyed it counts as a dead foot base. This means it affects morale if destroyed.

Destroyed carriers can be cleared in the same way as dead foot bases.

Carriers do not count toward the break level.

Because carriers count as foot casualties they do not count as vehicle casualties.

15. Transports

Empty transports cannot hold objectives.

16. Pre 1941 armies

These must be accurately pre 1941 to gain the bonus. Additional players fielding a pre 1941 army must inform their opponent prior to the start of the game.

END