

# 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

6<sup>th</sup> bullet point.

“Vehicle mounted MGs have 360 arc for shooting.”

Add 7<sup>th</sup> 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, 4<sup>th</sup> 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

Smoke can be removed by either player at the START of each turn. 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 even if they are German.

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. (HMGs do get the normal +3 D6 per turn).

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 ½ 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)*

**Veteran Battle Commander 2008**

**5/15/2009**

**Page 1**

#### 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."

#### 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 shoot 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.

*(This means that all AFVs where a main gun effect has been paid for get a free LMG effect with 360' field of fire).* This includes flame tanks and mortar carriers as well as tanks assault guns etc. So, if you pay points for a main armament you get a 360' MG effect too.



#### Order of Setting up the Game

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

#### Reinforcements

Raw **infantry** 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 at least 4 from the present organisation. Units from a second company can be of a different quality than the first company. AFVs and guns that are not an integral part of the company can be of any quality.

#### Stance 1 Free arrival of Artillery Units

**Veteran Battle Commander 2008**

**5/15/2009**

**Page 2**

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 (unless all the previously motivated troops are dead?).



### **Arrival of Reinforcements**

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. **(This means they will get a chance of opportunity fire on adjacent enemy forces before they can be fired on themselves)**

## **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.

**Veteran Battle Commander 2008**

**5/15/2009**

**Page 3**

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.

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.

Clarify Grant and Lee discrepancies on points, same tanks same guns, cost more for the yanks

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

## 1. Attacker/Defender

### Method

**Each player rolls a number of dice. Each 4,5,6 is a success.**

2. The player with the higher number of successes is the attacker. The player with the lower number of successes is the defender.

In the event of a draw both players re-roll all their dice.

3. Either player can re-roll all of his dice (only once) but will need 5,6 for each success (instead of the normal 4,5,6). Any player that chooses to re-roll must accept the new score. Any player that re-rolls must allow his opponent to **also** re-roll. BUT both players must decide whether to re-roll or not **before** they see the result of the opponent's re-roll.

## **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 Softskins**

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.

## **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 squares 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.

**Veteran Battle Commander 2008**

**5/15/2009**

**Page 7**



## **9. Flamethrowers Opportunity Shooting**

Flamethrowers are NOT allowed opportunity shooting.

(They are only allowed “Here they come” fire using their 2AP and like other stands with AT capacity, may target vehicles or infantry. Note that pinned troops with 1AP may not fire.)

## **10. Arrivals**

A unit which contains any carriers (ie trucks, personnel  $\frac{1}{2}$  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.

## **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 1,2,3 indicates that the smoke remains. A score of 4,5,6 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.

## **13. 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.

## **14. AP**

All squares have a residual 1AP even if they rolled for AP and lost them all.

## **15. Other thoughts**

Smoke cannot be shot by unmotivated squares.

**Competition PBI**

**Veteran Battle Commander 2008**

**5/15/2009**

**Page 8**

## Reconnaissance quick start

**This is designed for player's with a limited amount of time. It is all based on a "sudden death" type principal. But it is quick!**

RFCM team 2008

Stance	Initial number of Dice	Expected successes	Modifiers	
<b>Dug In</b>	<b>8</b>	4	German EW Airborne (unless any raw) OR 17+ vet bases in company	+1
<b>Defence</b>	<b>11</b>	5.5		
<b>Responsive Attacker</b>	<b>14</b>	7	EW Dutch, Russian, Belgian, French (unless vets as above in which case ignore -1)	-1
	<b>16</b>	8		
<b>All out Attack</b>	<b>20</b>	10		

### Method

**Each player rolls a number of dice. Each 4,5,6 is a success.**

2. The player with the higher number of successes is the attacker. The player with the lower number of successes is the defender.

In the event of a draw both players re-roll all their dice.

3. Either player can re-roll all of his dice (only once) but will need 5,6 for each success (instead of the normal 4,5,6). Any player that chooses to re-roll must accept the new score. Any player that re-rolls must allow his opponent to **also** re-roll. BUT both players must decide whether to re-roll or not **before** they see the result of the opponent's re-roll.

### Results

**Number of units off table as Reinforcements**

Difference	Defender off table reinforcement units	Attacker off table reinforcement units
<b>1</b>	1	1
<b>2-3</b>	2	1
<b>4-5</b>	3	1
<b>6+</b>	4	1
Defender always has a minimum of 1 unit on. Attacker always has 1 unit off.	Assets and restrictions as per main rules (mines etc..) Emergency reinforcements still allowed if only 1 unit on table.	

END