
BLITZKRIEG COMMANDER

Fast-Play Tabletop Wargame Rules For Combined-Arms Operations, 1936-45

Converting Orders of Battle

Introduction

There are several rule systems on the market that are set at a similar level of play as Blitzkrieg Commander and the orders of battle (OOBs) from these systems can easily be converted for use with Blitzkrieg Commander, whether they be TO&Es or orders of battle for historical scenarios.

Spearhead

Aimed at the Divisional level, these can be used for multi-player games with each player taking command of a battlegroup. Each item listed in a Spearhead OOB is a stand, so conversion is easy. Support battalions would typically be split-up and allocated to the combat formations, such as tank and infantry regiments, rather than fielded independently with their own HQs.

Command Decision

These OOBs can be used as they are in Blitzkrieg Commander, with the exception of command stands or command tanks. In these cases, use an ordinary stand in Blitzkrieg Commander - these should not be replaced with HQs. As Command Decision OOBs are slightly more detailed, headquarters can be reduced to single HQ stands in Blitzkrieg Commander and the overall headquarters will be one CO stand. For example, a Division Headquarters in Command Decision typically comprises a command stand, a couple of transport stands, a radio vehicle stand and a recce stand. This will result in one CO stand in Blitzkrieg Commander. In addition, artillery regiments will not need their Headquarters to be represented in the game nor any transport stands or separate gun crew stands.

Kampfgruppe Commander

These OOBs can be used as they are in Blitzkrieg Commander.

Battlefront:WWII

Scaled at one stand representing a squad of infantry and one vehicle representing 2-3 vehicles, Battlefront:WWII OOBs can be used as they are in Blitzkrieg Commander.

Rapid Fire

These OOBs are reasonably straight-forward in that each tank, gun and support weapon converts to a single stand in Blitzkrieg Commander. Infantry companies are listed as a number of figures. The easiest way to convert these is to use three or four platoons per company irrespective of the number of figures listed. See *Infantry Organisation* in the downloads section of the web site for the number of platoons fielded per company by each nation during World War Two. Add one infantry upgrade to each platoon when these are specified in the OOB.. The command structure converts easily enough: the Regimental HQ will be the CO and each Battalion HQ will be an HQ. OP Teams will be FAO.

Flames of War

OOBs for Flames of War can be used as they are, although you will have some stands left-over.