FLAMES OF
WAR

THE WORLD WAR II MINIATURES GAME

MIKE'S SOVIET ARMY

TANKOVAYA BATALJON

HQ Platoon
1x T-34   85 Points

Combat Company
7x T-34   595 Points

Combat Company
3x KV-1e   315 Points

Motostrelkovaya Company
2x Platoons   220 Points
Add HMG team   20 Points
Add Komissar team   5 Points

Assault Gun Company
4x SU-76   260 Points

Total: **1500 Points**

FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

FLAMES OF WAR®
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THE WORLD WAR II MINIATURES GAME

The Times

1st SEPTEMBER 1939

THIS MEANS WAR!

GREAT BRITAIN

SOVIET UNION

Kursk

Dieppe

GERMANY

Stalingrad

FRANCE

ITALY

Salerno

Sicily

TUNISIA

Kasserine Pass

El Alamein

EGYPT

For years dark storm clouds of war have been gathering on the horizon of Europe. The people of Germany, disgruntled by past indignities inflicted upon their country, are determined to regain the power and status of their proud nation.

The German army, secretly rebuilt over many years, stands poised to conquer an unsuspecting Europe.

On September 1, 1939, the storm of war is unleashed as German troops invade Poland without a declaration of war. Poland's allies—France, Great Britain and the nations of the mighty British Commonwealth—declare war on Germany within days of the invasion. It is the opening act in the greatest conflagration in the history of human conflict.

EARLY WAR (1939-1941)

1939: The Polish army is outnumbered and outgunned, but they fight with a fury born of desperation. The German Wehrmacht uses its Blitzkrieg tactics combining Panzer tanks, infantry, and airpower into a lightning-fast strike that penetrates deep behind enemy lines.

Sixteen days after the German invasion, the Polish position becomes hopeless as the Soviet Union invades Poland from the opposite direction. Caught between these two fires, the Polish army is burned to ashes and the last remnant of the heroic resistance is crushed by October 6.

A period of deathly quiet now settles over Europe as the mighty armies of Germany, France and Britain face off in the Phoney War. While France and Britain desperately strive to mobilize their unprepared armies, Germany plans her next conquests.
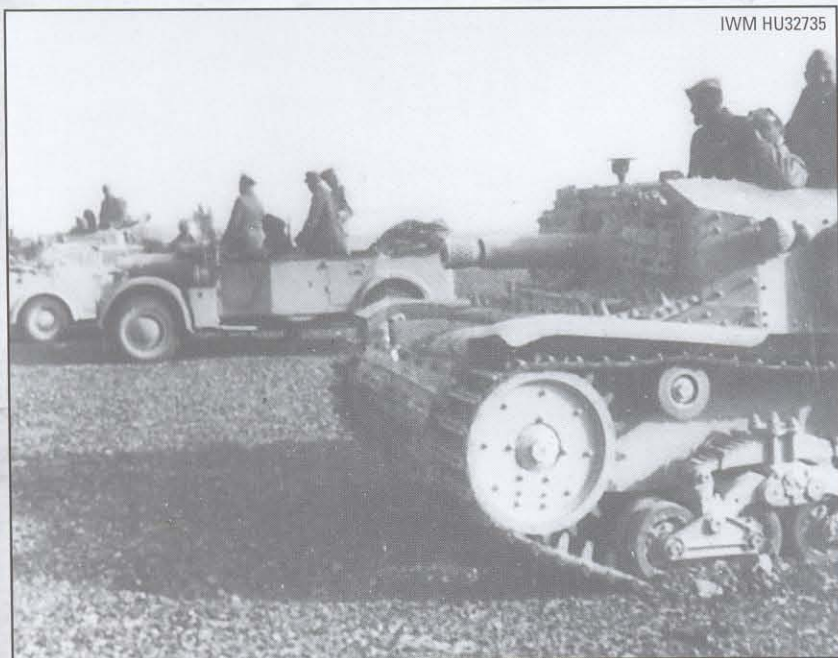
Rommel's German and Italian troops throw the British back into Egypt.

what looks like yet another successful Blitzkrieg campaign. The Soviets use their vast country to retreat as defeat follows defeat. Soviet casualties are horrific as they throw innumerable untrained conscripts before the path of the Wehrmacht juggernaut. With the aid of 'General Winter', the Russians hold on.

December 7 is truly a day that will live in infamy. Without warning Japanese aircraft attack the United States fleet at Pearl Harbour, leaving a scene of destruction and disbelief.

The next day Japan declares war on the United States, followed two days later by Germany and Italy.

With the United States involved, and the spread of the war in Asia and the Pacific, the war is now a truly global conflict.

MID-WAR (1942-1943)

1942: The year opens with the Axis powers seemingly poised on the edge of total victory. The German advance in Russia gains momentum and the Wehrmacht sweeps into the Caucasus, thrusting towards the strategic Soviet city of Stalingrad. A bitter house-to-house struggle is fought over every street. In these horrendous conditions, legions of German and Soviet troops are consumed by this vicious meat-grinder battle. Altogether, the Soviets lose half a million men and women in the defence of Stalingrad.

Despite the phenomenal cost, the Soviet troops hold out against the power of the Wehrmacht. They turn

1940: In a devastating surprise attack on April 9, Germany quickly overruns Denmark and Norway. With barely a pause, the German war-machine smashes into Belgium and Holland. The French and British armies rush to their aid.

The trap is sprung as a new German attack falls upon a lightly defended sector of the French line cutting off the French and British armies. Caught between the encircling jaws of the German advance, British troops narrowly escape capture, fleeing back to Britain from the French port of Dunkirk. French troops resist bravely but their army proves to be no match for the speed of the German offensive. Italy joins its Axis partner, Germany, for the kill. France surrenders on June 22.

Britain now stands alone against Germany, protected only by the English Channel. The Battle of Britain ensues as the German Luftwaffe endeavours to bomb Britain into submission. Britain, protected by 'the few', remains defiant.

The overwhelming tidal wave of war reaches the shores of North Africa on December 9. British and Italian armies clash, with the Italian invasion of Egypt driven back into Libya in disarray.

Despite this setback, the year has seen Germany stun the world and conquer much of Europe.

1941: The arrival of German reinforcements under the brilliant General Rommel restores the situation in North Africa for the Axis. Now it is the British turn to be thrown back to Egypt. A seesaw campaign ensues amongst the trackless desert sands with the German and Italian Afrika Korps trading blows with larger British forces.

On June 22, the war takes a dramatic turn as the Germans launch Operation Barbarossa, a massive invasion of the Soviet Union. The unprepared Soviet armies are slaughtered en masse in

Valiant Soviet soldiers defend the vital Mamayev Kurgen hill in the bitter defence of Stalingrad.

The German Afrika Korps is smashed by the British 8th Army in the Battle of El Alamein.

the tables late in the year when Soviet forces outside Stalingrad counter-attack, encircling the city, trapping the entire German 6th Army inside.

After a brilliant campaign, General Rommel stands on the verge of conquering the ancient land of Egypt. His hopes are crushed as the Afrika Korps is smashed by British assaults in the 2nd Battle of El Alamein in October—the shattered remnants of the once proud Afrika Korps begin their final retreat back to Libya.

As the US flexes her mighty industrial muscle—essential supplies of tanks and guns begin to flood to the aid of her allies Britain and the Soviet Union.

By November 8, the US army is ready for battle and in Operation Torch, lands in North Africa.

For the Axis, the year that had begun so promisingly has ended in disappointment and disaster. The start of 1943 brings no respite.

1943: Germany suffers the biggest military disaster in her history—the 6th Army, trapped in Stalingrad, is starved into surrender with the loss of 200,000 men. The Soviet army follows up its success with a punishing offensive, driving the Wehrmacht back and retaking lost territory. The Germans fall back, step by step, contesting every inch of ground.

The raw US troops suffer a bloody defeat in their first encounter with the veteran Afrika Korps at Kasserine Pass. They learn from their mistakes and quickly develop into experienced soldiers. After a long struggle, British and American troops crush the last Axis resistance in North Africa on May 12, costing the Germans and Italians a further 250,000 soldiers.

German High Command (Oberkommando der Wehrmacht or OKW) plans a counter-offensive to restore the situation in the East. On July 7, the offensive is launched at Kursk, but it is too late. The Soviet

US troops storming ashore on D-Day.

army is well prepared to meet it. Amidst a titanic clash of armour, the finest troops in the Wehrmacht are ground to dust and the attack is halted. Casualties are heavy on both sides, but the Soviets can afford to replace them, the Germans are running out of men. Once again, the Soviet army launches a devastating counter-attack retaking much of their lost territory.

On July 10, the British and US forces invade Sicily and then, on September 9, they invade Italy at Salerno. The Italian government surrenders, but the German occupation forces fight on.

The Allied troops make slow headway against powerful, determined resistance and are halted before the formidable German defences of the Gustav Line and at Monte Cassino.

By the end of the year, it is clear that the tide has turned. Germany is on the defensive everywhere.

LATE-WAR (1944-1945)
1944: The situation is far from lost. OKW plans a waiting game. Hold on in the East and destroy the expected US and British invasion of France, before smashing the Soviet army with the full power of the Wehrmacht.

The long-awaited Allied invasion finally comes on D-Day, June 6. US and British forces quickly establish a secure bridgehead in Normandy despite furious German resistance. This is a major blow to the German plan, but things only get worse.

German anti-tank gunners desperately try to halt the Allied advances

This is a major blow to the German plan, but things only get worse. Operation Bagration, a massive Soviet offensive, begins on June 22.

The Russian attack is skilfully managed. The German Army Group Centre is thrown back in disarray and then smashed utterly—a 250-mile wide hole is ripped in the German lines costing them another 350,000 men.

In France, after repulsing Allied attacks for two months, the German defenders buckle under the strain of facing such great odds. The retreating German forces lose a further 100,000 men in the Falaise pocket.

These twin disasters far eclipse those of the previous year—hundreds of thousands of men and countless tanks and guns have been lost in these crushing defeats, but this time there is little left to replace them. Through a miracle of organisation, the German High Command reconstructs their shattered armies and the Allied advances in the East and West are halted on the German border after bitter fighting.

In a last throw of the dice, the Germans scrape together yet another Panzer army to launch a surprise attack westward in the depths of winter. The offensive beginning on December 16 catches the US army flat-footed. Known as the 'Battle of the Bulge', attempts to replicate the success the Wehrmacht enjoyed four years earlier over the same terrain, but fails against a vastly superior opponent. The advance does not last, US paratroopers hold firm in the town of Bastogne, and the German offensive grinds to a halt amidst a shortage of fuel for the powerful German Panzers.

The defeat of Germany is now only a matter of time, but the German leadership will not accept the inevitable and refuses to surrender.

1945: As winter gives way to spring, Soviet troops fight their way through Germany, exacting a horrible revenge upon the nation for the destruction German forces had inflicted upon Russia. On March 24, British and US troops launch a successful amphibious crossing of the Rhine River, and enter Germany from the west. German resistance is ferocious, but fragmented and ill coordinated.

On April 16, the Soviet army begins the last major battle in the war against Germany. The Soviet army captures the German capital, Berlin, on May 2, despite fanatical resistance from the German defenders.

On May 8, Germany surrenders. On August 14, Japan surrenders.

After six years of struggle, the Second World War is over.

Soviet soldiers celebrate the capture of Berlin and the end of the war.

CONTENTS

FLAMES OF WAR

The Second World War raged from 1939 to 1945 and was by far the biggest conflict in human history. No corner of our world remained untouched by the ravages of war, with titanic battles raging over the green fields of Europe, the swirling deserts of Africa, the unforgiving snows of Russia and the steamy jungles of Asia. Amidst a catastrophic human toll, it was a war that united nations and divided people, and a war that dictated the shape of the world that we live in today.

Flames of War is a game that allows you to recreate the battles of World War II using miniature figurines, and so experience the war from the point of view of a front-line company commander.

Your miniature troops will move about the tabletop battlefield, taking cover from enemy fire and then blasting back in return. Sometimes they will perform acts of heroism that will win you the day, and sometimes they will abandon you as soon as the going gets tough. But by using the sort of tactics and cunning that a real-life commander would, you and your miniature soldiers will fight their way to victory after victory!

Flames of War is divided into six parts to give you all you need to prepare your miniatures for battle, organise your army, fight battles, and complete exciting missions, with commander's reference sheets to help your battles run smoothly and according to plan.

THE COLOUR SECTION

Showcases Battlefront miniatures and terrain used to fight a *Flames Of War* battle. Our expert painters have painted these miniatures to help you when the time comes to camouflage your own army for the coming battle.

THE PAINTING GUIDE

Teaches you the secrets to painting your miniatures and gets you well on the way to recruiting your own army.

THE TERRAIN GUIDE

Gives you some ideas for painting Battlefront scenery and making your own terrain (like hills, towns, forests, rivers, or anything really!) for your battlefield.

One of the exciting things about *Flames of War* is that you make your own playing surface or battlefield for each game. So not only can it look awesome but it also means the game is different every single time!

THE RULES OF ENGAGEMENT

Are the game rules that allow you to fight your own World War II miniatures games. The rules cover everything you need to fight battles with tanks, infantry, artillery, and even aircraft. In the rules you will find sections describing:

- How you move your miniatures on the battlefield.

- How all the different types of miniature troops and weapons work.

- How your weapons wipe the enemy army from the battlefield.

- How infantry make assaults and drive the enemy forces off at bayonet point.

- How casualties can make the enemy run off, even if your opponent doesn't want them to!

- How to mercilessly bombard the enemy with your long-range artillery.

- How your aircraft can save the day by bombing and strafing key enemy targets.

- The *Intelligence Briefings* are where you go to find out all about your army, and the armies of your opponents. There are Intelligence Briefings for the:

  - US,
  - German,
  - British,
  - Soviet, and
  - Italian armies.

Each Intelligence Briefing tells you everything that you need to know to build and lead your own company.

It describes the vehicles, weapons, and equipment of your army as well as how they should be organised. Each briefing also gives a sample force to show you how to create an army, and some ideas for tactics that will help your force to victory. Special rules for each army mean that your force will act just like their real-life counterparts, which is usually, but not always a good thing!

THE COMBAT MISSIONS

Offers two missions for your forces to complete. The missions tell you how to set up the battlefield, what your objectives are, and how to tell who won or lost.

THE REFERENCE SECTION

Has the designer's notes, a quick start example to get you going, and loads of useful reference charts to speed up your battles.

- The best way of using the reference sheets is to photocopy the Rules Reference Sheet onto one side of a page and your army's Intelligence Briefing on the other side.

- You can also photocopy the Order Of Battle page and use it to record your company's details for each battle.

- Finally, the Beginner's Colour Guide suggests the best paint colours for your army in five popular paint ranges. Pin a copy on the wall in your painting area.

So what are you waiting for? Your army needs you at the front-line now! Start recruiting your force and learn how to command them in battle—the war won't win itself!
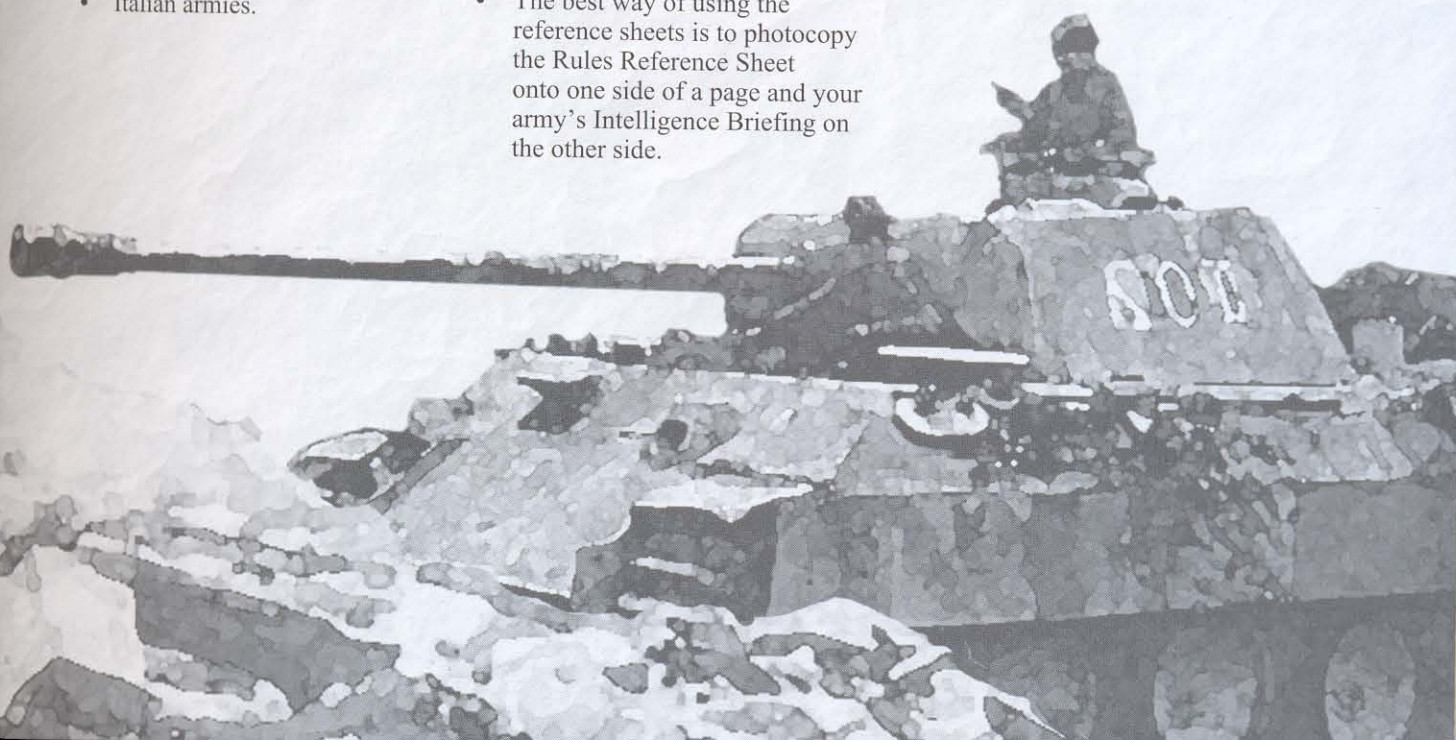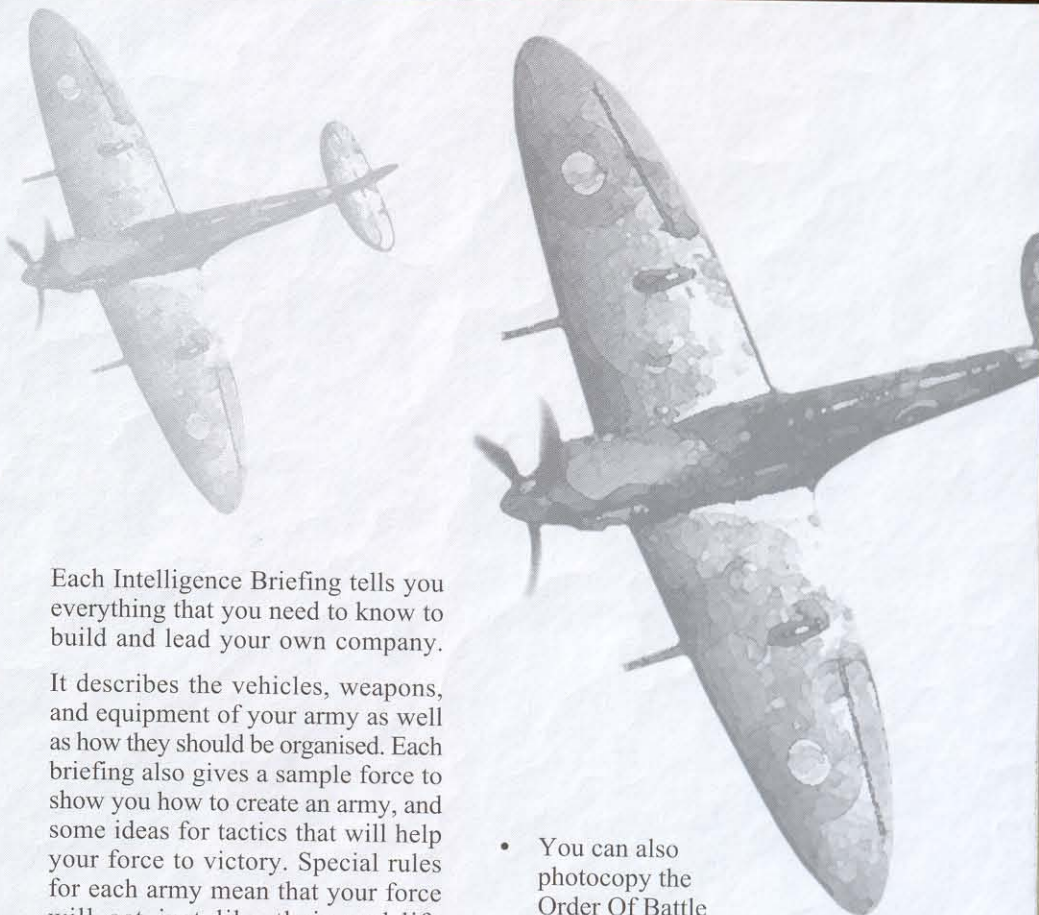
INTRODUCTION

MEASURING DISTANCES

During your battles, you will need to measure distances. A commander needs to know important information like how far troops can travel in a turn and how far they can shoot. You may measure distances on the battlefield any time you want to.

It is best to measure these important distances with an expanding tape measure or a dressmaker's tape. But a simple ruler will do if you don't have anything else.

Flames of War gives game measurements in both inches (Imperial) and centimetres (metric). Decide on which system you are using before the game begins —you must use one of these two systems, not both. Use the system you are most familiar with.

DICE ROLLS

In a *Flames of War* battle there are many things that the commander cannot control. For example, the commander cannot make sure his tank crews hit the target every time they fire. That's up to things like the skill of your tank crews and how easy the target is to hit plus a bit of luck.

WHAT DO YOU NEED ?

To play Flames Of War you need:

- ***Rules and an Army***
  - **Flames of War rulebook**
  - **Some Flames of War miniatures**

- ***An Opponent***
  - **Two or more players**

- ***A Battlefield***
  - **A flat space to play on**
  - **A base cloth**
  - **Some model terrain**

- ***Tape Measure and Dice***
  - **A tape measure or long ruler**
  - **Some 6-sided dice**

Dice rolls are used to simulate the actions of the miniature people under the commander's control.

People sometimes do heroic things, or really dumb things—you can never tell in advance. This unpredictability is shown up in the dice rolls. It also makes things a lot more fun!

Dice rolls do not make the battle a totally random affair though. All the things that would give the commander success in real life are found on the *Flames of War* battlefield. Skilled, courageous troops hiding in cover and armed with powerful weapons are always going to beat poorly trained, lightly armed new recruits.

When the rules say to roll a die, they give a number that you must equal or exceed, for example, 3+ (a roll of 3, 4, 5, or 6 means success), or 5+ (a roll of 5 or 6 means success). Any roll lower than the number means the attempt has failed. Better luck next time.

If the score needed is 'Automatic' instead of a number, then the attempt succeeds every time without rolling.

In some cases, such as shooting at partly concealed targets, the number needed for success will be modified.

Add +1 to the required score for each of the modifiers that apply at the time. For instance, if you normally need a 3+ to hit the enemy, but the target was both (a) at long range and (b) concealed in a wood, the required score on each die would go up to 5+.

If the score needed ever goes above 6 then the attempt will automatically fail.

If the rules require you to roll more than one dice, treat each roll as a separate success or failure.

Flames Of War uses the normal six-sided dice that you can buy from any hobby or toy store. It's better to have at least half-a-dozen dice. You'll find out why when your infantry are blasting away and you have to roll 20-something dice each turn!
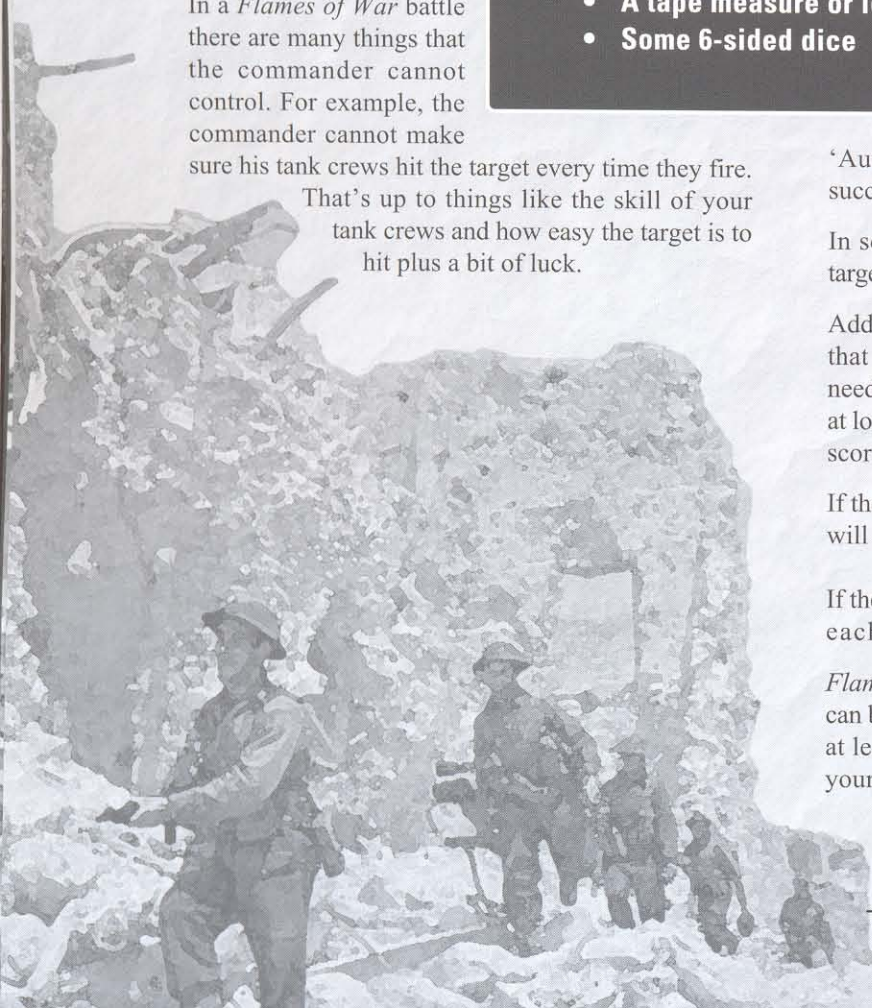
...LIBYA 1942...

As dusk falls, Corporal John Delaney's Valentine tank rumbles into camp. Last in, it parks next to the rest of C Squadron. As the engine stops, the crew climb out. Over the tick-tick of the cooling engine, Delaney hears the squeal of tracks. "That's odd," he notes, "I thought we were rear-guard."

The latecomers loom in the darkness. From the Valentine's turret, Malloy, the gunner, watches. "Hey Corp," he calls, "I don't think they're ours…" His words interrupted by brilliant muzzle flashes as the advancing German Panzers open fire. A neighbouring tank, hit broadside, explodes with a deafening roar, the turret spinning through the air.

The Valentine's engine grinds back to life as Malloy slams the breech closed on a two-pound armour-piercing shot. Delaney scrambles back into the turret, breathless. "Traverse left! Target, ten yards! Fire!" Delaney orders. Another explosion rocks the tank as the two-pounder gun barks, tearing off the lead Panzer's track, slewing it around. "Holy Mother of God," mutters Malloy, swinging the gun back on target. The second shot hits square, punches clean through the thin side armour, shooting a pillar of flame from the Panzer's hatch. At this range, the two-pounder is more than a match for any Panzer.

A shot glances off the front of the turret. "Traverse right!" Delaney shouts over the din. "Target, fifteen yards! Fire!" The shot screams, tearing a gouge below the Panzer's visor. The Panzer's gun swings round towards them. Somewhere in the dark, another Valentine fires, puts a round through the Panzer.

By the lurid light of burning tanks, the last of the Panzers suddenly turn away. "They're retreating," Delaney shouts, "After them!" As the Valentine sweeps through the smoke, Malloy fires again as the Panzers vanish back into the night.

RE-ROLLS

In some situations, where your first roll fails, you may be allowed a re-roll. A re-roll is just what the name says—you get to ignore the first failed attempt and roll the dice again. The score on the second dice roll is what counts. You never get more than one re-roll per situation.

The rules tell you when you're allowed a re-roll and they only occur in special situations. For example, an officer might use all his leadership skills to motivate frightened troops to keep fighting when all seems lost.

DISAGREEMENTS

Lots of things can happen in a war, some of them can be a bit strange or unexpected.

So naturally the *Flames of War* rulebook may not cover every possible situation that can occur in your battles. If something unexpected happens, talk with the other players and try to come up with a good interpretation of what would happen.

Battlefield commanders should be able think on their feet and create solutions to problems.

Your miniature troops are relying on you to be innovative and keep the battle going, they don't want to be standing around waiting for orders while you debate with the other commanders about what would happen!

If you can't come to an agreement quickly just roll a die:

- If you roll 4, 5, or 6, use your interpretation for the rest of the game.
- A roll of 1, 2, or 3, means that you have to accept your opponent's opinion of the rules and follow them until the game is finished.

After the game, when you have more time for discussion without holding up the battle, sit down and agree how you'll handle the situation in the future.

If you still aren't sure, you can always check out *www.FlamesOfWar.com* and ask other players how they would have handled the problem.

TEAMS

A real life soldier almost never fights alone. Soldiers are trained to operate as a team, and it is this teamwork that gives them the edge over the other guy and keeps them alive. The exploits of individuals may make the headlines back home, but the mass of other soldiers operating in lean, mean teams win the battles 99% of the time.

A combat team or gun crew that has been together for a while has become so close-knit that all the soldiers in it function as part of a single entity in combat, even without thinking about it.

In a *Flames of War* battle the miniature soldiers also operate in teams and are mounted together on a common base to represent this. There are four main types of teams in the game:

- Tanks,
- Infantry,
- Guns, and
- Transport.

TANK TEAMS

A tank team is a single vehicle miniature. The tank is designed to win battles by using its speed and power to crush all enemies who try to resist.

Tank teams are divided into classes based on how mobile they are.

Fully-tracked
Fully-tracked tank teams are battle tanks mounting a powerful cannon for destroying enemy tanks, and carry several machine-guns for destroying infantry that get too close. For their own defence they are protected by thick armour.

Half-tracked
Half-tracked tank teams are smaller, lighter vehicles and include half-tracks, tankettes, and some highly mobile armoured cars.

Wheeled
Wheeled tank teams are armoured cars and armed trucks, which don't have the mobility of tracked vehicles. Vehicles of this class are often used for reconnaissance patrols as the eyes of the army.

INFANTRY TEAMS

An Infantry team consists of two to six miniatures. Every army includes infantry because they can go anywhere and do anything. To increase their speed infantry may ride in transport vehicles.

Infantry
Infantry are armed with rifles, light machine-guns, hand grenades and other light weapons. Moving on foot they lack the speed of vehicles but can take on any opponent on the battlefield.

Infantry are also really good at defending and holding on to terrain, especially when dug-in.

Cavalry
These are infantry that use horses to get to the fighting. Cavalry generally don't fight from horseback these days, but dismount to fight on foot.

Pioneers
Pioneers (sometimes called sappers or combat engineers) are infantry that have extra training in how to blow things up, clear minefields and set up field defences like barbed wire.

When not using their special training, Pioneers fight as normal infantry.

GUN TEAMS

These teams operate heavier weapons such as mortars, anti-tank guns, and heavy artillery.

They are there to provide specialised fire support to the infantry teams, either by throwing high-explosive shells at enemy infantry, or high velocity steel shot at enemy tanks.

The team is made up of both the crew and the weapon, and one is useless without the other. Because of this the gun and its crew are usually based together.

Anti-tank Guns
Teams operating these weapons use high velocity rounds to smash enemy tanks. When there are no tanks about, most anti-tank guns can also fire explosive shells at infantry and other troops.

Artillery
These guns and howitzers shell the enemy with big high-explosive shells. They often fire at targets they can't even see by having the location of the enemy radioed back to them by front line troops. Sometimes they are also useful for shooting at tanks in the same way as specialised anti-tank guns.

Mortars

Mortars are basically simple tubes that throw high-explosive bombs high into the air—to drop upon the enemy from a steep angle. Mortars can never be aimed to fire directly at the enemy, but always bombard an area where they think the enemy is.

Salvo Rocket Launchers

These launchers fire up to sixty rockets each and saturate the target area with a hail of fire. They aren't very accurate but the sheer volume of their firepower can be utterly devastating. Like mortars, salvo rocket launchers can only bombard a target area rather than firing at a specific target.

Anti-aircraft Guns:

Anti-aircraft guns help keep enemy aircraft at bay and allow the troops to concentrate on the fight without always looking over their shoulders. Some high-velocity anti-aircraft guns like the famous German '88' also make great anti-tank guns.

TRANSPORT TEAMS

A transport team is a single vehicle miniature. Transport teams are usually unarmed because their job is to get guns and men to the places where the fighting is most intense, not to fight themselves. Transport vehicles are also used to haul big and heavy guns to their firing positions.

Transports are divided into several types based on how mobile they are.

Jeeps

Jeeps and motorcycles carry officers to where they need to be to command their troops, and small special purpose teams to critical points in the battle.

Half-tracked

Half-tracked transport teams give better overall mobility than having just wheels. This category of transport includes many types that have light armour protection to enable them to get closer to the action before dropping off their cargo.

Wheeled

Wheeled transport teams like trucks are solid, reliable and dependable. They haul lots of troops for very little cost. They're not that fast cross-country and so prefer to stick to roads if they can.

Fully-tracked

Fully-tracked transport teams are usually heavy vehicles deigned to tow large guns. Sometimes they are military versions of civilian tractors or converted from old tanks.

Wagons

Motorised vehicles like trucks are expensive to produce. Many armies still use horse-drawn wagons to move troops and supplies. They don't move very fast, but they get the job done.

IWM HU73701

Mortars operate well forward with the infantry, providing rapid artillery support.

BASING YOUR MINIATURES

All of the miniatures making up each infantry or gun team are mounted on a single base. This makes them far easier to move and keep track of. Some people like to base their vehicles as well, but this is not necessary.

The standard base sizes are as follows:

- Small teams of two or three miniatures: $1^1/_4$"/32mm wide by 1"/25mm deep.

- Large teams of four to six miniatures: 2"/50mm wide by $1^1/_4$"/32mm deep.

- Gun teams with small guns: $1^1/_4$"/32mm wide by 2"/50mm deep.

- Gun teams with large guns: 2"/50mm wide by $2^1/_2$"/65mm deep.

Bases also allow you to enhance the appearance of your miniatures by creating small dioramas.

The basic unit in World War II and in *Flames of War* is the platoon. This is a group of 20 to 50 soldiers or two to five tanks, led by a junior officer. The platoon is a tight knit unit, everyone knows the other guys well and they're all willing to lay down their lives to protect each other.

Two to four platoons are grouped to form a company of one to two hundred soldiers or ten to twenty tanks.

In *Flames Of War*, a platoon is a group of three to twelve teams commanded by a command team. Platoons operate as a single unit and the teams stick close to each other when they fight. Not every team in the platoon has to be the same. An infantry platoon might include mortar and Bazooka teams as well as rifle and machine-gun teams. It might even include armoured half-tracks.

In a *Flames of War* battle, your force normally forms a single company.

COMMAND TEAMS

Soldiers need leadership. An army that allowed each individual trooper or team to make their own decisions wouldn't last long! In *Flames of War*, leadership is provided by command teams made up of an officer and their assistants, messengers and signallers. There are three types of commanders

- Company command teams,
- 2iC command teams, and
- Platoon command teams.

Real soldiers only act on orders from their officers. In a *Flames of War* battle your troops also need orders from the commander to act. This is explained in more detail later.

A command team is just like a normal team when in combat, so the command team will fight alongside the rest of your troops when it needs to. A command rifle team will fight just like a normal rifle team and a tank will work the same way in battle whether they have an officer in them or not.

It's a good idea to make your command teams look a bit differently from the other teams in their unit, so you can spot them easily. For example, you could do this by having a figure of an officer gesturing to the sergeant as he explains his orders. A tank command team might be the tank with the tank commander figure waving the unit

forward. To be doubly sure, you can mark the underside of the command team's base.

Company Command Teams

Company command teams represent you as the gamer. You are normally a senior officer, usually a *Captain* (US), *Major* (British), *Hauptmann* (German), *Kapitan* (Russia) or *Capitano* (Italian). The Company Command team is responsible for directing the various platoons in battle, and making sure they have all the heavy weapons support to do their job.

2iC Command Teams

There is usually a *2iC* (second in command) team for every company commander. The 2iC assists the company commander and may take over from a platoon commander if the platoon commander is killed.

Platoon Command Teams

Platoon command teams are led by a junior officer, called a *Lieutenant* in the US Army. Other armies have different names for the same position, e.g. *Leutnant* (German), *Subaltern* (British), *Leitenant* (Russian), or *Tenete* (Italian).

The platoon commanders have a very dangerous job to do as they are right in the thick of the fighting and must provide an example of bravery and fearlessness to their soldiers.

Command Transport Teams

Command Transport teams (e.g. command jeeps) count as Tank teams rather than Transport teams to reflect the leadership of the officer. This allows them to take an active part in the battle like a tank, rather than cowering in the rear like a truck.

IWM HU5138

Without the courageous leadership of officers, nothing happens.

DIEPPE

Canadian troops raid the French port of Dieppe.
—Operation Jubilee, 19th August 1942.

Canadian Churchill III tanks.

German Grenadiers.

Charge!

EL ALAMEIN

The British 8th Army defeats Germany's Afrika Korps.
—Operation Lightfoot and Supercharge, 23rd October 1942.

British 25 pdr guns.

British Sherman II tanks.

General Montgomery.
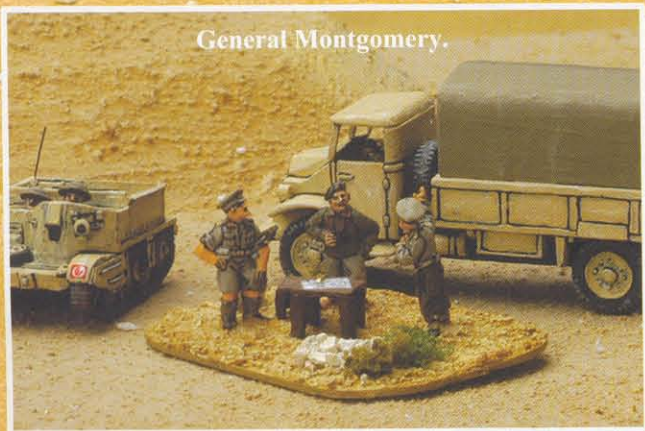
British 8th Army Rifle platoon supported by Universal Carriers and 'Honey' tanks.

German 8.8cm FlaK36 dual purpose anti-aircraft/anti-tank gun.

German Panzer II F tanks with a motorcycle combination.

General Major Rommel and Mammut, his captured command vehicle.
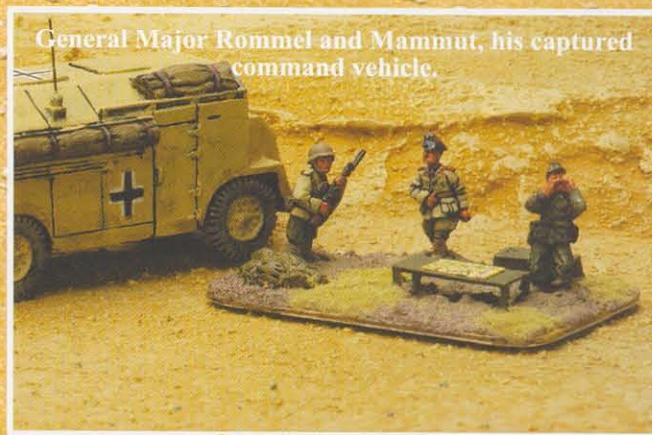
KHARKOV

Four enormous clashes took place for the city of Kharkov.
—Third battle of Knarkov, March 1943.

German Panzerknackers ambush Soviet T-34 obr 1942 tanks.
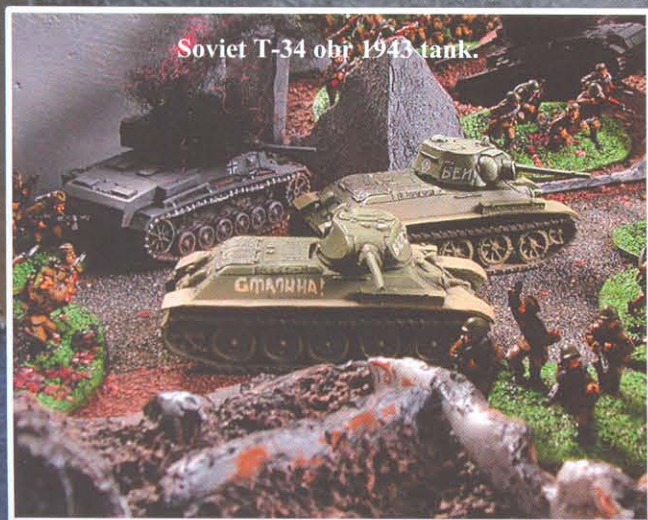
Soviet T-34 obr 1943 tank.
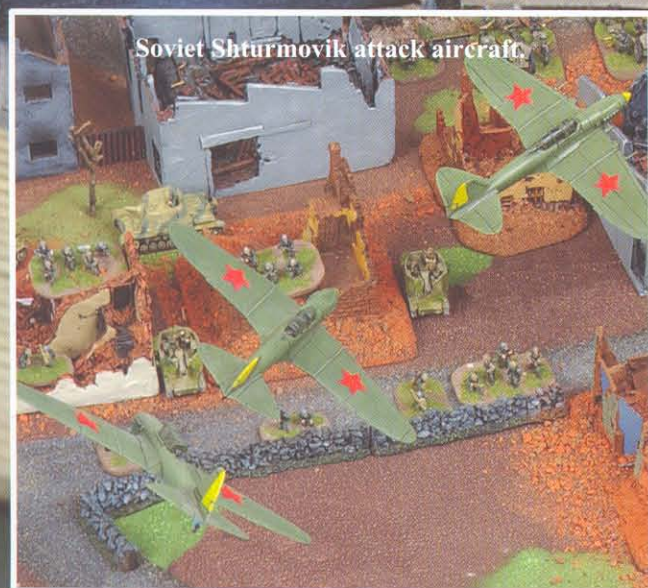
Soviet Shturmovik attack aircraft.

German 10.5cm leFH18 howitzer.

Soviet SU-76 assault gun.

Surprise!
German Grenadier's and Soviet Strelkovaya.
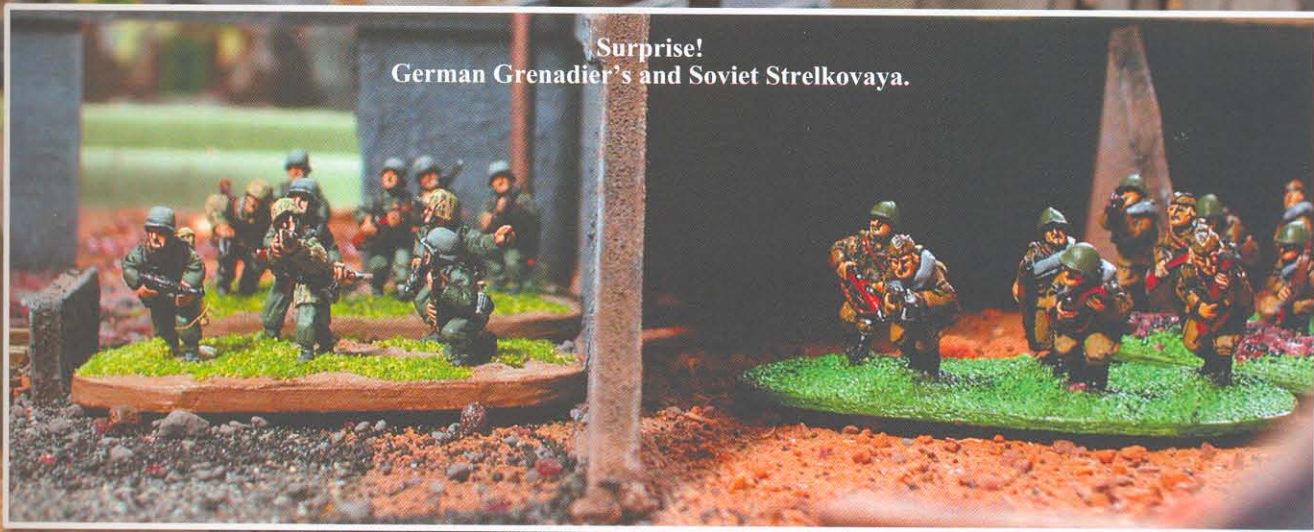
German horse-drawn 15cm sIG 33 guns.
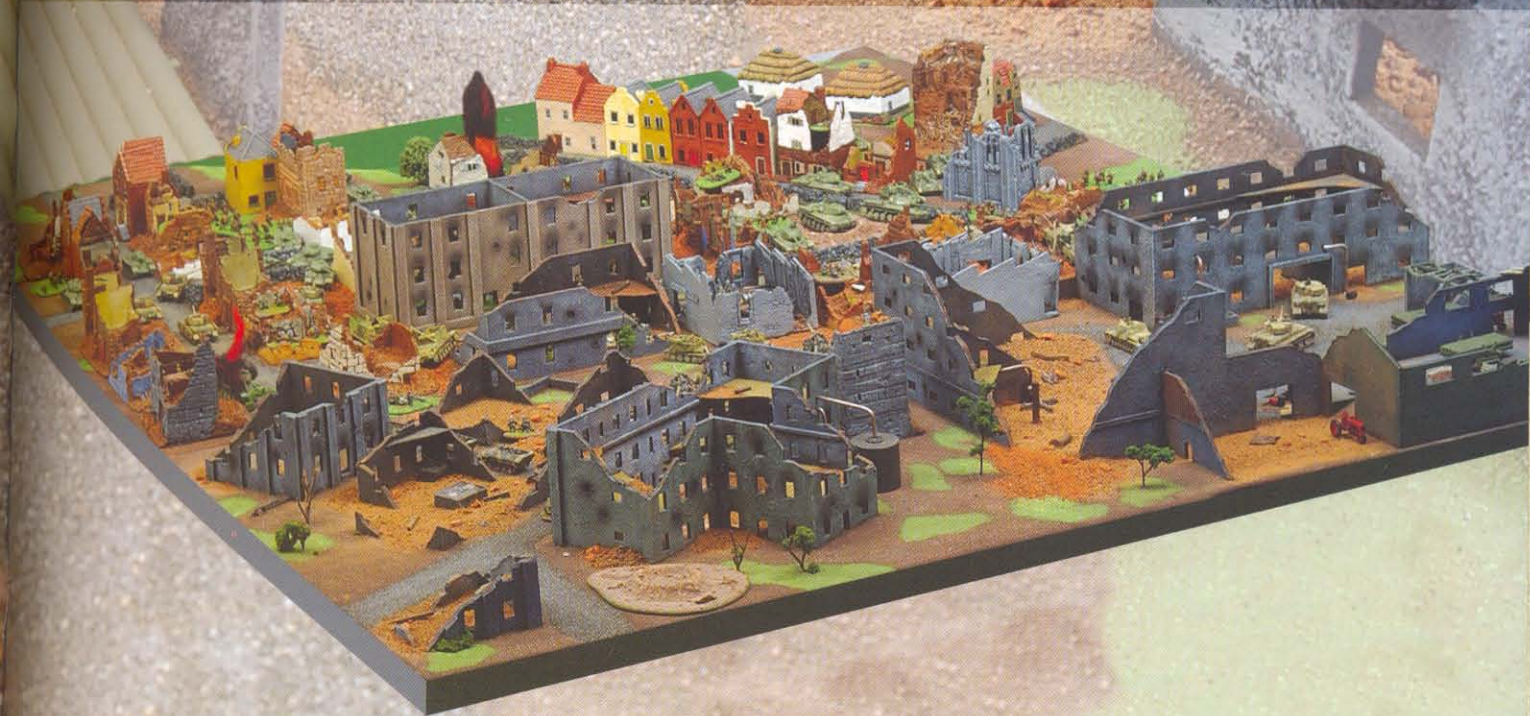
KASSERINE PASS

US forces defeat Rommel's last attack in Tunisia.
—Operation Fruhlinsgswind, 14th February 1943.

US M7 Priest HMC.

A US M4A1 passes a burning German Panzer IV F$_1$
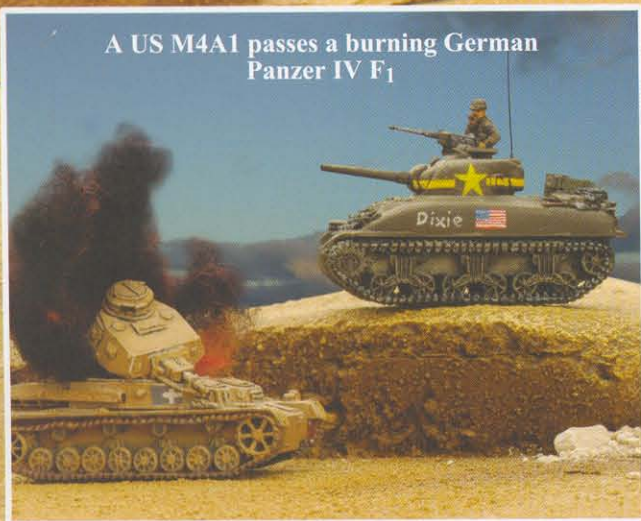
US M3 Stuart's hamper the German advance.
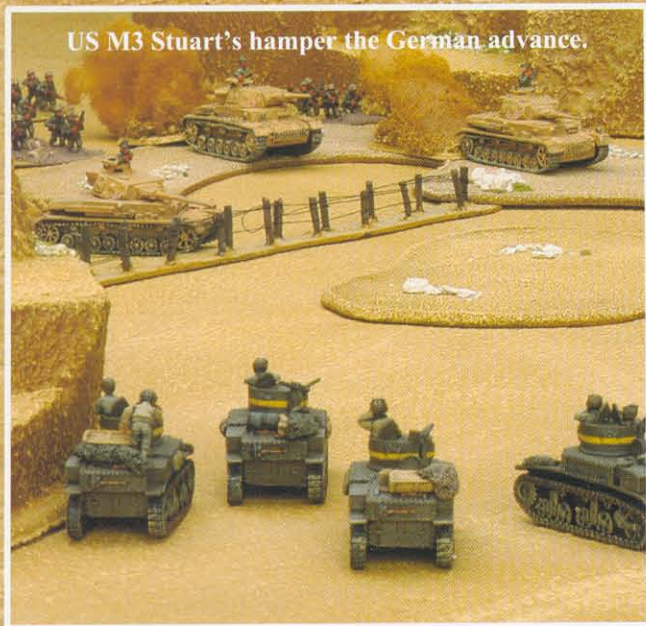
German Grenadiers and a US Armored Rifle Platoon face off.
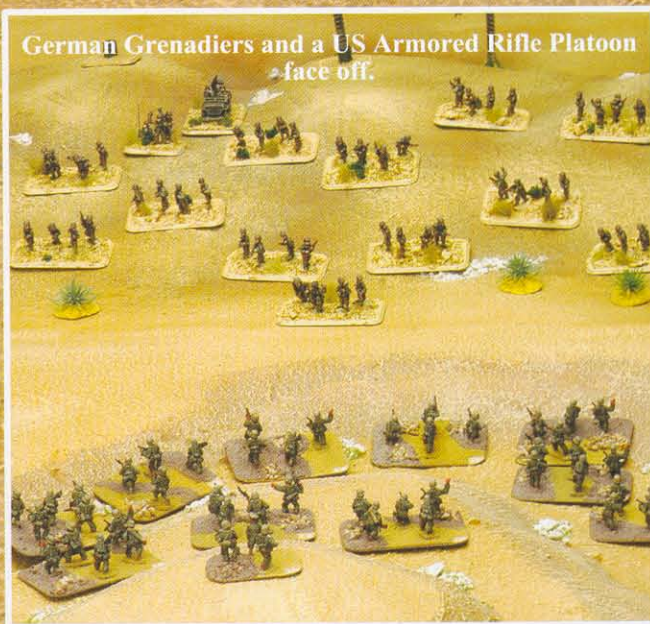
German Grenadiers advance with a Marder III (7.62cm r).
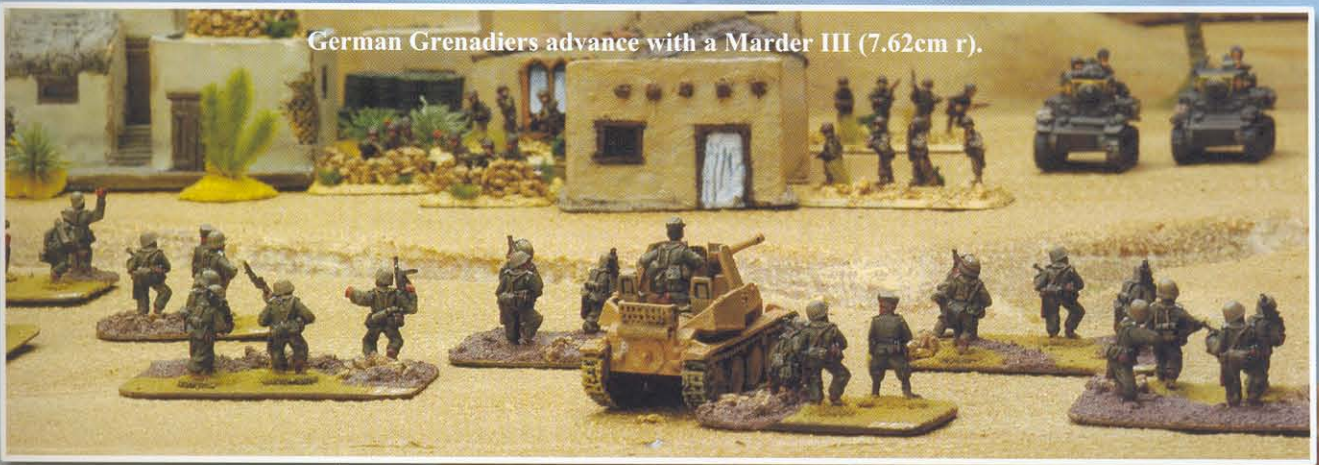
German Tiger 1E heavy tank.
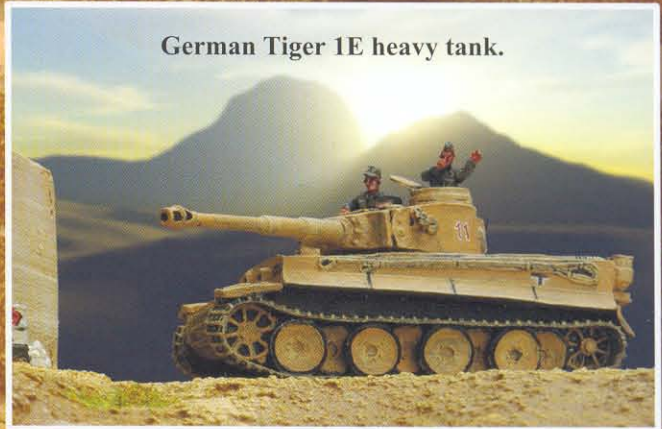
US HMG Platoon.

KURSK

The Soviet Army stops Germany's last big attack in the East.
—Operation Zitadelle, 7th July 1943.

Soviet OT-34 flame-tank and SMG troops.

German Ferdinand heavy assault guns.

Soviet Strelkovaya company.

German Grenadiers with a Flammpanzer III in support, assault the trenches.
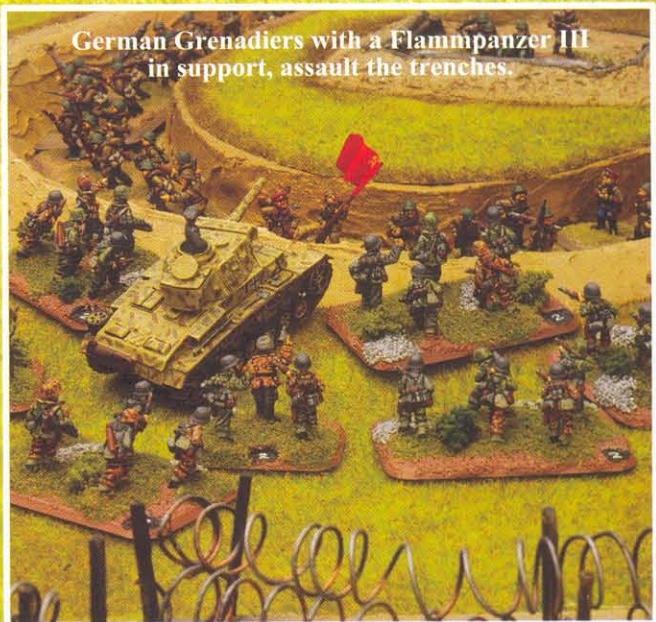
PAINTING GUIDE

So, where do you start? Painting a WWII army need not be hard work, after all, you're doing this for fun! So, here are some simple techniques as a guide to help you get started.

Safety

When preparing and painting your miniatures always keep safety in mind.

- Keep paint and sharp tools out of reach of small children.
- Seek advice on how to use tools and glues properly.
- Always cut away from yourself when using sharp tools.
- Use a well-ventilated area, dust and fumes can be harmful.
- Make sure you read the safety instructions on paint and glue containers.
- Avoid breathing resin dust and wash your hands after handling bare resin or metal components.

PREPARATION

To prepare your miniatures for painting, you will need some glue, a modelling file, a cutting board, a knife, and some newspaper to catch the mess you make.

You may need to use your file and knife to remove casting lines or make parts fit perfectly.

Use superglue or a two-part epoxy glue to glue the parts together, following the instructions provided with the miniature.

Once assembled, undercoat the miniature. A spray can of model primer works well and is available from most model shops.

PAINTING

To paint your miniatures, you will need your paints, some thinner to clean your brushes in, and a selection of various sized brushes.

Two types of paints commonly used are water-based acrylics and oil-based enamels. We use acrylic paints as they dry quickly and normal tap water cleans your brushes.

Thin the paint so that it goes on smoothly, a milky consistency is what you're after. Use water to thin acrylic paint, or ask your local model shop which thinner to use for your enamels. Clean your brush frequently and avoid getting paint on the ferrule (the silver part that holds the bristles).

What Colours Should I Use?

See our Beginner's Colour Guide at the end of the book for more information on which colours to use for the tanks and soldiers of your army.

How Do I Paint Tanks

It's a good idea to try painting one tank to begin with. Follow the steps shown below. When you're happy with the result, paint a whole platoon of three to five at once.

Visit the *Flames Of War* website for examples and techniques for alternate colour schemes at;
www.FlamesOfWar.com

Undercoat with spray can primer or thinned down paint.

Basecoat the tank in the main colour.

Dry brush lighter tones, then paint any camouflage.

Finish by painting the tracks and equipment and adding marking decals.

Undercoat with a spray can primer or thinned paint.

Basecoat in the main colour.

Dry brush in a lighter shade then carefully paint the flesh tones.

Finish any details such as boots, weapons and equipment.

How Do I Paint Soldiers

As with tanks, start by painting a test figure. Once you've done one figure, try painting groups of ten or more figures at once. Do each stage on all of the figures before moving to the next stage. This will help you speed up and you'll have a platoon ready for battle in no time.

When painting infantry, it is a good idea to blue-tack them to a strip of card. This makes it easier to hold them while you are painting.

PAINTING A WHOLE ARMY

Painting A Whole Army

Now you have an idea of the basic techniques for painting Flames Of War miniatures, start thinking about painting your whole army. If you break it into chunks it becomes very easy to complete your company in a fairly short time.

So what are you waiting for?
Get the brushes out and get painting!

Painting Techniques

You'll hear people talk of washes, dry brushing etc. What do they mean? Well, they are all about creating depth of colour and realism in a miniature.

Basecoat

Refers to the first coat of paint that establishes the main colour of a miniature.

Washes

Are really thinned down paint used to create shadows by running like water into cracks and gaps. Use a darker shade than the base coat. Inks are very good for this technique.

Dry brushing

Lightens the colour on the miniature's details. Load an old brush with a lighter shade of paint and then wipe most of it off again. Lightly draw the brush over the surface of your miniature to leave a touch of paint on the edges and raised detail.

Decals

Or transfers are tank and vehicle markings that add detail and realism to your painted miniatures. Cut out the decal and place it in a saucer of water. With a brush, slide the decal from its backing paper on to the miniature.

BASING

Basing is that final element that can make a well-painted army look superb. Use the same basing method through out your army to give your company a unified look.

Paint the base with PVA glue, then dip it in sand

Let the glue dry, then paint with a dirt colour

Dry brush with a lighter shade

Add final touches, such as lichen or rocks

COLIN'S US ARMY

US TANK COMPANY

HQ Platoon			**Armored Rifle Platoon**		
2x M3 Lee	200	Points	At full strength	325	Points
Combat Platoon			**Self-propelled Anti-tank Platoon**		
5x M3A1 Stuarts	225	Points	3x Recon Jeep	45	Points
			4x M3 75mm GMC	200	Points
Combat Platoon					
4x M4A1 Shermans	480	Points	Total: **1475 Points**		

MATT'S BRITISH ARMY

BRITISH ARMOURED SQUADRON

HQ Platoon			**Combat Platoon**		
3x Sherman III	315	Points	3x Grant	240	Points
Combat Platoon			**Motor Platoon**		
3x Sherman III	315	Points	Full strength plus PIAT	195	Points
Combat Platoon			**Reconnaissance Platoon**		
3x Sherman III	315	Points	3x Humber Mk I	105	Points
			Total: **1485 Points**		

PHIL'S GERMAN ARMY

GERMAN PANZERKOMPANIE

HQ Platoon
2x Panzer III J — 150 Points

Combat Platoon
1x Panzer IV F$_1$ — 130 Points
2x Panzer IV F$_2$ — 320 Points

Combat Platoon
4x Panzer III L — 380 Points

Panzergrenadier Platoon
Full strength — 220 Points
Add half-tracks — 60 Points

Heavy Anti-aircraft Platoon
2x 8.8cm FlaK36 guns — 230 Points

Total: **1490 Points**

WAYNE'S ITALIAN ARMY

COMPAGNIA CARRI

HQ Platoon
1x M14/41 — 65 Points

Combat Platoon
4x M14/41 — 260 Points

Combat Platoon
4x M14/41 — 260 Points

Combat Platoon
4x M14/41 — 260 Points

Bersaglieri Platoon
Full strength — 220 Points

Artillery Battery
4x 75/27 howitzers — 290 Points

Anti-tank Platoon
2x 47/32 guns — 130 Points

Total: **1485 Points**

TERRAIN GUIDE

Now you have a fantastic army painted, you need a battlefield to fight on.

Most hobby shops sell a wide range of scenery for your battlefields, or you can make your own terrain.

Many items thought of as rubbish, can with a bit of imagination and experimentation, be turned into almost any type of battlefield terrain.

Create your own battlefield terrain by following the step-by-step guides below.
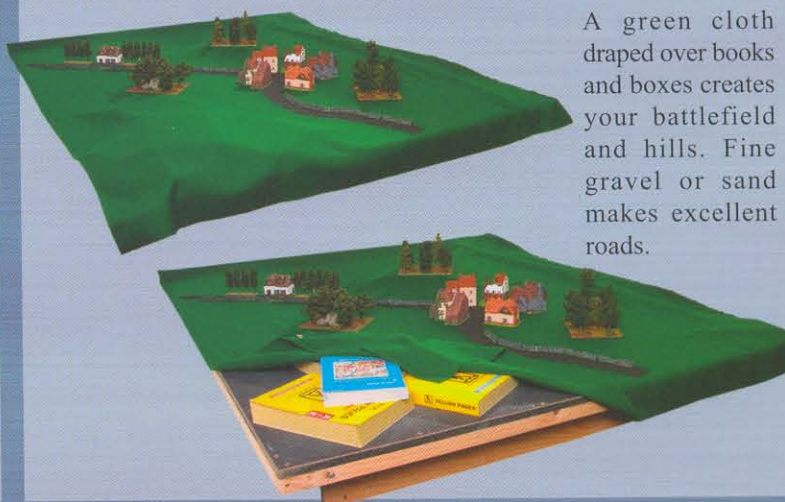
A green cloth draped over books and boxes creates your battlefield and hills. Fine gravel or sand makes excellent roads.

Common terrain making tools.

Suitable terrain making materials.

Painting a Resin house

Clean any casting marks off the house and wash off dust.

Undercoat the house and paint the basic colours.

Dry brush with lighter shades to highlight.

Paint the walls and add final details to finish the house.

Painting a River

Adding rushes from rope and layers of carefully dry brushed highlights create a superb miniature river for your battlefield.

Making a Crop Field

Drill holes in a base and insert bits of rope or doormat to make a crop field.

Making A Hill

1. Cut out hill shape from layers of polystyrene sheet or particle board.

2. Paint the hill with PVA glue and cover in sand.

3. Once the glue and sand have dried, paint the sand with grass green shades.

4. Dry brush the hill with a lighter shade of green to finish.

Making Trees And A Wood

A hunk of foam from an old sofa can become a tree. Glue your trees to a nail or twisted wire to represent the trunk.

Paint the foam green and sprinkle on flock whilst paint is still wet.

These bought trees have been glued to a base, well spaced out, to enable your troops to deploy within the woods.

Build Your Own Buildings
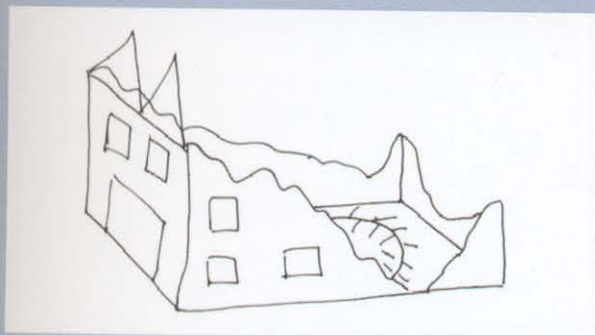
Start by drawing a sketch of your finished building. Then measure your drawing onto some foam-core board.
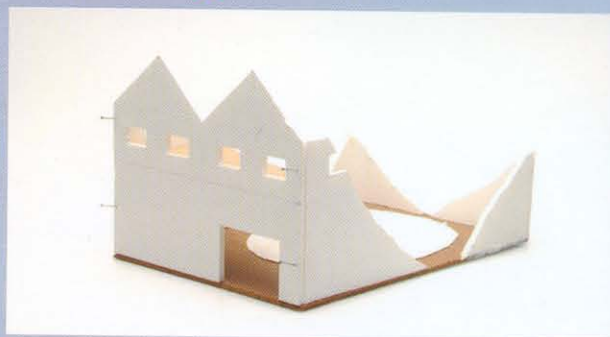
Cut the building from foam-core board and glue your building to a base of thin wood with PVA glue.

Once the glue has dried, add details such as thick card windowsills, pillars, and copper wire pipes. To texture the surface and fill any gaps, use ready-mixed filler.
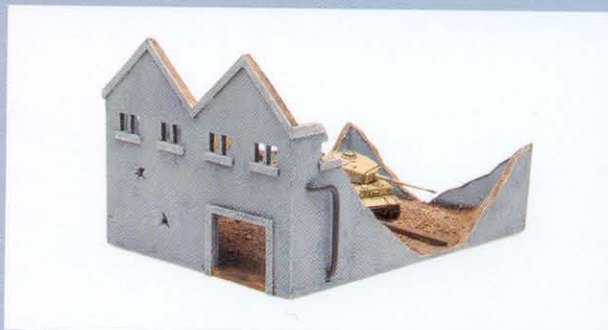
Add rubble and other small details ('clean' cat litter is good for rubble). Paint the factory in your desired colours, and then dry brush to finish.

SICILY & SALERNO

US and British forces invade Sicily and Salerno in Italy.
—Operation Husky, 10th July 1943, and Avalanche, 9th September 1943.

British 25 pdr guns and Armoured cars.

German Grenadiers.

German Panzer IV G.

British Rifle platoon supported by Sherman II tanks.

German Grenadiers.
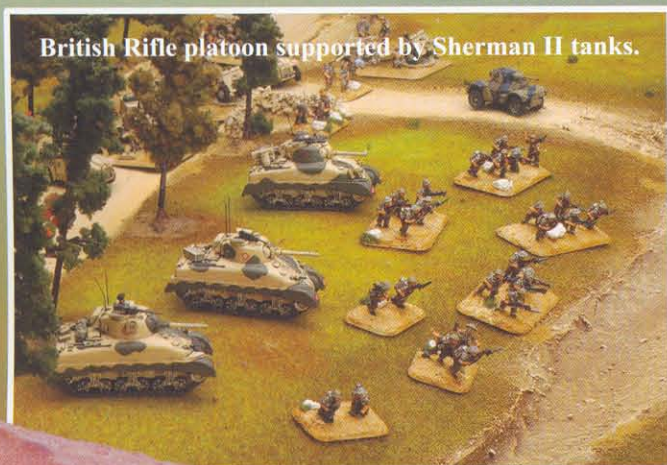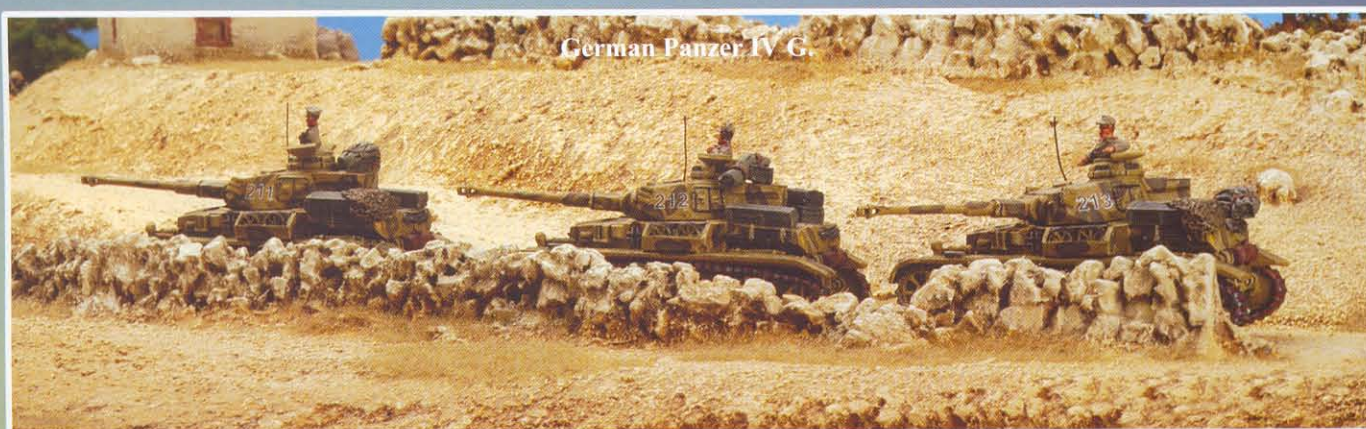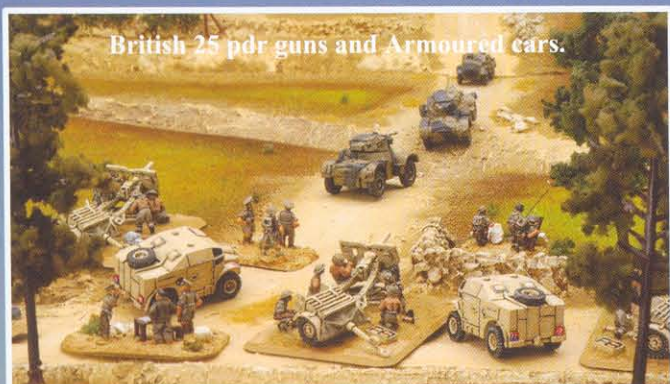
TROOP CHARACTERISTICS

In real life, all soldiers, vehicles and guns have different strengths and weaknesses. You'll find all these different characteristics all exist in your miniature troops on the *Flames of War* battlefield. It's these differences that make a battle such an exciting and challenging thing to conduct, and means that no two battles will ever be exactly the same.

MOTIVATION

It goes without saying that a battlefield is a terrifying place to be. One thing soldiers always say about a battlefield is that it is noisy—incredibly noisy. Imagine yourself in a muddy trench as high-explosive shells explode dangerously close, spraying mud and deadly metal fragments through the air, while machine-gun bullets whine overhead like angry wasps. The machine-gun next to you begins blasting back at the enemy, the staccato bark deafening as the weapon showers you with white-hot shell casings. You realise your Lieutenant is shouting something above the din, by his gestures you guess that he is saying that your platoon is about to attack.

It is no wonder that in an environment like this the motivation of your soldiers is a vitally important part of the battle. Sometimes they'll do heroic things, and sometimes they'll crack under the pressure, just like real people would do.

In *Flames Of War*, the Motivation characteristic measures the courage and determination of your fighting soldiers. There are three levels of motivation:

• Reluctant,
• Confident, and
• Fearless.

Reluctant

There are many reasons for being Reluctant. These troops may simply be unenthusiastic conscripts sent into battle against their will to fight for a cause that they couldn't care less about. On the other hand, they could be good soldiers who have just seen too much fighting and have become tired of risking their lives day in, day out. These guys feel that it is about time someone else started taking the risks.

Confident

Confident platoons are those who have faith in both themselves and their leaders. They may either be confident of victory or spurred on to fight because they fear the consequences of defeat more than they fear dying in battle.

Fearless

Fearless troops believe in themselves and what they are fighting for. These troops are from elite units that have much battlefield experience and have tasted the fruits of victory over and over again. Examples include the elite parachute units, Commandos, and some units of the German Waffen-SS.

They can also be so highly motivated because of a sense of desperation, that is, they may have their backs to the wall. Soviet troops fighting for the survival of Russia often displayed phenomenal courage despite their poor training and shortage of weapons.

MOTIVATION TESTS

In a *Flames of War* battle the courage and enthusiasm of your miniature troops is checked by Motivation tests.

To take a Motivation test, you roll a die and compare it to the platoon's Motivation rating on the table below. If the number you roll is the same or higher than the required score, your troops will knuckle down and keep fighting. If the die roll is less, the team fails the test and will halt, retreat, or may even run away or surrender, depending on the situation.

Motivation tests are usually taken by a single platoon and the results affect the whole platoon.

— MOTIVATION TEST —

Motivation	Score Needed
Reluctant	5+
Confident	4+
Fearless	3+

Platoon Command Teams And Motivation

Each platoon has a Platoon Command team to lead it. The Platoon Command team keeps the troops focused and efficient.

If the Command team becomes a casualty, it often paralyses the rest of the platoon. A platoon automatically fails all Motivation tests when it has no Command team to provide direction.

Company Command Teams And Motivation

Company commanders are much more experienced than the junior officers commanding platoons. No one is going to risk a tongue-lashing from the 'Old Man', as the company's commanding officer is often called.

Any platoon whose command team is within 6"/15cm of its company command team re-rolls failed Motivation tests. The company command team does not re-roll its own failed Motivation tests.

EXPERIENCE

A soldier's level of experience is a combination of his basic training and battlefield experience. You need the basic training to survive your first few days of battle, but there are many important battlefield survival skills that can only be learnt on the front line. If a soldier survives the first couple of weeks of combat then his chances of survival get a lot higher. This is because he begins to learn the unwritten rules of combat that only his battle-hardened comrades can teach him.

Troops are classified according to their prior training and experience into three categories:

IWM HU89824

Bravery may earn you medals, but experience will keep you alive.

- Conscript,
- Trained, and
- Veteran.

Conscript

Conscript platoons have been hustled into battle with little or no training. Conscripts are ignorant of even the most basic battlefield techniques. They are only used as a last resort and invariably buy their successes with horrendous casualties.

Trained

Trained platoons are those who have received full basic training and are ready for battle, but they haven't had many opportunities to test their skills in combat situations.

Veteran

Veteran platoons are battle-tested and hardened under fire. They have learned all the tricks they need to keep alive on the battlefield.

SKILL TESTS

The skill and training of soldiers can affect how quickly they can do all kinds of jobs—from crossing a river, or directing artillery fire, to fighting in an assault.

When your troops attempt a task like this in a *Flames of War* battle you may have to take a Skill test.

To take a Skill Test, you roll a die and compare it to the platoon's Experience rating on the table below. If the number you roll is the same or higher than the required score, they succeed and complete the task. If the die roll is less, the team fails to complete the task.

SKILL TEST

Experience	Score Needed
Conscript	5+
Trained	4+
Veteran	3+

WEAPONS

The weapon characteristics describe any weapon that may appear in a *Flames of War* battle, from an infantryman's rifle, to a heavy artillery piece.

No weapon is perfect, and different weapons will be better suited to different jobs. For example, a big tank gun will be very powerful but have a low rate of fire, which makes it a poor weapon for knocking out large numbers of lightly armoured vehicles.

Range

The Range of a weapon tells you the maximum distance over which a team can accurately identify and hit a target with this weapon. This is given in both inches and centimetres.

ROF (Rate of Fire)

The ROF gives the maximum number of dice that the team rolls when shooting each kind of weapon.

ROF varies from 1 for manually loaded heavy artillery pieces that are slow to reload between shots, to 4 or more for rapid-firing automatic weapons like belt-fed machine-guns.

Anti-tank

A team's Anti-tank characteristic tells you how good the gun is at punching holes in enemy armoured vehicles.

Normally the gun has one anti-tank rating. Artillery weapons may have two anti-tank ratings separated by a slash such as 9/2. The first rating gives their effectiveness against tanks when the artillery piece fires as an anti-tank gun.

The second (lower) rating gives their effectiveness against tanks when they fire as artillery. The artillery rating is always quite low, but since artillery shells are always going to hit the thinner top decking of an armoured vehicle, they are not as bad as they first seem.

Firepower

The Firepower characteristic is the minimum dice score you need to roll to destroy a target hit by this weapon.

This is basically a measure of how big the weapon's explosive charge is. Unlike the Anti-tank characteristic, a large calibre weapon is almost always better than a smaller one. For example, a little 37mm shell will make hardly any explosion at all compared to a 210mm artillery shell weighing 250 pounds (115 kilograms) which will flatten a house!

ARMOUR

Tanks, half-tracks, and armoured cars are protected by armour plate. All vehicles have three armour characteristics—these are the Front, Side, and Top ratings.

An armour rating can range from 0 to 16, depending on the thickness and angle of the steel at that point. A vehicle marked '-', like a truck, doesn't have any armour at all, and is therefore classed as an unarmoured vehicle.

Front

The Front armour of a tank or similar vehicle is always strongest as tanks tend to face each other most of the time, and so most of the shots that hit a tank will strike the front.

Side

The Side armour protects the vehicle if the enemy manages to manoeuvre around its flanks. Because this doesn't happen all that often, a tank's side armour is usually thinner than the front armour. The side armour rating also applies to the tank's rear as well.

Top

The Top armour rating is used to protect against infantry assaults, artillery and air attacks. The top armour protecting the vulnerable engine decking is the thinnest on the tank.

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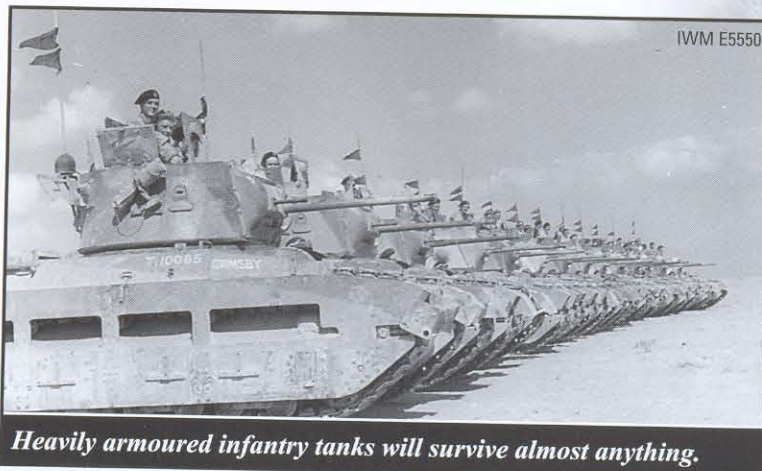
Heavily armoured infantry tanks will survive almost anything.

MILITARY ORGANISATION

Military forces are very organised to ensure that everyone has a role and everyone else knows what it is. Once you understand this structure, you can command your forces much easier since you are no longer faced with hundred's of individual soldiers, but rather a few well-organised formations. Everyone knows who is in charge and who they look to for orders.

The table below shows the ranks and roles in the main armies of World War II. You may find this useful when reading the rules or studying the history of this fascinating period.

Role	US Army	German Army	British Army	Soviet Army	Italian Army
Soldier	PFC (Private First Class)	Grenadier	Private	Krasnoearmeyts	Soldato
3 to 5 soldiers	**Team**	**Rotte**	**Group**	**Otdelenie**	**Gruppo**
Fire-team leader	Corporal	Gefreiter	Lance Corporal	Kaparal	Caporale-Maggiore
8 to 18 soldiers	**Squad or Section**	**Gruppe**	**Section**	**Sektsiya**	**Squadra**
Squad leader	Sergeant	Obergefreiter	Corporal	Mladshiy Serzhant	Sergente
30 to 60 soldiers	**Platoon**	**Zug**	**Platoon or Armoured Troop**	**Vzvod**	**Plotone**
Platoon 2iC	Staff Sergeant	Unteroffizier	Sergeant	Serzhant	Sotto Tenente
Platoon leader	2nd Lieutenant	Feldwebel	Second Lieutenant	Leitenant	Tenente
120 to 240 soldiers	**Company or Cavalry Troop**	**Kompanie**	**Company or Armoured Squadron**	**Rota**	**Compagnia**
Company 2iC	1st Lieutenant	Leutnant	Lieutenant or Captain	Starshiy Leitenant	Primo Tenente
Company commander	Captain	Hauptmann	Major	Kapitan	Capitano
500 to 1000 soldiers	**Battalion or Cavalry Squadron**	**Batallion or Abteilung**	**Battalion or Armoured Regiment**	**Bataljon**	**Battaglione**
Battalion 2iC	Major	Major	Major	Major	Maggiore
Battalion commander	Lieutenant Colonel	Oberstleutnant	Lieutenant Colonel or Colonel	Podpolkovnik	Tenente Colonello
2000 to 3000 soldiers	**Regiment or Combat Command**	**Regiment**	**Brigade**	**Polk**	**Reggimento**
Regimental commander	Colonel	Oberst	Brigadier	Polkovnik	Colonello

Note: In many cases, especially in the German and Soviet armies, officers would command a force larger than their nominal command.

GAME TURNS

ORDER OF A GAME TURN

MOVE	Manoeuvre your troops to shoot or assault the enemy.
SHOOT	Destroy enemy troops with shooting from your tanks, infantry and artillery.
ASSAULT	Charge enemy defences and take them with fierce hand-to-hand combat.

Like Chess, *Flames Of War* is played with each side taking turns to move and fight with their troops. However, soldiers don't move one at a time, so you move and fight with your entire force in your turn, then your opponent moves and fights with their entire force in their turn.

Who Starts First?

In *Flames Of War*, both players usually roll a die, and whoever rolls the highest number has the first turn. Some of the missions your force will be assigned tell you which side starts first, usually it is the attacking side.

Playing A Turn

Each turn follows a series of steps. You decide what you are going to do, then you move all your platoons where you want them. After this, you shoot at the enemy, and finally you launch assaults on the enemy. When your turn is finished, your opponent plays their turn in the same order.

The Start Of The Turn

Occasionally the rules will tell you to do things at the start of your turn. Mostly these things will be related to your role as the company commander, such as rallying a platoon that has been pinned down by heavy enemy fire and getting it fighting again. Do these things before you begin moving your troops.

Unusual Situations

Sometimes a specific rule requires action that falls outside the normal order of events, such as when a platoon that loses an assault has to immediately retreat. When this happens, the turn order is suspended and the platoon is moved immediately, not waiting for its next normal move. After the interruption, you continue the turn in the usual order.

AXIS AGAINST ALLIES

You need at least two players for a game of *Flames of War*. Ideally one takes the side of the Axis (Germany or Italy) and the other takes the side of the Allies (the United States, British Empire, or Soviet Union).

Each player commands a company or force of several companies. If your whole club or group gets together for a big game, each side will have several players, each commanding part of the army and co-operating to win the battle.

Training Exercises

Although it's more fun to fight against the enemy side, sometimes you'll find yourself playing against someone from the same side as you. Don't worry, you don't have to turn on your compatriots. It's just a training exercise.

Alternatively you may wish to fight hypothetical 'what if' scenarios such as General Patton battling the forces of the Soviet Union for control of Germany after its surrender.

TERRAIN

World War II was fought over almost every type of terrain on Earth. Armies fought from the frozen arctic of northern Finland to the scorching heat of North African deserts, from the steppes of the Ukraine to the forests of the German Reichwald and the mountains of Italy.

Woods, hedges, and buildings break up the terrain. They let your troops hide themselves and put something between them and any bullets that are flying around. These terrain features also get in your troop's way when you want to move, so there are disadvantages to go along with the advantages.

At the start of the game, you and your opponent need to agree how difficult each piece of terrain will be to cross. Mostly the answer will be fairly obvious from looking at the terrain and comparing it with the descriptions below and the examples in the Terrain table. If you can't agree, simply roll a die for it.

Flames Of War divides terrain into four categories: Roads, Cross-country, Rough, and Impassable terrain.

ROADS

Roads provide a quick route from one place to another. Trucks travelling on a road move much faster than they do cross-country, and even tanks benefit from roads since they cut through or bridge most obstacles.

CROSS-COUNTRY TERRAIN

Cross-country terrain is simply any terrain that is not on a road but is not unduly difficult to move across.

Easy Going

Easy going is no real obstacle. It is the kind of ground where you can walk without difficulty or drive a car across (even if you had to go slowly). The kind of features that make easy going are meadows and grazing fields, most crops, standing corn, grasslands or steppes, rolling, gentle hills, firm sand, thin snow, and scattered bush or scrub.

ROUGH TERRAIN

Rough terrain provides enough difficulty to slow most troops down, but usually not utterly impossible to cross.

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Difficult going presents a significant hindrance to movement. It's in difficult going that infantry really comes into its own—the human body is more adaptable and flexible than any machine ever invented. Although troops on foot can work their way through almost anything, vehicles are slowed down by difficult going and may well get stuck.

All sorts of things can make a route difficult going. It might be because the ground is soft, or covered in deep snow, mud, or loose sand, or it could be littered with obstructions like trees and rocks.

Odstacles like ditches, walls and hedges are also difficult going since vehicles can easily get stuck trying to cross them.

Very Difficult Going

Very difficult going is barely passable. Foot soldiers can scramble and clamber to get over, round or past most obstructions, but tanks are the only vehicles that have any real chance of forcing their way through this kind of terrain.

Buildings, rubble, forests, rivers, and wrecked tanks are examples of very difficult going. Only troops on foot, and fully-tracked tanks and tractors can move through this type of terrain. Tanks and tractors attempting to move in very difficult going may become Bogged Down.

Other types of vehicles and guns can only begin the game in very difficult terrain, their crews having spent the time to haul them up the mountain or over the rubble before the battle. If they want to leave again, they'll have to spend many more hours hauling them out again, something they don't have time for in the midst of a battle. If guns and other vehicles start the game in very difficult going they have to stay there for the entire game.

British Lee-Enfield rifle - The standard .303 inch bolt-action rifle noted for its accuracy.

IMPASSABLE TERRAIN

Some terrain is just so difficult that it's impossible to cross. Without special training and equipment even troops on foot simply can't cross such terrain as deep rivers, swamps, or sheer cliffs. This kind of ground will stop your movement, and you will probably have to look for an alternative route to get your forces to their objective.

BUILDINGS

Because they are man-made, buildings are different from other types of terrain. Buildings are very difficult going.

Infantry teams can only enter or leave a building through a door, window, or similar opening.

Fully enclosed, armoured tanks can smash their way through, but risk being buried under falling rubble or tumbling down into basements and cellars. Open-topped or unarmoured vehicles cannot enter buildings.

Villages And Towns

Villages and towns are a unique type of terrain because they combine the ease of passage of open roads and the very difficult going of buildings. Each building in a village or town counts as a distinct and separate piece of very difficult going, while the roads that pass through are usually open to traffic at the normal road speed.

Many miniature buildings are solid, having no interior space to put your miniatures in when they enter the building. In this case, it is easiest to place your miniatures just outside the building against the wall that they are supposed to be occupying, and tell your opponent that they are actually inside the building.

CREATING MORE VARIED TERRAIN

Not all terrain needs to be the same. One of the great things about *Flames of War* is that you can introduce more variety into your battles by changing the effects of some terrain.

For example, you might want to make standing corn count as difficult terrain, but not have it present any risk of vehicles becoming Bogged Down. Other terrain, such as Normandy's bocage (banked hedgerows) is extremely

TERRAIN

This table lists some of the more common types of terrain found on the battlefields of the world and how it is rated.

Terrain	Going
Vegetation	
Field, grassland or steppe	Easy
Standing crops or open scrub	Easy
Olive grove or vineyard	Difficult
Woods	Difficult
Forest or jungle	Very difficult
Hedges, Walls and Embankments	
Hedge, wall, or line of trees	Difficult
Banked hedgerow or Bocage	Very difficult
Low embankment	Difficult
High sea wall or steep embankment	Impassable
Rocks and Hills	
Rocky ground	Difficult
Rolling hills	Easy
Steep hillsides	Difficult
Mountains	Very difficult
Cliff	Impassable
Sand, Snow and Mud	
Firm sand or thin snow	Easy
Soft sand, dunes, deep snow or mud	Difficult
Water Features	
Marsh, bog, creek	Difficult
Stream, drainage ditch, shallow river	Very Difficult
Wadi, balka, ravine, or gully	Very Difficult
Deep river, swamp or lake	Impassable
Man-made Features	
Road, track, or airfield	Road
Wrecked truck	Difficult
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Another idea is to create terrain that is classified differently depending on the type of team that is trying to cross it. For instance, a steep rail embankment, may only count as difficult terrain to troops on foot, but become impassable if you try to cross it in a vehicle.

It's a good idea to spell out any changes to difficult terrain clearly in the scenario being played or agree to it at the start of the game.

TERRAIN

World War II was fought over almost every type of terrain on Earth. Armies fought from the frozen arctic of northern Finland to the scorching heat of North African deserts, from the steppes of the Ukraine to the forests of the German Reichwald and the mountains of Italy.

Woods, hedges, and buildings break up the terrain. They let your troops hide themselves and put something between them and any bullets that are flying around. These terrain features also get in your troop's way when you want to move, so there are disadvantages to go along with the advantages.

At the start of the game, you and your opponent need to agree how difficult each piece of terrain will be to cross. Mostly the answer will be fairly obvious from looking at the terrain and comparing it with the descriptions below and the examples in the Terrain table. If you can't agree, simply roll a die for it.

Flames Of War divides terrain into four categories: Roads, Cross-country, Rough, and Impassable terrain.

ROADS

Roads provide a quick route from one place to another. Trucks travelling on a road move much faster than they do cross-country, and even tanks benefit from roads since they cut through or bridge most obstacles.

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MOVEMENT

While a battle may seem to be all about shooting, the smart commander quickly learns that movement is a crucial component of victory. After all, to shoot the enemy you first have to move up into range! Positioning your troops where they can do the most damage is what it is all about.

MOVEMENT SEQUENCE

1	Choose which platoon to move
2	Move each team in the platoon
3	Select your next platoon and repeat

The best battlefield commanders are masters at moving troops to focus the attack on the enemy's weak spots. They break through the enemy battle line to wreak havoc deep in the rear, or hook around their flank. If they find themselves outmatched, they conduct a skilful fighting retreat .

MOVING YOUR PLATOONS

In the Movement step, you move all of your platoons one by one—although, you don't have to move any at all. If they are in a good position, there are advantages in keeping a platoon where it is. It shoots much more effectively as it has more time to organize and aim, and it will be harder for the enemy to hit if it is concealed in a wood or village.

The Movement Distance table below gives the maximum distances teams can ordinarily move during their Movement step. The distance given is a maximum. You can choose not to move a team the full distance if this will put you in a

better position at the end of your movement.

The most difficult terrain a team moves through in its turn determines its maximum movement distance that turn. If a team enters Difficult or Very Difficult Going at any point in its movement, it can only move the distance in the Rough Terrain column this turn. Normally troops will move at the Cross-country rate. If the team's entire movement takes place on a road, a team moves the distance in the Road column.

Moving Teams

When you move a platoon, all of the teams in the platoon can be moved separately. You can choose to have some teams move in a completely different direction from the rest of the platoon or to move some teams in a platoon while you leave others at the positions they start in. You can move your teams in any direction and they may end their movement facing in any direction, even pivoting on the spot to look back the way they came. A team doesn't have

MOVEMENT DISTANCES

Mobility	Road	Cross-country	RoughTerrain
Tank And Transport Teams			
Fully-tracked	12"/30cm	12"/30cm	8"/20cm
Half-tracked & Jeeps	16"/40cm	12"/30cm	4"/10cm
Wheeled	16"/40cm	8"/20cm	4"/10cm
Wagons	6"/15cm	6"/15cm	4"/10cm
Infantry Teams			
Infantry & Pioneers	6"/15cm	6"/15cm	6"/15cm
Cavalry	10"/25cm	10"/25cm	6"/15cm
Gun Teams			
Manhandled Guns	4"/10cm	2"/5cm	2"/5cm

to move in a straight line, and can deviate and zigzag as much as you like, just as long as the distance it covers in its complete movement is no further than the team's maximum allowed movement distance.

Sometimes a team moving Cross-country will reach an area of Difficult Going and find that it already exceeded the team's maximum movement distance for Difficult Going. In this situation the team will stop at the edge of the new terrain and wait until next turn before moving further. For example, an M4 Sherman tank moves 9"/25cm across a field (Easy Going) to reach a wood (Difficult Going). Because the Sherman has already exceeded its maximum movement distance for difficult going (which is 8"/20cm) it stops before entering the wood.

Moving Guns

Guns normally travel hitched to their towing truck or gun tractor. In this case, the guns move at the speed of the vehicle. Otherwise the crew can manhandle the gun themselves, picking up the trails and pushing it along, but this is very slow and takes a lot of sweat!

Some guns are noted in their Intelligence Briefing as being immobile. This indicates that the weapon is mounted in such a way as to make moving it by hand impractical. Such guns cannot be manhandled.

Moving Through Friendly Teams

Friendly soldiers or vehicles will make way for your troops and take their positions again once they have passed. Teams can always move through other friendly teams, but a team cannot end its movement on top of another team.

Moving Near The Enemy

Cautious movement towards an objective is a quite different manoeuvre from an Assault, which involves charging in with fixed bayonets and screamed battle cries.

To maintain this distinction in the game, you may not move closer

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Moving Teams

Teams on the right flank advance against the enemy

6"/15cm

6"/15cm

Two teams remain stationary to cover the advance

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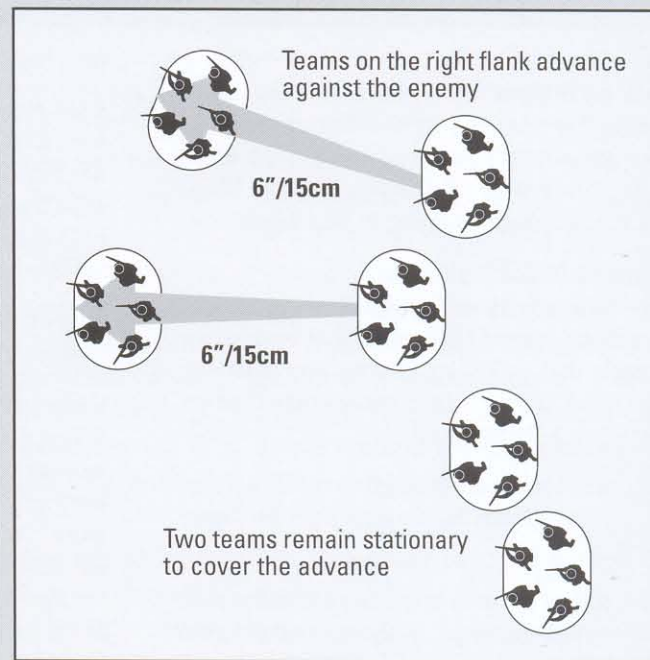
than 2"/5cm to an enemy Infantry or Gun team that is visible to the team being moved, except in an assault. In addition, Infantry and Gun teams may not move closer than 2"/5cm to a visible enemy vehicle, again excepting assaults. However, enemy vehicles cannot block the movement of your own vehicles. Enemy teams never block your troop's movement in assaults.

You cannot end your movement in the same place as an enemy team. You must stop before their position or move completely through them.

Measuring Your Movement

The correct way to measure where you are going is to measure to a point from the front of the team in the direction you want to head. Then move the front of the team up to that point.

Moving the rear of the team 6"/15cm from the front of the team is not allowed!
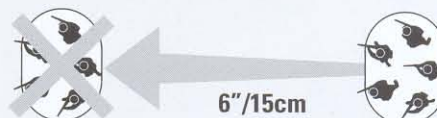
6"/15cm

Measure 6"/15 cm from the front of the team, then move the front of the team up to that point.

6"/15cm

GETTING STUCK IN ROUGH TERRAIN

Vehicles of all kinds have a habit of getting stuck or 'bogged down' when crossing rough terrain. Even tanks aren't immune to sinking deep into a marsh or getting hung up on a tree stump! The rougher the terrain, the more likely it is that a vehicle is going to bog down in it.

Vehicles In Difficult Going

Each time a Tank or Transport team attempts to enter an area of Difficult Going or cross an obstacle that is Difficult Going, you must roll a die to see if your team crosses safely (known as making a 'bogging roll').

You must also make a bogging roll if a Tank or Transport starts its movement in Difficult Going.

A die roll of 2+ on a bogging roll means that the team will get across without any problems. A die roll of 1 means that the team has Bogged Down as it entered the difficult terrain, and may not move any further until it is freed.

Vehicles In Very Difficult Going

Only fully-tracked vehicles have any hope of crossing Very Difficult Going. These types of vehicles are still highly likely to get stuck when moving through Very Difficult Going.

Each time a fully-tracked Tank or Transport team starts its movement in, or attempts to enter or cross Very Difficult Going, you must pass a Skill test (rather than the normal 2+ bogging roll) to cross safely. A failed test results in the vehicle becoming Bogged Down.

Other types of vehicles may not even attempt to cross Very Difficult Going.

Guns In Rough Terrain

When a Gun team enters, crosses, or starts moving in Difficult Going, roll a dice and add the gun's Firepower class. If the result is 7 or more, the crew successfully manoeuvres the gun forward. Otherwise, the gun stops moving for the rest of the turn and is unable to shoot, as the crew struggle to get the gun forward. The Gun team is not bogged down, and can move again next turn.

Gun teams may not enter Very Difficult Going.

Infantry In Rough Terrain

Rough Terrain has no effect on Infantry teams.

IWM KY3907F

Even jeeps designed for rough terrain get stuck if the going is bad enough.

... Tunisia 1943 ...

Corporal Arthur Grant and Private Shackleton dash across the scree and into the cover of the bluff as mortar bombs rain down across the hillside. The crest is swept by fire from the massed British batteries.

The rip of German machine-guns punctuate the roar of the barrage. Cautiously, peering past the tumbled rocks, Grant catches a glimpse of the machine-gun nest. Bullets zip overhead. He curses. The machine-gun is dug-in under an overhang. Artillery won't touch it. The ground beneath is too open for anyone to approach to grenade-throwing range.

The whistle and crump of mortar bombs suddenly grows louder. A barrage sweeps across the bluff. Grant and Shackleton shrink into what little cover they can find. Shrapnel and fragments of rock scour the cliff behind them.

As the barrage intensifies, Shackleton grabs Grant's sleeve and points. Grinding slowly up the slope towards them comes the enormous silhouette of a Churchill tank. Mortar bombs explode harmlessly around it as its turret slowly turns. The six-pounder flashes. The shell hits the cliff above the machine-gun nest like a hammer. Dust and rubble rain down on the crew.

"Come on!" Grant shouts as the six-pounder fires again. "Now's our chance!" Pulling a grenade from his webbing, he sprints toward the machine-gun nest, a shadow, barely visible through the choking cloud of dust. Yanking the pin, he throws in one smooth motion. Shackleton's grenade is moments behind.

The grenades vanish into the dust-wreathed gun pit. A flash of fire and the machine-gun is no more.

The Churchill lumbers forward and begins to climb the slope towards the next machine-gun nest. Wearily, Grant gestures for his section to advance. There is still a long way to go before it's over.

BOGGED DOWN VEHICLES

The crew of a Bogged Down vehicle dismounts to fix the problem. They may be directing the driver from the ground, trying to wedge timber under the tracks, digging the wheels out of holes, or fixing a broken track. Whatever measures they are taking, they can't fight until it's going again.

Place a marker containing dismounted crewmembers or a plastic counter in front of vehicles that have Bogged Down. The vehicle may not move or fight until the crew remount the vehicle.

If a Bogged Down vehicle is fired on and destroyed, remove the crew marker, as the crew take their wounded and make their way to the rear. If a Bogged Down vehicle is forced to Bail Out by enemy fire, take an immediate Motivation test. If the test is failed, the vehicle is destroyed and the crew marker is removed from the table, otherwise the shot has no effect.

Freeing Bogged Down Vehicles

At the start of your turn roll a Skill test for each Bogged Down vehicle. If the test is successful, the crew manages to get their vehicle out of trouble, clamber back in, and return to action immediately. Remove the dismounted crew marker and place the vehicle back where it was just before it bogged down. The vehicle may move, shoot, and even launch an assault this turn.

If you fail the Skill test, the crew are still trying to sort the problem out and remain Bogged Down, so roll again at the start of your next turn.

Vehicle Recovery

If a vehicle is Bogged Down, another vehicle may be able to assist the crew to get their vehicle going again.

A vehicle ending its movement next to a Bogged Down or Bailed Out vehicle of the same size or smaller can tow it to safety. Make a Skill test for the towing vehicle. If the Skill test succeeds, the towing vehicle can tow the vehicle up to 4"/10 cm instead of shooting and the vehicle is freed after the Shooting step is complete. A failed roll means that the crew is having difficulty towing the vehicle and cannot move further or fight this turn. In either case neither vehicle may shoot this turn.

Specialized recovery vehicles are fully trained and equipped for towing, and don't need to make the Skill test to free Bogged Down vehicles.

PLATOON COMMAND

Soldiers without leadership are like ants without a queen. Without orders and direction, they will tend to wait around doing nothing very useful, but as soon as they are properly led, they become a deadly fighting unit. In a *Flames of War* battle it is important for teams to remain close enough together to be able to receive orders from their officers. If a platoon becomes too scattered, the commander isn't able to communicate his orders effectively and may not know what's happening in other parts of the platoon

COMMAND DISTANCE

Experience	Tanks	Others
Conscript	2"/5cm	Contact
Trained	4"/10cm	2"/5cm
Veteran	6"/15cm	4"/10cm

Command Distance

The ability of a platoon to spread out effectively will depend on their training and experience. Battle-hardened veterans have learned and practiced battle skills, so they can spread out without losing their cohesion. Less experienced troops need to be closer together so their officers can supervise them more closely—Conscript Infantry teams are so bad that they must be placed in base-to-base contact to remain in command distance.

In a *Flames of War* battle, a team may be either in command or out of command.

A team counts as being in command if it is either:

- within command distance of the platoon's Command team, or
- within command distance of another team that is itself in command, thereby forming a chain back to the Command team.

If neither of these applies, the team is out of command. A team that begins the turn out of command can only remain where it is or move directly towards its Platoon Command team. An out of command team may shoot normally.

You may deliberately move teams that start their turn in command so that they end their turn out of command. For example, it might be useful to move a team into a firing position to cover the rest of the platoon or to hold an exposed flank. Since the detached teams begin subsequent turns out of command, they will be unable to move further away, but must either remain where they are, or return to their platoon.

Taking Over Command

Sometimes your Platoon Command team will be killed or wounded, leaving the platoon leaderless. If the Platoon Command team has been destroyed, all the surviving teams in a platoon are out of command. The teams may only remain in their present positions until the Company Command team or 2iC Command team takes over the platoon.

Your Company Command team or 2iC Command team may leave its current platoon and move to join a another platoon. Once the Company Command or 2iC Command team comes within the platoon's Command Distance, this command team becomes the platoon's new command team. The command team ceases to be part of the platoon it was previously in, most likely leaving it leaderless and immobile in turn.

Being more than 2"/5cm from any team that is in command, these four are out of command

Leaving four teams behind to provide covering fire, the command team advances with the remaining two teams.

2"/5cm   2"/5cm

Command Distance

Every team in this platoon is in command.

2"/5cm   2"/5cm   2"/5cm
2"/5cm   Platoon Command team   2"/5cm   2"/5cm
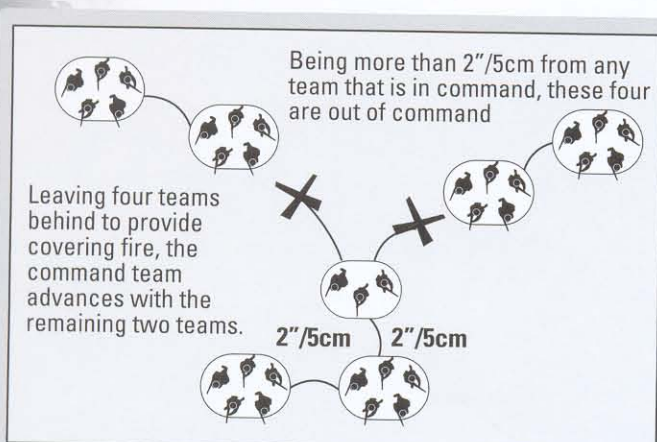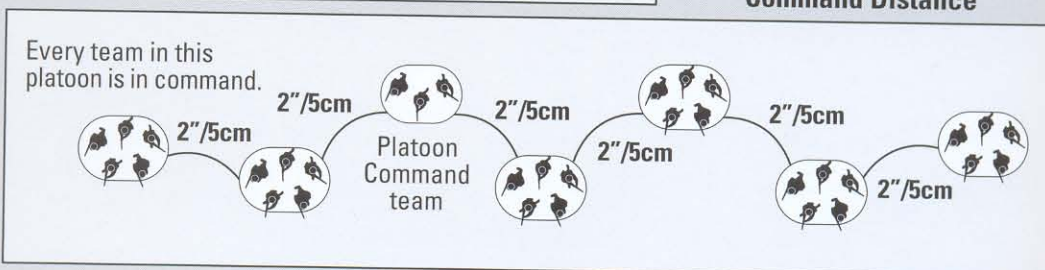
— Tactical Tip —

Ever since the machine-gun was invented, it has been suicide to try to manoeuvre in full view of the enemy. This makes assaulting infantry difficult and bloody. Yet experience shows that even immense bombardments may do little harm to entrenched infantry. Somehow, despite everything, you have to assault the enemy's infantry to win the battle.

The answer lies in 'fire and manoeuvre', the keystone of infantry tactics. To conduct fire and manoeuvre, select one group to provide covering fire, and a second to manoeuvre. The aim of the fire group isn't to kill the enemy, but to keep their heads down to reduce the damage they can inflict on the manoeuvre group. The manoeuvre group is made up of the rest of the force. While the fire group remains in position, keeping the enemy's heads down, the manoeuvre group moves up to assault. Once the manoeuvre group has won the assault, they provide covering fire, while the troops who were left behind move up to join them.

The fire and manoeuvre groups can be separate platoons, or you can split a platoon into two sections. If you split a platoon, the command team usually leads the manoeuvre group, leaving the fire group in place. The fire group can still move up to rejoin the manoeuvre group later, as they are following the rule of moving towards their command team.

. . . Eastern Front 1942 . . .

"Spread out!" Schwartz orders his squad as he peers between the rails of the fence. "Something's wrong," the two-year veteran announces, "It's too quiet."

A small, dilapidated, farmhouse stands some thirty meters ahead. Ragged curtains flutter from the open windows either side of a rough wooden door.

A shot rings out from the house. Along the fence-line, Schwartz's MG group returns fire. "That's more like it," smiles Schwartz.

Abruptly, a burst from a Russian Maxim heavy machine-gun chops through the fence railings. Schwartz's men duck as the air fills with flying splinters.

"Verdammt! They've got us pinned down," Schwartz mutters. Risking a quick look at the house, he makes a decision. "MG group, right window, shut that that gun down!" he orders.

Without waiting for the first ripping volley from his own machine-gun, Schwartz vaults the fence and sprints towards the house. Spotting a shadow behind the curtain in the left-hand window, he snaps off a burst from his Schmeisser before throwing himself to the ground. Bullets kick up sprays of mud about him.

As the window frame shatters under a hail of bullets from his own machine-gunners, Schwartz scrambles to his feet. Firing a burst on the run, he dashes the last few meters to the house. Panting, he slips along the side of the house towards the machine-gun nest.

Crouching beneath the thick, smoke-wreathed barrel of the Maksim, he can hear the gun crew reloading their weapon. He slips a stick grenade from his belt.

Pulling the arming cord sharply, he lobs the stick grenade through the window. From inside, he hears a cry of alarm. "Dosvedanya Ivan," Schwartz shouts as he flings himself to the side.
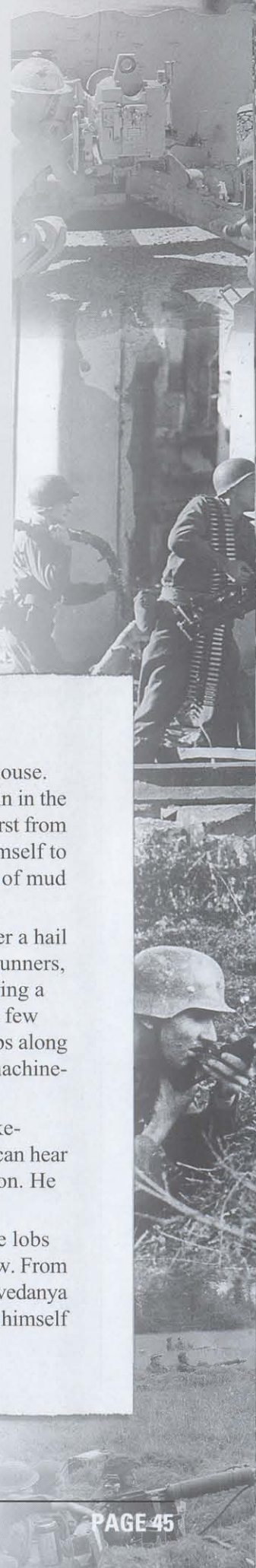
TROOP CARRIERS

Because they are able to take maximum advantage of the cover the terrain offers and go where other troops can't, soldiers on foot have many advantages in towns and woods. However, they are slow and it takes a long time to get anywhere on foot. The answer, if you have decent terrain and need them to shift quickly, is to use transports to get them closer to the battle.

Vehicle descriptions in the Intelligence Briefings tell you which vehicles can carry passengers, and how many they can shift at a time. The figure given ('One Passenger' or 'Four Passengers') refers to the number of Infantry teams the vehicle can carry. A vehicle may tow a Gun team in place of one Infantry team. Naturally, no vehicle can ever tow more than one gun.

Dismounting From Vehicles

Troops that started their turn mounted may dismount from their transport or unhitch their gun at the start of their movement, before they or the vehicle move. You may not dismount passengers at any other time.

When they dismount, place the passengers adjacent to their vehicle (that is, with their bases touching it). Dismounting does not slow their subsequent movement down at all. Whether or not the passengers or their transport move any further this turn, both count as having moved if the passengers dismount.

Mounting Up

Teams that start the turn dismounted may mount an adjacent transport vehicle at the start of their movement. You may not mount up passengers at any other time. The vehicle moves as normal once the passengers have mounted up. The transport counts as moving, even if it does not move on after the passengers mount up.

Send Empty Transports To The Rear

Because most transport vehicles are so vulnerable (lacking both firepower and armour), they are normally sent to the rear when their passengers dismount.

To show this, you may simply remove your empty Transport teams from the table in the Movement step. Transport teams removed in this fashion do not count as destroyed, but may not return for the rest of the game.

However, you can keep your Transport teams on the table if you wish to mount up again.

Tank Riders

Often infantry 'hitch a lift' on the engine decking of tanks. It's not a particularly safe means of getting about, and it certainly isn't comfortable, but it beats walking—at least, until the shooting starts.

Tanks and similar vehicles can carry up to three Infantry teams. Tank riders mount and dismount in the same way as for troops in any other sort of transport.

Cavalry

By the end of the First World War, every army had learned the vulnerability of cavalry against machine-gun fire. The tactics of mounted troops was similar to motorized infantry, that is, ride to the scene of battle arriving faster and fresher than marching infantry, then dismount and send the horses to the rear before the fight. This didn't prevent cavalry making mounted charges when the situation demanded it, but undertaking mounted operations at the wrong time could lead to total disaster, leaving men and horses scattered over the battlefield.

Cavalry dismount using the same rules as vehicles. Mounted teams may only dismount if you have teams of dismounted soldiers to replace them with. Otherwise, the soldiers must stay on their horses. You do not need miniatures of rider-less horses, since the horses are automatically sent to the rear when the troops dismount. Cavalry may not remount during the game.

Dismounting From A Vehicle

Infantry dismount beside their truck before both go their separate ways

Mounting A Vehicle
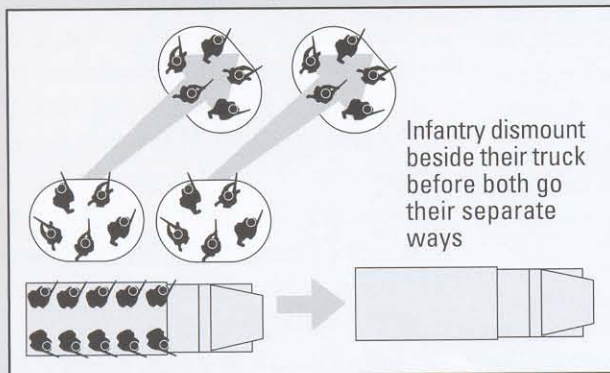
Before the truck moves, the infantry can mount up if they are adjacent to the vehicle
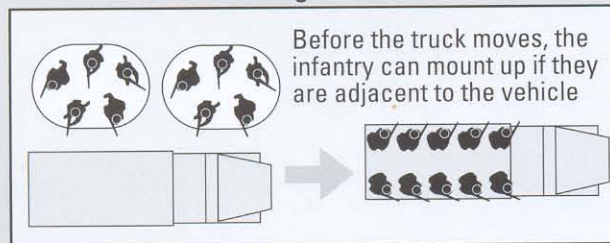
MOVING AT THE DOUBLE

Sometimes speed is more important than safety. Maybe you have held a platoon in reserve waiting for that crucial breakthrough and you want to be able to move them fast once you know where that breakthrough is going to happen. A platoon can march at the double to gain this vital speed. Moving at the double is a very risky thing to do if you are in sight of the enemy because your troops can't make much attempt to conceal or protect themselves in any way.

Teams moving at the double may move twice as far as normal, so an infantry team can move 12"/30cm at the double compared with its normal 6"/15cm.

All teams that move at the double must end their movement facing in the direction they moved.

When one team from a platoon moves at the double all of the platoon's teams count as moving at the double, regardless of whether they actually move or not.

Teams may not move within 4"/10cm of an enemy team while moving at the double. Teams may not move at the double if they are going to move through Rough Terrain.

Tanks moving at high speed throw up dust making them obvious to the enemy.

IWM E5065

DIGGING IN

Whenever infantry or gunners halt they dig slit trenches to protect themselves from enemy fire. This is called entrenching. Even shallow 'fox holes' or 'slitties' provide considerable protection to soldiers lying in them. Nothing short of a direct hit will hurt them.

Rather than moving, a platoon can entrench in the Movement step. The platoon must pass a Skill test to dig its slit trenches deep enough to protect it. If they succeed, Infantry and Gun teams count as in bulletproof cover from the

end of their turn. If they fail, the ground is too rocky or hard, or they haven't yet dug deep enough.

Because they'll be busy digging, a platoon that attempts to entrench will not be able to do anything else that turn, but do count as if they moved. They cannot shoot, or launch an assault.

Show that a platoon is in trenches by replacing the teams with miniatures of soldiers in trenches, by placing a sandbag marker with them, or with a plastic counter.

SHOOTING

This is the business end of a battle. The entire array of weapons equipping an army is designed with a single purpose, to destroy the enemy and win the day for your side. Once you have finished all of your movement, it's time to shoot the enemy.

SHOOTING SEQUENCE

1	Select a platoon to shoot with
2	Select an enemy platoon to shoot at
3	Roll to hit
4	Roll saves and firepower rolls
5	Select your next platoon and repeat
6	Place a pinned down marker on any platoon you hit five or more times

In the Shooting step, you shoot with all of your platoons one by one. Each team in the platoon fires its weapons at the enemy in turn. Once you've finished shooting with one of your platoons, move onto the next until all of your platoons have shot. You must finish shooting with the whole platoon before moving on to shoot with other platoons. You don't have to shoot with a platoon at all if you don't want to, but generally, you'll want to shoot with everything that you have.

SELECT YOUR TARGET

In the excitement and confusion of battle, it's not usually possible for your troops to pick out specific targets. They shoot at whatever they can see. To reflect this, teams shoot at enemy platoons rather than at specific teams.

A team can shoot at any enemy platoon that is within its line of sight, provided that it is in the field of fire of its weapons and within range.

Normally your fire will target every team in the enemy platoon. Sometimes individual teams in the enemy platoon will be out of sight, or outside the field of fire of your weapons or out of range.

These teams cannot be hit, although that doesn't stop you targeting the other teams in the platoon.

Splitting Your Platoon's Fire
Although mostly your troops will concentrate their fire on the most dangerous enemy platoon, you may occasionally want to split the fire of one platoon across several enemy platoons.

To split your fire, you must declare which of your teams will shoot at each enemy platoon before your platoon begins shooting.

A team must fire all of its weapons at the same enemy platoon, so a tank with a main gun and machine-guns must fire them all at the same enemy platoon. If some of its weapons can't damage the target or are out of range, then they simply don't fire.

Shooting At Isolated Groups
Sometimes your opponent will split their platoons into several groups, each covering a different avenue of approach. When they do this, you can direct your fire at the most dangerous group and ignore the rest.

You may shoot at an isolated enemy group rather than their whole platoon. If an enemy platoon is sufficiently spread out that a part of it is not within command distance of the rest, then that group is isolated from the rest of its platoon. You can shoot just at that group as if it were a separate enemy platoon. You must declare that you are only targeting the isolated teams before you roll the dice.
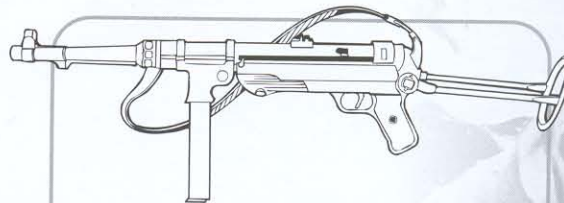
German MP40 submachine-gun - Known as the "Schmeisser", the MP40 became a German army trademark.

CHECK THE RANGE

Your troops cannot fire further than the maximum range of their weapons. Their maximum range is given by their Range characteristic. Measure the range from the weapon's mounting point on the miniature to any part of the enemy team. For Tank and Transport teams, the weapon's mounting point is the front of the turret or the gun mounting, for Gun teams, the gun shield, and for Infantry teams, any point on their base.

If the target is out of range, you may select another platoon to shoot at or split your platoon's fire so that the teams that are out of range shoot at a different platoon.

CHECK YOUR FIELDS OF FIRE

Your teams must point their weapons at the enemy platoon to be able to shoot at them. Mostly that's no a problem, but if someone sneaks up from behind, you could be in trouble. It's easy enough to swing a rifle around to shoot at someone who has snuck up behind you, but it's a lot harder with an anti-tank gun weighing over a ton.

Before they shoot, rotate your teams to point directly at the enemy platoon. Rotating a weapon within its field of fire does not count as movement. If you have to turn a vehicle or reposition a gun to point your weapon at the enemy platoon and this rotates it beyond the limits of its field of fire, the weapon counts as having moved this turn.

Infantry teams and tank turrets have no limits on their field of fire. They can rotate to face any direction without moving.

Other weapons have a limited field of fire. Tanks fitted with hull-mounted weapons have a field of fire that extends through the diagonal corners of the vehicle. They can rotate freely within this arc, but must move to bring their gun to bear on targets further to the sides. Most Gun teams have a field of fire of 45 degrees to either side of straight ahead. You cannot rotate a Gun team more than 45 degrees, but must move it to the new facing instead. The artillery template is handy for checking the field of fire for a gun. Lay the template with a corner on the gun's mounting point so that one of the diagonal arms of the template lies along the gun barrel. The sides of the template define the field of fire.

Some guns, mostly anti-aircraft guns, are mounted on turntables that don't limit their field of fire. These weapons can rotate to fire in any direction.

Infantry teams can shoot in any direction
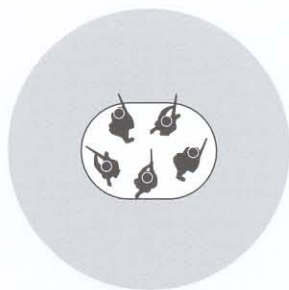
Gun teams can only shoot 45 degrees to each side
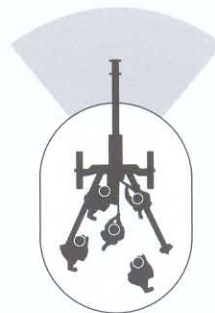
Hull-mounted guns can only shoot in the arc between the hull diagonals
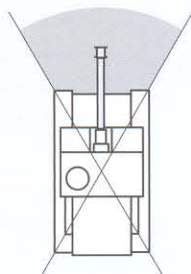
Turret-mounted guns can shoot in any direction
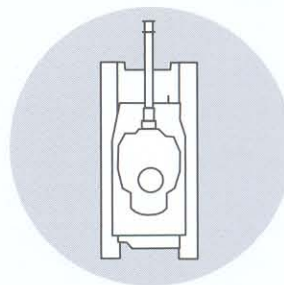
LINE OF SIGHT

Put yourself in the place of your soldiers—lying flat on your belly trying to be as inconspicuous as possible. You can't see much of what is in front of you, and you definitely can't see what is beyond the next hill or in the middle of those woods over there because the intervening terrain blocks your vision or line of sight.

A line of sight is the imaginary line along which your team sees the enemy. A team can't shoot at an enemy team if there is any terrain blocking its line of sight, so if there's a building, hill, or forest between your team and their target, they can't shoot at it.

Shooting Through Friendly Teams

A team may not shoot through a friendly team—the risk of hitting your own troops is too great. As long as the line of fire from the weapon's mounting point on the miniature to any part of the enemy team does not pass through a friendly team, you may shoot at the enemy team.

Shooting Over A Friendly Team

As an exception to the above rule, troops may shoot over an Infantry team that has gone to ground, i.e. it did not move and will not shoot this turn.

You may also fire over friendly troops at targets on higher or lower ground, provided that the line of sight passes above their heads.

Shooting Over a Friendly Team

The infantry can shoot over their friends at the machine-gun on the second floor, but not through them at the machine-gun on the ground floor.

Shooting Through Enemy Teams

Enemy teams never block your line of fire. You can always shoot through the position of an enemy team to hit another behind it. The team in the way quickly gets out of the line of fire, thankful that you're not shooting at them instead.

Shooting Through Friendly Teams
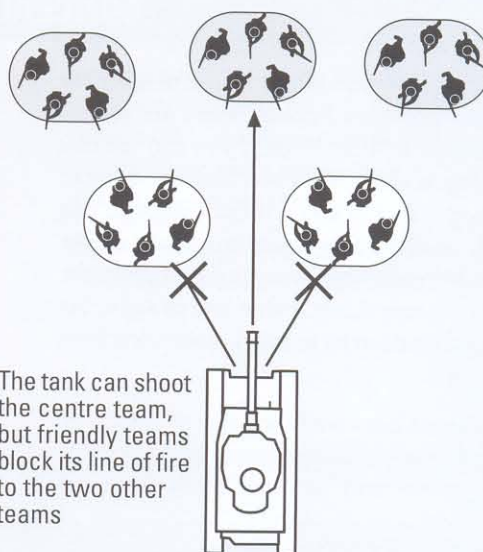
The tank can shoot the centre team, but friendly teams block its line of fire to the two other teams

IWM BU1217

Staying alive is vital, but you can't see much lying in the mud.

IWM B5960

Infantry in well concealed positions are virtually invisible, even when they fire they are hard to spot.

CONCEALMENT

Terrain such as woods and towns make great defensive positions because there are just so many places to hide. Even if you can see that the enemy is shooting at you from the edge of the woods, that doesn't mean that you can actually hit them. Even quite large guns can be difficult to locate when firing from concealment. An enemy team that is within line of sight, but at least half hidden by terrain is concealed from your troops.

Concealment does not block line of sight; you can still shoot at a concealed team, but the enemy troops will be more difficult to hit.

Every team in a platoon being shot at must be concealed for the platoon to benefit. Otherwise, the teams in full view give away the positions of the others, and all of the benefits of concealment are lost.

If there isn't enough concealment for the entire platoon, it's usually best to leave some of the platoon in reserve out of sight to the rear.

Stationary Infantry Are Concealed

Because they can lie down in small dips and hollows, and behind bushes that are too small to show up on the Flames of War battlefield, Infantry teams count as concealed if they don't move, even if they aren't in a terrain feature.
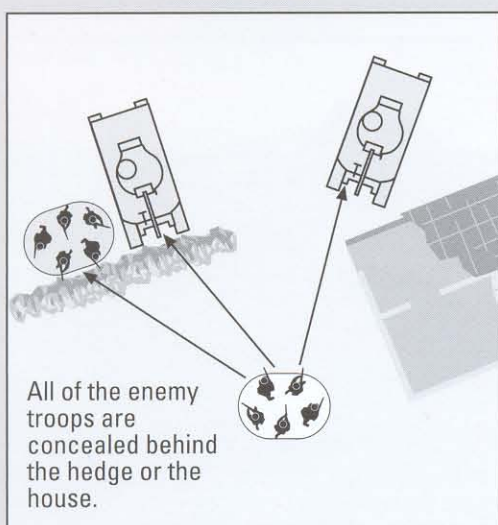
GOING TO GROUND

For Infantry teams, going to ground means stopping shooting and crawling into the deepest hole they can find, trying to get as much of their body under their helmet as possible. For Tank, Gun or Transport teams it means using tree branches and camouflage nets to hide themselves, as well as simply remaining immobile in the shadows and holding their fire.

A platoon that is in concealment can choose not to move or shoot and go to ground instead. A platoon that has gone to ground can't shoot while it is hiding or it would give away its position, but it will be much harder for the enemy to see and hit them.

Concealment

All of the enemy troops are concealed behind the hedge or the house.

VISIBILITY

It's all very well having the most lethal guns with the longest range, but if you can't see anything to shoot at, they aren't much use.

Because terrain and scenery are one of the most variable things in miniature gaming we can't give hard and fast rules about what your troops can and cannot see. This section contains some guidelines but in the end it is going to come down to your imagination and common sense. Be reasonable in this, for example, if a tank is almost completely hidden by a building, and only has a bit of its track showing, it's not really enough to shoot at. If in doubt, tell your opponent whether you think your tank is hidden or not when you move.

The easiest way of deciding whether a miniature can see another is to physically get down to the level of the miniature and take a look at what the miniature could see from its current position. As a rule of thumb, if a team has line of sight to an enemy team, then the enemy will have a line of sight back.

HEDGES AND WALLS

Fields throughout the world are bounded by hedges or stone walls, which block the line of sight of any troops trying to see through them.

A team right up against a hedge or wall will look through gaps or over the top, and so can see and be seen from the other side. Although they can be seen, a team right up against a hedge or wall is still concealed from troops on the other side. Teams beyond the hedge are not concealed at all.

Tall miniatures such as a tank may be able to draw a line of sight over a hedge or wall even if the team is not next to it, but the hedge will conceal both the tank and anything the tank can see over it.

BUILDINGS

Buildings block line of sight completely. Troops on one side of a building will be completely out of sight of any enemy on the other side.

When your troops enter a building, they take up positions at the doors and windows. Each team may only cover the doors and windows of one side at a time. From there, they can see out and become visible to, but concealed from, anyone outside the building on the same side.

They won't be able to see out of, or be seen from, the opposite side of the building.

Loopholes

If there are no openings on a side of a building, your troops cannot occupy that wall unless they knock loopholes in it to shoot out of. Your troops must spend a full turn neither moving nor shooting to knock loopholes in a wall. The platoon must take a Skill Test and if successful it manages to make its loopholes. Otherwise the walls are too thick and the platoon must try again next turn.

Show that the platoon has made loopholes with the same markers you use for dug in troops.

Visibility Across Hedges

The anti-tank gun is against the hedge and can see both the tank and the infantry, neither of which are concealed.

The infantry can see the tank over the hedge, but not the infantry behind it.

Visibility From Within A Building

The infantry in the building can see the infantry outside, but can't see the anti-tank gun through the other side of the building.

WOODS AND FORESTS

A wood or forest doesn't completely block line of sight. Trees, bushes, and tall crops like corn are harder to see into the further the target is inside them. If we made a model wood with a realistic number of trees and a lifelike amount of scrub and undergrowth, there would be no room for our models. As a result, the usual visibility rule of looking from the model's position doesn't work well with a miniature wood or forest.

Instead, a team can see up to 4"/10cm into a wood or forest. Any team behind more than 4"/10cm of vegetation cannot be seen, nor see out themselves. If your team is in the same area of woods that the enemy is in, your team can only see them if they are within 4"/10cm. Enemy teams in or seen through vegetation are Concealed.

Although it is possible to see into a wood or forest, you cannot see through it, even if it is less than 4"/10cm deep. Troops behind a wood or forest cannot be seen by anyone on the other side.

Since a miniature wood is made up of individual model trees, either basing your trees in groups or placing an irregularly shaped piece of brown felt under your trees helps to define the boundaries, making it clear whether a team is in or at the edge of the wood.

Visibility Into Woods

The infantry can see the front team because it is concealed by less than 4"/10cm of vegetation

4"/10cm

More than 4"/10cm No line of sight

This team is out of sight because the infantry cannot see right through a wood

HILLS

Hills block line of sight. Nobody can see through a hill. Troops just behind the crest of a hill, but close enough to see over the top will count as concealed to troops on the other side.

A team occupying a hill or similar high ground (such as a church tower) will usually be high enough above the tabletop to see over most obstacles. Which obstacles block line of sight depends on the height of the obstacle and the high ground. The only way to check this out is to look from the miniature's position and see if it can see the enemy.

Some common sense must also be applied. If your model hills are very low, less than the height of a tank, you might like to declare that they are actually taller and block line of sight. You should discuss any issues in relation to the height of your terrain pieces before the game begins to avoid disputes later in the game.

Hill Allows Troops To See Over Obstructions

The machine-gun on the hill can see over the bushes to the infantry beyond

Bushes block the machine-gun's line of sight to the closer infantry

ROLL TO HIT

Having selected your target and checked that it is in range and that you can see it, you need to roll to see if you can hit it. The roll to hit not only includes the actual firing of your troops weapons at the enemy that you'd expect, but also considers such things as visibility, communications and plain old luck. That is, a missed to hit roll may mean that your troops didn't see the target clearly enough to get a good shot, or they maybe didn't see the target at all and never even shot! Or maybe their machine-gun jammed on them and it took most of the turn to get it cleared. Anything can happen on a battlefield!

The first step is to:
- work out how many dice your weapons give you to shoot with, and then
- work out the score you need to hit with each die.

Then you:
- roll the dice and count up your hits!

Different teams in a platoon may require different scores to hit depending on their circumstances. Work out the score to hit separately for each set of circumstances.

HOW MANY DICE?

A weapon's rate of fire (ROF) value reflects the number of rounds a weapon can shoot in a turn. When a team shoots, you roll one die for each point of ROF.

Shooting While Moving

If a team moved in the Movement step, then it has less time to shoot accurately. A platoon that moved reduces the ROF of all of its weapons to 1. If some of the teams in your shooting platoon did not move, then they still shoot at their full rate of fire.

No Shooting At The Double

A platoon that moved at the double is focussing all their effort on speed, so none of its teams can shoot.

Targets Moving At The Double

A target that is moving At the Double is not attempting to use any form of concealment and has thrown caution to the winds.

Double the number of dice that you roll to hit any enemy platoon that moved At the Double in its last Movement step.

Shooting While Mounted

Shooting accurately from the back of a crowded, swaying truck or a trotting horse is impossible. Most passengers and cavalry cannot shoot while they are mounted.

Jeeps And Motorcycles

Unlike most vehicles, jeeps or motorcycles usually have mountings for their passenger's machine-guns allowing the passengers to shoot while mounted.

SCORE TO HIT

The single biggest factor in determining how many casualties a platoon takes is its Experience rating. Less experienced troops haven't learned how to use terrain to their advantage and often don't recognize the danger they are in until it is too late.

The score required for your team to hit the enemy is given by the enemy's Experience rating.

A successful roll means that the shooting team located the target (not always easy to do) and managed to hit it with one or more rounds. A failed roll means either that the shooting team could not find the target or were unable to hit it.

TO HIT

Enemy Experience	Score
Conscript	2+
Trained	3+
Veteran	4+

Add +1 to the required score to hit if:
- The range to all targeted teams is over 16"/40cm.
- All targeted teams are Concealed by woods, buildings, hedges etc.
- All targeted teams have also Gone to Ground.

Moving With ROF 1

The normal penalty for shooting while moving of reducing the team's ROF to 1 has no effect on a team that only has a ROF rating of 1. Instead, if your team has a ROF rating of 1, and moved earlier in the turn, add +1 to the score needed to hit.

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WHICH TEAMS WERE HIT

When an important soldier like a machine-gunner is hit, the platoon commander will attempt to keep the weapon in action by ordering another soldier to take over the weapon.

Your opponent allocates the hits you scored on their platoon to the teams in that platoon.

There are some restrictions though:
- Only teams that are valid targets—within sight, range, and your field of fire—can be allocated hits.
- Hits must be allocated evenly. No team can be allocated a second hit until all teams have been allocated one.
- Hits must be allocated to operational vehicles before non-operational ones. Vehicles that are Bogged Down or Bailed Out are only hit after vehicles that are still fighting.
- Subject to the above rules, targets closer than 16"/40cm must be allocated hits before those beyond 16"/40cm.

Allocate all of the hits from your platoon's shooting before rolling to see the effect of your hits. If you were shooting with weapons that have different Anti-tank or Firepower ratings, keep track of which teams were hit with which weapons.

SHOOTING AT MIXED PLATOONS

Some platoons combine troops of different types such as a platoon with both infantry teams and their half-tracks, or artillery platoons with both gun teams and their towing vehicles. In these cases, you can announce before hand whether you are shooting at Tank, Infantry, Gun or Transport teams. If you do so, your opponent must allocate hits to that type of team before any other types.

GUN TANKS

As far as tanks are concerned, WWII is an arms race, with all the participants planning bigger and better tanks right from the very beginning. Sometimes these new tanks are completely different and enter service in their own platoons, such as the German Tiger heavy tanks. At other times the new tanks are simply a better version of an existing model and filter into service alongside them as they became available.

When troops face a mixed platoon of tanks, they're going to want to kill the most dangerous enemies first.

When you shoot at a platoon of vehicles that contains some Tank teams that are clearly different from the others in the platoon, you may take a second roll for each hit scored. If you roll a 5 or 6, you can choose which mark or model of tank you are shooting at. Your opponent still gets to choose which specific vehicle of that type was hit.

Speeding Things Up

Shooting can involve lots of dice rolls. Don't panic though; you don't always have to roll for each team separately. Because most platoons have the same weapons in each team, you can generally roll all the dice for a platoon's shooting at the same time.

For a platoon of tanks with both guns and machine-guns you could use two different coloured dice. Declare which colour is for each type of weapon, and roll the whole lot together.

IWM HU28325

Standing near tanks is dangerous. They may be armoured, but they attract lots of fire.

ROLL SAVES

Having allocated your hits to the enemy teams, the next step is to determine the effects of your shooting. Like the roll to hit, the roll to save can represent a number of different things. For example, high-velocity armour-piercing rounds have been known to go straight through one side of a lightly armoured tank and out the other without doing any real damage. This maybe what has happened when your heavy tank scores a direct hit on an enemy light tank yet fails to knock it out! Likewise when infantry save after a hit, this probably indicates the burst of fire was close enough to the infantry to be frightening but not lethal, keeping their heads down and stopping them fighting. Use your imagination when thinking about what may have happened to your miniature troops in the battlefield, it makes the game much more fun!

Rolling to save is done in two parts:

*   your opponent rolls to save their teams from the worst effects of your hits, then
*   if they failed to save their teams, you roll to destroy them.

Sometimes unprotected targets are destroyed outright if they fail their save.

ARMOURED VEHICLES

Just hitting a tank doesn't mean that it has been damaged. Tanks have thick armour that will stop many of your shots.

ARMOUR SAVES

For each hit on an enemy tank, your opponent rolls an Armour Save to see if their tank's armour stopped the shot.

When a hit is scored on an armoured vehicle, the owning player rolls a die and adds:

*   The vehicle's Armour class.
*   An additional +1 if the range is over 16"/40cm to all teams in the shooting platoon.

Compare the result with the Anti-tank rating of the weapon that hit the tank. If the Armour Save is greater than the Anti-tank rating, the tank's armour stopped or deflected the shot. On any lower Armour Save score, the hit damages the tank.

Exceeds Anti-tank Rating

If your opponent's Armour Save roll is greater than your weapon's Anti-tank rating, their Armour Save is successful, and the shot has no effect having bounced harmlessly off the tank's armour.

Equals Anti-tank Rating

If your opponent's Armour Save roll exactly equals your weapon's Anti-tank rating, your shot didn't penetrate the tank's armour, but might still have some effect.

To determine the effect of the hit, roll another die.

*   If the roll equals or exceeds your Firepower rating, the crew panic and Bail Out.

ATL DA 01676
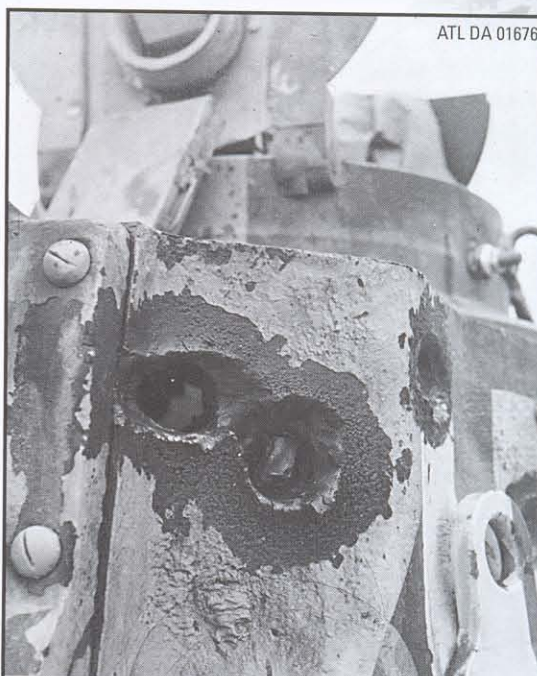
Thick armour will stop most shots, but eventually one will get through.

*   If the roll is lower than your weapon's Firepower the shot had no effect and the tank continues in action unharmed.

Less Than Anti-tank Rating

If your opponent's Armour Save roll is less than your weapon's Anti-tank rating they failed their Armour Save.

To determine the effect of the hit, roll another die.

*   If the roll equals or exceeds your weapon's Firepower rating, the tank is destroyed.
*   If the roll is lower than your weapon's Firepower rating the shot failed to do significant damage to the vehicle but the crew still Bails Out of the tank fearing that the next shot might do worse.

SIDE ARMOUR

If your shooting team is facing the flank of the enemy tank, the hit strikes the target's side or rear armour. This armour is usually thinner and easier to penetrate.

Side Armour

The tank is behind the front edge of the enemy tank and will hit its flank armour

All shots from this tank will hit the enemy tank's stronger front armour
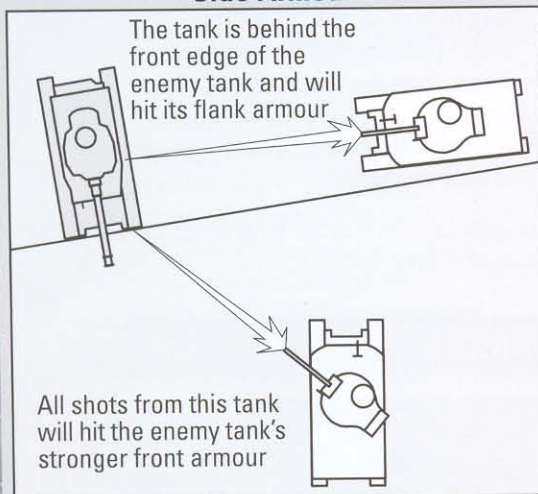
Your opponent uses their tank's Side armour rating for the Armour Save if you are behind a line drawn across the front of the target's hull.

Turret Side Armour

If a tank traverses its turret, it may make itself more vulnerable by exposing its thin turret side armour to the enemy.

You determine the side of the turret in the same way as the side of the hull by drawing a line across the front of the turret. You will hit the Side armour of the turret if you are behind this line. The Side armour of the turret is the same thickness as the Side armour of the rest of the vehicle.

Although it is to the front of the enemy tank's hull, this tank is behind the front of the turret and will hit the side armour
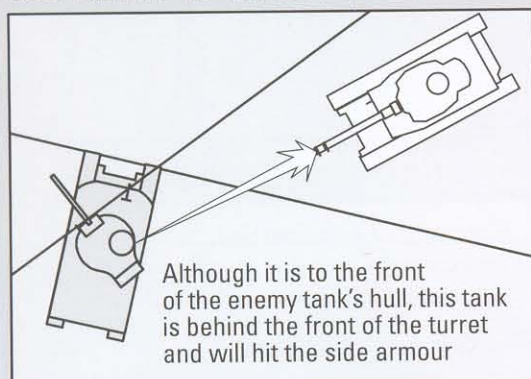
UNARMOURED VEHICLES

Unarmoured vehicles do not make an Armour Save roll, instead they roll a Transport save. If the roll is 5+, the vehicle survives unharmed apart from some holes in the bodywork. If the roll is less, the vehicle is destroyed automatically, without needing a Firepower test.

HIT THE EASIEST TARGET FIRST

If an enemy platoon gives your troops the choice of shooting at their thick front armour or their thinner side armour, your troops will always choose the easier shot.

Your opponent must allocate hits to the tanks with the lowest armour rating first, subject to the usual rules about allocating hits.

Example: You are shooting at two Sherman tanks. One is facing your guns (Front armour 6), but the other is showing its side armour (Side armour 4). In this case, the opposing player would have to allocate the hits to the one that is side on first.

.. Western Desert 1942 ..

Moonlight picks out the group of vehicles gently coasting down the dune. In the lead jeep, Lieutenant Howard Jones grins with relief. "Intelligence was right on the money," he murmurs to Corporal Smith as they crest the edge of the wadi. Below them, starkly lit by campfires, the German supply column is encamped exactly where the Intelligence Office said it would be.

Down the slope, the patrol picks its way, bouncing gently over rocks and brushing aside thorn bushes. "Now!" Jones orders, and Smith pops the clutch. With a cough, the engine roars into life. Smith floors the accelerator and the jeep surges forward. The other vehicles of the Long Range Desert Group hurtle after it.

As the jeep hits the hard sand floor of the wadi, Jones cocks the twin, bonnet mounted, Vickers K Guns. The rest of the troop fan out into their attack positions as they race towards the encamped Germans. Ahead, awakened by the sudden engine noise, figures scramble out of tents. Silhouetted against their campfires, the Germans are easy targets for the guns of the LRDG.

Jones' gun-sights fill with the black bulk of a German fuel tanker. His fingers clamp on the triggers of the Vickers. A spray of bullets ruptures the tank and the vehicle is torn apart in a massive explosion. A huge ball of flame boils skyward, raining burning wreckage on the tents and parked trucks.

Smith hauls the jeep around, and Jones destroys a second tanker. The rest of the patrol are in amongst the tents, shooting up the store trucks. Explosions and fires fill the air with thick, black smoke.

In moments, the German encampment is in flames. The charging British jeeps and trucks burst through the swirling smoke and out into the cool desert night air. As his jeep glides to a halt, Jones glances back at the inferno. "That'll slow Rommel's panzers down a bit," he says with a grin. Smith laughs and drops the jeep back into gear.

BAILED OUT TANK CREWS

A tank is a thick metal shell filled with flammable fuel and explosive ammunition. When an anti-tank round penetrates a tank's armor, the tank will often burst into flames.

Tank crews like being burnt alive about as much as the next guy, so when they hear a round penetrate their tank they usually jump out as fast as possible. After they're sure the tank isn't going to burn they'll get back in and carry on with the battle.

In *Flames Of War*, we describe any armored vehicle that isn't operational, but at the same time isn't obviously destroyed, as bailed out.

This covers a wide range of situations. A tank may be completely wrecked, but because it's not burning neither side can tell what's happening, or the crew could still be unharmed inside the tank, but stunned from the impact of high-velocity shells. Mostly, bailed out means that the crew have abandoned their tank and are waiting to see if it is going to explode, or whether it's safe to get back in.

Place a marker containing dismounted crewmembers or a plastic counter behind tanks that have bailed out. The tank may not move or fight until the crew remounts the vehicle. The bailed out crew marker simply indicates that the tank is out of action. The marker cannot be shot at or assaulted.

If a bailed out tank is fired on and destroyed, remove the bailed out crew marker as the crew take their wounded and make their way to the rear. If a bailed out tank is hit again and gets another bail out result, take an immediate Motivation test for the tank. If the test is failed, the crew decides that it's too dangerous to remount their vehicle and the vehicle is destroyed, otherwise the hit has no effect.

Remounting Bailed Out Vehicles

At the start of your turn, roll a Motivation test for each bailed out crew. If the test is successful, the crew recovers their nerve, remount their vehicle and begin fighting again. Remove the dismounted crew marker. They may move, shoot, and assault this turn.

If you fail the Motivation test, the crew is still too shaken to fight, and you'll have to wait until the start of your next turn to roll again.

INFANTRY AND GUNS

A hit on an Infantry team could result in all of the soldiers in the team being killed or wounded. But it's more likely that bullets or shell fragments hit in and around the soldiers, making them hit the dirt, scaring but not actually hurting any of them at all. Unfortunately for gunners though, they lie down, but have to get up and move about to load and fire the gun. This makes them much more vulnerable than infantry.

When you hit an enemy Infantry or Gun team, your opponent rolls an Infantry or Gun Save to see if your shot caused any serious damage. If the die roll is at least the score needed in the Infantry and Gun Saves table, then the hit was close enough to shake the team up, but not close enough to destroy them.

— INFANTRY AND GUN SAVES —

Type	Score Needed
Infantry Team	3+
Gun Team	5+

Infantry or Gun teams that fail to make this save and are not in Bulletproof Cover are destroyed automatically without needing a Firepower test.

BULLETPROOF COVER

One of the chief advantages of infantry is their ability to make the maximum use of any available cover. Although unprotected infantry are vulnerable, infantry in trenches or other bulletproof cover can be very difficult to kill. If the target Infantry or Gun teams are in bulletproof cover, the cover might protect them, even though they failed their save. To determine the effect of the cover, take a Firepower test.

Roll another die.
• If the roll equals or exceeds your weapon's Firepower rating, your weapon blew the cover apart and the target team is destroyed.
• If the roll is lower than your weapon's Firepower rating the cover protects the team from harm.

A team immediately behind a stone wall, in a stone or concrete building, trenches, craters, or gun pits is in bulletproof cover. A team at the corner of a building, or similar obstruction is also in bulletproof cover as long as at least half of the team is obscured from the shooting teams.

The team is assumed to be firing around the corner showing themselves as little as possible.

Soft cover like trees and hedges won't stop a bullet. Although this sort of cover makes your teams harder to hit because they are Concealed, it does nothing to protect them once they are hit.

Gun Teams Have Gun Shields

Gun shields provide your Gun teams with bulletproof cover from shots fired from in front of a line drawn across the team's gun shield. Shots fired from behind this line hit the unprotected crew behind it.

The gun shield protects the gun crew from this tank.

This tank is behind the gun shield. All of its shots hit the unprotected crew.
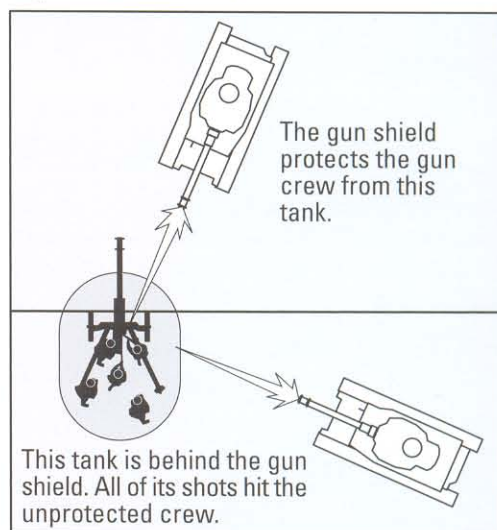
Platoons Partly In Cover

When you are shooting at a platoon that has some teams in bulletproof cover and others not, your opponent must allocate hits to the unprotected teams before allocating hits to those in bulletproof cover.

PASSENGERS

Being in a vehicle hit by enemy fire is seriously bad for your health. Few vehicles offer much protection for their passengers, and most troops like to dismount before they come under fire. Infantry and Gun teams carried in a vehicle that you destroyed are also hit and your opponent must roll a 5+ save for each team. If they succeed the passenger teams immediately dismount from the vehicle. Any passenger team (whether guns or infantry) that fails this save is destroyed. Passengers in an armoured vehicle that you forced to Bail Out must dismount immediately.

Tank Riders

If riding in a vehicle is unsafe, clinging to the outside of a tank under fire is even worse than riding inside a vehicle. Tank riders are treated as any other passengers except that they are hit and your opponent must roll a 5+ save for them every time their vehicle is hit, even if the tank's armour isn't penetrated.

DESTROYED TEAMS

In *Flames Of War*, a team is destroyed when, for whatever reason, it can no longer function. This does not necessarily mean that all its soldiers are dead, for example, tank crews often survive their tank getting knocked out, likewise with artillery crews. An Infantry team may have been so terrorized by an artillery bombardment that they have become psychological casualties and have fled to the rear areas to recover. These guys will be back, but not before the *Flames Of War* battle is long over.

Whatever the damage, the team is out of action for the duration of the battle. An Infantry or Gun team is removed from the battlefield. You may leave destroyed vehicles on the table for greater visual effect. If you do, mark them as destroyed by placing a column of black and red dyed cotton wool on the model representing smoke and flame from internal fires.

Destroyed vehicles left on table do not block line of sight, but do provide concealment for troops behind them and count as difficult terrain for movement. This will only matter when the destroyed vehicle blocks a bridge or a narrow road, since troops can easily go around them in other situations.

PINNED DOWN

Even if you don't manage to kill the enemy with your shooting, an intense weight of fire may pin them down. The soldiers of a platoon that is pinned down have found themselves under such intense fire that forward progress is impossible, and even shooting is difficult. Most of the individual soldiers are keeping as low a profile as possible, only popping up occasionally for a quick shot before ducking back under cover.

A platoon that takes at least five hits in a single Shooting step becomes pinned down. These hits can be from any source or combination of sources, as long as all five hits were inflicted in the same Shooting step. Mark a pinned down platoon, by placing a casualty figure or a plastic counter with the command team.

Infantry, Guns And Unarmoured Vehicles

Infantry and gunners hit the dirt or retire when the incoming fire gets too heavy. Truck drivers are even more exposed and either retire at speed or abandon their vehicle when things get hot. Infantry teams, Gun teams, and unarmoured vehicles in a pinned down platoon may not move closer to any enemy team that they can see. They may, however, fall back to safer positions. Pinned down platoons cannot entrench, as they are too busy lying low to dig.

Troops riding in unarmoured vehicles or on the back of tanks must dismount when their platoon is pinned down.

Infantry or Gun teams in a pinned down platoon can still shoot, provided they do not move. While pinned down, Infantry and Gun teams reduce their ROF to 1, or if they started with ROF 1, add a +1 penalty to the score to hit the target. If they neither move nor shoot they may use the Gone To Ground rule if it applies.

Armoured Vehicles

Being pinned down has little effect on tanks and armoured half-tracks. They are far too big and obvious to be able to hide, so their mobility is their best bet for survival.

Armoured vehicles can move and shoot freely, even while their platoon is pinned down. Passengers carried in armoured vehicles may remain in the vehicles when their platoon is pinned down. The vehicles may move freely and even carry their passengers closer to the enemy.

RALLYING PINNED DOWN PLATOONS

If your platoon is pinned down, you may attempt to rally it at the start of your turn. Roll a Motivation test for the platoon. If the test is successful, the platoon recovers fully and is immediately ready to continue the battle. Remove the pinned down marker. A failed test leaves the platoon pinned down.

Pinned Company Command Teams

If a Company Command team is pinned down, the commanding officer is too busy cowering in a ditch to provide much inspiration for his troops. Company command teams do not allow you to re-roll failed Motivation tests when they are pinned down.
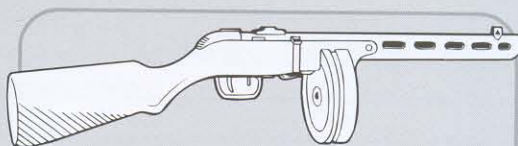
Russian PPSh 1941G submachine-gun - Cheap, effective weapon with a 71-round drum magazine.

RECONNAISSANCE

Reconnaissance troops (recce for short) are a commander's eyes and ears. They push out in front of an advancing army to discover where the enemy is planning to stand and fight, and to find gaps where they can be bypassed without engaging them. In defence, recce troops keep the enemy from learning your plans and dispositions while gathering information about when and where any planned attack will come.

Some platoons are marked as recce platoons in the Intelligence Briefings. When fired upon, these recce troops may attempt to use their speed and training to escape before any serious damage is done.

If the recce troops choose to do this, each team shooting at them is only allowed to fire one shot at the recce platoon in its current position. The recce platoon then has a chance to get away. Each recce team makes a Skill test to see if the team can get away from the enemy fire.

- If successful, the recce team breaks off the engagement and heads for cover, making a full move away from the enemy to get to cover or out of line of sight.
- If unsuccessful, the recce team remains in their original position and the firing team may fire its remaining shots at them.

All remaining shots, if any, are fired at the platoon in its new positions. If the whole recce platoon managed to get out of range or line of sight of the enemy, the remaining shots automatically miss.

Weapons that only fire one shot (either because they have ROF 1 or because they moved), cannot fire before the recce platoon attempts to escape. They must wait and fire at the recce teams in their final positions.

Recce teams that escape in this way need to reorganise themselves after their abrupt retreat and may not shoot in their next turn, nor may they move closer to any enemy within their line of sight.

... Tunisia 1943 ...

Ahead, an engine roars into life and an armoured car lurches forward. Its commander begins to track the turret looking for targets. Private Jones drops flat and sights along the PIAT... fires. The bomb hangs in the air, drops, explodes, shaking the village as the armoured car bursts into flames. Kelly, the loader, pops another bomb into the anti-tank launcher. Jones wriggles around for a second shot. He fires again. Another armoured car explodes. The air is quickly filled with acrid smoke.

Frantic orders are shouted in German as soldiers stumble out of the houses. A figure rushes at Gates. Without breaking stride, he swivels and fires his Thompson. The German soldier falls backwards. Private Briggs clubs a second German to the ground. The German patrol scatters before the on-rushing men from Derbyshire.

"Come on, Derby Yeomanry!" Sergeant Andrew Gates shouts and dashes into the

small Arab village. In the pre-dawn darkness, he dodges between the bivouacked half-tracks of the German patrol. A single shot rings out. A fusillade of fire answers it, splitting the still night air.

Sergeant Gates dodges around a corner. He almost runs smack into a German section attempting to outflank his men. Dropping to a crouch, he fires a burst from his Tommy gun. Briggs, a step behind him, opens up with his rifle. The surprised Germans scatter and run. Panic sweeps through the rest of the patrol and they break off their attack.

Seizing his whistle, Gates blows 'Withdraw'. Leaving the German patrol demoralised, and its transport in ruins, the men of the Derbyshire Yeomanry slip back into the hills above the Goubellat Plain.

TANK WEAPONS

Most tanks have a main gun mounted in their turret (or the hull front if they don't have a turret), and numerous machine-guns. All of these weapons have a purpose. The main gun allows you to engage enemy tanks and fortified positions. The machine-guns' higher rate of fire makes them more effective against infantry and transport.

Some transport vehicles also carry machine-guns or sometimes light anti-tank guns. Treat these armed transport vehicles as tanks when they shoot.

TANK GUNS

There are so many different types of tank guns that a complete list would take up many pages! Instead, the table below gives a sample of some common guns, and leaves the details to the Intelligence Briefings on each army at the end of the book. Each briefing gives the ratings of the tank guns used by that army.
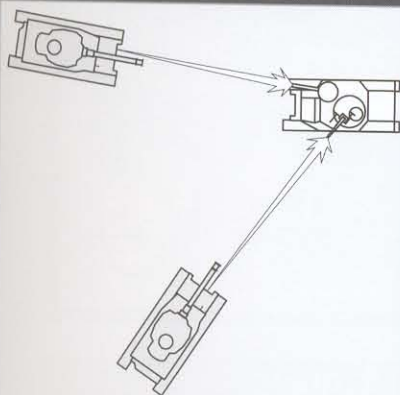
Multiple Guns

Some tanks, for example, the M3 Lee/Grant have more than one main gun. They can fire them all at the same time. However, to represent the difficulties the tank commander has in directing multiple guns, add +1 to the score required to hit with each tank main gun if the tank fires more than one main gun. A tank with more than one main gun can fire each main gun at a different enemy platoon if required

— Tactical Tip —

Choose the best weapon for the job

Use the main gun against tanks
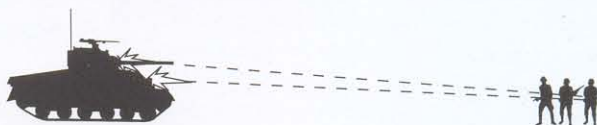
Use the machine-guns against infantry
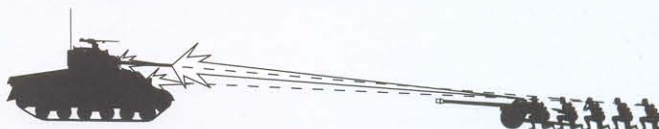
Use the main gun and machine-guns against anti-tank guns
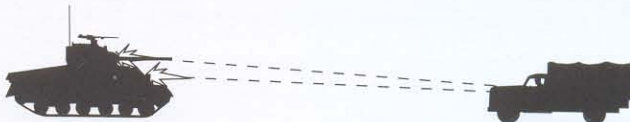
Use machine-guns against transport
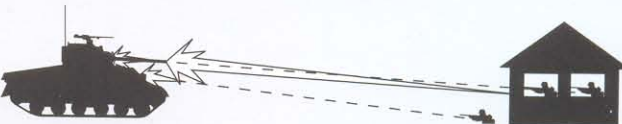
Use main gun and machine-guns against infantry in trenches and buildings

Use machine-guns to pin down the enemy when supporting an infantry attack

— TANK GUNS —

Army	Weapon	Range	ROF	Anti-tank	Firepower
German	8.8cm	40"/100 cm	2	13	3+
US	75 mm	32"/80 cm	2	10	3+
British	2 pounder	24"/60 cm	3	7	5+
Italian	47 mm	24"/60 cm	2	7	4+
Soviet	45 mm	24"/60 cm	1	7	4+

TANK MACHINE-GUNS

Every army has its own designs of tank machine-guns, but they are all essentially the same. Most tank machine-guns, no matter how they are mounted have the ROF shown in the Tank Machine-gun table below.

A tank provides a good shooting platform, as a result tank machine-guns do not reduce their ROF when moving. This allows your tanks to move forward to support your infantry attacks and still keep the enemy pinned down.

Firing Machine-guns With Other Weapons

A tank won't get the full benefit of its machine-guns if its busy firing other weapons as well. Only one tank machine-gun can fire at its full ROF 3 at a time, and only if the tank isn't firing its main gun.

Under all other circumstances, tank machine-guns reduce their ROF to 1 to reflect the difficulty of controlling so many weapons. All of a tank's machine-guns must fire at the enemy platoon that the main gun is engaging.

CO-AXIAL MACHINE-GUNS

Co-axial machine-guns are mounted beside the main gun and aim along the same axis. This allows a gunner to keep shooting at the enemy using the co-axial machine-gun while he waits for the loader to reload the main gun. In game terms, this means that the tank can fire both the main gun and the co-axial machine-gun at the same time, although then the co-axial machine-gun only has a ROF of 1 while doing so.

Rate Of Fire For Typical Tank Weapons

Main Gun
Stationary — 2 shots
Moving — 1 shot

Machine Gun
Stationary or Moving — 3 shots

Multiple Machine-guns
Stationary or Moving — 3 shots +1 for each extra machine-gun

Main Gun and Machine-guns
Stationary — 2 shots +1 for each extra machine-gun

Moving — 1 shot +1 for each extra machine-gun

Flame-thrower
Stationary or Moving — 3 shots
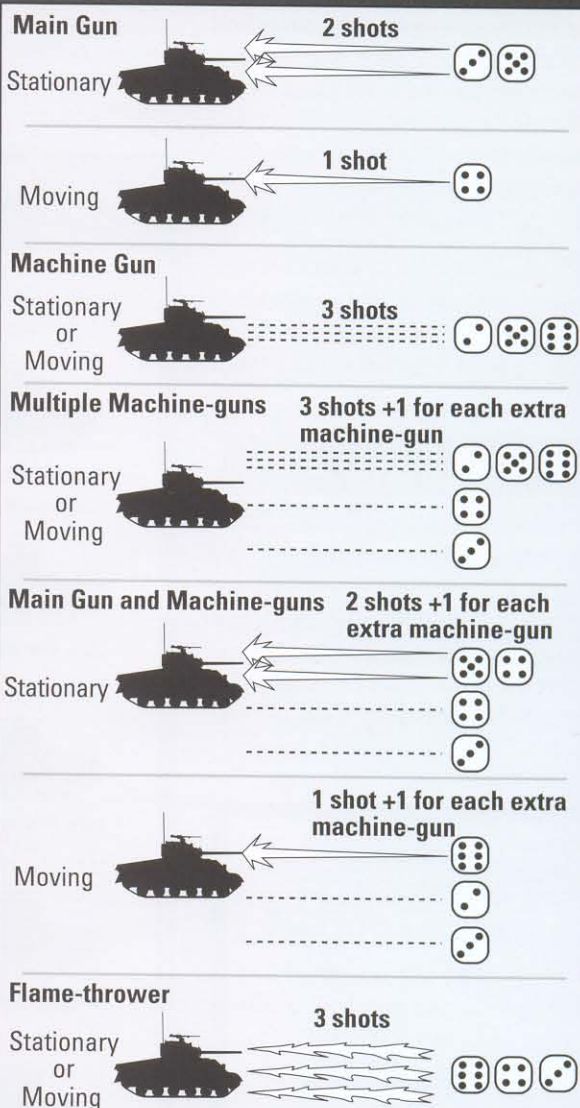
TANK MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower
Machine-gun (MG)	16"/40cm	3	2	6+
Heavy Machine-gun (HMG)	16"/40cm	3	3	6+

ANTI-AIRCRAFT MACHINE-GUNS

Many vehicles are fitted with anti-aircraft machine-guns (AA MG or AA HMG) fired by the crew from the hatches of their vehicles. If they want to shoot the machine-gun, they must open a top hatch and fire the weapon over the side of the vehicle.

They can fire the machine-gun in any direction. However, this leaves the vehicle more vulnerable and reduces its Top armour class to 0 in assaults until the start of the next friendly turn.

Anti-aircraft machine-guns can be fired at the same time as other machine-guns, but not at the same time as the main gun, since the commander and gun crew cannot do two things at once.

Firing Anti-aircraft MGs When Pinned

To fire an anti-aircraft machine-gun, the vehicle commander must expose their body to enemy fire. Infantry would sometimes spray a tank with bullets to keep the crew inside and make it easier to creep up on the vehicle and assault it.

Vehicles in a pinned down platoon may not fire their anti-aircraft machine-guns.

TANK FLAME-THROWERS

Flame-throwers drench their targets with burning fuel at short range. They are terrifying weapons to face, and many men who are willing to risk a bullet will turn tail when faced with a flame-thrower. Mounting flame-throwers in tanks ensures that the flame-thrower will survive long enough to get close and do their terrible work.

TANK FLAME THROWERS				
Weapon	Range	ROF	Anti-tank	Firepower
Tank Flame-thrower	4"/10cm	3	-	5+

Tank flame-throwers vary considerably, but these characteristics are typical. Flame-throwers are very short ranged, but they can drench a target with burning flame in seconds. Tank flame-throwers always fire at their full ROF, even when they move.

Flame-throwers use up many gallons of fuel every second. To represent this they may only fire a limited number of shots in a game (usually 4 or 6 shots, but see the Intelligence Briefings for details on particular flame-throwing tanks). Place a die beside a flame-throwing tank to show how many shots it has left.

Using Tank Flame-throwers

Unlike normal weapons, a tank flame-thrower makes a Skill test to hit the target. Any hit by a tank flame-thrower automatically Pins Down the whole target platoon. Infantry, Gun, and Transport teams don't get a save against flame-throwers. If they are hit, they are destroyed.

A tank hit by a flame-thrower does not make an Armour Save, since no amount of armour can stop burning fuel and choking smoke seeping through vents and openings. Instead, roll a die. If it equals or exceeds the flame-thrower's Firepower, then the tank is destroyed; otherwise, the crew are incapacitated and treated as if they had Bailed Out.

Fuel Tanks

Flame-thrower fuel is obviously extremely flammable. Unfortunately, that means that when a flame-thrower tank is hit, it tends to burn very easily.

When shooting at a flame-thrower tank, you may re-roll failed Firepower tests.

— Tactical Tip —

Flame-throwers can be devastating if used correctly. Although they do not cause many actual casualties, flame-throwers are brilliant for preparing the way for infantry assaults. With anything they hit being pinned down or forced to Bail Out, the infantry are almost guaranteed a clear run in the assault phase.

INFANTRY WEAPONS

A huge array of infantry weapons were used in World War II. *Flames Of War* groups similar weapons into a few common types of infantry teams.

RIFLE TEAM

At the start of the century, infantry were all armed with rifles. Since then most, but not all, infantry squads have gained a light machine-gun. Rifle teams are squads that still only have rifles, either because they are lightly-armed scouts, or simply that there just aren't enough machine-guns to go around. Because their rate of fire is already 1, if a Rifle team moves, add +1 to the score required to hit a target.

RIFLE/MG TEAM

A combination of rifles and light machine-guns is much more common than either weapon alone. Rifle/MG teams have the extra firepower of the squad light machine-gun, but still rely on the riflemen for their contribution as well. Like most teams, Rifle/MG teams reduce their ROF to 1 if they move.

MG TEAM

Some infantry squads have enough light machine-guns that they no longer rely on the riflemen for their firepower at all. With so many machine-guns, these MG teams have a higher ROF than most infantry. However, on the move they still reduce their ROF to 1, so it's a good idea to halt some teams to give covering fire at their full ROF and pin down the enemy while the rest advance into an assault.

SMG TEAM

SMG or submachine-gun teams are assault units. Armed with nothing but submachine-guns and grenades, they are devastating at short range. The soldiers can fire from the hip even while moving up to assault.

Movement doesn't affect the ROF of SMG teams.

HMG TEAM

One weapon common to almost every army is the tripod-mounted HMG or heavy machine-gun. An HMG team can deliver a massive volume of fire. Unfortunately, the cost of this reliability is a very heavy weapon.

Hauling the machine-gun and lots of ammunition about is hard work, and it takes time to set it all up again. As a result, an HMG team cannot shoot at all if it moves.

On the other hand, the tremendous firepower of a heavy machine-gun means that it still shoots with ROF 2, even when it is pinned down.

LIGHT MORTAR TEAM

Light mortars hurl explosive grenades arcing high in the air to explode amongst the enemy. This allows Light Mortar teams to shoot at targets without risking hitting friendly troops in between. As an exception to the normal line of sight rules, a Light Mortar team can fire over any friendly team. Light mortar teams add +1 to the score required to hit a target when they move because they have ROF 1.

FLAME-THROWER TEAM

Every army devised backpack flame-throwers for their assault troops. These vicious weapons spew a jet of burning fuel at the enemy. They are ideal for clearing trenches and bunkers, and are also effective against tanks.

Even when they move, flame-thrower teams can still fire with ROF 2.

The fuel in a flame-thrower only lasts a few seconds, so once a flame-thrower team has fired, it is out of fuel. Remove the flamethrower team from the table, but do not count the team as destroyed.

Using Flame-thrower Teams

Like tank-mounted flame-throwers, infantry flame-throwers make a Skill test to hit the target. Any hit on an Infantry or Gun team by a flame-thrower automatically pins down the whole platoon. Infantry, Gun, and Transport teams don't get a save against flame-throwers. If they are hit, they are destroyed.

A tank hit by a flame-thrower does not make an Armour Save. Instead, roll a die. On a score of 6 (the flame-thrower's Firepower rating), the tank is destroyed, otherwise the crew Bail Out.

OTHER INFANTRY WEAPONS

Although the basic infantry teams are the same in every army, there are also numerous weapons that are unique to each army. The Intelligence Briefing for each army describes these weapons and their effects.

Rates Of Fire For Common Infantry Weapons

Rifle team

Stationary — 1 shot

Moving — 1 shot (+1 to Hit)

Rifle/MG team

Stationary — 2 shots

Moving — 1 shot

MG team

Stationary — 3 shots

Moving — 1 shot

SMG team

Stationary or Moving — 3 shots

HMG team

Stationary — 4 shots

2 shots if Pinned Down

Moving — Cannot shoot

Light mortar team

Stationary — 1 shot

Moving — 1 shot (+1 to hit)

Can shoot over friendly teams

Flame-thrower team

Stationary or Moving — 2 shots

Remove after shooting

COMMON INFANTRY WEAPONS				
Weapon	Range	ROF	Anti-tank	Firepower
Rifle team	16"/40cm	1	2	6+
Rifle/MG team	16"/40cm	2	2	6+
MG team	16"/40cm	3	2	6+
SMG team	4"/10cm	3	1	6+
HMG team	24"/60cm	4	2	6+
Light mortar team	16"/40cm	1	1	5+
Flame-thrower team	4"/10cm	2	-	6+

GUNS

The range of different guns in use is vast. With each combatant having anti-tank guns, anti-aircraft guns, artillery, mortars, and rockets in innumerable calibres, it is almost impossible to generalise.

Self-defence

The crews of Gun teams have rifles and light machine-guns for self-defence against infantry attacks. Any Gun team may fire as a Rifle/MG team rather than firing their gun if they wish. This can be particularly useful against attacks launched from the flank or rear, outside the field of fire of the gun.

ANTI-TANK GUNS

Anti-tank guns fire high-velocity shot directly at tanks that they can see. Most anti-tank guns can also fire explosive shells against infantry targets if necessary. Every army developed its own range of anti-tank guns as it sought to gain an edge on enemy armour. The table below presents some typical anti-tank guns. Each army's Intelligence Briefing describes their anti-tank guns.

ANTI-AIRCRAFT GUNS

Anti-aircraft guns are principally designed to shoot down aircraft, but their high rate of fire and the velocity of their shot makes them excellent, if rather large, anti-tank guns. Once again, the Intelligence Briefing has the details of each army's anti-aircraft guns.

ARTILLERY

Artillery can shoot by direct line of sight like anti-tank guns, but they can also conduct artillery bombardments, which are explained in more detail later. As with anti-tank guns, each army fielded its own range of artillery pieces. Although many of these weapons have short barrels and low muzzle velocities, shaped charge ammunition gives them a respectable anti-tank capability. Again, the Intelligence Briefings give the full details. Below is a representative selection.

MORTARS AND ROCKETS

Mortars and salvo rocket launchers cannot lower their barrels and fire directly at a target. They can only fire artillery bombardments.

COMMON ANTI-TANK GUNS

Army	Weapon	Range	ROF	Anti-tank	Firepower
German	7.5cm PaK40	32"/80cm	2	12	3+
Soviet	76mm ZIS-3	32"/80cm	2	9	3+
British	6 pdr	24"/60cm	2	9	4+
Italian	47/32	24"/60cm	2	7	4+
US	M6 37mm	24"/60cm	3	7	5+

COMMON ANTI-AIRCRAFT GUNS

Army	Weapon	Range	ROF	Anti-tank	Firepower
German	8.8cm Flak36	40"/100cm	2	13	3+
Soviet	37mm obr. 1939	32"/80cm	4	6	5+
British	40mm Bofors	32"/80cm	4	7	5+
Italian	20/65	24"/60cm	4	5	5+

COMMON ARTILLERY

Army	Weapon	Range	ROF	Anti-tank	Firepower
US	M2A1 105mm	24"/60cm	2	9/3	2+
Italian	105/28	24"/60cm	1	10/3	2+
British	25 pdr	24"/60cm	2	9/3	3+
Soviet	76mm ZIS-3	32"/80cm	2	9/2	3+
German	7.5cm leIG18	16"/40cm	2	9/2	3+

ASSAULTS

ASSAULT SEQUENCE

1	Select the assaulting platoon and charge into contact
2	Defender conducts defensive fire
3	Fight the assault
4	Defenders check motivation and counterattack (repeat)
5	Victors consolidate their position
6	Select your next assaulting platoon and repeat

Although you'd think that the firepower of machine-guns and artillery would be more than enough to deal with the most stubborn enemy, experience has repeatedly shown that well dug-in infantry in trenches and bunkers can withstand a heavy bombardment. In the end, the only way to take their position is to get up close and personal with bayonets and hand grenades.

In the Assault step, you launch a series of assaults. In each assault, one of your platoons charges the enemy positions. You can't launch an assault with more than one platoon at a time; perfect coordination of that sort is just too difficult.

While you cannot assault with more than one platoon at a time, you can assault the same enemy platoon with several of your platoons one after the other if you need to.

TANKS IN ASSAULTS

Tank teams don't normally like to get involved in assaults because they are vulnerable to infantry and nearly blind at close quarters. When they do get involved, however, they are terrifying and potent opponents, collapsing foxholes with their tracks and grinding artillery beneath their weight.

Tank teams can't assault other Tank or Transport teams. Tanks just aren't effective against each other at such close quarters.

Bogged Down or Bailed Out tanks cannot move and do not fight in assaults. The crew watch the fight swirling around them, hoping that their own side wins.

GUNS IN ASSAULTS

Artillery pieces are poorly suited to assaults. The guns are too heavy to move, tying the crew down to a static defence of their weapon. Gun teams may not launch an assault or move to counterattack or consolidate. The crews stick by their pieces, refusing to abandon them.

TRANSPORT IN ASSAULTS

Most transport vehicles are totally incapable of fighting, and their crew wouldn't want to if they could!

Transport teams cannot fight in an assault. While passengers remain in their vehicles, they take no part in the assault. However, passengers can dismount to launch a counterattack.

If their transport is destroyed, the passengers are destroyed as well. Tank riders are destroyed if their tank is hit, regardless of whether the tank is destroyed.

Assaults At A Glance

In a nutshell, assaults are easy. An assaulting platoon and a defending platoon alternate rounds of combat until one side wins. You then go on to the next assault.

Resolving an assault has three basic parts.
- Charge into contact, receiving defensive fire from the defending platoon.
- Assaulting teams within 2"/5cm of enemy teams roll a Skill test to destroy an enemy team.
- Defending platoon takes a Motivation test to launch a counterattack becoming the assaulting platoon and rolling to destroy enemy teams in turn.

Both sides take turns at counterattacking until one side fails its Motivation test and flees.

LAUNCHING AN ASSAULT

Tactical Tip

Charging blindly at a prepared position is suicide. In the first year on the Eastern Front, bodies piled up in front of the German positions as the Soviet troops launched assault after assault against them without any support. For an assault to succeed you must properly prepare it before hand.

Pin Them Down

If the defenders are pinned down their shooting is much less effective, and their chance of stopping the charge is much lower. That's why the trick to launching a successful assault is to get your enemy pinned down first.

You can do this the slow but sure way, by bringing up lots of firepower and pounding them with artillery and gunfire until they are pinned and remain that way when your turn begins.

If you don't have the luxury of preparing like this, and need to assault hastily, you can achieve the same effect by leaving a proportion of your platoon behind to give covering fire and pin the defenders while the remainder carry out the actual assault firing as they move.

Watch out though! If your covering fire is particularly poor, this can leave your assault force charging straight into the undiminished fire of the enemy machine-guns.

Hit Them In The Flank

Another effective way of limiting the firepower that the enemy can bring to bear is to assault from the flank or rear. Since the enemy cannot shoot at you through their own teams, and a team that is assaulted from a direction outside its field of fire cannot shoot defensive fire, this will reduce the firepower of any but the best laid out positions.

Approach Under Cover

The final technique is to use terrain to isolate part of the enemy platoon from the rest. If you can assault the left flank of an enemy-occupied wood, you may be able to use the wood itself to screen you from the teams defending the right flank for instance. Once again, the reduction in the enemy's firepower will allow your troops to reach their positions.

Readying grenades, your soldiers rise to their feet, the sun glinting off their bayonets, and charge towards the enemy positions. The decisive moment has come.

CHARGE INTO CONTACT

Charge!

The assaulting infantry teams move up to 4"/10 cm to reach the enemy
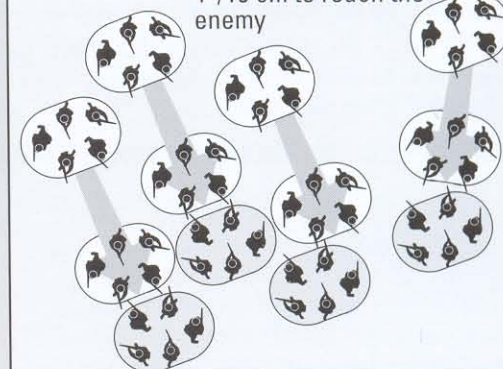
Having carefully worked your troops right up to the enemy positions, it's now time for the final assault to throw them out.

You may launch an assault with any platoon within 4"/10cm of the enemy. The assaulting teams may move up to 4"/10cm towards the enemy. At least one team must be in base-to-base contact with a team from an enemy platoon for you to assault that platoon.

All of the normal movement rules and restrictions, such as being in command, tanks bogging down, and impassable terrain apply to assault movement as well. Infantry can even dismount from their half-tracks or other transport at the start of their assault movement, just as they can for any other movement.

A team that fired in the Shooting step may only assault the platoon that it shot at. Teams that remained stationary to shoot at their full ROF cannot launch an assault, since they are too busy shooting.

Pinned Down platoons can't launch an assault since they aren't allowed to move closer to the enemy and platoons without a Command team can't assault either, because they haven't received orders to do so.

At The Double

A platoon that moves At the Double cannot launch an assault. There is simply not enough time left to organise an assault after moving so far.

Assaulting Multiple Platoons

Given that a team cannot approach within 2"/5cm of an unengaged enemy team unless it is assaulting the team, you may choose, or be forced to assault more than one platoon at a time. If you do this, you must move at least one team into contact with each platoon that you are assaulting.

Shooting Was Too Successful

If your shooting was very successful, and your covering fire destroyed the enemy teams that you were about to assault, the assault can still take place as the assaulting platoon occupies the position unopposed. The assaulting teams must have fired at the reduced rate of fire for moving to be able to do this. In *Flames of War* you can't just decide to occupy the position after you've shot all of the enemy!

Tanks Assaulting Infantry In Cover

Tanks wishing to assault infantry or guns occupying woods or buildings or other Rough Terrain must enter the terrain, taking the appropriate bogging rolls, to assault the infantry. If a tank becomes Bogged Down during the charge, it takes no part in the fighting and is destroyed if the enemy infantry win the assault.

Infantry Assaulting Tanks

Infantry tend to avoid assaulting tanks. They usually lack any means with sufficient punch to make an impact on the iron shells of these well-armoured beasts.

If you wish to assault armoured vehicles with an infantry platoon, you must pass a Motivation test at the beginning of the Assault step, before even beginning the assault. On a successful roll, your infantry get up and assault the armoured vehicle. On a failed roll, they do not assault this turn, preferring to hide where they are instead.

DEFENSIVE FIRE

The enemy won't take your charge lying down. When they see your soldiers bearing down on them, they will redouble their fire in an effort to stop your troops reaching them. After the assaulting platoon has launched their assault, the defenders get one last chance to stop your attack with their defensive fire.

Each defending platoon carries out its defensive fire using the normal shooting procedure. If the assaulting platoon is Pinned Down by the defensive fire,

- assaulting Infantry teams and unarmoured vehicles immediately fall back 4"/10cm to their starting positions, while
- armoured vehicles are unaffected.

If this leaves no teams in contact with the defenders, the assault has failed.

Platoons shooting in defensive fire do not count as moving and may not rotate outside their field of fire. They fire at their full ROF, it being assumed that they halt to receive the charge.

Unfortunately, your assaulting troops won't usually benefit from concealment. Unless your assault is taking place in the middle of a wood or somewhere similar that provides concealment all the way to the enemy positions, your assaulting troops count as being in clear view as they charge across the open ground to the enemy positions.

Your troops won't gain the benefits of bulletproof cover, since they have left any cover they had and are sprinting forward in a final mad dash to reach the enemy positions.

Close-in Fighting

One of the weaknesses of tank design is that they have a huge blind area close to the tank, and their big main guns are of little use at point-blank range. When firing defensive fire at Infantry teams, tanks can only use machine-guns. However, they can use their main guns against other teams in the assaulting platoon.

— Tactical Tip —

A trick that German infantry learned on the Eastern Front is not to fire until the last moment. They found that if they opened fire at long range, the Soviet infantry would hit the dirt and wait until their supporting artillery pounded the German positions before attacking again. By holding fire until 50 metres or less, the German infantry could stop the attack dead.

If you don't move or shoot in your own Shooting step, your troops count as having Gone to Ground. This makes them extremely hard to hit and pin down. If the enemy attempts to assault without pinning you down, your defensive fire will cut them to pieces. A cunning player can hold a position for a long time using this trick.

FIGHTING IN AN ASSAULT

There is no order in an assault. Officers have little control in the melee. Leadership falls on squad leaders and individual soldiers as they struggle with the enemy in small, confused battles at close quarters. Assault combat is quick, brutal, and confused. Your soldiers use anything that comes to hand—submachine-guns, grenades, bayonets and even sharpened spades—as they set about clearing the enemy position.

WHO FIGHTS IN AN ASSAULT

Once past the enemy defensive fire, all assaulting teams that are within 2"/5cm of a visible enemy team fight in the assault.

Teams must attack the platoon they are in contact with or if they are not yet in contact, they may attack any platoon engaged in the assault and within 2"/5cm of the team.

Who Fights In An Assault

All three teams can fight since they are within 2"/5cm of an enemy team
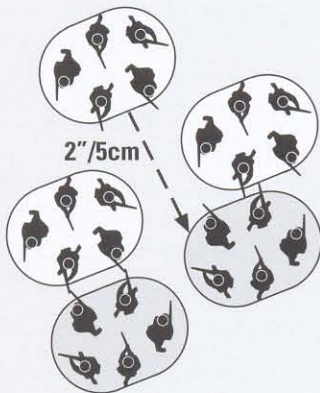
2"/5cm

ROLL TO DESTROY

Roll a Skill test for each assaulting team.
• If successful, the team has hit a defending team.

You can only destroy defending teams that are within 2"/5cm of one of your teams. Defending teams further from the action cannot be hit in the assault.

SAVES IN ASSAULTS

Assaults are bloody. There are no saves for Infantry, Gun, or unarmoured Transport teams that have been hit. These teams are destroyed and removed from the battlefield.

While a tank's armour is still a problem for infantry, a big advantage of getting so close to a tank is that you can hit in where it really hurts, its thin top armour. You can toss mines or grenades onto the decking, or wedge them under the turret overhang.

Infantry teams have an Anti-tank rating of 2 in an assault unless they have specialist tank-hunting equipment listed in their Intelligence Briefing.

When you hit a defending armoured vehicle in an assault, the defending player makes an Armour Save using its Top armour class.

The owning player rolls a die for each hit scored on an armoured vehicle and adds the vehicle's Top armour class. Compare the result with the Anti-tank rating of the assaulting team. If the Armour Save roll is greater than the Anti-tank rating, the tank's armour protected it from the infantry's attacks. On any lower roll, the hit damages the tank.

Exceeds Anti-tank Class

If the defender's Armour Save roll exceeds the attacking team's Anti-tank rating, then the team was unable to find any weakness in the tank's armour and their attack has no effect.

Equals Anti-tank Class

If the defender's Armour Save roll matches your team's Anti-tank rating exactly, then the infantry manage to temporarily blind and immobilize the tank. Count the crew as having Bailed Out, although they are actually cowering in the bottom of their tank.

Is Less Than Anti-tank Class

If the defender's Armour Save roll is less than your team's Anti-tank rating, then the tank is destroyed.
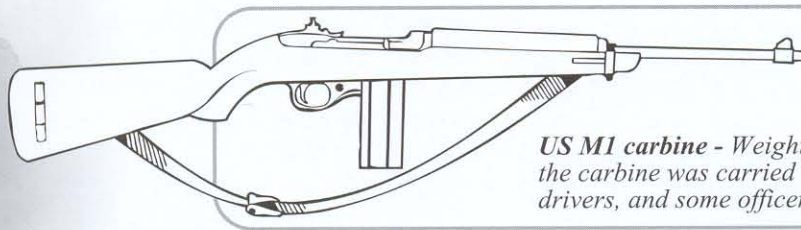
US M1 carbine - Weighing only 5 pounds, the carbine was carried by weapons crews, drivers, and some officers.

DEFENDER CHECKS MOTIVATION

Having survived the initial onslaught, the defenders look to the leadership of their officers. If defence the is still viable, the survivors will launch a counterattack, becoming the assaulting side in the next round of the assault. If they have been overwhelmed by the violence of the assault, they'll fall back in disorder instead.

If any defending teams were hit, whether or not they were destroyed, the defenders must pass a Motivation test before they can counterattack.

If they fail the Motivation test, every team in the defending platoon immediately flees up to a normal move directly away from the assaulting troops and becomes Pinned Down.

If any fleeing teams remain within 4"/10cm of any of an assaulting team at the end of their movement, they are captured and destroyed. Any teams that flee right off the table are also destroyed, as they will not return before the end of the battle.

If several platoons have been assaulted at once, each platoon takes their Motivation tests to remain in combat separately. This might mean that one platoon flees, while another fights bravely on.

Remember, if your platoon does not have a command team, it automaticaly fails all Motivation tests.

Fleeing Teams

Defenders flee 6"/15cm when they fail a Motivation test in an Assault

6"/15cm

Fleeing team is destroyed because it ended its fight within 4"/10cm of an enemy team

6"/15cm

6"/15cm

6"/15cm
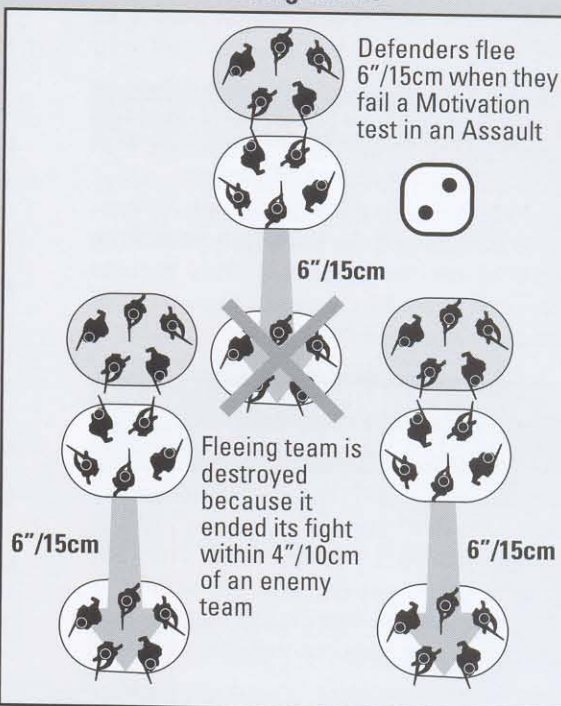
Tank terror

When a tank assaults infantry its chief weapon is fear. Most infantry are inclined to flee in panic as the clanking armoured beast bears down on them.

To reflect the terror value of a tank, a platoon being assaulted by a Tank Team must still take the Motivation test to counterattack, even if they did not suffer any hits.

... Volga 1942 ...

"Tanks!" screams Red soldier Voinovich. The snarl of tank engines roars through the crash of the mortar shells exploding all about. The trench is still only half a meter deep; barely cover from the shell fragments sweeping the Soviet positions.

"Stay in your trenches!" Komissar Zharkov demands. "Ignore the tanks! Shoot the Fascist infantry!"

The first German Panzer tank rumbles over the ridge trundling through the Soviet trenches, its 7.5cm cannon hunting for targets. "Stay down!" Zharkov snarls, peering over the lip of his trench at the oncoming Panzer.

A second Panzer bears down on Zharkov as he ducks back into cover. The air fills with the squeal of tracks and the stink of hot oil as it begins to cross the slit trench. Suddenly, the tank brakes and starts to turn. The trench sides bulge and collapse under the immense weight, dropping a track into the ditch.

Gunning its engine, the Panzer begins to move forward. The track tears its way out of the trench. Embedded in the treads, Zharkov's greatcoat flutters briefly before snagging on the track fender.

Clods of earth, shaken loose from the trench wall, cascade down on Voinovich as he hears the Panzer approach. He scrabbles over the lip of the trench and rolls down-slope and clear as the Panzer's track tears up his trench. Yanking the pin from a grenade, he scrambles after the tank and stuffs the bomb into the tracks. For a horrible moment his sleeve catches in the grinding sprockets. Throwing himself backwards, he feels the cloth stretch and then tear. He rolls clear as the grenade goes off with a flash of flame. The tank shudders to a halt.

COUNTERATTACK!

Once the defenders are over the initial shock of the assault they are going to fight back viciously.

If your assault doesn't destroy the defenders outright or force them to run, your opponent can attempt an immediate counterattack to regain their positions. Both platoons change roles. The previous defenders now have their turn to assault, and the previously assaulting side becomes the defenders. This process continues until all of one side have been destroyed or have fled.

LAUNCHING A COUNTERATTACK

If any defending teams survived the assault and are still within 4"/10cm of the enemy platoon, they can launch a counterattack. Only the platoons already engaged in the assault as defenders can counterattack, and they can only counterattack the platoons that attacked them.

Counterattacking Teams Join The Fight

Counterattacking teams move 4"/10cm toward the enemy
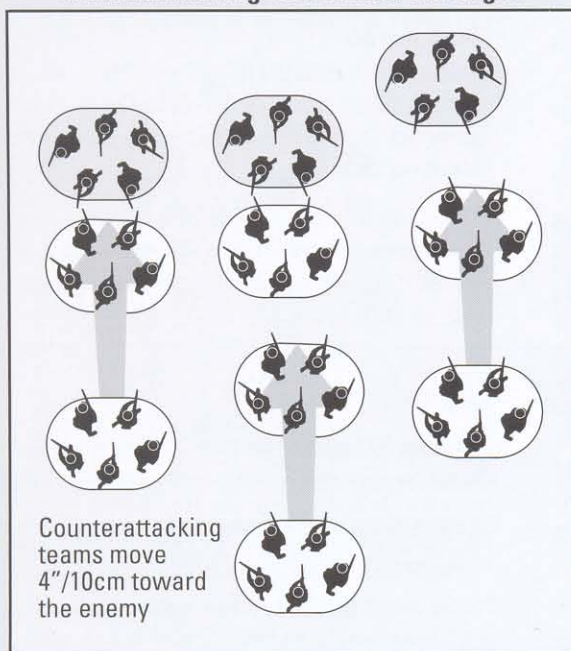
Any teams in the counterattacking platoon that aren't in contact with the enemy can move up to 4"/10cm closer to the enemy platoon that they are now assaulting, contacting enemy teams if possible. As with launching an assault, all of the normal movement rules apply. One difference is that teams from platoons that were pinned down may counterattack, since the general melee masks the enemy fire that was keeping them pinned down. Teams that did not move in order to shoot at their full ROF can also counterattack.

Counterattacking With Tanks

In the close-quarters battle of an assault, a stationary tank is a dead one. Tanks have to move to grind enemy trenches under their tracks and to avoid enemy infantry stalking them.

Each time that a tank counterattacks in Rough Terrain, whether the miniature moves or not, it must make a Bogging Roll to avoid becoming Bogged Down before it attacks.

No Defensive Fire

In a counterattack, the new defender does not get any defensive fire at the counterattacking troops as they close. The troops are already too heavily engaged in the fighting to be able to put up any effective shooting.

Fighting In A Counterattack

Once a counterattack is launched, the new assaulting troops fight in exactly the same manner as the original attacker, making Skill tests to hit the new defenders.

If the counterattack causes hits on the defending platoon, the defenders take a Motivation test—if they pass this test they may launch another round of counterattacks, switching the roles of attacker and defender again.

This process of attack and counterattack by you and your opponent continues until one side is destroyed, fails its Motivation test and runs away, or there are no opposing teams from the engaged platoons within 4"/10cm of each other.

BREAKING OFF

Instead of counterattacking in a losing battle, you may choose to break off instead. If you choose to break off the fight, move every team in the platoon up to a full move directly away from the enemy, and the platoon becomes Pinned Down.

Any of your teams that remain within 4"/10cm of an enemy team at the end of your break off movement are captured by the enemy and destroyed.

Breaking off an assault gives the victory to the enemy platoon, but saves your men from being killed pointlessly. Later they may return and seek revenge!

Tanks Don't Stop For Anything

Because they aren't easily damaged by infantry as they pass, Tank teams don't have to retreat in order to break off combat. They can plough through the enemy position instead. Tank teams can move in any direction when they break off, even straight through the enemy positions.

VICTORY AND CONSOLIDATION

After the hammering of machine-guns, the crack of grenades and the shouts and screams of the troops locked in combat, the sudden silence at its end is shocking. As fast as the assault began, it ends and the victors set about regrouping and organising themselves to defend their new positions.

You have won the assault and can consolidate your position if you end a round of assault combat with no enemy teams within 4"/10cm of your platoon, or all of the teams in the platoons that you are assaulting that are within 4"/10cm are either Bailed Out or Bogged Down. If you win the assault, all enemy Bailed Out or Bogged Down tanks within 4"/10cm of your teams are captured and destroyed.

A platoon is not victorious until it has beaten all of the platoons fighting it. The fighting continues back and forth until one side is destroyed or runs away, or there are no opposing teams from the engaged platoons within 4"/10cm of each other.

CONSOLIDATION MOVEMENT

You can move any surviving teams from a victorious platoon up to 4"/10cm, in any direction, to prepare for the next clash. Once again, all of the normal movement rules apply. The winning platoon is full of confidence and is not Pinned Down, even if they were before the assault. Remove any Pinned Down markers from the victorious platoon.

BREAKTHROUGH ASSAULTS

If you launched the assault and won, you may instead use your platoon's consolidation movement to launch a breakthrough assault against another platoon within 4"/10cm. You may only launch a breakthrough assault if it is your turn. You may not launch a breakthrough assault if the fighting has occurred in your opponents turn.

In a breakthrough assault, you immediately fight a second assault combat. The breakthrough assault is treated as a completely new fight, starting with the defending platoon shooting its defensive fire.

You may only launch one breakthrough assault in a turn. If your platoon wins this assault, it must make a consolidation move rather than a further breakthrough assault.

After two vicious hand-to-hand combats, the troops are too disorganized and exhausted to make a third immediately. Your troops need time to recover, and take advantage of their victory.

IWM HU5138

A well-planned and executed assault is almost unstoppable, destroying everything in its path.
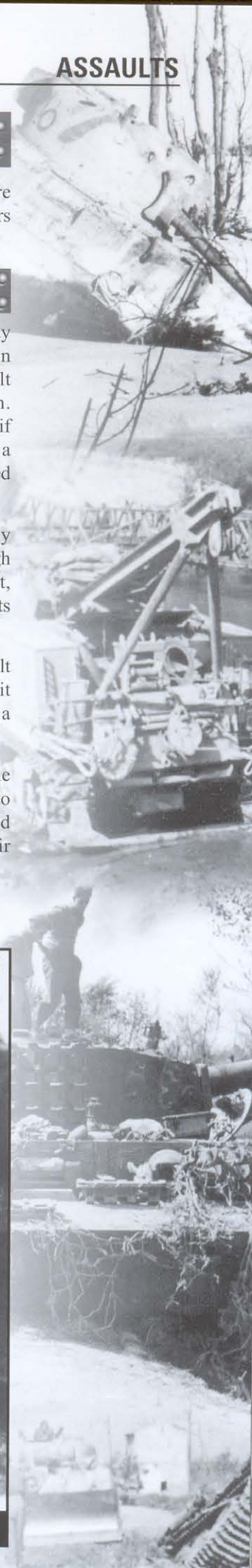
MORALE

The miniature soldiers who fight on your *Flames of War* battlefield are just like real soldiers in that they don't always do everything you want. No matter how brave people are, sooner or later they will get scared and retreat to safety when the danger gets too much for them. This may be frustrating for their commander, but such is war!

PLATOON MORALE

If a platoon takes enough casualties, the morale of the surviving soldiers will eventually fail and they'll retreat, falling back to regroup behind friendly lines or even surrender if they can't escape.

You can never be sure when this is going to happen—some particularly stubborn, brave, or perhaps foolhardy troops might fight on instead and win the battle when others would have given up long ago.

HOW TO TEST PLATOON MORALE

You test platoon morale by rolling a Motivation test:

- If you pass the Motivation test, the platoon grits its teeth and continues fighting.
- If the Motivation test is failed, the soldiers' courage has run out and the entire platoon is destroyed and removed from the table.

WHEN TO TEST PLATOON MORALE

You only test platoon morale when your platoon is below half strength. Any platoon that is not below half strength does not need to test platoon morale.

Platoon morale must be tested:

- After a platoon takes casualties from shooting.
- After a platoon suffers casualties in assaults.

Remember, if your platoon does not have a command team, it automaticaly fails all Motivation tests.

Check Morale After Shooting

You must check the morale of a platoon that is below half strength at the end of a Shooting step in which the platoon had any teams destroyed or forced to Bail Out.

Check Morale After Assaults

You must check the morale of a platoon that is below half strength at the end of any Assault step in which the platoon had any teams destroyed or forced to Bail Out.

You only check the morale of your platoons at the end of the Assault step, so your platoons might fight, pass Motivation tests, counterattack and even win one or more assaults while below half strength, only to abandon the field when the fighting dies down and they realise the full extent of their losses.

BELOW HALF STRENGTH

A platoon is below half strength when it has had more teams destroyed than it still has on the table and capable of fighting.

Below Half Strength

The platoon has only three teams left. With more teams destroyed than remaining, the platoon must test its platoon morale.

German MG42 machine-gun - Firing 20 rounds per second, the MG42 was nicknamed "Hitler's Buzzsaw".

Pinned Down Troops

Infantry and Gun teams are still capable of fighting when pinned down. They still count towards your fighting strength.

Bailed out tanks

Ignore Bailed Out Tanks

The platoon has two tanks destroyed, two tanks bailed out, and only one operational tank.

The platoon has more tanks destroyed (two) than it has still capable of fighting (one). It is below half strength, and must test platoon morale.
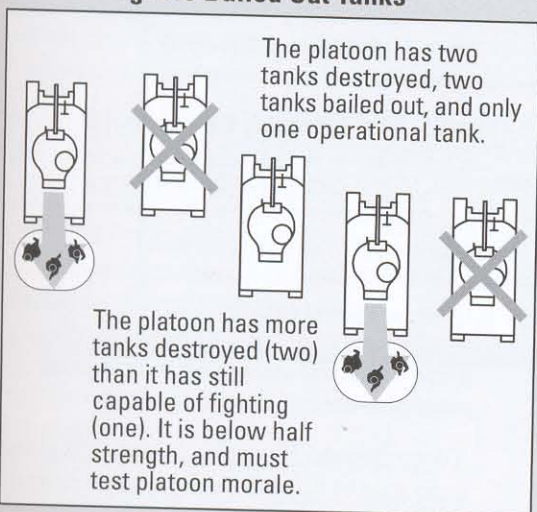
Bogged Down and Bailed Out vehicles are not destroyed, but nor are they capable of fighting. They are neither a source of encouragement like a tank that is still fighting, nor a source of discouragement like a destroyed tank.

When deciding whether a platoon is below half strength, do not count Bogged Down or Bailed Out tanks either as destroyed or as capable of fighting. They do not come into the equation at all.

It is possible for a platoon to fall below half strength (i.e. the number of tanks destroyed exceeds the number of tanks still capable of fighting, ignoring the bailed out tanks), and then rise above half strength again as previously bailed out crews remount their vehicles, increasing the number of tanks capable of fighting back above the number destroyed.

Example: If the two bailed out crews in the tank platoon remounted their vehicles, the number of tanks capable of fighting would increase back to three, one more than the number of teams destroyed. They would then no longer be below half strength.

Transport Vehicles

Trucks and gun tractors are not intended to fight. The infantry and gunners don't expect them to hang around once they have dropped off their passengers. Even armoured infantry half-tracks usually only fight against light opposition. Against anti-tank weapons, the half-tracks are just too vulnerable.

Transport teams never count towards the fighting strength of your platoons—even if they are armed. Don't count Transport teams when calculating how many teams are still capable of fighting. Destroyed transport vehicles do count towards the platoon's losses, however, so protect them well.

Transports sent to the rear

Transport vehicles are often sent to the rear and removed from the table after they deliver their loads. Teams removed in this fashion are not considered destroyed.

Ignore Transport Vehicles…
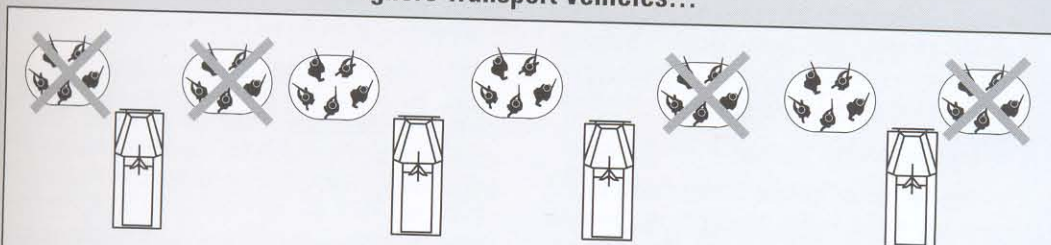
Having four infantry teams destroyed, but only three infantry teams left, this platoon is below half strength, despite having four half-tracks. Transport vehicles never count as fighting troops.

But Count Them As Destroyed
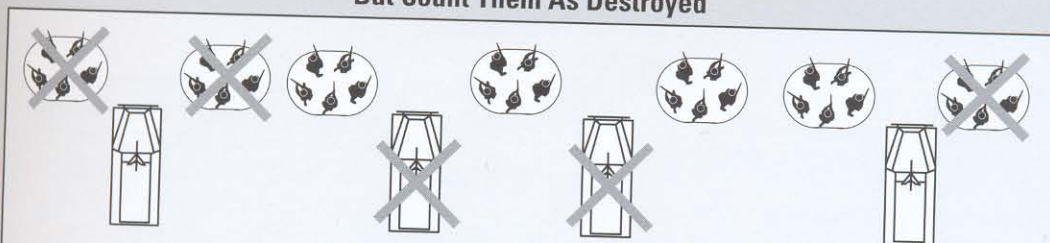
Even though they aren't fighting troops, the two destroyed transport vehicles add to the three destroyed infantry teams. The five destroyed teams outnumber the four infantry teams that are left, so the platoon is below half strength.

COMPANY MORALE

Confusion reigns on the battlefield and nobody has the whole picture. When a platoon retreats, neighbouring platoons sometimes follow suit. They may feel their flanks have been left too exposed by the retreat of their fellow platoons. They may mistake the retreat for an order to withdraw. They may simply take the opportunity to run as well. Once you start losing platoons, your company starts disintegrating and will eventually fall apart.

Check Company Morale

If your company is below half strength at the start of your turn, you must check the morale of the company as a whole. To check company morale, roll a Motivation test using the Motivation rating of your Company Command team:

- If you pass the Motivation test, your leadership holds the company together and they keep fighting.
- If the company fails the Motivation test, your shattered forces retreat from the field of battle and the game ends.

If you need to check company morale and the Company Command team has already been destroyed, the game ends immediately.

More Than One Company

If you are fielding more than one company in your force, the other companies, seeing one company falling back, decide that things must be worse than they thought, and retreat too. In other words, the game ends when the first company fails a company morale check.

When Is A Company Below Half Strength?

A company is below half strength when it has lost more platoons destroyed than it has still on the table.

Your Company HQ platoon does not count as either on table or destroyed since its composition may change or it may cease to exist altogether if the command teams take over command of other platoons.

It doesn't matter how weak or battered a platoon is, so long as it is still on the table it is capable of fighting and counts as a platoon for company morale.

Transport Platoons

Nobody expects transport to fight, and its presence isn't very inspiring. Platoons equipped solely with transport vehicles, whether supply units or specialist transport units, are not considered capable of fighting. Do not count them as either destroyed or still on table when working out company morale.

... Tunisia 1943 ...

Sergent-Chef Henri Marrou slaps another spadefull of dirt on the lip of his trench. A squad of dusty Goums trot past, British helmets jammed down over their turbans. Their Sergent calls out, "Hurry up! The *Boche* are five minutes behind us."

Glancing up, Marrou sees a huge dust cloud rolling down the valley towards the French positions. Clearly visible beneath the cloud are dozens of Panzers and trucks loaded with infantry.

German Messerschmitt fighters roar over the ridge, machine-guns strafing. Bullets tear up the ground around as Marrou ducks into his trench. As quickly as they came, the Messerschmitts are gone.

From concealed gun-pits, the French 75's open up. Their initial shots are long, over-shooting the Panzers. The German infantry start deploying from their trucks.

"Get ready!" the lieutenant shouts. Mortar bombs rain down on the French line. The Panzers, supported by infantry, come charging up the slope towards them. Marrou picks a target.

"Fire!" the lieutenant shouts. Marrou's rifle kicks. He works the bolt. He fires again. The tanks rumble closer. With no anti-tank guns, the French can't stop them. Their few machine-guns are quickly silenced by the Panzers.

Mortar bombs pound the French trenches ahead of the advancing Germans. Marrou reloads and fires as fast as he can. Suddenly, there is a flash in front of him. He finds himself lying at the bottom of the trench. The air is filled with swirling dust. Beneath him, the ground begins to shake.

Struggling upright, Marrou sees burning tanks and trucks. Ears still ringing, he hears the flat, hard crack of 6 pounders off to the left. The British have arrived. He picks up his rifle. The 6 pounders fire again. Explosions engulf the Panzers. Some grind to a halt, some flash into flame. The German assault stalls. Someone is singing the 'Marseillaise'. With a cheer, the French surge out of their trenches, driving the Germans back.

ARTILLERY

ARTILLERY BOMBARDMENT SEQUENCE

1	Select the aiming point
2	Roll to range artillery onto the aiming point
3	Roll to hit teams under the artillery template
4	Roll saves and firepower rolls
5	Place a pinned down marker on any platoon hit

Artillery, whether it is guns, howitzers, mortars or rockets, is an essential part of any army. Most troops must be able to see their enemy to shoot, and therefore have to expose themselves to the enemy's fire in return. Artillery can sit well back and bombard a target that it can't even see from positions many miles away. To enable the guns to know if they are hitting the target, specially trained, radio equipped troops at the front line tell the artillery battery where their shells are landing. Artillery allows you to quickly concentrate a lot of firepower anywhere on the battlefield.

Artillery bombards their target at the same time as other weapons shoot. The one time that artillery can't bombard is during the Assault step. Defensive fire always uses the normal shooting rules. The enemy are already too close to your own troops to be hit by a bombardment.

Who Can Fire a Bombardment?

Firing an artillery bombardment is a very specialised task. Only teams noted in the Intelligence Briefings as being Artillery, Close-support Artillery, Mortars, or Salvo Rocket Launchers can fire an artillery bombardment.

ARTILLERY OBSERVERS

Observer teams use radios or telephone lines to communicate with their artillery batteries and can bring devastating fire down upon unsuspecting enemy troops.

Observer teams operate on the front lines and are attached to a front-line platoon before the battle begins. The observer team remains with their new platoon for the whole battle, and becomes another team in that platoon. The observer team does not count toward the number of teams in the platoon that are capable of fighting when working out whether a platoon is below half strength. If the observer team is destroyed, they do count toward the number of destroyed teams in the platoon.

Observer teams are weighed down with field telephones or radios, high-powered binoculars, maps, and only carry a few rifles for self-defence. They operate as infantry teams, but cannot shoot. They may defend themselves and fight in an assault though.

Artillery observers attached to tank platoons can ride in one of the platoon's tanks. This does not affect that Tank team's characteristics. An observer team can't ride in a command tank, as the platoon's officer needs it!

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Keeping well spread out is the best defence against artillery.
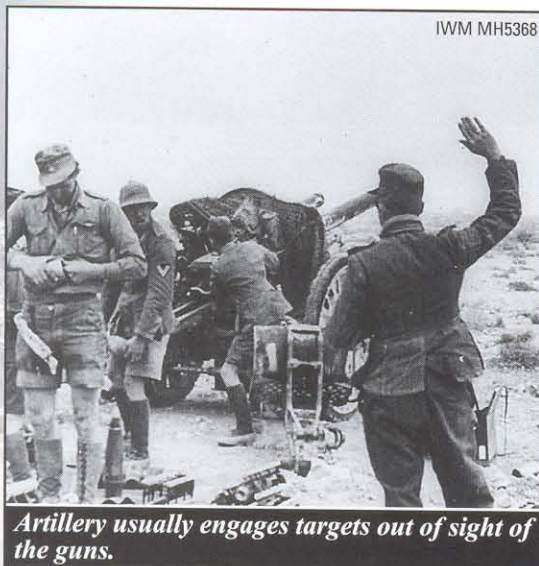
Artillery usually engages targets out of sight of the guns.

IWM MH5368

Controlling Artillery Fire

An observer team may have their artillery platoon bombard any target within the observer's line of sight, so long as the target is within the artillery's range.

An observer team may only call in a bombardment on one target in a turn and may only control the fire of guns from their own artillery platoon.

It takes time to organize an artillery bombardment, so an observer (or the tank they are riding in) cannot move or shoot while observing for an artillery bombardment. They can go to ground while observing artillery bombardments. Observer teams can control artillery fire while pinned down by enemy fire, but not if they have bailed out of a tank.

Firing Over Open Sights

An artillery platoon doesn't always need to have an observer team to fire an artillery bombardment. If a Gun team or the Platoon Command team can see the target themselves, they act as the platoon's observer.

An artillery team always has the choice of using its direct fire characteristics and the normal shooting procedure if the enemy is close enough and in line of sight.

Company Command Teams As Observers

Companies that haven't had an observer team attached are not totally on their own. Experienced Company Command teams can act as amateur observers. They operate with the same rules as observer teams, except that they can call in fire by any artillery platoon supporting their company.

Company Command teams have less training in directing bombardments, so their bombardments will tend to be less accurate than that of a proper Observer team.

FIRING A BOMBARDMENT

It takes a lot of work to prepare a bombardment. The guns must not only be ready to fire, but also surveyed so that the team knows their location precisely. To fire an artillery bombardment, the guns must be in command and spend the whole turn stationary, but may rotate within their normal field of fire. Artillery cannot fire a bombardment while Pinned Down. They must have an observer team with a line of sight to the target.

An artillery platoon can only fire one bombardment per turn, although not all weapons have to participate. A platoon may fire some teams normally while firing others as part of its bombardment, however a team that is firing a bombardment may not fire any other weapons.

Firing Over Friendly Troops

Because guns and mortars lob their shells in an arc high overhead, they can fire a bombardment over any intervening troops or terrain. Unless they are too close to the target, your troops are in no danger from an artillery bombardment.

Firing From Woods or Towns

There is one major restriction on artillery fire. Artillery cannot fire bombardments over trees or buildings within 4"/10cm of the guns. Attempts to do so would be foolish, as the shells would hit the trees or buildings in front of the gun positions and blow the battery to pieces!

MAXIMUM BOMBARDMENT RANGE

Artillery weapons fire their explosive shells at a steep angle and the round takes a long time to come to earth.

- When conducting a bombardment, Artillery platoons extend their range to three times their Range characteristic.

Close-support Artillery is intended to stay close to the troops it is supporting, rather than sitting many miles to the rear, and lacks the range of its bigger brothers.

- Close-support Artillery can fire bombardments out to twice their Range characteristic.

Mortars and Salvo Rocket Launchers cannot fire directly at targets—they only ever fire bombardments.

- The Range characteristic for Mortars and Salvo Rocket Launchers is their maximum range for artillery bombardments.

RANGING ON THE TARGET

Aiming Point

Although the idea of shelling every suspicious bush, rock, or house makes perfect sense to the trooper at the front line, it doesn't work out that way in the real world. The amount of ammunition needed would be massive, even if there were enough time to wait for endless bombardments. Before the gunners will expend their precious shells and sweat firing a bombardment, they have to be sure that there is something there worth the effort.

The aiming point of an artillery bombardment must be a specific enemy team. Place a shell burst or plastic counter with the enemy team to mark the aiming point of the bombardment.

Rolling To Range In

Having selected the aiming point, the artillery must range their guns in before they can fire the bombardment. The longer the ranging in takes, the less time the artillery will have for the bombardment.

- An observer may make three attempts to range in artillery each turn. If all three ranging attempts fail, the artillery cannot shoot this turn.

As with direct shooting, the most difficult part of ranging the artillery in, is finding the enemy in the first place.

The score required for your observer to range in the artillery is given by the enemy's Experience rating:

If a ranging roll is successful, the observer ranges in on the aiming point, and the artillery can fire the bombardment.

Ranging Artillery

The most common method for ranging artillery begins with the observer giving a map reference for the target to the plotting team at the gun position. The plotting team calculates the bearing and range to shoot and one gun fires a round at that map reference.

Usually, between difficulties in precisely locating the target on a map and allowing for every detail of wind, ammunition quality, etc, the round will land close, but not right on target. The observer then calls back a correction such as 'Down 100, Right 50.' The gunners correct and fire another round. This continues until the gun lands a round on the target, upon which the observer calls 'On target, four rounds, fire.' Each gun fires four rounds on the same bearing at the same range dropping a salvo on the target. Mission complete!

RANGING SHOTS

Enemy Experience	Score Needed
Conscript	2+
Trained	3+
Veteran	4+

Add +1 to the required score to range in if:
- The range from the observer to the aiming point is over 16"/40cm.
- The enemy team aimed at is Concealed by woods, buildings, hedges etc.
- The enemy team aimed at has also Gone to Ground i.e. did not move or shoot.
- A Company Command team is acting as an observer.

Mortars

Mortars are closer to the scene of the action and fire much more rapidly than guns. This typically allows them to range in quicker and deliver an effective bombardment almost immediately.

If a mortar platoon fails its first ranging attempt, you may re-roll that first attempt.

If it still fails on the re-roll, you still have two more ranging attempts left as normal. The mortars do not get a re-roll on their second and third attempts.

ALL GUNS, REPEAT!

If your observer team successfully ranged the guns in last turn, they may be able to order all of their platoon's guns to repeat the bombardment on exactly the same place.

Staff Teams

The artillery battery's staff team is the middleman in the observer-to-artillery link. A staff team takes the information sent back by the observer and converts it into bearings and ranges for the artillery.

With their plotting tables, survey equipment, radios, and other gear, a staff team moves slowly like a Gun team. The staff team doesn't have many weapons, so cannot shoot.
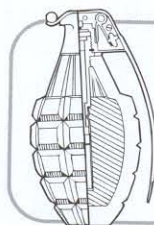
US M11A1 Fragmentation grenade - Nicknamed the "Pineapple" for its looks, the Mark IIA1 grenade was used wherever GI's were found.

Repeat The Bombardment

A staff team is vital to organize your artillery battery's fire. Without a staff team, your artillery cannot repeat a previous bombardment. If the staff team is destroyed or out of command, the artillery must range in each turn that they fire, even if they are bombarding the same target.

The repeated bombardment is centred on the original point, regardless of whether or not the enemy team that was originally targeted is still there or not. Treat the guns as having automatically ranged in on their first attempt when you repeat a bombardment. All of the normal restrictions (such as the observer and guns not moving or shooting) still apply to a repeat bombardment.

Mortars And Salvo Rocket Launchers

Mortars lack the ammunition stocks to pound a target turn after turn, while Salvo Rocket Launchers lack the accuracy to do so consistently. Mortars and Salvo Rocket Launchers cannot automatically repeat bombardments and must range in every turn they fire, even if the target is the same.

THE ARTILLERY TEMPLATE

Artillery bombardment differs from normal shooting in that the gunners are attempting to hit all targets in an area centred on the target team. The artillery is raining huge explosive power down onto the target and the surrounding area. Anyone close enough is likely to suffer.

Every time you fire a bombardment, place the Artillery Template (a square measuring 6"/15cm on each side) centred over the target team. The sides of the template must be lined up towards the bombarding platoon. All of the artillery pieces in a bombardment are firing at the same target point, so you only use one template, no matter how many weapons the battery has.

Artillery Template

6"/15cm

6"/15cm
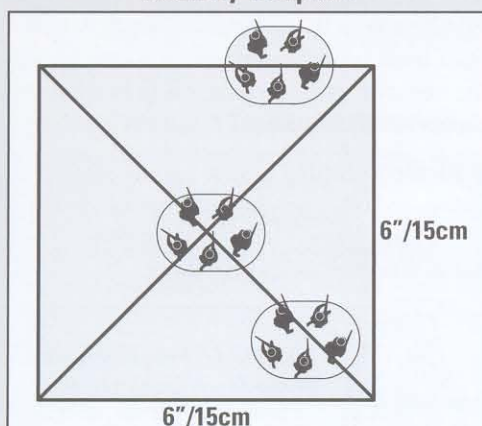
Any team under or partly under the template may be hit

Artillery bombardments can't distinguish friend from foe. Any team, friendly or enemy, even partly under the template is caught in the bombardment and may be hit.

FRIENDLY FIRE

Artillery are blasting away at a general area and aren't able to land their shells with pinpoint accuracy. Occasionally shells may fall some distance away from the target. This doesn't worry the enemy as they expect to be shelled by your guns, but friendly troops absolutely hate being shot at by their own side! The shock of being accidentally shelled by your own side is great and even a few rounds can destroy the morale of friendly troops.

Friendly Fire
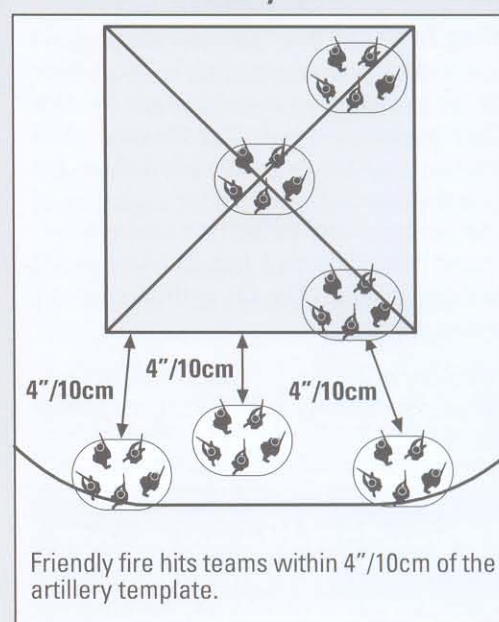
4"/10cm

4"/10cm

4"/10cm

Friendly fire hits teams within 4"/10cm of the artillery template.

Any friendly team within 4"/10cm of the template will also be caught by the bombardment.

Salvo Rocket Launchers

Rockets are the most inaccurate of any type of artillery and tend to have a high proportion of 'shorts' and 'overs.' Accordingly, it is dangerous to be too close to one of your own rocket bombardments. The danger zone for friendly fire when firing a bombardment by Salvo Rocket Launchers is 6"/15cm.

Tactical Tip

One of the first things taught to new recruits is the need to keep spread out and not to bunch up. Nothing makes a more inviting artillery target than a densely packed mass of soldiers. If you keep your troops spread out you are much less likely to suffer heavy casualties from artillery fire, since no matter where the enemy places the template, they'll only catch a few teams.

ROLL TO HIT

Once the guns are ranged in on the target point, they all open fire, saturating the target area. The results all depend on how quickly and accurately the gunners can shell the target. Experienced gunners deliver a devastatingly concentrated bombardment, while poorly trained conscripts scatter shells ineffectively over a wide area.

Rather than rolling one dice per shot fired as teams do when shooting normally, roll one die for each team caught under the Artillery Template or by Friendly Fire. Roll hits separately for each target platoon.

The score needed to hit is the same as a Skill test, based on your artillery platoon's Experience rating, modified by the time taken to locate and range in on the target as follows:

TO HIT

Experience	Score Needed
Conscript	5+
Trained	4+
Veteran	3+

Add +1 to the required score to hit if:
• The artillery ranged on the second attempt.

Add +2 to the required score to hit if:
• The artillery ranged on the third attempt.

A successful to hit roll means the target was hit by the bombardment.

A failed to hit roll means that the team was lucky and escaped harm from the bombardment.

Remember, because mortars re-roll their first failed rangung attempt, their third die roll is actually their second attempt and their fourth die roll, their third attempt!

Six-gun Batteries

The more guns you have firing, the more shells you can fire, the more explosive you deliver into the target area, and therefore the more likely you are to destroy your target.
• If the bombarding platoon has six or more weapons firing, then re-roll failed to hit rolls.

Two-gun Batteries

If you only have a few guns firing, there aren't going to be as many shells hitting the target and the casualties will be a lot less.
• If the bombarding platoon has only one or two weapons firing, then re-roll successful to hit rolls to confirm your hits.

Who Gets Hit?

Your opponent decides which of their teams under the bombardment get hit as with normal shooting:
• Hits must be assigned to teams under the template.
• Hits must be assigned to teams within the platoon that was hit.
• Teams in the open must be assigned hits before any hit can be given to a team in Bulletproof Cover.

Salvo Rocket Launchers

Salvo Rocket Launchers fire bombardments just like any other artillery, but with one key difference. After ranging in as usual (usually by firing a single rocket at a time, just like ordinary artillery), they fire all of their rockets in one massive salvo.

Salvo Rocket Launchers do not suffer a to hit penalty if they range in on their second or third attempt. They always use the unmodified to hit score.

Fire In The Sky

Salvo Rocket Launchers leave long smoke trails through the sky when they fire. Unfortunately, the smoke trails give away the weapons' position, allowing enemy artillery to range in on the rough area.

Indicate this by placing a smoke marker (a ball of cotton wool or similar) to the rear of each rocket launcher as it fires (including ranging attempts, even if they failed to range in). The smoke markers stay with the battery until it moves to a new location.

When firing on smoke trails, all observers count as having a line of sight to the firing battery, regardless of intervening terrain. The rocket launchers count as being Concealed when you fire on their smoke trails, because the smoke doesn't give away their precise location.

ROLL SAVES

A hit means that a shell has landed close enough to an enemy team to be dangerous. The roll to save determines if the shell did any serious damage.

Once the shells start landing and scoring hits, there isn't much difference between artillery bombardments and normal shooting.

BOMBARDING VEHICLES

When you hit a tank, your opponent rolls their Armour Save as normal. All bombardments are assumed to hit a tank's thin Top armour. Artillery firing bombardments use their weapon's second (lower) Anti-tank rating. For example, if the weapon had an Anti-tank rating of 9/2, here you would use the rating of 2.

If the tank fails its Armour Save the effect is the same as for normal shooting, except that you use the Artillery Firepower table for Firepower tests.

Unarmoured vehicles must roll a 5+ Transport save or are destroyed.

BOMBARDING INFANTRY AND GUNS

As with normal shooting, your opponent rolls the normal Infantry or Gun Save for each hit from an artillery bombardment.

Infantry and Gun teams in the open are automatically destroyed if they fail their saves. If the Infantry or Gun teams are in Bulletproof

Cover, you need to roll on the Artillery Firepower table to destroy them.

Gun shields and walls do not provide Bulletproof Cover against artillery, since the shells are exploding all around, not just in front of the team.

ROLL TO DESTROY

When you are required to make a Firepower test to destroy a tank or troops in Bulletproof Cover, or to force a tank to Bail Out, you take the score required from the Artillery Firepower table below instead of using the weapon's normal Firepower rating.

ARTILLERY FIREPOWER	
Firepower	Score Needed
4+ or more	Cannot Destroy
3+	6
2+	4+
1+	2+

PINNED DOWN

The explosions and shrapnel flying everywhere are demoralizing and it takes an exceptionally brave soldier to stick his head out of his hole when there are shells falling all around him.

If a platoon takes one or more hits from an artillery bombardment, then the platoon automatically becomes pinned down.

Only the heaviest artillery guarantees the destruction of the enemy.

ARTILLERY WEAPONS

Artillery weapons are many and varied. It is impossible to list them all here, however, the Intelligence Briefings give the full details for each army's artillery.

ARTILLERY

Conventional artillery consists of guns and howitzers (a howitzer is a short-barrelled gun). They are the most versatile form of artillery. They can not only fire prolonged artillery bombardments, but also pack a useful punch when used as anti-tank guns. When firing artillery bombardments, the guns can fire out to triple their Range characteristic and use their second anti-tank rating.

CLOSE-SUPPORT ARTILLERY

Most close-support artillery is mounted in tanks to allow it to stay up with the troops it is supporting. Close-support artillery can fire bombardments out to twice their Range characteristic and once again use their second anti-tank rating. The table below gives some examples of close-support artillery.

MORTARS

There are a wide variety of mortars in service. The vast majority of them are light mortars (which are infantry teams) and medium mortars of around 80mm in calibre. Some armies also field heavier mortars of up to 160mm!

Mortars don't have a rate of fire, as they can't shoot directly at a target. The Range characteristic of mortars is the maximum range at which they can fire.

A mortar team is a gun team and cannot fire at all if it moves. Most medium and heavy mortars are issued with smoke ammunition as well as their normal explosive shells.

SALVO ROCKET LAUNCHERS

Salvo rocket launchers fire a salvo of rockets rapidly, one after the other. This means that a lot of explosive gets dropped on the target all at once, rather than being spread out over time, as with guns.

Like mortars, salvo rocket launchers don't have a ROF class, since they can only fire artillery bombardments. The Range characteristic of salvo rocket launchers is the maximum range at which they can fire.

ARTILLERY

Army	Weapon	Range	ROF	Anti-tank	Firepower
Soviet	122mm obr 1938	24"/60cm	1	9/4	2+
German	10.5cm leFH18	24"/60cm	1	10/3	2+
British	25 pdr	24"/60cm	2	9/3	3+
US	M8 75mm Pack	24"/60cm	2	8/2	3+
Italian	75/27	24"/60cm	2	8/2	3+

CLOSE SUPPORT ARTILLERY

Army	Weapon	Range	ROF	Anti-tank	Firepower
German	Panzer IV E	24"/60cm	2	9/2	3+
British	Crusader II CS	16"/40cm	2	4/2	3+
Italian	65/17	16"/40cm	1	6/2	3+

MORTARS

Army	Weapon	Range	ROF	Anti-tank	Firepower
Soviet	120 mm mortar	56"/140cm	-	2	2+
US	4.2" mortar	48"/120cm	-	2	2+
All	Medium mortar	40"/100cm	-	1	3+

SALVO ROCKET LAUNCHERS

Army	Weapon	Range	ROF	Anti-tank	Firepower
Soviet	Katyusha	64"/160cm	-	2	3+
German	Nebelwerfer	56"/140cm	-	2	2+

SMOKE SCREENS

A smoke screen is created by firing shells filled with chemicals that burn quickly giving off clouds of dense white smoke. A smoke screen's purpose is to blind the enemy so that they can't see your troops to shoot at them.

Smoke screens block line of sight. Any team behind a smokescreen is out of sight to troops on the other side.

An easy and effective way to represent a smoke screen is the balls of cotton wool that most supermarkets sell by the bag. Puff the cotton wool up to form balls about 2"/5cm across.

Wind Direction

Since smoke tends to drift down wind before dispersing, one of the major factors to consider when firing a smoke screen is which way the wind is blowing.

Before anyone fires smoke ammunition for the first time in a game, the defending player rolls a die to determine the direction the wind is blowing from.

Wind Direction
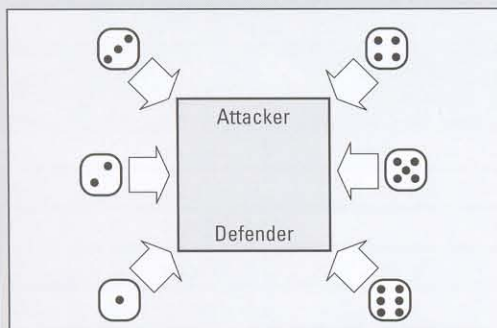
The attacking player may then choose to re-roll the wind direction reflecting their ability to choose the timing and direction of the attack. If they do, the second roll is final, even if it is worse than the first.

SHOOTING SMOKE AMMUNITION

Few direct fire weapons were suitable for firing smoke ammunition. Guns that are too small can't fire a big enough round to be worth it, while high-velocity anti-tank guns bury the shells too deep in the ground to produce any smoke. Most weapons that do have smoke ammunition are big, low-velocity infantry guns or support tanks intended to provide covering fire for other troops. The Intelligence Briefings note the weapons that have smoke ammunition available.

Weapons issued with smoke ammunition may fire this in place of their normal ammunition. If a weapon firing smoke ammunition scores a hit on the enemy, place a 2"/5 cm ball of cotton wool on the target and another downwind of that. The hit has no other effect.

Shooting Smoke Ammunition

Place one smoke ball on the target and another downwind.

Downwind
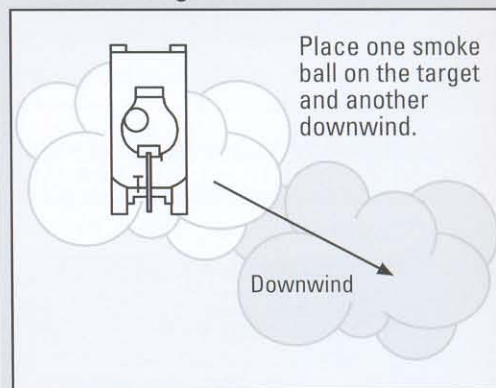
ARTILLERY SMOKE BOMBARDMENTS

It's much more common to find artillery firing smoke than direct-fire weapons, since the artillery have a greater stock of ammunition.

When firing an artillery bombardment, you may choose to fire smoke ammunition. The artillery must still range in using an enemy team as an aiming point as usual, but instead of rolling to hit teams under the template, you place a 2"/5cm ball of cotton wool under the template for each weapon firing and another downwind of each of these. The bombardment has no other effect.

Four Guns Firing Smoke

Place a smoke ball under the template for each weapon and another downwind of each of those.

Downwind
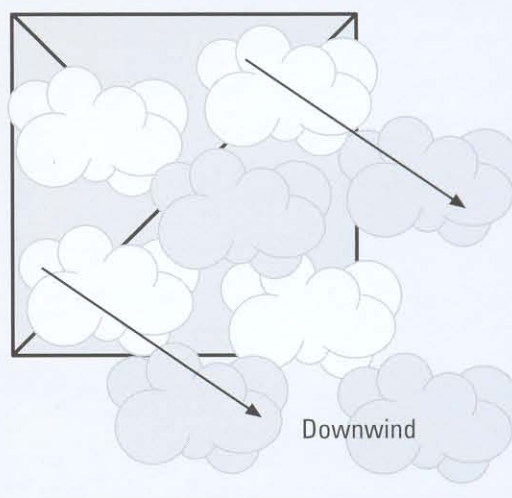
SMOKE DISPERSES

The shells generating the smoke screen don't burn for very long. If the day is calm and cold, the smoke could hang around for a long time. On the other hand, on a hot windy day, the smoke will blow away and scatter quickly.

Roll a die for each ball of cotton wool smoke just before the Shooting step in each subsequent turn, friendly or enemy. On a roll of 4+, the ball remains in place. On a lower roll, remove the smoke ball before shooting begins.

SMOKE SCREENS AND CONCEALMENT

One of the things about smoke screens that people don't realise is that soldiers and tanks in a smoke screen are silhouetted against the smoke and visible well before they can see out themselves.

Troops inside or at the edge of a smokescreen are Concealed, but cannot see or be seen at more than 2"/5cm range. They must leave the smokescreen entirely to be able to see further.

Remember, both normal shooting and artillery bombardments must be fired at an enemy team. You cannot fire smoke where there is no enemy.

ATL DA 13657

Smoke can help cover an advance, or shelter an enemy position from your view.

AIR SUPPORT

World War II was the first war in which aircraft played a decisive part. Early in the war the German army showed just how lethal aircraft could be when supporting ground troops. The Stuka dive-bombers of the Luftwaffe opened the way for massive Panzer attacks. Other armies soon learned to follow the German example.

AIRCRAFT TYPES

In *Flames Of War*, aircraft come in two main types: ground-attack aircraft and fighters. Ground-attack aircraft bomb, rocket, or strafe the enemy on the ground. Fighters protect your troops by shooting down enemy aircraft.

When you have air support, both types of aircraft operate with your company, supporting it on the ground and protecting it from enemy aircraft.

AIR SUPPORT PRIORITY

The air force isn't directly under the army's control. You will make requests for air support, but it's entirely up to the air force whether you get it or not. Since there are never enough aircraft to go around, the amount of air support you get depends on your priority in the overall battle plan.

When you are organizing your company for a battle, you can have air support. There are three possible levels:
*   Priority air support,
*   Limited air support, or
*   Sporadic air support.

Priority Air Support
Your mission has been accorded the highest priority at headquarters. All available air support will be sent to help you. Each turn you will receive air support on a roll of 4+.

Limited Air Support
Despite your efforts your mission has been allocated a lower priority by the air force. It doesn't have enough aircraft to support you fully. Each turn you will receive air support on a roll of 5+.

Sporadic Air Support
Your air force has few resources left to support your mission. Either the aircraft are committed elsewhere or simply not available. Each turn you will only receive air support on a roll of 6.

AIRCRAFT AVAILABILITY

If you have air support, the air force will send attack aircraft to support you as often as possible. Roll a die at the start of each of your turns. If the score equals or exceeds your Air Support Priority level, a flight of one to three ground-attack aircraft arrives this turn to support your operations.

How Many Aircraft?
When a flight arrives to support you, roll on the Aircraft Availability table to determine how many aircraft there are in it.

— AIRCRAFT AVAILABILITY —	
1 or 2	1 aircraft
3 to 5	2 aircraft
6	3 aircraft

Place the aircraft at the edge of your side of the battlefield to indicate their arrival. You may choose any suitable ground-attack aircraft to support you.

Fighter Interception
If your opponent has air support, their fighters may intercept your attack aircraft before they reach the battlefield.

Each time you get a flight of attack aircraft, your opponent rolls a die. If their score is at least equal to their air support Priority level, then their fighters chase your aircraft away and you get no air support this turn. If they have no air support, your attack aircraft always arrive unhindered.

There is no need to put fighter aircraft on the battlefield, as this air combat takes place many miles away.

AIRCRAFT MOVEMENT

Aircraft move incredibly fast. After all other movement is finished, place your aircraft where you want them to be when they attack the enemy. Each aircraft operates as an individual and can attack a different enemy platoon from the rest of the flight. You can place them anywhere on the table, facing in any direction.

MISTAKEN IDENTITY

Troops on the ground look small and distant from the air, and pilots find it difficult to tell friend from foe. Air attacks on friendly troops are unfortunate, but all too common occurrences.

Roll a die to determine whether your aircraft recognise the correct target before attacking.

- If you roll a 1, your flight leader has mistaken your troops for the enemy and your aircraft attack them instead!
- On any higher roll, everything goes to plan and the aircraft attack the correct targets.

If your aircraft attack your own troops by mistake, the opposing player gains control of the whole flight. They get to move the aircraft where they want them and shoot them at whatever targets they choose!

Don't Shoot, We're Friends!

If your aircraft do attack your troops by mistake, your troops can try to identify themselves with flags and by firing coloured flares. A platoon about to be attacked by your own aircraft can choose not to shoot this turn and display recognition signals instead. If the platoon passes a Skill test, they convince the pilots that they are friendly, and the aircraft attacking that platoon leave the table without shooting.

Line Of Sight

Aircraft do not have to worry much about line of sight since they fly well above most terrain

Once placed on the table, aircraft cannot attack teams concealed in woods or teams on the far side of and within 4"/10cm of trees or buildings at least twice as tall as them.

In the same fashion, aircraft cannot be shot at by anti-aircraft guns inside woods or behind trees or tall buildings.

The anti-aircraft gun also cannot see the aircraft

The aircraft has been placed at the front of the woods and so it can see the guns, but not the tanks hidden inside nor the anti-aircraft gun on the far side.
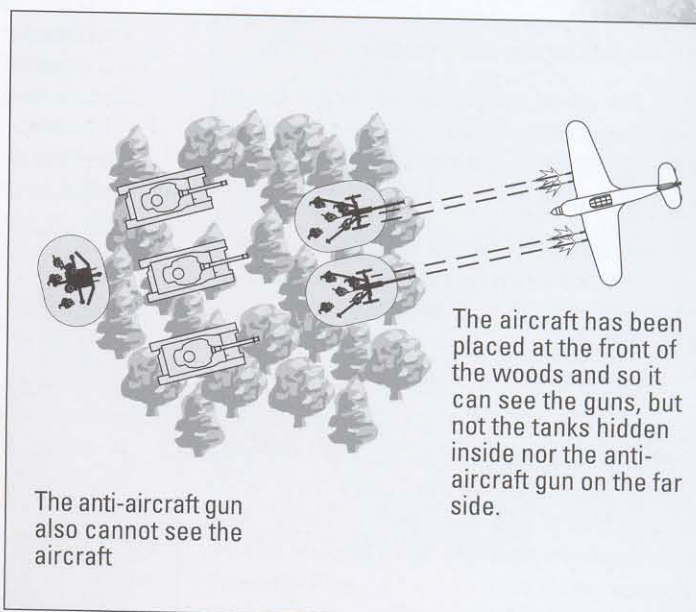
Sample Ground Attack Aircraft

Just as there are a huge variety of vehicles and ground weapons in World War II, there is an abundance of different aircraft in the skies. This table presents some of the more common attack aircraft operating in the middle of the war.

Aircraft	Weapons	Range	ROF	Anti-tank	Fire-power
German Luftwaffe					
Ju87D Stuka	Bombs	4"/10cm	-	4	1+
Ju87G Stuka	Guns	8"/20cm	3	7	5+
US Army Air Force					
P40 Warhawk	Bombs	4"/10cm	-	4	1+
British Royal Air Force					
Hurricane IIC	Bombs	4"/10cm	-	4	1+
Hurricane IID	Guns	8"/20cm	3	7	5+
Soviet VVS					
Il-2 Sturmovik	Guns,	8"/20cm	3	5	5+
	Bombs or	4"/10cm	-	4	1+
	Rockets	8"/20cm	-	6	4+
Italian Regina Aeronautica					
Fiat CR.42AS	Bombs	4"/10cm	-	4	1+

ANTI-AIRCRAFT FIRE

Before they can make their attack, your aircraft may have to brave enemy anti-aircraft fire. Facing anti-aircraft fire is one of the worst experiences a pilot will ever face. No matter how skilful the pilot is, the need to keep straight and level during an attack run means that survival is pretty much pure luck—you can't take avoiding action, you just have to hope you don't get hit.

ROF	Number of Dice
1	0
2 or 3	1
4 or 5	2
6	3

Who Can Shoot?

Once the aircraft have been positioned, but before they start shooting, any enemy anti-aircraft weapons within range and line of sight can shoot at the aircraft. It does not matter that it is not the anti-aircraft weapon's turn.

Only anti-aircraft weapons can fire at aircraft since they are designed to be able to shoot at high angles and rapidly rotate to follow fast-moving aircraft.

Anti-aircraft weapons that are still being towed or carried aboard transport vehicles cannot shoot at aircraft. Aircraft operate individually, so you may only shoot at one aircraft with each anti-aircraft weapon.

Any teams that shoot at aircraft can't shoot in their next turn. They are too busy engaging the aircraft to do anything else. Mark these teams with a counter or a small puff of cotton wool as a reminder that they have already fired in the opponent's turn.

Roll To Hit

Having selected their target, the anti-aircraft guns open fire. Aircraft are fast-moving targets, so the number of shots fired against aircraft is half the anti-aircraft weapon's normal ROF (rounded down).

Roll a Skill test for each shot. Any successful roll scores a hit on the aircraft.

Roll To Destroy

Roll a die for each aircraft that was hit by anti-aircraft fire.

- If the score is at least equal to the shooting weapon's Firepower rating, the aircraft is shot down and destroyed.
- If the score is less than the shooting weapon's Firepower rating, the aircraft was only damaged. The owning player must now roll 3+ to press home their attack. Any pilots failing this roll immediately abort and return to their airfield.

The aircraft is hit by anti-aircraft fire, but not destroyed. Rolling a 5, it presses home its attack.

Another aircraft is also hit by anti-aircraft fire and not destroyed, but rolling a 2, it breaks off its attack.
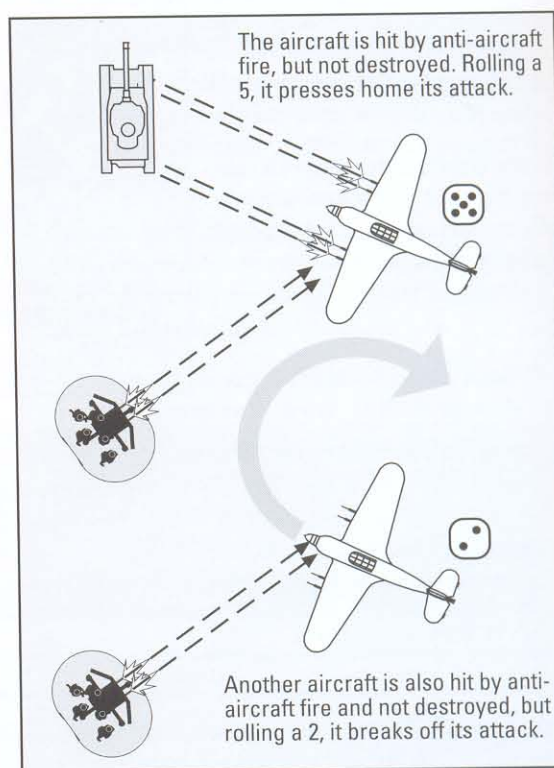
IWM HU27746

Anti-aircraft guns should always cover any movement across open ground.

GROUND ATTACK

Having arrived, found the right target, and survived enemy anti-aircraft fire, its time for your aircraft to strike! You can either drop bombs or fire rockets at the enemy, or strafe them with your aircraft's guns. You can only fire one type of weapon in each attack. There isn't time for more in one pass, and your pilots aren't suicidal or foolish enough to make a second pass.

STRAFING

Aircraft carry powerful batteries of machine-gun and cannons. Some aircraft, like the Ju87G 'Stuka' and the Hurricane IID are specially fitted with a pair of huge under-wing anti-tank cannon. Flying just above the treetops and attacking at point-blank range, these aircraft are deadly accurate and devastating when used against tanks' thinner side and rear armour. Attacking ground troops from the air with these machine-guns and cannon is called strafing.

When strafing with their guns, aircraft shoot at a target platoon in the same way as ground-based weapons. Aircraft fire using their full ROF, even though they are moving.

Because the aircraft fly so low when strafing, tanks use either their Front or Side armour to defend against the aircraft, depending on the direction the attack is coming from.

An aircraft strafing with its guns shoots in the same way as a tank.
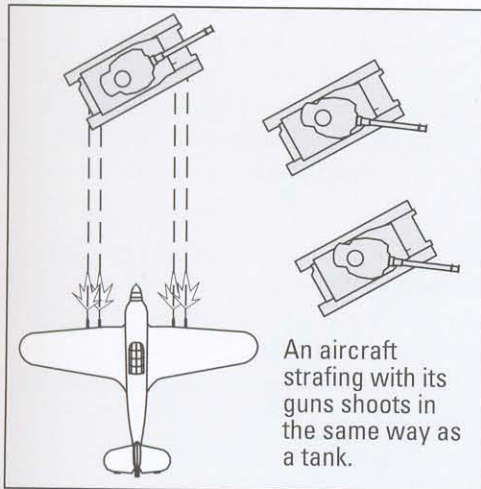
BOMBS AND ROCKETS

A bombing attack by a single aircraft delivers as much explosive as a salvo of heavy artillery and, like artillery fire, relies on raw firepower rather than precision.

Aircraft dropping bombs or firing rockets use a template like an artillery bombardment. Place a 6"/15cm square Artillery Template over the target team and roll one die for every team at least partly under the template.

The score required to hit a target under the template is the same as the normal roll to hit for ground-based weapons. Because of the number and accuracy of rockets, re-roll any misses when using them.

Roll hits seperately for each platoon under the template. Your opponent allocates hits to their teams under the template in the same way as for artillery bombardments.

The aircraft's bombs or rockets can hit both tanks caught under the template.
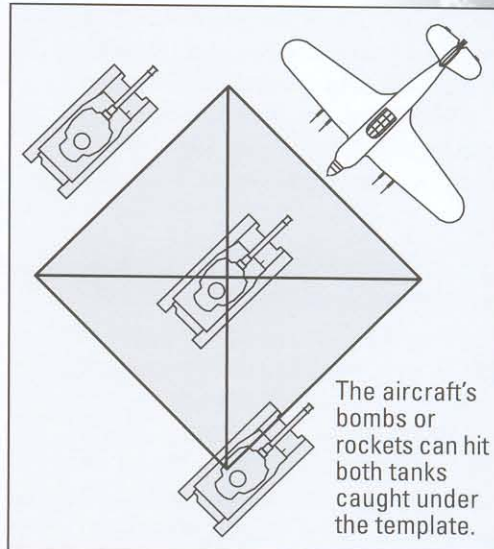
For each target team hit, roll saves and roll to destroy as normal. If bombing or rocketing armoured vehicles use the target's Top armour for determining Armour saves.

Friendly Fire

With huge bombs raining down everywhere, it's not healthy to be too close when your aircraft attack. Roll to hit any friendly teams within 6"/15cm of the template for a bombing or rocket attack.

Aircraft Cannot Pin Down

Attacks by aircraft do not Pin Down ground troops. They attack and are gone, leaving the survivors to pick themselves up and continue on.

AIRCRAFT RETURN TO BASE TO REARM

Immediately they have made their attack, all aircraft return to base to arm up again for the next strike. Remove the aircraft from the table at this point.

The amount of air support available to you will always be the same. No matter how many aircraft you lose in a turn, the air force will always manage to scrape up more aircraft from somewhere for the next one.

INTELLIGENCE BRIEFINGS

Each army that fought in World War II had their own way of organising their troops and fighting battles. The following Intelligence Briefings provide information on the US, German, British, Soviet and Italian Armies from the mid-war period (1942-1943).

To assist you in familiarizing yourself with your force, each Intelligence Briefing is introduced by a fellow company commander, who will provide you with his views on the fighting methods and strengths of their army. They know their troops well, but don't believe every word they say, they may be a little bit biased!

CHOOSING A FORCE

Before fighting a battle, you need to choose your force. To make sure you and your opponent choose forces that are neither too strong nor too weak, all the troops in your army have a points value. To make a fair fight and an interesting game, agree upon a maximum points value that you can spend on your armies and select a force up to that value.

1500 points is a good size for a two to three hour game. Later, as you become a more skilled and experienced commander you will want to build your army up to 2000-3000 points or even more!

ORGANISING YOUR FORCE

Every army has standard organisations for its platoons and companies. Following these organisations enables you to create a force that is just like the real life version of your army.

The Intelligence Briefings give you a choice of three different types of company for your army: a tank company, a motorized infantry company, and an infantry company on foot. Choose which type of company your force will be based around.

Every company has four parts, a Headquarters Platoon, Combat Platoons, Weapons Platoons, and Support Platoons.

Headquarters Platoon

Every company must have a headquarters platoon containing a Company Command team. The Company Command team represents you as well as your assisting officers and troops. Usually the headquarters platoon has a Company 2iC (Second-in-Command) team and some attached weapons sections as well.

Combat Platoons

Combat platoons are the basic troops that make up your company and do the bulk of your fighting during a battle.

Every company must have two or more combat platoons. The briefings show the minimum and maximum number (2 to 5 Tank Platoons, for example) of each type of combat platoon your company can have. Some motorized infantry companies have a variety of different platoons available as combat platoons. You may select any combination of these platoons, so long as you have at least two combat platoons, and you follow the minimum and maximum for each type of platoon.

Weapons Platoons

Most companies have weapons platoons full of heavy weapons added to bolster the firepower of the combat platoons. Weapons platoons are usually armed with machine-guns and mortars, but depending on the army, they can have everything up to and including light tanks.

A company can include any or all of the available weapons platoons. The only restrictions are the number available to your company (shown as a minimum and maximum, e.g. 0 to 1 Machine-gun Platoon), and the total number available from your battalion.

Support Platoons

As well as the weapons platoons belonging to your battalion, your division has a vast range of support platoons that they can assign to your company if you need them.

You may have one or two support platoons for each combat platoon in your company (the exact number will depend on the type of company you have, check the Intelligence Briefing for your army to see what support is available to you).

PLATOON ORGANISATION

The Intelligence Briefings show you the official organisation of each type of platoon that may be in your force. In battle, many platoons are not up to full strength due to losses that have not yet been replaced, and so your platoons can be at less than full strength too.

Tank Platoons

For tank platoons, the Intelligence Briefings only show the number of teams in the platoon. To work out the points cost for the platoon, you must refer to the vehicle summary at the end of each briefing and multiply the number of vehicles in your platoon by the points cost of each individual vehicle.

You may reduce the strength of your tank platoons so long as they are more than half their normal strength. If the platoon has an even number of tanks when at full strength, you cannot reduce the platoon right down to half strength. In this case, you must have at least one tank more than half strength.

For example, a US Tank Platoon has five tanks, so you may field reduced-strength platoons of four or even three tanks. But an Italian Light Tank Platoon normally has four tanks, so you may field it with three tanks, but you can't reduce it to two tanks since this is not more than half of its normal strength.

Infantry Platoons

For infantry platoons, the Intelligence Briefings show you the points cost for the platoon. The points values for infantry platoons list the reduced-strength options that are available to you. You may choose the whole platoon, or one with fewer squads (but always with the HQ section) at a cheaper points value.

For example, a German Grenadier Platoon has an HQ section and four squads at full strength, but also has an option to field the HQ section and only three squads (or even just two squads) to reflect the losses the platoon has already suffered.

You can also show battle-worn infantry platoons by reducing the number of

miniatures in each team. This has no impact on the game since the survivors are assumed to be tougher and more experienced as a result. The points values of the platoon do not change either.

Optional Sections

Some platoons are shown with part of the diagram in grey to represent optional sections. These are not part of the basic price for the platoon, but must be paid for separately if you wish to include them in your platoon.

Gun Platoons

Gun platoons include anti-tank, anti-aircraft, and artillery platoons. The Intelligence Briefings tell you how many weapons are in each type of gun platoon. As with tank platoons, you need to refer to the summary at the end of the briefing to calculate the points cost for the entire platoon. Since guns are support weapons, platoons are often split up to support different companies. You may field gun platoons in any strength up to their full strength, as long as each platoon contains a command team.

Command Teams

Every platoon must have a Platoon Command team. Converting a team to a Platoon Command team does not cost extra points. The diagrams for infantry platoons show which team is the command team. The briefing will tell you which team is the command team for tank and gun teams, unless all of the teams are identical, in which case nominate one as the command team.

LARGER FORCES

If you are playing a large game with 2000-3000 points, you may want to field more than one company. You may do this as long as each company that you field has a headquarters and at least two combat platoons. Remember though, that the game ends when any of your companies fails a Company Morale Check, so fielding many small companies can be a risky strategy.
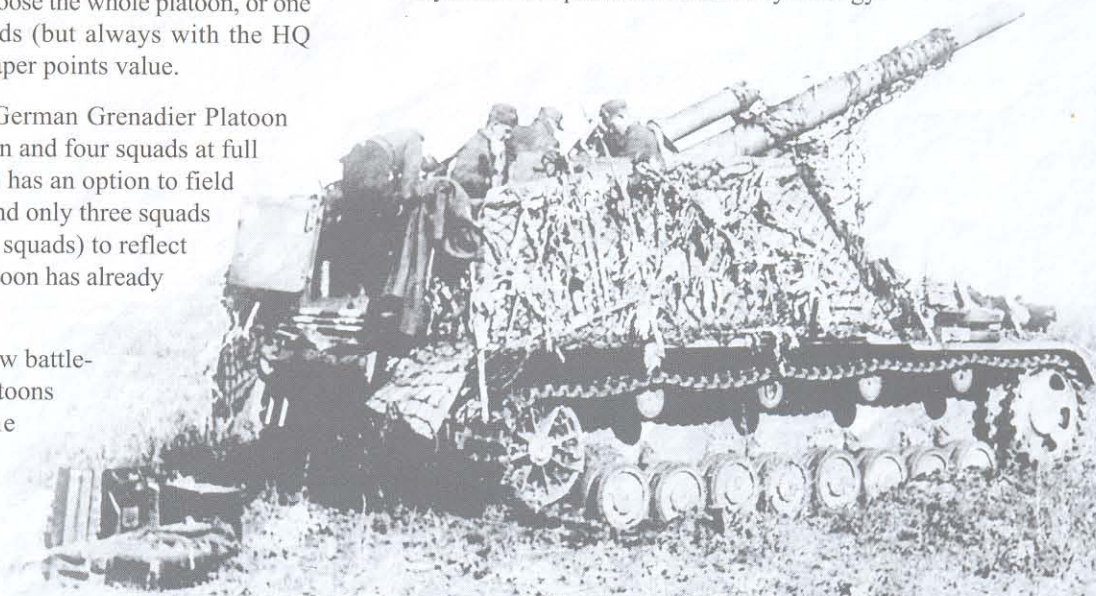
HOW TO CREATE A FORCE

Designing a force can be half the fun in Flames Of War. The other half of the fun is in beating the enemy on the battlefield with it! Here is an example of how you go about designing a battle winning force.

NEW ZEALAND RIFLE COMPANY

Being a New Zealander, I naturally have an interest in our 2nd New Zealand Division and its battles. The Division played a key part in the famous battles of Crete, Crusader, El Alamein, and Casino. I plan to collect a rifle company from the Division at the time of the El Alamein battles in 1942. To start with I'd like a small 1500 point army, although eventually I'd like to expand it to a full battalion at 3000 points!

The 2nd New Zealand Division was part of the British Army, so I go to the *Intelligence Briefing on the British Army* and look up the section for a Rifle Company. My company needs a Rifle Company HQ and at least two Rifle Platoons. I want a Universal Carrier for my company commander to ride in, and both platoons at full strength at the opening of the battle. So my force this far is:

Rifle Company HQ	40 points
+ Universal Carrier	+10 points
Rifle Platoon (at full strength)	180 points
Rifle Platoon (at full strength)	180 points

I've used 410 points so far on the compulsory parts of my company. Looking at the briefing, I see that I can have another Rifle Platoon to fill out my Combat Platoons, and Carrier, Machine-gun, Mortar, and Anti-tank Platoons as Weapons Platoon options. One day I'll have them all, but for the moment I'll take the third Rifle Platoon, a small detachment from the Carrier Platoon, and some Machine-guns.

Rifle Platoon (at full strength)	180 points
Carrier Platoon (with one section)	145 points
Machine-gun Plt. (at full strength)	190 points

That's a total of 925 points. Now onto my Support Platoons. I have three Combat Platoons, so I can have up to six Support Platoons in my company. I'd like some tanks attached from 9th Armoured Brigade, but with only 475 points left, I'm going to have to take light Crusader tanks rather than the more expensive Grant or Sherman tanks.

Tank Platoon	
2 x Crusader II tanks	90 points
1 x Crusader III tank	50 points

. . . Italy 1943 . . .

"A hen house!" Private Hemi Morgan says, peeking over the garden wall. "I fancy some fresh chicken."

"And eggs," Private Willy Wharekawa adds. "Haven't had fresh eggs since Egypt."

They slip quietly into the garden. While Wharekawa watches the back door of the cottage, Morgan pokes his head into the hen house. "Some bastard's nicked 'em," he says with disgust.

"What!" Wharekawa pokes his head in alongside.

They both jump as the back door of the cottage swings open behind them. A young German soldier freezes as he sees the two Maori in the garden. From one hand dangles a chicken. "That's our chicken, Fritz!" Wharekawa says, menacing the German with his rifle. The German raises his hands and lets the chicken drop.

With an indignant squawk, the chicken scrabbles to its feet and dashes around the side of the house. Morgan gives chase. As Wharekawa hesitates, the German dodges back into the cottage slamming the door. Annoyed, Wharekawa puts a shot through the door and then races off after Morgan.

As Morgan rushes down the side of the house, just in time to see the chicken take wing and glide over the front fence. Vaulting the fence, he collides with a German officer standing in the village street.

Morgan lashes out with a boot. The officer's face goes pale and he sits down heavily. As Wharekawa clears the fence, a second German grabs Morgan from behind. Wharekawa fells the German with his rifle butt. Shouts, followed by shots, come from further up the street.

"Come on," Wharekawa yells, dragging Morgan into the front yard of the cottage. They fire a round each in the general direction of the Germans and then sprint for the back fence and safety. Behind them, the firefight seems to be spreading through the village.

Tanks are moving forward and the 25-pounders have joined in by the time they report to Sergeant Major Tui. He looks displeased. "You realize you two have started the biggest blasted battle in this sector in over a week," he snaps. Morgan and Wharekawa look shame-faced. "And not a word to anyone about chickens," the Sergeant Major continues. "I've had to recommend you two for medals. It was either that, or a court-martial!"

Some of the new 6 pdr anti-tank guns from a divisional anti-tank battery will be great for keeping enemy armour at bay, so I'll have an anti-tank platoon as well.

Divisional Anti-tank Platoon

Command Rifle/MG team	20 points
15 cwt truck	5 points
3 x 6 pdr portee	120 points

A troop of 25 pdr field guns will complete the force nicely. Not only are they very effective as artillery, but they also make good anti-tank guns in an emergency.

Artillery Battery

Command Rifle/MG team	20 points
Staff team	5 points
Observer team	10 points
3 x 15 cwt truck	15 points
4 x 25 pdr field guns	200 points
4 x Quad gun tractors	20 points

That comes to 1480 points. My force is well balanced, having plenty of infantry to give it a solid defence, a few tanks and carriers as a mobile reserve, and plenty of guns for firepower.

In summary I have:
- a Headquarters Platoon,
- three Combat Platoons (one more than the minimum),
- two Weapons Platoons (of the four available), and
- three Support platoons.

As I have three Combat Platoons, I'm allowed up to six Support Platoons. So when I decide to boost my army size, I could add up to three more Support Platoons. I might take some more tanks and perhaps some anti-aircraft guns to make my force even stronger.

What You Need

If you want to form your own New Zealand Rifle Company, here's what you'll need.

BR741	Company HQ (8th Army)	1
BR742	Rifle Platoon (8th Army)	3
BR744	Machine-gun Platoon (8th Army)	1
BR709	Artillery HQ	1
BR752	Artillery crew (8th Army)	1
BR210	Universal Carrier (x2)	3
BR032	Crusader II	2
BR034	Crusader III	1
BR430	Morris 15 cwt truck	9
BR155	6 pdr portee	3
BR573	25 pdr gun	4
BR276	Quad and limber	4

Battle Tactics

Attack

Artillery supports most successful infantry attack

HQ, Machine-guns, anti-tank guns, and reserve infantry reinforce successful infantry attack or entrench to resist tank attacks

Tanks drive off enemy tanks

Infantry uses two platoons to attack both objectives, splitting the enemy defence. If attacked by tanks entrench or fall back through the anti-tank guns

Carriers swing around the flank to pick off easy targets

Defence

HQ, tanks and carriers form mobile reserve to reinforce threatened defences

Artillery entrenchs as anti-tank guns on second objective and supports both groups

Infantry and machine-guns entrench to defend second objective

Infantry and anti-tank guns entrench to defend one objective

Battle Tactics legend

HQ	Headquaters platoon
⊠	Infantry platoon
MG	Machine-gun platoon
•	Artillery platoon
AT	Anti-tank gun platoon
⬭	Tank platoon
⧄	Recce platoon

HEADQUARTERS PLATOONS

Company Command Team

The 2iC Command team is the command team for the headquarters platoon. This allows the Company Command team to deploy and operate independently of the headquarters platoon, moving to where their presence is most required, joining any platoon that needs their leadership.

Attached Weapons

Company headquarters platoons often have weapons sections attached. These normally remain under the command of the 2iC Command team, but can be detached to support combat or weapons platoons if necessary.

Before the game begins, you may detach teams from the headquarters platoon and attach them to combat or weapons platoons.

The detached teams are no longer part of the headquarters platoon. The detached teams become part of the platoons they are attached to in all respects, except that they do not count towards the number of teams in the platoon that are capable of fighting when working out whether the platoon is below half strength. If they are destroyed, they do count towards the number of destroyed teams in the platoon that they are attached to.

SPECIAL RULES

The Intelligence Briefings include special rules to make each army, its soldiers, and their weapons match their historical counterparts more accurately. You may find it easier not to use the special rules while you are learning how to play *Flames Of War*, however, once you have mastered the basics, they add a whole new set of challenges to the game.

IWM STT2864

Attach weapons from Company Headquarters where they are most needed.

COLLECTING FLAMES OF WAR MINIATURES

Now that you have worked out what you want in your army, you're ready to collect all of the *Flames Of War* miniatures that you'll need to represent it. Simply look up the names of the vehicles and troops you need from the Intelligence Briefing and match them up with the code used to order them from the catalogue at the end of the book. Order your miniatures from your local hobby shop or check out our website for a mail order supplier near you.

Check out our website at: *www.FlamesOfWar.com* for details of the latest versions and new releases.

To make it easier to know whether a miniature is suitable for your army, we put a national symbol (German, British, US, Soviet, or Italian) and time-period symbols (E Early WWII 1939-41, M Mid WWII 1942-43, and L Late WWII 1944-45) on each blister pack.

All of the Intelligence Briefings in this book are for the Mid WWII 1942-43 period, shown by the symbol M. If a miniature has your national symbol and the mid-war M on the blister pack, it is suitable for an army using these briefings.

See our website for earlier and later *Intelligence Briefings*. If you have a miniature that isn't listed in the Intelligence Briefing, check the website to find out how to use it in your games. If it's not there, send us an e-mail.

INTELLIGENCE BRIEFING ON THE UNITED STATES ARMY

"The United States of America was dragged into this war by the Japanese sneak attack at Pearl Harbour. Then the Germans declared war on us too, so we didn't start this war, but by God we aim to finish it. Those Krauts are going to regret messing with the mighty U.S. of A, they're going to regret it big time. Our army is already 20 times the size it was at the start of the war and gettin' bigger. We'll see how those Nazis like them apples!

We soldiers call ourselves GI's (from the 'Government Issue' logo stamped on all our equipment). The GI is just a normal Joe, a citizen soldier plucked from his civilian life and sent to fight for what every American believes in – Freedom and Democracy. Those are two words your average Nazi couldn't even spell.

The US Army believes science and technology are two of the keys to victory in modern war. The army's scientific methods start right from when the US citizen is first recruited. Psychological tests ensure that the brightest and the best soldiers are sent to the technical branches (like the air force, armour, and artillery) where their skills are most needed. Once assigned to their specialty, extensive training turns these farm boys, steel workers, and college graduates into the best-trained soldiers in the whole damn world. Being a soldier is just a job like any other. It's not a great job, but someone's gotta do it and these boys mean to do it right."

Captain Hank Johnson

US Company Choices

You can base your US force on:

- a Tank Company,
- an Armored Rifle Company (Mechanised Infantry Company), or
- a Rifle Company (Infantry Company).

Motivation and Experience

The US Army is a relative newcomer to the war. Its troops are as well trained as they could be and have excellent equipment, but they are still gaining that vital battlefield experience.

Most troops in a US force are rated as **Confident Trained.**

SPECIAL RULES

US Artillery

US artillery is possibly the best in the world. Flexible organizations and high levels of training, combined with plenty of excellent radios, allow even junior officers to call down massive amounts of fire support.

A US Platoon or 2iC Command team can act as an observer and request artillery fire in the same manner as a Company Command team.

Centralised Fire Control

A centralised fire control system allows the artillery to lay down devastating firepower at short notice. Any nearby artillery that is not already busy may be called upon to shell enemy troops.

Any US Artillery Battery observer team (but not a Mortar Platoon observer team) may call and range fire from any Artillery Battery, not just their own. The observer team can request and range in more than one Artillery Battery at a time. The observer ranges in the first battery, and all of the remaining batteries are ranged in at the same time.

The extra batteries may either:

- add their guns to an existing Artillery Template, or
- place a separate Artillery Template beside the first.

Centre the combined templates over the target team as a single large template.

Time On Target

American engineers have developed a fire control computer that surpasses anything used anywhere else in the world. Simply by checking the wind, temperature, and range, the battery staff officer can select the right book and look up the settings for every shoot. This scientific marvel allows the officer to compute the flight time for every gun. By working backwards, they can have every shell land at the same time without warning. The result is devastating.

Any US artillery battery may choose to fire a Time On Target (TOT) bombardment rather than a normal bombardment

If you choose to fire a TOT bombardment:
- add +1 to the score needed to range in, but
- do not modify the score to hit for the number of ranging attempts.

US Vehicles

Awkward Layout

Most self-propelled guns based on the M3 half-track chassis are limited in their ability to move and fire because the driver and commander have to abandon their positions before the gun can fire.

Due to the danger to the driver when firing, half-tracks with awkward layouts cannot move and shoot their main gun in the same turn.

Light Tank

The M3 and M5 Stuart light tanks have powerful radial aircraft engines allowing them to move at very high speed.

Light tanks move 16"/40 cm when moving on Roads or Cross-country.

Mortar Carrier

The M4 Mortar Motor Carriage is a specialist mortar-carrying half-track. Normal practice is to fire the mortar from the vehicle, but if necessary, you can dismount the mortar and send the half-track to the rear.

You may dismount the mortar by removing the half-track and replacing it with an 81mm mortar team.

Ronson

Sherman tanks had a terrible reputation for burning when hit. Their crews referred to them as 'Ronsons' since in the words of the advertisement they 'light first time'. The German nickname was simpler, 'Tommy Cooker'.

The opposing player re-rolls any failed Firepower tests to destroy an M4 Sherman tank.

Stabilizers

US tanks are the first in the world to be equipped with gyrostabilizers as standard equipment. A stabilizer is a device fitted to the tank's gun that keeps it pointing at the target when the tank is moving. With the assistance of the gyrostabilizer, the gunner can stay on target while the tank is moving.

A moving tank fitted with a stabilizer can:
- fire its main gun at its full ROF, but
- adds a penalty of +1 to the score needed to hit.

A tank can choose not to use its stabilizer and fire at the normal rate if that would give it a better chance.

.50 cal AA HMG

Lots of transport vehicles carry a .50 calibre anti-aircraft heavy machine-gun (AA HMG). Normally they're left on the vehicle, but when the company needs more firepower, they can be taken off the vehicles, and fired from a tripod mount. You may not dismount the AA HMG unless you have .50 cal teams modelled to replace the infantry teams.

Any infantry team carried as passengers in a transport vehicle may dismount the AA HMG when they dismount, becoming a .50 cal team instead.

The team must remount the vehicle to replace the AA HMG on the vehicle and return to their original type of team.

A .50 cal team moves and fights as a gun team, not an infantry team.

US Weapons

Light Machine-gun

The Browning .30 calibre machine-gun is belt-fed and mounted on a tripod like a heavy machine-gun, but still lighter and more portable than most heavy machine-guns.

An LMG team fights as an HMG team with a ROF of 3. Like an HMG team, an LMG team has ROF 2 if Pinned Down. Unlike an HMG team, an LMG team can fire if it moves.

60mm Light Mortar

The 60mm M2 mortar packs a good punch for its small size, and will often be called upon to get the company out of tight spots. Sometimes the mortar crews will get quite close to the enemy and direct pinpoint fire on individual enemy positions. Other times they will stand back and fire bombardments like medium mortars.

US 60mm light mortar teams can choose to fire as normal Light Mortar teams, but with ROF 2 and Firepower 4+, or as Close-support Artillery.

Marching Fire

The US Army is equipped with the M1 Garand self-loading rifle and the B.A.R. (Browning automatic rifle). These weapons allow US infantry to advance and still maintain a high rate of fire. When using this 'marching fire', the infantry advance while pumping slugs into the enemy positions. This isn't very accurate, but fire enough rounds and you are going to hit something sooner or later.

A moving Rifle/MG team can:
- fire at ROF 2 when it moves, but
- adds a penalty of +1 to the score needed to hit.

A Rifle/MG team can choose not to use marching fire if that would give it a better chance.

Poor HE

The 3in anti-tank gun and the 57mm anti-tank gun are good anti-tank guns, but have poor high-explosive (HE) rounds limiting their performance against infantry, guns, and unarmoured vehicles.

Reduce the Firepower rating of 3in anti-tank guns to 4+ against unarmoured targets.

Reduce the Firepower rating of 57mm anti-tank guns to 5+ against unarmoured targets.

Air Support

With their new A36 Apache (a dive-bomber version of the Mustang fighter) and P40 Warhawk fighter-bombers, the USAAF (US Army Air Force) is blasting the Nazis. Unfortunately for the GI's, air-to-ground co-ordination isn't yet fully developed. Most air force missions are aimed at destroying enemy supplies way behind the front lines instead of bombing the enemy while the battle is raging.

You may request Sporadic air support at a cost of 50 points.

Sporadic air support will provide supporting ground attack aircraft and fighters on a roll of a 6.

You may request Limited air support at a cost of 100 points.

Limited air support will provide supporting ground attack aircraft and fighters on a roll of 5+.

AIR SUPPORT					
Aircraft	Weapons	Range	ROF	Anti-tank	Fire-power
A36A Apache	Bombs	4"/10cm	-	4	1+
P40 Warhawk	Bombs	4"/10cm	-	4	1+

TANK COMPANY

"The tank companies are supposed to do the same job that old time horse cavalry used to do – once the infantry have ripped a hole in the Kraut defences, the tanks smash through that hole and blitz anyone that don't speak American. That's the idea, and it's great when it works. It doesn't always work out that way, though. Sometimes the tanks have to the smash the opening for themselves, or maybe Fritz manages to put in a good counterattack and the tanks end up trying to hold on to what they already got. That's just the way things work out in the real world. It don't matter how we meet the bad guys though, they're still gonna get their butts kicked.

The tank units have proud cavalry traditions dating back to the Civil War. They think they're the best and I don't argue with them. Tankers don't like getting dragged into the slow, meat-grinder battles of the ground pounders— the infantry, that is. As they see it, tanks are for mobile warfare. They are out to chase the Krauts all the way back to Berlin. With generals like ol' Blood 'n' Guts Patton to lead them, I think they'll be there pretty soon. I almost pity those poor Nazis."

Captain Hank Johnson

What Is In A Tank Company?

A force based around a Tank Company must contain:
- a Company HQ, and
- at least two Tank Platoons.

Weapons Platoons available to a Tank Company are:
- an Assault Gun Platoon, and
- an Armored Mortar Platoon.

Support Platoons for a Tank Company can be:
- Armored Rifle Platoons (from an Armored Rifle Company), or
- Artillery, Self-propelled Anti-tank, Anti-aircraft, or Reconnaissance Platoons from Divisional Troops.

You may have up to **two** Support Platoons attached to your company for each Tank Platoon you field.

Motivation and Experience

A Tank Company is **Confident Trained**.

Headquarters Platoon
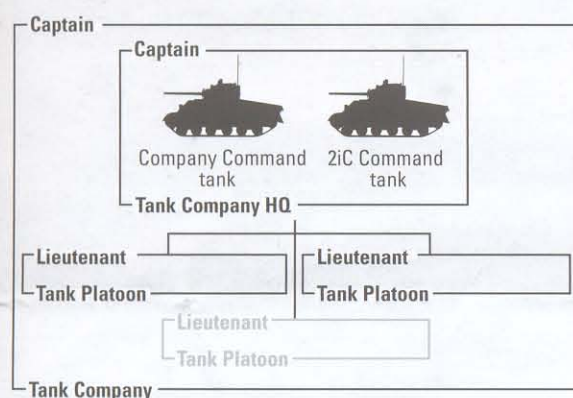
1 Company HQ

Tank companies are assigned seventeen tanks. The company headquarters has two tanks, while each platoon has five more.

In the medium tank companies, these are either M3 Lee or M4 Sherman medium tanks.

In the light tank companies that guard their flanks and exploit gaps in the enemy line, they are either M3A1 or M5A1 Stuart light tanks.

Combat Platoons

2 to 3 Tank Platoons
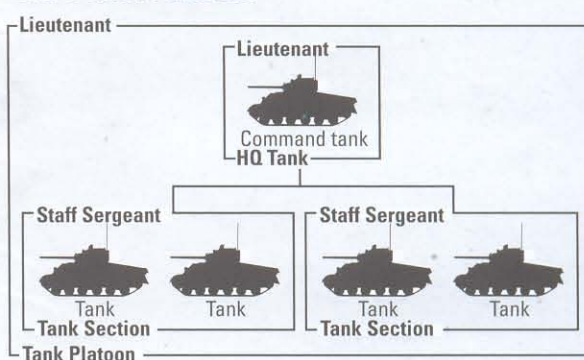
The five-strong tank platoon is large compared with those of most other armies. The larger size of the platoon enables greater firepower to be concentrated at one point and means the tanks in the platoon are better able to back each other up in combat.

Weapons Platoons

0 to 1 Assault Gun Platoon

The Assault Gun Platoon has high-explosive firing howitzers mounted on light vehicles. They help the tanks overcome stubborn nests of infantry resistance.

An Assault Gun Platoon has a command M3 half-track and three T30 75mm HMC or M8 Scott assault guns.

Your force may not contain more than one Assault Gun Platoon, even if it has more than one Armored Rifle or Tank Company.

0 to 1 Armored Mortar Platoon

The Armored Mortar Platoon is useful when you need some firepower to kill anti-tank guns. The platoon can bombard the guns quickly and accurately, right after the moment those guns show themselves.

An Armored Mortar Platoon has a command M3 half-track and three M4 mortar carriers.

Your force may not contain more than one Armored Mortar Platoon, even if it has more than one Armored Rifle or Tank Company.

ARMORED RIFLE COMPANY (Mechanised Infantry Company)

"The armored infantry are called many things, some of them not very complimentary, but to their friends they're the 'armored doughs' or 'blitz doughs' (it's a reference to the 'doughboys', the US infantry of WWI). These guys ride into the thick of the battle in armored half-track personnel carriers, though they might argue with you about whether their carriers' half inch of steel counts as armor. They tell me that machine-gun bullets sometimes go through the side of these half-tracks and rattle around inside. Awww, my heart just bleeds for these guys, you know what I'm sayin' here? Seriously, any other infantry in any army on earth would give their left arm to have the gear these guys have, it's top-notch stuff and there's plenty of it.

The blitz doughs have every imaginable weapon: machine-guns, mortars, bazookas, self-propelled anti-tank guns, and howitzers. You name it—they've got it. That don't include the stuff they 'found' neither. With gear festooned over their half-tracks, they look like a Gypsy caravan on the move. The deadliest Gypsy caravan there is."
Captain Hank Johnson

What Is In An Armored Rifle Company?
A force based around an Armored Rifle Company must contain:
- a Company HQ, and
- at least two Armored Rifle Platoons.

Weapons Platoons available to an Armored Rifle Company are:
- a Machine-gun Platoon,
- an Assault Gun Platoon, and
- an Armored Mortar Platoon.

Support Platoons for an Armored Rifle Company can be:
- Tank Platoons (from a Tank Company), or
- Artillery, Self-propelled Anti-tank, Anti-aircraft, or Reconnaissance Platoons from Divisional Troops.

You may have up to **two** Support Platoons attached to your company for each Armored Rifle Platoon you are fielding.

Motivation and Experience
An Armored Rifle Company is **Confident Trained.**

Headquarters Platoon

At full strength:	50	Points
Add M6 37mm gun	+20	Points
Add Bazooka team	+15	Points

1 Company HQ
Armored Rifle Companies are mounted in M3 half-track personnel carriers. The half-tracks can keep up with the tanks, and have enough armour to get the infantry right up close to the enemy before they have to dismount.
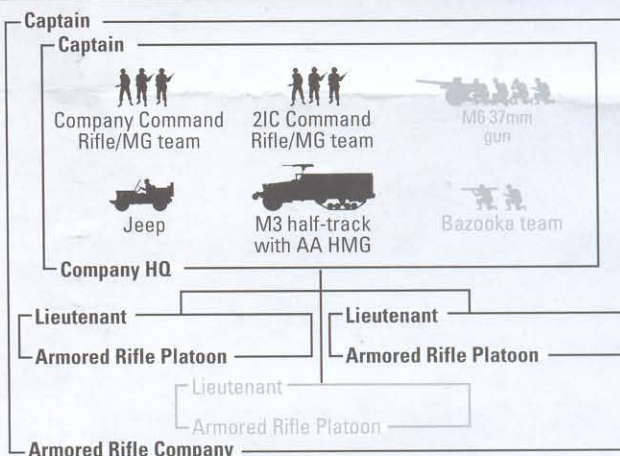
Combat Platoons

2 to 3 Armored Rifle Platoons
The blitz doughs of an Armored Rifle Platoon pack no less than two .50 cal heavy machine-guns, a 37 mm anti-tank gun, five bazookas, five .30 cal light machine-guns, a 60mm mortar, as well as their personal weapons. If you need more firepower, you can fit the rifle and mortar squad half-tracks with AA HMG's.

At full strength:	325 Points
Less 1 Rifle squad:	260 Points

Replace M6 37mm gun with a Rifle/MG team at no cost
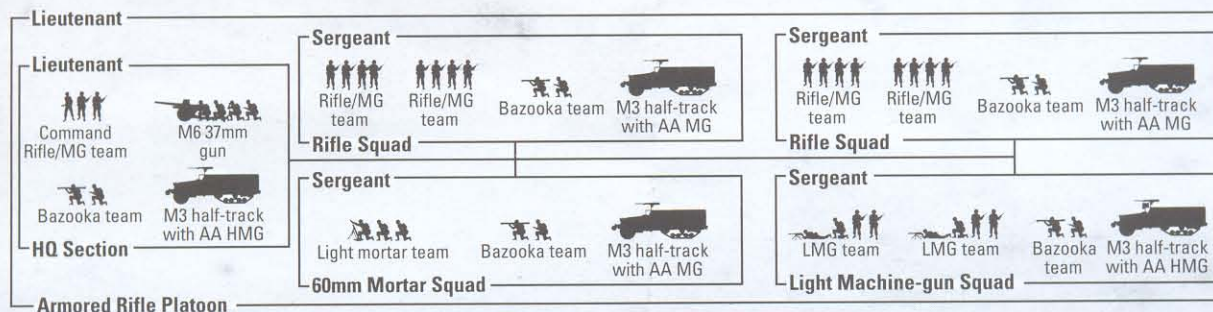
0 to 1 Machine-gun Platoon

The heavy machine-guns of the Machine-gun Platoon have large supplies of ammunition to break up enemy attacks and keep the enemy pinned down when the company attacks. In Armored Rifle Companies, the Machine-gun Platoon is carried in half-tracks.

Your force may not contain more than one Machine-gun Platoon, even if it has more than one Armored Rifle Company.

At full strength:	115	Points
With 1 Machine-gun section:	70	Points
Add Bazooka teams	+15	Points each
Replace Jeep with M3 half-track and add one M2 half-track per section	+10	Points each

Lieutenant

Lieutenant
Command Rifle/MG team — Jeep with AA HMG
HQ Section

Staff Sergeant
HMG team — Bazooka team — HMG team
Machine-gun Section

Staff Sergeant
HMG team — Bazooka team — HMG team
Machine-gun Section

Machine-gun Platoon
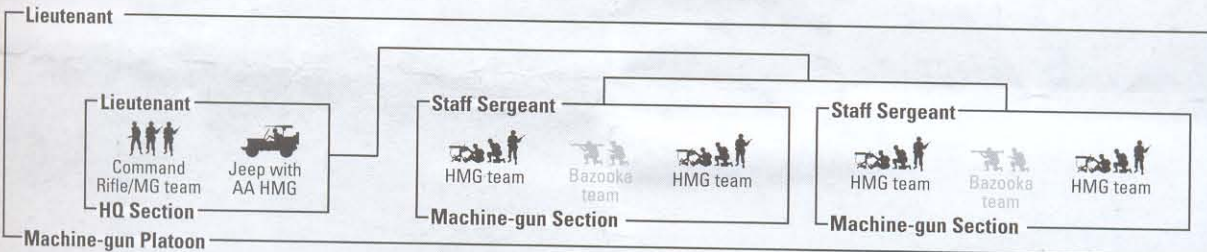
0 to 1 Assault Gun Platoon

See the Tank Company for the platoon organisation.

Your force may not contain more than one Assault Gun Platoon, even if it has more than one Armored Rifle or Tank Company.

0 to 1 Armored Mortar Platoon

See the Tank Company for the platoon organisation.

Your force may not contain more than one Armored Mortar Platoon, even if it has more than one Armored Rifle or Tank Company.

NARA 43-0082a

. . . North Africa 1943 . . .

"So where'n you boys all held up?" the tank commander drawls in a thick Tennessee accent.

"Edge of an orchard, Sarge," PFC Sawyer replies, clinging to the hatch as the M3 Stuart light tank sways its way down the valley. "Bunch of krauts dug in behind a cactus hedge." The sergeant just grunts and chews on his stogey.

The valley opens out into an olive grove. To the right, a thick thorn hedge separates this grove from the next. Sawyer points ahead and to the left. "Over there, Sarge." Beyond the rows of olive trees, dark figures trade shots with GIs.

"They've held us up all morning," Sawyer adds, "haven't been able to drive 'em out."

"Should'a gone round 'em," the sergeant grumbles rolling his stogey to the other side of his mouth.

"Leave the tough nuts for the big hammer. And we're the big hammer!"

He grins as the tank turret tracks left, "This'll flush 'em out."

Sensing movement to his right, Sawyer flings himself from the deck of the tank, rolling for cover. "Look out!" His cry of warning drowned in the rattle of the tank's machine-guns.

With a sharp crack, a muzzle flash erupts from the thorn hedge. Simultaneously, the tank shudders and erupts in flame.

Rising from behind an olive tree, Sawyer empties his Garand into the hedge, then slams a fresh clip home. Under cover of the smoke from the burning tank, Sawyer cautiously rises to his feet and lopes off to find someone to report to.

RIFLE COMPANY (Infantry Company)

"The infantry are the largest part of the US Army. The riflemen call themselves GIs, 'dogies', or 'dogfaces' and are no strangers to hard fighting. Unlike a tank, the guys on foot can go anywhere, so it's always the infantry that get to do the dirty stuff like house-to-house fighting—driving Fritz out with grenades and bayonets. Of course, once the fighting's over, the infantry get left holding the frontline, while the tanks pull back into reserve. Then the Krauts shell, probe, and harass the poor dogfaces every day. But these guys are fighting for Freedom and Democracy, and that keeps the guys focused on doin' the job and doin' it well.

Where the infantry win out though, is the amount of firepower backing them up. The US Army has the best artillery in the world. The guns blast enemy positions before the GI's go in. If this bombardment isn't enough for the Krauts, the infantry have their own machine-guns, mortars, cannon, and tanks to do the job. The US Army likes to buy its victories with explosives and steel—not with the lives of its soldiers. It's like General George S Patton told us—'Don't be a fool and die for your country. Help some other sumbitch die for his.' I hear that."
Captain Hank Johnson

What Is In A Rifle Company?

A force based around a Rifle Company must contain:
* a Company HQ, and
* at least two Rifle Platoons.

Weapons Platoons available to a Rifle Company are:
* a Weapons Platoon,
* a Machine-gun Platoon,
* a Mortar Platoon,
* two Anti-tank Platoons, and
* a Cannon Platoon.

Support Platoons for a Rifle Company can be:
* Tank Platoons (from a Tank Company), or
* Artillery, Self-propelled Anti-tank, Anti-aircraft, or Reconnaissance Platoons from Divisional Troops.

You may have up to **two** Support Platoons attached to your company for each Rifle Platoon you are fielding.

Motivation and Experience

A Rifle Company is **Confident Trained.**

Headquarters Platoon

1 Company HQ

At full strength:	40 Points
Add Bazooka teams	+15 Points each

Captain
Captain
Company Command Rifle/MG team
2IC Command Rifle/MG team
Bazooka team
Bazooka team
Company HQ
Lieutenant — Rifle Platoon
Lieutenant — Rifle Platoon
Lieutenant — Rifle Platoon
Lieutenant — Weapons Platoon
Rifle Company
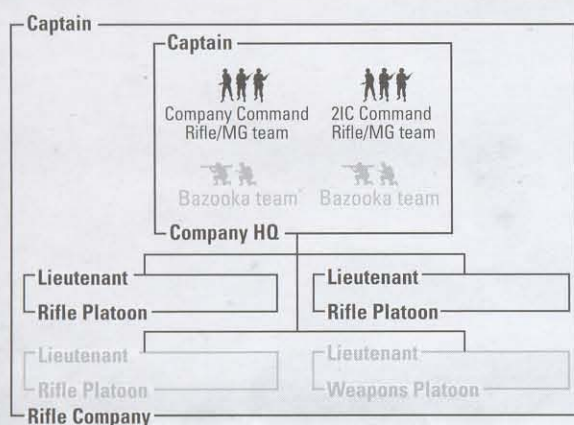
Riflemen, machineguns, anti-tank gun, mortars and howitzers all have a specific job to do during a firefight and the Captain needs a cool head and a good plan to co-ordinate these weapons into a battle-winning force.

Rifle Platoons

2 to 3 Rifle Platoons

At full strength:	195 Points
With 2 Rifle squads:	145 Points

Lieutenant
Lieutenant
Command Rifle/MG team
Bazooka team
HQ Section
Sergeant
Rifle/MG team
Rifle/MG team
Rifle/MG team
Rifle Squad
Sergeant
Rifle/MG team
Rifle/MG team
Rifle/MG team
Rifle Squad
Sergeant
Rifle/MG team
Rifle/MG team
Rifle/MG team
Rifle Squad
Rifle Platoon
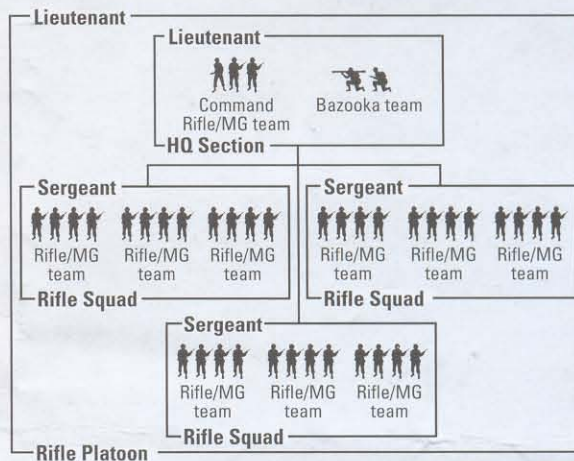
The Rifle Platoon is the backbone of the company. All other weapons are there to support its actions. Heavy weapons can blast the enemy positions for days, but it'll take the GI's going in with grenades and bayonets to kick them out.
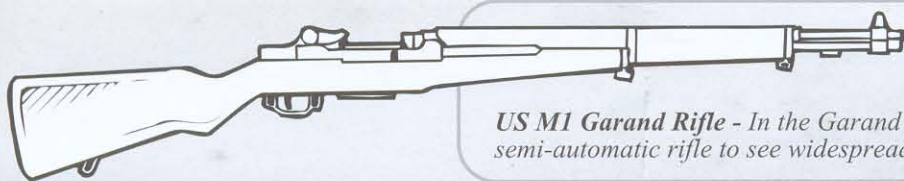
US M1 Garand Rifle - In the Garand the US Army had the first semi-automatic rifle to see widespread service.

Weapons Platoons

0 to 1 Weapons Platoon

At full strength:	225 Points
Less 1 LMG section:	165 Points

Lieutenant

Lieutenant

Command Rifle/MG team — Jeep with AA HMG and trailer
HQ Section

Staff Sergeant

Rifle/MG team — Light mortar team
Light mortar team
Light mortar team
60mm Mortar Section

Staff Sergeant

Rifle/MG team
LMG team — LMG team
Light Machine-gun Section

Staff Sergeant

Rifle/MG team
LMG team — LMG team
Light Machine-gun Section
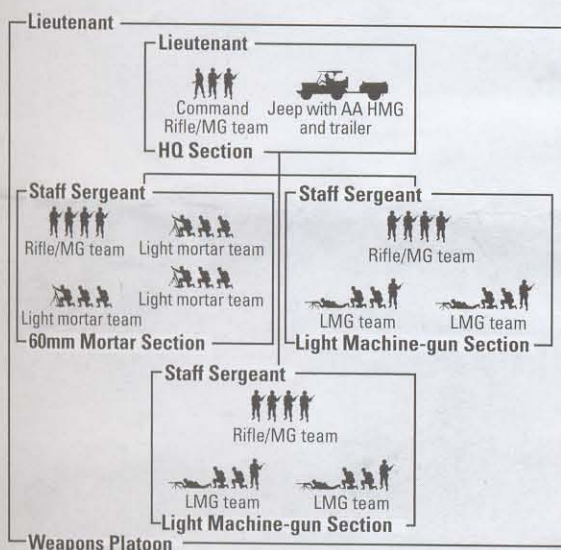
Weapons Platoon

One of the first things an officer cadet is taught is to concentrate troops and firepower. Each Rifle Company has its own Weapons Platoon, which concentrates the company's heavy firepower where it is most needed.

0 to 1 Mortar Platoon

At full strength:	205 Points
With 2 Mortar sections:	145 Points
With 1 Mortar section:	85 Points
Add Bazooka teams	+15 Points each

The Mortar Platoon provides more firepower than the companies own light mortars.

Your force may not contain more than one Mortar Platoon, even if it has more than one Rifle Company.
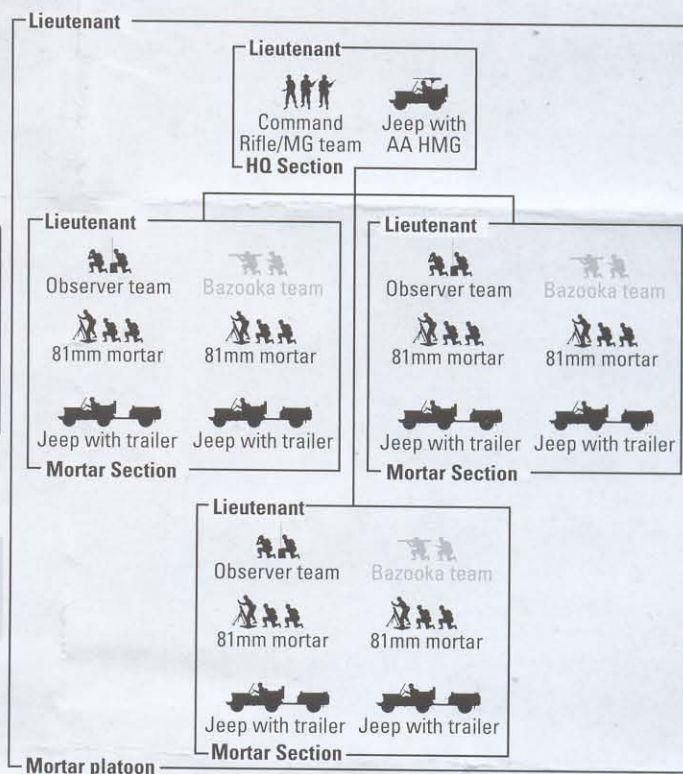
0 to 1 Machine-gun Platoon

See the Armored Rifle Company for the platoon organisation. A Machine-gun Platoon attached to a Rifle Company may not have half-tracks, but walks instead.

0 to 2 Anti-tank Platoons

Anti-tank guns provide cheap but lethal anti-tank defences. Well-concealed anti-tank guns can destroy many times their own number of enemy vehicles.

Infantry Anti-tank Platoons have three M6 37mm or M1 57mm anti-tank guns towed by Dodge 1½-ton trucks or M2 half-tracks, three Bazooka teams, and a command Rifle team in a jeep.

0 to 1 Cannon Platoon

These lightweight vehicles mounting big hitting howitzers will provide an explosive solution to the problem of stubborn enemy troops.

A Cannon Platoon has a command M3 half-track and three T30 75mm HMC or two T19 105mm HMC assault guns from the regimental cannon company.

Lieutenant

Lieutenant

Command Rifle/MG team — Jeep with AA HMG
HQ Section

Lieutenant

Observer team — Bazooka team
81mm mortar — 81mm mortar
Jeep with trailer — Jeep with trailer
Mortar Section

Lieutenant

Observer team — Bazooka team
81mm mortar — 81mm mortar
Jeep with trailer — Jeep with trailer
Mortar Section

Lieutenant

Observer team — Bazooka team
81mm mortar — 81mm mortar
Jeep with trailer — Jeep with trailer
Mortar Section

Mortar platoon

IWM KY2667F

DIVISIONAL TROOPS

Motivation and Experience
Divisional Troops are **Confident Trained**.

Self-propelled Anti-tank Platoons
Tank destroyers are lightly-armoured vehicles mounting powerful anti-tank guns. They stalk their prey, using supporting jeeps like hunting dogs to flush the enemy tanks out. Then the tank destroyers close in for the kill. If the first few shots don't do the job, the tank destroyers pull out and try again from a different spot rather than trading shots with heavier tanks.

Self-propelled Anti-tank Platoons consist of a command recon jeep and one or two sections. Each section has a recon jeep and two M3 75mm GMC, M6 37mm GMC, or M10 3in GMC tank destroyers.

Special Rule
The tank destroyers of a Self-propelled Anti-tank Platoon work with their recon jeeps to hunt enemy tanks.

Tank Destroyers: The tank destroyers of a Self-propelled Anti-tank Platoon may be held off-table at the start of the game, with only the jeeps being deployed. At the start of your turn, you may place the tank destroyers on the table so that they are:
• within command distance of the deployed part of the platoon, and
• concealed and no closer than 16"/40cm to the enemy, or are entirely out of sight of the enemy.

Reconnaissance: Self-propelled Anti-tank Platoons may use the Reconnaissance rules to sneak up on the enemy or to break off after launching an attack.

Anti-aircraft Platoons
Towed Anti-aircraft Platoons have six M1 Bofors anti-aircraft guns towed by $2\frac{1}{2}$-ton trucks. The platoon is led by a command Rifle team in a jeep.

Armored Anti-aircraft Platoons are composed of six M13 MGMC, T28E1 CGMC, or M15 CGMC anti-aircraft half-tracks with an M3 half-track as the platoon command.

Artillery Batteries
A towed Artillery Battery has four M2A1 105mm howitzers towed by $2\frac{1}{2}$-ton trucks or M2 half-tracks. A Self-propelled Artillery Battery has six T19 105mm HMC or M7 Priest self-propelled guns. Both types of battery have two Observer teams mounted in jeeps or M3 half-tracks and a command Rifle team and a Staff team in Dodge $\frac{3}{4}$-ton trucks or M3 half-tracks.

Reconnaissance Platoons
Cavalry Recon Patrols have two recon jeeps (one with a machine-gun, one with a light mortar), and two M3 scout cars each. One of the scout cars is the patrol command vehicle.

Armored Recon Patrols are the same, but have an extra T30 75mm HMC attached for fire support.

Treat a patrol as a platoon.

. . . North Africa 1943 . . .

"And that's where the gun was," PFC Sawyer concludes, indicating the hedge. Sergeant O'Hara squats by the gatepost and glares at the burnt-out tank. "Idiot tankers," he growls. "Not checking the hedge."

Since the disaster in the olive grove, O'Hara, a Great War veteran, is the first NCO to even begin to inspire Sawyer with confidence. Everyone else seems to be falling apart now that the Germans have shown a bit of fight.

"Right!" O'Hara turns to the rest of his platoon, crouching in the lane. "We're going to do this properly. MacIntyre, your squad's got the right. Forrest, take the left. The rest of you stay with me, and stay alert!" Confidently, the men prepare to move out.

Forrest's squad begins to filter through the olive trees, each team covering the other as they leapfrog forward. Meanwhile, MacIntyre's squad are scrambling over the stone wall on the other side of the lane to outflank the hedge.

Satisfied, O'Hara waves his squad forward. Stepping through the gateway, he casually fires a burst from his Thompson into the hedgerow. A scatter of shots rings out in reply. O'Hara is already rolling into the cover of the burnt-out tank. From the gateway, Sawyer and the rest of the squad open up with their carbines.

Over the racket of his rifle, Sawyer hears Forrest's and MacIntyre's squads beginning to engage. "Grenades and at 'em!" O'Hara bellows from behind the tank.

Sawyer unhooks a grenade from his webbing. Pulling the pin, he glances at the rest of the squad. As one, they pitch their bombs over the hedgerow. Sawyer flinches as the first grenade explodes, shrapnel slashing through the foliage. Then the rest of the grenades detonate. Rapid flashes of fire rip the hedge apart.

"Come on! Come on! Come on!" O'Hara barks. Sawyer and the rest of the squad burst through the gate, carbines blazing, racing for the gaps in the hedge.

Tanks and other fighting vehicles

Name	Points	Mobility	Armour			Equipment And Notes	Platoon Size
			Front	Side	Top		
Tanks – Confident Trained							
M3A1 Stuart	45	Fully-tracked	3	2	1	37mm tank gun, Stabilizer, co-ax MG, hull MG, AA MG, Light tank.	5
M5A1 Stuart	50	Fully-tracked	4	2	1	37mm tank gun, Stabilizer, co-ax MG, hull MG, AA MG, Light tank.	5
M3 Lee	100	Fully-tracked	5	3	1	37mm tank gun, Stabilizer, co-ax MG, turret MG, hull short 75mm tank gun, Stabilizer.	5
M4, M4A1, or M4A3 Sherman	120	Fully-tracked	6	4	1	75mm tank gun, Stabilizer, co-ax MG, hull MG, AA HMG, Ronson.	5
Self-propelled Anti-tank Guns – Confident Trained							
M6 37mm GMC	35	Armoured Car	-	-	-	M6 37mm gun, Recce.	4
M3 75mm GMC	50	Half-track	1	0	0	Short 75mm tank gun, AA HMG, Awkward layout, Recce.	4
M10 3in GMC	120	Fully-tracked	5	2	0	3in anti-tank gun, AA HMG, Recce.	4
Self-propelled Artillery – Confident Trained							
T30 75mm HMC	35	Half-tracked	1	0	0	75mm howitzer, AA HMG, Awkward layout.	3
T19 105mm HMC	100	Half-tracked	1	0	0	M2A1 105mm howitzer, AA HMG, Awkward layout.	6
M8 Scott	50	Fully-tracked	3	2	0	75mm howitzer, AA HMG, Light tank.	3
M7 Priest	105	Fully-tracked	1	0	0	M2A1 105mm howitzer, AA HMG.	6
M4 Mortar Carrier	35	Half-tracked	1	0	0	81mm mortar, AA HMG, Mortar carrier.	3
Self-propelled Anti-aircraft Guns – Confident Trained							
M13 MGMC	35	Half-tracked	1	0	0	Twin anti-aircraft machine-gun, Awkward layout.	6
T28E1 or M15 CGMC	35	Wheeled	1	0	0	Combination anti-aircraft mount, Awkward layout.	6
Reconnaissance – Confident Trained							
Recon Jeep	15	Jeep	-	-	-	AA HMG or 60mm mortar, Recce.	4
M3A1 Scout Car	30	Wheeled	1	0	0	AA HMG, two AA MG, Recce.	4

Awkward layout: Due to the danger to the driver when firing, the half-track cannot move and shoot in the same turn.
Light tank: Light tanks are extremely fast. They move 16"/40 cm when travelling on Road or Cross-country.
Mortar carrier: You may dismount the mortar by replacing the half-track with a 81mm mortar team.
Recce: Recce troops can use the Reconnaissance rules to avoid enemy fire.
Ronson: The opposing player re-rolls any failed Firepower tests to destroy an M4 Sherman tank.
Stabilizer: A tank fitted with a stabilizer can fire its weapons at their full ROF when it moves, but at a penalty of +1 to the score needed to hit the target.

Transport

Name	Points	Mobility	Armour			Equipment And Notes
			Front	Side	Top	
Trucks						
Jeep	5	Jeep	-	-	-	1 passenger, optional AA HMG.
Dodge ¾-ton truck	5	Wheeled	-	-	-	2 passengers, optional AA HMG.
Dodge 1½-ton truck	5	Wheeled	-	-	-	3 passengers, optional AA HMG.
GMC 2½-ton truck	5	Wheeled	-	-	-	5 passengers, optional AA HMG.
Armoured Personnel Carriers						
M3 Half-track	10	Half-tracked	1	0	0	AA MG, 3 passengers, optional AA HMG.
Armoured Gun Tractors						
M2 Half-track	10	Half-tracked	1	0	0	3 passengers, optional AA HMG.

AA HMG: Add an AA HMG to any US transport vehicle for +10 points. This replaces the AA MG on M3 half-tracks.

Guns and Vehicle Weapons

Name	Points	Range	ROF	Anti-tank	Firepower	Notes	Platoon Size
.50 cal team	-	16"/40 cm	3	4	6		-
81mm mortar	-	40"/100 cm	-	1	3+	Mortar, Smoke.	-
M6 37mm gun	20	24"/60 cm	3	7	5+	Gun shield.	3
M1 57mm gun	25	24"/60 cm	2	10	4+	Gun shield, Poor HE.	3
M1 Bofors gun	35	32"/80 cm	4	7	5+	Gun shield, Turntable, Anti-aircraft, Immobile.	6
M2A1 105mm howitzer	60	24"/60 cm	2	9/3	2+	Gun Shield, Artillery, Smoke.	4
MG or AA MG	-	16"/40 cm	3	2	6	ROF 1 if other weapons fire.	-
AA HMG	-	16"/40 cm	3	4	6	Anti-aircraft.	-
Jeep-mounted 60mm mortar	-	16"/40 cm	1	1	4+	Can fire over friendly troops.	-
Twin anti-aircraft machine-gun	-	24"/60 cm	5	4	6	Anti-aircraft.	-
Combination anti-aircraft mount	-	24"/60 cm	4	6	5+	Anti-aircraft.	-
37mm tank gun	-	24"/60 cm	2	7	5+		-
75mm howitzer	-	16"/40 cm	2	6/2	3+	Artillery, Smoke.	-
Short 75mm tank gun	-	32"/80cm	2	9	3+	Smoke.	-
75mm tank gun	-	32"/80 cm	2	10	3+	Smoke.	-
3in anti-tank gun	-	32"/80 cm	2	12	3+	Poor HE.	-

Anti-aircraft: Anti-aircraft weapons can fire at aircraft.
Artillery: Artillery can fire artillery bombardments at up to three times their normal range.
Gun shield: Teams crewing weapons with a gun shield are in Bulletproof Cover when fired at from the front.
Immobile: Bofors anti-aircraft guns cannot be manhandled. They can only move if towed.
Mortar: Mortars can only fire artillery bombardments. Re-roll first failed roll to range in.
Poor HE: These guns have poor HE performance reducing their Firepower against unarmoured targets to 4+ for 3" guns and 5+ for 57 mm guns.
Smoke: Weapons with smoke ammunition can fire smoke rather than their normal shooting.

Infantry

Name	Points	Range	ROF	Anti-tank	Firepower	Weapons And Notes
Rifle/MG team	-	16"/40 cm	2	2	6	M1 Garand rifles and Browning automatic rifles, Marching fire.
LMG team	-	16"/40 cm	3	2	6	M1919 light machine-gun.
Light mortar team	-	16"/40 cm	2	1	4+	60mm mortar M2. Can fire over friendly troops. Close-support artillery.
HMG team	-	24"/60 cm	4	2	6	M1917 heavy machine-gun.
Bazooka team	15	8"/20 cm	1	10	5+	M1 Bazooka anti-tank rocket.
Command Rifle team	10	8"/20 cm	1	2	6	M1 carbines.
Observer team	10	-	-	-	-	
Staff team	5	-	-	-	-	Moves and fights as a Gun team.

Close-support artillery: Close-support artillery can fire artillery bombardments at up to twice their normal range.
LMG: An LMG team fights as an HMG team with an ROF of 3. Unlike an HMG team, an LMG team can fire if it moves.
Marching fire: A team using marching fire can fire at ROF 2 when it moves, but at a penalty of +1 to the score needed to hit the target.

US ARMORED RIFLE COMPANY (Mechanised Infantry Company)

The 1st 'Ironsides' Armored Division fought at Kasserine Pass in Tunisia. They were the most completely mechanized division in existence. Every combat element was equipped with armoured vehicles, a feat that no other army matched during the war. This *Flames Of War* force represents one of the Armored Rifle Companies fighting at Kasserine Pass.

Armored Rifle Company

Company HQ	60 points
Add M6 37mm gun	+20 points
Add Bazooka team	+15 points
Add AA HMG to Jeep	+10 points
Armored Rifle Platoon (at full strength)	325 points
Armored Rifle Platoon (at full strength)	325 points
Armored Rifle Platoon (with 1 rifle squad)	260 points
Replace AA MG with AA HMG on two half-tracks	+20 points
Armored Mortar Platoon	
M3 Half-track with AA HMG	20 points
3 x M4 Mortar Carrier	105 points
Self-propelled Anti-tank Platoon	
3 x Recon Jeeps	45 points
4 x M3 GMC	200 points
Recon Platoon	
2 x Recon Jeeps	30 points
2 x M3 scout cars	60 points
	1495 points

Force Analysis
Strengths

Don't be distracted by the number of half-tracks, this is an infantry force and you have got to make your plans accordingly. The half-tracks give your infantry the blessing of mobility and extra firepower. Think very carefully about where you want to go with your Armored Rifle Platoons, because once you get there and the fighting starts, you often find you have to send your half-tracks to the rear and the mobility of your infantry is reduced. So you want them to go to the right place first time. This is a great force for using reserves with too, in either attack or defence you can keep a platoon mounted up and ready to dash to a critical point in the battle at a moment's notice.

What You Need

This Armored Rifle Company is made up of the following *Flames Of War* miniatures.

US701	Company HQ	1
US703	Armored Rifle Platoon	3
US201	M3 Half-track	16
US202	M4 Mortar Carrier	3
US101	M3 75mm GMC	4
US410	Jeep (x2)	3
US300	M3A1 Scout Car	2

Use your recon to make sure your valuable infantry don't walk into a killing zone, remember—recon guys go first!

Weaknesses

Your strength can be your weakness here if you're not careful. While the half-tracks give your guys plenty of speed, firepower and some protection they can also make them vulnerable by packing lots of infantry into a little space—if they hit a loaded half-track, the enemy will bag a load of GIs with it. Manoeuvre with your brain switched on. And did I mention your recon troops?

This force is a bit light on artillery support, so remember that when you make your plans—while they'll bag plenty of bad guys in the open, you won't be blasting dug-in infantry out of their foxholes with those little mortars.

Battle Tactics

Attack

Reserve infantry platoon bypasses the delay and continues the attack

HQ and mortars support the attack

SPAT platoon manoeuvres on flank to destroy enemy teams

Infantry make a concentrated attack to seize the objective. Move rapidly from cover to cover to avoid casualties

Recon platoon scouts out likely ambush sites to protect infantry from anti-tank guns

Defence

HQ and infantry counterattack to assist threatened defences

SPAT platoon moves around enemy flank to destroy enemy flank

Mortar platoon deploys well forward to support the recon platoon

Infantry entrench on objectives. Keep half-tracks out of sight or send to the rear

Recon patrol delays enemy advance

INTELLIGENCE BRIEFING ON THE GERMAN ARMY

"The German military—the Wehrmacht—is the most powerful war machine in existence. The proof of this is plain for all to see. Since the start of this war the Wehrmacht has ruthlessly crushed all those who have dared stand before it. Europe has been already conquered by German military power.

But resistance from Germany's remaining enemies is increasing. There remains much hard fighting to be done before total victory can be achieved. The fighting in Russia on the Eastern Front is particularly savage. The Bolsheviks place little value on the lives of their soldiers and are putting up fanatical resistance. Our advance here has slowed to a crawl. Of course, this is merely temporary. The defeat of Russia is inevitable, it will merely take a little longer than OKH (Oberkommando des Heeres or Army High Command) had anticipated.

The Wehrmacht is fighting also in North Africa and Italy. On this front the enemy is the democratic Western powers, whose ringleaders are Britain and America. These troops are skilled, but their governments fear taking heavy casualties. We are expertly defending against these powers until the obstinate Russian people have been broken. Then the West will also feel the full wrath of the mighty German Wehrmacht."

Hauptmann Arndt Schmidt

German Company Choices

You can base your German force on:
- a Panzerkompanie (Tank Company),
- a Panzergrenadierkompanie (Mechanised Infantry Company), or
- a Grenadierkompanie (Infantry Company).

Motivation and Experience

The German army has fought and won many battles since the beginning of the war. This has made German troops very experienced and confident.

Most troops in a German force are rated as **Confident Veteran**.

SPECIAL RULES

Mission Tactics

German training teaches all soldiers to think for themselves. Everyone is not only told their own job, but that of their commanding officers as well. If an officer is killed in action, the next most senior soldier will quickly take command.

If the command team of a German platoon is destroyed, another team can take over as a command team immediately.

If the command team is a vehicle, nominate another vehicle in the platoon as the new command team. If the command team is an infantry team, remove a surviving infantry or gun team from the platoon and bring the command team back into play to replace it.

Kampfgruppe

German military organizations are very flexible. When a special mission requires it, the company 2iC forms a Kampfgruppe (battle group). Once the mission is complete the Kampfgruppe is disbanded and the soldiers return to their original unit.

At the start of the game, take up to half the teams from any combat and weapons platoons in the company and attach them to the company HQ platoon.

The attached teams count as part of the HQ platoon for all pupuses including platoon and company morale.

Any casualties sustained by the new platoon do not affect the original platoons that the teams belonged to.

Stormtroopers

Speed and surprise were the hallmarks of Germany's elite stormtroopers during the First World War. Today the Army carries on this tradition of mobility and decisive action. Now all German troops are considered stormtroopers, and this is reflected in the speed with which they manoeuvre.

Any German platoon with a command team may attempt a Stormtrooper move in its Assault step instead of launching an assault.

Roll a Skill test for each platoon.
- If the test is passed, the platoon may move another 4"/10 cm.
- If the test is failed, the platoon cannot move further this turn.

All of the normal rules apply for this movement.

Platoons cannot make Stormtrooper moves if they moved At the Double or are Pinned Down. Bogged Down or Bailed Out vehicles cannot make Stormtrooper moves. Gun teams that shot earlier in the turn cannot make a Stormtrooper move.

German Vehicles

Amphibious

The amphibious Schwimmwagen carries the Panzergrenadiers of the reconnaissance troops anywhere, even swimming rivers.

Schwimmwagen amphibious jeeps treat Impassable water obstacles as Difficult Going.

Burns Easily

Battle reports on the Panther tank noted time and again how it burned astonishingly quickly and burned out when penetrated.

The opposing player re-rolls any failed Firepower tests to destroy a Panther tank.

Heavy Tank

Tiger heavy tanks may be slow, but they have the power and weight to grind their way across almost any terrain.

Tiger tanks only move 8"/20cm on Road and Cross-country terrain.

If a Tiger tank becomes Bogged Down while attempting to cross Rough Terrain, roll again. On a roll of 4+, the tank immediately frees itself and continues moving.

Mortar Carrier

The Sd Kfz 251/2C (8cm) mortar carrier is a specialist half-track carrying a standard medium mortar. Although the mortar is normally fired from the half-track, it can be dismounted and the half-track sent to the rear.

You may dismount the mortar by removing the half-track and replacing it with an 8cm mortar team.

Overloaded

The heavy armour and large gun of the Brummbär assault gun seriously overloads the chassis.

Brummbär assault guns only move 8"/20cm on Road and Cross-country terrain.

When required to make a bogging roll, a Brummbär assault gun becomes Bogged Down on a roll of 1 or 2, rather than the usual 1.

Schürzen

Schürzen are the thin armoured plates added to the sides of some German tanks. Schürzen protects the vehicle from small anti-tank weapons, like anti-tank rifles and bazooka rockets.

When a tank that is protected by Schürzen is hit on its side armour by an infantry team's shooting and fails its Armour Save, roll a special 4+ save:
- If the save is successful the Schürzen protects the tank from damage.
- If the save is not successful the shot penetrated as normal.

Note: Schürzen only stops hits on the side armour.

Unreliable

The new Tiger and Panther heavy tanks have been rushed into service without sufficient time to iron out the problems. As a result, they tend to break down when driven hard.

If an unreliable tank attempts to move At the Double, roll a die. On a roll of 1, the tank breaks down, becoming Bogged Down, and does not move.

Wide-tracks

Despite occasional mechanical failures, the extremely wide tracks fitted to the Panther tanks allow them to cross almost any terrain with ease.

If a Panther tank becomes Bogged Down while attempting to cross Rough Terrain, roll again. On a roll of 4+, the tank immediately frees itself and continues moving.

Air Support

The German Air Force (*Luftwaffe*) works tirelessly in support of the ground troops. The precision bombing of the Stuka dive-bombers has cleared away many nests of stubborn enemy resistance over the years. The fighter pilots are very experienced and are always eager to add more enemy aircraft to their tally of kills.

You may request Limited air support at a cost of 100 points.

German Weapons

Heavy Anti-aircraft Guns

Heavy anti-aircraft guns like the 8.8cm FlaK gun have large crews and fast reloading systems to allow them to keep up an extraordinary rate of fire.

The 8.8cm anti-aircraft gun can have ROF 3 for +10 points if it is modelled with 8 or more crew.

Panzerknacker

The German infantry has found that their anti-tank rifles are all but useless against many enemy tanks. The soldiers have had to think up other ways to knock out tanks. Panzerknackers use heavy anti-tank mines and petrol bombs to knock out tanks at close quarters.

A Panzerknacker team has an anti-tank rating of 5 in assaults against tanks, but otherwise operates as a normal Infantry team.

A Panzerknacker team must be modelled with appropriate equipment (pioneer figures are a good source of suitable miniatures).

Poor HE

Although the new over-long 7.5cm gun mounted in the Panther is an excellent anti-tank gun, its high-explosive (HE) round is less effective against infantry, guns, and transport than the older low-velocity guns.

The long 7.5cm tank gun reduces its Firepower rating to 4+ when firing at unarmoured targets.

Rear AA Mount

German half-tracks are fitted with a rear anti-aircraft mounting for one of the passenger's machine-guns, allowing them to fire from the vehicle.

A passenger team can mount their machine-gun on the half-track's rear AA mount. It then fires as an AA MG with a field of fire to the side or rear of the vehicle.

Steilgranate

The little 3.7cm PaK36 gun earned the nickname 'The Army's Doorknocker' because it just made an ineffective banging noise on the outside of well-armoured tanks. The answer lies in the new Steilgranate ammunition. It is clumsy and short-ranged, but it allows the 3.7cm PaK36 gun to knock out any tank in existence.

A 3.7cm PaK36 gun may be issued with Steilgranate ammunition for +5 points. With Steilgranate the gun can fire with Range 8"/20cm, ROF 1, Anti-tank 12, and Firepower 5+.

Horse-drawn Transport

Although infantry divisions were not issued trucks, they sometimes replaced horse-drawn transport with captured vehicles.

You may replace horse-drawn limbers and wagons with trucks for +5 points each.

Limited air support will provide supporting ground attack aircraft and fighters on a roll of 5+.

You may request Priority air support at a cost of 200 points.

Priority air support will provide supporting ground attack aircraft and fighters on a roll of 4+.

AIR SUPPORT					
Aircraft	Weapons	Range	ROF	Anti-tank	Fire-power
Ju87D Stuka	Bombs	4"/10 cm	-	4	1+
Ju87G Stuka	Guns	8"/20 cm	3	7	5+

PANZERKOMPANIE (Tank Company)

"The Panzers are the armoured fist of the Wehrmacht. They are the cutting edge of the mighty spear that has so often been rammed through enemy lines during the war. The Panzers form experienced Panzerkompanien whose crews are very highly trained. Germany does not believe in sending ill-trained troops into battle in the valuable Panzers and so German Panzer crews receive many months of intensive training. The results of this can be seen on the battlefield. Intelligence estimates that at least six Russian tanks are destroyed for every German vehicle lost; often the ratio is much higher. A similar level of carnage is dealt out to the Americans and British.

The lethality of the Panzerkompanie is assisted by the quality of our Panzers. Germany's latest designs are the best in the world and strike fear into the hearts of enemy tank crews. Even the older German designs are as efficient as many of the latest enemy vehicles. It is only the large numbers of enemy tanks that our enemies have available that is of concern to the Panzer crews; for every one they knock out, two seem to replace it. This is of no matter though; this just gives the Panzer crews more enemy vehicles to knock out. Keep them coming, they say!"

Hauptmann Arndt Schmidt

What Is In A Panzerkompanie?

A force based around a Panzerkompanie must contain:
- a Company HQ, and
- at least two Panzer Platoons.

Weapons Platoons available to a Panzerkompanie are:
- a Flame-tank Platoon.

Support Platoons for a Panzerkompanie can be:
- Panzergrenadier Platoons (from a Panzergrenadierkompanie), or
- Heavy Tank, Assault Gun, Anti-tank, Artillery, Rocket Launcher, Anti-aircraft, or Reconnaissance Platoons from Divisional Troops.

You may have up to **one** Support Platoon attached to your company for each Panzer Platoon you are fielding.

Headquarters Platoon

1 Company HQ
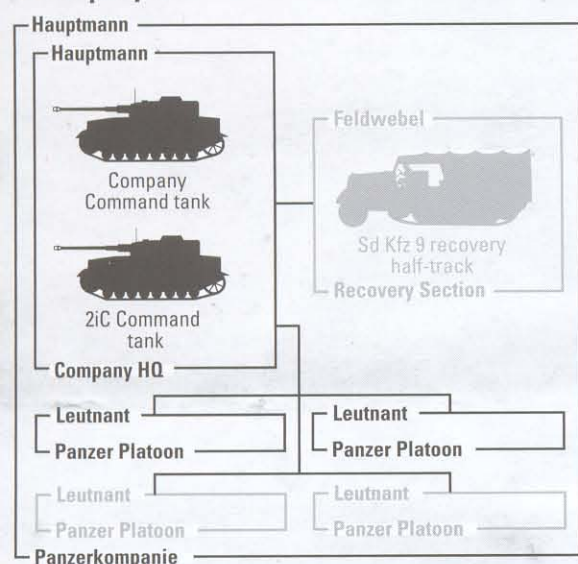
The make-up of a Panzerkompanie can vary widely; seeing a company at full strength is indeed a rare sight. Regrettably German industry does not produce as many Panzers as its enemies, so losses are only slowly replaced. German mechanics however, are expert at recovering their damaged vehicles after the battle and repairing them just behind the front lines, keeping the company battle-worthy.

Motivation and Experience

A Panzerkompanie is **Confident Veteran**.

Combat Platoons

2 to 4 Panzer Platoons
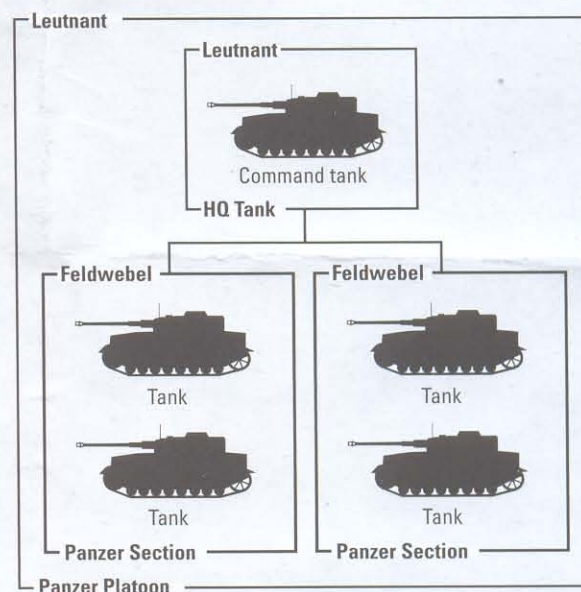
Initially each company had a light platoon of five Panzer II tanks, and either three platoons of five Panzer III or 38(t) tanks, or two platoons of four Panzer IV tanks.

Later all companies change to four platoons of five Panzer III, Panzer IV, or Panther tanks, or StuG assault guns.

Weapons Platoons

0 to 1 Flame-tank Platoon

After the siege of the Russian city of Stalingrad, some Panzer units have been given a Flame-tank Platoon of three to seven Flammpanzer III tanks. Even the stoutest building won't protect the enemy from a flame-thrower.

Your force may not contain more than one Flame-tank Platoon, even if it has more than one Panzerkompanie.

PANZERGRENADIERKOMPANIE (Mechanised Infantry Company)

"The Panzergrenadiere back up the armour. They combine the mobility of the Panzers with the tenacity and staying power of the infantry. The cooperation between tanks and infantry has enabled larger enemy forces to be crushed again and again. The Panzergrenadiere are very well equipped and supremely confident in their abilities. Rarely does an enemy force come off best in a clash with a Panzergrenadier company.

Panzergrenadiere speed to the heart of the battle in trucks then dismount to fight. Their mobility allows the Panzergrenadiere to strike the enemy hard before they even know that they are nearby. Some more fortunate Panzergrenadiere ride in armoured half-tracks. Half-tracks are expensive vehicles and the Panzergrenadierkompanie commander that gets all his knocked out may get an angry phone call from High Command, so the half-tracks will usually stay back from the fighting and support the Panzergrenadiere with machinegun fire. Some commanders do not care though; they say to me, 'You cannot make an omelette without breaking a few eggs.' I tend to agree."
Hauptmann Arndt Schmidt

What Is In A Panzergrenadierkompanie?

A force based around a Panzergrenadierkompanie must contain:
- a Company HQ, and
- at least two Panzergrenadier Platoons.

Weapons Platoons available to a Panzergrenadierkompanie are:
- a Heavy Platoon,
- a Tank-hunter Platoon,
- an Infantry-gun Platoon, and
- an Armoured Flame-thrower Platoon.

Support Platoons for a Panzergrenadierkompanie can be:
- Panzer Platoons (from a Panzerkompanie), or
- Heavy Tank, Assault Gun, Anti-tank, Artillery, Rocket Launcher, Anti-aircraft, or Reconnaissance Platoons from Divisional Troops.

You may have up to **two** Support Platoons attached to your company for each Panzergrenadier Platoon you are fielding.

Motivation and Experience

A Panzergrenadierkompanie is **Confident Veteran.**

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Headquarters Platoon

1 Company HQ

At full strength:	70 Points
Add Anti-tank Rifle squad	+30 Points
Replace Anti-tank Rifle team with Panzerknacker team	+5 Points
Replace motorcycle and Kfz 15 field car with Sd Kfz 251/1C half-tracks	+15 Points each
Replace Kfz 70 personnel carrier with Sd Kfz 251/1C half-track	+15 Points

A Panzergrenadier Company HQ may replace its motorcycle combination and Kfz 15 field car with two Sd Kfz 251/1C half-tracks.
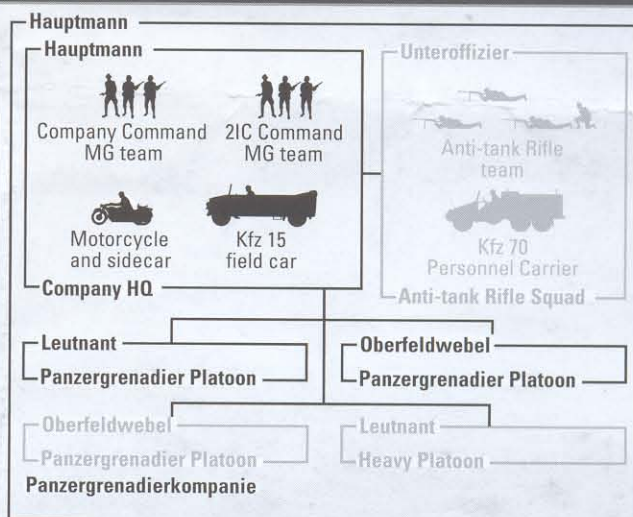
Combat Platoons

2 or 3 Panzergrenadier Platoons

At full strength:	220 Points
With two Panzer- **grenadier squads:**	160 Points
Add Mortar Squad	+25 Points
Replace trucks with Sd Kfz 251/1C half-tracks	+15 Points per squad or section

Panzergrenadier Platoons are the best-armed infantry in the world. Each squad has two MG34 light machine-guns giving them lots of firepower.

A Panzergrenadier Platoon may replace its trucks with half-tracks. If it does so, remove all of the trucks and add an Sd Kfz 251/10C (3.7cm) half-track for the HQ Section and an Sd Kfz 251/1C half-track for each Panzergrenadier Squad and the Mortar Squad giving five half-tracks for the full platoon.
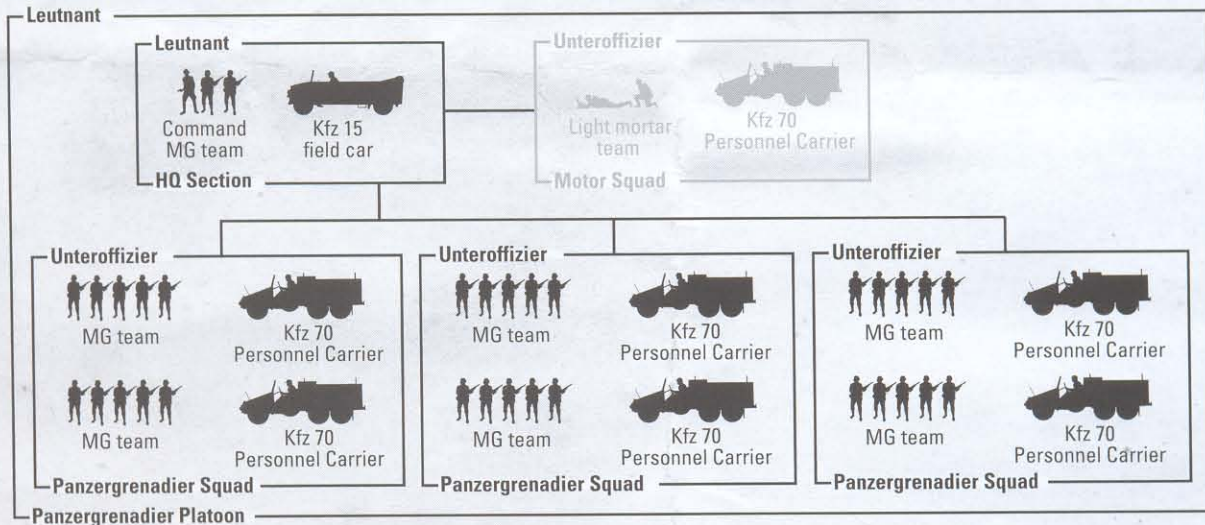
Weapons Platoons

0 to 1 Tank-hunter Platoon

Nothing ruins the Panzergrenadiers' day more than having a platoon of enemy tanks drive through their positions, shooting up everything in sight. The Tank-hunter (Panzerjäger) Platoon's high-velocity anti-tank guns will quickly reduce those tanks to smoking scrap metal.

A Tank-hunter Platoon has three 3.7cm PaK36, or three 5cm PaK38 or 7.5cm PaK40 guns towed by Kfz 70 or 3-ton trucks, or Sd Kfz 10, 11, or 251 half-tracks. The platoon command Rifle/MG team rides in a motorcycle combination, Kübelwagen, or Sd Kfz 251 half-track.

Your force may not contain more than one Tank-hunter Platoon, even if it has more than one Panzer-grenadierkompanie.

0 to 1 Infantry Gun Platoon

Infantry guns are a good source of cheap high-explosive firepower, and a force can never have enough high explosive on call!

There are three types of infantry gun platoon. The first has two 7.5cm leIG18 guns towed by Kfz 70 trucks, or Sd Kfz 10 or 251 half-tracks, and a command Rifle/MG team and an observer team, each riding in a motorcycle combination, Kübelwagen, or Sd Kfz 251 half-track.

The second type has two heavy self-propelled Grille (15cm sIG), a command Sd Kfz 251 half-track, and an observer team riding in a motorcycle combination or Kübelwagen.

The third type, which only occurs in armoured Panzergrenadier battalions, has six Sd Kfz 251/9C (7.5cm) assault guns, a command Sd Kfz 251 half-track, and an observer team riding in a motorcycle combination or Kübelwagen.

Your force may not contain more than one of each type of Infantry Gun Platoon, even if it has more than one Panzergrenadierkompanie.

0 to 1 Armoured Flame-thrower Platoon

For special operations armoured flame-thrower half-tracks may be called in. These vehicles are designed to burn out enemy strong points.

An Armoured Flame-thrower Platoon has a command Sd Kfz 251 half-track and two to six Sd Kfz 251/16C (Flamm) half-tracks.

Your force may not contain more than one Armoured Flame-thrower Platoon, even if it has more than one Panzergrenadierkompanie.

0 to 1 Heavy Platoon

Motorised Heavy platoon	
HQ section:	30 Points
Add Mortar section:	+95 Points
Add MG sections:	+70 Points each

Armoured Heavy Platoon	
HQ section:	40 Points
Add Mortar section:	+105 Points
Add MG sections:	+80 Points each
Add Gun section	+160 Points

The Panzergrenadierkompanie includes a flexible Heavy Weapons Platoon. The Hauptmann quickly learns how important the concentrated machine-guns are for repelling the massed Bolshevik infantry attacks in Russia, as well as how useful the mortars are for winkling out Americans in the hills of Tunisia. The assault guns in the Gun Section are especially effective against troops in trenches and villages.

Armoured Heavy Platoons are entirely equipped with half-tracks. The HQ section has one Sd Kfz 251/1C half-track. Each MG Section has one Sd Kfz 251/1C half-track. Each mortar receives an Sd Kfz 251/2C (8cm) mortar carrier.

A Heavy Platoon must have an HQ Section and at least one Mortar or MG Section.

Leutnant

Leutnant
Command MG team — Kfz 15 field car
HQ Section

Unteroffizier
SdKfz 251/9 Gun Half-track — SdKfz 251/9 Gun Half-track
Gun Section

Unteroffizier
Observer team — Kübelwagen
8cm mortar — Kfz 70 Personnel Carrier
8cm mortar — Kfz 70 Personnel Carrier
Mortar Section

Unteroffizier
HMG team — Kfz 70 Personnel Carrier
HMG team — Kfz 70 Personnel Carrier
MG Section

Unteroffizier
HMG team — Kfz 70 Personnel Carrier
HMG team — Kfz 70 Personnel Carrier
MG Section

Heavy Platoon

ATL DA 08295

GRENADIERKOMPANIE (Infantry Company)

"The footslogging Grenadierkompanien are much more common than the motorized Panzergrenadierkompanien. The German Grenadier is a tough and self-reliant warrior. I cannot speak highly enough of them. They have fought and gained victories for the Fatherland in the fields of France and in the snows of Russia. It seems they are unstoppable!

The Grenadierkompanie is a vital component of the army and the Grenadiere will be seen performing great and heroic deeds for Germany when both attacking and defending. But bravery alone is not enough. The Grenadierkompanie is supported by a large array of heavy weapons, enough to handle almost any situation. The Grenadiere rely on their feet to move themselves to the battle, and use horses to move their equipment. There are few luxuries like trucks to be found in the infantry—another reason for their toughness.

But the real reason for the success of the Grenadierkompanie is the superior basic training of the Grenadier, which emphasizes teamwork, personal initiative, and self-reliance. Not to mention the inherent superiority of the average German over other peoples."

Hauptmann Arndt Schmidt

What Is In A Grenadierkompanie?

A force based around a Grenadierkompanie must contain:

- a Company HQ, and
- at least two Grenadier Platoons.

Weapons Platoons available to a Grenadierkompanie are:

- two MG Platoons,
- a Mortar Platoon,
- a Tank-hunter Platoon, and
- an Infantry-gun Platoon.

Support Platoons for a Grenadierkompanie can be:

- Heavy Tank, Assault Gun, Anti-tank, Artillery, Rocket Launcher, Anti-aircraft, or Reconnaissance Platoons from Divisional Troops.

You may have up to **two** Support Platoons attached to your company for each Grenadier Platoon you are fielding.

Motivation and Experience

A Grenadierkompanie is **Confident Veteran**.

Combat Platoons

2 or 3 Grenadier Platoons

At full strength:	210 Points
With three Grenadier squads:	165 Points
With two Grenadier squads:	115 Points
Add Mortar Squad	+20 Points

The Grenadier Platoon has changed as the war goes on. Platoons were initially four squads strong, but most now have three squads. Platoons that have suffered casualties often drop down to two squads to make better use of the limited manpower available. Light mortars have been found to be underpowered and are often left behind when the platoon goes into battle.

Headquarters Platoon

1 Company HQ

At full strength	45 Points

Add Anti-tank Rifle squad	+25 Points
Replace Anti-tank Rifle team with Panzerknacker team	+5 Points
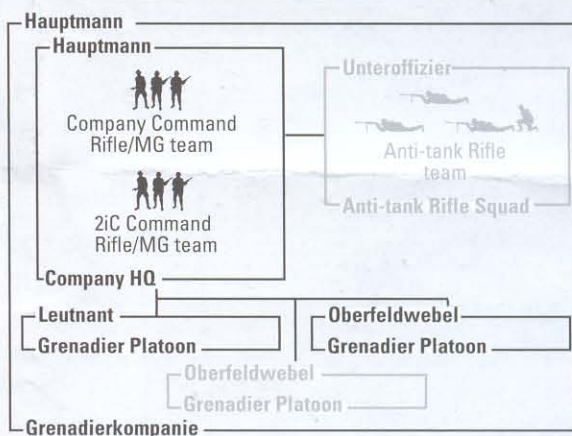
The Grenadierkompanie forms the backbone of the German army. They may not look pretty, with their dirty uniforms and rough unshaven faces, but they will always try their utmost to win the battle for their commander.
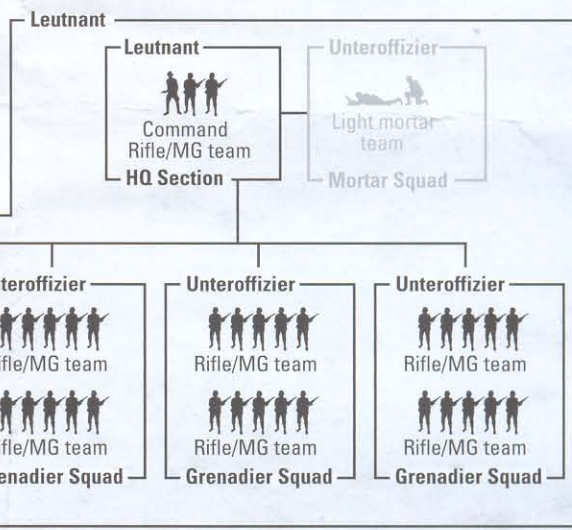
Weapons Platoons

0 to 2 MG Platoons

At full strength:	150 Points
With one MG section:	85 Points

MG Platoons provide additional fire support for the company. Deploy the MG Platoon to cover your Grenadiers. Maintain heavy fire to keep the enemy's heads down so that the Grenadiers can finish them off with an assault.

0 to 1 Mortar Platoon

At full strength:	280 Points
With two Mortar sections:	195 Points
With one Mortar section:	110 Points

The 8cm mortars provide the company commander with a quick response artillery unit capable of raining deadly high explosive and shrapnel down upon the enemies' heads within seconds.

0 to 1 Tank-hunter Platoon

When enemy armour gets too close to the company for comfort the Tank-hunter Platoon is called forward. Its anti-tank guns are capable of handling most enemy tanks, especially if they have the advantage of surprise.

A Tank-hunter Platoon has four 3.7cm PaK36, or three 5cm PaK38 guns towed by Kfz 70 trucks. The platoon command Rifle/MG team rides in a motorcycle combination or Kübelwagen.

Your force may not contain more than one Tank-hunter Platoon, even if it has more than one Grenadierkompanie.

0 to 1 Infantry Gun Platoon

The infantry guns provide heavier fire support than the mortars can. These guns can fire directly at their targets, or fire bombardments at longer ranges. The 15cm guns provide massive hitting power, but at a cost of a reduced rate of fire.

An Infantry Gun Platoon has a command Rifle/MG team, an observer team, and two horse-drawn 7.5cm leIG18 guns or two horse-drawn 15cm sIG33 guns.

Your force may not contain more than one 15cm heavy Infantry Gun Platoon, even if it has more than one Grenadierkompanie.

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German Army
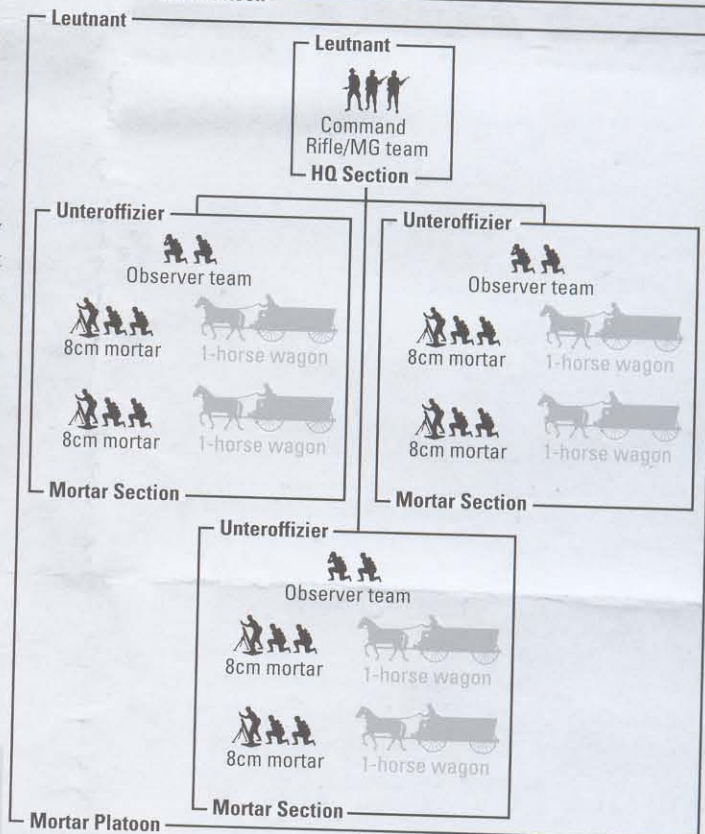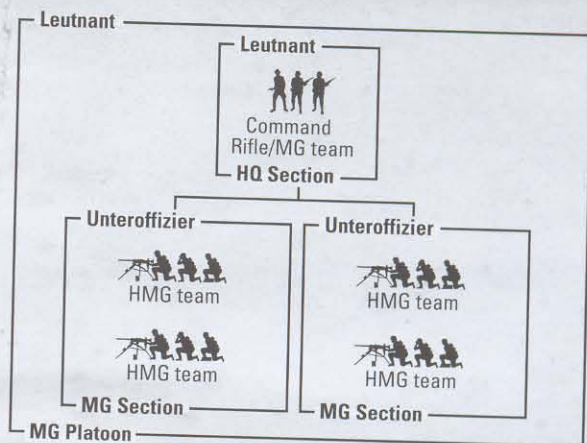
Motivation and Experience
Divisional Troops are **Confident Veteran.**

0 to 1 Heavy Tank Platoon
It is a lucky day indeed for the company commander who gets support from the heavy Tiger tanks. These monsters are invulnerable to most anti-tank weapons in existence, and the Tiger's 8.8cm gun is the most well-known and feared gun in existence. A Heavy Tank Platoon has one to three Tiger tanks and may have up to two Panzer III tanks as well.

Only the best get to command the awesome Tiger heavy tank. With the firepower of an 8.8cm gun and heavy armour to protect them, most quickly becomeTiger Aces with many kills to their credit. At the start of the game roll a die for each Heavy Tank Platoon and look up its Tiger Ace Skill on the table below.

Tiger Ace Skill	
1	*Schnell!*—This platoon believes in the power of manoeuvre. The platoon may make a Stormtrooper move on a roll of 2+
2	*Clever Hans!*—After years of training and combat, the platoon operates like a well-oiled machine. Re-roll any failed Skill tests that the platoon makes.
3	*For the Fatherland!*—The soldiers of this platoon know how important their part in Germany's final victory is. Re-roll any failed Motivation tests this platoon makes.
4	*Every Shot Counts!*—The outstanding teamwork and excellent gunners of this platoon allow the Tiger tanks to re-roll any failed to hit roll.
5	*Rapid Fire!*—Teamwork between the commander, the gunner, and the loader allow the Tiger tanks of this platoon to fire with ROF 3.
6	*Top Ace!*—The commander of this platoon is an expert! Roll again for the platoon, if you roll 6 again, choose a skill. Then roll again to generate an extra skill for the command tank - if you roll 6 again or the same skill as the platoon has then choose a skill. This means that the command tank has two skills.

Assault Gun Platoons
An Assault Gun Platoon has three assault guns and may have an Sd Kfz 253 half-track as a command vehicle.

Anti-tank Platoons
A Self-propelled Anti-tank Platoon has four self-propelled tank-hunters.

A towed Anti-tank Platoon has three 5cm PaK38 or 7.5cm PaK40 guns towed by 3-ton trucks or Sd Kfz 11 half-tracks and a platoon command Rifle/MG team riding in a motorcycle combination or Kübelwagen.

0 to 1 Heavy Anti-aircraft Platoon
Heavy Anti-Aircraft Platoons have two 8.8cm FlaK36 anti-aircraft guns towed by Sd Kfz 7 half-tracks with a command Rifle/MG team in a Kübelwagen as the platoon command.

Your force may not contain more than one Heavy Anti-aircraft Platoon.

Light Anti-aircraft Platoons
Light Anti-Aircraft Platoons have four 2cm FlaK38 anti-aircraft guns towed by Sd Kfz 10 half-tracks with a command Rifle/MG team in a Kübelwagen, or six Sd Kfz 10/5 (2cm) self-propelled anti-aircraft guns led by a command Kübelwagen.

Artillery Batteries
A towed Artillery Battery has four 10.5cm leFH18 howitzers towed by horse-drawn limbers or Sd Kfz 11 half-tracks.

A Self-propelled Artillery Battery has six Wespe or Hummel self-propelled guns.

All batteries have a command Rifle/MG team and Staff team to co-ordinate their shooting. For infantry units, the Staff team has a horse-drawn wagon, while the command team walks. For motorised units, the command team has a Kfz 15 field car and the Staff team an Opel Blitz radio truck.

All batteries also have two Observer teams. In infantry units, the observers walk. In motorised units, they each have a Kübelwagen or Sd Kfz 250 half-track. In self-propelled batteries, they have Panzer III (OP) tanks.

Rocket Launcher Batteries
A Rocket Launcher Battery has a command Rifle/MG team in a Kfz 15 field car, two Observer teams each in a Kübelwagen or an Sd Kfz 250 half-track, six 15cm Nebelwerfer rocket launchers towed by Sd Kfz 11 half-tracks. They may also have a 5cm PaK38 gun towed by an Sd Kfz 10 half-track.

Reconnaissance Platoons
Armoured Car Patrols have three armoured cars. The cars may either be two Sd Kfz 221 (MG) or Sd Kfz 222 (2cm) armoured cars and an Sd Kfz 231 (8-rad) armoured car, or two Sd Kfz 250/9 (2cm) half-track armoured cars and an Sd Kfz 250 reconnaissance half-track.

Treat a patrol as a platoon.

Gun Platoons of three Sd Kfz 233 (7.5cm) armoured cars provide heavy fire support to the armoured cars.

Tanks and other fighting vehicles

Name	Points	Mobility	Armour			Equipment And Notes	Platoon Size
			Front	Side	Top		
Tanks – Confident Veteran							
Panzer II	45	Fully-tracked	3	1	1	2cm tank gun, co-ax MG.	5
Panzer 38(t)	50	Fully-tracked	3	1	1	3.7cm tank gun, turret MG, hull MG.	5
Panzer III G, H or J	75	Fully-tracked	4	3	1	Short 5cm tank gun, co-ax MG, hull MG.	5
Panzer III L or M	95	Fully-tracked	6	3	1	Long 5cm tank gun, co-ax MG, hull MG, Schürzen.	5
Panzer III N	130	Fully-tracked	5	3	1	Short 7.5cm tank gun, co-ax MG, hull MG, Schürzen.	5
Panzer IV E or F$_1$	130	Fully-tracked	5	3	1	Short 7.5cm tank gun, co-ax MG, hull MG.	5
Panzer IV F$_2$ or G	160	Fully-tracked	5	3	1	7.5cm tank gun, co-ax MG, hull MG.	5
Panzer IV G (late) or H	175	Fully-tracked	6	3	1	7.5cm tank gun, co-ax MG, hull MG, Schürzen.	5
Panther D (Kursk)	290	Fully-tracked	10	5	1	Long 7.5cm tank gun, co-ax MG, hull MG, Wide tracks, Burns easily, Unreliable.	5
Flammpanzer III	125	Fully-tracked	5	3	1	Heavy flame-thrower, co-ax MG, hull MG, Fuel tanks.	7
Self-propelled Infantry Weapons – Confident Veteran							
Sd Kfz 251/2C (8cm)	45	Half-tracked	1	0	0	8cm mortar, AA MG, Mortar carrier.	2
Sd Kfz 251/9C (7.5cm)	80	Half-tracked	1	0	0	Short 7.5cm tank gun, AA MG.	2
Grille (15cm sIG)	105	Fully-tracked	2	1	0	15cm assault gun, AA MG.	2
Sd Kfz 251/16C (Flamm)	75	Half-tracked	1	0	0	Two light flame-throwers, AA MG, Fuel tanks.	6
Heavy Tanks – Confident Veteran							
Tiger I E	490	Fully-tracked	9	8	2	8.8cm tank gun, co-ax MG, hull MG, Heavy tank, Unreliable.	1 to 3
Assault Guns – Confident Veteran							
StuG III D	125	Fully-tracked	5	3	1	Short 7.5cm tank gun, AA MG.	3
Sd Kfz 253 (StuG)	25	Half-tracked	1	0	1	AA MG.	+1
StuG III F/8 or G	180	Fully-tracked	7	3	1	7.5cm tank gun, hull MG, Schürzen.	3
StuH42	180	Fully-tracked	7	3	1	10.5cm assault gun, hull MG, Schürzen.	3
Brummbär	205	Fully-tracked	10	5	1	15cm assault gun, AA MG, Schürzen, Overloaded.	4
Self-propelled Tank-hunters – Confident Veteran							
Panzerjäger I	45	Half-tracked	0	0	0	Short 5cm tank gun, AA MG.	4
Marder I	85	Fully-tracked	0	0	0	7.5cm PaK40 gun, AA MG, Overloaded.	4
Marder II, III or III H	105	Fully-tracked	1	0	0	7.5cm PaK40 or 7.62cm PaK36(r) gun, AA MG.	4
Hornisse	190	Fully-tracked	1	1	0	Long 8.8cm gun, AA MG.	4
Ferdinand	500	Fully-tracked	16	8	2	Long 8.8cm gun, AA MG, Overloaded, Unreliable.	4
Self-propelled Artillery – Confident Veteran							
Wespe	135	Fully-tracked	1	1	0	10.5cm leFH18 howitzer, AA MG.	6
Hummel	230	Fully-tracked	1	1	0	15cm sFH18 howitzer, AA MG.	6
Panzer III (OP)	40	Fully-tracked	4	3	1	Hull MG.	-
Self-propelled Anti-aircraft Guns – Confident Veteran							
Sd Kfz 10/5 (2cm)	40	Half-tracked	-	-	-	2cm FlaK38 gun.	6

Tanks and other fighting vehicles

Name	Points	Mobility	Armour			Equipment And Notes	Platoon Size
			Front	Side	Top		
Reconnaissance – Confident Veteran							
Sd Kfz 221 (MG)	30	Wheeled	0	0	1	MG, Recce.	2
Sd Kfz 222 (2cm)	40	Wheeled	1	0	1	Light 2cm anti-aircraft gun, co-axial MG, Recce.	2
Sd Kfz 231 (8-rad)	45	Half-tracked	2	0	1	2cm gun, co-axial MG, Recce.	+1
Sd Kfz 250/9 (early, 2cm)	40	Half-tracked	1	0	1	Light 2cm anti-aircraft gun, co-axial MG, Recce.	2
Recce Sd Kfz 250 (early)	30	Half-tracked	1	0	0	Hull MG, rear AA MG, Recce.	+1
Sd Kfz 233 (7.5cm)	75	Half-tracked	2	0	0	Short 7.5cm tank gun, AA MG.	3
Sd Kfz 263 (radio)	25	Half-tracked	1	0	1	MG.	-

Burns Easily: The opposing player re-rolls any failed Firepower tests to destroy a Panther tank.

Fuel Tanks: Flame-thrower fuel is highly flammable. The enemy re-rolls any failed Firepower tests to destroy a Flammpanzer flame-throwing tank.

Heavy Tank: If a Tiger tank Bogs Down, roll again. On a roll of 4+, the tank immediately frees itself and continues moving. The Tiger is rather slow however, and can not move faster than 8"/20 cm.

Mortar Carrier: You may dismount the mortar by replacing the half-track with a medium mortar team.

Overloaded: An overloaded tank Bogs Down on a roll of 1 or 2, rather than 1, and can not move faster than 8"/20 cm.

Recce: Recce troops can use the Reconnaissance rules to avoid enemy fire.

Schürzen: Schürzen or side skirts allow you to roll a special 4+ last ditch save after failing an Armour Save roll when shot at by an infantry team. Schürzen only protects from hits to the side armour.

Unreliable: If the tank attempts to move At the Double, roll a die. On a roll of 1 it becomes Bogged Down as the tank breaks down.

Wide tracks: If a Panther tank Bogs Down, roll again. On a roll of 4+, the tank immediately frees itself and continues moving.

Transport

Name	Points	Mobility	Armour			Equipment and Notes.
			Front	Side	Top	
Trucks						
BMW & Sidecar or Kübelwagen	5	Jeep	-	-	-	1 passenger.
Schwimmwagen	10	Jeep	-	-	-	Amphibious, 1 passenger.
Horch Kfz 15 car	5	Wheeled	-	-	-	1 passenger.
Krupp Kfz 70 truck	5	Wheeled	-	-	-	1 passenger.
Opel Blitz 3-ton truck	5	Wheeled	-	-	-	3 passengers.
Opel Blitz radio truck	5	Wheeled	-	-	-	1 passenger.
Supply wagon	Free	Wagon	-	-	-	1 passenger, Horse-drawn.
Gun Tractors						
Sd Kfz 10 (1t)	5	Half-tracked	-	-	-	1 passenger.
Sd Kfz 11 (3t)	5	Half-tracked	-	-	-	1 passenger.
Sd Kfz 7 (8t)	5	Half-tracked	-	-	-	1 passenger.
Horse-drawn limber	Free	Wagon	-	-	-	1 passenger, Horse-drawn.
Armoured Personnel Carriers						
Sd Kfz 250 (early)	20	Half-tracked	1	0	0	Hull MG, Rear AA mount, 1 passenger.
Sd Kfz 251/1C	20	Half-tracked	1	0	0	Hull MG, Rear AA mount, 2 passengers.
Sd Kfz 251/10C (3.7cm)	-	Half-tracked	1	0	0	3.7cm tank gun, Rear AA mount, 1 passenger.
Recovery Vehicles						
Sd Kfz 9 (18t)	15	Half-tracked	-	-	-	AA MG, Recovery vehicle.

Amphibious: Schwimmwagen amphibious jeeps treat all water obstacles as difficult going.

Rear AA mount: A passenger team can mount their machine-gun on the half-track's rear AA mount. It then fires as an AA MG with a field of fire to the side or rear of the vehicle.

Horse-drawn: Although infantry divisions were not issued trucks, you may replace horse-drawn limbers and wagons with trucks for +5 points each.

Guns and Vehicle Weapons

Name	Points	Range	ROF	Anti-tank	Firepower	Notes	Platoon Size
8cm mortar	-	40"/100 cm	-	1	3+	Mortar, Smoke.	-
7.5cm leIG18 gun	40	16"/40 cm	2	9/2	3+	Gun Shield, Artillery, Smoke.	2
15cm sIG33 gun	85	16"/40 cm	1	12/3	1+	Gun Shield, Artillery, Smoke.	2
2cm FlaK38 gun	35	24"/60 cm	4	5	5+	Gun shield, Turntable, Anti-aircraft.	3
3.7cm PaK36 gun	30	24"/60 cm	3	6	5+	Gun shield, Steilgranate.	3
5cm PaK38 gun	40	24"/60 cm	2	9	4+	Gun shield.	3
7.5cm PaK40 or 7.62cm PaK36(r) gun	70	32"/80 cm	2	12	3+	Gun shield.	3
8.8cm FlaK36 gun	95	40"/100 cm	2	13	3+	Gun shield, Turntable, Heavy Anti-aircraft, Immobile.	2
10.5cm leFH18 howitzer	85	24"/60 cm	1	10/3	2+	Gun shield, Artillery, Smoke.	4
15cm sFH18 howitzer	145	24"/60 cm	1	12/4	1+	Gun shield, Artillery, Smoke.	4
15cm Nebelwerfer 41	80	56"/140 cm	-	2	2+	Salvo rocket artillery, Smoke.	6
MG or AA MG	-	16"/40 cm	3	2	6	ROF 1 if other weapons fire.	-
Light 2cm anti-aircraft gun	-	16"/40 cm	3	5	5+	Anti-aircraft.	-
2cm tank gun	-	16"/40 cm	3	5	5+		-
3.7cm tank gun	-	24"/60 cm	2	6	5+		-
Short 5cm tank gun	-	24"/60 cm	2	7	4+		-
Long 5cm tank gun	-	24"/60 cm	2	9	4+		3
Short 7.5cm tank gun	-	24"/60 cm	2	9/2	3+	Close-support Artillery, Smoke.	-
7.5cm tank gun	-	32"/80 cm	2	11	3+		-
Long 7.5cm tank gun	-	32"/80 cm	2	14	3+	Poor HE.	-
8.8cm tank gun	-	40"/100 cm	2	13	3+		-
Long 8.8cm gun	-	40"/100 cm	2	16	3+		-
10.5cm assault gun	-	32"/80 cm	2	10	2+	Smoke.	-
15cm assault gun	-	16"/40 cm	1	12/3	1+	Close-support Artillery.	-
Light flame-thrower	-	4"/10 cm	2	-	6	Flame-thrower, 6 Shots.	-
Heavy flame-thrower	-	4"/10 cm	3	-	5+	Flame-thrower, 6 Shots.	-

Anti-aircraft: Anti-aircraft weapons can fire at aircraft.
Artillery: Artillery can fire artillery bombardments at up to three times their normal range.
Close-support artillery: Close-support artillery can fire artillery bombardments at up to twice their normal range.
Flame-thrower: Flame-throwers roll a Skill test to hit and pin down any target they hit. The target does not get any saving roll.
Gun shield: Teams crewing weapons with a gun shield are in Bulletproof Cover when fired at from the front.
Heavy Anti-aircraft: Heavy anti-aircraft guns can fire at aircraft. If they are modelled with 8 or more crew they have ROF 3 for +10 points.
Immobile: Heavy anti-aircraft guns cannot be manhandled. They can only move if towed.
Mortar: Mortars can only fire artillery bombardments. Re-roll first failed roll to range in.
Poor HE: The long 7.5cm gun has poor HE performance reducing its Firepower to 4+ against unarmoured targets.
Salvo rocket artillery: Rocket launchers can only fire artillery bombardments. Rockets do not suffer ranging-in penalties on to hit rolls.
Smoke: Weapons with smoke ammunition can fire smoke rather than their normal shooting.
Steilgranate: 3.7cm PaK36 guns may fire Steilgranate ammunition with Range 8"/20 cm, ROF 1, Anti-tank 12, and Firepower 5+ for +5 points.
Turntable: Weapons mounted on turntables can rotate to fire in any direction without penalty.

Infantry

Name	Points	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Rifle/MG team	-	16"/40 cm	2	2	6	Kar98k rifle and MG34 light machine-gun.
MG team	-	16"/40 cm	3	2	6	MG34 light machine-gun.
Anti-tank Rifle team	-	16"/40 cm	2	4	6	PzB39 anti-tank rifle.
Panzerknacker team	-	4"/10 cm	3	1	6	MP40 submachine-gun, Panzerknacker.
Light Mortar team	-	16"/40 cm	1	1	5+	5cm leGW36 light mortar.
HMG team	-	24"/60 cm	4	2	6	sMG34 heavy machine-gun.
Command Rifle/MG team	25	16"/40 cm	2	2	6	MG34 light machine-gun.
Observer team	10	-	-	-	-	
Staff team	5	-	-	-	-	Moves and fights as a gun team.

Panzerknacker: Panzerknacker teams have an Anti-tank rating of 5 in assaults.

GERMAN PANZERGRENADIERKOMPANIE (Mechanised Infantry Company)

Grossdeutschland is Germany's premier Panzergrenadier unit. It is at the forefront of every battle to stem the Russian hordes. The armoured Panzergrenadier companies form a small, fast, hard-hitting elite within this, the most elite of divisions. This *Flames Of War* force has the characteristic heavy weaponry and mobility of an armoured Panzer-grenadierkompanie during the pivotal Battle of Kursk.

Panzergrenadierkompanie

Company HQ	**70**	**points**
Replace Kübelwagen and Kfz 15 field car with		
2 x Sd Kfz 251/1C half-tracks	**+30**	**points**
Add Anti-tank Rifle Squad	**+30**	**points**
Convert to Panzerknacker team	**+5**	**points**
Panzergrenadier Platoon (at full strength)	**220**	**points**
Replace trucks with		
1 x Sd Kfz 251/10C half-track	**+15**	**points**
3 x Sd Kfz 251/1C half-track	**+45**	**points**
Panzergrenadier Platoon (at full strength)	**220**	**points**
Replace trucks with		
1 x Sd Kfz 251/10C half-track	**+15**	**points**
3 x Sd Kfz 251/1C half-track	**+45**	**points**
Heavy Platoon (armoured)	**40**	**points**
Add Mortar Section	**+105**	**points**
Add MG Section	**+80**	**points**
Add Gun Section	**+160**	**points**
Tank-hunter Platoon		
4 x Marder III H	**420**	**points**
	1500	**points**

Force Analysis
Strengths

The strengths of this force are its speed and the protection the half-tracks give from enemy infantry fire. The force has lots of support weapons, which will give it awesome firepower against unarmoured and lightly armoured targets. The Marder tank-hunters have a powerful enough gun to see off almost any tank one is likely to encounter in 1500-point game.

What You Need

This Panzergrenadierkompanie is made up of the following *Flames Of War* miniatures.

GE701	Company HQ	1
GE702	Grenadier Platoon	2
GE240	Sd Kfz 251/1C or /10C	12
GE244	Sd Kfz 251/2C (8cm)	2
GE252	Sd Kfz 251/9C (7.5cm)	2
GE410	Kübelwagen (x2)	1
GE420	Krupp Kfz 70 truck	1
GE105	Marder III H	4

Weaknesses

The weaknesses of this force are its numbers; all those half-tracks come at a cost and so it is a little on the small size. This is not an army that can afford to take huge casualties. The commander of this company must use the speed available to pick and choose the time and place of the fighting; this will minimize casualties.

Though their hitting power is excellent, the Marder tank-hunters are also lightly armoured, so it's important to make sure they get the first shot off in a tank battle.

Battle Tactics

Attack

HQ remains close to infantry to bolster attack

Heavy platoon provides covering fire for assaults and fends of counterattacks

Tank-hunters protect infantry from tanks

Both infantry platoons storm the objective

Defence

HQ, Heavy platoon and Tank-hunters counterattack once the direction of the enemy attack is clear

Infantry entrench on objectives. Keep half-tracks out of sight and use them to counterattack

INTELLIGENCE BRIEFING ON THE BRITISH ARMY

"The British Army has been fighting and winning wars for hundreds of years. In that time we've taken the best that the enemy has thrown at us and the army has always come out on top. What more proof is needed of the superior character and training of the British soldier? None I say! And Jerry is beginning to rediscover the lesson we gave him in the First World War—that the British Army will not give an inch to some ghastly upstart Hun without a trace of aristocratic blood in him! No, we shall fight them on the beaches, we shall fight them in the hills and in the streets—we shall never surrender!

The British army's success is founded on discipline and proper respect for one's place in society. The officers are well bred and command the respect of the men. The rank and file chaps are stout of heart and draw strength from the tales of the deeds of their soldier ancestors, who fought and died for Britain at such glorious battles as Agincourt and Waterloo. The army is filled out by troops from the nations of the British Empire—Canadian, Indian, Australian, New Zealand and South African fellows for the most part. We've also got troops from countries overrun by the Nazis who are thirsting for revenge, like the Poles, French and Czechs. These chaps may do things a little differently from our boys but they are every bit as brave and equally well trained."

Major Percival Forbes-Smythe

British Company Choices

You can base your British force on:

- an Armoured Squadron (Tank Company),
- a Motor Company (Mechanised Infantry Company), or
- a Rifle Company (Infantry Company).

Motivation and Experience

The British Army has been fighting the Italians and the Germans for two years now. The infantry divisions are seasoned veterans, but the tank crews have taken heavy losses due to poor tactics and are now only just getting to grips with new tactical methods.

Most British troops are rated as **Confident Veteran**, however tank platoons can vary.

SPECIAL RULES

The term British as used here includes all those nationalities fighting under the command of the British Army.

British Bulldog

200 years ago, a French general remarked that the British infantry his troops attacked appeared to have taken root and be stuck to the ground. They refused to run away when most other troops would have. Nothing has changed and British soldiers still have a reputation for tenacity and stubbornly refusing to give up ground that they have taken.

When a British platoon fails a Motivation test during an assault, you may re-roll the die and apply the new result instead.

Take Over Sergeant

The backbone of the British army is its sergeants. Many a new lieutenant has been advised to let the sergeant run the platoon and to follow his sage advice. If the officer is killed, the sergeant is more than able to keep the platoon fighting.

Unfortunately, the officers don't tend to tell their sergeant the overall plan, so once the officer is gone the platoon has no idea where they are supposed to be going.

You may rally pinned down British platoons and re-mount bailed-out British vehicles as if they had a command team, even if the command team has been destroyed.

British Artillery

British artillery is very well organized and capable of bringing down a large amount of explosive upon the enemy's heads.

Eight-gun Batteries

British divisions had nearly 50% more artillery than most armies. To control such huge numbers of guns, they had large eight-gun batteries. These large batteries give the British commander more flexibility, since they can fire as either one big battery to destroy a concentrated target, or as two smaller batteries.

An eight-gun battery may fire as either:

- eight guns concentrated on a single Artillery Template (giving re-rolls for misses due to the density of fire) or
- eight guns spread over a double-width Artillery Template (12"/30cm wide by 6"/15cm deep) with a density of four guns per template (giving no re-rolls to hit).

Victor Target

British artillery developed an incredibly flexible method of controlling large numbers of guns. Any artillery observer could call down fire from the whole regiment, division, or even corps quickly and accurately.

Any British Artillery Battery observer team (but not a Mortar Platoon observer team) may call and range fire from any Artillery Battery, not just their own. The observer team can request and range in more than one Artillery Battery at a time. The observer ranges in the first battery and all of the remaining batteries are ranged in at the same time.

The extra batteries may either:

- add their guns to an existing Artillery Template, or
- place a separate Artillery Template beside the first.

Centre the combined templates over the Aiming Point as a single large template.

If the batteries have different weapons, count the combined battery as using the weapon with the lesser Firepower rating.

British Vehicles

2-man Turret
Early Valentine tanks make the commander do double duty as the gun loader reducing the weapon's ROF.

Valentine tanks with a 2-man turret fire their main gun at ROF 2.

Awkward Layout
Autocar SP half-tracks are limited in their ability to move and fire because the driver and commander have to abandon their positions before the 75mm gun can fire.

Due to the danger to the driver when firing, Autocar SP half-tracks cannot move and shoot the 75mm gun in the same turn.

Fast Tank
Crusader tanks have powerful engines and flexible Christie suspension allowing them to really move when they open the throttle.

Crusader tanks can march up to 32"/80cm when moving At the Double.

Heavy Tank
Churchill infantry tanks quickly gained themselves a reputation for accompanying the infantry anywhere, even scaling 'impossible' heights to reach the enemy.

Churchill tanks only move 8"/20cm on Road and Cross-country terrain.

If a Churchill tank becomes Bogged Down while attempting to cross Rough Terrain, roll again. On a roll of 4+, the tank immediately frees itself and continues moving.

Light Tank
Stuart light tanks really are honeys with their powerful radial aircraft engines allowing them to move at very high speed.

Stuart light tanks move 16"/40cm when moving on Roads or Cross-country.

Portee
British gunners carry and fire their anti-tank guns 'portee' from the back of 3-ton trucks to give them extra mobility in the freewheeling tank battles of the desert war.

An anti-tank gun portee counts as an unarmoured, wheeled tank.

An anti-tank gun portee may be removed and replaced with the towed version of its gun taking an entire turn to do so, becoming a Gun team in the process. The truck is sent to the rear.

Ronson
Sherman tanks had a terrible reputation for burning when hit. Their crews referred to them as 'Ronsons'.

The opposing player re-rolls any failed Firepower tests to destroy a Sherman tank with a petrol engine.

Slow Tank
Matilda and Valentine infantry tanks need thick armour more than they need speed.

Slow tanks only move 8"/20cm on Road and Cross-country terrain.

British Weapons

2" Light Mortar
The rifle platoon's 2" mortar fires incendiary White Phosphorus (WP) rounds rather than normal explosive shells. When a WP round explodes, chunks of burning phosphorus inflict nasty burns on nearby troops. The phosphorus also creates a dense cloud of white smoke.

Whenever a British light mortar team scores a hit, place a 2"/5cm ball of cotton wool on the team they hit to represent the smoke. WP smoke blocks line of sight in the same manner as normal smoke.

To see if the smoke burns out, both players roll at the start of each Shooting step. On a roll of 4+ it remains, otherwise remove the ball of cotton wool.

Limited Elevation
The 25 pdr field gun mounted in the Bishop self-propelled gun cannot elevate to maximum range.

25 pdr field guns mounted in Bishop self-propelled guns count as Close-support Artillery.

No HE
British anti-tank weapons are intended to fight tanks. As such, they do not have high-explosive ammunition.

2 pdr, 6 pdr, and 17 pdr anti-tank guns have no HE ammunition reducing their Firepower rating to 6 against unarmoured targets.

Poor HE
The 3" anti-tank gun is an excellent weapon against tanks, but it has a poor high-explosive (HE) round.

Reduce the Firepower rating of 3" anti-tank guns to 4+ against unarmoured targets.

Vickers Medium Machine-gun
During the First World War, the British Army developed advanced tactics for their Vickers medium machine-guns.

Your HMG teams may fire as Close-support Artillery. They may fire artillery bombardments out to 48"/120cm, twice their normal range. Range in the machine-guns as artillery and use the Artillery Template to determine what they hit.

Air Support
Early in the war, when the German air force (*Luftwaffe*) ruled the skies, the old hands used to joke that RAF stood for 'Rare As Fairies' rather than the official 'Royal Air Force'. Now the Desert Air Force's Hurri-bombers and Kitty-bombers are a common sight bombing and strafing German positions. The Hurricane IID replaces its bomb load with a pair of 40 mm anti-tank guns for tank-busting missions.

You may request Sporadic air support for 50 points.

Sporadic air support will provide supporting ground attack aircraft and fighters on a roll of a 6.

You may request Limited air support at a cost of 100 points.

Limited air support will provide supporting ground attack aircraft and fighters on a roll of 5+.

AIR SUPPORT					
Aircraft	Weapons	Range	ROF	Anti-tank	Fire-power
Hurricane IIC	Bombs	4"/10 cm	-	4	1+
Hurricane IID	Guns	8"/20 cm	3	7	5+
P40 Kittyhawk	Bombs	4"/10 cm	-	4	1+

British Army

ARMOURED SQUADRON (Tank Company)

"To defend the Empire against the Nazi swine, the gallant British armoured squadron employs light and cruiser (or medium) tanks. The tanks are organised into squadrons—originally they were horse-mounted cavalry squadrons, you see. In fact, the armoured squadrons still have a slight tendency to think like cavalry, and have had a deplorable penchant for launching a frontal assault on well-defended enemy positions at the drop of a hat. 100 years ago it may have worked, but not today. So the tank chaps have learned to add a dash of cunning to go with their evident bravery. The scoreboard is looking a lot more even these days and the Hun is not too happy about the pasting he's starting to get. Serves the little blighter right, I say!

What we need though, is the tools to finish the job, and the cruiser squadrons are starting to receive them in the form of the wonderful new American designs. These sterling beasts, combined with our new grasp of modern armoured warfare, will see the British armoured squadrons rule the battlefield like the cavalry squadrons of old once did."

Major Percival Forbes-Smythe

What Is In An Armoured Squadron?

A force based around an Armoured Squadron must contain:

- a Company HQ, and
- at least two Armoured Platoons.

Support Platoons for an Armoured Squadron can be:

- Motor Platoons (from a Motor Company), or
- Artillery, Anti-tank, Anti-aircraft, or Reconnaissance Platoons from Divisional Troops.

You may have up to **one** Support Platoon attached to your company for each Armoured Platoon you are fielding.

Motivation and Experience

An Armoured squadron is **Reluctant Trained.**

Headquarters Platoon

1 Company HQ

The Company HQ has one of the following organisations:

- two Crusader cruiser tanks and two Crusader CS close-support tanks,
- two Valentine infantry tanks and two Crusader CS close-support tanks,
- four Stuart light tanks,
- three Grant medium tanks, or
- four Sherman medium tanks.

The explosive and smoke rounds of the close-support tanks provide much-needed capability against anti-tank guns, since no other British-made tank carries either type of ammunition.

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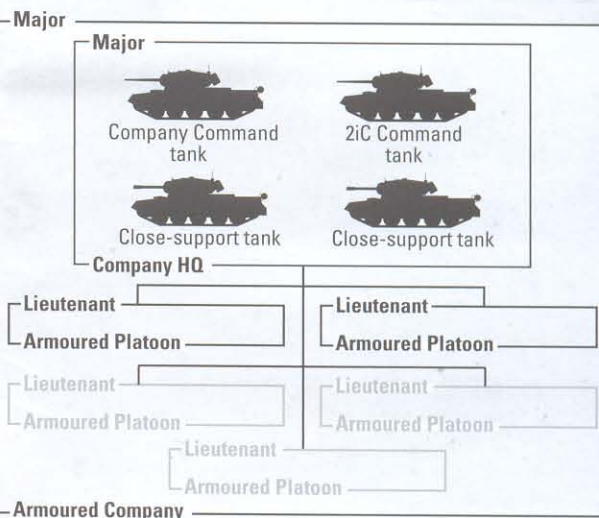
Combat Platoons

2 to 5 Armoured Platoons
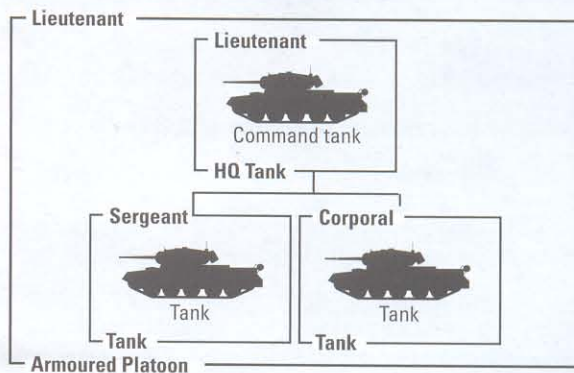
An armoured squadron has two to five Armoured Platoons. Grant squadrons normally have only three platoons, while others mostly have four. Only a few Sherman squadrons ever reach the full five platoons.

Following British cavalry tradition, an armoured platoon is known as a troop. Each troop has three tanks, which can be Crusader cruiser tanks, Valentine infantry tanks, Stuart light tanks, or Grant or Sherman medium tanks.

The points for Reluctant Trained Valentine tanks in Armoured Squadrons are:

- Valentine III tanks are 55 points, and
- Valentine VIII tanks are 60 points.

MOTOR COMPANY (Mechanised Infantry Company)

"The motor company is intended to keep up with the tanks and work in co-operation with them when seeing off the Hun. There are not too many motor companies in the British Army at present, but they all come from very proud Regiments, such as King's Royal Rifle Corps (KRRC) and the Rifle Brigade. Thus, they are all top-notch Johnnies. Indeed, each man is proud to give his blood and sweat to preserve the British Empire.

The company is entirely equipped with trucks, so they can get to the action very quickly and give Jerry the thrashing he so richly deserves. The motor company is backed up with a large array of support troops with which they can machine-gun, blast, bomb and generally smash the Hun until he sees sense and begs to surrender."
Major Percival Forbes-Smythe

What Is In A Motor Company?

A force based around a Motor Company must contain:
- a Company HQ, and
- at least one Motor Platoon and one other Combat Platoon.

Weapons Platoons available to a Motor Company are:
- a Machine-gun Platoon, and
- two Anti-tank Platoons.

Support Platoons for a Motor Company can be:
- Armoured Platoons (from an Armoured Squadron), or
- Artillery, Anti-tank, Anti-aircraft, or Reconnaissance Platoons from Divisional Troops.

You may have up to **two** Support Platoons attached to your company for each Motor or Carrier Platoon you are fielding.

Motivation and Experience
A Motor Company is **Confident Veteran.**

Headquarters Platoon

1 Company HQ

At full strength	60 Points
Add Mortar Section	+85 Points each
Replace 15 cwt trucks in Mortar Section with Mortar and OP Carriers for	+5 points each

The Motor Company HQ sometimes contains a Mortar Section as well as the company commander and his 2iC. When present, the mortar section's observer team may be kept with the headquarters or attached to a Motor Platoon.
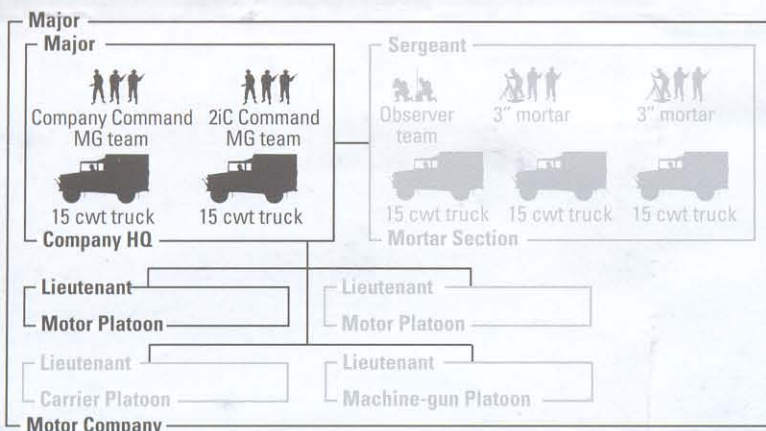
Combat Platoons

1 or 2 Motor Platoons

At full strength:	190 Points
With 2 Motor squads:	145 Points
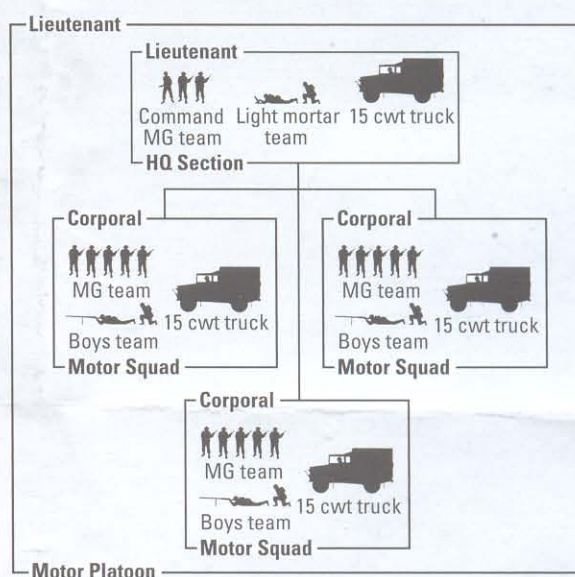
Limited by the capacity of their trucks, Motor Platoons have few soldiers, but pack a considerable punch with lots of machine-guns and Boys anti-tank rifles.

Up to one Boys team per platoon may be replaced with a PIAT team for +5 points.

ATL DA 08082

Captian

Captain

Command Recce Universal Carrier — Recce Universal Carrier

HQ Section

Sergeant

Recce Universal Carrier

Recce Universal Carrier — Recce Universal Carrier

Carrier Section

Sergeant

Recce Universal Carrier

Recce Universal Carrier — Recce Universal Carrier

Carrier Section

Sergeant

Recce Universal Carrier

Recce Universal Carrier — Recce Universal Carrier

Carrier Section

Carrier Platoon

0 to 1 Carrier Platoon

At full strength:	315 Points
With 2 Carrier sections:	230 Points
With 1 Carrier section:	145 Points

The Carrier Platoon gives the Motor Company both a reconnaissance force and light armoured support.

IWM K1D2492

Weapons Platoons

Lieutenant

Lieutenant

Command Rifle/MG team — 15 cwt truck

HQ Section

Sergeant

HMG team — HMG team

15 cwt truck — 15 cwt truck

MG Section

Sergeant

HMG team — HMG team

15 cwt truck — 15 cwt truck

MG Section

Machine-gun Platoon
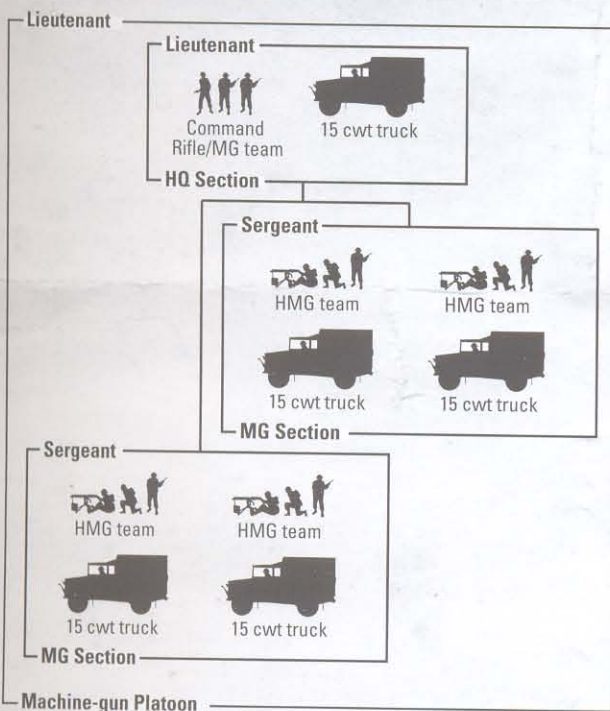
0 to 1 Machine-gun Platoon

At full strength:	190 Points
With 1 MG section:	110 Points
Replace 15 cwt trucks with MMG Carriers for	+5 Points each

Most Motor Companies replaced their third Motor Platoon with a Machine-gun Platoon equipped with Vickers medium machine-guns.

0 to 2 Anti-tank Platoons

Motor companies are usually assigned one of the battalion anti-tank platoons. The guns in the battalion's anti-tank platoons are usually lighter than those in the divisional anti-tank platoons.

An Anti-tank Platoon is composed of either four 2 pdr or 6 pdr portee anti-tank guns, or four 6 pdr anti-tank guns towed by Universal Carriers. The Platoon Command team is a Rifle/MG team mounted in jeep, or 15 cwt truck, or Universal Carrier.

IWM B6940

RIFLE COMPANY (Infantry Company)

"Unlike many armies, who tend to go on about the exploits of their cavalry and artillery, the British Army is full of tales of bravery and daring committed by its proud infantry regiments. These tales are told to the soldiers of today and this makes them acutely aware of the standards to which they are expected to live up to. Truly, they do not fail or falter; they do not weaken or tire, nor do the long-drawn trials of vigilance and exertion wear them down—the British infantry is indomitable!

The proud infantry are strengthened by their Non-Commissioned Officers (NCOs), who are long-serving professional soldiers. It is said that the British NCO believes in only three things – discipline, discipline, and discipline.

The infantry's job is made easier by the first-class support available to them, not the least of which is from the Royal Artillery. The artillery chappies are very clever indeed and have come up with many innovative ways to blast the stuffing out of the Hun. The German soldier is well aware that if he wants to get at the British soldier he must first survive a frightful snotting from the British guns. Jerry never gets one without the other."

Major Percival Forbes-Smythe

What Is In A Rifle Company?

A force based around a Rifle Company must contain:
- a Company HQ, and
- at least two Rifle Platoons.

Weapons Platoons available to a Rifle Company are:
- a Carrier Platoon,
- a Mortar Platoon,
- an Anti-tank Platoon, and
- two Machine-gun Platoons.

Support Platoons for a Rifle Company can be:
- Armoured Platoons (from an Armoured Squadron),
- two Infantry Tank Platoons, or
- Artillery, Anti-tank, Anti-aircraft, or Reconnaissance Platoons from Divisional Troops.

You may have up to **two** Support Platoons attached to your company for each Rifle Platoon you are fielding.

Motivation and Experience
A Rifle Company is **Confident Veteran**.

Headquarters Platoon

1 Company HQ

At full strength	40 Points
Add Universal Carrier	+10 Points
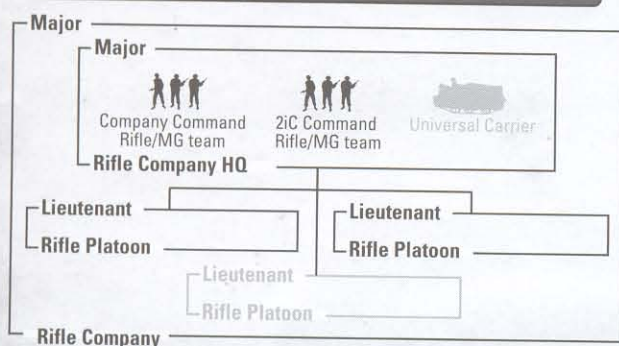
The Rifle Company HQ is just the bare basics, the company commander and the 2iC.

IWM E18908

Combat Platoons

2 to 3 Rifle Platoons

At full strength:	180 Points
With 2 Rifle squads:	140 Points
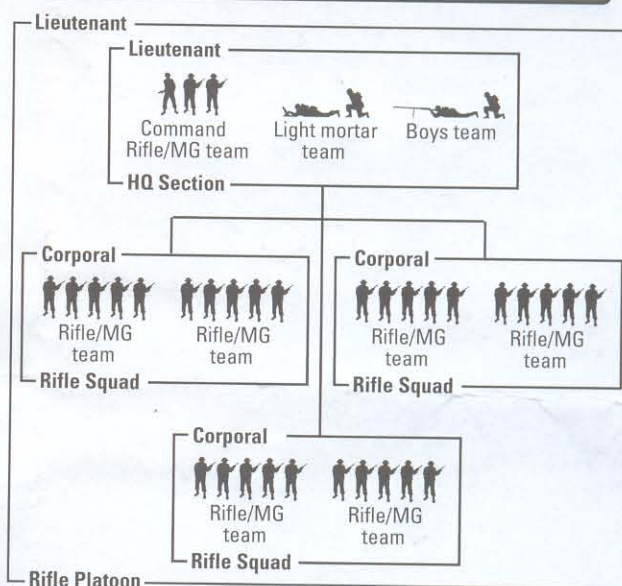
Rifle platoons are well armed having a light mortar and a Boys anti-tank rifle, as well as three light machine-guns.

Up to one Boys team per company may be replaced with a PIAT team for +5 points.

British Army

0 to 1 Mortar Platoon

At full strength:	285 Points
With 2 Mortar sections:	200 Points
With 1 Mortar section:	115 Points
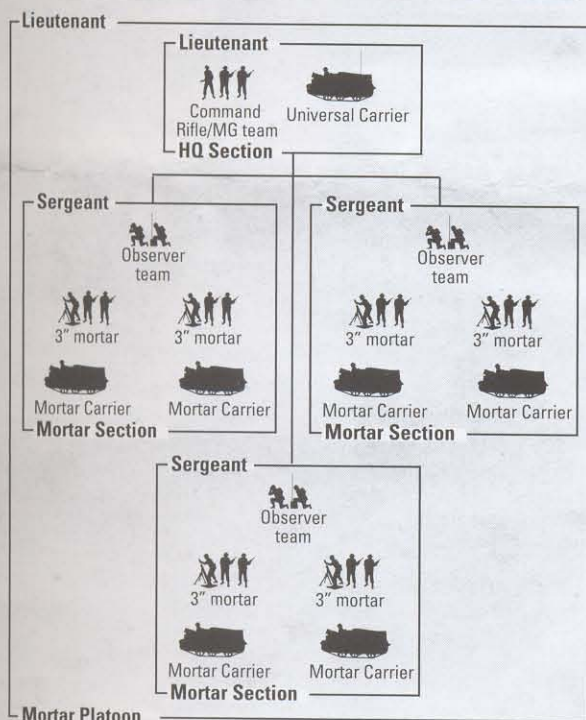
Infantry battalions have their own artillery in the form of a Mortar Platoon. The observer teams are normally attached to the Rifle Platoons.

Your force may not contain more than one Mortar Platoon, even if it has more than one Rifle Company.

0 to 1 Carrier Platoon
See the Motor Company for the platoon organisation.

Your force may not contain more than one Carrier Platoon, even if it has more than one Rifle Company.

0 to 1 Anti-tank Platoon
See the Motor Company for the platoon organisation.

Your force may not contain more than one Anti-tank Platoon, even if it has more than one Rifle Company.

0 to 2 Machine-gun Platoons
See the Motor Company for the platoon organisation.

Support Platoon

0 to 2 Infantry Tank Platoons
With the motto of 'Through Mud and Blood to the Green Fields Beyond', the Royal Tank Regiment (RTR), are often in the thick of the fighting. They then emerge from the fray with their tank's heavy armour gouged and dented by enemy anti-tank projectiles, but otherwise unscathed.

An Infantry Tank Platoon has three infantry tanks (either Matilda, Valentine, or Churchill).

Infantry Tank Platoons are **Confident Trained.**

Divisional Troops

Divisional Troops are **Confident Veteran.**

Divisional Anti-tank Platoons
Towed Anti-tank Platoons are composed of four 6 pdr portee anti-tank guns, four 6 pdr anti-tank guns towed by Universal Carriers, or four 17/25 pdr anti-tank guns towed by quad gun tractors. The platoon command team is a Rifle/MG team mounted in a jeep, 15 cwt truck, or Universal Carrier.

Self-propelled Anti-tank Platoons have four self-propelled anti-tank guns. The platoon command team is a jeep or 15 cwt truck.

Anti-aircraft Platoons
Anti-Aircraft Platoons have six 40mm Bofors anti-aircraft guns towed by Morris AA tractors. The platoon command team is a Rifle/MG team in a jeep or 15 cwt truck.

Artillery Batteries
A towed Artillery Battery has four, six, or eight 25 pdr field guns towed by quads and limbers.

A Self-propelled Artillery Battery has four or eight Bishop or Priest self-propelled guns.

Both types of battery have a command Rifle/MG team and staff team to coordinate their fire. The command and staff teams are both mounted in 15 cwt trucks. Batteries with four or six guns have one Observer team mounted in a 15 cwt truck, a White scout car, or an OP Carrier. Batteries with eight guns have two such observers.

A company may be supported by either Towed or Self-propelled Artillery Batteries, but not both.

Reconnaissance Platoons
Reconnaissance Platoons supporting infantry divisions have a patrol of four Light Reconnaissance Cars (LRC) and two more patrols of three Recce Universal Carriers each. Each patrol has its own command vehicle and is treated as a platoon.

Armoured Car Platoons supporting armoured divisions have three armoured cars.

During the Italian Campaign, some armoured car units gained a pair of Autocar SP half-tracks commanded by a White scout car as a Heavy Support Platoon.

Tanks and other fighting vehicles

Name	Points	Mobility	Armour Front	Side	Top	Equipment And Notes	Platoon Size
Tanks – Reluctant Trained							
'Honey' Stuart	40	Fully-tracked	3	2	1	37mm tank gun, co-ax MG, hull MG, AA MG, Light tank.	3
Crusader II	45	Fully-tracked	4	2	1	2 pdr tank gun, co-ax MG, Fast tank.	3
Crusader II CS	40	Fully-tracked	4	2	1	3" tank howitzer, co-ax MG, Fast tank.	3
Crusader III	50	Fully-tracked	4	2	1	6 pdr tank gun, co-ax MG, Fast tank.	3
Grant I	80	Fully-tracked	5	3	1	37mm tank gun, co-ax MG, hull short 75mm tank gun.	3
Sherman II	95	Fully-tracked	6	4	1	75mm tank gun, co-ax MG, hull MG, AA HMG, Ronson.	3
Sherman III (diesel)	105	Fully-tracked	6	4	1	75mm tank gun, co-ax MG, hull MG, AA HMG.	3
Infantry Tanks – Confident Trained							
Matilda II	75	Fully-tracked	7	6	2	2 pdr tank gun, co-ax MG, Slow tank.	3
Matilda II CS	65	Fully-tracked	7	6	2	3" tank howitzer, co-ax MG, Slow tank.	3
Valentine II	50	Fully-tracked	6	5	1	2 pdr tank gun, co-ax MG, 2-man turret, Slow tank.	3
Valentine III	65	Fully-tracked	6	5	1	2 pdr tank gun, co-ax MG, Slow tank.	3
Valentine VIII	70	Fully-tracked	6	4	1	6 pdr tank gun, Slow tank.	3
Churchill I	95	Fully-tracked	8	7	2	2 pdr tank gun or 3" tank howitzer, co-ax MG, hull 3" tank howitzer or 2 pdr tank gun, Heavy tank.	3
Churchill II	90	Fully-tracked	8	7	2	2 pdr tank gun, co-ax MG, hull MG, Heavy tank.	3
Churchill III or IV	100	Fully-tracked	8	7	2	6 pdr tank gun, co-ax MG, hull MG, Heavy tank.	3
Self-propelled Anti-tank Guns – Confident Veteran							
M10 3" SP	150	Fully-tracked	5	2	0	3" anti-tank gun, AA HMG.	4
2 pdr portee	35	Wheeled	-	-	-	2 pdr gun, AA MG.	4
6 pdr portee	40	Wheeled	-	-	-	6 pdr gun, AA MG.	4
Self-propelled Artillery – Confident Veteran							
Bishop	75	Fully-tracked	1	1	0	25 pdr gun, AA MG, Limited elevation, Slow tank.	8
Priest	135	Fully-tracked	1	0	0	105mm howitzer, AA HMG.	8
Reconnaissance – Confident Veteran							
Recce Universal Carrier	30	Half-tracked	0	0	0	Hull MG, Boys anti-tank rifle, Recce.	3
Humber LRC III	25	Wheeled	0	0	1	MG, hull Boys AT rifle, Recce.	4
Humber Mk I, II or III	35	Wheeled	1	0	1	15mm HMG, co-ax MG, Recce.	3
Daimler Mk I	50	Wheeled	1	0	1	2 pdr tank gun, co-ax MG, 2-man turret, Recce.	3
Autocar 75mm SP	70	Half-tracked	1	0	0	75mm field gun, AA MG, Awkward layout.	2

2-man turret: Valentine II tanks combine the role of commander and loader reducing the ROF of the main gun to 2.
Awkward layout: Due to the danger to the driver when firing, an Autocar SP cannot move and shoot in the same turn.
Fast tank: Crusader tanks move 32"/80 cm when moving At the Double.
Heavy tank: Move 8"/20 cm on Roads and Cross-country. Get 4+ re-roll on failed bogging rolls.
Light tank: Light tanks may move 16"/40 cm per turn on Road or Cross-country.
Limited elevation: 25 pdr field guns mounted in Bishop self-propelled guns count as Close-support Artillery.
Recce: Recce troops can use the Reconnaissance rules to avoid enemy fire.
Ronson: The opposing player re-rolls any failed Firepower tests to destroy a Sherman tank with a petrol engine.
Slow tank: Slow tanks may only move 8"/20 cm per turn.

Infantry

Name	Points	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Rifle/MG team	-	16"/40 cm	2	2	6	SMLE rifle and Bren light machine-gun.
MG team	-	16"/40 cm	3	2	6	Bren light machine-gun.
Light mortar team	-	16"/40 cm	1	1	5+	2" mortar. WP ammunition.
Boys team	-	16"/40 cm	1	4	6	Boys anti-tank rifle.
PIAT team	-	8"/20 cm	1	10	5+	PIAT anti-tank projector.
HMG team	-	24"/60 cm	4	2/1	6	Vickers medium machine-gun. Close-support artillery.
Command Rifle/MG team	20	16"/40 cm	1	2	6	SMLE rifle.
Observer team	10	-	-	-	-	
Staff team	5	-	-	-	-	Moves and fights as a Gun team.

Close-support artillery: Close-support artillery can fire artillery bombardments at up to twice their normal range.
WP ammunition: Each team hit by a 2" mortar is covered in a 2"/5 cm ball of smoke.

British Army

Guns and Vehicle weapons

Name	Points	Range	ROF	Anti-tank	Firepower	Notes	Platoon Size
3" mortar	-	40"/100 cm	-	1	3+	Mortar, Smoke.	-
40mm Bofors gun	45	32"/80 cm	4	7	5+	Gun shield, Turntable, Anti-aircraft, Immobile.	6
2 pdr gun	30	24"/60 cm	3	7	5+	Gun shield, Turntable, No HE.	4
6 pdr gun	35	24"/60 cm	2	9	4+	Gun shield, No HE.	4
17/25 pdr gun	60	32"/80 cm	2	13	3+	Gun shield, Turntable, No HE.	4
25 pdr gun	50	24"/60 cm	2	9/3	3+	Gun shield, Turntable, Artillery, Smoke.	8
MG or AA MG	-	16"/40 cm	3	2	6	ROF 1 if other weapons fire.	-
Boys anti-tank rifle	-	16"/40 cm	1	4	6		-
AA HMG	-	16"/40 cm	3	4	6	Anti-aircraft.	-
15mm HMG	-	16"/40 cm	3	4	6		-
37mm tank gun	-	24"/60 cm	2	7	5+		-
2 pdr tank gun	-	24"/60 cm	3	7	5+	No HE.	-
6 pdr tank gun	-	24"/60 cm	2	9	4+	No HE.	-
3" tank howitzer	-	16"/40 cm	2	4/2	3+	Close-support artillery, Smoke.	-
Short 75mm tank gun	-	32"/80 cm	2	9	3+	Smoke.	-
75mm tank gun	-	32"/80 cm	2	10	3+	Smoke.	-
75mm field gun	-	32"/80 cm	2	9/2	3+	Close-support artillery, Smoke.	-
3" anti-tank gun	-	32"/80 cm	2	12	3+	Poor HE.	-
105mm howitzer	-	24"/60 cm	2	9/3	2+	Artillery, Smoke.	-

Anti-aircraft: Anti-aircraft weapons can fire at aircraft.
Artillery: Artillery can fire artillery bombardments at up to three times their normal range.
Close-support artillery: Close-support artillery can fire artillery bombardments at up to twice their normal range.
Gun shield: Teams crewing weapons with a gun shield are in Bulletproof Cover when fired at from the front.
Immobile: Bofors anti-aircraft guns cannot be manhandled. They can only move if towed.
Mortar: Mortars can only fire artillery bombardments. Re-roll first failed roll to range in.
No HE: 2 pdr, 6 pdr and 17 pdr anti-tank guns have no HE round reducing their Firepower against unarmoured targets to 6.
Poor HE: 3" anti-tank guns have poor HE performance reducing their Firepower against unarmoured targets to 4+.
Smoke: Weapons with smoke ammunition can fire smoke rather than their normal shooting.
Turntable: Weapons mounted on turntables can rotate to fire in any direction without penalty.

── BRITISH ARMY TERMINOLOGY ──

The British Army uses some unique terminology reflecting its long and illustrious history.

Regiments, Squadrons And Troops

In the British Army battalions are grouped into brigades not regiments. A British regiment is an administrative organisation responsible for raising battalions which are then sent off to fight wherever they are needed. These battalions were usually referred to by the name of their regiment. So if you see British regiments in an army's order of battle, they are actually just one battalion from the regiment.

British cavalry terminology differs from that of the US Army. British cavalry regiments are made up of company-sized squadrons and platoon-sized troops.

Corporals And Sergeants

In the British Army a squad (which they call a section) is led by a corporal, while a sergeant is the 2iC of the entire platoon. The US Army followed the same scheme until the beginning of the war when they increased their squad size. Because the corporals now had greater responsibility, the US Army promoted its corporals to sergeants and its sergeants to staff sergeants (much to the disgust of the sergeants who now had to share the Sergeants Mess with the newly-promoted corporals).

Naming Guns

Following traditions that predated Napoleon, the British Army classified its guns by the weight of the projectile fired (in pounds), not by the diameter of the projectile (in millimetres) as with most other armies.

Medium Machine-guns

The Vickers medium machine-gun would be called a heavy machine-gun in any other army, but the British reserve that term for weapons over a half-inch calibre.

Cruiser And Infantry Tanks

Between the First and Second World Wars, there was lots of debate in the British Army about the role of tanks. The visionaries wanted land navies of fast tanks that would steam into battle in the manner of naval cruisers. The infantry just wanted heavily-armoured tanks to help them tackle machine-gun nests. In the end, both types were produced—fast lightly-armoured cruiser tanks and slow heavily-armoured infantry tanks.

Vehicle Names

The British Army did not name light armored vehicles such as armoured cars and half-tracks, but used the manufacturer's name instead. this led to names like the Daimler armoured car and (in the case of the lend-lease M3 75mm GMC) the Autocar SP 75mm.

Transport

Name	Points	Mobility	Front	Side	Top	Equipment And Notes
Trucks						
Jeep	5	Jeep	-	-	-	1 passenger.
CMP or Morris 15 cwt truck	5	Wheeled	-	-	-	2 passengers.
CMP or Bedford 3-ton lorry (QLT)	5	Wheeled	-	-	-	5 passengers.
Gun Tractors						
Quad and limber	5	Wheeled	-	-	-	2 passengers.
Morris AA tractor	5	Wheeled	-	-	-	2 passengers.
Armoured Personnel Carriers						
White Scout Car	10	Wheeled	1	0	0	2 passengers.
Universal Carrier	10	Half-tracked	0	0	0	1 passenger.
OP Carrier	10	Half-tracked	0	0	0	1 passenger.
MMG Carrier	10	Half-tracked	0	0	0	1 passenger.
Mortar Carrier	10	Half-tracked	0	0	0	1 passenger.
Daimler Dingo Scout Car	15	Jeep	1	0	1	1 passenger.
Armoured Command Vehicles						
Dorchester ACV	10	Wheeled	0	0	1	2 passengers.

British Army

. . . Tunisia 1943 . . .

"Sergeant," Corporal Sykes calls, listening intently to the field telephone. Sergeant Eric Church, Military Police, glances up from his paperwork. "The Germans have broken through, north of here," Sykes reports. "Division thinks they're coming …"

The sentence remains unfinished as submachine-gun bullets pepper the traffic-control hut. "Surrender, Englanders!" someone shouts in badly accented English. "Ve haf you surrounded."

"Looks like they've arrived," Sykes observes from the floor, untangling himself from where Church and Private McCullough landed on top of him. "Anyone hurt?"

Grunts quickly reassure him as Church peers through the door. "They've set up by the crossroad," he says. Another burst of fire sends splinters flying.

"What do we do now, Sergeant?" McCullough asks nervously, fiddling with his rifle.

Church snorts. "We're the Military Police! We arrest offenders; we do not surrender to them! Corporal, grab that Tommy gun and cover me. Be ready to move at my signal."

Kicking a hole in the back wall, Church pushes aside the broken laths and wriggles out of the hut. As he slips into the sparse scrub, he hears Sykes and McCullough sniping at the Germans. A short scramble through a narrow wadi and a clamber over a boulder-strewn ridge later, he's behind the Germans shooting at the hut. Short bursts from Sykes's Tommy gun are keeping their heads down.

Church blows his whistle loudly before slipping down behind a boulder. The Germans turn in alarm, searching the ridge behind them, trying to locate the source of the whistle. Suddenly, McCullough and Sykes burst out of the hut shooting. Startled, the Germans duck for cover. Sykes dives into the ditch at the side of the road, while McCullough scrambles into the shelter of a thorn tree to reload.

As McCullough starts shooting again, Sykes opens fire from the ditch. Caught in a crossfire, the Germans find themselves pinned down behind the rocks, unable to fire back.

In full view, Church strolls down the hill cocking his pistol. "*Hande hoche!*" he orders, stepping onto a boulder overlooking the German position. Out-manoeuvred, the Germans raise their hands.

Sykes and McCullough emerge from cover, their guns trained on the prisoners. Looking at his prisoners, Sergeant Church straightens his hat. "Gentlemen," he says sternly, "for you, the war is over!"

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British Armoured Squadron

The desert battles at Gazala in May 1942 were the first actions fought with the new Grant tanks the British had purchased off the USA. Pip Roberts who commanded 3 Royal Tank Regiment gives an excellent account of the first battle in his book *From the Desert to the Baltic*. This *Flames Of War* force is part of a Grant squadron similar to those that fought at Gazala, with attached support.

Armoured Squadron
Company HQ

3 x Grant I tanks	240 points
Armoured Platoon	
3 x Grant I tanks	240 points
Armoured Platoon	
3 x Grant I tanks	240 points
Armoured Platoon	
3 x 'Honey' Stuart tanks	120 points
Armoured Platoon	
3 x 'Honey' Stuart tanks	120 points
Armoured Platoon	
2 x 'Honey' Stuart tanks	80 points
Motor Platoon (at full strength)	190 points
Artillery Battery	
Command Rifle/MG team	20 points
Staff team	5 points
Observer team	10 points
3 x Morris 15 cwt truck	15 points
4 x 25 pdr guns	200 points
4 x Quad and limber	20 points
	1500 points

Force Analysis
Strengths
Looking at this force we see a lot of good quality tanks. All those tanks carry a lot of guns, so this army packs plenty of firepower. The armour on the Grant tank is good, so this force is the kind that may be able to go toe-to-toe with the enemy and come out on top. Finally, all these vehicles make this force mobile—add that to firepower and protection and you've got a force that can hit real hard exactly where it wants to. The backup provided by the infantry, mortars and artillery will be vital to neutralising a lot of the anti-tank counter-measures your opponent is likely to resort to.

What You Need
To form this Armoured Squadron you'll need the following *Flames of War* miniatures.

BR100	Grant I (8th Army)	9
BR006	'Honey' Stuart (8th Army)	8
BR742	Rifle Platoon (8th Army)	1
BR430	Morris 15 cwt truck	7
BR573	25 pdr gun	4
BR276	Quad and limber	4
BR709	Artillery HQ	1
BR752	Artillery Crew (8th Army)	1

Weaknesses
All that armour doesn't come cheap and so this is not a big army. If you do run into something bigger than your Grants (like a heavy anti-tank gun battery) you could take heavy losses in the blink of an eye. Stay focused and make sure you eliminate anything the enemy has that may threaten your Grants. This is where your motor infantry and your artillery come in. The artillery platoons are perfect for taking out threats at long range and providing support fire for those crucial moments. Set your artillery up in a good, sheltered firing position as soon as you can so they'll be ready to do their job quickly and efficiently. Your infantry will operate in rough terrain that the tanks don't like, towns for example.

Battle Tactics

Attack

Artillery supports main attack

Infantry follow the tanks in their trucks.

Stuart tanks guard open flank, moving from cover to cover for protection

HQ and Grant tanks make a concentrated thrust against the objective

Defence

Stuart tanks attack enemy flank once Grant tanks engage

Artillery entrenches as anti-tank guns on second objective and supports tanks

HQ held in reserve to reinforce threatened defences

Infantry entrench on second objective, send trucks to the rear

Grant tanks defend one objective. Use ridges to take up concealed positions when not shooting

INTELLIGENCE BRIEFING ON THE SOVIET ARMY

"The Soviet Army was almost destroyed by the cowardly German surprise attack on Mother Russia. Now, inspired by the strength and leadership of Comrade Stalin, the workers and peasants have built a new army to drive the invaders from the soil of the Soviet workers' paradise. Through their heroic efforts, and despite heavy losses from the Fascists' attacks, the army is growing rapidly in size and has only the very latest equipment.

The new Soviet Army demonstrates the superiority of our Communist system, as workers volunteer to form army division after army division to halt the Fascist invaders. War factories, operating strictly according to the instructions of central government planners, produce large numbers of advanced weapons twenty-four hours per day. The brave workers are accustomed to working in harsh conditions for the benefit of the state and make natural soldiers with little training. The traditional stoicism of the Russian peasant, combined with a dedication to Socialist ideals, allows them to overcome the Hitlerites despite overwhelming odds."

Kapitan P. Kolobkov

Soviet Battalion Choices

You can base your Soviet force on:

- a Tankovaya Bataljon (Tank Battalion),
- a Strelkovaya Bataljon (Infantry Battalion), or
- a Motostrelkovaya Bataljon (Mechanised Infantry Battalion).

Motivation and Experience

The Soviet Army has few experienced soldiers. After the heavy losses of the first phase of the war, units are formed and thrown into battle with the bare minimum of training. However, patriotism and the natural toughness of Soviet peasant life (along with a well-justified fear of their own leaders' ruthless approach to failure) motivate them to extraordinary lengths.

Most soldiers in a Soviet force are therefore classed as **Fearless Conscripts**.

SPECIAL RULES

Centralised Control

The Soviet economic and social system emphasizes centralized planning and control by the government. This applies to the army as well. Soviet generals prefer their troops to strictly obey orders, rather than think for themselves.

To reflect this, the forces in this Intelligence Briefing are organised differently from other armies. For game purposes, a Soviet company is treated as a single platoon and a whole battalion operates like most armies' companies.

Wherever the rules talk about a platoon, read that as a Soviet company. When the rules talk about a company, read that as a Soviet battalion.

A Soviet company is led by a Platoon Command team and operates like a large platoon. A Soviet battalion is led by a Company Command team assisted by a 2iC Command team, and operates like a large company.

For example, whereas a German platoon must remain in command to move freely, an entire Soviet company must be in command. Similarly, while the enemy shoots at a US platoon, they shoot at a Soviet company.

The Quality Of Quantity

The Russians have a saying "Quantity has a quality all of its own." The big formations used by the Red Army take a lot of shooting to stop.

A Soviet company currently containing at least fifteen infantry teams must take ten hits in a single Shooting step before they become Pinned Down. A single hit from an Artillery Bombardment still pins them however.

Komissar

A Komissar is a Communist Party official who supervises the soldiers during combat and makes sure they display the proper level of enthusiasm in battle.

A lack of heroism in driving the Hitlerites from Mother Russia is not acceptable and the Komissar will not hesitate to shoot soldiers who show fear during battle. As Comrade Stalin said, "It takes a brave man not to be a hero in the Red Army."

If a Soviet company containing a Komissar fails its Motivation test to rally from being Pinned Down or to counterattack in an Assault, you may immediately destroy another team from the company and take the company's Motivation test again. This is not a re-roll, but a whole new Motivation test.

If you roll a 1 for the new Motivation test, the soldiers revolt against the Komissar and shoot him in turn! The Komissar team is destroyed as well.

Tankodeseantniki

Tanks are extremely vulnerable to infantry tank-hunter teams at close quarters. To protect the tanks, Soviet tank brigades have a company of submachine-gun armed Tankodeseantniki, or tank riders, whose job is to protect the tanks.

Tankodeseantniki never go far from their tank, so use submachine-gun-armed infantry miniatures permanently mounted on the back of the tank to represent them. Tankodeseantniki are part of the tank team. They cannot move, be shot at, or assaulted separately from their tank. The only way to destroy them is to destroy their tank.

Tankodeseantniki can shoot separately from their tank. They have a range of 4"/10cm, ROF 1 whether the tank moves or not, Anti-tank 1, and Firepower 6. In an assault, Tankodeseantniki fight at the same time as their tank, giving the tank two attacks in assault combat.

A tank carrying Tankodeseantniki cannot carry other passengers.

Soviet Vehicles

2-man Turret
T-34, KV-1e and Valentine tanks make the tank commander do double duty as the gunner or loader. This severely limits their rate of fire.

Tanks with a 2-man turret reduce their ROF by 1, giving 2 pdr tank guns ROF 2 and 76mm tank guns ROF 1.

Fast Tank
With a powerful engine and excellent Christie suspension, T-34 tanks keep up high speeds over long marches.

T-34 tanks can march up to 32"/80cm when moving At the Double.

Heavy Tank
Soviet KV-1s and lend-lease British Churchill heavy tanks may be slow, but they have the power and the weight to grind their way through almost any terrain.

Heavy tanks only move 8"/20cm on Road and Cross-country terrain.

If a heavy tank becomes Bogged Down while attempting to cross Rough Terrain, roll again. On a roll of 4+, the tank immediately frees itself and continues moving.

Light Tank
The lend-lease M3L Stuart light tanks are lightly armoured, but their powerful radial aircraft engines allow them to move at very high speed.

M3L Stuart light tanks move 16"/40cm when moving on Roads or Cross-country.

No Loader
The OT-34 flame-thrower tank stores its flame-thrower fuel in the turret space normally occupied by the loader of a standard T-34 tank.

Reduce the ROF to 1 and add an additional +1 to the score needed to hit when shooting with the 76mm gun of an OT-34 tank.

Slow Tank
The KV-series of tanks was designed to have thick armour rather than high speed. The lend lease British Matilda and Valentine light tanks also have good armour protection, but are rather slow.

Slow tanks only move 8"/20cm on Road and Cross-country terrain.

Tripod mount
The DShK anti-aircraft machine-gun was fired from a tripod, which was usually erected on the deck of a truck.

The DShK HMG mounted on a truck cannot move and shoot in the same turn.

You may dismount the DShK HMG by removing the truck and replacing it with a DShK HMG team.

Turret Rear Machine-gun
Soviet heavy tanks have an extra machine-gun mounted in the rear of the turret to protect them from infantry attempting to assault the tank.

In an assault re-roll successful Skill tests to hit a tank with a turret rear machine-gun.
- If you pass the re-roll, the assaulting team get past the machine-gunner to hit the tank and the tank must make an Armour Save as normal.
- If you fail the re-roll, the assaulting team fails to score a hit. The machine-gunner managed to keep the infantry at bay and protect the tank.

Unreliable
The KV series of tanks has problems with a weak transmission. As a result, they tend to break down when driven hard.

If an unreliable tank attempts to move At the Double, roll a die. On a roll of 1, the tank breaks down, becoming Bogged Down, and does not move.

Wide-tracks
T-34 tanks have extremely wide tracks allowing them to cross almost any terrain with ease.

If a tank with wide tracks becomes Bogged Down while attempting to cross Rough Terrain, roll again. On a roll of 4+, the tank immediately frees itself and continues moving.

Soviet Weapons

No HE
British lend-lease tanks were well armoured, but had one serious flaw. Being designed as anti-tank guns, their guns did not have high explosive (HE) ammunition.

2 pdr and 6 pdr tank guns have a Firepower rating of 6 when firing at unarmoured targets.

Air Support

After an abysmal start, the Soviet air force is now stronger than the German *Luftwaffe* (air force) and starting to receive aircraft capable of matching the enemy in the air.

You may request Limited air support at a cost of 100 points.

Limited air support will provide supporting ground attack aircraft and fighters on a roll of 5+.

You may request Priority air support at a cost of 200 points.

Priority air support will provide supporting ground attack aircraft and fighters on a roll of 4+.

Flying Tank
The Il-2 Shturmovik is a heavily armoured Soviet ground attack aircraft. It has earned its nickname, 'The Flying Tank'.

When attempting to shoot down a Shturmovik you must re-roll successful Firepower rolls.
- A successful re-roll shoots the aircraft down.
- A failed re-roll means that the aircraft's heavy armour protects it, allowing it to roll to press home its attack.

AIR SUPPORT					
Aircraft	Weapons	Range	ROF	Anti-tank	Fire-power
Il-2 Shturmovik	Bombs	4"/10 cm	-	4	1+
Il-2 Shturmovik	Rockets	8"/20 cm	-	6	4+
Il-2 Shturmovik	Cannon	8"/20 cm	3	5	5+

TANKOVAYA BATALJON (Tank Battalion)

"I believe the tanks of the Soviet Union to be the best in the world. Their armour is thick, their guns powerful, and their speed and mobility unmatched. During the early battles against the hated Fascist invaders, many tanks were lost. Despite these unfortunate setbacks, enthusiastic Soviet workers now turn out tanks in huge numbers. These vehicles are very impressive indeed, only a small number of the new German heavy tanks can match them. Now it is the turn of the Fascists to tremble under the weight of Soviet armour!

The Tankovaya Bataljon is used to spearhead attacks. The Soviet Union cares little for Western subtleties, instead believing in the power of the shock offensive. Huge sledgehammer blows of concentrated armour are aimed at the Fascist defences. The tanks punch through and penetrate deep into enemy rear areas, annihilating all in their path. Brave Soviet infantry then pour into the gap created in the Fascist lines, liberating more precious Soviet soil from the invaders. If it is possible, wise Soviet commanders prefer to aim their tanks at infantry and avoid large numbers of enemy armour—it is always more profitable to crush the weak."

Kapitan P. Kolobkov

What Is In A Tankovaya Bataljon?

A force based around a Tankovaya Bataljon must contain:
*   a Battalion HQ, and
*   two or three Tankovaya Companies.

Weapons Companies available to a Tankovaya Bataljon are:
*   a Motostrelkovaya Company, and
*   a Mortar Company.

Support Companies for a Tankovaya Bataljon can be:
*   Heavy Tank, Assault Gun, Anti-tank, Anti-aircraft, Artillery, Rocket Mortar, or Reconnaissance Companies from Corps Troops.

You may have up to **one** Support Company attached to your battalion for each Tankovaya Company you are fielding.

Tankodeseantniki
One of your tank companies may have Tankodeseantniki riding on each tank at a cost of +5 points per tank.

Motivation and Experience
A Tankovaya Bataljion is **Fearless Conscript.**

Headquarters Company
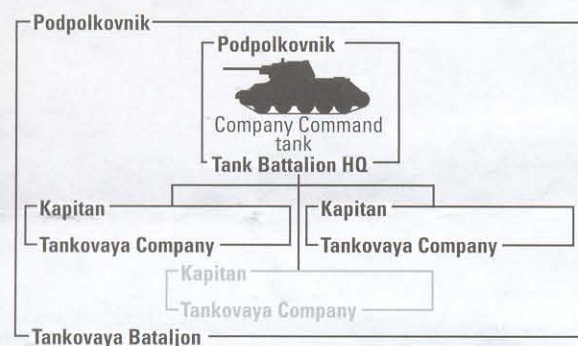
1 Battalion HQ

The small size of a Soviet Tankovaya Bataljon makes it suitable for most operations and removes the need for independent company operations.

With typical Soviet economy, the Battalion HQ is only one vehicle, either a truck or a single light or medium tank.

Combat Companies
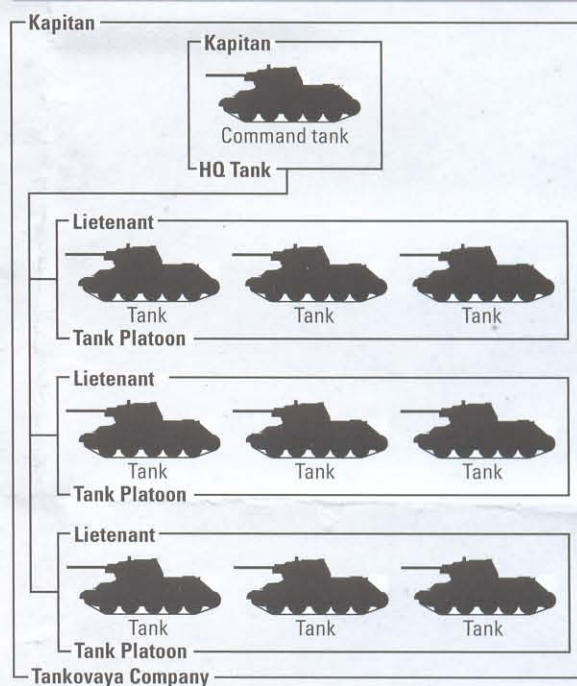
0 to 3 Medium Tankovaya Companies

A *srednii* or medium Tankovaya Company is relatively small to make it easier to control. Only the company commander and platoon commanders have radios. The remaining tanks just follow their officers. This means Soviet tank companies tend to favour the headlong frontal assault.

Each medium Tankovaya Company has ten tanks formed into:
*   a command medium tank, and
*   three platoons of three medium tanks each.

Medium tanks are either T-34 tanks or lend-lease M3M Lee or M4 Sherman tanks.

0 to 2 Light Tankovaya Companies

A *legkii* or light Tankovaya Company is not as capable as the medium or heavy companies, but is still very useful when used wisely. Cheap light tanks are ideal for both infantry support and attacking the flank of enemy tank forces while the heavier tanks attack from the front.

A light Tankovaya Company is issued seven or eight light tanks organised into:
• a command group of one or two light tanks, and
• two platoons of three light tanks each.

Light tanks can be T-60 or T-70 light tanks or lend-lease Matilda, Valentine, or M3L Stuart light tanks.

0 to 1 Heavy Tankovaya Company

In the early part of 1942, a Tankovaya Bataljon has one light, one medium, and one heavy Tankovaya Company. Later the heavy companies formed independent regiments.

A *tyzhel'i* or heavy Tankovaya Company has only five tanks organised into:
• a single heavy tank in command, and
• two platoons of two KV-1e or KV-2 heavy tanks each.

IWM STT889

Weapons Companies

0 to 1 Motostrelkovaya Company

At full strength:	320 Points
With 2 Motor Rifle platoons:	220 Points
With 1 Motor Rifle platoon:	120 Points
Add Komissar team	+5 Points
Add Anti-tank Rifle team	+20 Points
Add HMG teams	+20 Points each

Sometimes the tanks will encounter well-concealed or dug-in anti-tank defences. In these situations a Motor Rifle company will be instructed to attack and clear a path for the tanks as quickly as possible.

0 to 1 Mortar Company

See the Strelkovaya Bataljon below for the company organisation. Replace all of the horse-drawn vehicles with trucks at a cost of +5 points each.

Your force may not contain more than one Mortar Company, even if it has more than one Tankovaya Bataljon.
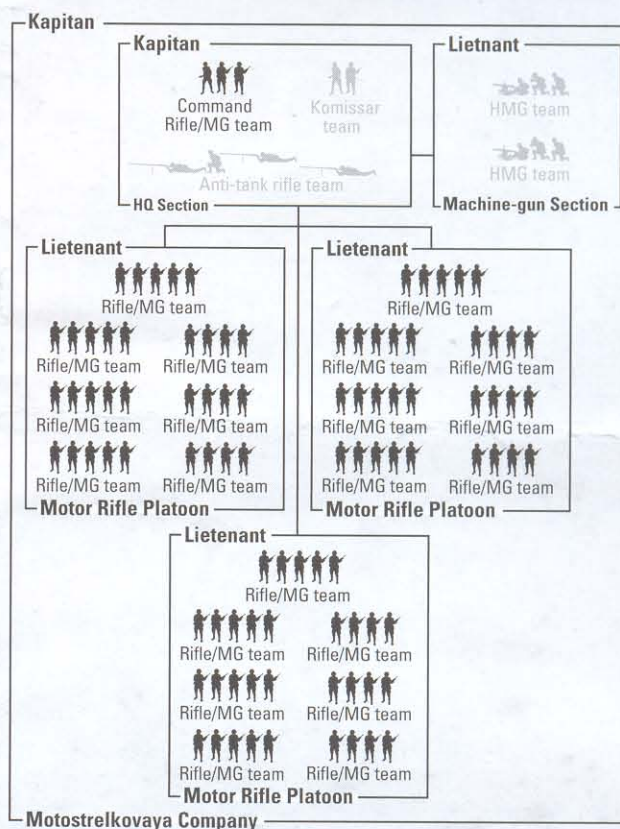
STRELKOVAYA BATALJON (Infantry Battalion)

"The core of Russian military might has always been the brave rifleman in the Strelkovaya Bataljon. The Soviet infantry are the bravest in the world and are the key to halting the Fascist invaders and driving them out of beloved Mother Russia. Much like his ancestors under the great Russian hero General Suvorov, the Soviet rifleman marches to battle on his own two feet and carries his own equipment.

The soldiers of the Bataljon are taught by their Komissar how highly victory is prized in the Soviet Union, and how nothing must be allowed to interfere with the pursuit of this exalted goal—neither the futile resistance of the enemy nor any selfish thoughts amongst the troops regarding personal survival. Indeed, the life of the individual is meaningless when set against the survival of Mother Russia and the Communist system.

Naturally the infantry's successes have come with a price tag—casualties have been heavy. One reason for this is the willingness of the Soviet citizen to fight to the death in the defence of Russia and the Communist party. Another reason is our previous shortage of tanks and guns, which meant the infantry has had to perform massed human wave attacks, charging into the teeth of the Fascist machineguns. But Russia is a vast country, and one thing it is not short of is people. Many more will die before the Fascists are defeated."

Kapitan P. Kolobkov

What Is In A Strelkovaya Bataljon?

A force based around a Strelkovaya Bataljon must contain:
- a Battalion HQ, and
- at least two Strelkovaya Companies.

Weapons Companies available to a Strelkovaya Bataljon are:
- a Scout Platoon,
- two Machine-gun Companies,
- a Mortar Company,
- a Submachine-gun Company,
- an Anti-tank Rifle Company,
- an Anti-tank Company,
- an Infantry Gun Company, and
- a Heavy Mortar Company.

Support Companies for a Strelkovaya Bataljon can be:
- Tankovaya Companies (from a Tankovaya Bataljon), or
- Heavy Tank, Assault Gun, Anti-tank, Anti-aircraft, Artillery, Rocket Mortar, or Reconnaissance Companies from Corps Troops.

You may have up to **one** Support Company attached to your battalion for each Strelkovaya Company you are fielding.

Motivation and Experience

A Strelkovaya Bataljon is **Fearless Conscript**.

Headquarters Company

1 Battalion HQ

At full strength:	25 Points
Add Anti-tank Rifle Platoon	+65 Points
Add Anti-tank Gun Platoon	+50 Points
Replace both 45mm obr 1937 guns with 45mm obr 1942 guns	+10 Points
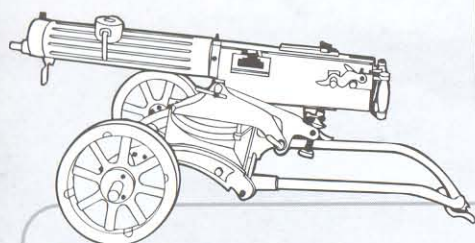
Maksim M1910 Heavy Machine-gun - Mounted on the unique wheeled Sokolov mount, the reliable Maksim weighed in at a massive 162 pounds.
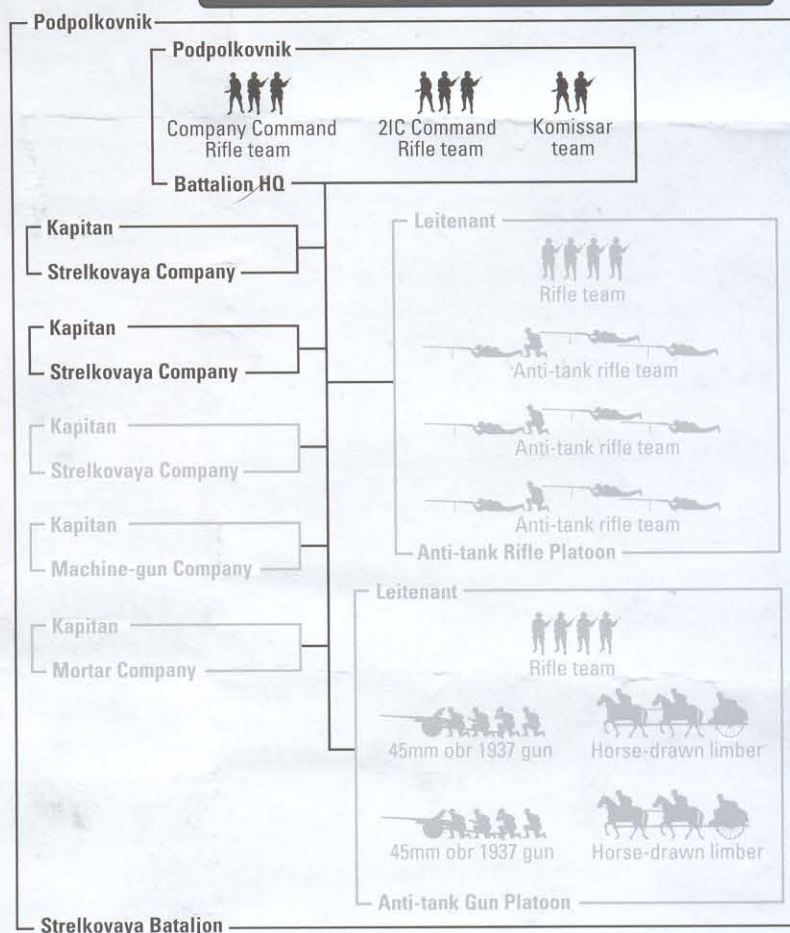
A Strelkovaya Bataljon is a self-contained fighting machine. It has its own anti-tank weapons, machine-guns, and mortars. If more firepower is needed, it can call on the regimental anti-tank, infantry gun, and heavy mortar companies as well.

SOVIET ARMY

Combat Companies

2 or 3 Strelkovaya Companies

At full strength:	285 Points
With 2 Rifle platoons:	195 Points
With 1 Rifle platoon:	100 Points
Replace Rifle teams with Rifle/MG teams	+45 Points per platoon
Add Komissar team	+5 Points
Add HMG team	+20 Points
Add Light Mortar teams	+10 Points per team

Strelkovaya Companies are, in theory, very well equipped. However, in the real world there are often shortages of equipment. Many companies are well below strength in men and machine-guns, especially if they have fought a battle recently.

Weapons Companies

0 to 1 Scout Platoon

At full strength:	310 Points
With 2 Scout squads:	225 Points
With 1 Scout squad:	135 Points
Add Komissar team	+5 Points

The Scout Platoon contained the most experienced troops in the regiment. These *razvedchiki*, tough veteran scouts, probe the enemy defences before attacks and sometimes sneak into the defences to create mayhem and confusion when the main assault begins. Scout Platoons are an exception to the Centralised Control special rule. They operate as a normal platoon. Scout Platoons are reconnaissance platoons and may use the Reconnaissance rules.

A Scout Platoon is **Fearless Veteran.**

Your force may not contain more than one Scout Platoon, even if it has more than one Strelkovaya Bataljon.

Infiltration

Soviet soldiers have a reputation for being long-suffering and tough-minded. They often surprise enemy defences by launching attacks from terrain that seems impassable to other troops. Soviet infantry may swim freezing rivers or wade through trackless swamps in pitch darkness to reach positions close to or even behind the enemy before the battle begins.

If you are on the attacking side in a game, your Scout Platoon may attempt to infiltrate the enemy position. A Strelkovaya Company may infiltrate with the Scout Platoon if desired, in which case the Strelkovaya Company must deploy in command distance of the Scout's command team (i.e. in base-to-base contact).
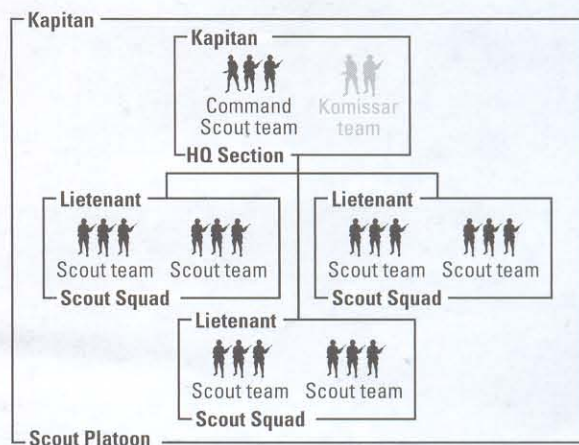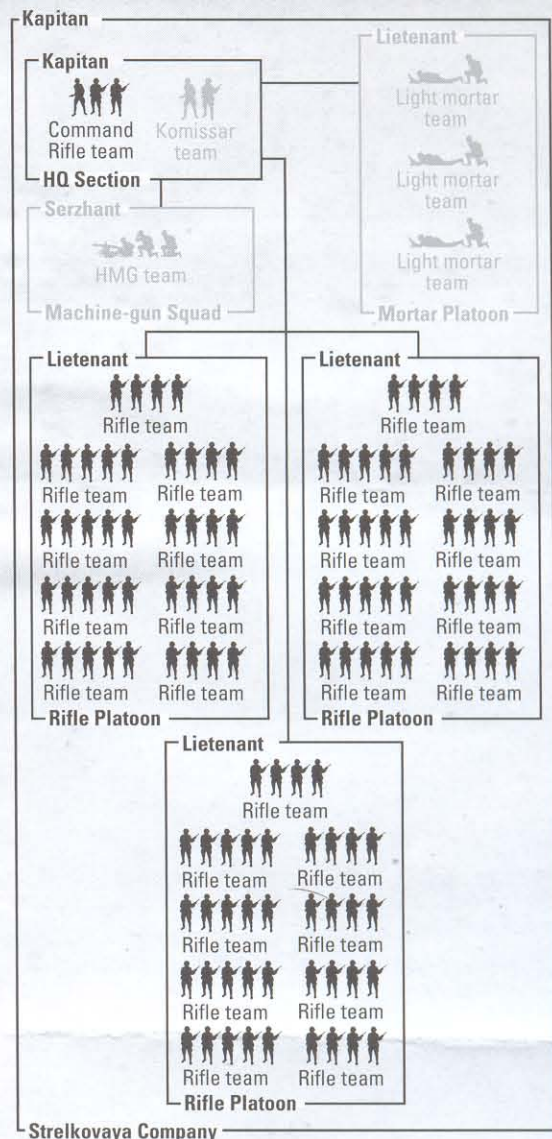
After your deployment (but before the game begins), you may move the infiltrating troops up to 16"/40cm. If they end this movement within 8"/20cm of an enemy team, the infiltrating troops are automatically detected. If they are not concealed and are within 16"/40cm of any enemy team, they are automatically detected.

If they are not automatically detected, roll a die:
- on a roll of 2+, they have infiltrated undetected,
- on a roll of 1, they are detected.

If the infiltrators are detected, the enemy is alerted and has the first turn.

You may not infiltrate in the Free-For-All Mission.

0 to 2 Machine-gun Companies

At full strength:	225 Points
With 2 Machine-gun platoons:	155 Points
With 1 Machine-gun platoon:	85 Points
Add Komissar team	+5 Points

0 to 1 Mortar Company

At full strength:	250 Points
With 2 Mortar platoons:	170 Points
With 1 Mortar platoon:	90 Points
Add Komissar team	+5 Points

The Mortar Company provides longer-range support for the infantry. Because the company lacks any communications equipment, they can only fire at targets visible from the Mortar Company's position.
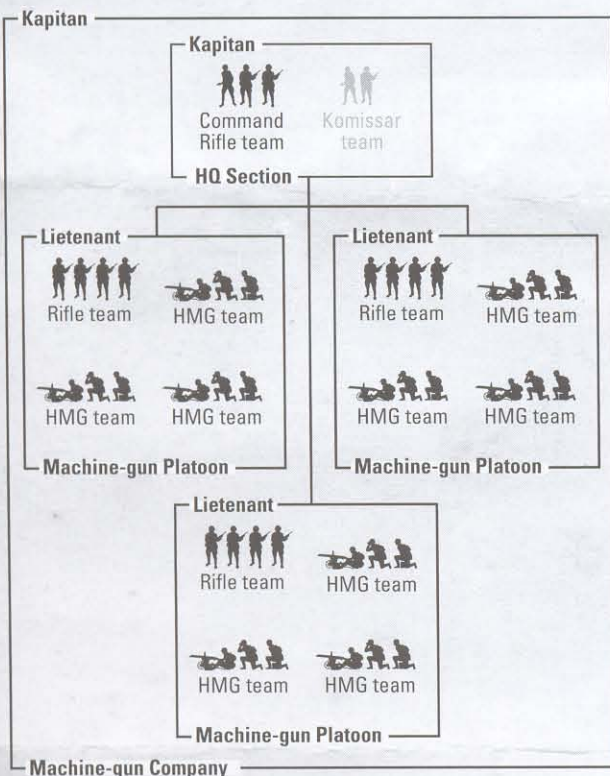
Equipped with up to nine machine-guns, the Machine-gun Company gives the battalion the firepower it needs to assault enemy positions, or repulse enemy attacks.

0 to 1 Infantry Gun Company

The infantry guns are much better than the anti-tank guns when blasting soft targets and they can also fire indirectly for more range.

An Infantry Gun Company has a command Rifle team, an optional Komissar team and an optional Observer team. It also has two platoons each with two horse-drawn 76mm obr 1927 infantry guns and a Rifle team.

Your force may not contain more than one Infantry Gun Company, even if it has more than one Strelkovaya Bataljon.

0 to 1 Heavy Mortar Company

The Heavy Mortars pack a lot of blasting power into a little tube and are highly valued by all Soviet battalion commanders. The Germans were so impressed by the Soviet 120mm heavy mortar they copied the design. The Heavy Mortar Company has a command Rifle team, an optional Komissar team, an optional Observer team, and a truck. It has three platoons each of two 120mm mortar teams, a Rifle team, and two trucks.

Your force may not contain more than one Heavy Mortar Company, even if it has more than one Strelkovaya Bataljon.

0 to 1 Submachine-gun Company

At full strength:	320 Points
With 2 SMG platoons:	220 Points
With 1 SMG platoon:	120 Points
Add Komissar team	+5 Points

The *fuziler* or Submachine-gun Company is the regimental close-assault force. Every soldier is armed with a fully automatic submachine-gun. The company is devastating when they get close, but submachine-guns have short barrels and fire pistol bullets so they are not much use at long range.

Your force may not contain more than one Submachine-gun Company, even if it has more than one Strelkovaya Bataljon.

0 to 1 Anti-tank Company

The 45mm gun is small, cheap and has good penetration for its size. This company will chew up enemy medium tanks and when all the enemy tanks have been turned into burning wrecks, the massed guns can shoot up soft targets.

An Anti-tank Company has a command Rifle team and an optional Komissar team. It also has three platoons each with two horse-drawn 45mm obr 1937 or 1942 anti-tank guns and a Rifle team.

Your force may not contain more than one Anti-tank Company, even if it has more than one Strelkovaya Bataljon.

0 to 1 Anti-tank Rifle Company

The anti-tank rifles are not very effective against newer enemy tanks. Do not dismiss them too quickly though, as they are great protection against light armoured vehicles such as half-tracks.

At full strength:	205 Points
With 2 AT Rifle platoons:	140 Points
With 1 AT Rifle platoon:	75 Points
Add Komissar team	+5 Points

Your force may not contain more than one Anti-tank Rifle Company, even if it has more than one Strelkovaya Bataljon.

Kapitan / Kapitan / Command SMG team / Komissar team / HQ Section / Lietenant / SMG team / Submachine-gun Platoon / Submachine-gun Company

Kapitan / Kapitan / Command Rifle team / Komissar team / HQ Section / Lietenant / Rifle team / Anti-tank Rifle team / Anti-tank Rifle Platoon / Anti-tank Rifle Company
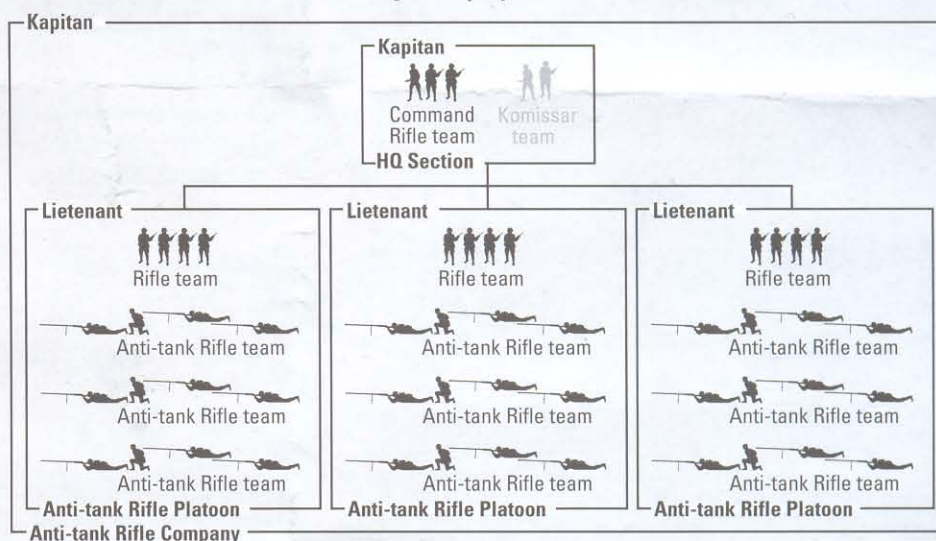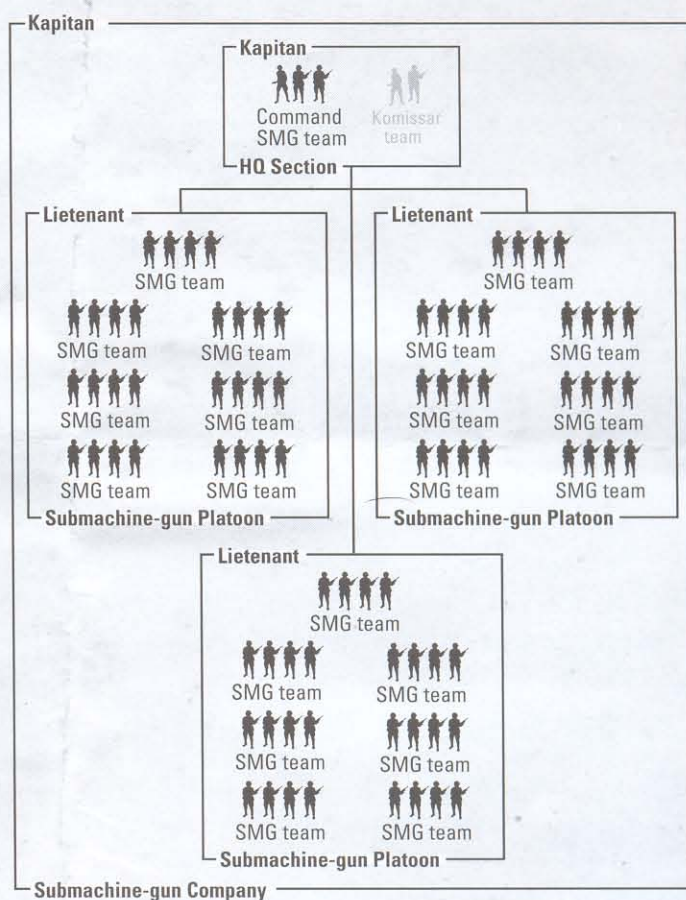
Tank Killers

The Anti-tank Rifle Company is responsible for protecting the entire Strelkovaya Polk from enemy tanks. To do this most efficiently it is often broken up into detachments.

Before the game begins, an Anti-tank Rifle Company may detach Anti-tank Rifle Platoons to protect specific companies.

The detached Anti-tank Rifle Platoon is no longer part of the Anti-tank Rifle Company. The detached Anti-tank Rifle Platoon becomes part of the company it is attached to. The exception is that they do not count towards the number of teams in the company that are capable of fighting when working out whether the company is below half strength. If they are destroyed, they do count towards the number of destroyed teams in their adopted company.

MOTOSTRELKOVAYA BATALJON (Mechanised Infantry Battalion)

Although the bulk of the Soviet Army walks into battle, some troops do have trucks. A Motostrelkovaya Bataljon from a Mechanised Corps can transport all of their troops in trucks and on the backs of the attached tanks.

A Motostrelkovaya Bataljon is organized almost the same as a normal Strelkovaya Bataljon but with the following changes:

- The Battalion HQ can have two Anti-tank Rifle Platoons and two Anti-tank Gun Platoons.
- The Motostrelkovaya Bataljon may not have a Scout Platoon, nor an Anti-tank Gun or Infantry Gun Company.

- Companies may have one truck for every four teams. The trucks cost 5 points each. Trucks must also replace all horse-drawn vehicles, for +5 points each.

- Any Light Tankovaya Companies supporting the battalion have:
  - one command tank, and
  - three platoons of five tanks.

This gives sufficient capacity to carry an entire Strelkovaya Company as tank riders.

CORPS TROOPS

Guards Heavy Breakthrough Tank Companies
A heavy tank company has five KV-series or Churchill heavy tanks.

Assault Gun Companies
An Assault Gun Company has either four or five SU-76 assault guns, or four SU-122 or SU-85 assault guns, or two SU-152 *zvierboi* ('animal killer') assault guns.

Anti-tank Companies
Anti-tank Companies have a command Rifle team, an optional Komissar team and an Anti-tank Rifle team. It also has two platoons each with a Rifle team, two trucks, and two 45mm obr 1937 or 1942, 57mm ZIS-2, or 76mm ZIS-3 guns. The trucks maybe replaced with Komsomoleyts or Stalinets tractors.

Anti-aircraft Companies
Anti-aircraft Companies have a command Rifle team, an optional Komissar team, and a truck. It also has two platoons each of two DShK HMG's mounted on trucks, or two 37mm obr 1939 or 85mm obr 1939 guns towed by trucks or Stalinets tractors.

Artillery Batteries
A Divisional Artillery Battery has a command Rifle team, a Staff team, an optional Komissar team, an optional Observer team, and a horse-drawn supply wagon. It also has two platoons each of two horse-drawn 76mm ZIS-3 guns or two 122mm obr 1938 howitzers towed by Stalinets tractors. Batteries with 122mm howitzers may also have one Anti-tank Rifle team to protect the guns.

. . . Eastern Front 1943 . . .

From beyond the wood comes the steady thud of mortar bombs bracketing the main German position. Occasionally the hellish shriek of a Katyusha punctuates the bombardment. As his squad slips through the underbrush, Serzhant Bolevich gestures a scout forward. If the Hitlerites have troops under the trees, he wants to know about it before they cut his men to pieces.

Taking the lead, Red Soldier Deriabin creeps forward, the squad following. Deriabin raises a hand and everyone halts. Slowly he lifts his PPSh-41 submachine-gun. He takes a step forward. A twig snaps beneath his boot. He freezes. Everybody is holding their breath. Seconds tick by. Above the trees, Katyusha rockets howl.

Deriabin takes another careful step. A rifle shot rings out, dropping him in his tracks. In an instant, the quiet of the wood is rent with gunfire. Bolevich's squad shoots at every shadow. Bullets rip through the undergrowth, shredding shrubs and blasting bark from trees.

Their fire is hotly returned. Every tree seems to hide a rifleman, every bush a submachine-gunner. Grenades rattle through the low hanging branches to burst in flashes of flame. Shrapnel scythes through the leaves.

Bolevich dives behind a fallen log. Rolling, he pops up, his Pepeshka chattering in his hands. A German soldier spins and falls from behind a tree. Bolevich's scouts press forward as he sprays the bushes ahead of him. Suddenly, his gun is empty. He slaps another magazine into the PPSh. The Germans begin to give ground. Tree by tree, they're forced back. Their retreat gathers momentum.

"Advance!" Bolevich barks. Hurdling the fallen log, he dashes towards the German positions. With a shout, the squad charges. The Germans abandon the fight and flee, scrambling back towards their lines. Bolevich hits the dirt beneath a gorse bush at the edge of the wood. He pants with relief. They've turned the flank of the German line. They're still alive. Another small victory for Mother Russia.

A Corps Artillery Battery has a command Rifle team, a Staff team, an optional Komissar team, an optional Observer team, and a truck. It may also have two platoons each of two 76 mm ZIS-3 guns towed by trucks, or two 122 mm obr 1938 howitzers towed by Stalinets tractors, with an extra truck for the crew. You may replace both howitzers in a platoon with one 122mm obr 1931/37 gun or one 152mm obr 1939 howitzer.

0 to 1 Rocket Mortar Battery

A Rocket Mortar Battery has a command Rifle team, a compulsory Komissar team, an Observer team, and two platoons each of two BM-13 Katyusha rocket launchers.

If your Katyusha launchers have a crew of at least eight loaders, you may add an ammunition truck with eight more loaders. The additional loaders allow the launcher to reload faster. The ammunition trucks and extra loaders count as extra BM-13 Katyusha launchers when firing bombardments and cost the same as a BM-13 Katyusha.

For protection against enemy aircraft, the battery may have a pair of DShK heavy machine-guns or 37mm obr 1939 guns towed by trucks.

Your force may not contain more than one Rocket Mortar Battery.

Reconnaissance Platoons

A motor rifle brigade Reconnaissance Platoon has seven BA-64 armoured cars.

Armoured Car Platoons from independant armoured car battalions have four BA-10 armoured cars.

Each Reconnaissance Platoon operates as a normal platoon as an exception to the Centralised Control special rule.

Transport

Name	Points	Mobility	Armour			Equipment And Notes
			Front	Side	Top	
Trucks						
Dodge $^3/_4$-ton truck	5	Wheeled	-	-	-	2 passengers.
ZIS-5 3-ton truck	5	Wheeled	-	-	-	4 passengers.
ZIS-6 4-ton truck	5	Wheeled	-	-	-	5 passengers.
Supply wagon	Free	Wagon	-	-	-	1 passenger, horse drawn.
Gun Tractors						
Komsomoleyts	10	Half-tracked	0	0	0	Hull MG, 1 passenger.
Stalinets	5	Fully-tracked	-	-	-	1 passenger. Slow tank.
Horse-drawn limber	Free	Wagon	-	-	-	1 passenger, horse drawn..

Slow tank: Stalinets tractors only move 8"/20 cm on Road and Cross-country terrain.

Tanks and other fighting vehicles

Name	Points	Mobility	Armour			Equipment And Notes	Company Size
			Front	Side	Top		
Light Tanks – Fearless Conscript							
T-60	20	Half-tracked	2	1	1	20mm tank gun, co-ax MG.	7 or 8
T-70	35	Fully-tracked	4	3	1	45mm tank gun, co-ax MG.	7
M3L Stuart (M3A1)	40	Fully-tracked	3	2	1	37mm tank gun, co-ax MG, hull MG, AA MG, Light tank.	7
Matilda II	70	Fully-tracked	7	6	2	2 pdr tank gun, co-ax MG, Slow tank.	7
Valentine II	50	Fully-tracked	6	5	1	2 pdr tank gun, co-ax MG, 2-man turret, Slow tank.	7
Valentine VIII	65	Fully-tracked	6	4	1	6 pdr tank gun, Slow tank.	7
Medium Tanks – Fearless Conscript							
T-34 obr 1941-43	85	Fully-tracked	6	5	1	76mm tank gun, co-ax MG, hull MG, 2-man turret, Wide tracks, Fast tank.	10
OT-34 (flame tank)	90	Fully-tracked	6	5	1	76mm tank gun, co-ax MG, hull flame-thrower, Wide tracks, Fast tank, Fuel tanks, No loader.	10
M3M Lee (M3)	90	Fully-tracked	5	3	1	37mm tank gun, co-ax MG, turret MG, hull short 75mm tank gun.	10
M4 Sherman (M4A2)	115	Fully-tracked	6	4	1	75mm tank gun, co-ax MG, hull MG.	10
Heavy Tanks – Fearless Conscript							
Churchill III or IV	90	Fully-tracked	8	7	2	6 pdr tank gun, co-ax MG, hull MG, Heavy tank.	5
KV-1e	105	Fully-tracked	9	8	2	76mm tank gun, co-ax MG, turret-rear MG, hull MG, 2-man turret, Slow tank, Unreliable.	5
KV-1s	135	Fully-tracked	8	6	2	76mm tank gun, co-ax MG, turret-rear MG, hull MG, Heavy tank.	5
KV-85	160	Fully-tracked	8	6	2	85mm tank gun, co-ax MG, turret-rear MG, hull MG, Slow tank.	5
KV-2	115	Fully-tracked	8	7	2	152mm tank howitzer, turret-rear MG, hull MG, Slow tank, Unreliable.	5
Assault Guns – Fearless Conscript							
SU-76	65	Fully-tracked	2	1	0	76mm tank gun, AA MG.	4 or 5
SU-85	120	Fully-tracked	5	5	1	85mm tank gun.	4
SU-122	80	Fully-tracked	5	5	1	Short 122mm gun, Wide tracks.	4
SU-152	165	Fully-tracked	7	6	2	152mm assault gun, Slow tank.	2
Rocket Launchers – Fearless Conscript							
BM-13 Katyusha	55	Wheeled	-	-	-	Katyusha.	4
Anti-aircraft Machine-guns – Fearless Conscript							
DShK HMG on truck	20	Wheeled	-	-	-	DShK HMG, Tripod mount.	4
Armoured Cars – Fearless Conscript							
BA-10	30	Wheeled	1	0	1	45mm tank gun, co-ax MG, hull MG, Recce.	4
BA-64	20	Wheeled	0	0	1	MG, Recce.	7

2-man turret: The T-34 and KV-1e tanks combine the role of commander and gunner reducing the ROF of the main gun to 1.

Fast tank: Fast tanks can move 32"/80 cm when moving At the Double.

Fuel tanks: Flame-thrower fuel is highly flammable. Re-roll any failed Firepower tests to destroy an OT-34 tank.

Heavy tank: Move 8"/20 cm on Roads and Cross-country. Get 4+ re-roll on failed bogging rolls.

Light tank: Light tanks may move 16"/40 cm per turn on Road or Cross-country.

No loader: The OT-34 sacrificed the loader for the fuel tanks. Add +1 to the score needed to hit when shooting with the 76 mm gun.

Recce: Recce troops can use the Reconnaissance rules to avoid enemy fire.

Slow tank: Slow tanks only move 8"/20 cm on Road and Cross-country terrain.

Tripod mount: The DShK HMG mounted on a truck cannot move and shoot in the same turn. You may dismount the DShK HMG by replacing the truck with a DShK HMG team.

Turret-rear MG: With a machine-gun covering the vulnerable rear arc, Soviet heavy tanks are hard to sneak up on. Re-roll successful Skill tests to hit these tanks in an assault.

Unreliable: If tank attempts to move At the Double, roll a die. On a roll of 1 it becomes Bogged Down as the transmission breaks down. On a higher roll, they move At the Double as normal.

Wide tracks: If the vehicle Bogs Down roll again. On a roll of 4+ the vehicle immediately frees itself.

Guns and Vehicle Weapons

Name	Points	Range	ROF	Anti-tank	Firepower	Notes	Company Size
DShK HMG	-	24"/60 cm	4	4	6	Turntable, Anti-aircraft.	-
82mm mortar team	-	40"/100 cm	-	1	3+	Mortar.	-
120mm mortar team	35	56"/140 cm	-	2	2+	Mortar.	6
76mm obr 1927 gun	20	16"/40 cm	2	5/2	3+	Artillery, Gun shield.	4
37mm obr 1939 gun	25	32"/80 cm	4	6	5+	Turntable, Anti-aircraft, Immobile.	4
45mm obr 1937 gun	20	24"/60 cm	2	7	4+	Gun Shield.	4
45mm obr 1942 gun	25	24"/60 cm	2	9	4+	Gun shield.	4
57mm ZIS-2 gun	35	32"/80 cm	2	11	4+	Gun shield.	4
76mm ZIS-3 gun	50	32"/80 cm	2	9/2	3+	Gun shield, Artillery.	4
85mm obr 1939 gun	45	32"/80 cm	2	12	3+	Gun shield, Turntable, Anti-aircraft, Immobile.	4
122mm obr 1938 howitzer	55	24"/60 cm	1	7/4	2+	Gun Shield, Artillery	4
122mm obr 1931/37 gun	120	40"/100 cm	1	15/4	2+	Artillery.	2
152mm obr 1939 howitzer	155	40"/100 cm	1	13/4	1+	Artillery.	2
MG or AA MG	-	16"/40 cm	3	2	6	ROF 1 if other weapons fire.	-
20mm tank gun	-	16"/40 cm	2	5	5+		-
37mm tank gun	-	24"/60 cm	2	7	5+		-
2 pdr tank gun	-	24"/60 cm	3	7	5+	No HE.	-
45mm tank gun	-	24"/60 cm	1	7	4+		-
6 pdr tank gun	-	24"/60 cm	2	9	4+	No HE.	-
Short 75mm tank gun	-	24"/60 cm	2	9	3+		-
75mm tank gun	-	32"/80 cm	2	10	3+		-
76mm tank gun	-	32"/80 cm	2	9	3+		-
85mm tank gun	-	32"/80 cm	2	12	3+		-
Short 122 mm gun	-	32"/80 cm	1	9	2+		-
152mm tank howitzer	-	32"/80 cm	1	10	1+		-
152mm assault gun	-	40"/100 cm	1	13	1+		-
Katyusha	-	72"/180 cm	-	2	3+	Salvo Rocket Launcher.	-
Flame-thrower	-	4"/10 cm	2	-	5+	Flame-thrower. 4 Shots.	-

Anti-aircraft: Anti-aircraft weapons can fire at aircraft.
Artillery: Artillery can fire artillery bombardments at up to three times their normal range.
Flame-thrower: Flame-throwers roll a Skill test to hit and pin down any target they hit. The target does not get any saving roll.
Gun shield: Teams crewing weapons with a gun shield are in Bulletproof Cover when fired at from the front.
Immobile: These anti-aircraft guns cannot be manhandled. They can only move if towed.
Mortar: Mortars can only fire artillery bombardments. Re-roll first failed roll to range in.
No HE: 2 pdr and 6 pdr tank guns have no HE round reducing their Firepower against unarmoured targets to 6.
Salvo rocket artillery: Rocket launchers can only fire artillery bombardments. Rockets do not suffer ranging-in penalties on to hit rolls.
Turntable: Weapons mounted on turntables can rotate to fire in any direction without penalty.

Infantry

Name		Points	Range	ROF	Anti-tank	Firepower	Weapons
Rifle team		10	16"/40 cm	1	2	6	M1930G rifle.
Rifle/MG team		-	16"/40 cm	2	2	6	M1930G rifle and DP light machine-gun.
SMG team		-	4"/10 cm	3	1	6	PPSh-41 submachine-gun.
Light Mortar team		-	16"/40 cm	1	1	5+	50-PM-41 light mortar.
Anti-tank Rifle team		20	16"/40 cm	2	5	6	PTRD anti-tank rifle.
HMG team		-	24"/60 cm	4	2	6	Maksim M1910 heavy machine-gun.
Scout team	as SMG team	-	4"/10 cm	3	1	6	PPSh-41 submachine-gun and M1930G rifle
	as Rifle team	-	16"/40 cm	1	2	6	(choose which ratings to use each turn), Recce.
Command Rifle team		10	16"/40 cm	1	2	6	M1930G rifle.
Komissar team		5	4"/10 cm	1	1	6	TT-33 pistol.
Observer team		30	-	-	-	-	
Staff team		5	-	-	-	-	Moves and shoots as a Gun team.

Recce: Recce troops can use the Reconnaissance rules to avoid enemy fire.

Soviet Strelkovaya Bataljon (Infantry Battalion)

The 284th Rifle Division defended the critical Mamayev Kurgan hill at Stalingrad. For its bravery, the division was renamed the 79th Guards Rifle division and during the war it was awarded the Orders of Lenin, the Red Banner, Suvorov and Bogdan Khmelnitsky. This force represents a battalion of this brave division.

Strelkovaya Bataljon

Battalion HQ	**25 points**
Add Anti-tank Rifle Platoon	+65 points
Add Anti-tank Gun Platoon	+50 points
Strelkovaya Company (at full strength)	**285 points**
Add Komissar team	+5 points
Add HMG team	+20 points
Strelkovaya Company (at full strength)	**285 points**
Add Komissar team	+5 points
Add Light Mortar team	+10 points
Machine-gun Company (2 platoons)	**155 points**
Add Komissar team	+5 points
Mortar Company (2 platoons)	**170 points**
Add Komissar team	+5 points
Light Tankovaya Company	
7 x T-60	**140 points**
Corps Anti-tank Company	
Command Rifle team	10 points
Komissar team	5 points
Anti-tank Rifle team	20 points
4 x 76mm ZIS-3 guns	200 points
2 x Rifle teams	20 points
4 x ZIS-5 3-ton trucks	20 points
	1500 points

Force Analysis
Strengths

This force's massed infantry core will present both you and your opponent with some unique challenges. This force has weight of numbers on its side. At short-range those massed infantry will overwhelm the enemy like a tidal wave. Get these guys in close and watch the carnage begin!

When attacking, the machine-gun, mortar and light tankovaya companies are there to help your infantry

What You Need

You can make this Strelkovaya Bataljon with the following *Flames of War* miniatures.

SU700	Battalion HQ	1
SU500	45mm obr 1937 gun	2
XX652	Horse-drawn limber (x2)	1
SU701	Company HQ	2
SU702	Strelkovaya Platoon	7
SU704	MG (x6) Pack	1
SU705	Mortar (x6) Pack	1
SU708	AT Rifle (x6) Pack	1
SU015	T-60	7
SU573	76mm ZIS-3 gun	4
SU421	ZIS-5 3-ton truck	4

get close enough to do their job. Make sure no enemy tanks try to interfere by positioning your anti-tank guns to cover likely approach routes that enemy armour may use. It's always better to let enemy tanks come to your anti-tank guns, rather than the other way round.

Weaknesses

The force here is brave but poorly trained, so while they'll keep coming in the face of enormous casualties, the enemy will find it easy to hit them, and so inflict heavy casualties. You must use the cover provided by terrain to make sure they can get to the enemy without being shot up on the way. Likewise on defence, don't put your guys out in exposed positions where they can be picked off at long range.

Mobility may also be a problem for this force, as almost everything is on foot. Use your long-range weapons and the mobility of your tanks to stop the enemy from moving around, just out of reach.

Battle Tactics

Attack

Anti-tank guns cover both attacks with long range fire. Entrench in concealed positions if possible

Second infantry company attacks other objective to force the enemy to split thier defence

Mortars support main attack

HQ ensures main attack continues regardless of casualties

Machine-gun company pins down enemy infantry and breaks up counter-attack

Tank company supports most successful attack by pinning defenders prior to an infantry assault

Infantry company attacks objective with maximum support. Keep concentrated in assaults

Defence

Anti-tank guns entrench in concealment to cover both objectives with long-range fire

Light tanks counter-attack to relieve threatened defence

HQ reinforces infantry with entrenched anti-tank platoons

Mortars entrench to support both infantry companies

Machine-guns entrench to protect most vulnerable objective

Infantry entrench on objective keeping concealed to ensure that they overwhelm any attacks

INTELLIGENCE BRIEFING ON THE ITALIAN ARMY

"The Regio Esercito—or as you say, the Royal Army—has never lost a war. Today, under the leadership of Il Duce, Benito Mussolini, and with some small assistance from our German allies, the Regio Esercito is bringing back the power and the glory of the ancient Roman Empire. The strength of Fascist Italy will be a thing to be feared. Nations, they will bow before our armies, as once they did before the Legions of Rome.

As a measure of our fast growing power, the Royal Army has also sent a mighty expeditionary corps, the Corpo Spedzione Italiane in Russia (CSIR), to Russia to enable our German allies to eradicate the Bolshevik threat to civilisation.

Most of the fighting we do is in North Africa. Here it is true that the war, she open badly for Italy. This is due to the war coming too soon—our armies then had not yet been given the modern weapons that our enemies are using. But Italian workers catch up and now better and more powerful weapons are reaching the Italian soldier. One day soon now, the Legions of the new Italian empire will be poised for a triumphant entry into the ancient cities of Alexandria and Cairo. Of this, I am sure."

Capitano Paolo Milanoli

Italian Company Choices

You can base your Italian force on:
- a Compagnia Carri (Tank Company),
- a Compagnia Bersaglieri (Mechanised Infantry Company), or
- a Compagnia Fucilieri (Infantry Company).

Motivation and Experience

Although badly mauled in the opening stages of the desert war. The Italian Army has shown itself to be a tough and capable force when properly equipped and supplied.

As explained in the 8 Million Bayonets rule below, the motivation and experience of Italian soldiers is variable from game to game.

SPECIAL RULES

8 Million Bayonets

Mussolini demanded an army eight million strong to create his new Roman Empire. The rapid expansion needed led to WWI veteran and reservist officers being called back to service with little or no extra training. After 20 years of civilian life some are still excellent soldiers, however, most were not!

To reflect the variable quality of Italian officers, Italian units are rated as Regular, Elite, or Artillery. After deployment, but before the first turn, roll a die for each platoon to determine just how good your officers really are.

8 Million Bayonets Rating

Roll	Regular	Elite	Artillery
1	Reluctant Trained	Reluctant Trained	Reluctant Trained
2	Reluctant Trained	Confident Veteran	Confident Veteran
3	Reluctant Trained	Confident Veteran	Confident Veteran
4	Reluctant Trained	Confident Veteran	Confident Veteran
5	Confident Trained	Confident Veteran	Fearless Veteran
6	Fearless Conscript	Fearless Veteran	Fearless Veteran

Avanti!

The Italian Army learned many lessons from its own and other's experience in the First World War. From the Germans they took the concept of speed and mobility, while from the French they gained the techniques of methodical destruction of the enemy defences. The resulting doctrine emphasised mobile warfare and demanded rapid movement to keep the enemy off balance during the manoeuvre phase of battle.

Any Italian platoon with a command team may attempt an Avanti move in its Shooting step if it does not shoot. If a platoon attempts to make an Avanti move, it may not shoot even if it fails to make an Avanti move. Roll a skill test for each platoon.
- If the test is successful the platoon may move another 4"/10cm.
- If the test is unsuccessful, the platoon cannot move this step.

All of the normal rules apply for this movement. Platoons cannot make Avanti moves if they are Pinned Down. Bogged Down or Bailed Out vehicles cannot make Avanti moves.

Italian Vehicles

90mm Ammunition Carrier

The rather unusual Semovente 90/53 mounts a 90 mm gun on the chassis of a rather small medium tank and has almost no space for ammunition. A small L40 ammunition carrier usually accompanies the Semovente to alleviate the shortage.

A Semovente 90/53 self-propelled gun normally only has an ROF of 1. However, if a L40 ammunition carrier is within 2"/5cm of the weapon, its ROF increases to 2.

Awkward Layout

Several Italian self-propelled guns have awkward layouts that prevent them from firing on the move. The Semovente 47/32 is so cramped inside that the crew cannot perform both functions at the same time. The Semovente 90/53 is worse in that the crew have to dismount and stand behind the gun to fire. The truck-mounted 90mm needs its outrigger arms lowered to stabilise the gun before it can fire.

Self-propelled guns with awkward layouts cannot move and shoot their main gun in the same turn.

Slow Tank

Italy has some R.35 tanks captured from France. These tanks are slow infantry support tanks.

R.35 tanks only move 8"/20cm on Road and Cross-country terrain.

Italian Weapons

Ammunition Bearers

Lacking in motorized transport, the Royal Army relies on ammunition bearers to keep its support weapons supplied. The extra ammunition carried by these soldiers allows the support weapons to keep up a heavy fire over a longer period or fire one particularly heavy barrage.

You may remove a Rifle team from a Mortar Platoon before shooting to allow a Medium Mortar team to count as two weapons firing for that turn. The ammunition-bearer Rifle teams are removed from the table, but do not count as destroyed.

Brixia Light Mortar

The Brixia Modello 35 light mortar is the most advanced light mortar ever designed. It is a magazine-fed breach-loading mortar allowing it a high rate of fire.

Brixia light mortar teams fire as normal light mortar teams, but with a ROF rating of 2.

Fiat Revelli Machine-gun

Perhaps one of the least practical machine-guns ever designed, the Fiat-Revelli machine-gun has a complicated feed mechanism that replaces spent cases back into the ammunition feed strips. This probably kept the quartermasters happy but made the loader's life very difficult.

Fiat Revelli machine-guns count as HMG teams, but have their ROF reduced to 3.

Heavy Anti-aircraft Guns

Heavy anti-aircraft guns like the 90/53 have large crews and fast reloading systems to allow them to keep up an extraordinary rate of fire.

The 90/53 and 8.8cm guns can have ROF 3 for +10 points if they are modelled with 8 or more crew.

Air Support

The Royal Air Force (Regia Aeronautica) was the first to use aerial bombing techniques and has always provided the army with air support. Using the latest CR.42AS ground-attack version of our faithful biplane fighter, the air force bombs and harasses the enemy at every opportunity.

You may request Sporadic air support at a cost of 50 points.

Sporadic air support will provide supporting ground attack aircraft and fighters on a roll of a 6.

You may request Limited air support at a cost of 100 points.

Limited air support will provide supporting ground attack aircraft and fighters on a roll of 5+.

— AIR SUPPORT —					
Aircraft	Weapons	Range	ROF	Anti-tank	Fire-power
Fiat CR.42AS	Bombs	4"/10cm	-	4	1+

COMPAGNIA CARRI (Tank Company)

"The Italian army, she is well-equipped with tanks and gained years ago much experience in their use in the Spanish Civil War. But the problem is we are still using the tank designs we used then, and now they are not so good. The workers at home try hard but Italian industry is not big enough to give all that we need. So we fight the enemy with many old tanks. The crews joke and call them "Iron Coffins", because the brave Italian soldier likes to laugh in the face of death. When meeting heavier opponents, the tank crews instead must rely on their bravery and skill to outmanoeuvre the enemy and to destroy him. This can be done, after all—Italian car, Italian driver, best in the world, no?

Capitan Alfredo Rota

What Is In A Compagnia Carri?

A force based around a Compagnia Carri must contain:
- a Company HQ, and
- at least two Carri Platoons.

Weapons Platoons available to a Compagnia Carri are:
- a Flame-thrower Platoon.

Support Platoons for a Compagnia Carri can be:
- Bersaglieri Platoons (from a Compagnia Bersaglieri), or
- Self-propelled Gun, Anti-tank, Anti-aircraft, Artillery, or Reconnaissance Platoons from Divisional Troops.

You may have up to **two** Support Platoons attached to your company for each Carri Platoon you are fielding.

Motivation and Experience
A Compagnia Carri is **Elite**.

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Headquarters Platoon
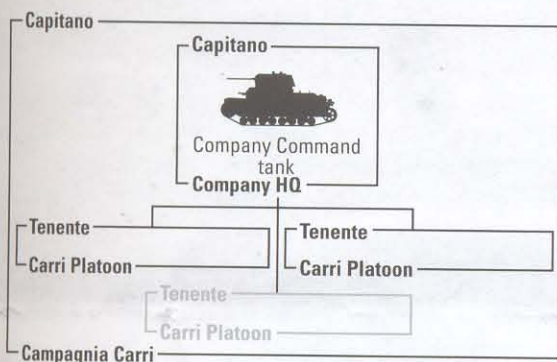
1 Company HQ

A Compagnia Carri has a single radio tank in the Company HQ. This is usually an M14/41 medium tank, but the light tank companies in the expeditionary corps in Russia use the obsolete L3/35 light tank, while, in Sicily, some companies field captured French R.35 tanks.

Combat Platoons

2 or 3 Carri Platoons
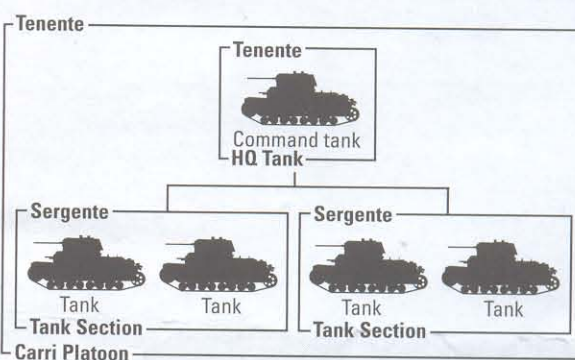
Most Carri platoons have five M14/41 medium tanks. The light tank platoons have only four L3/35 or R.35 light tanks in each platoon.

Weapons Platoon

0 or 1 Flame-thrower Platoon

Light tank companies usually have a fourth platoon equipped with four L3/35(lf) *Lanciafiamme* (flame-thrower) tanks.

ITALIAN ARMY

COMPAGNIA BERSAGLIERI (Mechanised Infantry Company)

"The mighty Bersagliere are Italy's elite infantry. They wear the black cocks' feathers on their helmets so the enemy can recognise them quickly and know that it is time for them to be afraid. They are capable of many things— you will see them provide the tanks with strong and determined infantry support, and also they seek out the enemy and defeat him by themselves. The Bersaglieri have adapted themselves to the desert using the natural intelligence found in all Italians. Their units are now all stripped down and ready for the action—extra weapons have been added and all of the unimportant soldiers that do little to help fight the battle have been removed. This is just like the Roman Legion once was.

Capitano Paolo Milanoli

What Is In A Compagnia Bersaglieri?

A force based around a Compagnia Bersaglieri must contain:

- a Company HQ, and
- at least one Bersaglieri Platoon and one other Combat Platoon.

Weapons Platoons available to a Compagnia Bersaglieri are:

- a Mortar Platoon.

Support Platoons for a Compagnia Bersaglieri can be:

- Transport Platoons (see below),
- Carri Platoons (from a Compagnia Carri), or
- Self-propelled Gun, Anti-tank, Anti-aircraft, Artillery, or Reconnaissance Platoons from Divisional Troops.

You may have up to **two** Support Platoons attached to your company for each Bersaglieri Platoon you field.

Motivation and Experience

A Compagnia Bersaglieri is rated as **Elite**.

Headquarters Platoon

1 Company HQ

At full strength	45 Points
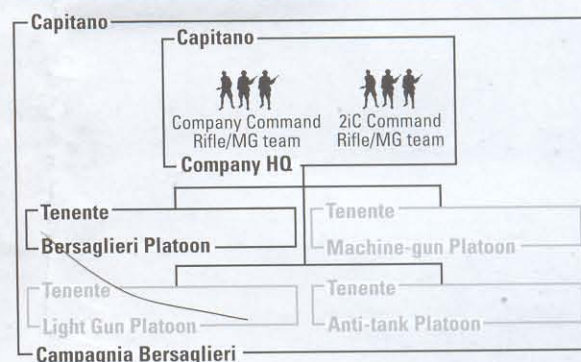
The diagram shows the new AS42 organisation for use in North Africa. This reflects the state of many Compagnia Bersaglieri, although they vary considerably particularly in the number of Bersaglieri Platoons.

Combat Platoons

1 or 2 Bersaglieri Platoons

At full strength:	220 Points
With 2 Rifle squads:	155 Points
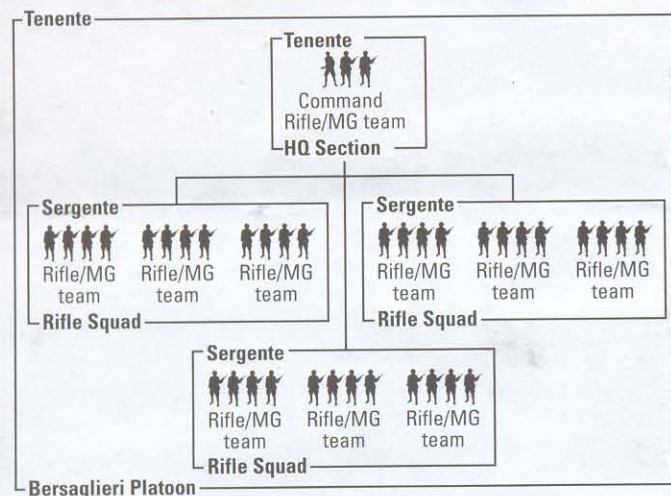
Unlike the regular infantry, the Bersaglieri Platoon has a conventional three-squad organisation.

0 to 1 Light Gun Platoon

The 20mm light guns of the Light Gun Platoon are excellent for keeping light enemy armour and aircraft at bay.

A Light Gun Platoon has a command Rifle/MG team and three sections. Each section has a Rifle/MG team and either a 20mm Anti-tank Rifle team or a 20/65 anti-aircraft gun carried on a 3-ton truck.

0 to 1 Anti-tank Platoon

The 47/32 anti-tank gun will penetrate most enemy vehicles threatening our infantry.

An Anti-tank Platoon is composed of a command Rifle/MG team and three sections. Each section has a Rifle/MG team and a 47/32 gun carried on a TL-37 tractor or 3-ton truck.

0 to 1 Machine-gun Platoon

Tenente

Tenente

Command Rifle team | Rifle team | Rifle team

HQ Section

Sergente

HMG team

Machine-gun Squad

Sergente

HMG team

Machine-gun Squad

Sergente

HMG team

Machine-gun Squad

Machine-gun Platoon
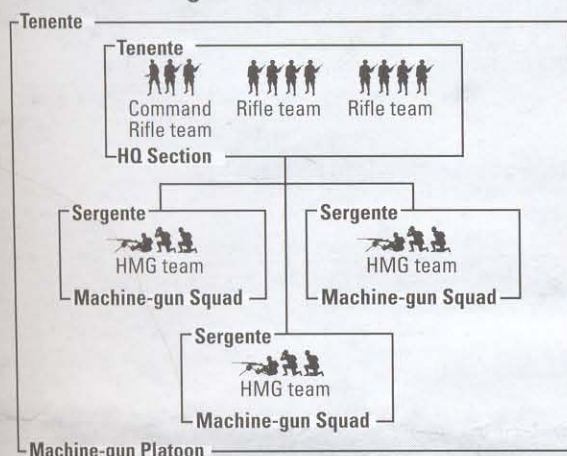
At full strength:	130 Points
With 2 Machine-gun squads:	100 Points
With 1 Machine-gun squad:	75 Points

As well as three heavy machine-guns and a command group, the Machine-gun Platoon needs extra riflemen to carry ammunition because it cannot rely on motor transport being available.

Weapon Platoons

0 to 1 Mortar Platoon

At full strength:	165 Points
With 2 Mortar sections:	120 Points
With 1 Mortar section:	75 Points
Add trucks	+5 Points each

Lightweight and portable artillery support, the mortars give the company the ability to lay explosive as well as smoke on enemy positions.

Mortar Platoons are particularly small with only two or three mortars in the platoon.

Your force may not contain more than one Mortar Platoon, even if it has more than one Bersaglieri Company.

Tenente

Tenente

Command Rifle team | Observer team

HQ Section

Sergente

Medium mortar team | Rifle team

½ ton truck

Mortar Section

Sergente

Medium mortar team | Rifle team

½ ton truck

Mortar Section

Sergente

Medium mortar team | Rifle team

½ ton truck

Mortar Section

Mortar Platoon
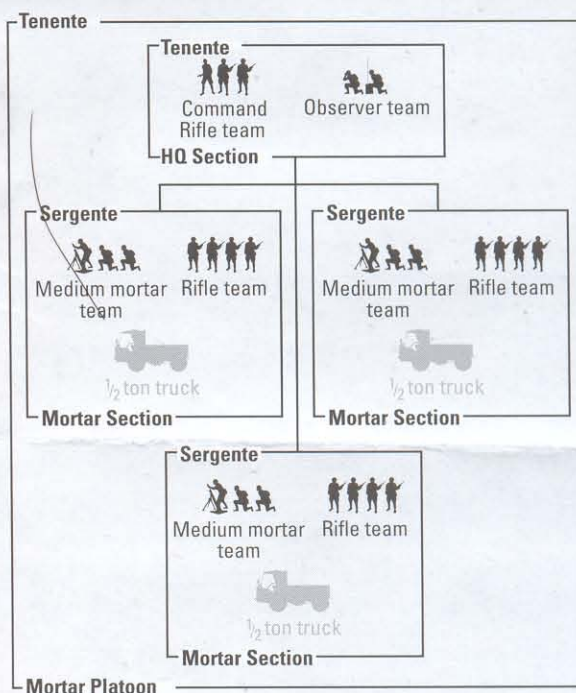
Support Platoons

0 to 1 Transport Platoon

The Bersaglieri don't have their own transport, but rely on the division's Transport Platoons for mobility. A Transport Platoon has three to five 3-ton trucks, led by a command motorcycle.

ITALIAN ARMY

COMPAGNIA FUCILIERI (Infantry Company)

The Italian infantryman fights very well in situations that suit him. Problem is, in places like the desert it is difficult for our soldiers to move to be in the best position, as they have to go everywhere on their feet, and this is too slow. But once the enemy is coming to him, then the Italian soldier shows his fighting spirit. The enemy is shown a lesson in fighting, and this is despite the enemy's advantages in equipment and supplies.

Not only does the Italian infantryman fight in North Africa where there are deserts, but also in Russia, where the conditions can also be very harsh. The fighting in Russia is also difficult but the Soviets have been driven back and are on the verge of being defeated—this is proof of the strength and the skills of the Italian infantry!

Capitano Paolo Milanoli

What Is In A Compagnia Fucilieri?

A force based around a Compagnia Fucilieri must contain:
- a Company HQ, and
- at least two Fucilieri Platoons.

Weapons Platoons available to a Compagnia Fucilieri are:
- a Machine-gun Platoon,
- a Light Mortar Platoon,
- a Mortar Platoon, and
- a Gun Platoon.

Support Platoons for a Compagnia Fucilieri can be:
- Self-propelled Gun, Anti-tank, Anti-aircraft, Artillery, or Reconnaissance Platoons from Divisional Troops.

You may have up to **one** Support Platoon attached to your company for each Fucilieri Platoon you are fielding.

Motivation and Experience

A Compagnia Fucilieri is rated as **Regular**.

Headquarters Platoon

1 Company HQ

At full strength	30 Points
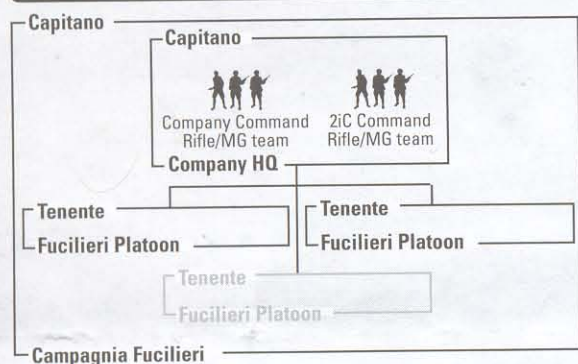
In line with conventional Italian practice, there isn't much to the Company HQ.

Combat Platoons

2 to 3 Fucilieri Platoons

At full strength:	130 Points
With 1 Rifle section:	70 Points
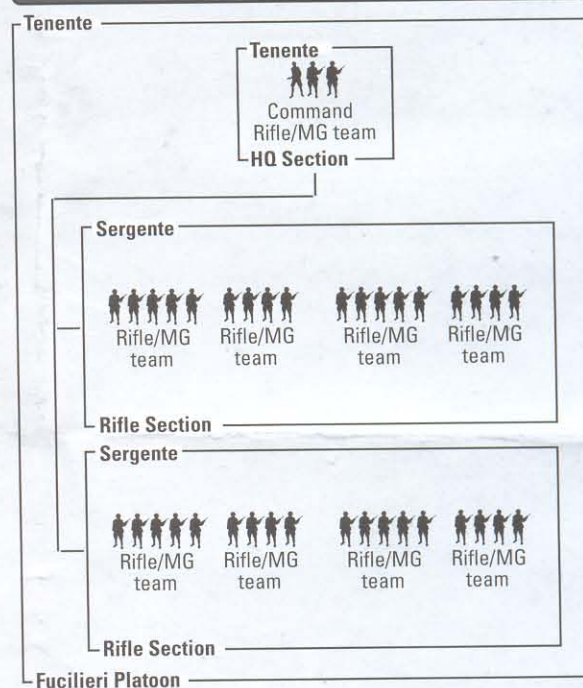
Italian Rifle Platoons are unusual in that they have only two large sections. Each section has two machine-guns and a rifle group.

Weapons Platoons

0 to 1 Machine-gun Platoon

At full strength:	120 Points
With 1 Machine-gun section:	65 Points

The Machine-gun platoon provides extra firepower for the infantry.
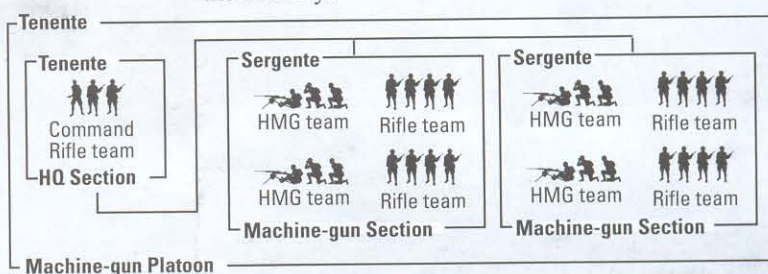
0 to 1 Light Mortar Platoon

At full strength:	155 Points
With 2 Light Mortar sections:	105 Points
With 1 Light Mortar sections:	55 Points

The Light Mortar Platoon is a curious unit equipped with nine 45mm Brixia mortars. This unit has considerable firepower at short range.

0 to 1 Mortar Platoon

At full strength:	80 Points
With 1 Mortar section:	50 Points
Add trucks	+5 Points each

See the Compagnia Bersaglieri for the platoon organisation. The Mortar Platoons assigned to a Compagnia Fucilieri only have two sections.

Tenente

Tenente
Command Rifle team
HQ Section

Sergente — Light mortar team, Light mortar team, Light mortar team — Light Mortar Section

Sergente — Light mortar team, Light mortar team, Light mortar team — Light Mortar Section

Sergente — Light mortar team, Light mortar team, Light mortar team — Light Mortar Section

Light Mortar Platoon

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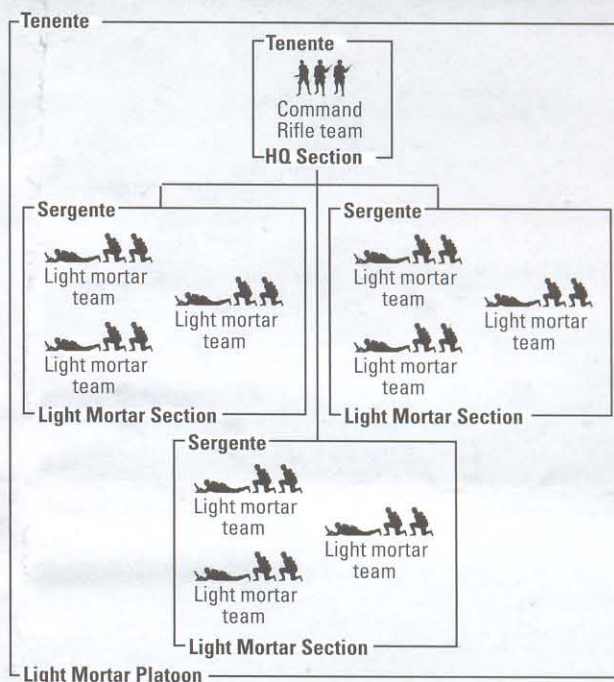
0 to 1 Gun Platoon

The gun platoon can provide both direct fire and indirect fire support for the infantry. They can also destroy light tanks.

A Gun Platoon is composed of a command Rifle/MG team and two sections. Each section has a Rifle/MG team and a 47/32 or 65/17 gun. For marches, the gun is carried on a 3-ton truck.

A Gun Platoon in a Fucilieri Compagnia is rated as Regular. As a result, 47/32 and 65/17 guns both cost only 20 points.

DIVISIONAL TROOPS

0 to 1 Self-propelled Gun Platoons

A Self-propelled Gun Platoon has four Semovente self-propelled guns. If equipped with Semovente 75/18 or 90/53 they also have a Carro Commando. Semovente 90/53 platoons also have an L40 ammunition carrier for each gun.

Self-propelled Gun Platoons are **Elite**.

0 to 1 Anti-tank Platoons

An Anti-tank Platoon is composed of a command Rifle/MG team and two sections. Each section has a Rifle/MG team and a 47/32 gun. For marches, the gun is carried on a TL-37 tractor or a 3-ton truck.

Anti-tank Platoons are **Artillery**.

0 to 1 Anti-aircraft Platoons

Anti-Aircraft Platoons have a command Rifle/MG team with a field car and two 20/65, 88/56, or 90/53 guns. The light 20mm guns are carried on 3-ton trucks. The heavy guns are either towed by 6-ton trucks or Breda half-tracks (an Italian copy of the German Sd Kfz 7 half-track). 90/53 guns can also be mounted on a Lancia heavy truck.

Anti-aircraft Platoons are **Artillery**.

Artillery Batteries

An Artillery Battery has a command Rifle/MG team with a Fiat 508CM field car, an optional Observer team with a Motoguzzi motorcycle, and a Staff team with a 3-ton truck. It also has four 75/27 howitzers or 105/28 guns towed by TL-37 tractors.

Artillery Batteries are **Artillery**.

Reconnaissance Platoons

Armoured Car Platoons have four AB41 armoured cars.

Light Tank Platoons have six L6/40 light tanks.

The *Raggruppamento Sahariano AS*, set up to defeat the British Long Range Desert Group, had seven Sahariana reconnaissance vehicles, and two TL 37 tractors carrying 47/32 guns.

The later *Compagnia Arditi Camionettisti* long-range reconnaissance unit operates in platoons of eight Sahariana reconnaissance vehicles.

Reconnaissance Platoons are **Elite**.

ITALIAN ARMY

Tanks and Other Fighting Vehicles

Name	Points	Mobility	Front	Side	Top	Equipment and Notes	Platoon Size
			Armour				
Tanks – Elite							
L3/35 (Twin MG)	30	Half-tracked	1	0	1	Twin MG.	4
L3/35 (AT Rifle)	30	Half-tracked	1	0	1	20mm tank gun.	4
L3/35 Lanciafiamme	60	Half-tracked	1	0	1	Flame-thrower, Fuel tanks.	4
M14/41	65	Fully-tracked	3	2	1	47mm tank gun, co-ax MG, hull twin MG.	5
Renault R.35	40	Fully-tracked	3	2	1	37mm tank gun, co-ax MG, Slow tank.	5
Self-propelled Guns – Elite							
Semovente 47/32	50	Half-tracked	3	1	0	47mm tank gun, AA MG, Awkward layout.	4
Semovente 75/18	100	Fully-tracked	3	2	1	75mm tank howitzer, AA MG.	4
Semovente 90/53	110	Fully-tracked	3	0	0	90mm tank gun, Awkward layout.	4
L40 ammunition carrier	45	Half-tracked	3	1	0	AA MG, 90mm ammunition carrier.	+4
Carro Comando M41	35	Fully-tracked	3	2	1	13.2mm MG, AA MG.	+1
Self-propelled Anti-aircraft Guns – Elite							
Lancia da 90/53	125	Wheeled	-	-	-	90/53 gun, Awkward layout.	2
Reconnaissance – Elite							
Autoblindo AB41	30	Wheeled	1	0	1	20mm tank gun, co-axial MG, hull rear MG, Recce.	4
L6/40	40	Half-tracked	2	1	1	20mm tank gun, co-ax MG, Recce.	4
Sahariana (MG)	20	Wheeled	-	-	-	Two AA MG, Recce.	8
Sahariana (AT Rifle)	25	Wheeled	-	-	-	20mm tank gun, two AA MG, Recce.	8
Sahariana (47/32)	40	Wheeled	-	-	-	47/32 gun, AA MG, Recce.	8
Sahariana (20/65)	45	Wheeled	-	-	-	20/65 gun, AA MG, Recce.	8

90 mm ammunition carrier: Increase Semovente 90/53 to ROF 2 when a L40 ammunition carrier is within 2"/5 cm.

Awkward layout: These self-propelled guns cannot move and shoot their main gun in the same turn.

Fuel tanks: Flame-thrower fuel is extremely flammable. The enemy re-rolls any failed Firepower tests to destroy a L3/35 Lanciafiamme tank.

Recce: Recce troops can use the Reconnaissance rules to avoid enemy fire.

Slow tank: R.35 tanks only move 8"/20 cm on Road and Cross-country terrain.

Infantry

Name	Points	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Rifle team	-	16"/40cm	1	2	6	M1891 rifle.
Rifle/MG team	20	16"/40cm	2	2	6	M1891 rifle and Breda Modello 30 light machine-gun.
Light Mortar team	-	16"/40cm	2	1	5+	Brixia Modello 35 light mortar.
HMG team	-	24"/60cm	3	2	6	Fiat-Revelli machine-gun.
Anti-tank rifle team	20	16"/40cm	2	5	5+	20mm Solothurn anti-tank rifle.
Command Rifle/MG team	20	16"/40cm	2	2	6	M1891 rifle and Breda Modello 30 light machine-gun.
Observer team	10	-	-	-	-	
Staff team	5	-	-	-	-	Moves and fights as a Gun team.

Transport

Name	Points	Mobility	Front	Side	Top	Equipment and Notes
			Armour			
Motoguzzi motorcycle or Fiat 508CM car	5	Jeep	-	-	-	1 passenger.
OM-36 ½-ton truck	5	Wheeled	-	-	-	1 passenger, Slow.
Dovunque 35 3-ton truck	5	Wheeled	-	-	-	3 passengers.
Lancia 3RO 6-ton truck	5	Wheeled	-	-	-	4 passengers.
Gun Tractors						
Fiat SPA TL-37	5	Wheeled	-	-	-	1 passenger.
Breda half-track (Sd Kfz 7)	10	Half-tracked	-	-	-	1 passenger.

Slow truck: ½-ton trucks only move 8"/20 cm on Road.

Guns and Vehicle Weapons

Name	Points	Range	ROF	Anti-tank	Firepower	Notes	Platoon Size
81mm mortar	-	40"/100 cm	-	1	3+	Mortar, Smoke.	-
20/65 gun	25	24"/60 cm	4	5	5+	Turntable, Anti-aircraft.	3 or 4
47/32 gun	30	24"/60 cm	2	7/1	4+	Close-support Artillery.	2 or 3
65/17 gun	30	16"/40 cm	1	6/2	3+	Gun shield, Artillery.	2
75/27 howitzer	55	24"/60 cm	2	9/2	3+	Gun shield, Artillery, Smoke.	4
88/56 gun (FlaK36)	95	40"/100 cm	2	13	3+	Gun shield, Turntable, Heavy Anti-aircraft, Immobile.	2
90/53 gun	75	40"/100 cm	2	13	3+	Turntable, Heavy Anti-aircraft, Immobile.	2
105/28 gun	85	24"/60 cm	1	10/3	2+	Gun shield, Artillery.	4
MG or AA MG	-	16"/40 cm	3	2	6	ROF 1 if other weapons fire.	-
Twin MG	-	16"/40 cm	4	2	6	ROF 2 if other weapons fire.	-
13.2mm MG	-	16"/40 cm	3	3	6		-
20mm tank gun	-	16"/40 cm	2	5	5+		-
37mm tank gun	-	24"/60 cm	2	4	5+		-
47mm tank gun	-	24"/60 cm	2	7	4+		-
75mm tank howitzer	-	24"/60 cm	2	9/2	3+	Close-support Artillery, Smoke.	-
90mm tank gun	-	40"/100 cm	1	13	3+		-
Flame-thrower	-	4"/10 cm	2	-	6	Flame-thrower, 6 Shots.	-

Anti-aircraft: Anti-aircraft weapons can fire at aircraft.

Artillery: Artillery can fire artillery bombardments at up to three times their normal range.

Close-support artillery: Close-support artillery can fire artillery bombardments at up to twice their normal range.

Gun shield: Teams crewing weapons with a gun shield are in Bulletproof Cover when fired at from the front.

Flame-thrower: Flame-throwers roll a Skill test to hit and pin down any target they hit. The target does not get any saving roll.

Heavy Anti-aircraft: Heavy anti-aircraft guns can fire at aircraft. If they are modelled with 8 or more crew they have ROF 3 for +10 points.

Immobile: 88mm and 90mm anti-aircraft guns cannot be manhandled. They can only move if towed.

Mortar: Mortars can only fire artillery bombardments. Re-roll first failed roll to range in.

Smoke: Weapons with smoke ammunition can fire smoke rather than their normal shooting.

Turntable: Weapons mounted on turntables can rotate to fire in any direction without penalty.

Italian Compagnia Carri (Tank Company)

Divisione Corazzata Ariete, the Ariete armoured division was Italy's first armoured division. Since arriving in the Desert, it has served under Rommel, fighting successfully in every major battle. Although the M14/41 tanks are a little out-dated, they are well supported by heavy anti-aircraft guns and assault guns and the division is still in the forefront of the North African war.

Compagnia Carri

Company HQ

1 x M14/41 tank	65 points

Carri Platoon

4 x M14/41tanks	260 points

Carri Platoon

4 x M14/41tanks	260 points

Carri Platoon

4 x M14/41tanks	260 points
Bersaglieri Platoon (at full strength)	**220 points**

Self-propelled Gun Platoon

Carro Comando M41	35 points
4 x Semovente 75/18	400 points
	1500 points

Force Analysis
Strengths

This is an interesting force because it has tanks and lots of them. It's not often you see 14 tanks and four self-propelled guns in a force this size! When looking at that horde of M14/41 tanks you've got to be thinking swarm—as in bees and lots of little stings. That means those tanks need to overwhelm the enemy en masse. You may not win if you go in one-on-one—they're too light.

Use your self-propelled guns to back up the tanks. They're really flexible as they can destroy enemy tanks, take out dug-in strong points and lay down smoke to cover your army.

The Bersaglieri are the guys who either take or hold the objectives so they are not window dressing but have a really important job to do. Don't overlook them.

What You Need

The following *Flames of War* miniatures will allow you to field this Compagnia Carri on the tabletop.

IT040	M14/41	13
IT722	Bersaglieri Platoon	1
IT110	Carro Comando M41	1
IT111	Semovente 75/18	4

Weaknesses

Every coin has its opposite side, and if you've got a lot of something that usually means that individually they're not that hot. So your troops have to really work together to cover each other's weaknesses. This is an army that needs to work to a plan; it is not heavy enough to individually smash the enemy to bits like a sledgehammer. But if the M14/41s and Semoventes arrive at the same time they'll blow a hole in any defensive line.

Battle Tactics

Attack

Self propelled guns support tanks from the flank

Bersaglieri follow the tanks to assault objectives

Tanks attack objective enmasse

Defence

HQ, tanks and self propelled guns counterattack main enemy thrust

Bersaglieri entrench on second objective

Tank platoons defend objective from concealed positions

COMBAT MISSIONS

Although you can just place your forces on the table and fight it out until you wipe out your opponent's force (or they wipe out yours), it is a lot more fun to attempt to achieve a particular mission. Generals don't waste their soldiers' lives in pointless battles; every unit has a mission as part of a grand strategy for victory.

The battles of World War II were fought for many different reasons. Some were massive attacks aimed to break through enemy positions, while others were only reconnaissance patrols attempting to find out as much as possible about the enemy with the least casualties.

Missions provide you with everything you need to fight various types of battle. They tell you where to deploy your force, what your objectives are, and how to tell whether you won or lost. Some missions also add special rules to reflect the particular nature of the battle.

This section has two missions:
* Free-For-All, and
* Hold The Line.

Both missions use forces of equal points value on each side.

MISSION OBJECTIVES

Almost every mission has several objective points that must be defended or captured. These objectives represent places of considerable importance such as damaged tanks awaiting recovery, medical facilities, ammo dumps, headquarters, etc. In most games the exact nature of the objective isn't important, just its location.

It is more fun to think up a little story to go with each objective you place on the battlefield. For example, an objective on a road intersection might

be a vital communication and supply junction that must be taken in order to stop the rest of your army being overwhelmed by the enemy! This often gives the battle more meaning and purpose and can lead to a narrative campaign, a concept we will explore in future publications.

You can use plastic counters to mark objectives on the table, however modelling little scenic dioramas for your objectives adds to the visual appeal of the game and makes their capture more interesting.

How To Take Objectives

To take an objective, you must have troops within 2"/5 cm of the objective point at the start of your own turn, and there must be no enemy troops within 4"/10 cm of the objective. Transport vehicles and tanks that are bailed out or bogged down cannot take an objective nor prevent the enemy from taking it.

If the enemy fails a company morale check, they flee the battlefield, leaving all objectives in your hands.

VICTORY POINTS

To determine the extent of your victory or defeat, each mission shares seven victory points between the players. The more victory points you win, the greater the glory of your victory! In most missions, the number of victory points you win depends on the losses of the winning side. The greater the number of complete platoons the winner loses, the fewer victory points they receive, and the more the losing side receives.

MISSION SPECIAL RULES

To make missions more interesting, some of them have special rules to cover their particular circumstances. Each mission tells you which special rules apply to it.

PREPARED POSITIONS

Immediately on occupying defensive positions, troops begin improving their positions by digging entrenchments and finding good fire positions for their guns.

In scenarios where the defender occupies prepared positions, all of the defending player's infantry and gun teams can start the game in trenches.

Regardless of whether they are entrenched or not, all concealed defending teams have gone to ground ready for the attack at the start of the game.

Sending Transport To The Rear

Sometimes transport vehicles can be more trouble than they're worth when the fighting starts, especially when you're defending. If you are in prepared positions, your transport teams may start the battle off-table. If they do, they cannot come on-table later on.

AMBUSHES

One of a defender's biggest advantages is the ability to wait concealed in ambush for the enemy to enter their killing ground (the zone where their fire will have the maximum effect) before revealing their positions.

If you are defending in a game, up to half of the platoons available to you at the start of the battle can be held in ambush. If you have an odd number of platoons in your force, the extra platoon must be deployed on the table at the start of the game.

Teams held in ambush count as being on the table, but their location isn't specified until they reveal themselves. Place the platoons that you are holding in ambush to one side at the start of the game.

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Every commander fears ambushes.

Tactical Tip

When advancing into enemy territory, it pays to check out likely ambush points rather than just blundering into the enemy killing zone. The enemy can't deploy from ambush close to your troops, so if you move a small unit up to a likely ambush position, the enemy has to either spring the ambush early, or lose the opportunity of ambushing you from there (at least until you vacate the area again).

Using the same principle, you can keep dangerous ambush points clear of enemy troops by leaving behind pickets of one or two teams keep an eye out for enemy troops creeping back into the area. As long as your picket is there, the enemy can't use ambush deployment nearby.

An ambush may be sprung despite enemy troops having moved through the area shortly before, as these three examples show.

Russia, 1942: German anti-tank guns in the Soviet Union routinely waited until tanks had driven through their positions before engaging them from the rear.

Italy, 1943: In Italy, a New Zealand force cleared a village and prepared to move on to the next objective, only to come under fire from the supposedly cleared village. They cleared it again; only to have the same thing happen. Clearing it a third time solved the problem.

France, 1944: Canadians attacking south of Caen in Normandy repeatedly came under fire from villages behind them. Although they had cleared the villages of German troops, it later turned out that there were caves and tunnels honeycombing the area, and that the Germans were using these to move undetected back into their old positions.

Revealing Ambushes

At the start of your turn before you roll any dice, you may reveal any or all platoons that you have been holding in ambush. You must reveal an entire platoon at a time.

You can reveal a platoon held in ambush anywhere in the area you could deploy in at the start of the game. You do not have to decide where your platoon will be revealed until you reveal it.

Teams revealed in ambush must be either:
- more than 16"/40cm away from all enemy teams, or
- more than 4"/10cm from all enemy teams and either in concealing terrain or out of sight of the enemy.

Infantry teams in the open, even if stationary or in trenches, must be 16"/40 cm from the enemy when you reveal them.

All teams in the platoon must be in command when revealed.

Even if a team is deployed using the ambush rule right where enemy artillery fell in a previous turn, it suffers no casualties, having either been safe in deep trenches, or having moved into this position just before being revealed.

RESERVES

Reserves are troops held behind the front line. The commander uses them to reinforce critical sectors in the defence or to turn a successful attack into a major victory. Once battle begins, the reserves are rushed forward to the decisive point in the struggle.

In missions where the Reserves special rule applies, up to half of the defending player's platoons are available to them at the start of the game. If you have an odd number of platoons in your force, the extra platoon must be held in reserve. The remaining platoons are held in reserve at the start of the battle. Place these platoons to one side at the start of the game.

At the start of your first turn, roll a die.
- On a roll of 5+, your first reserve platoon arrives.

You choose which of your reserve platoons has arrived.

At the start of your second turn, roll two dice. Each roll of 5+ results in another platoon arriving from your reserves. So if you're lucky, you could have up to two platoons arriving from reserve during your second turn.

Keep rolling at the start of each of your following turns adding one more die than the previous turn, so at the start of turn 3 you roll three dice, at the start of turn 4 you roll four dice, and so forth. Each roll of 5+ brings another platoon on from your reserves.

When a reserve platoon arrives from reserve, place its command team at your edge of the table to remind you of its arrival. During your Movement step, move the entire newly arrived platoon on from your edge of the table.

Reserves and Ambushes

If a mission uses both the Reserves special rule and the Ambushes special rule, the defender selects at least half of their platoons to start the game in reserve. Of the remaining platoons, the defender may select up to half (one quarter of the entire force) to be held in ambush. The remaining platoons are deployed on the table at the start of the game.

Timing and patience, and good use of terrain are important factors in deploying ambushes.

FREE-FOR-ALL

No special rules are used in the Free-For-All mission.

Free-For-All missions are typical of the freewheeling tank battles fought in the Western Desert.

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┌ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┐
  Defender places two objectives here
└ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┘
       Attacker deploys here

12"/30cm

              No mans land      12"/30cm

       Defender deploys here
┌ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┐
  Attacker places two objectives here
└ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ─ ┘
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SITUATION REPORT

Attacker

Your forces have broken through the enemy front-line and are punching deep into their rear areas. You must keep moving, exploit this breakthrough, and seize crucial objectives. Any enemy force encountered must be ruthlessly crushed before they can occupy proper defences!

Defender

Reports from the front-line indicate the enemy has broken through. At this time, the exact location of the enemy forces is unknown. Your company has been sent forward to occupy and defend critical objectives. On arriving in the area, you find that the enemy has already occupied them. It is vital that your force take back these strategic points before the enemy secures them!

YOUR ORDERS

Attacker

The aim of this game is to seize one of your objective points before the enemy seizes one of theirs.

Defender

The aim of this game is to seize one of your objective points before the enemy seizes one of theirs.

PREPARING FOR BATTLE

1. Both players roll a die. The player scoring the highest chooses one of the long table edges to attack from. The other player defends from the opposite edge.

2. Starting with the higher scoring player, the players take turns to place two objectives on the enemy side of the table.

The objectives must be at least 16"/40cm from the centre line of the table, and may not be placed within 8"/20cm of the side table edges. Both of a player's objectives must be within 48"/120cm of each other.

3. Both players roll a die. Starting with the lower scoring player, the players alternate placing platoons in their own half of the table. The platoons may be no closer than 12"/30cm from the centre line of the table.
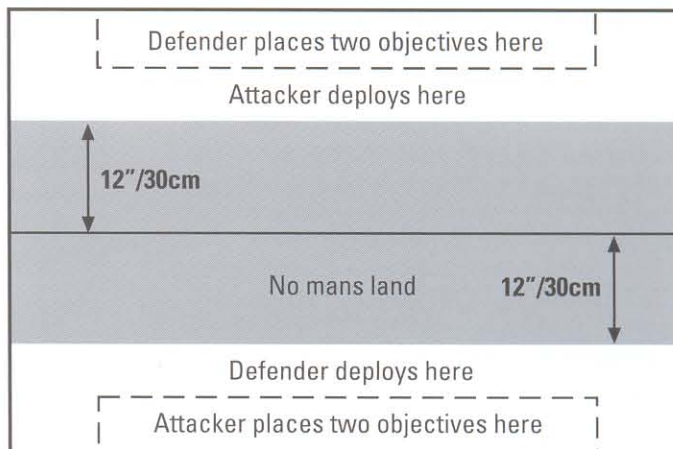
4. Both players now place their Company Command teams in their deployment areas, starting with the lower scoring player.

Beginning the Battle

1. Both players roll a die. The player finishing their deployment first adds 1 to their roll. The player with the higher result has the first turn. In the event of a tie, roll again.

2. All teams are moving at the start of the battle, so infantry in the open are not concealed and no teams have gone to ground.

ENDING THE BATTLE

The battle ends when either player starts their turn in possession of either one of the objectives that they placed in the enemy deployment area.

DECIDING WHO WON

The player that took their objective wins the battle. They have secured the key terrain forcing the enemy onto the defensive. The way stands open for the decisive blow.

Use the Victory Points table below to look up your victory points based on the number of platoons that the winner lost during the battle.

If Neither Side Won

If neither side secures an objective marker or destroys the enemy force before the end of the game, then the players have fought each other to a standstill. This usually only occurs if the players run out of time to finish the game.

In this case, both players calculate their victory points from the Loser's Points column, looking up their opponent's losses in the Winner's Losses column.

Victory Points			
Winner's Losses	Result	Winner's Points	Loser's Points
0 platoons	Stunning victory	6	1
1 platoon	Major victory	5	2
2 or more platoons	Minor victory	4	3

HOLD THE LINE

Hold The Line missions use the **Prepared Positions, Ambushes,** and **Reserves** special rules.

Hold The Line missions reflect the desperate struggles to stem the tide of battle as massive armies surged back and forth across the Russian steppes.

SITUATION REPORT

Attacker

Your company is advancing toward important objectives that must be taken in order to ensure the destruction of the enemy army. The enemy is still reorganising after their earlier defeats so the objectives must be taken quickly before they can mount a proper defence. Time is of the essence!

Defender

The situation is desperate—the enemy is advancing upon your forces and your commanding General has entrusted you and your outnumbered force with the vital job of holding them back until reinforcements can arrive. There is no time to think, there is only time to fight and to pray for the reinforcements!

YOUR ORDERS

Attacker

Your orders are to seize one of the objectives before the enemy reserves arrive and make that impossible.

Defender

High Command has told you to hold both objectives and drive the attacking force back into their own table half.

PREPARING FOR BATTLE

1. Both players roll a die. The lower scoring player chooses which short table end the defender will deploy in.

2. The higher scoring player chooses whether to attack or defend.

3. Starting with the defender, both players place an objective in the defender's end of the table. The objective points must be at least 8"/20cm from the table centre line, and at least 8"/20cm from the table edges.

4. The defender must hold at least half of their platoons in reserve at the start of the game. The remaining platoons are deployed in the defender's half of the battlefield or held in ambush.

5. Next the attacker deploys their entire force at least 24"/60cm back from the battlefield's centre line.

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┌─────────────────────────────┐
│      Attacker deploys here   │
│                              │
│                              │
│        No mans land          │
│                              │
│  ↕                           │
│ 24"/60cm                     │
│                              │
│ 8"/20cm   Defender deploys here│
│    ↕    ┌ ─ ─ ─ ─ ─ ─ ─ ─ ┐ │
│         │                   │ │
│         │  Each player places │
│         │  One objective here │
│         │                   │ │
│         └ ─ ─ ─ ─ ─ ─ ─ ─ ┘ │
│    ↓  Defenders reserves   ↓ │
│         come on here         │
└─────────────────────────────┘
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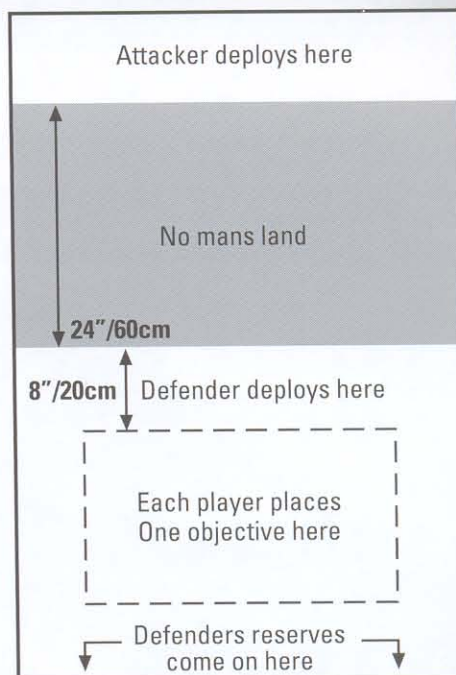
6. Both players now place their Company Command teams in their deployment areas, starting with the defending player.

Beginning the Battle

1. The attacking player has the first turn.

ENDING THE BATTLE

The battle ends when:

- the attacker holds either one of the objectives at the start of their turn, or
- the defender starts a turn after turn 6 with no attacking teams in the defender's half of the table.

DECIDING WHO WON

The attacker wins if they hold either of the objectives. In this case, they have broken the defence position and forced the enemy to fall back to the next defensible position.

The defender wins if they still hold both objectives at the end of the game. The attack has been beaten off and the defender can prepare a proper defensive position while they build up their forces for a counterattack.

Use the Victory Points table below to look up your victory points based on the number of platoons that the winner lost during the battle.

Victory Points			
Winner's Losses	Result	Winner's Points	Loser's Points
0 platoons	Stunning victory	6	1
1 platoon	Major victory	5	2
2 or more platoons	Minor victory	4	3

EXAMPLE OF PLAY

**While reading this section, get out some models and try it yourself.
(don't worry if they are not the same as the ones in the example)**

TANK DUEL-PANZER IV VERSUS T-34

A German Panzer IV tank takes on a Soviet T-34 tank

First up, we have a classic duel on the Eastern Front, with two old adversaries meeting once again, a Panzer IV G and a T-34 obr 1942.

Its a good idea to bookmark the Rules Reference Sheet on page 168 and have an ordinary 6-sided die handy as well as a ruler.

Place the Panzer IV and T-34 tanks 36"/90cm apart and facing each other. We'll give the Panzer IV the first turn.

The Panzer IV's turn is broken up into several steps:
1. Move
2. Shoot
   - Roll to hit
   - Roll to save
   - Roll to destroy
3. Assault

If it survives, the T-34 will then have a turn.

1. MOVE

Begin the turn by moving the entire German force (in this case this is just the Panzer IV).

The Panzer IV tank is a fully-tracked vehicle. As such, the Panzer IV tank moves 12"/30cm towards the T-34.

2. SHOOT

The Panzer IV has a high-velocity 7.5cm tank gun, and with a little luck, it's capable of destroying the T-34 at any range.

Roll to Hit

The 7.5cm tank gun on the Panzer IV has a range of 32"/80cm (found on page 119 in the Intelligence Briefing on the German Army), so the T-34 tank will be in range. Normally a 7.5cm tank gun fires two shots per turn, but since the Panzer IV moved, its rate of fire (ROF) is reduced to one shot.

Because its crew are poorly-trained conscripts, the score to hit the T-34 would normally be 2+, but it is over 16"/40cm away so one is added to the required score. The Panzer IV needs a 3, 4, 5, or 6 to hit. The Panzer IV rolls a 3, a hit!

Roll To Save

The Panzer IV has hit the T-34, but the T-34 has good armour protection with its thick and well-sloped armour. The Soviet tank now gets to roll to prevent the shot penetrating.

To save the T-34, that tank's player rolls a die and adds the result to its armour, needing to beat the Panzer IV tank's anti-tank rating.

The Panzer IV's 7.5cm gun has an Anti-tank rating of 11, while the T-34's Front armour is 6 (found in the Soviet Intelligence Briefing on page 142).

Because the range is over 16"/40cm, add one to the T-34's 6 points of Front armour, and so a die roll of 5 or 6 will make the total score more than the German Anti-tank rating of 11.

The die roll is a 3—hmmm, that's not good. The T-34's armour has been penetrated by the Panzer IV's hit.

Roll to Destroy

Now we need to see what that German shot did after it penetrated the T-34's armour. Did it hit something vital? Or can the T-34 crew keep their tank running?

To determine whether the shot destroyed the T-34 tank outright or merely damaged it, the Panzer IV makes one final roll.

The 7.5cm gun of the Panzer IV has a firepower rating of 3+, so it needs to roll a 3,4,5, or 6 to destroy the T-34. The die is cast—it's a 1! The T-34 is having a lucky day! The crew still bail out though, because the armour has been penetrated—a scary experience for any tank crew!

3. ASSAULT

Tanks can assault infantry and vice-versa, but cannot assault other vehicles.

Therefore the German turn is over. The Panzer IV has failed to destroy the T-34 so now the T-34 gets a chance to fight back.

SOVIET TURN

The first thing the T-34 tank crew needs to do at the start of the turn is calm down and remount their tank. This takes considerable bravery, but the Soviet soldiers are fearless and remount on a roll of 3, 4, 5, or 6. The roll is a 6, the T-34 crew want revenge and leap back in their faithful tank! If they had failed the roll, the crew would have cowered behind their tank for the rest of the turn.

The T-34 tank has two options at this point, to sit at long range and shoot, or close to short range where their gun will be more deadly. The T-34 decides to close the range, so moves its full movement distance of 12"/30cm closer to the Panzer IV bringing the range down to 12"/30cm.

Because the T-34 tank has a 2-man turret, it can only shoot once per turn. The score that the T-34 needs to hit the veteran German tank is a 5 or 6. Because the T-34 has a ROF of one and also moved, it adds one to the score needed to hit the Panzer IV. Once again the die is cast—

it's a 6! The Panzer IV now has to roll to see if its armour stopped the hit.

The T-34 has an Anti-tank rating of 9, roll higher than that and the Panzer IV is safe. The Panzer IV armour is 5, add a roll of 5 or 6 and the Panzer IV will succeed.

The Panzer IV rolls a 5 and the T-34 crew groans as they see their shot bounce of their opponent's armour!

GERMAN TURN

The Panzer IV decides to stop where it is and use its full ROF to fire two shots at the T-34. They're not at long range anymore, so the score to the hit the conscript T-34 is only 2+. Two shots means two dice are rolled and they come up as 1 and 4. One shot hits the Soviet tank.

The T-34s front amour is 6 against the German anti-tank rating of 11, so it needs to roll a 6 to make 12 and be safe from the Panzer IV's shot.

The T-34 player rolls a 2, which is not enough to stop the Panzer IV's shot from penetrating, so the hit gets through their armour (again!).

Now the Panzer IV needs to roll against their firepower rating of 3+ to destroy the T-34 tank. The resulting roll of 6 is more than enough— the T-34's crew leaps out as their tank starts to burn, then explode!!

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The burned-out hulk of the T-34 remains on the battlefield as the Panzer IV departs.

10684 11B

The Grenadiers move their MG34 machine-gun into position under the cover of rifle fire.

INFANTRY ACTION - GI VERSUS GRENADIER

A US Rifle Platoon battles a German Grenadier Platoon.

Place a US Rifle platoon of 11 teams 8"/20cm from a German Grenadier platoon of 9 teams. Again, we'll give the German player the first turn. The steps in the turn sequence are:

1. Move
2. Shoot
   - Roll to hit
   - Roll to save
   - Check if target is pinned down
3. Assault
   - Charge into contact
   - Defensive fire
   - Attacker fights
   - Defender checks motivation and counterattacks

1. MOVE

The Rifle/MG teams of the German Grenadier platoon are well within their 16"/40cm range (found on page 119 in the German Intelligence Briefing) of the US Rifle platoon. This gives the German Grenadiers two options. They can sit back and shoot twice at the US riflemen (or GI's as they call themselves), or they can advance, shooting once, and assault them with grenades and bayonets.

The Grenadiers throw caution to the wind and move forward. The player moves each of the Grenadier teams 6"/15cm towards the US rifle platoon.

2. SHOOT

A Grenadier platoon is armed with fast-firing MG34 light machine-guns and lots of rifles.

Roll To Hit

The nine Grenadier teams have a rate of fire (ROF) of 2, but as they moved, they now only get one shot each. They roll nine dice. The score needed to hit the well trained GI's is 3+ on each die, so each roll of 3, 4, 5, or 6 scores a hit. The rolls are 6, 1, 5, 3, 2, 1, 5, 2, and 6— that makes five hits!

Roll To Save

Destroying infantry by fire alone is very difficult. The ability of infantry to use all available cover protects them from most shots.

The US player chooses which five teams take the hits. The GI's roll a save for each team that was hit, needing to roll 3+ to save the team from harm and keep it fighting. The rolls are 4, 1, 6, 1, and 2—two of the rifle teams have survived with minor injuries, but three teams have been destroyed.

Pinned Down

Even though the GI's only had three teams destroyed, they still took five hits, the number of hits needed to pin down a platoon, so the GIs become pinned down—hugging the ground unable to move or even shoot back effectively.

3. ASSAULT

Now they have finished shooting, the Grenadiers decide to launch an assault on the enemy.

Charge Into Contact

With guns blazing and grenades at the ready, the Grenadiers charge into contact. They now move another 4"/10cm to reach the GI's.

Defensive Fire

Despite being pinned down, the GI's aren't going to go down without a fight. No, sireee! As the German Grenadiers charge in, the GI's open up with everything they've got.

The GI Rifle/MG teams normally have a ROF of 2, but as they are pinned down their ROF is reduced to 1. The Rifle platoon has eight teams left, giving eight dice with a score to hit of 4+ against the veteran Grenadiers. Rolls of 3, 5, 4, 3, 6, 5, 1, and 3 give them four hits.

The Grenadiers now roll to save needing a 3+. When their dice come up they've got a 6, 2, 5, and 4, three of the teams are safe, but one is destroyed.

The Grenadiers have only been hit four times, so they are not pinned down—they charge through the American fire into close quarter combat.

Attacker Fights

The attacking Grenadiers now fight with grenades and bayonets.

There are eight surviving Grenadier teams within 2"/5cm of the GI teams. The German player rolls eight dice. The veteran Grenadiers roll a skill test needing 3+ to destroy an enemy team. They rolled 1, 3, 6, 4, 5, 1, 2, 6, and 3, so they destroy five US rifle teams! Close combat is lethal!

Check Motivation And Counterattack

The three surviving US rifle teams have just seen the rest of their platoon destroyed. This might dismay the survivors! The embattled GI's need to roll a motivation test to keep fighting and counterattack. The GI's started the battle confident of their abilities, so they need to roll a 4+ to counterattack. They roll a 6 and decide that they're not going to let the Germans win!

It is now the GIs turn to be the attackers and fight back. With three teams in combat, the GI's roll three dice. They are well trained and need a 4+ to pass a skill test. Dice rolls of 4, 2, and 6 mean that two Grenadier teams have been destroyed.

Victory

Having found the US Riflemen tougher than they bargained for, it is the Grenadiers turn to check their motivation.

The Grenadiers are also confident and need a 4+ to stand firm. But they roll a 2! Surprised by the ferocious resistance of the US troops, the Grenadier platoon breaks and retreats back toward the German lines.

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The Grenadier Platoon retreats back towards the German lines.

DESIGN NOTES

When Battlefront started developing *Flames Of War*, we looked at what we wanted in a game, and decided on an easy to learn, historically accurate, characterful, fun and fast game suitable for casual and competitive play. In other words, we wanted it all. With such an ambitious goal in mind, we began our odyssey.

Unlike most games designers who have chess as their grail, I prefer chequers, which is easy to learn, yet challenging and fun to play again. Chequers has an extremely simple set of moves. The real challenge, and what the rules don't tell you, is how to combine the moves in new ways to outsmart your opponent.

Alas, *Flames Of War* can't be quite as simple as chequers, but the same idea still works. The rules are as simple and memorable as possible. They give you the building blocks and tell you what you can't do, but they don't tell you everything you could possibly do. This gives you immense freedom to invent new tactics.

Occasionally this freedom means that you will find ploys that are technically possible in the rules, but clearly not in the spirit of the game. In these situations, let your sense of fair play reign.

One way we kept *Flames Of War* simple was to only cover the common weapons and situations in the rules. This makes the game much less complicated to learn. To differentiate unusual weapons and add flavour to each different army, we put special rules in the Intelligence Briefings. That way we could make the Tiger tank slow but unstoppable, or the British Army just plain stubborn.

Another important feature of simple rules is *What You See Is What You Get* or *WYSIWYG*. This idea says that things in the game are pretty much exactly what you see on the table. What looks like ten soldiers occupying a house are ten soldiers occupying a house. What looks like a Tiger tank is a Tiger tank. *WYSIWYG* allows you to apply common sense to a game. If there's a question about what's possible, it can usually be answered just by looking at the gaming table.

The way we tackled the challenge of providing a historically accurate, but simple game, was to make *Flames Of War* more like a commander's map being updated with reports from the front, than a detailed representation of exactly what is happening at the front. For me, it's good enough to know that I won a fight but only have two squads still fighting at the end of it. I don't need to know precisely who shot who, nor exactly which of my soldiers were killed and which ones wounded.

By focusing on the outcomes of your actions, we can make sure that the results in the game reflect reality without needing to have detailed rules for every possibility. The rules can be simpler, yet more historically accurate at the same time.

Where we did want more detail was in making sure that each weapon and unit played a part in the game. We wanted infantry, tanks, and artillery to be fun to use and useful, despite the vastly different scales on which they operate. To focus on what's important, we zoom in on the action at the centre of the battle. Here, where the infantry fight, the scale has to be big enough that we can faithfully represent their tactics and equipment. Tanks engage at greater distances, so we zoom out to a bigger scale to give them room to manoeuvre. Finally, we need to zoom out even further at the edges of the battlefield to bring our artillery into the game.

A side effect of these abstractions is that translating game events in *Flames Of War* into reality takes imagination. *Flames Of War* tells you what happened, but not how. A Sherman tank that survives a hit by an '88' may have been penetrated, but by sheer fluke have suffered no damage and still be fighting on, but far more likely, the 'hit' was on the tank's external stowage and caused no harm apart from shredding the gunner's spare socks.

The balance between different arms is more important for historical accuracy than any amount of detail. Modern warfare has much in common with the old game of Rock, Paper, Scissors. Everything comes up trumps against something and everything has its nemesis. Tanks are very powerful and can destroy almost anything in a straight up fight, but infantry can dig themselves trenches and hide, rendering tanks almost useless. Artillery can pound entrenched infantry and eventually destroy them, but they are easily out-manoeuvred by tanks.

Finding and keeping this balance has been a key task in the game design. Sometimes we've had tanks too powerful and infantry helpless. At others, unstoppable infantry have rampaged amok. We've had guns that are unbelievably powerful and guns that are so bad as to be pointless. I hope that we've settled on a good balance where each arm has its place and none dominate completely.

Enjoy and happy gaming,

Phil

Flames Of War does things a bit differently from other games. This sometimes leads to questions from experienced gamers asking why they are so different. Here are the answers!

Why Use Target Experience To Hit?

One of the interesting differences between *Flames Of War* and many other games is that we use the enemy's experience as the main factor in determining your ability to hit them, rather than your own troop's experience. We do this because the skill of the target is a bigger factor in real life casualties than the skill of the person shooting at them.

Perhaps the easiest way of demonstrating the logic of this is an example. Imagine a horde of barely-trained conscripts attacking another mass of conscripts manning machine-guns. No doubt you have visions of rows of troops scythed down as they charge. The casualties would be horrendous.

Now imagine one elite commando unit attacking another across the same ground. The vision now changes to an empty battlefield with soldiers occasionally making brief dashes from cover to cover. The attackers expose themselves far too briefly for the defenders to easily hit them. Whether they succeed in the assault or not, the attacking commandos would not take many casualties from shooting.

No matter who's shooting, the conscripts will be slaughtered and the commandos will use their experience to minimise their casualties.

Why Aren't There Spotting Rules

Another departure from many games is the way *Flames Of War* handles the issue of locating the enemy. Many games have complicated rules for spotting the enemy. These rules are usually trying to handle two separate functions: target acquisition and threat awareness. *Flames Of War* handles each of these differently. Target acquisition, locating a target precisely enough to hit it, is not a command function, but a gunnery function. Therefore we have included it in the to roll to hit. It really doesn't matter exactly which tanks missed the target because they couldn't acquire the enemy, and which ones just couldn't shoot straight.

Threat awareness is about knowing where the enemy is. The idea here is that you cannot respond to what your troops don't know about. The problem is that in a miniatures game, the models are on the table and you as a player know where they are, and pretending that you don't doesn't make it so.

Flames Of War handles this by simply not having things on table if you don't know where they are. Most games represent an advance to contact. There is little time to take up properly camouflaged positions. In missions where the defence has time to prepare, our ambush rules (in the Combat Missions section) allow players to keep troops off the table so that you don't know where they are until they reveal themselves.

As part of the fun and fast aspect of the game, ambushing troops can be placed wherever they are needed most. This has two advantages. Firstly you always get to spring the ambush, which is a lot more fun than having your big 88's do nothing all game because you put them in the wrong place. Secondly, ambushes are a lot less predictable and much more fun this way. When you are attacking, you really have to work on your reconnaissance and flank protection.

Why Aren't There Overwatch Rules?

Some games have rules that allow players to shoot during their opponent's movement step. The main purpose of these rules is to allow a hidden team to get the first shot at a movingenemy as they come into view.

In *Flames Of War* we chose to tackle this differently. In impromptu ambushes, say when a tank rounds the corner of a road straight into the sights of a waiting anti-tank gun, the gone to ground rule comes into play. This rule makes it very difficult to hit experienced troops that haven't moved or shot. Combined with the reduced rate of fire of the moving troops, it means that although the moving tank has the first shot, its chances of detecting the ambush and hitting the hidden anti-tank gun are minimal. When the gun opens up in its turn, the tank is easy prey; its movement and shooting have given away its location.

The ambush rules mean that troops waiting in carefully prepared ambush positions aren't even on the table until just before they shoot, so they are guaranteed to get the first shot.

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IWM HU5062

How Do I Destroy Entrenched Infantry?

One aspect of the game that may take you by surprise is the difficulty of shooting infantry. This is a very deliberate design decision. It is what makes infantry useful in *Flames Of War* and in reality.

If you can destroy infantry by shooting, then tanks will always beat infantry, and infantry become worthless.

The way the game is, the only way to dig infantry out of their holes is at the point of a bayonet. If you doubt the historical difficulty of destroying infantry by firepower, just think of the Somme, Casino, and Tarawa Atoll. The bombardments before these battles devastated the landscape (or moonscape as it became), yet the defending infantry were still able to fight back effectively when the attack came.

Aircraft

Historically, aircraft rarely attacked the enemy front lines. The difficulty of recognising troops from the air meant that far too many mistakes happened, so aircraft generally operated against the enemy artillery and supply lines far from the ground fighting.

Flames Of War has aircraft operating over the battlefield for the same reason that we have artillery models actually on the table and at the same time deal with the details of infantry tactics. It's simply because it's fun and we like to play with all of our models!

Flames Of War Rules Reference Sheet

Steps

1. Start of Turn
2. Move
3. Shoot
4. Assault

Score to Hit

Target	Score Needed
Conscript	2+
Trained	3+
Veteran	4+

Skill Test

Experience	Score Needed
Conscript	5+
Trained	4+
Veteran	3+

Motivation Test

Motivation	Score Needed
Reluctant	5+
Confident	4+
Fearless	3+

Company Command

Re-roll failed Motivation test if platoon command team is within 6"/15cm of its company command team.

Start of Turn

1. Rally platoons
2. Remount vehicles
3. Repair vehicles

Rally Platoons

Roll a *Motivation* Test for each *Pinned Down* platoon. They rally on a successful roll.

Remount Vehicles

Roll a *Motivation Test* for each vehicle crew that has *Bailed Out*. They may remount if the roll is successful and return to action immediately.

Recover Bogged Down Vehicles

Roll a *Skill Test* for each *Bogged Down* vehicle. The vehicle returns to action immediately if the roll is successful.

Step 1: Movement

1. Select a platoon
2. Move each team
3. Select next platoon

Movement Distances

Mobility	Road	Cross-country	Rough Terrain
Tanks and Transport			
Fully Tracked	12"/30cm	12"/30cm	8"/20cm
Half-tracked/Jeep	16"/40cm	12"/30cm	4"/10cm
Wheeled	16"/40cm	8"/20cm	4"/10cm
Wagon	6"/15cm	6"/15cm	4"/10cm
Infantry and Guns			
Infantry	6"/15cm	6"/15cm	6"/15cm
Cavalry	10"/25cm	10"/25cm	6"/15cm
Guns	4"/10cm	2"/5cm	2"/5cm

Rough Terrain

Vehicles starting their movement in or entering *Difficult Going* must roll 2+ to avoid becoming *Bogged Down*.

Vehicles in *Very Difficult Going* roll a *Skill Test* to avoid becoming *Bogged Down*.

Unit Command Distance

Experience	Tanks	Others
Conscript	2"/5cm	Contact
Trained	4"/10cm	2"/5cm
Veteran	6"/15cm	4"/10cm

Passengers

Teams adjacent to vehicles *mount* before movement.

Passengers *dismount* adjacent to their vehicle before movement.

Step 2: Shooting

1. Select shooting platoon
2. Select target platoon
3. Roll to hit
4. Roll saves & roll to destroy
5. Select next shooting platoon
6. Check if pinned down.
7. Check morale

Rate of Fire

ROF 1 if *moved* or will *assault*.

ROF 1 if *Pinned Down*

At the Double

Roll *double the number* of dice if target moved *At the Double*.

Score to Hit

Target	Score Needed
Conscript	2+
Trained	3+
Veteran	4+

Add +1 to score needed if:
- *Range* is over 16"/40cm
- *Concealed* by woods etc.
- *Gone to Ground*
- ROF 1 weapon *firing and moving*

Platoon Morale

A platoon that is below half strength at the end of the Shooting or Assault step and had teams destroyed or bailed out in this step must pass a *Motivation Test* or be destroyed.

Pinned Down

Platoon is pinned down by five hits in a *Shooting* step. *Pinned Down* infantry, guns and unarmoured vehicles may not move closer to the enemy.

Roll Armour Saves

Target player rolls and adds:
- Armour class
- +1 if range is over 16"/40cm

If save is *less than* Anti-tank rating, roll at least equal to *Firepower* to destroy tank, otherwise crew bail out.

If save is *equal* to Anti-tank rating, roll at least equal to *Firepower* to force the crew to bail out, otherwise no effect.

If save is *greater than* Anti-tank rating, then no effect.

Bailed Out Tanks

Bailed out tanks cannot shoot, move or fight in assaults.

Roll Other Saves

Target	Score Needed
Infantry	3+
Guns	5+
Unarmored vehicles	5+

Bullet-proof Cover

If team is not in cover, it is automatically destroyed if it fails its save.

If team is in *bulletproof cover*, roll at least equal to weapon's *Firepower* to destroy it.

Passengers

If an armoured vehicle bails out or an unarmoured vehicle is hit, the passengers dismount immediately. If a vehicle is destroyed, roll a 5+ save for each passenger.

Step 3: Assault

1. Select an assault platoon & charge into contact
2. Defensive fire
3. Attacker fights
4. Check motivation & counterattack
5. Winner consolidates
6. Select your next platoon
7. Check morale

Charge into Contact

Assaulting teams move up to 4"/10cm to contact the enemy.

Defensive Fire

Platoon being assaulted shoots as stationary.

If assaulting platoon is Pinned Down, infantry teams fall back to 4"/10cm and the assault fails.

Guns in Assaults

Gun teams cannot initiate assaults or counterattack.

Attacker Fights

All teams in contact with enemy or within 2"/5cm of visible enemy can fight. Each attacking team rolls a Skill Test to destroy an enemy team.
- Armoured vehicles roll saves using their Top armour rating.
- Other teams are destroyed. Infantry teams have an Anti-tank rating of 2 in assaults.

Defender Checks Motivation

If the defending platoon took any hits this round or were assaulted by tanks, roll a Motivation test.
If the roll fails, all teams retreat a full move. Any still within 4"/10cm of attacking teams are destroyed.

Defender Counterattacks

If defenders pass Motivation test, the defending platoon now becomes the attacker and charges 4"/10cm into contact.
The new attacker fights another round of assault.
Alternate until one side wins.

Consolidate or Breakthrough

Winner of assault can move 4"/10cm to consolidate their position or assault another enemy platoon.
Breakthrough assaults are subject to defensive fire. A platoon can only make one breakthrough assault each turn.

Tanks in Assaults

Tanks *cannot fire* their *main guns* at assaulting infantry.

Tanks make *bogging rolls* each round if in *Rough Terrain*.

Artillery

1. Mark the Aiming Point & check range
2. Roll to range in
3. Roll to hit
4. Roll saves & roll to destroy
5. Place pinned down markers

Mark Aiming Point

Aiming Point must be an enemy team. Artillery platoon or its observer must be able to see the Aiming Point.

Bombardment may hit any target under or partly under the template and friendly teams within 4"/10cm of the template.

Pinned Down

One artillery hit = Pinned Down

Range On the Target

Target	Score Needed
Conscript	2+
Trained	3+
Veteran	4+

Add +1 to the score needed if:
- *Range* is over 16"/40cm
- *Concealed* by woods
- *Gone to Ground*
- *Command team* observing

Up to 3 attempts per turn. Mortars re-roll first failed attempt.

Score to Hit

Artillery	Score Needed
Conscript	5+
Trained	4+
Veteran	3+

Add +1 to the score needed if:
- ranged on the second attempt

Add +2 to the score needed if:
- ranged on the third attempt

Battery Size	Effect
1 or 2	Re-roll hits
3 to 5	Normal
6 or more	Re-roll misses

Roll Saves

Roll armour saves as for shooting, but use Top armour class and second Anti-tank rating. Roll other saves as for shooting.

Roll to Destroy

Firepower	Score Needed
4+	Cannot Destroy
3	6
2	4+
1	2+

Air Support

1. Roll for air support & interception
2. Roll for number
3. Roll mistaken identity
4. Place aircraft
5. Anti-aircraft fire
6. Aircraft shoot

Air Support or Intercept

Sporadic	6
Limited	5+
Priority	4+

Number of Aircraft

1 or 2	1
3 to 5	2
6	3

Anti-aircraft Fire

Anti-aircraft guns fire at half ROF. Roll a Skill Test for each shot. If an aircraft is hit, roll Firepower to destroy it.

If hit and not destroyed, aircraft aborts unless you roll 3+ to press home the attack.

Bombs and Rockets

Place artillery template over target team. Roll to hit each team under the template as for normal ground weapons.

Bombs and rockets hit Top armour of tanks.

Strafing

Shoot as normal ground weapons. Attacks hit Front or Side armour of tanks.

	Bombs	Rockets
Range	4"/10cm	8"/20cm
Anti-tank	4	6
Firepower	1+	4+

Tanks and other fighting vehicles

Name	Points	Mobility	Armour Front	Armour Side	Armour Top	Equipment And Notes	Platoon Size
Tanks – Confident Trained							
M3A1 Stuart	45	Fully-tracked	3	2	1	37mm tank gun, Stabilizer, co-ax MG, hull MG, AA MG, Light tank.	5
M5A1 Stuart	50	Fully-tracked	4	2	1	37mm tank gun, Stabilizer, co-ax MG, hull MG, AA MG, Light tank.	5
M3 Lee	100	Fully-tracked	5	3	1	37mm tank gun, Stabilizer, co-ax MG, turret MG, hull short 75mm tank gun, Stabilizer.	5
M4, M4A1, or M4A3 Sherman	120	Fully-tracked	6	4	1	75mm tank gun, Stabilizer, co-ax MG, hull MG, AA HMG, Ronson.	5
Self-propelled Anti-tank Guns – Confident Trained							
M6 37mm GMC	35	Armoured Car	-	-	-	M6 37mm gun, Recce.	4
M3 75mm GMC	50	Half-track	1	0	0	Short 75mm tank gun, AA HMG, Recce.	4
M10 3in GMC	120	Fully-tracked	5	2	0	3in anti-tank gun, AA HMG, Recce.	4
Self-propelled Artillery – Confident Trained							
T30 75mm HMC	35	Half-tracked	1	0	0	75mm howitzer, AA HMG, Awkward layout.	3
T19 105mm HMC	100	Half-tracked	1	0	0	M2A1 105mm howitzer, AA HMG, Awkward layout.	6
M8 Scott	50	Fully-tracked	3	2	0	75mm howitzer, AA HMG, Light tank.	3
M7 Priest	105	Fully-tracked	1	0	0	M2A1 105mm howitzer, AA HMG.	6
M4 Mortar Carrier	35	Half-tracked	1	0	0	81mm mortar, AA HMG, Mortar carrier.	3
Self-propelled Anti-aircraft Guns – Confident Trained							
M13 MGMC	35	Half-tracked	1	0	0	Twin anti-aircraft machine-gun, Awkward layout.	6
T28E1 or M15 CGMC	35	Wheeled	1	0	0	Combination anti-aircraft mount, Awkward layout.	6
Reconnaissance – Confident Trained							
Recon Jeep	15	Jeep	-	-	-	AA HMG or 60mm mortar, Recce.	4
M3A1 Scout Car	30	Wheeled	1	0	-	AA HMG, two AA MG, Recce.	4

Awkward layout: Due to the danger to the driver when firing, the half-track cannot move and shoot in the same turn.

Light tank: Light tanks are extremely fast. They move 16"/40 cm when travelling on Road or Cross-country.

Mortar carrier: You may dismount the mortar by replacing the half-track with a 81mm mortar team.

Recce: Recce troops can use the Reconnaissance rules to avoid enemy fire.

Ronson: The opposing player re-rolls any failed Firepower tests to destroy an M4 Sherman tank.

Stabilizer: A tank fitted with a stabilizer can fire its weapons at their full ROF when it moves, but at a penalty of +1 to the score needed to hit the target.

Transport

Name	Points	Mobility	Armour Front	Armour Side	Armour Top	Equipment And Notes
Trucks						
Jeep	5	Jeep	-	-	-	1 passenger, optional AA HMG.
Dodge ¾-ton truck	5	Wheeled	-	-	-	2 passengers, optional AA HMG.
Dodge 1½-ton truck	5	Wheeled	-	-	-	3 passengers, optional AA HMG.
GMC 2½-ton truck	5	Wheeled	-	-	-	5 passengers, optional AA HMG.
Armoured Personnel Carriers						
M3 Half-track	10	Half-tracked	1	0	0	AA MG, 3 passengers, optional AA HMG.
Armoured Gun Tractors						
M2 Half-track	10	Half-tracked	1	0	0	3 passengers, optional AA HMG.

AA HMG: Add an AA HMG to any US transport vehicle for +10 points. This replaces the AA MG on M3 half-tracks.

Guns and Vehicle Weapons

Name	Points	Range	ROF	Anti-tank	Firepower	Notes
.50 cal team	-	16"/40 cm	3	4	6	
81mm mortar	-	40"/100 cm	3	1	3+	Mortar, Smoke.
M6 37mm gun	20	24"/60 cm	3	7	5+	Gun shield.
M1 57mm gun	25	24"/60 cm	2	10	4+	Gun shield, Poor HE.
M1 Bofors gun	35	32"/80 cm	4	7	5+	Gun shield, Turntable, Anti-aircraft, Immobile.
M2A1 105mm howitzer	60	24"/60 cm	2	9/3	2+	Gun Shield, Artillery, Smoke.
MG or AA MG	-	16"/40 cm	3	2	6	ROF 1 if other weapons fire.
AA HMG	-	16"/40 cm	3	4	6	Anti-aircraft.
Jeep-mounted 60mm mortar	-	16"/40 cm	1	1	4+	Can fire over friendly troops.
Twin anti-aircraft machine-gun	-	24"/60 cm	5	4	6	Anti-aircraft.
Combination anti-aircraft mount	-	24"/60 cm	4	6	5+	Anti-aircraft.
37mm tank gun	-	24"/60 cm	2	7	5+	
75mm howitzer	-	16"/40 cm	2	6/2	3+	Artillery, Smoke.
Short 75mm tank gun	-	32"/80cm	2	9	3+	Smoke.
75mm tank gun	-	32"/80 cm	2	10	3+	Smoke.
3in anti-tank gun	-	32"/80 cm	2	12	3+	Poor HE.

Anti-aircraft: Anti-aircraft weapons can fire at aircraft.

Artillery: Artillery can fire artillery bombardments at up to three times their normal range.

Gun shield: Teams crewing weapons with a gun shield are in Bulletproof Cover when fired at from the front.

Immobile: Bofors anti-aircraft guns cannot be manhandled. They can only move if towed.

Mortar: Mortars can only fire artillery bombardments. Re-roll first failed roll to range in.

Poor HE: These guns have poor HE performance reducing their Firepower against unarmoured targets to 4+ for 3" guns and 5+ for 57 mm guns.

Smoke: Weapons with smoke ammunition can fire smoke rather than their normal shooting.

Infantry

Name	Points	Range	ROF	Anti-tank	Firepower	Weapons And Notes
Rifle/MG team	-	16"/40 cm	2	2	6	M1 Garand rifles and Browning automatic rifles, Marching fire.
LMG team	-	16"/40 cm	3	2	6	M1919 light machine-gun.
Light mortar team	-	16"/40 cm	2	1	4+	60mm mortar M2. Can fire over friendly troops. Close-support artillery.
HMG team	-	24"/60 cm	4	2	6	M1917 heavy machine-gun.
Bazooka team	15	8"/20 cm	1	10	5+	M1 Bazooka anti-tank rocket.
Command Rifle team	10	8"/20 cm	1	2	6	M1 carbines.
Observer team	10	-	-	-	-	
Staff team	5	-	-	-	-	Moves and fights as a Gun team.

Special Rules

US Artillery: Any US command team can act as an observer and request artillery fire.

Centralised Fire Control: Any artillery battery's observer team may call and range fire from any artillery battery. Extra batteries may either add their guns to an existing template or fire a separate template adjacent to the first. Centre the combined templates over the target team as a single large template.

Time On Target: Any artillery battery may fire a Time On Target (TOT) bombardment. Add +1 to the score needed to range in but do not modify the score to hit for the number of ranging attempts.

Close-support artillery: Close-support artillery can fire artillery bombardments at up to twice their normal range.

LMG: An LMG team fights as an HMG team with an ROF of 3. Unlike an HMG team, an LMG team can fire if it moves.

Marching fire: A team using marching fire can fire at ROF 2 when it moves, but at a penalty of +1 to the score needed to hit the target.

US ARMY INTELLIGENCE SUMMARY

GERMAN ARMY INTELLIGENCE SUMMARY

Tanks and other fighting vehicles

Name	Points	Mobility	Front	Side	Top	Equipment And Notes	Platoon Size
Tanks – Confident Veteran							
Panzer II	45	Fully-tracked	3	1	1	2cm tank gun, co-ax MG.	5
Panzer 38(t)	50	Fully-tracked	3	1	1	3.7cm tank gun, turret MG, hull MG.	5
Panzer III G, H or J	75	Fully-tracked	4	3	1	Short 5cm tank gun, co-ax MG, hull MG.	5
Panzer III L or M	95	Fully-tracked	6	3	1	Long 5cm tank gun, co-ax MG, hull MG, Schürzen.	5
Panzer III N	130	Fully-tracked	5	3	1	Short 7.5cm tank gun, co-ax MG, hull MG, Schürzen.	5
Panzer IV E or F₁	130	Fully-tracked	5	3	1	Short 7.5cm tank gun, co-ax MG, hull MG.	5
Panzer IV F₂ or G	160	Fully-tracked	5	3	1	7.5cm tank gun, co-ax MG, hull MG.	5
Panzer IV G (late) or H	175	Fully-tracked	6	3	1	7.5cm tank gun, co-ax MG, hull MG, Schürzen.	5
Panther D (Kursk)	290	Fully-tracked	10	5	1	Long 7.5cm tank gun, co-ax MG, hull MG, Wide tracks. Burns easily, Unreliable.	5
Flammpanzer III	125	Fully-tracked	5	3	1	Heavy flame-thrower, co-ax MG, hull MG, Fuel tanks.	7
Self-propelled Infantry Weapons – Confident Veteran							
Sd Kfz 251/2C (8cm)	45	Half-tracked	1	0	0	8cm mortar, AA MG, Mortar carrier.	2
Sd Kfz 251/9C (7.5cm)	80	Half-tracked	1	0	0	Short 7.5cm tank gun, AA MG.	2
Grille (15cm sIG)	105	Fully-tracked	2	1	0	15cm assault gun, AA MG.	2
Sd Kfz 251/16C (Flamm)	75	Half-tracked	1	0	0	Two light flame-throwers, AA MG, Fuel tanks.	6
Heavy Tanks – Confident Veteran							
Tiger I E	490	Fully-tracked	9	8	2	8.8cm tank gun, co-ax MG; hull MG, Heavy tank, Unreliable.	1 to 3
Assault Guns – Confident Veteran							
StuG III D	125	Fully-tracked	5	3	1	Short 7.5cm tank gun, AA MG.	3
Sd Kfz 253 (StuG)	25	Fully-tracked	5	0	1	AA MG.	+1
StuG III F/8 or G	180	Fully-tracked	7	3	1	7.5cm tank gun, hull MG, Schürzen.	3
StuH42	180	Fully-tracked	7	3	1	10.5cm assault gun, hull MG,Schürzen.	3
Brummbär	205	Fully-tracked	10	5	1	15cm assault gun, AA MG, Schürzen, Overloaded.	4
Self-propelled Tank-hunters – Confident Veteran							
Panzerjäger I	45	Half-tracked	0	0	0	Short 5cm tank gun, AA MG.	4
Marder I	85	Fully-tracked	0	0	0	7.5cm PaK40 gun, AA MG, Overloaded.	4
Marder II, III or III H	105	Fully-tracked	1	0	0	7.5cm PaK40 or 7.62cm PaK36(r) gun, AA MG.	4
Hornisse	190	Half-tracked	1	1	0	Long 8.8cm gun, AA MG.	4
Ferdinand	500	Fully-tracked	16	8	2	Long 8.8cm gun, AA MG, Overloaded, Unreliable.	4
Self-propelled Artillery – Confident Veteran							
Wespe	135	Half-tracked	1	1	0	10.5cm leFH18 howitzer, AA MG.	6
Hummel	230	Fully-tracked	1	1	0	15cm sFH18 howitzer, AA MG.	6
Panzer III (OP)	40	Fully-tracked	4	3	1	Hull MG.	-
Self-propelled Anti-aircraft Guns – Confident Veteran							
Sd Kfz 10/5 (2cm)	40	Half-tracked	-	-	-	2cm FlaK38 gun.	6
Reconnaissance – Confident Veteran							
Sd Kfz 221 (MG)	30	Wheeled	0	0	1	MG, Recce.	2
Sd Kfz 222 (2cm)	40	Wheeled	1	0	1	Light 2cm anti-aircraft gun, co-axial MG, Recce.	2
Sd Kfz 231 (8-rad)	45	Half-tracked	2	0	1	2cm gun, co-axial MG, Recce.	+1
Sd Kfz 250/9 (early, 2cm)	40	Half-tracked	1	0	1	Light 2cm anti-aircraft gun, co-axial MG, Recce.	2
Recce Sd Kfz 250 (early)	30	Half-tracked	1	0	0	Hull MG, rear AA MG, Recce.	+1
Sd Kfz 233 (7.5cm)	75	Half-tracked	2	1	0	Short 7.5cm tank gun, AA MG.	3
Sd Kfz 263 (radio)	25	Half-tracked	1	1	0	MG.	-

Transport

Name	Points	Mobility	Front	Side	Top	Equipment and Notes.
Trucks						
BMW, Kübelwagen	5	Jeep	-	-	-	1 passenger.
Schwimmwagen	10	Jeep	-	-	-	Amphibious, 1 passenger.
Horch Kfz 15 car	5	Wheeled	-	-	-	1 passenger.
Krupp Kfz 70 truck	5	Wheeled	-	-	-	1 passenger.
Opel Blitz 3-ton truck	5	Wheeled	-	-	-	3 passengers.
Opel Blitz radio truck	5	Wheeled	-	-	-	1 passenger.
Supply wagon	Free	Wagon	-	-	-	1 passenger, Horse-drawn.
Gun Tractors						
Sd Kfz 10, 11, 7	5	Half-tracked	-	-	-	1 passenger.
Horse-drawn limber	Free	Wagon	-	-	-	1 passenger, Horse-drawn.
Armoured Personnel Carriers						
Sd Kfz 250 (early)	20	Half-tracked	1	0	0	Hull MG, Rear AA mount, 1 passenger.
Sd Kfz 251/1C	20	Half-tracked	1	0	0	Hull MG, Rear AA mount, 2 passengers.
Sd Kfz 251/10C (3.7cm)	-	Half-tracked	1	0	0	3.7cm tank gun, Rear AA mount, 1 passenger.
Recovery Vehicles						
Sd Kfz 9 (18t)	15	Half-tracked	-	-	-	AA MG, Recovery vehicle.

Amphibious: Schwimmwagen amphibious jeeps treat all water obstacles as difficult going.
Rear AA mount: A passenger team can fire as an AA MG with a field of fire to the side or rear of the vehicle.
Horse-drawn: You may replace horse-drawn limbers and wagons with trucks for +5 points each.

Guns and Vehicle Weapons

Name	Points	Range	ROF	Anti-tank	Firepower	Notes
8cm mortar	-	40"/100 cm	-	1	3+	Mortar, Smoke.
7.5cm leIG18 gun	40	16"/40 cm	2	9/2	3+	Gun Shield, Artillery, Smoke.
15cm sIG33 gun	85	16"/40 cm	1	12/3	1+	Gun Shield, Artillery, Smoke.
2cm FlaK38 gun	35	16"/40 cm	4	5	5+	Gun shield. Turntable, Anti-aircraft.
3.7cm PaK36 gun	30	24"/60 cm	3	6	5+	Gun shield, Steilgranate.
5cm PaK38 gun	40	24"/60 cm	2	9	4+	Gun shield.
7.5cm PaK40 or 7.62cm PaK36(r) gun	70	32"/80 cm	2	12	3+	Gun shield.
8.8cm FlaK36 gun	95	40"/100 cm	2	13	3+	Gun shield, Turntable, Heavy Anti-aircraft, Immobile.
10.5cm leFH18 howitzer	85	24"/60 cm	1	10/3	2+	Gun shield, Artillery, Smoke.
15cm sFH18 howitzer	145	24"/60 cm	1	12/4	1+	Gun shield, Artillery, Smoke.
15cm Nebelwerfer 41	80	56"/140 cm	-	2	2+	Salvo rocket artillery, Smoke.
MG or AA MG	-	16"/40 cm	3	2	6	ROF 1 if other weapons fire.
Light 2cm anti-aircraft gun	-	16"/40 cm	3	5	5+	Anti-aircraft.
2cm tank gun	-	16"/40 cm	3	5	5+	
3.7cm tank gun	-	24"/60 cm	2	6	5+	
Short|Long 5cm tank gun	-	24"/60 cm	2	7/9	4+	
Short 7.5cm tank gun	-	24"/60 cm	2	9/2	3+	Close-support Artillery, Smoke.
7.5cm tank gun	-	32"/80 cm	2	11	3+	
Long 7.5cm tank gun	-	32"/80 cm	2	14	3+	Poor HE.
8.8cm tank gun	-	40"/100 cm	2	13	3+	
Long 8.8cm gun	-	40"/100 cm	2	16	3+	
10.5cm assault gun	-	32"/80 cm	2	10	2+	Smoke.
15cm assault gun	-	16"/40 cm	1	12/3	1+	Close-support Artillery.
Light|Heavy flame-thrower	-	4"/10 cm	2|3	-	6|5+	Flame-thrower, 6 Shots.

Heavy Anti-aircraft: Heavy anti-aircraft guns can fire at aircraft. If they are modelled with 8 or more crew they have ROF 3 for +10 points.
Poor HE: The long 7.5cm gun has poor HE performance reducing its Firepower to 4+ against unarmoured targets.
Steilgranate: 3.7cm PaK36 guns may fire Steilgranate ammunition with Range 8"/20 cm, ROF 1, Anti-tank 12, and Firepower 5+ for +5 points.

Infantry

Name	Points	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Rifle/MG team	-	16"/40 cm	2	2	6	Kar98k rifle and MG34 light machine-gun.
MG team	-	16"/40 cm	3	2	6	MG34 light machine-gun.
Anti-tank Rifle team	-	16"/40 cm	2	4	6	PzB39 anti-tank rifle.
Panzerknacker team	-	4"/10 cm	3	1	6	MP40 submachine-gun, Panzerknacker.
Light Mortar team	-	16"/40 cm	1	1	5+	5cm leGW36 light mortar.
HMG team	-	24"/60 cm	4	2	6	sMG34 heavy machine-gun.

Panzerknacker: Panzerknacker teams have an Anti-tank rating of 5 in assaults.

Special Rules

Burns Easily: The opposing player re-rolls any failed Firepower tests to destroy a Panther tank.
Fuel Tanks: Flame-thrower fuel is highly flammable. The enemy re-rolls any failed Firepower tests to destroy a Flammpanzer flame-throwing tank.
Overloaded: An overloaded tank Bogs Down on a roll of 1 or 2, rather than 1, and can not move faster than 8"/20 cm.
Schürzen: Roll a special 4+ save after failing an Armour Save roll when shot at by an infantry team. Schürzen only protects from hits to the side armour.
Unreliable: If the tank attempts to move At the Double, roll a die. On a roll of 1 it becomes Bogged Down as the tank breaks down.

Mission Tactics: If the Command team is destroyed, another team takes over as a Command team immediately.
Kampfgruppe: The 21C Command team can form a Kampfgruppe by detaching up to half the teams from a platoon.
Stormtroopers: Platoon with a Command team rolls a Skill test to move 4"/10 cm in Assault step.

BRITISH ARMY INTELLIGENCE SUMMARY

Tanks and other fighting vehicles

Name	Points	Mobility	Armour Front	Armour Side	Armour Top	Equipment And Notes	Platoon Size
Tanks – Reluctant Trained							
'Honey' Stuart	40	Fully-tracked	3	2	1	37mm tank gun, co-ax MG, hull MG, AA MG, Light tank.	3
Crusader II	45	Fully-tracked	4	2	1	2 pdr gun, co-ax MG, Fast tank.	3
Crusader II CS	40	Fully-tracked	4	2	1	3" tank howitzer, co-ax MG, Fast tank.	3
Crusader III	50	Fully-tracked	4	2	1	6 pdr gun, co-ax MG, Fast tank.	3
Grant	80	Fully-tracked	5	3	1	37mm tank gun, co-ax MG, hull short 75mm tank gun.	3
Sherman II	95	Fully-tracked	6	4	1	75mm tank gun, co-ax MG, hull MG, AA HMG, Ronson.	3
Sherman III (diesel)	105	Fully-tracked	6	4	1	75mm tank gun, co-ax MG, hull MG, AA HMG.	3
Infantry Tanks – Confident Trained							
Matilda II	75	Fully-tracked	7	6	2	2 pdr tank gun, co-ax MG, Slow tank.	3
Matilda II CS	65	Fully-tracked	7	6	2	3" tank howitzer, co-ax MG, Slow tank.	3
Valentine II	50	Fully-tracked	6	5	1	2 pdr tank gun, co-ax MG, 2-man turret, Slow tank.	3
Valentine III	65	Fully-tracked	6	5	1	2 pdr tank gun, co-ax MG, Slow tank.	3
Valentine VIII	70	Fully-tracked	6	4	1	6 pdr tank gun, Slow tank.	3
Churchill I	95	Fully-tracked	8	7	2	2 pdr gun or 3" tank howitzer, co-ax MG, hull 3" tank howitzer or 2 pdr tank gun, Heavy tank.	3
Churchill II	90	Fully-tracked	8	7	2	2 pdr gun, co-ax MG, hull MG, Heavy tank.	3
Churchill III or IV	100	Fully-tracked	8	7	2	6 pdr gun, co-ax MG, hull MG, Heavy tank.	3
Self-propelled Anti-tank Guns – Confident Veteran							
M10 3" SP	150	Fully-tracked	5	2	0	3" anti-tank gun, AA HMG.	4
2 pdr portee	35	Wheeled	-	-	-	2 pdr gun, AA MG.	4
6 pdr portee	40	Wheeled	-	-	-	6 pdr gun, AA MG.	4
Self-propelled Artillery – Confident Veteran							
Bishop	75	Fully-tracked	1	1	0	25 pdr gun, AA MG, Limited elevation, Slow tank.	8
Priest	135	Fully-tracked	1	1	0	105mm howitzer, AA HMG.	8
Reconnaissance – Confident Veteran							
Recce Universal Carrier	30	Half-tracked	0	0	0	Hull MG, Boys anti-tank rifle, Recce.	3
Humber LRC III	25	Wheeled	0	0	1	MG, hull Boys AT rifle, Recce.	4
Humber Mk I, II or III	35	Wheeled	1	0	1	15mm HMG, co-ax MG, Recce.	3
Daimler Mk I	50	Wheeled	1	0	1	2 pdr tank gun, co-ax MG, 2-man turret, Recce.	3
Autocar 75mm SP	70	Half-tracked	1	0	0	75mm field gun, AA MG, Awkward layout.	2

2-man turret: Valentine II tanks combine the role of commander and loader reducing the ROF of the main gun to 2.
Awkward layout: Due to the danger to the driver when firing, an Autocar SP cannot move and shoot in the same turn.
Fast tank: Crusader tanks move 32"/80 cm when moving At the Double.
Heavy tank: Move 8"/20 cm on Roads and Cross-country. Get 4+ re-roll on failed bogging rolls.
Light tank: Light tanks may move 16"/40 cm per turn on Road or Cross-country.
Limited elevation: 25 pdr field guns mounted in Bishop self-propelled guns count as Close-support Artillery.
Recce: Recce troops can use the Reconnaissance rules to avoid enemy fire.
Ronson: The opposing player re-rolls any failed Firepower tests to destroy a Sherman tank with a petrol engine.
Slow tank: Slow tanks may only move 8"/20 cm per turn.

Infantry

Name	Points	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Rifle/MG team	-	16"/40 cm	2	2	6	SMLE rifle and Bren light machine-gun.
MG team	-	16"/40 cm	3	2	6	Bren light machine-gun.
Light mortar team	-	16"/40 cm	1	1	5+	2" mortar. WP ammunition.
Boys team	-	16"/40 cm	1	4	6	Boys anti-tank rifle.
PIAT team	-	8"/20 cm	1	10	5+	PIAT anti-tank projector.
HMG team	-	24"/60 cm	4	2/1	6	Vickers medium machine-gun. Close-support artillery.
Command Rifle/MG team	20	16"/40 cm	1	2	6	SMLE rifle.
Observer team	10	-	-	-	-	
Staff team	5	-	-	-	-	Moves and fights as a Gun team.

Close-support artillery: Close-support artillery can fire artillery bombardments at up to twice their normal range.
WP ammunition: Each team hit by a 2" mortar is covered in a 2"/5 cm ball of smoke.

Guns and Vehicle weapons

Name	Points	Range	ROF	Anti-tank	Firepower	Notes
3" mortar	-	40"/100 cm	-	1	3+	Mortar, Smoke.
40mm Bofors gun	45	32"/80 cm	4	7	5+	Gun shield, Turntable, Anti-aircraft, Immobile.
2 pdr gun	30	24"/60 cm	3	7	5+	Gun shield, Turntable, No HE.
6 pdr gun	35	24"/60 cm	2	9	4+	Gun shield, No HE.
17/25 pdr gun	60	32"/80 cm	2	13	3+	Gun shield, Turntable, No HE.
25 pdr gun	50	24"/60 cm	2	9/3	3+	Gun shield, Turntable, Artillery, Smoke.
MG or AA MG	-	16"/40 cm	3	2	6	ROF 1 if other weapons fire.
Boys anti-tank rifle	-	16"/40 cm	1	4	6	
AA HMG	-	16"/40 cm	3	4	6	Anti-aircraft.
15mm HMG	-	16"/40 cm	3	4	6	
37mm tank gun	-	24"/60 cm	2	7	5+	No HE.
2 pdr tank gun	-	24"/60 cm	3	7	5+	No HE.
6 pdr tank gun	-	24"/60 cm	2	9	4+	No HE.
3" tank howitzer	-	16"/40 cm	2	4/2	3+	Close-support artillery, Smoke.
Short 75mm tank gun	-	16"/40 cm	2	9	3+	Smoke.
75mm tank gun	-	32"/80 cm	2	10	3+	Smoke.
75mm field gun	-	32"/80 cm	2	9/2	3+	Close-support artillery, Smoke.
3" anti-tank gun	-	32"/80 cm	2	12	3+	Poor HE.
105mm howitzer	-	24"/60 cm	2	9/3	2+	Artillery, Smoke.

No HE: 2 pdr, 6 pdr and 17 pdr anti-tank guns have no HE round reducing their Firepower against unarmoured targets to 6.
Poor HE: 3" anti-tank guns have poor HE performance reducing their Firepower against unarmoured targets to 4+.

Transport

Name	Points	Mobility	Armour Front	Armour Side	Armour Top	Equipment And Notes
Trucks						
Jeep	5	Jeep	-	-	-	1 passenger.
CMP or Morris 15 cwt truck	5	Wheeled	-	-	-	2 passengers.
CMP or Bedford 3-ton lorry (QLT)	5	Wheeled	-	-	-	5 passengers.
Gun Tractors						
Quad and limber	5	Wheeled	-	-	-	2 passengers.
Morris AA tractor	5	Wheeled	-	-	-	2 passengers.
Armoured Personnel Carriers						
White Scout Car	10	Wheeled	1	0	0	2 passengers.
Universal Carrier	10	Half-tracked	0	0	0	1 passenger.
OP Carrier	10	Half-tracked	0	0	0	1 passenger.
MMG Carrier	10	Half-tracked	0	0	0	1 passenger.
Mortar Carrier	10	Half-tracked	0	0	0	1 passenger.
Daimler Dingo Scout Car	15	Jeep	1	1	0	1 passenger.
Armoured Command Vehicles						
Dorchester ACV	10	Wheeled	0	0	1	2 passengers.

Special Rules

British Bulldog: If a British platoon fails a Motivation test during an assault, re-roll the test.
Take Over Sergeant: British platoons may still rally or re-mount bailed-out vehicles if the command team is destroyed.
British Artillery: Eight-gun batteries may fire as eight guns on one template (giving re-rolls for misses) or as a double-width template (12"/30cm wide by 6"/15cm deep).
Victor Target: Any artillery battery's observer team may call and range fire from any artillery battery. They can range in more than one battery at a time. Extra batteries may either add their guns to the first or fire a separate template beside the first. Centre the combined templates over the aiming point as a single large template.

SOVIET ARMY INTELLIGENCE SUMMARY

Tanks and other fighting vehicles

Name	Points	Mobility	Armour Front	Armour Side	Armour Top	Equipment And Notes	Company Size
Light Tanks – Fearless Conscript							
T-60	20	Half-tracked	2	1	1	20mm tank gun, co-ax MG.	7 or 8
T-70	35	Fully-tracked	4	3	1	45mm tank gun, co-ax MG.	7
M3L Stuart (M3A1)	40	Fully-tracked	3	2	1	37mm tank gun, co-ax MG, hull MG, AA MG, Light tank.	7
Matilda II	70	Fully-tracked	7	6	2	2 pdr tank gun, co-ax MG, Slow tank.	7
Valentine II	50	Fully-tracked	6	5	1	2 pdr tank gun, co-ax MG, 2-man turret, Slow tank.	7
Valentine VIII	65	Fully-tracked	6	4	1	6 pdr tank gun, Slow tank.	7
Medium Tanks – Fearless Conscript							
T-34 obr 1941-43	85	Fully-tracked	6	5	1	76mm tank gun, co-ax MG, hull MG, 2-man turret, Wide tracks, Fast tank.	10
OT-34 (flame tank)	90	Fully-tracked	6	5	1	76mm tank gun, co-ax MG, hull flame-thrower, Wide tracks, Fast tank, Fuel tanks. No loader.	10
M3M Lee (M3)	90	Fully-tracked	5	3	1	37mm tank gun, co-ax MG, turret MG, hull short 75mm tank gun.	10
M4 Sherman (M4A2)	115	Fully-tracked	6	4	1	75mm tank gun, co-ax MG, hull MG.	10
Heavy Tanks – Fearless Conscript							
Churchill III or IV	90	Fully-tracked	8	7	2	6 pdr tank gun, co-ax MG, hull MG, Heavy tank.	5
KV-1e	105	Fully-tracked	9	8	2	76mm tank gun, co-ax MG, turret-rear MG, hull MG, 2-man turret, Slow tank, Unreliable.	5
KV-1s	135	Fully-tracked	8	6	2	76mm tank gun, co-ax MG, turret-rear MG, hull MG, Heavy tank.	5
KV-85	160	Fully-tracked	8	6	2	85mm tank gun, co-ax MG, turret-rear MG, hull MG, Heavy tank.	5
KV-2	115	Fully-tracked	8	7	2	152mm tank howitzer, turret-rear MG, hull MG, Slow tank, Unreliable.	5
Assault Guns – Fearless Conscript							
SU-76	65	Fully-tracked	2	1	0	76mm tank gun, AA MG.	4 or 5
SU-85	120	Fully-tracked	5	5	1	85mm tank gun.	4
SU-122	80	Fully-tracked	5	5	1	Short 122mm gun, Wide tracks.	4
SU-152	165	Fully-tracked	7	6	2	152mm assault gun, Slow tank.	2
Rocket Launchers – Fearless Conscript							
BM-13 Katyusha	55	Wheeled	-	-	-	Katyusha.	4
Anti-aircraft Machine-guns – Fearless Conscript							
DShK HMG on truck	20	Wheeled	-	-	-	DShK HMG, Tripod mount.	4
Armoured Cars – Fearless Conscript							
BA-10	30	Wheeled	1	0	1	45mm tank gun, co-ax MG, hull MG, Recce.	4
BA-64	20	Wheeled	0	0	1	MG, Recce.	7

2-man turret: The T-34 and KV-1e tanks combine the role of commander and gunner reducing the ROF of the main gun to 1.

Fast tank: Fast tanks can move 32"/80 cm when moving At the Double.

Fuel tanks: Flame-thrower fuel is highly flammable. Re-roll any failed Firepower tests to destroy an OT-34 tank.

Heavy tank: Re-roll any failed Skill tests to destroy the fuel tanks. Get 4+ re-roll on failed bogging rolls.

Light tank: Light tanks may move 16"/40 cm per turn on Road or Cross-country.

No loader: The OT-34 sacrificed the loader for the fuel tanks. Add +1 to the score needed to hit when shooting with the 76 mm gun.

Slow tank: Slow tanks only move 8"/20 cm on Road and Cross-country terrain.

Tripod mount: The DShK HMG mounted on a truck cannot move and shoot in the same turn. You may dismount the DShK HMG by replacing the truck with a DShK HMG team.

Turret-rear MG: With a machine-gun covering the vulnerable rear arc, Soviet heavy tanks are hard to sneak up on. Re-roll successful Skill tests to hit these tanks in an assault.

Unreliable: If tank attempts to move At the Double, roll a die. On a roll of 1 it becomes Bogged Down as the transmission breaks down. On a higher roll, they move At the Double as normal.

Special Rules

Centralised Control: When the rules talk about a platoon, read as a Soviet company.

Komissar: Use a Komissar team to take failed Motivation tests to rally or to counterattack again, by destroying a team. On a 1 on the new roll, remove the Komissar team as well.

The Quality Of Quantity: A company of at least fifteen infantry teams takes ten hits to Pin Down.

Tankodesantniki: Tankodesantniki have a range of 4"/10 cm. ROF 1 whether the tank moves or not, Anti-tank 1, and Firepower 6. In an assault, Tankodesantniki fight at the same time as their tank, giving the tank two attacks.

Guns and Vehicle Weapons

Name	Points	Range	ROF	Anti-tank	Firepower	Notes
DShK HMG	-	24"/60 cm	4	4	6	Turntable, Anti-aircraft.
82mm mortar team	-	40"/100 cm	-	1	3+	Mortar.
120mm mortar team	35	56"/140 cm	-	2	2+	Mortar.
76mm obr 1927 gun	20	16"/40 cm	2	5/2	3+	Artillery, Gun shield.
37mm obr 1939 gun	25	32"/80 cm	4	6	5+	Turntable, Anti-aircraft, Immobile.
45mm obr 1937 gun	20	24"/60 cm	2	7	4+	Gun shield.
45mm obr 1942 gun	25	24"/60 cm	2	9	4+	Gun shield.
57mm ZIS-2 gun	35	32"/80 cm	2	11	4+	Gun shield.
76mm ZIS-3 gun	50	32"/80 cm	2	9/2	3+	Gun shield, Artillery.
85mm obr 1939 gun	45	32"/80 cm	2	12	3+	Gun shield, Turntable, Anti-aircraft, Immobile.
122mm obr 1938 howitzer	55	24"/60 cm	1	7/4	2+	Gun Shield, Artillery.
122mm obr 1931/37 gun	120	40"/100 cm	1	15/4	2+	Artillery.
152mm obr 1939 howitzer	155	40"/100 cm	1	13/4	1+	Artillery.
MG or AA MG	-	16"/40 cm	3	2	6	ROF 1 if other weapons fire.
20mm gun	-	16"/40 cm	2	5	5+	
37mm tank gun	-	24"/60 cm	2	7	5+	
2 pdr tank gun	-	24"/60 cm	3	7	5+	No HE.
45mm tank gun	-	24"/60 cm	1	7	4+	
6 pdr tank gun	-	24"/60 cm	2	9	4+	No HE.
Short 75mm tank gun	-	24"/60 cm	2	9	3+	
75mm tank gun	-	32"/80 cm	2	10	3+	
76mm tank gun	-	32"/80 cm	2	9	3+	
85mm tank gun	-	32"/80 cm	2	12	3+	
Short 122 mm gun	-	32"/80 cm	1	9	2+	
152mm tank howitzer	-	32"/80 cm	1	10	1+	
152mm assault gun	-	40"/100 cm	1	13	1+	
Katyusha	-	72"/180 cm	2	2	3+	Salvo Rocket Launcher. 4 Shots.
Flame-thrower	-	4"/10 cm	2	-	5+	Flame-thrower. 4 Shots.

No HE: 2 pdr and 6 pdr tank guns have no HE round reducing their Firepower against unarmoured targets to 6.

Infantry

Name	Points	Range	ROF	Anti-tank	Firepower	Weapons
Rifle team	10	16"/40 cm	1	2	6	M1930G rifle.
Rifle/MG team		16"/40 cm	2	2	6	M1930G rifle and DP light machine-gun.
SMG team		4"/10 cm	3	1	6	PPSh-41 submachine-gun.
Light Mortar team		16"/40 cm	2	1	5+	50-PM-41 light mortar.
Anti-tank Rifle team	20	16"/40 cm	2	5	6	PTRD anti-tank rifle.
HMG team		24"/60 cm	4	2	6	Maksim M1910 heavy machine-gun.
Scout team — as SMG team		4"/10 cm	3	1	6	PPSh-41 submachine-gun and M1930G rifle (choose which ratings to use each turn), Recce.
as Rifle team		16"/40 cm	1	2	6	
Command Rifle team	10	16"/40 cm	1	2	6	M1930G rifle.
Komissar team	5	4"/10 cm	1	-	6	TT-33 pistol.
Observer team	30	-	-	-	-	
Staff team	5	-	-	-	-	Moves and shoots as a Gun team.

Recce: Recce troops can use the Reconnaissance rules to avoid enemy fire.

Transport

Name	Points	Mobility	Armour Front	Armour Side	Armour Top	Equipment And Notes
Trucks						
Dodge $\frac{3}{4}$-ton truck	5	Wheeled	-	-	-	2 passengers.
ZIS-5 3-ton truck	5	Wheeled	-	-	-	4 passengers.
ZIS-6 4-ton truck	5	Wheeled	-	-	-	5 passengers.
Supply wagon	Free	Wagon	-	-	-	1 passenger, horse drawn.
Gun Tractors						
Komsomoleyts	10	Half-tracked	0	0	0	Hull MG, 1 passenger.
Stalinets	5	Fully-tracked	-	-	-	1 passenger. Slow tank.
Horse-drawn limber	Free	Wagon	-	-	-	1 passenger, horse drawn.

Slow tank: Stalinets tractors only move 8"/20 cm on Road and Cross-country terrain.

Tanks and Other Fighting Vehicles

Name	Points	Mobility	Front	Side	Top	Equipment and Notes	Platoon Size
Tanks – Elite							
L3/35 (Twin MG)	30	Half-tracked	1	0	1	Twin MG.	4
L3/35 (AT Rifle)	30	Half-tracked	1	0	1	20mm tank gun.	4
L3/35 Lanciafiamme	60	Half-tracked	1	0	1	Flame-thrower, Fuel tanks.	4
M14/41	65	Fully-tracked	3	2	1	47mm tank gun, co-ax MG, twin hull MG.	5
Renault R.35	40	Fully-tracked	3	2	1	37mm tank gun, co-ax MG, Slow tank.	5
Self-propelled Guns – Elite							
Semovente 47/32	50	Half-tracked	3	1	0	47mm tank gun, AA MG, Awkward layout.	4
Semovente 75/18	100	Fully-tracked	3	1	0	75mm tank howitzer, AA MG.	4
Semovente 90/53	110	Fully-tracked	3	0	0	90mm tank gun, Awkward layout.	4
L40 ammunition carrier	45	Half-tracked	3	1	0	AA MG, 90mm ammunition carrier.	+4
Carro Comando M41	35	Fully-tracked	3	2	1	13.2mm MG, AA MG.	+1
Self-propelled Anti-aircraft Guns – Elite							
Lancia da 90/53	125	Wheeled	-	-	-	90/53 gun, Awkward layout.	2
Reconnaissance – Elite							
Autoblindo AB41	30	Wheeled	1	0	1	20mm tank gun, co-axial MG, hull rear MG, Recce.	4
L6/40	40	Half-tracked	2	1	1	20mm tank gun, co-ax MG, Recce.	8
Sahariana (MG)	20	Wheeled	-	-	-	Two AA MG, Recce.	8
Sahariana (AT Rifle)	25	Wheeled	-	-	-	20mm tank gun, two AA MG, Recce.	8
Sahariana (47/32)	40	Wheeled	-	-	-	47/32 gun, AA MG, Recce.	8
Sahariana (20/65)	45	Wheeled	-	-	-	20/65 gun, AA MG, Recce.	8

90 mm ammunition carrier: Increase Semovente 90/53 to ROF 2 when a L40 ammunition carrier is within 2"/5 cm.
Awkward layout: These self-propelled guns cannot move and shoot their main gun in the same turn.
Fuel tanks: Flame-thrower fuel is extremely flammable. The enemy re-rolls any failed Firepower tests to destroy a L3/35 Lanciafiamme tank.
Recce: Recce troops can use the Reconnaissance rules to avoid enemy fire.
Slow tank: R.35 tanks only move 8"/20 cm on Road and Cross-country terrain.

Guns and Vehicle Weapons

Name	Points	Range	ROF	Anti-tank	Firepower	Notes	Platoon Size
81mm mortar	-	40"/100 cm	-	1	3+	Mortar, Smoke.	3 or 4
20/65 gun	25	24"/60 cm	4	5	5+	Turntable, Anti-aircraft.	2 or 3
47/32 gun	30	24"/60 cm	2	7/1	4+	Close-support Artillery.	2
65/17 gun	30	16"/40 cm	1	6/2	3+	Gun shield, Artillery.	2
75/27 howitzer	55	24"/60 cm	2	9/2	3+	Gun shield, Artillery, Smoke.	4
88/56 gun (FlaK36)	95	40"/100 cm	2	13	3+	Gun shield, Turntable, Heavy Anti-aircraft, Immobile.	2
90/53 gun	75	40"/100 cm	2	13	3+	Turntable, Heavy Anti-aircraft, Immobile.	2
105/28 gun	85	24"/60 cm	1	10/3	2+	Gun shield, Artillery.	4
MG or AA MG	-	16"/40 cm	3	2	6	ROF 1 if other weapons fire.	-
Twin MG	-	16"/40 cm	4	2	6	ROF 1 if other weapons fire.	-
13.2mm MG	-	16"/40 cm	3	3	6		-
20mm tank gun	-	16"/40 cm	2	5	5+		-
37mm tank gun	-	24"/60 cm	2	4	5+		-
47mm tank gun	-	24"/60 cm	2	7	4+		-
75mm tank howitzer	-	24"/60 cm	2	9/2	3+	Close-support Artillery, Smoke.	-
90mm tank gun	-	40"/100 cm	1	13	3+		-
Flame-thrower	-	4"/10 cm	2	-	6	Flame-thrower, 6 Shots.	-

Ammunition Bearers: Remove a Rifle team from Mortar Platoon and a medium mortar counts as two weapons firing.
Anti-aircraft: Anti-aircraft weapons can fire at aircraft.
Artillery: Artillery can fire artillery bombardments at up to three times their normal range.
Close-support artillery: Close-support artillery can fire artillery bombardments at up to twice their normal range.
Gun shield: Teams crewing weapons with a gun shield are in Bulletproof Cover when fired at from the front.
Flame-thrower: Flame-throwers roll a Skill test to hit and pin down any target they hit. The target does not get any saving roll.
Heavy Anti-aircraft: Heavy anti-aircraft guns can fire at aircraft. If they are modelled with 8 or more crew they have ROF 3 for +10 points.
Immobile: 88mm and 90mm anti-aircraft guns cannot be manhandled. They can only move if towed.
Mortar: Mortars can only fire artillery bombardments. Re-roll first failed roll to range in.
Smoke: Weapons with smoke ammunition can fire smoke rather than their normal shooting.
Turntable: Weapons mounted on turntables can rotate to fire in any direction without penalty.

Infantry

Name	Points	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Rifle team	-	16"/40cm	1	1	6	M1891 rifle.
Rifle/MG team	20	16"/40cm	2	2	6	M1891 rifle and Breda Modello 30 light machine-gun.
Light Mortar team	-	16"/40cm	2	1	5+	Brixia Modello 35 light mortar.
HMG team	-	24"/60cm	3	2	6	Fiat-Revelli machine-gun.
20mm anti-tank rifle team	20	16"/40cm	2	5	5+	Solothurn anti-tank rifle.
Command Rifle/MG team	20	16"/40cm	2	2	6	M1891 rifle and Breda Modello 30 light machine-gun.
Observer team	10	-	-	-	-	
Staff team	5	-	-	-	-	Moves and fights as a Gun team.

Transport

Name	Points	Mobility	Front	Side	Top	Equipment and Notes
Motoguzzi motorcycle or Fiat 508CM car	5	Jeep	-	-	-	1 passenger.
OM-36 ½-ton truck	5	Wheeled	-	-	-	1 passenger. Slow.
Dovunque 35 3-ton truck	5	Wheeled	-	-	-	3 passengers.
Lancia 3RO 6-ton truck	5	Wheeled	-	-	-	4 passengers.
Gun Tractors						
Fiat SPA TL-37	5	Wheeled	-	-	-	1 passenger.
Breda half-track (Sd Kfz 7)	10	Half-tracked	-	-	-	1 passenger.

Slow truck: ½-ton trucks only move 8"/20 cm on Road.

Special Rules

Avanti!: Platoon with a command team rolls a Skill test to move 4"/10 cm in Shooting step instead of shooting.
8-Million Soldiers: After deployment, but before the first turn, roll a die for each platoon to determine quality.

Roll	Regular	Elite	Artillery
1	Reluctant Trained	Reluctant Trained	Reluctant Trained
2	Reluctant Trained	Confident Veteran	Confident Veteran
3	Reluctant Trained	Confident Veteran	Confident Veteran
4	Reluctant Trained	Confident Veteran	Confident Veteran
5	Confident Trained	Confident Veteran	Fearless Veteran
6	Fearless Conscript	Fearless Veteran	Fearless Veteran

ITALIAN ARMY INTELLIGENCE SUMMARY

FLAMES OF WAR - ORDER OF BATTLE | Company Name
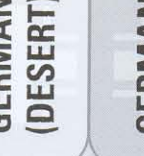
Headquarters Platoon *(You must have one Headquarters Platoon)*	Motivation	Experience	Command Distance	Points
Optional Sections				

Combat Platoons *(You must have two or more Combat Platoons)*				

Weapon Platoons *(You may have one or more Weapons Platoon)*				

Supporting Platoons *(You may have Supporting Platoons for each Combat Platoon. See the Intelligence Briefing for details)*				
Company totals	**Platoons**		**Points**	

Tanks, Infantry, Guns & Transport	Mobility	Range	ROF	Anti-tank	Firepower	Armour Front	Side	Top

Special Rules	

FLAMES OF WAR COLOUR GUIDE

This guide gives you the basic colours required for each army. As you do more research, you will be able to make up your own mind as to the colours for your particular unit. To begin with select a range of colours you can easily get hold of from your local model store. Don't worry about being exactly correct at this point, with the **Colour Guide** you'll have the basics you need for now until you get more confident. Don't be afraid to ask advice from your local storeowner on painting, or where there might be clubs in your area where you can test out your army.

	Description	Colour	Humbrol Enamel	Model-Master Enamel	Tamiya Acrylic	Vallejo Acrylic	Games Workshop
US	Tanks and Helmet	Olive Drab	155	2050	XF62	887	Catachan Green
	Tank Camouflage	Dark Earth	29	2054	XF52	874	Graveyard Earth
	Infantry Jacket	Buff	121	1792	XF57	988	Kommando Khaki
	Infantry Pants	Earth Brown	118	1702	XF49	873	Snakebite Leather
	Belts and Webbing	Green Grey	83	1704	XF60	886	Camo Green
	Boots	Red Leather	62	1701	XF10	818	Scorched Brown
BRITISH (DESERT)	Tanks and Helmet	Light Stone	121	1706	XF59	847	Desert Yellow
	Tank Camouflage	Dark Green	116	2089	XF58	897	Catachan Green
	Infantry Uniform	Khaki Drill	72	1704	XF55	819	Kommando Khaki
	Belts and Webbing	Buff	28	1730	XF14	884	Camo Green
	Boots	Black	33	1749	XF1	950	Chaos Black
BRITISH (UK)	Tanks and Helmet	Khaki Brown	26	2052	XF49	879	Graveyard Earth
	Tank Camouflage	Dark Earth	29	2054	XF52	873	Beastial Brown
	Infantry Uniform	Khaki	26	2052	XF49	921	Graveyard Earth
	Belts and Webbing	Buff	72	1706	XF57	988	Kommando Khaki
	Boots	Black	33	1749	XF1	950	Chaos Black
GERMAN (DESERT)	Tanks and Helmet	Yellow Brown	94	2102	XF59	912	Graveyard Earth
	Tank Camouflage	Sand Grey	187	2103	XF49	880	Snakebite Leather
	Infantry Uniform	Khaki Olive	84	1792	XF67	881	Camo Green
	Belts and Webbing	Sand	121	1730	XF55	916	Kammando Khaki
	Boots	Brown	62	1701	XF10	818	Scorched Brown
GERMAN (RUSSIA)	Tanks	Panzer Grey	67	2094	XF63	862	Codex Grey
	Tank Camouflage	Olive Green	117	2097	XF58	890	Catachan Green
	Tank Camouflage	Chocolate Brown	98	2096	XF64	872	Dark Flesh
	Helmet	Dark Grey	67	2094	XF63	995	Shadow Grey
	Infantry Uniform	Grey Green	116	2014	XF65	830	Camo Green
	Belts and Webbing and Boots	Black	33	1749	XF1	950	Chaos Black
SOVIET	Tanks and Helmet	Mid Green	86	2129	XF5	894	Catachan Green
	Tank Camouflage	Earth Brown	29	2124	XF52	983	Graveyard Earth
	Infantry Uniform	Khaki	26	1702	XF49	880	Graveyard Earth
	Belts and Kit	Khaki	72	1706	XF52	821	Kommando Khaki
	Boots	Black	33	1749	XF1	950	Chaos Black
ITALIAN (DESERT)	Tanks and Helmet	Sand	63	2110	XF59	977	Desert Yellow
	Tank Camouflage	Olive Green	116	2098	XF5	888	Catachan Green
	Infantry Uniform	Sand	121	1706	XF59	847	Desert Yellow
	Belts and Webbing and Puttees	Olive Green	116	2098	XF65	888	Catachan Green
	Boots	Brown	62	1701	XF10	818	Scorched Brown
COMMON COLOURS	Faces and Hands	Flesh	61	1516	XF15	955	Dwarf Flesh
	Rifle Butts and Entrenching Tools	Red Brown	170	1735	XF10	875	Schorched Brown
	Tank Tracks, Machine-guns and Rifle Barrels	Gunmetal	53	1795	X10	863	Boltgun Metal
	Numbers and Markings	White	34	1768	XF2	951	Skull White
	Tyres	Dark Grey	67	1583	XF63	869	Choas Black
	Dust	Dust	93	1702	XF55	879	Bleached Bone
	Dirt	Dirt	29	2054	XF52	983	Snakebite Leather

FLAMES OF WAR CATALOGUE

| Code	Description
BR006	'Honey' Stuart (8th Army)
BR009	Stuart VI
BR020	A9 Cruiser Mk I
BR022	A10 Cruiser Mk II
BR025	A13 Cruiser Mk IV, CS
BR032	Crusader I, II, CS
BR034	Crusader III
BR040	Centaur CS
BR041	Cromwell IV, VI CS
BR044	Comet I
BR050	Matilda I
BR052	Matilda II, CS
BR054	Matilda Scorpion
BR060	Valentine II (8th Army)
BR061	Valentine III (Tunisia)
BR072	Churchill III
BR073	Churchill IV, V CS, VI
BR080	Churchill VII, VIII CS
BR085	Crocodile flame trailer (x2)
BR090	Churchill AVRE
BR100	Grant
BR101	Grant (Lee turret)
BR110	Sherman I
BR113	Firefly IC
BR114	Firefly Hybrid IC
BR116	Sherman II (8th Army)
BR119	Sherman III (diesel, 8th Army)
BR120	Sherman V
BR121	Firefly VC
BR150	M10 3" SP
BR151	M10C 17pdr SP
BR153	Deacon
BR154	2pdr portee
BR155	6pdr portee
BR170	Priest
BR171	Bishop
BR172	Sexton
BR200	White scout car
BR201	M5 half-track
BR202	M9 half-track
BR204	Ram Kangaroo II
BR210	Universal Carrier (x2)
BR212	MMG / OP Carrier (x2)
BR213	Mortar Carrier (x2)
BR276	Quad tractor & limber
BR279	Morris AA tractor
BR303	Marmon Harrington Mk III
BR310	Daimler Dingo
BR311	Daimler Mk I
BR321	Humber Mk I
BR322	Humber Mk II
BR323	Humber Mk III
BR331	Humber LRC III
BR340	AEC Mk I
BR360	Autocar 75mm SP
BR401	Norton & sidecar (x4)
BR410	Jeep (x2)
BR412	LRDG/SAS Jeep (x2)
BR430	Morris 15 cwt truck
BR431	CMP 15 cwt truck
BR442	LRDG Chev truck
BR450	Bedford QLT 3-ton lorry
BR451	CMP 3-ton lorry
BR460	Dorchester ACV
BR500	2 pdr gun (8th Army)(x2)
BR510	6 pdr gun (8th Army)
BR511	6 pdr gun
BR520	17/25 pdr gun
BR521	17 pdr gun
BR540	Bofors 40mm gun
BR541	Bofors 40mm gun (8th Army)
BR573	25 pdr gun
BR574	25 pdr gun (8th Army)
BR601	Sherman ARV II (recovery)
BR701	Company HQ
BR702	Rifle Platoon
BR704	Machine-gun Platoon
BR705	Mortar Platoon
BR706	Pioneer Platoon
BR712	Artillery crew pack
BR714	Tank crew pack
BR715	Seated infantry pack
BR721	Company HQ (BEF)
BR722	Rifle Platoon (BEF)
BR725	Mortar Platoon (BEF)
BR732	Artillery crew pack (BEF)
BR741	Company HQ (8th Army)
BR742	Rifle Platoon (8th Army)
BR744	Machine-gun Platoon (8th Army)
BR745	Mortar Platoon (8th Army)
BR752	Artillery crew pack (8th Army)
BR756	LRDG Patrol
BR757	SAS Patrol
BR761	Company HQ (Italy)
BR762	Rifle Platoon (Italy)
BR764	Machine-gun Platoon (Italy)
BR765	Mortar Platoon (Italy)
BR880	Major General GPB 'Pip' Roberts
BR940	Desert Rats Decals pack
GE002	Panzer I B
GE003	Panzer I Command
GE010	Panzer II C
GE011	Panzer II F
GE018	Panzer II L (Luchs)
GE020	Panzer 35(t)
GE022	Panzer 38(t) B, C
GE030	Panzer III E, F
GE031	Panzer III G
GE032	Panzer III H
GE033	Panzer III J
GE034	Panzer III L, N
GE035	Panzer III M
GE036	Panzer III L, N (Schürzen)
GE037	Flammpanzer III
GE040	Panzer IV D
GE041	Panzer IV E
GE042	Panzer IV F1, F2
GE044	Panzer IV G
GE045	Panzer IV G (late)
GE046	Panzer IV H
GE047	Panzer IV J
GE060	Panther D (Kursk)
GE061	Panther A
GE062	Panther G
GE070	Tiger I E (Tunisia)
GE071	Tiger I E (Zimmerit)
GE072	Tiger I E (Kursk)
GE073	Tiger I E (late Zimmerit)
GE081	Königstiger (Porsche)
GE083	Königstiger
GE100	Panzerjäger I
GE101	Hetzer
GE102	Marder I
GE103	Marder II
GE104	Marder III (7.62cm)
GE105	Marder III H
GE107	Hornisse
GE108	Jagdpanzer IV
GE109	Jagdpanzer IV/70
GE110	Jagdpanther
GE111	Jagdtiger
GE121	StuG III D
GE122	StuG III F/8
GE123	StuG III G
GE125	StuH42
GE126	StuG IV
GE127	7.5cm on 39H(f)
GE128	10.5cm on 39H(f)
GE129	Brummbär
GE131	Ferdinand
GE132	Elefant
GE141	Wespe
GE143	Grille H (15cm sIG)
GE144	Grille K (15cm sIG)
GE145	Hummel
GE147	15cm Panzerwerfer 42
GE160	Sd Kfz 10/5 (2cm)
GE163	Flakpanzer 38(t)
GE164	Möbelwagen
GE165	Wirbelwind
GE200	Sd Kfz 250/1 (early), /10 (3.7cm)
GE201	Sd Kfz 250/1 (late), /10 (3.7cm)
GE205	Sd Kfz 250/7 (early, 8cm)
GE206	Sd Kfz 250/7 (late, 8cm)
GE207	Sd Kfz 250/8 (early, 7.5cm)
GE208	Sd Kfz 250/8 (late, 7.5cm)
GE209	Sd Kfz 250/9 (early, 2cm)
GE210	Sd Kfz 250/9 (late, 2cm)
GE216	Sd Kfz 253 (StuG)
GE240	Sd Kfz 251/1C, /10C (3.7cm)
GE241	Sd Kfz 251/1D, /10D (3.7cm)
GE242	Sd Kfz 251/1C (Stuka)
GE244	Sd Kfz 251/2C (8cm)
GE249	Sd Kfz 251/7D (Pioneer)
GE252	Sd Kfz 251/9C (7.5cm)
GE256	Sd Kfz 251/16C (Flamm)
GE258	Sd Kfz 251/17C (2cm)
GE270	Sd Kfz 7 (8t) tractor
GE272	Sd Kfz 11 (3t) tractor
GE273	Sd Kfz 10 (1t) tractor
GE274	Opel Maultier
GE301	Sd Kfz 222 (2cm)
GE340	Sd Kfz 231 (8-Rad)
GE342	Sd Kfz 263 (radio)
GE361	Sd Kfz 234/2 Puma
GE400	BMW & sidecar (x4)
GE401	BMW & s/c (Afrika) (x4)
GE402	Kettenkrad (x3)
GE410	Kübelwagen (x2)
GE411	Schwimmwagen (x2)
GE412	Horch Kfz 15 Car
GE420	Krupp Kfz 70 truck
GE425	Steyr Kfz 70 truck
GE430	Opel Blitz 3-ton truck
GE501	3.7cm PaK36 gun (x2)
GE502	3.7cm PaK36 gun (FJ)
GE510	5cm PaK38 gun
GE520	7.5cm PaK40 gun
GE530	8.8cm PaK43/1 gun
GE542	2cm FlaK38 gun (x2)
GE543	2cm FlaK38 gun (FJ)
GE550	8.8cm FlaK36 gun
GE560	15cm leIG18 gun (x2)
GE561	7.5cm LG40 recoilless gun (FJ) (x2)
GE562	105mm LG40 recoiless gun (FJ) (x2)
GE563	7.5cm GebGB36 gun (FJ)
GE565	15cm sIG33 gun
GE571	10.5cm leFH18 how
GE590	15cm Nebelwerfer 41
GE601	Bergepanzer III (recovery)
GE603	Bergepanther (recovery)
GE610	Borgward B IV (remote control)
GE650	6 or 4-horse limber
GE701	Company HQ
GE702	Grenadier Platoon
GE704	Machine-gun Platoon
GE705	Mortar Platoon
GE712	Artillery crew pack
GE714	Tank crew pack
GE715	Seated infantry pack
GE721	Company HQ (late)
GE722	Grenadier Platoon (late)
GE724	Machine-gun Platoon (late)
GE725	Mortar Platoon (late)
GE726	Pioneer Platoon
GE728	Tank Hunter pack (late)
GE732	Artillery crew pack (late)
GE734	Tank crew pack (late)
GE735	Seated infantry pack (late)
GE737	Assault Rifle Platoon
GE741	Company HQ (Afrika)
GE742	Grenadier Platoon (Afrika)
GE744	MG Platoon (Afrika)
GE745	Mortar Platoon (Afrika)
GE752	Artillery crew pack (Afrika)
GE761	Company HQ (FJ)
GE762	Fallschirmjager Platoon
GE763	Fallschirmjager Platoon (late)
GE764	Machine-gun Platoon (FJ)
GE765	Mortar Platoon (FJ)
GE767	Glider Assault Platoon (FJ)
GE772	Artillery crew pack (FJ)
GE775	Seated infantry pack (FJ)
GE776	Panzershreck pack (FJ)
GE777	StG44 assault rifle pack (FJ)
GE778	FG42 parachute rifle pack (FJ)
GE880	Oberstleutnant Von Der Heydte
GE881	Generalmajor Otto-Ernst Remer
US002	M3A1 Stuart
US005	M5A1 Stuart
US006	M24 Chaffee
US030	M3 Lee
US040	M4 Sherman
US042	M4A1 Sherman
US044	M4A1 Sherman (76)
US046	M4A3 Sherman
US047	M4A3 Sherman (sandbags)
US049	M4 Sherman Dozer
US050	M4A3 Sherman (76)
US051	M4A3 Sherman (76, sandbags)
US052	M4A3 Sherman (105)
US056	M4A3E2 Jumbo
US057	M4 Sherman Calliope
US058	M4 Sherman DD
US080	M26 Pershing
US101	M3 75mm GMC
US102	M10 3in GMC
US106	M18 Hellcat GMC
US107	M36 Jackson GMC
US140	T30 75mm HMC
US141	T19 105mm HMC
US142	M8 Scott HMC
US143	M7 Priest HMC
US144	M12 155mm GMC
US160	M16 MGMC (twin .50)
US161	T28E1/M15 CGMC (37mm)
US164	M16 MGMC (quad .50)
US200	M2 half-track
US201	M3 half-track
US202	M4 MMC mortar carrier
US300	M3A1 armoured car
US301	M8 Greyhound
US302	M20 utility
US410	Jeep (x2)
US412	Dodge 3/4-ton truck
US430	GMC 2 1/2-ton truck
US500	M3 37mm gun
US501	M1 57mm gun
US510	M5 3in gun
US541	M1 Bofors gun
US560	M8 75mm how (Para)
US570	M2A1 105mm how
US600	M31 Grant TRV (recovery)
US601	M32 Sherman TRV (recovery)
US701	Company HQ
US702	Rifle Platoon
US703	Armored Rifle Platoon
US704	Machine-gun Platoon
US705	Mortar Platoon
US707	Armored Recon Platoon
US710	Weapons Platoon
US712	Artillery crew pack
US714	Tank crew pack
US715	Seated infantry pack
US716	Bazooka pack (x10)
US717	Dismounted .50cal MG pack (x5)
US718	Armored Rifle Pltn Dismounted MG's
US721	Command & Pathfinder Squad (Para)
US722	Rifle Platoon (Para)
US724	Machine-gun Platoon (Para)
US725	Mortar Section (Para)
US732	Artillery crew pack (Para)
US880	Major General Ernest N Harmon
US881	Staff Sergeant Cole 'Reb' Jackson
SU002	T-26 obr 1933
SU015	T-60
SU016	T-70
SU021	BT-5
SU022	BT-7
SU030	M3L Stuart (M3A1)
SU031	Mark II, Matilda II
SU032	Mark III, Valentine II
SU040	T-28
SU050	T-34 obr 1940, 1941
SU052	T-34 obr 1941 (late)
SU053	T-34 obr 1942, OT-34
SU054	T-34/85
SU075	Mark IV, Churchill III
SU076	Mark IV, Churchill IV
SU080	KV-1
SU081	KV-2
SU082	KV-1e
SU084	KV-85
SU091	IS-2M 'Iosef Stalin'
SU100	SU-100
SU102	SU-85
SU120	SU-76
SU122	SU-122
SU123	SU-152
SU130	ISU-122
SU131	ISU-152
SU145	BM-13 Katyusha
SU146	Katyusha crew pack
SU161	Quad MG on truck
SU271	Komsomoleyts tractor (x2)
SU300	BA-6
SU412	Dodge 3/4-ton truck
SU421	ZIS-5 3-ton truck
SU431	ZIS-6 4-ton truck
SU500	45mm obr 1942 gun (x2)
SU540	37mm obr 1939 gun (x2)
SU573	76 mm ZIS-3 gun
SU580	122 mm obr 1931/37 gun
SU581	152 mm obr 1939 how
SU650	6 or 4-horse limber
SU700	Battalion HQ
SU701	Company HQ
SU702	Strelkovaya Platoon
SU703	SMG Platoon
SU704	Machine-gun pack (x6)
SU705	Mortar pack (x6)
SU706	Sapper Platoon
SU707	Scout Platoon
SU708	AT Rifle pack (x6)
SU712	Artillery crew pack
SU714	Tank crew pack
SU715	Seated infantry pack
IT001	L3/35 (twin MG) (x2)
IT002	L3/35 (AT Rifle) (x2)
IT003	L3/35 Lanciafiamme
IT010	L6/40
IT030	M11/39
IT040	M13/40 or M14/41
IT060	Renault R-35
IT101	Semovente 47/32
IT110	Carro Commando M41
IT111	Semovente 75/18
IT240	Sahariana (MG)
IT241	Sahariana (AT Rifle)
IT242	Sahariana (47/32)
IT243	Sahariana (20/65)
IT270	Fiat SPA TL-37 tractor
IT271	Breda half-track (Sd Kfz 7)
IT303	Autoblinda AB41
IT400	Motoguzzi M/cycle (x4)
IT410	Fiat 508CM car (x2)
IT430	Dovunque 35 3-ton truck
IT540	20/65 gun (x2)
IT550	90/53 gun
IT551	88/56 (FlaK36) gun
IT560	47/32 gun (x2)
IT561	65/17 gun (x2)
IT570	75/27 how
IT701	Company HQ
IT702	Fucilieri Platoon
IT704	Machine-gun Platoon
IT705	Mortar Platoon
IT712	Artillery crew pack
IT714	Tank crew Pack
IT715	Seated infantry pack
FR020	Hotchkiss H-35
FR030	Renault R-35
FR050	SOMUA S-35
FR070	Char B1 bis
FR200	Lorraine 38L carrier & trailer
FR210	Renault UE carrier & trailer
FR270	Laffly W15T 1.5-ton tractor
FR300	Panhard AMD P-178
FR430	Citroen 23 1.5-ton truck
FR440	Renault ARG 4.5-ton truck
FR500	25mm SA-34 Hotchkiss gun
FR570	75mm mle 1897 gun
FR701	Company HQ
FR702	Infanterie Platoon
FR704	Machine-gun Platoon
FR705	Mortar Platoon
FR712	Artillery crew pack
FR714	Tank crew pack
XX101	Bases (mixed sizes)
XX102	Bases Artillery (x16)
XX103	Bases Medium (x28)
XX104	Bases Small (x56)
XX650	One-horse carts (x3)
XX651	Horse-drawn limbers (x3)
XX652	Supply wagons (x2)
XX670	Stowage pack
WD003	Flames of War Rules
WD101	Diving Eagles Handbook
WD102	Hitler's Fire Brigade Handbook
WD103	Old Ironsides Handbook
WD104	Desert Rats Handbook

FLAMES OF WAR®

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WD101

- Complete organisation and equipment for the Diving Eagles
- Variants for early and late-war battles
- History of German airborne forces
- Guide to Diving Eagles units
- Inspiring colour photos
- Tactics guide
- Comprehensive painting guide
- Advice on painting camouflage smocks
- Death From Above air assault mission
- Special rules and exploits of the Diving Eagles' hero Oberstleutnant Von der Heydte who led Fallschirmjäger in battle throughout the war

Hitler's Fire Brigade
INTELLIGENCE HANDBOOK ON GERMAN ARMOURED FORCES ON THE EASTERN FRONT

WD102
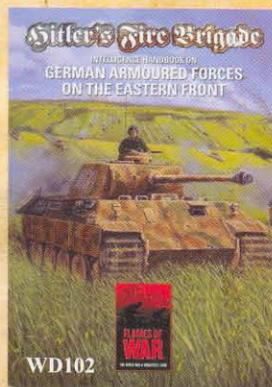
- Complete organisation and equipment for German armoured forces on the Eastern Front
- Variants for reconnaissance and engineer companies
- History of the Grossdeutschland division and the battle of Kursk
- Inspiring colour photos
- Tactics guide
- Comprehensive painting guide
- New rules for Tiger heavy tanks
- Rules for using minefields, barbed wire and fortifications in your battle
- The Big Push deliberate attack mission
- Eploits of Generalmajor Remer, Grossdeutschland's hero and victor of 47 close assaults

OLD IRONSIDES
### INTELLIGENCE HANDBOOK ON US ARMORED FORCES

WD103
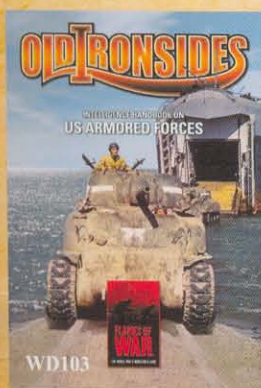
- Complete organisation and equipment for US forces in North Africa and the Mediterranean
- Variants for early-war Tank companies
- Variants for Armored Recon and Truck-borne companies
- History of the 1st 'Old Ironsides' Armored Division
- Inspiring colour photos
- Tactics guide
- Comprehensive painting guide
- New Reconnaissance rules
- Two new missions, Breakthrough and Reconnaissance
- Exploits of Major General Ernest N Harmon and Staff Sergeant Cole 'Reb' Jackson

Desert Rats
INTELLIGENCE HANDBOOK ON BRITISH ARMOURED FORCES

WD104
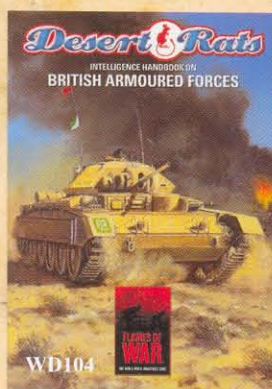
- Complete organisation and equipment for British Armoured, Motor and Armoured Car forces in North Africa and Italy
- Variants for the Death Or Glory Boys
- History of the 'Desert Rats', the 7th Armoured Division
- Inspiring colour photos
- Tactics guide
- Comprehensive painting guide
- New anti-tank gun rules
- New Cauldron mission
- Exploits of Major General GPB 'Pip' Roberts
- LRDG and SAS story, rules and Raid mission

Informative packaging.

Assembled Tiger tank.
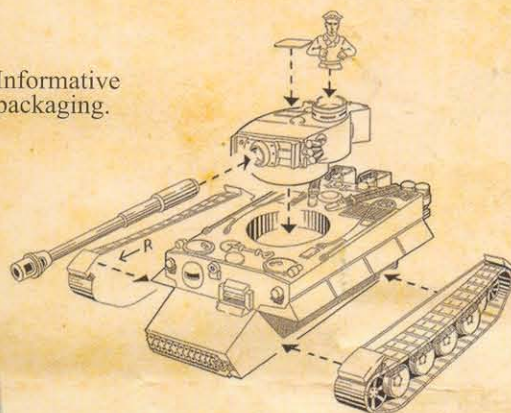
Comprehensive assembly diagrams.

Painted Tiger tank, ready for battle!

Flames Of War™ miniatures are made of high quality resin and metal parts. These are crafted miniatures, not toys. Not recommended for anyone under 14 years. The metal contains some lead, wash your hands after handling unpainted models.

To prepare your models for painting, wash in dishwashing water and allow to dry. Assemble with two-part epoxy resin or super glue gel. Undercoat with a model undercoat.

For other painting tips and colour schemes visit our website.

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FLAMES OF WAR®
THE WORLD WAR II MINIATURES GAME

Standing tall in the turret of your tank, you survey the battlefield. A summer heat haze veils the distant enemy. Ahead your infantry crouch in their foxholes. Behind, the gunners stand by loaded weapons. To your left and right sit the tanks.

Everything is ready, awaiting your order.

Can you finish what you have begun? Will you lead your troops into defeat or win a glorious victory! Take charge!

"FIRE!"

WHAT'S INSIDE?

- Clearly laid out rules, easy to read & plenty of diagrams. Rules for tanks, infantry, artillery & more!
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