FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

THE SECOND WORLD WAR

ARCTIC OCEAN

NORTH AMERICA

EUROPE

ATLANTIC OCEAN

SOUTH AMERICA

KEY

ALLIES

AXIS

NEUTRAL

AXIS FRONT LINES

DISPOSITION OF OPPOSING FORCES 1942

1	CANADA	9	YUGOSLAVIA	17	TUNISIA
2	UNITED STATES	10	GREECE	18	LIBYA
3	GREAT BRITAIN	11	POLAND	19	EGYPT
4	FRANCE	12	ROMANIA	20	SOUTH AFRICA
5	NORWAY	13	FINLAND	21	MADAGASCAR
6	GERMANY	14	MOROCCO	22	SOVIET UNION
7	ITALY	15	ALGERIA	23	INDIA
8	HUNGARY	16	FRENCH WEST AFRICA	24	CHINA

1ST SEPTEMBER 1939 - 2ND SEPTEMBER 1945

ASIA

24

23

PACIFIC OCEAN

AFRICA

INDIAN OCEAN

AUSTRALASIA

STRATEGIC LOCATIONS

25	BURMA	A	MIDWAY	I	OKINAWA
26	SINGAPORE	B	HAWAII (PEARL HARBOUR)	J	IWO JIMA
27	BORNEO	C	MOSCOW	K	LEYTE GULF
28	PHILIPPINES	D	STALINGRAD	L	DARWIN
29	JAPAN	E	IMPHAL & KOHIMA	M	GUAM
30	AUSTRALIA	F	AKYAB	N	SOLOMON IS
31	PAPUA NEW GUINEA	G	RANGOON	O	GUADALCANAL
32	NEW ZEALAND	H	HONG KONG		

EUROPE 1942

KEY

- ALLIES
- AXIS
- NEUTRAL
- | AXIS FRONT LINES

SWEDEN

NORWAY

FINLAND

BALTIC SEA

EST.

LAT.

LITH.

E. PRUSSIA

SOVIET UNION

7

8 • Moscow

9

10

11

12

13

NORTH SEA

DENMARK

GREAT BRITAIN

• London

• Berlin

• Warsaw

POLAND

NETHERLANDS

ENGLISH CHANNEL 5

BELGIUM 6

GERMANY

AUSTRIA

HUNGARY

ROMANIA

18

15

17

1 2 3 4

• Paris

FRANCE

SWITZ.

ITALY

YUGOSLAVIA

BLACK SEA

• Rome

19   20

GREECE

TURKEY

SPAIN

AEGEAN SEA

SICILY

22

21

TUNISIA

26

MEDITERRANEAN SEA

24

MOROCCO

ALGERIA

25

29

28

27

23   EGYPT

LIBYA

BATTLEGROUNDS OF THE SECOND WORLD WAR

1	ST. LÔ	11	KURSK	21	MALTA
2	NORMANDY	12	PROKHOROVKA	22	CRETE
3	CAEN	13	KHARKOV	23	EL ALAMEIN
4	DIEPPE	14	STALINGRAD	24	TOBRUK
5	DUNKIRK	15	ROSTOV	25	TRIPOLI
6	ARDENNES	16	CAUCASUS	26	KASSERINE PASS
7	LENINGRAD	17	CRIMEA	27	TUNIS
8	RZHEV	18	DNPR RIVER	28	ALGIERS
9	SMOLENSK	19	ANZIO	29	GIBRALTA
10	MINSK	20	SALERNO		

FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

Welcome, to the second edition of *Flames Of War*. Whether you're a fresh new recruit or a grizzled old veteran we know you're going to find hours of enjoyment within these pages. This new and improved version is thanks in no small part to the enthusiastic support and feedback of the thousands of *Flames Of War* players around the world. We've taken on board all of your comments and suggestions in the four years since the first edition hit the shelves when refining the original rules. We've retained the speed of play and the tactical challenge that has made *Flames Of War* so popular while improving the balance of the game, and its historical accuracy. Enjoy!

Peter Simunovich

John-Paul Brisigotti

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BATTLEFRONT

PRODUCERS OF FINE METAL & RESIN MINIATURES

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HISTORY

Using Blitzkrieg tactics, the German Army sweeps through Poland with lightning speed.

The victorious German Army parades in Poland.

The German's terror weapon, the *Stuka* dive-bomber.

For years dark storm clouds of war have been gathering on the horizon of Europe. In Germany, Adolf Hitler and his Nazi party rise to power in a nation still smarting from defeat in the Great War. At Hitler's behest, the German Army—the *Wehrmacht*—rebuilds its strength in secret. Most of Europe ignores the warning signs.

On 1 September 1939, with no declaration of war, Hitler unleashes the *Wehrmacht* upon Poland. Outraged by this act of aggression, Poland's allies—France, Great Britain and the Commonwealth nations—declare war upon Germany. It is the opening act in the greatest conflagration in the history of human conflict.

Led by their formidable Panzer divisions the Germans sweep all opposition before them in a new style of attack—Blitzkrieg, or lightning warfare. This new tactical doctrine combines tanks, infantry, artillery, and air power to strike fast and deep into enemy territory. The Polish Army fights desperately to resist the onslaught but is hopelessly outnumbered and outgunned. Poland's fate is sealed when the Soviet Union invades the beleaguered country 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 6 October.

A period of deathly quiet now settles over Europe as the mighty nations of Germany, France and Britain face off in the Phoney War. While the French and British scramble to mobilize their unprepared armies, Hitler plans his next conquests.

Allied troops being led into captivity at Dunkirk.

Hitler inspects the capital of his once mighty foe, France, after Germany's stunning victory.

German troops inspect a captured French tank.

The uneasy calm is shattered on 9 April when German forces invade Denmark and Norway. The invasion of Denmark is almost bloodless. Their small army is no match for the mighty Wehrmacht, and the Danes quickly surrender. However, Norwegian resistance proves stronger and aided by a hastily-landed force of British, French, and Polish troops, the Norwegian Army fights desperately to expel the invaders. But within two months brave Norway has fallen to the Germans, securing them vital air and sea bases for future offensives.

While the Allied nations are still reeling from this twin blow, Hitler launches *Fall Gelb*, the invasion of France and the Low Countries—Belgium and Holland. Spearheaded with revolutionary airborne attacks by German paratroopers—the *Fallschirmjäger*—the seemingly unstoppable Panzers roll into the Low Countries on 10 May.

As the British Expeditionary Force, sent to help defend France, rushes north to meet the invasion, a surprise German armoured thrust through the Ardennes forest strikes a lightly defended sector of the French line.

Breaking through, the Panzers drive towards the Channel ports, splitting the Allied forces in two and threatening to cut off the British escape route. Trapped between the closing jaws of the Germans, the British Expeditionary Force fight desperately, buying valuable time to enable the mass evacuation of British and French troops from the beaches of Dunkirk.

Having missed their opportunity to destroy the British Army, the Panzers turn south with *Fall Rot*. Despite brave resistance the French Army proves unable to react effectively to the speed and intensity of the German attack.

As the French Army crumbles, the Italian Army, Germany's ally in the Axis of Steel, invades France from the south. The Italian dictator Mussolini has thrown in his lot with the seemingly unbeatable Germans, eager to establish a modern day Roman Empire. However the poorly organised Italian Army—the *Regio Esercito*—is incapable of mounting an effective attack, and the Italians make little headway before the surrender of France on 22 June.

1940

Spitfires ready to scramble and defend Britain against German attacks during the Battle of Britain.

The German 'Blitz' on London

Italian *Bersaglieri* push into British-held Egypt.

Great Britain now stands alone against the might of Germany. The new British Prime Minister Winston Churchill faces his country's darkest days. Across the narrow moat of the English Channel, Britain is a nation under siege.

U-boats patrol the Atlantic in feared wolf packs, preying on the vulnerable merchant ships carrying vital supplies. The German Air Force, the *Luftwaffe*, begins a massive bombing Blitz that turns the great industrial cities of Coventry, Manchester, Liverpool, and the capital London, into landscapes of rubble and twisted metal. All the while, *Wehrmacht* forces gather in France, preparing for Operation Sealion, the invasion of Britain.

In the skies above the English countryside the Battle of Britain unfolds. Although vastly outnumbered, the courageous fighter pilots of the RAF (Royal Air Force) strive to hold back the waves of German bombers. 'The Few' emerge victorious, inflicting a heavy loss upon the *Luftwaffe*. Operation Sealion is postponed, and later cancelled.

In September Germany, Italy and Japan sign the Tripartite Pact, expanding the Axis across the globe.

Through this alliance they aim to establish a new world order. Later in the year Hungary and Romania join the Axis powers.

The war bursts from the confines of Europe onto the blazing deserts of North Africa when the Italians invade Egypt from their Libyan colony on 13 September. The invaders advance only a few miles before setting up defensive positions. In October the Italian 9th Army invades Greece, but is dealt a crippling blow and driven from the country.

This is not the only reverse suffered by the *Regio Esercito*—in December, the poorly-equipped and poorly-led Italians are thrown back across the border by daring British attacks in Operation Compass. Initially intended as a four-day raid, the British attacks are an outstanding success leading to a major British offensive.

Despite the setbacks suffered by her Axis partner, and the stubborn defiance of Great Britain, the year has been a stunning success for Germany. Hitler's forces have demonstrated their mastery of mechanised warfare and stand poised to deliver yet another stunning blow, this time against an unsuspecting ally.

Led by Rommel the 'Desert Fox', the German *Afrikakorps* defeat the British in North Africa.

Elite German paratroopers capture Crete in a daring airborne operation.

In North Africa the British maintain the initiative. The Western Desert Force under Lt. General Richard O'Connor drives deep into Libya capturing 90,000 Italian soldiers in the process. The key port of Tobruk falls to British and Australian forces on 22 January.

In March, Winston Churchill sends a British Expeditionary Force to Greece, to prevent the Italians renewing their attacks.

With Mussolini's troops struggling on both fronts, Hitler is compelled to support his Italian ally in North Africa and the Balkan countries—Greece and Yugoslavia. Control of the strategically important Mediterranean area is vital to his plans.

In February, General Erwin Rommel, a veteran of the conquest of France, arrives in North Africa with the vanguard of his *Deutches Afrikakorps* (DAK) to bolster the hard-pressed Italians. Rommel immediately sets about altering the course of events.

On 6 April, German forces invade the Balkans. Yugoslavia cannot withstand the onslaught of the German Panzers and quickly surrenders, while Greece follows soon after. Yet again the speed and ferocity of the German attack almost succeeds in trapping another British Expeditionary Force. But the British and Commonwealth soldiers narrowly escape and are evacuated to the island of Crete.

To seize Crete—a steeping stone in the Mediterranean— the Germans launch Operation Mercury on 20 May. Instead of a seaborne attack the Germans plan an audacious airborne invasion on a scale hitherto unheard of. The German paratroopers meet unexpectedly fierce resistance from the battered Commonwealth defenders. Although ultimately triumphant, the Germans pay dearly for the victory with the blood of their elite *Fallschirmjäger*.

In the Atlantic, Admiral Donitz's U-boats continue to feast on prime merchant targets before slipping away into the dark waters. The toll they take in precious supplies threatens to starve Great Britain into submission. To counter this threat, the British introduce convoys that use small warships to shepherd large numbers of vulnerable cargo vessels across the Atlantic.

Emboldened by the success of the U-boats, the German Navy—the Kriegsmarine—attempts to break out their small but powerful surface fleet into the open waters of the Atlantic. The British Navy intercept them, damaging several German vessels and blocking the routes to the open sea. In May, the Royal Navy finally gives their besieged country a victory to savour with the sinking of the powerful German battleship—the Bismarck.

In North Africa the brilliant offensives of Rommel, reverse the earlier gains made by the British. The campaign ebbs and flows across the barren desert. As the *Deutches Afrikakorps* begin to gain the upper hand, their progress is hampered by the difficulties of supply across such a vast landscape. Newly-raised special forces such as the famed SAS and LRDG wreak havoc on the German supply lines—striking with the swiftness of the scorpion and then melting away into the desert like a phantom.

Hitler, buoyed by the unprecedented speed and success of the Blitzkrieg in Western Europe now makes a critical decision. On 22 June, without any declaration of war, the first waves of German armour pour across the Soviet border. Operation Barbarossa, the German invasion of the Soviet Union, has begun.
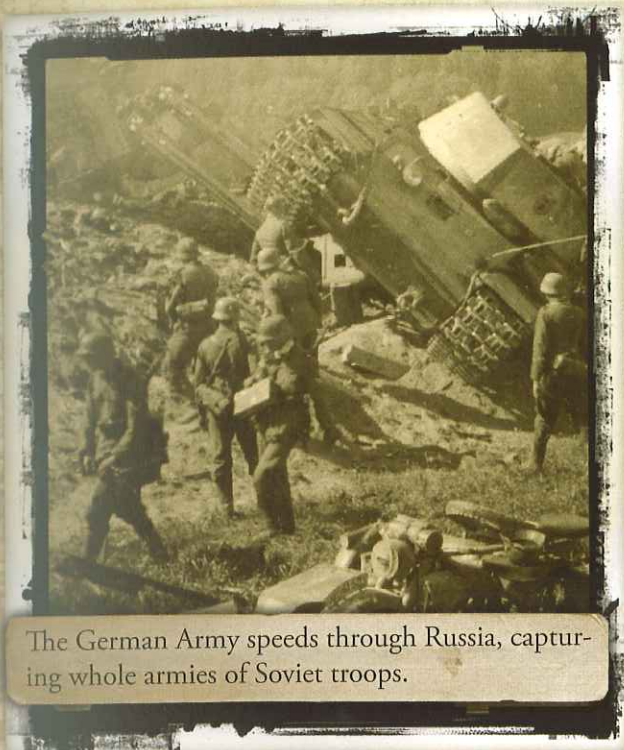
The German Army speeds through Russia, capturing whole armies of Soviet troops.
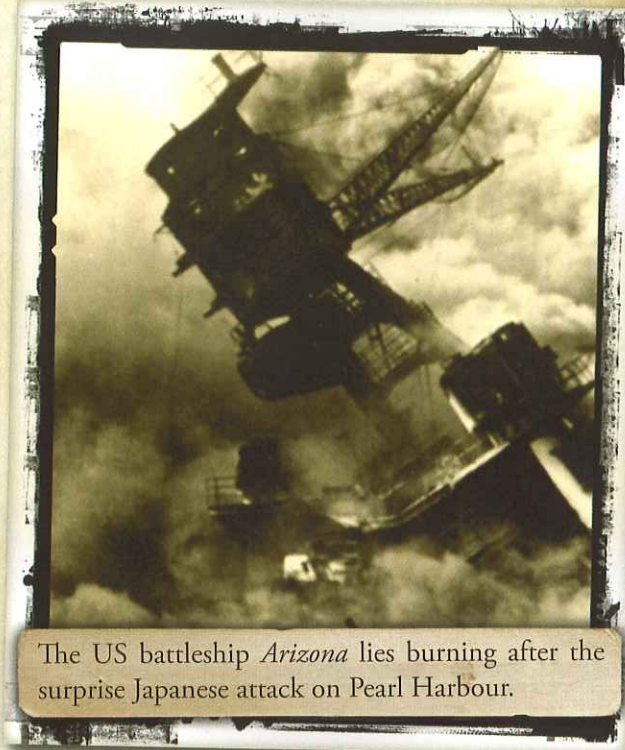
The US battleship *Arizona* lies burning after the surprise Japanese attack on Pearl Harbour.

The RKKA or Red Army is caught totally unprepared as the fast-moving Wehrmacht strike deep behind their defences. The Soviet dictator, Iosef Stalin, throws wave after wave of untrained conscripts in the path of the Panzers in a desperate but futile effort to slow the German advance. The casualties suffered by the Red Army are enormous. Whole armies are captured in huge encirclements, as city after city falls to the invaders.

The advancing army is split into three groups. Army Group North, commanded by Field Marshal von Leeb, rumbles northwards through the Baltic States of Latvia, Estonia and Lithuania, securing vital ports along the Baltic coast. In conjunction with the army of their ally, Finland, the Germans lay siege to the Soviet Union's second largest city—Leningrad.

Army Group Centre, commanded by Field Marshal von Bock, captures the cities of Minsk then Smolensk before driving on the capital of the Soviet Union—Moscow.

Army Group South, commanded by Field Marshal von Rundstedt, captures the third largest city of Kiev, inflicting a severe defeat upon the Red Army—five hundred thousand Soviet troops are killed or taken prisoner. Rostov and Kharkov are next to fall as the Germans capture a further one hundred thousand troops.

Just as it seems as if nothing can stop the onslaught, the onset of the fiercest Russian winter in fifty years freezes the Germans in their tracks. The Red Army, so close to complete collapse, is able to cling on. In December the desperate Soviets counterattack and are partially successful in driving the German lines back.

Now united against a common enemy, Great Britain and the Soviet Union sign a mutual assistance agreement. The United States, outwardly neutral, has begun to become more involved in the conflict. Earlier in the year US President Roosevelt signed the important Lend Lease Act, which would ultimately see masses of American manufactured equipment shipped to their hard-pressed British and Soviet allies. Despite their President's foreign policy, the American people still see the conflict as a European one. This illusion is about to be shattered.

On 7 December 1941—'a date that will live in infamy'—bombers of the Japanese Imperial Navy attack the US Pacific Fleet in Pearl Harbour. The devastating attack, launched without a declaration of war, achieves almost total surprise. Several huge and expensive battleships are destroyed or disabled, crippling the US Navy. Belatedly, Japan declares war on the USA. Her Axis partners, Germany and Italy follow on 11 December.

In a well-planned offensive, the Japanese make excellent use of the shock and surprise caused by Pearl Harbour to sweep across the Pacific Ocean like an unstoppable wave. Within two weeks Japanese forces have invaded Guam, the Philippines, Burma, British Borneo and Hong Kong.

As the year closes, the Axis powers have the upper hand on all fronts and appear to have ultimate victory within their grasp. Germany now dominates much of Europe.

The entry of Japan and America has spread the clouds of war over the previously tranquil Pacific. World War II is now truly a global conflict.

A US aircraft carrier prepares to launch an attack.

Imperial Japanese Navy Admiral Yamamoto is dealt a heavy blow at Midway.

Tobruk burns as the combined German/Italian army pushes the British back into Egypt.

The Japanese continue to steamroll their way across the Pacific and South East Asia. On 15 February, 'Fortress Singapore'—the bastion of the British Empire in the Far East—falls to a Japanese attack from the landward side, not the seaward side as had been expected.

Japanese ground forces push their way into Burma. Using superior jungle fighting skills, they inflict defeat after defeat upon the British Indian forces. By 6 March the capital Rangoon has fallen. By 30 April all of Central Burma is in Japanese hands. The British Indian troops suffer 10,000 casualties. Japanese casualties are only half that.

Japanese bombers darken the skies over Darwin as even mainland Australia comes under threat. Fighting on the previously tranquil beaches and dense green jungles of the Pacific intensifies, but it is at sea that the fate of the Far East will be decided.

While the cold, dark depths of the North Atlantic are the realm of the silent U-boats, in the blue Pacific it is the mighty aircraft carriers that will decide the outcome of the war.

In May, Admiral Nimitz, the US Pacific commander, orders a naval task force to intercept a Japanese invasion force en route to Port Moresby. On 8 May, at the Battle of the Coral Sea, carrier-based US and Japanese aircraft strike at each other's fleets inflicting serious damage to both sides. The Japanese are forced to concede a strategic, if not a tactical, defeat.

Undeterred by this reversal, Admiral Yamamoto, commander of the Japanese Navy, orders an attack on the US Naval base on the island of Midway. On 6 June, at the Battle of Midway, US dive-bombers sink no less than four Japanese aircraft carriers. This decisive victory is a turning point in the Pacific War.

On 7 August the US forces in the Pacific take the offensive with the amphibious landings at Guadalcanal in the Solomon Islands. The campaign to take the islands lasts six months, with heavy losses to both sides in men and ships before the Americans are at last victorious.

In North Africa the irrepressible Rommel renews his offensive. By June *DAK* and their Italian allies, organised together as the *Panzerarmee Afrika*, have finally recaptured the port of Tobruk. Besides securing a vital port they capture a large booty of British supplies and equipment. Pushing on, Rommel crosses the border into Egypt. The British people, still suffering under the morale sapping attentions of the *Luftwaffe*, and seemingly struggling for survival on all fronts, are desperate for a victory. Disgruntled with the perceived inability of his generals to deliver, Churchill appoints General Bernard Montgomery to the command of the Eighth Army in Egypt. It will prove an inspired choice.

1942

Montgomery turns the tide at El Alamein, defeating Rommel's *Afrikakorps* and his Italian allies.
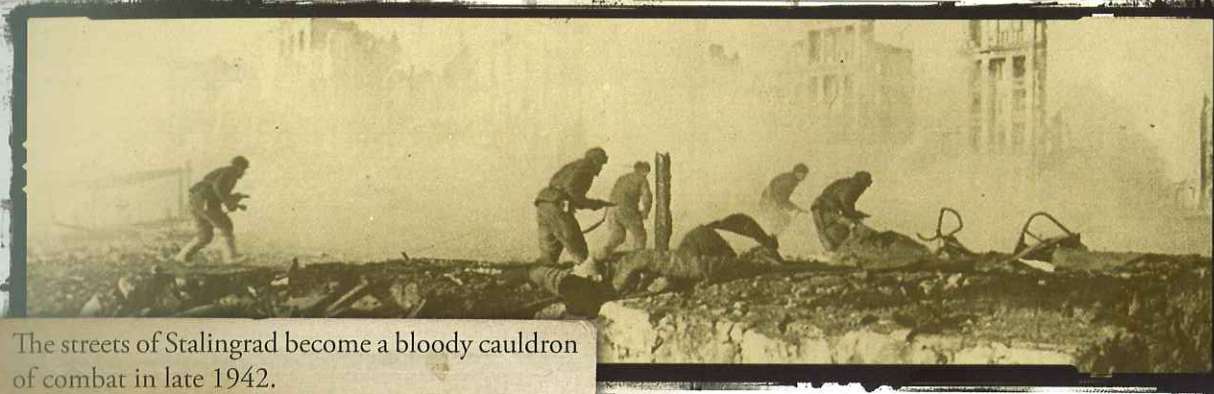
The streets of Stalingrad become a bloody cauldron of combat in late 1942.

Montgomery is a popular and decisive commander, willing and able to match wits with the Desert Fox. He wastes no time in stamping his mark on the struggle and within one short month of assuming command has succeeded in stalling Rommel's invasion of Egypt.

At last on 23 October, Monty—as Montgomery had become known—delivers the victory Britain seeks, smashing through the Axis lines at the Second Battle of El Alamein and ending Rommel's dream of conquering the ancient land of Egypt. In disarray the *Panzerarmee Afrika* begins a long fighting withdrawal across nearly 2000 miles of desert to Tunisia. The 8th Army follows, nipping at their heels like a tenacious terrier.

On the Eastern Front, with the end of winter, the *Wehrmacht* attack once again. The German advance builds in momentum like the rivers running with the spring melts, threatening to carry away the Russian defences before them. The Germans drive into the Caucasus, intent on seizing valuable oilfields.

In September, on the flank of this advance, a battle unfolds for the city which carries the Soviet leader's name—Stalingrad. Despite fierce Soviet resistance the Sixth Army of General Von Paulus stands on the brink of capturing the city, only to be cut off by a Soviet counterattack that encircles the besiegers. Months of bitter and bloody house-to-house fighting ensues that is devastating to both sides. The cost in human life is mind-boggling—the Soviets alone lose over half a million men in the battle for the city.

Meanwhile, the industrial might of the United States has been lifted to full war footing and a steady stream of arms and ammunition floods to the aid of her Soviet and British allies.

By the end of 1942, the US Army is ready for battle. On 7 November American forces join their seasoned British allies in North Africa with Operation Torch. Under overall command of General Dwight D Eisenhower, the Allies land on the beaches of Morocco and Algeria. After putting up a brief resistance, the Vichy French defenders surrender. The Allied force now turns east, intending to crush the remnants of Rommel's *Panzerarmee Afrika* retreating into Tunisia.

The overall Axis commander in the Mediterranean, Field Marshal Kesselring, rushes reinforcements into Tunis to meet the invaders. Although almost totally obsessed with the unfolding conflict on the Eastern Front, Hitler orders that North Africa must be held.

The Axis defenders, many of them elite *Fallschirmjäger* throw up a hasty defensive perimeter around Tunis. They also seize key defensive positions in the south of the country to keep open an escape route for Rommel's forces back into Tunisia. The initial Allied advances are thrown back, before the heavy rains of winter force an end to all offensive operations.

For the Axis powers a year that started so promisingly ends in disappointment and disaster. The start of 1943 brings no respite.

Germans besieged at Stalingrad struggle to hold back the Soviets, Hitler orders them to hold at all costs.

In North Africa, the Allied troops push the retreating Germans back into Tunisia.

Thousands of German troops captive in Tunisia.

The German Sixth Army begins the year still besieged within the bloody crucible of Stalingrad. The head of the Luftwaffe, Field Marshal Goring, assures Hitler that the trapped Germans can be supplied from the air. But his assurances prove to be empty bombast. On 31 January, with the remnants of his army frozen and starving, Von Paulus has no alternative but to surrender. Of the 250,000 troops that had entered Stalingrad, barely 90,000 are taken into Russian captivity.

The Soviet army follows up its success with a punishing offensive, driving the *Wehrmacht* back and retaking lost territory. The cities of Kursk, Kharkov and Rostov are wrested from the invaders in February. Despite Manstein's 'backhand blow' retaking Kharkov, the tide has turned on the Eastern Front.

In North Africa, the British and US forces resume their drive into Tunisia, closing like two massive jaws around the Axis forces who fight valiantly to stave off defeat. The raw US tank crews suffer a reversal in their first encounter with the veterans of the *Afrikakorps* at Kasserine

Pass. Through this baptism of fire they learn quickly and develop into excellent soldiers. Finally the Allied forces break through the defensive perimeter guarding Tunis, capturing the last bastion of Axis power in North Africa on 12 May. The Allies take 252,000 German and Italian prisoners.

In Burma the British attempt to turn back the tide of Japanese conquest. They launch a disastrous seaborne attack at Akyab, that is repelled with 2,500 casualties.

To restore the situation on the Eastern Front, the German High Command launches Operation Citadel, a massive armoured counteroffensive in the area of Kursk, on 5 July. Anticipating just such an action, the Red Army has time to heavily fortify their positions. The German armoured thrust is blunted by these defences.

On 12 July, in a titanic clash of armour, Soviet Tank Corps meet the elite panzer divisions head on near the town of Prokhorovka, bringing the German attack to a standstill. Although casualties are heavy on both sides, the Soviets have the manpower to replace them.
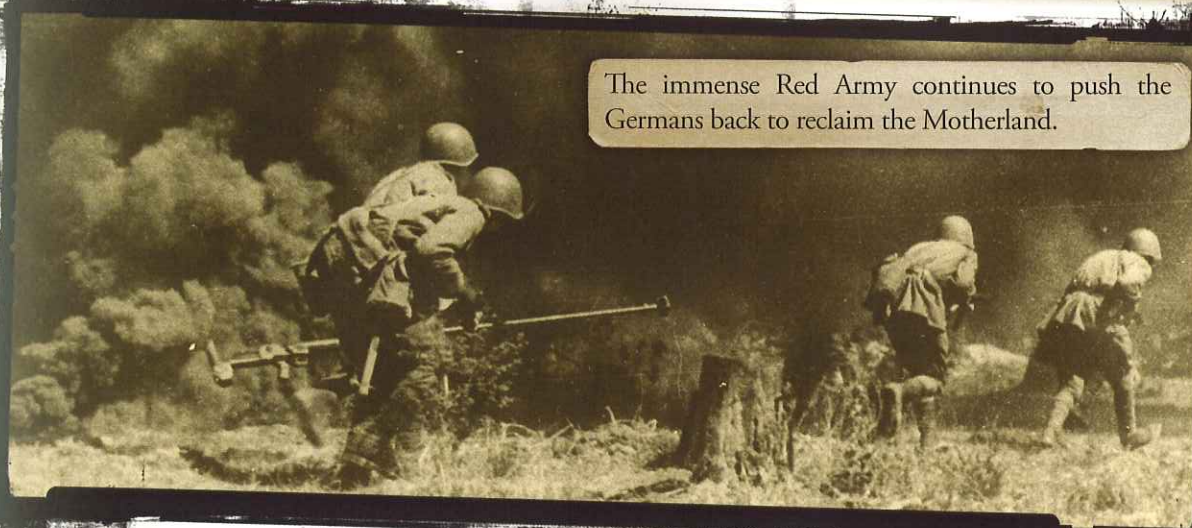
The immense Red Army continues to push the Germans back to reclaim the Motherland.
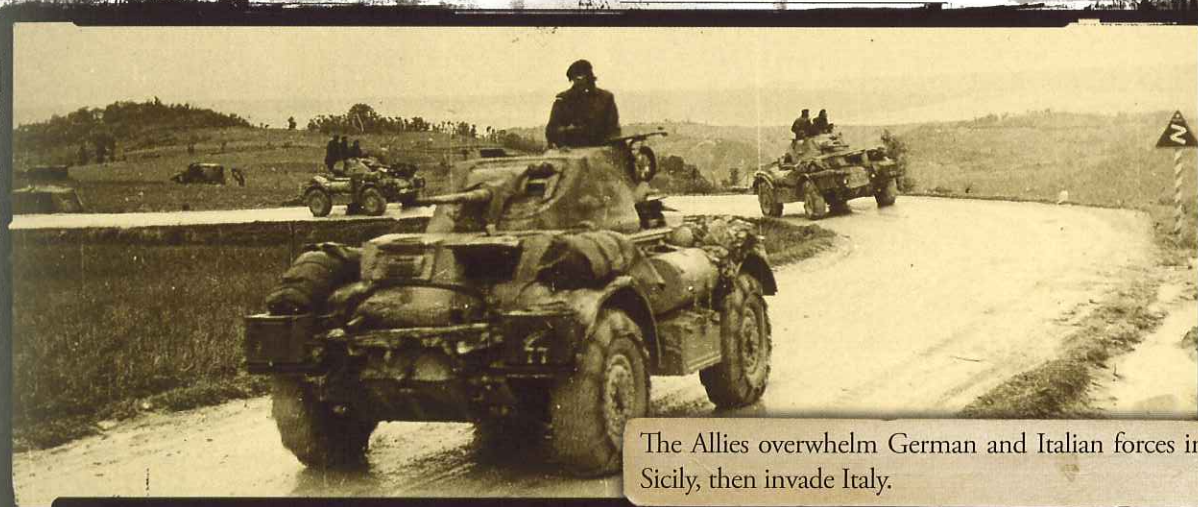
The Allies overwhelm German and Italian forces in Sicily, then invade Italy.

Three years of heavy fighting is beginning to tell on the resources of the German nation. Once again, the Red Army follows up victory with a devastating counteroffensive, reclaiming yet more territory from the invaders, crossing the Dnepr before the year is out.

With Africa now in their hands, the Allies go on the offensive in the Mediterranean once more, seeking an early end to the war that has ravaged Europe for three years. On 10 July, British and US Forces invade Sicily in Operation Husky. Spearheading the landing are British and American paratroopers but the airborne assaults prove a costly disaster. The amphibious assault proves much more successful, with the two-pronged offensive that follows clearing the island of Axis forces within six weeks. The Allies have gained a toehold into Southern Europe. Growing weary of an unpopular war, the Italian people overthrow and arrest Mussolini.

The Allies push on to mainland Italy—supposedly 'the soft underbelly of Europe'—landing at Salerno on 9 September. The new Italian Government surrenders but the German forces assume the role of an army of occupation and fight on against the invaders. The Allied troops make slow headway against such determined resistance. Their advance finally grinds to a halt before the formidable German defences of the Gustav line, which stretches across the Italian Peninsula.

In the Pacific the combined British and US fleets now dominate the ocean. The lush jungles and beaches of the Solomons and New Guinea are turned into battlefields as the Allies drive the Japanese back island by island. Emperor Hirohito of Japan describes his country's situation as truly grave.

By the end of 1943 the Axis alliance is crumbling. Italy has defected to the Allied cause and Japan and Germany are buckling under intensifying pressure. German morale remains high, however, with a strong belief in Hitler's propaganda that new 'secret weapons' will soon turn the tide of war in their favour once more.

Allied forces storm the beaches of Normandy in the biggest seaborne invasion of the war.

Thousands of German troops being led into captivity after being surrounded at Falaise.
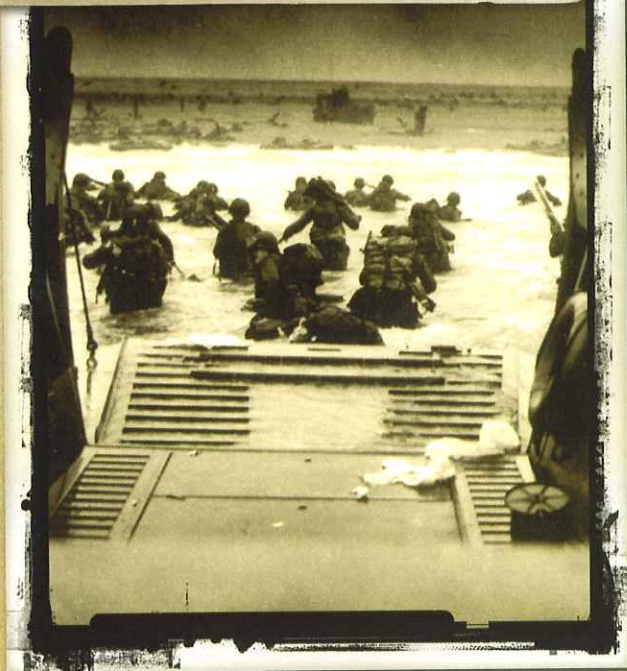
The German High Command are still confident of their ability to ultimately prevail. They brace to hold back the encroaching Russian tide in the East. In the West they prepare to deal a crippling blow to the expected Allied invasion of France, before then turning their full attentions to smashing once and for all the Soviet resistance.

But the Soviet offensive rolls on. The siege of Leningrad is lifted after 900 days. Without pause the Red Army drives the Germans back everywhere, from the Baltic States in the North to the Crimea in the South.

In Italy, the elite *Fallschirmjäger*, mount an incredible defence of the town and ancient monastery at Cassino, repelling wave after wave of attacking Allied troops. Unable to break the defenders of the Gustav Line, the Allies decide to go around it.

On 22 January a combined US and British amphibious force lands at Anzio just south of Rome, catching the Germans off-guard. Field Marshal Kesselring rushes forces to the area in time to stop the ponderous Allied advance. The Germans counterattack, but with naval support the Allied troops are able to cling to their beachhead. Months of bitter fighting follow as the conflict descends to a stalemate. The Allies are unable to break out of Anzio until the Gustav Line falls in May, forcing the Germans to withdraw. Rome is captured by the Allies on 4 June, but this triumph will be quickly overshadowed by events in Western Europe.

Meanwhile, in a theatre where they have had much success, the Japanese forces in Burma attempt to invade India. But by 21 April their offensive grinds to a halt amidst heavy fighting at Kohima and Imphal. By October Allied counterattacks have killed half of the original 60,000 men of the attacking Japanese 15th Army.

Back in Europe, after months of planning, on 6 June—D-Day—the Allies invade Normandy. Operation Overlord is the largest amphibious assault in history. US, British, Canadian, and French forces land from the storm-tossed English Channel onto five beaches, code named Utah, Omaha, Gold, Juno and Sword. Thanks to an ingenious deception plan the German defenders manning Hitler's 'Atlantic Wall' are taken by surprise. In bloody combat, particularly at Omaha, the invaders fight their way off the beaches, linking up with US and British paratroopers who had assaulted inland by air on the previous night.

As the buildup of men and materiel in the Allied beachhead continues apace, The US First Army of General Omar Bradley captures the wrecked port of Cherbourg on 30 June. In some of the hardest fighting of the war the Allies capture St. Lô and Caen. Then, at the end of July, Bradley's men finally punch a hole in the German lines in Operation Cobra. After two months of bitter fighting amongst the hedgerows of Normandy, the Allied armour finally rolls into open country.

100,000 retreating Germans are now cut off in the Falaise pocket by the advancing Allies. Their capture delivers a stunning blow to the rapidly-deteriorating German military.

1944

Soviet forces smash through German Army Group Centre in Operation Bagration.

German attacks through the Ardennes catch US forces off guard in the 'Battle of the Bulge'.

US ships keep a watch for Japanese attacks.

On the Eastern Front, things fare little better for Germany. The Soviet command launches its summer offensive, Operation Bagration, on 22 June. Masterfully executed, the operation drives a wedge into the German Army Group Centre, leaving them in disarray. With the Germans are still reeling from the punch, the Soviets follow up with a flurry of blows, shattering the German centre, ripping a hole in the defensive line and costing the German Army 350,000 men.

Bloodied and dazed, the Germans are not yet finished. Through a miracle of reorganisation the shattered German armies are rebuilt and brace once more against the Allied onslaught, halting advances in both the East and West within sight of the German border.

In a last throw of the dice, the Germans launch a surprise armoured attack westward through the Ardennes forest. Begun in the depths of winter, the offensive seeks to emulate the success enjoyed in the same area four years previously. The Panzer spearhead initially catches the US army flat-footed. Their initial advances promise the same spectacular success as their 1940 campaign.

Yet on this occasion it is a vastly more experienced opponent the Germans face. US paratroopers hold firm at the pivotal town of Bastogne. In the face of increas-

ing opposition and suffering a shortage of fuel for the powerful Panzers, the German advance grinds to a halt.

In the Pacific the US Marines continue to regain control of the Pacific islands one by one. Japanese soldiers fight fanatically as the net closes tighter around the mainland of Japan. Driven by desperation, the Japanese begin *Kamikaze* suicide attacks against the US Navy.

In October, US forces under General MacArthur land in the Philippines. In a daringly conceived attack the remnants of Japan's once mighty fleet strike at the American amphibious force on 24 October. With aircraft carriers of both sides once again to the fore, the Battle of Leyte Gulf is the greatest naval battle in history. After three days of manoeuvring and fighting the Japanese are defeated, losing four carriers and three battleships, including the mighty *Musashi*.

In Burma, Allied forces are regaining significant ground from the Japanese invaders. As the Americans draw ever nearer, the US Army Air Force steps up bombing operations against industrial targets on the mainland of Japan, further hampering Japanese military efforts.

The defeat of the Axis powers is now only a matter of time, but refusing to concede defeat they cling on into what will be the last year of the war.

Germany is reduced to rubble in the wake of the constant Allied bombing campaign.

The Soviet flag is raised on Germany's seat of power, the *Reichstag*, after the fall of Berlin.

US troops raise the 'Stars and Stripes' on the Japanese island of Iwo Jima after a bloody battle.

The Red Army battles its way across the German border. Seeking revenge for the suffering inflicted on the Russian people at the hands of the German invaders, they inflict a harsh punishment upon the German populace.

British and US forces advancing in from the West cross the Rhine river and enter Germany.

On 30 April, as the Allied noose closes from all sides on the capital of Berlin, Adolf Hitler takes his own life in his bunker. Within a week the German army has laid down its arms on all fronts, unconditionally surrendering and thus ending the war in Europe.

The Allied offensive in Burma continues apace. More than 100,000 Japanese are killed in this final drive, which recaptures Rangoon on 3 May. Burma is now firmly back in Allied hands.

In the Pacific, the US Marines begin an amphibious assault on the island of Iwo Jima on 19 February. Their bloody victory gains an new, closer, air base from which to strike at Japan's cities.

The long island-hopping campaign of the US Marines comes to an end with the 1 April attack on Okinawa. While the Japanese defenders fight a ferocious land battle against the Marines, *Kamikaze* pilots attack the ships of the invasion fleet, sinking 36. Although ultimately victorious, the Marines suffer almost 40,000 casualties, the Japanese 107,000, making Okinawa the bloodiest battle of the Pacific War.

With the threat from the west neutralised, the Red Army turns its attention to the east and declares war on Japan.

As preparations are being made for Allied ground forces to invade the Japanese mainland, on 6 and 9 August the US Army Air Force drops the first ever atomic bombs on the Japanese cities of Hiroshima and Nagasaki. The incredible destruction caused shatters the will of the Japanese people to resist. On 2 September Japan surrenders. The war in the pacific has ended.

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

WHAT IS FLAMES OF WAR?

The village is all but deserted. Only a few small groups of khaki-clad soldiers can be seen moving cautiously amongst the rubble of the bombed-out buildings that litter the village streets. From his vantage point in one of the few intact houses at the edge of town, the commander of these soldiers has an unobstructed view of the road leading north and the little woodland growing alongside it. To the front of him is the unit of anti-tank guns he had positioned astride the road. They are not at full strength, for the commander had felt compelled to place a small detachment of two guns covering the only other approach at the western edge of town. Within the village itself is a single platoon of infantry, the only reserve available in the event of an attack.

Suddenly three enemy tanks emerge from the woods, making straight for the anti-tank guns. Almost immediately behind them another four tanks appear, heading southwest, away from this position and toward the point where the other anti-tank guns are stationed. Travelling at full speed they are soon out of sight.

The first group of tanks open fire as they approach. Their shells are well aimed, landing smack bang in the centre of the anti-tank gun platoon, knocking out a gun and sending the gunners diving for cover. The men respond slowly to their officer's exhortations to get back to their feet. With only one gun now operational it is imperative that they should open up on the advancing tanks if they are to have any chance of stopping the attack. From his building the commander races forward to help rally his men.

The commander now faces a dilemma. Should he call forward his reserve to reinforce the half-shattered gunners? Or should he send that same reserve toward the western end of town, in the direction the other tanks had headed?

The commander is you. What will you do?

What you have just read is a description, not of an actual battle, but of a miniature wargame being played. All of the action takes place on a miniature battlefield, with model tanks and soldiers that represent the real-life troops and weapons that fought in a historical battle. The players assume the roles of opposing commanders, pitting their wits against one another to attain victory and, more importantly, to have fun.

Flames Of War allows you to re-fight the decisive battles of the Second World War. You take charge of Patton's spearhead or Monty's Desert Rats. Can you out-fox Rommel, the Desert Fox, or withstand one of Zhukov's hammer blows? *Flames Of War* lets you recreate history to find out.

This rulebook is your guide to fighting historical battles in miniature. With it you can take command of a company of soldiers and pit yourself against cunning opponents on the field of battle. You will see for yourself what made the Tiger tank so feared by every Allied soldier. You will find out if you have the guts to stop a massed infantry charge.

To play *Flames Of War*, the first thing you need is a miniature army. The *Flames Of War* range of 15mm (1/100th) scale miniatures is specifically designed for the game and is available through all good hobby stores. The second thing you need is a flat area as a battlefield. Your kitchen table will work well. With a green cloth, a couple of books for hills, and a few accessories such as miniature trees and buildings, you'll have a battlefield in no time. The last thing you need, apart from another person to play with, is a tape measure and some dice.

While the book you are holding in your hands contains all of the rules you need to re-fight these World War II battles, it's much more than just a rulebook. You'll also find guides to collecting your miniature army, painting the model soldiers, making practical and visually appealing miniature terrain, and much, much more.

WHAT DO YOU NEED?

To play *Flames Of War* you will need:

THE RULES
- This rulebook

AN ARMY
- An Intelligence Handbook
- Some *Flames Of War* miniatures

AN OPPONENT
- A game requires two or more players

A BATTLEFIELD
- A flat space to play on
- A green or brown base cloth to cover it
- Some model terrain

A TAPE MEASURE AND DICE
- A tape measure or long ruler
- Some ordinary 6-sided dice

COLLECTING AN ARMY

British 8th Army Motor Company
Contains a complete 1500 point British Motor Company
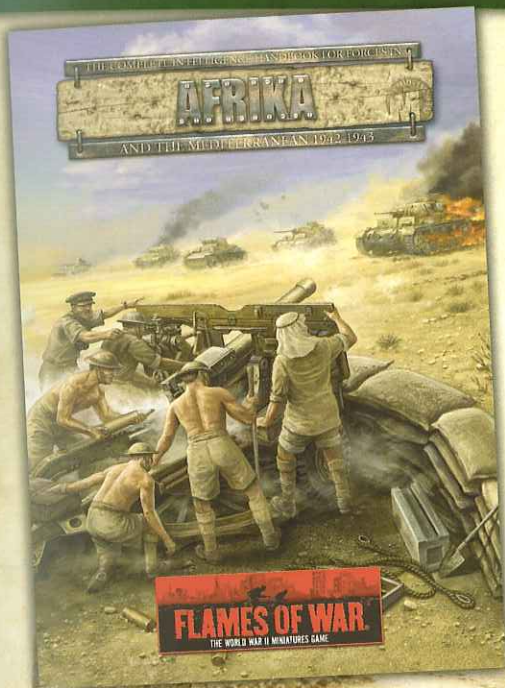
Where do you start? Well, since you already have the rulebook, the next step is collecting an army.

First, you need to decide which army you want to collect. There are plenty of choices with early, mid, and late war forces for all of the major combatants to choose from. Each country has a whole range of forces to choose between with tanks, infantry, and mechanised troops, not to mention the exciting specialist troops like cavalry and commandos.

Having picked your force, the second step is to get the Intelligence Handbook that covers the force you want to collect. This will give you some historical background and tell you all of the types of troops you can field. Pick out the troops you want, nip down to the shop and pick them up.

Now you are ready for the final step, painting your army. There is a useful painting guide starting on page 189 to get you going, and our website (*www.flamesofwar.com*) has plenty of helpful tips, so it won't be long before you are leading your troops into battle!

PLAYING FLAMES OF WAR

MEASURING

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. You may measure distances on the battlefield any time you want to.

DECLARATIVE MEASURING

You can make your game flow more easily by letting your opponent know what your intention is when moving your forces. If you tell them you are intending to stay out of range, or that you think your troops are completely out of sight behind a wood, it reduces disputes if a model gets bumped later.

DIE ROLLS

Flames Of War uses the normal six-sided dice that you can buy from any hobby or toy store.

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.

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 die, treat each roll as a separate success or failure.

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 attempt and roll the die again. The score on the second die roll is what counts. You never get more than one re-roll per situation.

UP TO HALF, AT LEAST HALF

At times *Flames Of War* allows or requires you to do something with up to half or at least half of your teams. When dealing with an even number of teams this is straightforward. With an odd number of teams, up to half means that the odd team is excluded, while at least half requires the odd team to be included. Either way, always use the current strength of the unit.

WYSIWYG

Flames Of War is a What You See Is What You Get, or WYSIWYG, game. One miniature represents one soldier or vehicle. In many cases you can resolve difficulties by remembering this and taking a look at the situation from a model's-eye view, down on the ground so to speak. Have a look at what your miniature could see from where they are or where they could go on the terrain as modelled.

WEBSITE

The *Flames Of War* website (*www.flamesofwar.com*) has a lot of useful material for new and experienced gamers. It has information on various armies, downloadable play aids, as well as piles of other hobby material.

Flames Of War also has a forum (*fow.flamesofwar.com*) where players discuss tactics, meet new gamers, get feedback on the new army they are planning, ask for help with rules questions, or just chat about the hobby.

READING THE RULES

To make the rules easier to read we have distinguished the explanations of the rules from the actual rules themselves. While the explanation may be useful in understanding and interpreting the rules, only the text printed in *italics* is actually rules.

DIAGRAMS AND SUMMARIES

You'll find diagrams and summary boxes throughout the rules. These make it easier to understand the rules and remind yourself of them at a glance when you are looking them up in a game.

Always go to the rules themselves if you have run into a problem and need to clarify the situation. Of necessity the diagrams and summary boxes show a shortened version of the rules and may not have all of the details that apply to your situation.

SPECIAL RULES

To keep things simple, the main part of the *Flames Of War* rules only cover the more common cases. Rules that are specific to certain weapons, vehicles, platoons or armies are given as special rules.

These special rules either add additional capabilities or allow the teams and platoons that use them to break the normal rules. Either way, when a special rule conflicts with the normal rules, apply the special rule.

WHEN THINGS HAPPEN

Normally turns in *Flames Of War* follow a straightforward sequence. However, some rules, particularly special rules, cause things to happen out of turn. An example of this would be reconnaissance troops retiring when the enemy starts shooting at them.

When this happens interrupt the normal turn sequence, resolve the unusual activity, then return to where you were and continue the turn.

SPORTING PLAY

In a hobby such as wargaming, it's impossible to over-emphasise the importance of being a good sport. Whether you are crushing your opponent or you are on the receiving end of an almighty pummelling, it's always good to remember that whatever the outcome of the battle, playing is all about having fun.

Some good basic rules are to play fair, follow the rules of the game, and treat your opponents with courtesy and respect. Oh, that and don't give up! The odds may look grim with your army set to be beaten, but hang in there. Some of the best stories are about heroic last stands and a few brave individuals turning the tide and holding out against the odds to finally snatch an unlikely victory.

Remember that whether you are facing a friend or a new opponent treat them just the way you would like to be treated, and you will get so much more from the hobby.

WORKING IT OUT

Lots of things happen in war, 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.

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 the forum at *fow.flamesofwar.com* and ask other players how they would handle the problem.

ORGANISATION

It's helpful to know a little bit about military organisation when choosing, researching, and assembling your force. This guide runs through the basic structure of an army and how it relates to your *Flames Of War* force.

ARMY

CORPS

DIVISION

BRIGADE/REGIMENT

BATTALION

COMPANY

PLATOON

SECTION/SQUAD

TEAM
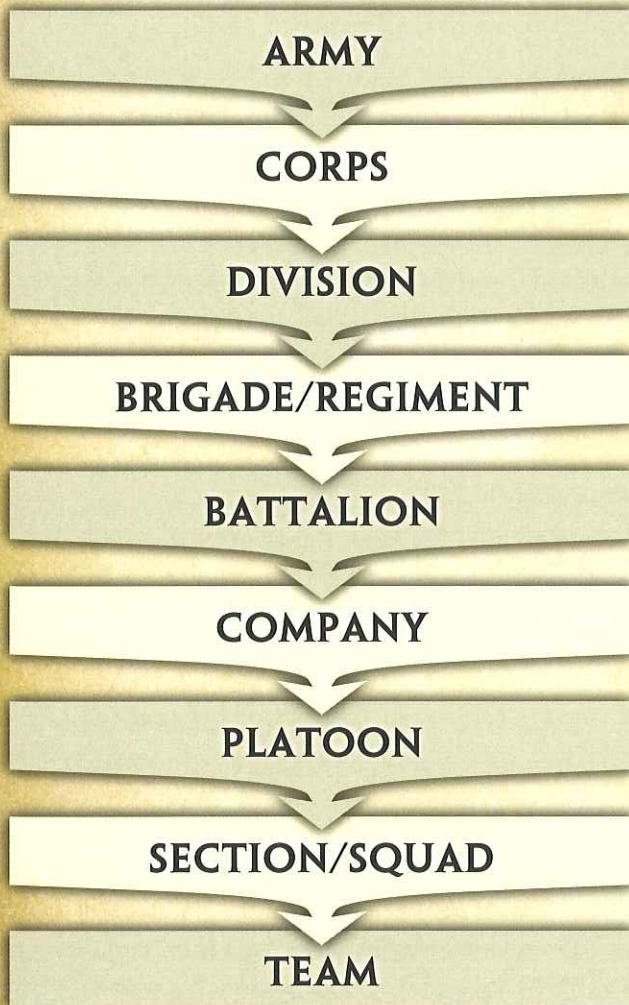
During World War II, every army used a similar structure to organise its troops.

ARMIES

An army is the biggest formation used in most battles. Numbering over 100,000 soldiers, an army is usually made up of two to four corps.

CORPS

A corps of two to four divisions numbers 50,000 to 100,000 soldiers and is usually tasked with a major operation by the army commander.

DIVISIONS

Divisions varied widely in strength from just over 5000 soldiers to nearly 25,000, but all had a similar organisation with two to four regiments of infantry and one of artillery, along with supporting battalions of all arms. Armoured divisions usually have one armoured regiment and one or two infantry regiments. A division is the smallest permanent all-arms formation.

REGIMENTS AND BRIGADES

A regiment is broken into two to four battalions of the same type with a total strength of 2000 to 3000 soldiers.

A brigade is like a regiment, but groups together two to four different battalions (or in British service, two to four battalions from different regiments).

TYPICAL DIVISIONAL ORGANISATION

DIVISION

- **ARMOURED OR INFANTRY REGIMENT**
  - BATTALION
  - BATTALION
  - BATTALION
  - SUPPORT COMPANY
- **INFANTRY REGIMENT**
- **INFANTRY REGIMENT**
- **ARTILLERY REGIMENT**
  - ARTILLERY BATTALION
  - ARTILLERY BATTALION
  - ARTILLERY BATTALION
  - HEAVY ARTILLERY BATTALION

- ANTI-TANK BATTALION
- ANTI-AIRCRAFT BATTALION
- RECCE BATTALION
- ENGINEER BATTALION
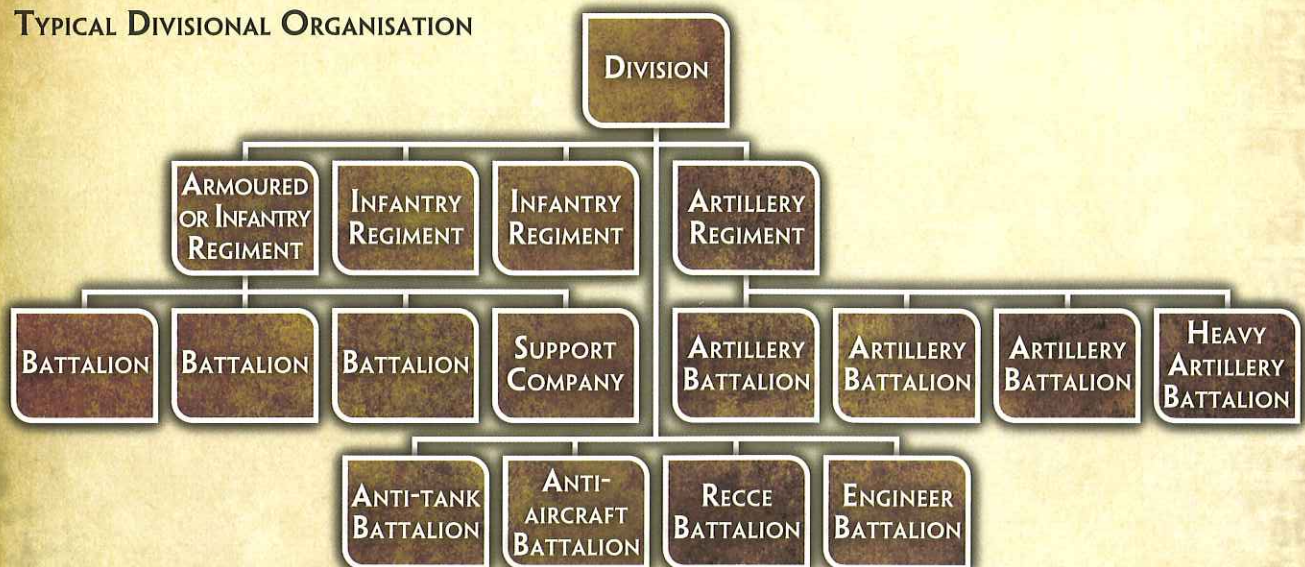
Typical Battalion Organisation

```
                          BATTALION

        COMPANY    COMPANY    COMPANY    HEAVY
                                       WEAPONS
                                       COMPANY

PLATOON  PLATOON  PLATOON  MACHINE-  MACHINE-  MACHINE-  MORTAR
                            GUN       GUN       GUN      PLATOON
                           PLATOON   PLATOON   PLATOON

              HEAVY                                    ANTI-TANK
             WEAPONS                                   PLATOON
             PLATOON
```
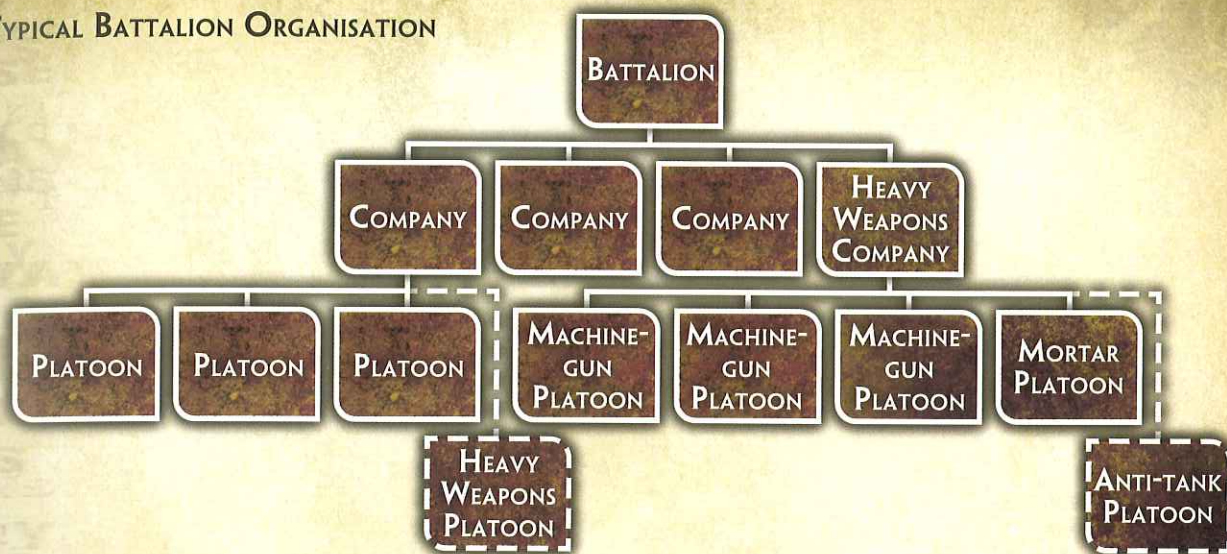
Battalions

A battalion usually has three or four companies and is the biggest force you will ever see on a *Flames Of War* battlefield.

Infantry battalions normally have a heavy weapons company of a dozen machine-guns and four to six mortars (and possibly a few anti-tank guns) as well for a total of 500 to 1000 soldiers.

Armoured battalions normally have three or four companies of tanks for a total of 40 to 90 tanks.

In addition to their own resources, a battalion-sized task force is usually allocated artillery and tank support from divisional resources.

Companies

The normal force you will field in *Flames Of War* is a company of two to four platoons commanded by a captain or major.

An infantry company numbers between 140 and 240 soldiers. Most of these are riflemen, however many companies have a heavy weapons platoon with extra machine-guns, mortars and anti-tank weapons.

An armoured company is usually equipped with nothing but tanks, having 10 to 20 to its name.

Of course, the battalion commander normally assigns additional support platoons to each company as well, either from its own troops or from the regimental and divisional units assigned to it.

Platoons

A platoon is usually commanded by a lieutenant (pronounced 'loo-tenant' in the US Army and 'left-tenant' in the British Army!), although many European platoons were under the command of a senior sergeant. Each platoon has two to four sections or squads, and often a few extra weapons like light mortars and bazookas directly under the platoon commander.

Sections and Squads

The smallest units in any army are its sections or squads. Once again there is a difference in terminology between the US and British Army.

In the US system (used by *Flames Of War*) a squad is a group of 8 to 18 riflemen operating in two or three fire teams, while a section is a single heavy weapon or group of two or three light weapons operating as a unit.

The British Army dispenses with the term squad. Instead it calls everything a section and has them led by a corporal.

Typical Platoon Organisation

HQ Section		
Lieutenant	Light mortar	Bazooka
Sergeant	Ammunition	Ammunition
Runner	bearer	bearer

First Squad		Second Squad		Third Squad	
Corporal	Lance Corporal	Corporal	Lance Corporal	Corporal	Lance Corporal
Machine-gunner	Rifle-grenadier	Machine-gunner	Rifle-grenadier	Machine-gunner	Rifle-grenadier
Ammo Bearer	Rifleman	Ammo Bearer	Rifleman	Ammo Bearer	Rifleman
1-2 Riflemen	1-2 Riflemen	1-2 Riflemen	1-2 Riflemen	1-2 Riflemen	1-2 Riflemen

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 hundreds 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.

At the top of the diagram (and the bottom of the heap!) we have the common soldiers. Next we show the non-commissioned officers or NCO's. These are the sergeants and corporals that lead small groups of soldiers. Below that we have the commissioned officers (so called because they hold a commission from their government as opposed to being appointed by other officers like a non-commissioned officer). Officers range from lowly subalterns or junior lieutenants commanding platoons to full-fledged generals commanding armies.

WW2MODELMAKER.COM

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

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

CHARACTERISTICS

ORGANISATION

Teams are the basic elements in *Flames Of War*. A team is a group of up to five individual soldiers or a vehicle, each represented by one miniature on the table.

Platoons typically have five to ten teams, all led by an officer and his command team. All of the teams in a platoon operate together as one unit.

The highest level of command in most games is a company of two to four platoons and their attached supporting weapons.

TEAMS

A real life soldier almost never fights alone. Soldiers are trained to operate as a team, and it is this teamwork that keeps them alive. Though the heroic acts of a few individuals are always glorified by the media back home, in reality a soldier never does anything on their own. Even at the most basic level, it is a team of troopers working together that accomplishes any goal.

In a *Flames Of War* battle, the miniature soldiers also operate in teams and are mounted together on a common base to represent this. The team is the smallest unit type in the game and you'll find it referred to throughout the rulebook.

There are four main types of teams in the game:

- Tank teams (including battle tanks, assault guns, self-propelled artillery, armoured cars and truck-mounted guns)
- Infantry teams (including both foot troops and horse-mounted Cavalry teams)
- Gun teams (including infantry support Man-packed Gun teams, anti-tank guns, anti-aircraft guns, rockets, mortars, and artillery)
- Transport teams (including armoured half-tracks, trucks, jeeps, and recovery vehicles)

Tank and Transport teams are often described collectively as vehicles.

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, their assistant and a messenger or signaller. In order of rank the four types of command teams are:

- Higher Command teams
- Company Command teams
- 2iC (Second-in-Command) Command teams
- Platoon Command teams

INDEPENDENT TEAMS

Company and higher command teams follow the flow of the battle moving where they are needed most. Likewise, artillery observers seek out the best vantage point to spot the enemy. These soldiers are known as Independent teams. They can move, shoot and assault on their own or join a platoon to accomplish their goals.

WARRIORS

Warriors are outstanding soldiers who perform amazing feats. Whether their actions are heroic fights against the odds or inspiring leadership in desperate situations, these warriors can change the outcome of battles by their strength of will and personal courage.

Each warrior is unique. There can only be one of each Warrior in any force. Company Command teams also count as Warrior teams, although they are not unique.

Warriors can be any type of team. While some Warriors are infantrymen, others are tank commanders, and some are even generals travelling in their transport vehicle.

BASING YOUR MINIATURES

In *Flames Of War* all of the miniatures making up each infantry or gun team are mounted on a single base. This makes them 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 BASE – WIDE
1¼"/32mm wide by 1"/25mm deep
- Infantry teams of one to three miniatures.

MEDIUM BASE – WIDE
2"/50mm wide by 1 1/4"/32mm deep
- Infantry teams of four or five miniatures.
- Man-packed Gun teams.

MEDIUM BASE – DEEP
1¼"/32mm wide by 2"/50mm deep
- Cavalry teams of one or two miniatures.
- Gun teams with four crew except mortars.

LARGE BASE – DEEP
2"/50mm by 2½"/65mm deep.
- Cavalry teams with three or four miniatures.
- Gun teams with five crew, or Gun teams with four crew that are too big for a medium base.
- Mortars with four crew.

All *Flames Of War* miniatures are supplied with the appropriate bases.

MOBILITY

One of the important characteristics of any team is how fast it moves. This is given by its mobility rating. There are thirteen mobility ratings as follows.

VEHICLES

Soldiers in the Second World War used a wide variety of vehicles ranging from tanks to horse-drawn carts.

FULLY-TRACKED

Fully-tracked vehicles, like tanks, are exceptionally good over rough terrain, but are slower than wheeled vehicles on roads, and are harder to maintain.

HALF-TRACKED

Half-tracks use standard tires at the front and a shortened track at the rear making them faster than tanks on roads and better than wheeled vehicles in rough terrain.

JEEPS

Rugged and tenacious, jeeps and powerful multi-wheeled armoured cars have the mobility of half-tracks.

WHEELED

Cars, trucks, and other wheeled vehicles are easy to build and maintain but have difficulty moving off road.

WAGON

Trucks are expensive to produce, so many armies still use horse-drawn wagons to move weapons and supplies.

CAVALRY WAGON

Cavalry units hitch extra horses to their wagons allowing them to keep up on long marches.

INFANTRY

Infantry are soldiers fighting as small teams, whether on foot or horseback.

FOOT

Though it's hardly the most popular way to travel, most soldiers have no choice but to walk.

CAVALRY

Horse-mounted infantry are still useful in rough terrain where trucks cannot travel.

GUNS

While the crew of a light gun can push it if necessary, heavier guns need tractors to move far.

MAN-PACKED

Man-packed guns like machine-guns and mortars are light enough to be carried on the backs of their crews right into the front lines to fight alongside the infantry.

LIGHT

A light gun can be pushed along at a decent pace by its crew and is small enough to be easy to conceal.

MEDIUM

While medium guns are still small enough to be concealed easily (making them excellent anti-tank guns), they are too heavy to move far without a tractor.

HEAVY

Often excessively bulky and awkward, a heavy gun is hard for the crew to move and is best towed by a tractor.

IMMOBILE

Immobile guns are so large and cumbersome that they can only move if towed by a tractor.

JEEP TEAMS

You can model a motorcycle or jeep team as either one or two vehicles (with one machine-gun between them), counting as a single Transport team. Base both models together on a large base like a cavalry team and count them as a single target for shooting. If one is Destroyed, both are Destroyed.

ARMOUR

Tanks, half-tracks, and armoured cars are protected by armour plating. The degree of protection is measured by an armour rating ranging from values of 0 to 16 or more, the higher the number the thicker the armour.

A vehicle's protection is divided into three areas: the Front, Side, and Top armour ratings.

FRONT

The front armour of a tank is always the strongest part as that's where the enemy should be, to the front!

SIDE

The side and rear armour of tanks is thinner than the front armour to save weight. This works fine while you control the battle and keep your front to the enemy.

TOP

The top armour of a tank protects against infantry assaults, artillery, and air attacks where rounds are coming from above.

ARMOURED VEHICLES

Vehicles are grouped into three classes depending on the level of protection they have.

FULLY ARMOURED

Armoured vehicles with Top armour 1 or 2 are described as Fully-armoured vehicles.

OPEN-TOPPED ARMOURED

Armoured vehicles with Top armour 0 are described as Open-topped armoured vehicles.

UNARMOURED

Unarmoured vehicles have an armour rating of '-' instead of a number.

WEAPONS

No weapon is perfect and different weapons are better suited to different jobs. For example a big, high-velocity anti-tank gun is very effective against tanks, but its low rate of fire makes it a poor choice for knocking down large numbers of infantry.

To help define those strengths and weaknesses, each weapon has four characteristics that describe how it operates in the game. These are its Range, ROF (Rate of Fire), Anti-tank, and Firepower ratings.

RANGE

The range of a weapon tells you the maximum distance over which the weapon can be fired effectively. This is given in both inches and centimetres.

ROF (RATE OF FIRE)

A weapon's ROF (Rate of Fire) reflects how quickly the weapon can deliver rounds on target. The number given is the maximum number of dice that the team rolls when shooting this type of weapon. This ranges from 1 for a slow-firing heavy artillery piece, to 6 for a rapid-firing belt-fed heavy machine-gun.

ANTI-TANK

A weapon's anti-tank rating tells you how good the gun is at punching holes in armoured vehicles. This is usually a combination of a good heavy shell and a long barrel to propel it at a high velocity.

When a team attacks an armoured vehicle the target must roll higher than the weapon's anti-tank rating in order to make a successful save, so the higher a weapon's Anti-tank rating, the better it is.

FIREPOWER

A weapon's firepower rating is basically a measure of how big the weapon's explosive charge is, and therefore how likely it is to destroy a protected target. Unlike the Anti-tank characteristic, a large calibre weapon is almost always better than a smaller one. For example, a little 2 pound (1 kilogram) 37mm shell will hardly make any explosion at all, especially when compared to a 210mm artillery shell weighing 250 pounds (115 kilograms), which can flatten a house!

The firepower rating shows the score you need to roll to destroy a protected target hit by this weapon. This includes armoured vehicles such as tanks and armoured personnel carriers, and troops hiding in trenches and other bulletproof cover.

While a good firepower rating is essential against protected targets, a high ROF is more useful against soldiers in the open. While big guns may spray a bigger area with shrapnel, small guns more than make up for it with more shells fired in the same amount of time.

FIREPOWER TEST

To make a Firepower Test, roll a die. If the score is at least equal to your weapon's Firepower rating, you have passed the Firepower Test. If the score is lower, you have failed the Firepower Test.

FIRING BOMBARDMENTS

Many weapons have the ability to fire artillery bombardments. These weapons will have an extra line of weapon characteristics for firing bombardments. This will not list a ROF rating as artillery bombardments plaster an area with shells rather than firing individual shots at specific targets.

IMPROVED AMMUNITION

As the war progressed the performance of anti-tank guns was improved by issuing them with new and better ammunition. Weapons with improved ammunition types have an extra line of weapon characteristics for this ammunition. Players can choose which type of ammunition they will use each time they shoot, but must fire all of their shots with the same type of ammunition.

SPECIAL ATTRIBUTES

Some vehicles and weapons have special attributes to reflect their specific advantages and disadvantages. These are listed after their normal characteristics.

TEAM STATUS

As well as its permanent characteristics and attributes, a team can be in different states resulting from things that happen during a game. You can use different markers to keep track of which platoons and vehicles are affected.

DESTROYED

Destroyed teams are no longer capable of military operations. The soldiers may be killed or wounded, or have simply fled the battlefield.

BOGGED DOWN

Bogged down teams are stuck in mud, have fallen in a ditch or broken a track, or are otherwise incapacitated by mechanical failure.

BAILED OUT

Bailed vehicles have been hit by enemy shooting and have been temporarily abandoned by their crew (who have 'bailed out').

PINNED DOWN

Pinned down platoons have taken enough fire to keep the soldier's heads down, reducing the effectiveness of their shooting and making them unwilling to advance.

Though planning and a bit of luck play a large part—it is the skill and bravery of the soldiers that keeps them alive and wins them battles. Some troops are brave and skilful, others frightened and untrained. Every platoon in *Flames Of War* has two characteristics that reflect their abilities: Skill and Motivation.

SKILL

A soldier gains skill through a combination of 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.

A platoon's Skill rating is arguably the most important characteristic they possess. Not only are skilful troops better at moving across treacherous terrain, digging in, and dealing to the enemy in hand-to-hand combat, they also survive longer because they know how take cover and avoid being seen and hit by enemy shooting.

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

- Conscript
- Trained
- Veteran

CONSCRIPT

Conscript platoons have been hustled into battle with little or no training and 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 at least received basic training and are ready for battle, but that haven't had many opportunities to test their skills in combat.

VETERAN

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

German Iron Cross
The Germans highest award for bravery, first awarded in 1813.

SKILL TESTS

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

When your troops attempt a task like this in *Flames Of War* you may have to make a Skill Test.

To make a Skill Test, roll a die and compare it to the platoon's Skill rating on the table below. If the score equals or exceeds the score needed, you have passed the Skill Test. If the score is lower, you have failed the Skill Test.

Team's Skill	Score Needed
Conscript	5+
Trained	4+
Veteran	3+

SHOOTING AND SKILL

One of the things that makes *Flames Of War* unique as a game is its use of the target platoon's skill rating as the primary factor when working out the score needed to hit a target (most games use the skill rating of the shooting team).

The reason for this is simply that it is a better reflection of modern combat. While skilled troops certainly shoot more accurately than unskilled troops, this isn't the most important factor in hitting the enemy. The most important factor is finding the enemy in the first place!

Modern weapons are so accurate and deadly that even a raw recruit can bring down any target they can see. As a result soldiers survive by not being seen. Veterans often talk about the loneliness of the 'empty battlefield' where even your friends are unseen, hiding from enemy fire.

Staying alive, by staying out of sight, is where a soldier's skill and training really come into play. While untrained conscripts will walk into your sights, unaware of their danger, veterans will slip from cover to cover barely ever visible long enough to hit.

Given a machine-gun, anyone can mow down hordes of conscripts charging across an open field—the casualties of the First World War attest to this. However, a unit of elite commandos using every available bit of cover and fire and movement tactics will cross the same open field with few if any casualties. Even when faced by troops of equal skill, the commandos will suffer far fewer casualties than the conscripts crossing the same terrain.

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 keep it together and do the heroic, and sometimes they'll crack under the pressure, just like real people would do.

In *Flames Of War*, the Motivation rating measures the courage and determination of your fighting soldiers. Troops are classified according to their motivation into three categories:

- Reluctant
- Confident
- Fearless

RELUCTANT

There are many reasons that troops can be Reluctant. They may simply be unenthusiastic conscripts sent into battle against their will, or they might not care two cents about the cause they're fighting for, or maybe they're just good soldiers who have seen too much fighting, have had their fill of battle and feel that it's about time someone else started taking the risks. Regardless, reluctant troops are likely to break under pressure.

CONFIDENT

Faith in both yourself and your leaders can be critical for an army. Believing that you can trust in the actions of your superiors and your fellows can sustain you even when all else fails. Most confident troops have that faith aplenty.

FEARLESS

In war there are always those who believe that the cause is bigger than themselves. Whether it's because they are fanatical zealots or just supremely confident, these troops are nearly unbreakable. They will fight to the last man, staying in battle until there is absolutely no choice but to withdraw.

For fearless troops, incredible heroism is commonplace and fleeing from the enemy unthinkable.

MOTIVATION TESTS

In *Flames Of War* the courage and enthusiasm of your miniature troops is checked by making Motivation Tests.

To make a Motivation Test, roll a die and compare it to the platoon's Motivation rating on the table below. If the score equals or exceeds the score needed, you have passed the Motivation Test. If the score is lower, you have failed the Motivation Test.

Team's Motivation	Score Needed
Reluctant	5+
Confident	4+
Fearless	3+

MIXED RATING PLATOONS

In some cases a platoon will have teams with different Skill or Motivation ratings. Often this will occur when a leader joins a platoon, though there are other situations where it can occur as well.

In these cases you use the rating of an individual team if only that team is taking the test, but the lowest value in the platoon if the whole platoon is being tested.

RECONNAISSANCE PLATOONS

Reconnaissance platoons (recce platoons for short) are a commander's 'eyes and ears' on the battlefield. Composed of lightly-armoured vehicles or stealthy infantry, their task is to push out in front of an advancing army and ascertain the strength and disposition of the enemy. This information allows a commander to direct his attacks against points in the enemy line where the opposition is the weakest. In defence, recce platoons act as a screen, keeping the enemy from learning a force's dispositions while gathering information about when and from where any attack will come.

A recce platoon is any platoon noted as such in the Intelligence Handbooks. All teams in a recce platoon are considered to be recce teams. Teams attached to a recce platoon are not recce teams unless they are attached from another recce platoon.

TRANSPORT PLATOONS

Transport platoons are units of trucks. They have no combat capability whatsoever and spend most of their time carrying supplies to and fro in the rear areas. Sometimes commanders need to move infantry faster than they can march and order transport platoons forward to get the infantry where they are needed.

A transport platoon is any platoon noted as such in the Intelligence Handbooks.

TERRAIN

World War II was fought over almost every type of terrain on Earth. Battles ranged from the frozen arctic of northern Finland to the scorching heat of North African deserts, from the grassy steppes of the Ukraine to the dense forests of the German Reichswald, and from the hedgerows of France to the mountains of Italy.

Woods, hedges, bogs, bridges, rivers, lakes, rocks, rubble, and buildings all break up the terrain and complicate the battlefield. Sometimes this will be to your advantage, since your troops can hide themselves among the clutter and put something solid between them and any bullets flying around. Other times these features will be a hindrance, as they impede your movement slowing your advance to a crawl.

TERRAIN

There are four categories of terrain that units can encounter: Roads, Cross-country, Rough Terrain, and Impassable.

ROADS

Whether concrete, brick, cobble, or dirt, a road provides a quick route from one place to another. Trucks and half-tracks travelling on a road move much faster than they do cross-country. Even tanks benefit from roads since they bridge or cut through most obstacles.

CROSS-COUNTRY

Terrain that is rated as cross-country is basically level and smooth enough that troops can cross it without much difficulty. It could be grassy or barren fields, expanses of firmly packed desert, or farmland.

ROUGH TERRAIN

There can be any number of reasons why an environment is classed as rough terrain, ranging from ground that has been churned to sticky mud to natural obstructions such as woods, rocks, or deep snow. This terrain will limit the speed at which vehicles can move.

Rough terrain is likely to cause vehicles crossing it to 'bog down' getting stuck in the mud or trapped on an obstruction. Rough terrain is rated as either difficult going or very difficult going.

DIFFICULT GOING

Difficult going presents a significant hindrance to movement. Vehicles attempting to move through this terrain must slow to a crawl and risk getting stuck if the driver isn't careful.

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

Obstacles like shallow ditches, low walls, and hedges are also difficult going as vehicles and guns can easily get stuck trying to cross them.

VERY DIFFICULT GOING

Very difficult going is barely passable. Buildings, rubble, swamps, dense jungle, and wrecked tanks are all very difficult going, as are obstacles like banked hedgerows, drainage ditches, and streams.

Foot soldiers can scramble around or over most obstructions—but tanks are the only vehicles that are able to force their way through.

IMPASSABLE

Some terrain is just so difficult that it's impossible to cross, such as deep rivers, fetid swamps, or sheer cliffs. Impassable terrain stops all movement, forcing you to look for an alternative route to the objective.

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 Rough Terrain making it slow to cross, but have it as easy going presenting no risk of getting stuck. Other terrain, such as Normandy's bocage (banked hedgerows) is very difficult to cross, even for infantry. You might introduce a Skill Test whenever an infantry team tries to find a crossing place in this kind of terrain.

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 railway embankment may only count as Difficult Going to troops on foot, but become Impassable if you try to cross it in a vehicle.

Finally, you might like to bear in mind the season during which your *Flames Of War* battle is being fought, and adjust the effect of the terrain on your table accordingly. For example although a shallow river might normally be Very Difficult Going, if you were fighting in winter you could adjudge that the river has frozen over making it easier to cross and thus rated as only Difficult Going. Or perhaps it is the spring melts and the river has became a raging torrent and is Impassable!

Most terrain features are represented quite literally on the table top. A house represents a house, exactly as it is shown. A hill represents a hill, exactly as shown. A wall represents a wall, exactly as shown. This makes it easy to work out the answer to questions like 'Can my tank see over that wall?' by looking at the actual terrain feature placed on the table. Is the wall taller than your tank? If so, then it will probably have a great deal of difficulty seeing over it! Is the wall taller than the height of the gun barrel? If so, the tank will not be able to shoot over it. If its lower than that, the tank should have no problems seeing and shooting over the wall.

LINEAR OBSTACLES

Some terrain features like hedges, walls, and streams form a line running from one point to another. In game terms the chief characteristic of these terrain features is their lack of depth. A team can be on one side or the other of them, but never actually in them. Aside from this, linear obstacles are just the same as any other terrain feature.

AREA TERRAIN

Terrain that occupies a large area on the table, such as forests, marshes, snow, or mud, is often best represented by area terrain. Area terrain uses a base or piece of coloured felt to show how far the terrain extends, with some scenic pieces such as trees or rocks to indicate what the terrain actually is. A green rectangle could represent a grassy field, or a grey patch with a few stones on it a patch of rocky ground, while a piece of brown felt with some trees on it would show an area of woods.

With area terrain it is the size and shape of the base that is the most important aspect in game terms, as this defines the limits of the terrain and what is inside and what is outside the terrain. The only impact of the scenic pieces on the game is to show the type and height of the terrain. The scenic pieces can be moved around on the base (or even removed altogether) to allow your teams to move within the area of terrain.

DISCUSS THE TERRAIN

It is important to discuss the terrain on the table with your opponent before you start your *Flames Of War* game. By agreeing on how each piece of terrain will work in the game, you reduce the possibility of confusion and misunderstanding during play. Most terrain will be fairly obvious from looking at the model and comparing it with the examples above. Some terrain is less obvious and will need some thought. If you can't reach an agreement, simply pick the most likely candidates and roll a die to choose between them.

TERRAIN TABLE

This table lists some of the more common types of terrain found on the battlefields of the world and how they are normally rated.

TERRAIN	GOING
Vegetation	
Field, grassland or steppe	Cross-country
Standing crops or open scrub	Cross-country
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	Very Difficult
Rocks and Hills	
Rocky ground	Difficult
Gentle hills	Cross-country
Rolling hills	Difficult
Steep hills	Very Difficult
Cliff	Impassable
Sand, Snow and Mud	
Flat, hard desert	Road
Firm sand or thin snow	Cross-country
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
Rubble, building, wrecked tank	Very Difficult

HOW TO BUILD AN ARMY

While this book tells you how to fight World War II battles, there is a whole other aspect to the hobby in planning, collecting, and painting the force you'll lead into battle.

Each army that fought in World War II had their own way of organising their troops and fighting battles. These evolved as the war continued in response to combat experience, combat losses and new weapons and equipment becoming available to all of the combatant nations. The armies each nation would field at the end of the war were significantly different from the fledgling forces that took the field at the war's beginning.

You'll need to choose an army to lead into battle—pick a nation that interests you, whose army you'd like to find out more about. Once you've chosen you will need to collect a force of miniature troops with which to fight your battles. To experience the challenges a real commander faced on the battlefield your force should be organised just like the real life army it is modelled upon.

The *Flames Of War* Intelligence Handbooks cover each army in detail. They tell you everything you need to know to collect and field the army of your choice.

INTELLIGENCE HANDBOOKS

The Intelligence Handbook for your army contains information on the organisation, weapons and battlefield tactics they used, as well as battle histories, famous warriors and lots more. The core of every Intelligence Handbook is the organisational diagrams that show the composition of the different types of combat companies that army fielded. By following these diagrams you'll be able to create a force that is just like its real-life counterpart.

Each Handbook also contains an arsenal listing the game characteristics of every team, weapon and vehicle used by the forces covered.

Because armies were constantly developing new weapons and tactics, *Flames Of War* divides the Second World War into three periods—Early War (1939-1941), Mid-War (1942-1943) and Late War (1944-1945). Every Intelligence Handbook is specific to one or the other of these periods.

THE PARTS OF YOUR FORCE

With all the different types of weapon at his disposal a commander needs to keep his force organised. Troops are grouped together—based upon their role and armament—into platoons. These can then be assigned roles on the battlefield best suited to their abilities. Every platoon will need to do their part in order to complete the mission and defeat the enemy.

Just like a real commander, when you put your force together using the Intelligence Handbooks you'll be planning for the battle ahead. You'll be picking and choosing platoons that can fill a role in your battle plan and get the job done.

HEADQUARTERS

Every force has a headquarters containing a Company Command team. The Company Command team represents you as commander. Usually the headquarters has a 2iC (Second-in-Command) Command team and often several HQ support weapons. During the battle the command teams from the headquarters will be kept busy, racing around the battlefield bolstering the morale of your force when platoons are flagging—keeping the momentum in your attack or stiffening your defence.

COMBAT PLATOONS

Combat platoons are the basic troops that form the core of your force. During the battle they will carry the bulk of the fighting and will be central to the successful completion of your mission. These are the troops who'll be leading your attacks or forming the buttress of your defences on which the enemy will smash themselves.

WEAPONS PLATOONS

Although the combat platoons are the core, they're going to need some help to overcome particularly tough enemy resistance. Weapons platoons are chock full of heavy weapons like machine-guns and mortars, and can be added to your force to bolster the firepower of your combat platoons.

SUPPORT PLATOONS

Support platoons are usually armed with heavier weapons than your weapons platoons—heavy tanks, artillery and even rockets. Use them to soften up the enemy positions prior to your combat platoons going in, or to counter a specific threat posed by the enemy, like aircraft.

GAME TURNS

Like Chess, *Flames Of War* is played with each side taking turns to move and fight with their troops. In real life 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.

TURN ORDER

During a *Flames Of War* game turns always alternate with one player taking their turn, then the other. When it's a player's turn, they will perform all of the actions available to them, then the turn will switch to the other player. Players never take two turns in a row.

In *Flames Of War*, both players usually roll a die and whoever rolls the highest has the first turn. However, in some missions the attacker always has the first turn.

PLAYING A TURN

To keep things organised, each turn is divided into four steps: Starting, Movement, Shooting, and Assault.

At the start of each turn you reorganise your troops and 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.

ORDER OF A GAME TURN

1 Starting Step	Rally your forces, bring up reserves and air support, and spring your ambushes
2 Movement Step	Manoeuvre all of your teams into position
3 Shooting Step	Shoot the enemy from a distance
4 Assault Step	Charge the enemy defences in fierce hand-to-hand combat

1 THE STARTING STEP

2 THE MOVEMENT STEP

3 THE SHOOTING STEP

4 THE ASSAULT STEP

THE STARTING STEP

The Starting Step is the administrative step in *Flames Of War*. It is here that you check and update the status of the units under your command, rallying your troops and carrying out various other tasks depending upon the course of the battle. Because each of these tasks is just a small part of a bigger topic, for example Rolling for Air Support is a part of Air Support, we've left the explanation of them for their relevant section of the rule book. As you read on, you'll find each task fully explained in those sections.

STARTING STEP SEQUENCE

1. Check Company Morale (page 118)
2. Check Victory Conditions (page 195)
3. Reveal Ambushes (page 196)
4. Roll for Air Support (page 139)
5. Nominate Target and Position Aircraft (page 140)
6. Roll for Reserves (page 191)
7. Rally Pinned Down Platoons (page 75)
8. Remount Bailed Out Vehicles (page 76)
9. Free Bogged Down Vehicles (page 41)
10. Remove Smoke Markers (page 83)

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MOVEMENT

MOVEMENT SEQUENCE

1. Select a Platoon to Move
2. Move Teams in the Platoon
3. Return to 1 to Select your Next Platoon to Move

While a battle may seem to be all about shooting, an intelligent commander quickly learns that movement is a crucial component of victory. After all, before you can shoot your enemy you have to put yourself into a tactical position that lets you do so!

SELECT A PLATOON TO MOVE

During your turn you are able to move each of your platoons one by one—though you don't have to move any at all. If you feel a platoon is in a good position there are advantages in keeping it stationary, but if their location isn't ideal they can be manoeuvred into a better position.

It doesn't matter in what order you move your platoons, or the teams within each platoon, just remember to finish all of your movement with one platoon before moving on to the next one.

During the Movement Step you may move each of your platoons, one at a time. They may be moved in any order you wish, but do not need to be moved at all.

Once you have chosen a platoon to move, move each team within that platoon one at a time.

After all teams from a platoon have been moved, choose another platoon to move and repeat.

Once every platoon you wish to move has done so, the Movement Step ends.

MOVE TEAMS IN THE PLATOON

The amount of distance your team can move is determined by the type of unit and the ground they intend to cover. The more mobile the team the further it can move, but the rougher the terrain the slower they'll have to go to move safely.

The Movement Distance table gives the maximum distances teams can ordinarily move through a given type of terrain during their Movement Step.

Simply cross-reference the Mobility rating of the type of team you are trying to move with the type of terrain they

are going to move across. This will tell you the maximum distance the team can move in a Movement Step.

If a team moves through several different terrain types in a single Movement Step, they can only move up to the maximum distance allowed in the slowest terrain type.

Similarly, a team may not move into terrain if it has already moved further than they are allowed for that terrain type. Instead the team must stop at the edge of the new terrain and wait until next turn to move into it.

MOVEMENT DISTANCE

Mobility	Road	Cross-country	Rough Terrain
Tanks and Transport			
Fully-tracked	12"/30cm	12"/30cm	8"/20cm
Half-tracked and Jeeps	16"/40cm	12"/30cm	4"/10cm
Wheeled	16"/40cm	8"/20cm	4"/10cm
Cavalry Wagons	10"/25cm	8"/20cm	4"/10cm
Wagons	6"/15cm	6"/15cm	4"/10cm
Infantry			
Foot	6"/15cm	6"/15cm	6"/15cm
Cavalry	10"/25cm	10"/25cm	10"/25cm
Guns			
Man-packed Guns	6"/15cm	6"/15cm	6"/15cm
Light Guns	4"/10cm	4"/10cm	4"/10cm
Medium and Heavy Guns	2"/5cm	2"/5cm	2"/5cm
Immobile Guns	can only move if towed		

A Fully-tracked Tank team moving Cross-country can move 12"/30cm, but may not enter Rough Terrain if it moves more than 8"/20cm

12"/30cm

8"/20cm

A Fully-tracked Tank team entering or moving in Rough Terrain can only move 8"/20cm

MOVING A TEAM

When you move a platoon all of the teams in the platoon are moved separately. You can choose to have a team move in a completely different direction from the rest of the platoon or to move some teams in a platoon while you leave others in their current positions.

A team may move in any direction and end up facing any way you wish, just as long as the distance it covers in its complete movement is no further than the team's maximum allowed movement distance.

A team does not have to move in a straight line, and can deviate and zigzag as much as you like. Use the path travelled to determine the distance moved, rather than just the distance between the starting and end points.

MOVING TEAMS

Teams on the right flank advance against the enemy
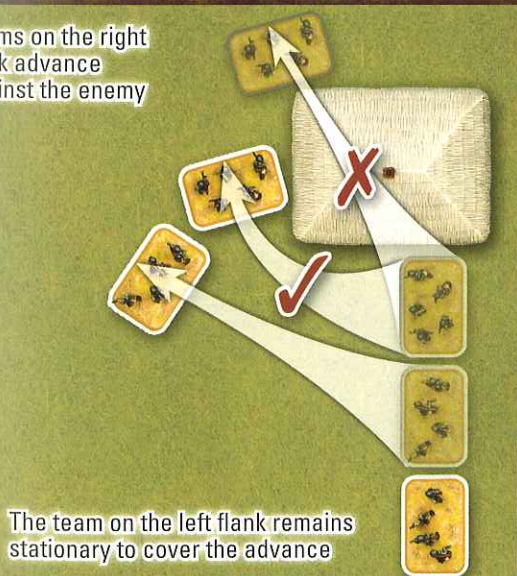
The team on the left flank remains stationary to cover the advance

EXAMPLE

A fully-tracked tank moves cross-country. It can move a maximum distance of 12"/30cm.

The next turn it enters a wood (Rough Terrain). The tank may only move a maximum of 8"/20cm because part of its movement was through Rough Terrain.

In a third turn it leaves the wood, once again moving 8"/20cm because part of its movement was through Rough Terrain.

In the fourth turn it moves 10"/25cm across open ground to reach another wood. Because the tank has already exceeded its maximum movement distance for Rough Terrain (8"/20cm), it stops before entering the wood.

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 move through other friendly teams, but a team cannot end its movement on top of another team.

MOVING THROUGH DEFILES

Narrow gaps such as one-lane bridges, alleys and tight passes are called defiles. These are simply too narrow to allow vehicles to pass each other and are easily blocked.

If a gap in the terrain is too narrow for two vehicles to fit shoulder to shoulder, vehicles are not able to move through or around each other. One vehicle must pass through before the next can move through the gap.

MEASURING YOUR MOVEMENT

The correct way to measure movement is to measure from the front of the team to a point 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

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

ROTATING TEAMS

Teams can rotate at the end of their movement to face in any direction. When a team turns or rotates it does so at the centre of the model's base.

Teams rotate about their centre

Vehicles and the guns they are towing rotate together
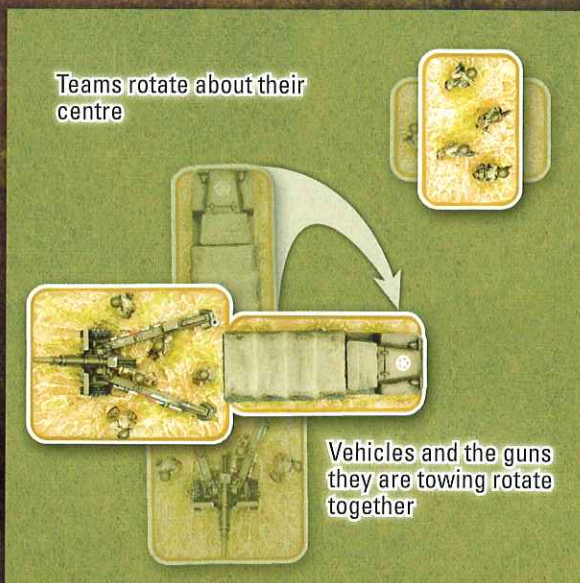
TACTICAL TIP

Move from cover to cover whenever possible. Don't stop in the open unless you absolutely have to, as you give the enemy a perfect target when you do.

MOVING NEAR THE ENEMY

Cautious movement towards an objective is quite a different manoeuvre than simply rolling your way across an open field. You must take great care to ensure that you don't jeopardize your units or unnecessarily expose them to harm.

Infantry and Gun teams may not move closer than 2"/5cm to an enemy team that is visible to it (except in the Assault Step).

Vehicles can move within 2"/5cm of enemy vehicles (even passing through their position), but cannot end their movement on top of an enemy vehicle. However, vehicles may not move closer than 2"/5cm to an enemy Infantry or Gun team that is visible to it (except in the Assault Step).

Because of this restriction you may not be able to move past an enemy with impassable terrain on their flanks. Using terrain wisely can greatly strengthen your defensive positions.

MOVING NEAR ENEMY

Infantry and Gun teams cannot move within 2"/5cm of visible enemy teams

Vehicles can move past enemy vehicles

Vehicles cannot move within 2"/5cm of visible enemy Infantry or Gun teams

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 it is going to happen. Maybe you're surrounded and the only option is a quick retreat. Regardless, a platoon can try to move 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, however, since 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. For example an Infantry team moves 12"/30cm at the double instead of 6"/15cm.

Teams that move at the double must follow the most direct route and may only change direction to follow a road or avoid obstacles. They 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.

When moving at the double, teams may not:

- *Move through Rough Terrain,*
- *Pass within 8"/20cm of an enemy team,*
- *Shoot,*
- *Assault, or*
- *Disengage as recce troops.*
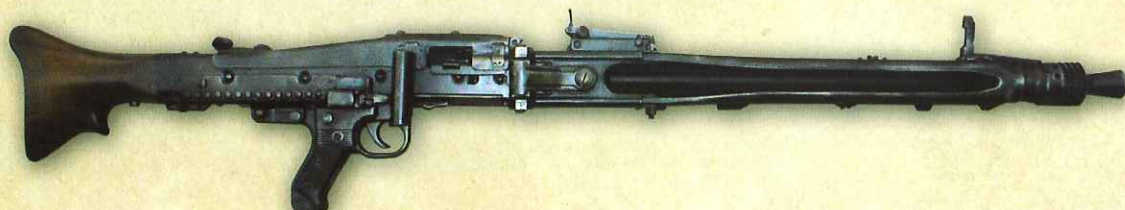
German MG42 Machine-gun
Known as 'Hitler's Buzzsaw', the MG42 sounded like ripping canvas with its 1200 rpm rate of fire.

Despite the fact that we live our lives in and around them, performing military manoeuvres within buildings can be incredibly challenging. Every attempt to move runs into obstacles and torturous routes must be found to stay away from enemy fire.

Buildings are classed as Very Difficult Going. A building can hold as many teams as can fit inside it without their bases overlapping. Very small buildings may not fit a base inside, but are still assumed to be big enough to fit one team inside.

BUILDINGS

Buildings are Very Difficult Going and hold as many teams inside as fit without overlapping

AT THE DOUBLE

With stairs and elevators blown apart, landings bombed out, and crumbled and collapsed walls everywhere, moving rapidly through buildings is simply impossible.

Since buildings are Very Difficult Going, troops cannot move At the Double in or through buildings.

OPENINGS

As in normal life, openings like doors and windows are essential for entering and exiting buildings. Even the toughest sergeant can't walk through walls.

Openings are gaps in the walls of buildings that are big enough to move and shoot through. Windows, doors, and holes blown in the walls are all openings.

A single team can move or shoot through a small opening at a time. If the modelled opening is wider than a base, as many teams as it can fit completely into the opening together can use it at the same time, with an additional team utilising the space left over.

INFANTRY TEAMS

Infantry are by far the best troops for fighting in and around buildings. Their mobility and flexibility makes them invaluable in the close confines of street fighting.

Infantry teams may only enter a building through an opening such as a window or door. To enter a building a team must either:

- *start its movement adjacent to the opening, or*
- *be able to reach an opening that had a friendly team start its movement adjacent to it.*

Infantry teams may only exit a building through an opening such as a window or door. Measure their movement from the opening.

Of course you cannot enter an enemy-occupied building. You must assault the troops inside to gain entry.

CAVALRY TEAMS

Even if you could convince a horse to walk into a building, you couldn't ride it inside!

Cavalry and other mounted infantry cannot enter a building. They must dismount first and send their horses to the rear.

VEHICLES

A tank will never fit through a door, but that doesn't matter at all—it simply makes its own opening. Tanks can go almost anywhere, until they fall into a cellar or have the whole house collapse on top of them!

Fully-armoured, Fully-tracked vehicles are the only type of vehicles that can enter buildings. No other type of vehicle may enter a building.

Fully-armoured, Fully-tracked vehicles do not need an opening to enter a building, they can simply drive through a wall although it is Very Difficult Going. The debris from falling walls and ceilings immediately close off the hole smashed by the tank, leaving no path for infantry or other vehicles to follow.

GUN TEAMS

Getting small, team-carried guns into a building is fairly easy, but it takes a huge amount of effort to get a bigger gun inside.

Man-packed Gun teams enter and exit buildings like Infantry teams.

Other Gun teams may not enter or move through a building during a game, but may be deployed on the ground floor of a building at the start of the game.

INFANTRY ENTERING AND EXITING BUILDINGS

Teams can only enter an opening that already has a friendly team adjacent to it
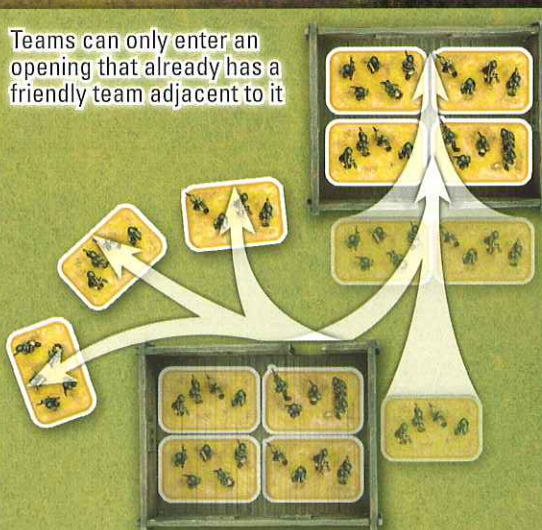
Infantry teams may only enter or exit buildings through openings

MOVING THROUGH ROUGH TERRAIN

Vehicles of all kinds have a habit of getting stuck or 'bogged down' when crossing rough terrain. Even tanks, which are specifically designed to cross rough terrain, 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.

Each time a vehicle attempts to cross Rough Terrain it must pass a bogging check to cross safely. Teams make a bogging check as they enter Area Terrain, start moving in Area Terrain, or attempt to cross a Linear Obstacle.

DIFFICULT GOING

Difficult going is the bane of vehicle drivers. No matter how carefully you proceed there is always the chance that you and your vehicle will become stranded.

Each time a team needs to take a bogging check for crossing Difficult Going, roll a die.

- *On a roll of 2+ the team continues moving without any problems.*
- *A roll of 1 means that the team has Bogged Down, and may not move any further until it is freed.*

DIFFICULT GOING
Bog Down on a roll of 1

VERY DIFFICULT GOING

The only thing worse than crossing through muck that might get you stuck is going into stuff that you know will bog you down.

Each time a Fully-tracked vehicle needs to take a bogging check for crossing Very Difficult Going, roll a Skill Test.

- *If they pass the Skill Test the team continues moving without any problems.*
- *If they fail, the team has Bogged Down, and may not move any further until it is freed.*

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

VERY DIFFICULT GOING
Skill Test to avoid Bogging Down

TACTICAL TIP
Sometimes the shortest route is not always the quickest. It's no good taking the shortest route to where you want to go, if that means a couple of teams from your platoon end up stuck leaving the rest of your platoon unsupported and vulnerable to enemy attack.

GUNS IN ROUGH TERRAIN

If anything gun crews have even more trouble man-handling their guns across rough terrain.

Light, Medium, or Heavy Gun teams must pass a bogging check to cross Rough Terrain in the same way as vehicles.

GUNS IN VERY DIFFICULT GOING

While gunners can move their guns through some obstacles, they simply can't move through really difficult going at all.

Light, Medium, or Heavy Gun teams may not attempt to cross Very Difficult Going.

However, they may begin the game in Very Difficult Going—their crews having spent the time to haul them into position before the battle begins. Once there, they cannot move, since it will take just as many hours to haul them out again.

INFANTRY AND MAN-PACKED GUN TEAMS

Unlike vehicles, troops on foot can go just about anywhere. They can cross almost any obstacle and make their way through all but the most impassable terrain.

Infantry teams (including Cavalry teams) and Man-packed Gun teams never become Bogged Down and do not need to take bogging checks regardless of the terrain encountered. They move at the same rate on Roads and through Cross Country and Rough Terrain.

TROOPS ON FOOT
Infantry and Man-packed Guns never Bog Down

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BOGGING DOWN

IWMKY44351

FREEING BOGGED DOWN TEAMS

The problem isn't being stuck, it's getting free before your time runs out.

At the start of your turn, in the Starting Step, roll a Skill Test for each bogged down team.

- *If the test is successful, the crew manages to free their vehicle or gun, so return it to the location it was at just before it bogged down.*

- *If you fail the test, the crew are still trying to sort the problem out and remain bogged down. Roll again to free the team at the start of your next turn.*

A team that frees itself can move, shoot and assault as normal that turn. If the team wishes to move through the same Rough Terrain again in the turn it frees itself, it must make a new Bogging Check.

BOGGED DOWN TEAMS

Once a vehicle is bogged down, the crew dismounts to fix the problem. They may be directing the driver from the ground, trying to wedge timber under the tread for traction, digging the wheels out of holes, or fixing a broken track. Whatever measures they are taking, they can't fight until they're going again.

Place a marker beside vehicles or Gun teams that have bogged down. They may not move or fight until the crew frees the vehicle.

Bogged down vehicles end their movement at the point they had to take the test. A vehicle that bogged down entering a wood stops half-in and half-out of the woods, one that bogged down on a hedge stops straddling the hedge, while one that bogged down in a wood stops where it was.

Passengers may dismount from a bogged down vehicle at the start of their next Movement Step as normal.

FREEING BOGGED TEAMS

Roll a Skill Test in the Starting Step to free a Bogged Down team

Bogged Down Marker

RECOVERY VEHICLES

Often it is easier, and more expedient, to simply have another vehicle pull a bogged vehicle out rather than leave the crew to fend for themselves. This greatly increases the odds of getting the vehicle unstuck and back on the move.

If a recovery vehicle that is not Bogged Down or Bailed Out ends the Movement Step next to a Bogged Down, Broken Down, or Destroyed vehicle or gun, it can tow them instead of shooting.

Move the recovery vehicle and the team being towed up to 4"/10cm, taking Bogging Checks for the Recovery Vehicle as necessary for Rough Terrain.

If the Recovery Vehicle does not Bog Down, then the team being recovered is freed and no longer Bogged Down at the end of the Shooting Step. In any case neither vehicle may shoot or assault this turn.

IMPROVISED VEHICLE RECOVERY

Almost any vehicle can be used to help a team get free, though they don't always have the proper tools and equipment to get the job done.

Any vehicle that is not Bogged Down or Bailed Out can attempt to recover a team as a recovery vehicle, provided that the team being towed is of the same size or smaller.

When recovering a team with a vehicle that is not a recovery vehicle make a Skill Test for the towing team.

- *If the Skill Test succeeds, the towing vehicle frees the team as if it were a recovery vehicle.*

- *Otherwise the crew is having difficulty towing the team, and the team is not freed this turn.*

Any attempt at recovery, whether successful or not, leaves the recovery vehicle and the vehicle being recovered unable to move further, shoot or assault this turn.

TRANSPORTS

Though troops on foot certainly have their advantages, in general it is much easier, and more effective, to get soldiers to and from the battlefield in transport vehicles. That way the infantry and guns get to the battle fresh and ready to fight.

CARRYING CAPACITY

A squad's vehicle is their home. It carries all of their personal belongings and spare ammunition, so naturally soldiers are reluctant to allow others to borrow their transport.

Of course, if another squad's transport breaks down, they'll give them a lift, but there is no way another platoon is going to make off with their vehicles!

Transport teams may carry Infantry and Man-packed Gun teams as passengers and are able to tow other Gun teams.

Transport teams may only be used to carry teams from their own platoon.

Teams ride in their own section or squad's Transport teams. If their own Transport team is not available, they must be evenly distributed across their platoon's other available Transport teams.

There is no limit to the number of teams from their own platoon that can ride in a Transport team if casualties have reduced the number of vehicles available. The troops just cram in and hope that one shot doesn't get them all!

Teams carried in transports should be put to one side of the table and have which vehicle they are riding in clearly indicated to the opposing player.

INDEPENDENT TEAMS

While most of the time squads do their best to keep other people out of their transports, no one can say no when the 'Old Man' asks for a ride.

Independent teams are able to ride in any Transport team from any platoon.

MOUNTING TRANSPORTS

Even with sergeants barking orders and team-mates crowding in from behind, it can be time consuming to get a full complement of troops loaded into their transports.

Teams that started their turn dismounted may mount Transport teams at the end of their Movement Step. Move the Transport teams first, then mount all passenger teams that can move into the vehicle's passenger compartment.

A Transport team cannot move after loading passengers and counts as moving, even if it did not move before the passengers mounted up.

MOUNTING TRANSPORTS

Passengers mount up after their transports move

Passengers move to the transport vehicle's passenger compartment
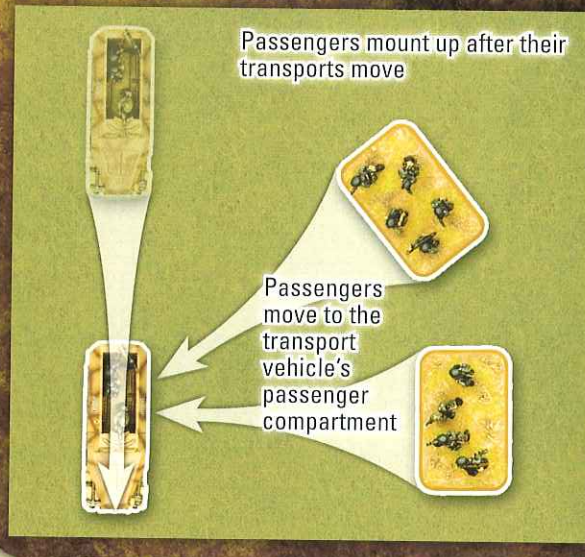
DISMOUNTING TRANSPORTS

Transports don't like hanging around after they unload, so once their passengers are out, they usually move off to a safer place.

Teams that started their turn mounted may dismount from their transports at the start of their Movement Step, prior to the Transport team moving.

When they dismount, passengers move as though they had begun their movement in the passenger compartment of the vehicle transporting them.

A team that dismounts counts as having moved even if it stops adjacent to the Transport team.

A Transport team cannot move before unloading passengers and counts as moving, even if it does not move after the passengers dismount.

DISMOUNTING FROM TRANSPORTS

Passengers dismount before their transport moves

Passengers move from the transport vehicle's passenger compartment

Transport vehicles can move after dismounting their passengers
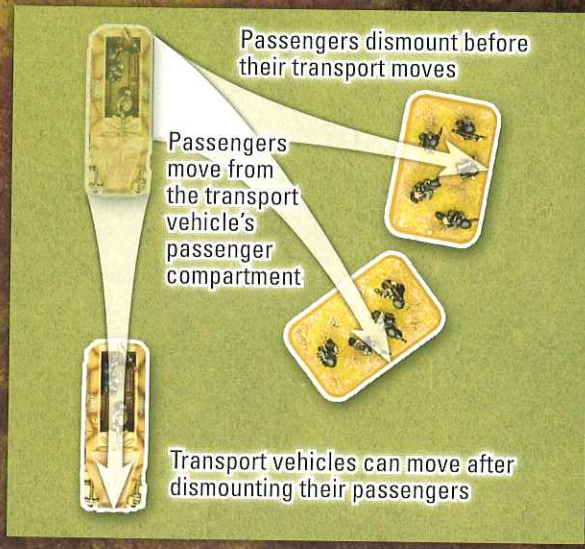
TOWING GUNS

Pushing a gun is slow and backbreaking work. It is a lot quicker to limber the gun to a tractor (limbering is the gunner's term for hooking the gun to the tractor) and tow it to where you want to unlimber.

While the artillery of western armies is usually motorised, many other armies lack the trucks necessary and are forced to use horse-teams to pull their guns. Regardless, all armies attempt to motorise their anti-tank guns.

While Man-packed Gun teams are carried in a vehicle like normal passengers, Light, Medium, Heavy, and Immobile Gun teams are towed behind the vehicle.

Towed Gun teams limber and unlimber their guns in the same way that other teams mount and dismount, except that each Transport team can only tow one Gun team (which counts as a passenger), and when a Gun team unlimbers from its Transport team it starts its movement in its current location and moves from there.

Limbered guns remain behind the vehicle when it moves, as though they were being towed. However, apart from occupying space (and looking good), they are ignored. Limbered Guns do not need to make Bogging Checks separately from the towing vehicle.

Limbered guns cannot be shot at. All shooting must be directed at the towing vehicle, so if only the limbered gun is available as a target or under an artillery template, it cannot be hit.

JEEPS TOWING GUNS

A jeep is barely able to tow a large gun and carry its ammunition, so it doesn't have room for the crew as well. They have to walk alongside, slowing progress.

A Jeep towing a gun only moves at 6"/15cm on Roads and Cross Country.
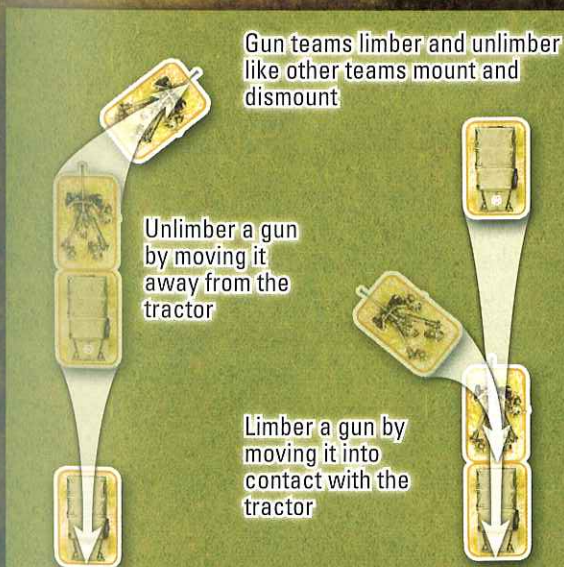
SENDING TRANSPORTS TO THE REAR

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

You may remove empty Transport teams from the table at the end of any Movement Step.

Transport teams removed in this fashion do not count as Destroyed, but may not return for the rest of the game.

SENT TO THE REAR

You may remove Transport teams at the end of the Movement Step

TRANSPORT PLATOONS

Though some platoons have dedicated transports to support their activities, it is much more common for a number of companies to share a transport platoon between them. When they need transport, they ask for the platoon as a temporary attachment.

A Transport Platoon operates as its own platoon. It must operate together picking up and dropping off other platoons as needed. Teams from a Transport Platoon can never be allocated out to other platoons.

Transport teams from Transport Platoons may carry or tow teams from any platoons in the company without restriction. They can even carry teams from several platoons at once if necessary.

Transport teams from Transport Platoons can each carry up to five Infantry or Man-packed Gun teams. They may tow one Gun team in place of one of their normal passengers.

TRANSPORT PLATOONS

Transport teams from Transport Platoons can carry up to five teams each

TOWING GUNS

Gun teams limber and unlimber like other teams mount and dismount

Unlimber a gun by moving it away from the tractor

Limber a gun by moving it into contact with the tractor

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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.

Tank teams can carry up to three Infantry or Man-packed Gun teams as tank riders in the same manner as Transport teams. Tank-riding teams must be spread evenly across all tanks in the platoon.

A tank carrying tank riders must have an infantry model, or some other identifiable token, placed on the rear deck of the tank to indicate that it is carrying riders.

Tank riders mount and dismount in the same way as for troops in any other sort of transport.

Flame-throwing tanks may not carry tank riders—no sane infantryman can be convinced to ride on a 'mobile bomb'! They'd rather walk no matter the discomfort.

TANK RIDERS

Tank teams can carry up to three Infantry or Man-packed Gun teams

WW2MODELMAKER.COM

DISMOUNTING CAVALRY

While they are modelled as being mounted on their horses, cavalry operates as mounted infantry. They mount and dismount, as the tactical situation demands, always keeping their horses handy. This is of vital importance to the individual cavalrymen and their leaders, but is normal cavalry behaviour and of little concern to you as the company commander. For all practical purposes they are still mounted.

All that matters to you is that your cavalry have their horses with them. Once they send their horses to the rear they effectively become infantry for the rest of the battle.

Cavalry teams may dismount and send their horses to the rear at the start of their movement. If they do so, replace each Cavalry team with the equivalent dismounted Infantry team placed anywhere under the area covered by the Cavalry team, e.g. when a Cavalry Rifle/MG team dismounts it is replaced with a normal Infantry Rifle/MG team.

Cavalry teams may only dismount if you have Infantry teams for the dismounted soldiers to replace them with, otherwise, they must stay on their horses. Note that although Cavalry Command teams typically have only two horses on the base for reasons of space, they dismount to a normal three-figure Infantry Command team.

You do not need miniatures of rider-less horses, since the horses are automatically sent to the rear when the troops dismount. Cavalry teams may not remount during the game.

CAVALRY DISMOUNT

Replace dismounting Cavalry teams with Infantry teams

LEAVING THE BATTLEFIELD

There are times when discretion is most definitely the better part of valour and troops must leave the battlefield. It might be because they are so badly battered that they can no longer effectively contribute to the fight. It might be because they find themselves so badly outgunned and outnumbered that retreat is the only viable option. Or it could be that they have just performed their mission and are no longer required.

Teams may leave the battlefield voluntarily by moving off one of the table edges.

Teams that leave by their own deployment area are simply no longer on the table and do not count as part of their platoon for the rest of the game.

Teams that exit from a table edge other than their deployment area are considered to have broken and fled, and are counted as Destroyed.

Once a team has left the battlefield it is out of play and may not return.

If a whole platoon exits the battlefield they no longer contribute to their company's fighting strength.

1 SELECT THE MOVING PLATOON

- *Select one platoon to Move.*

2 MOVE ALL TEAMS IN A PLATOON

- *Move each team up to its Movement Distance.*
- *If moving across multiple terrain types, use the slowest Movement Distance.*

3 RETURN TO 1 TO SELECT YOUR NEXT PLATOON TO MOVE

MOVING AT THE DOUBLE

- *Move twice as far as normal.*
- *Must face direction travelled.*
- *Cannot move through Rough Terrain.*
- *Cannot move within 8"/20cm of enemy teams.*

MOVING THROUGH ROUGH TERRAIN

- *Vehicles and Light, Medium, or Heavy Gun teams take a Bogging Check on entering, crossing or starting their movement in Rough Terrain.*
- *Roll 2+ to avoid being Bogged Down in Difficult Going.*
- *Fully-tracked vehicles roll a Skill Test to avoid being Bogged Down in Very Difficult Going.*
- *Other vehicles and guns cannot enter Very Difficult Going.*
- *Infantry and Man-packed Gun teams never take Bogging Checks.*

BOGGED DOWN TEAMS

- *Bogged Down teams cannot move or fight.*
- *Roll a Skill Test to Free a Bogged Down team at the start of the turn.*

RECOVERY VEHICLES

- *Recovery Vehicles can Free an adjacent Bogged Down team and move it 4"/10cm instead of Shooting.*
- *Other vehicles can pass a Skill Test to Free an adjacent Bogged Down team that is smaller or the same size and move it 4"/10cm instead of Shooting.*

TRANSPORTS

- *Platoon Transport teams only carry their own platoon and Independent teams.*
- *Teams ride in their own vehicle or spread across other vehicles in the platoon if theirs is Destroyed.*

MOUNTING TRANSPORTS

- *Transport team moves first, then passengers move into contact with the passenger compartment and mount.*

DISMOUNTING TRANSPORTS

- *Passengers dismount and move a normal move from the passenger compartment, then the Transport team moves.*

TOWING GUNS

- *Man-packed Gun teams are carried as passengers.*
- *Other Gun teams are towed behind the transport team, counting as passengers.*
- *Towed Gun teams cannot be shot at or hit separately from the Transport team.*

SENDING TRANSPORTS TO THE REAR

- *You can remove empty Transport teams at the end of the Movement Step.*

TRANSPORT PLATOONS

- *Transport teams from a Transport Platoon can carry five teams from any platoon or platoons.*

TANK RIDERS

- *Tank teams can carry three Infantry or Man-packed Gun teams as Tank Riders.*

DISMOUNTING CAVALRY

- *Replace Cavalry teams with the equivalent Infantry teams at start of movement.*
- *Once dismounted Cavalry teams cannot mount up again.*

LEAVING THE BATTLEFIELD

- *Teams that leave the table other than by their own deployment area are Destroyed.*
- *Teams that leave the table cannot return.*

MOVEMENT SPECIAL RULES

The following rules represent the battlefield performance of troops with unusual characteristics and supersede the normal movement rules for these teams. The Arsenals list which attributes apply to a particular team.

AMPHIBIOUS

Amphibious vehicles are designed to swim, carrying their passengers across rivers or lakes.

Amphibious vehicles treat all Impassable water terrain as Difficult Going instead of Impassable. If passengers are forced to Dismount for any reason while in Impassable water, they drown and count as Destroyed.

FAST TANK

Fast tanks are built around exceptionally powerful engines and flexible suspensions and can really move when the throttle's opened up.

Fast tanks can move up to 32"/80cm At the Double. They still only go 12"/30cm during normal movement, however.

HORSE ARTILLERY

Horse artillery has a long tradition of galloping the guns to the fore. Within 30 seconds of the order 'Crash Action!' being given, the well-drilled crews have the guns unlimbered and are delivering fire. Trading their horses for mechanical gun tractors has changed the drill a little, but crash action remains.

A Gun team rated as horse artillery that unlimbers at the start of its movement fires its gun without any penalty to its ROF for movement.

They still cannot fire artillery bombardments in the turn they dismount, however, since they still need to survey their position.

LIGHT TANK

These lightweight tanks use powerful engines to zip across the battlefield with unmatched speed.

Light tanks can move 16"/40cm on Roads or when going Cross Country allowing them to move 32"/80cm At the Double.

MOUNTAINEERS

Some infantry are trained as mountaineers. They can scale cliffs that are impassable to normal infantry.

Mountaineers treat steep hillsides as normal Cross-country Terrain (they can move At the Double across them) and mountains as Difficult Going.

Mountaineers can cross Impassable cliffs and similar obstacles. To do so they must start the Movement Step adjacent to the obstacle and not be Pinned Down (see page 75). Roll a Skill Test for each team instead of moving in the Movement Step.

- *If they succeed, the team crosses the obstacle, halting at the other side.*
- *If they fail, the team remains where it is.*

A team that attempts to cross an Impassable obstacle cannot shoot this turn, although it can assault.

OVERLOADED

Super-heavy tanks and heavily-laden assault guns often overload their engines and suspensions making them very poor at crossing obstacles.

When required to make a Bogging Check to cross Difficult Going, an overloaded vehicle becomes Bogged Down on a roll of 1 or 2, rather than the usual 1.

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PORTEE

Some guns were designed for horse-drawn movement and are simply too lightly built to tow behind a truck, so they have to be carried 'portee' on the load bed instead. Other guns are carried this way instead of towing them to allow the gun to fire on the move.

A Tank team with the Portee attribute may dismount its weapon by removing the vehicle model and replacing it with a Gun team with the same main gun. This takes the entire Movement Step to do. The empty vehicle is then sent to the rear and the gun cannot remount its vehicle during the game.

Portee guns may deploy as Gun teams dismounting before play begins, leaving their vehicle in the rear and out of play for the entire battle.

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SLOW TANK

Slow vehicles are designed for slow but steady progress, not for speed.

Slow Fully-tracked vehicles can only move 8"/20cm normally and 16"/40cm At the Double.

Slow Wheeled vehicles can still move 16"/40cm on Roads, but their move drops to 6"/15cm when moving Cross Country (12"/30cm when moving At the Double).

TACTICAL TIP

Ever since the machine-gun was invented it has been suicide to try to manoeuvre in full view of the enemy. This can make 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.

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.

These 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.
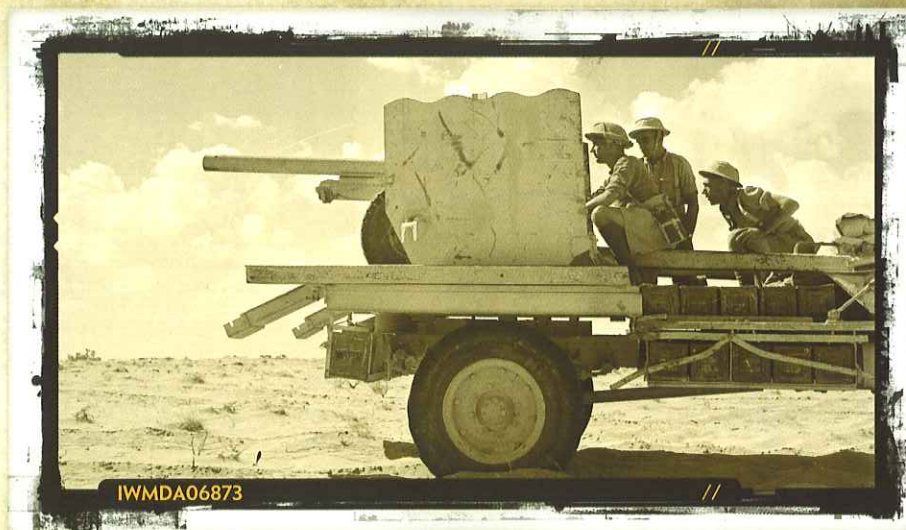
VERY SLOW TANK

Some tank designs are so old and underpowered that they can barely travel at walking pace, but that is all they need for infantry support work.

Very slow tanks can only move 6"/15cm normally and 12"/30cm At the Double.

UNRELIABLE

Whether poorly designed, unsuitable for the conditions, or requiring more maintenance than current supply considerations will allow, these vehicles have a significant chance of breakdown when pushed too hard.

If a Bogged Down unreliable vehicle rolls a 1 on any Skill Test to Free itself, the vehicle breaks down.

If an unreliable vehicle attempts to move At the Double, roll a die. On a roll of 1 the vehicle breaks down.

A broken down vehicle counts as Bogged Down until it is repaired by a Recovery Vehicle.

Regardless of how it broke down, a Recovery Vehicle can try and repair a broken down vehicle and get it moving again by moving adjacent to it. In the Shooting Step, roll a die instead of shooting.

- *On a score of 2+ the vehicle is repaired at the end of the Shooting Step.*

- *On a roll of 1, a critical component is broken, and cannot be fixed, so the vehicle is then permanently Bogged Down and totally unrepairable.*

In any case neither vehicle may shoot or assault this turn.

WIDE TRACKS

Some excellent tank designs have successfully utilized wider tracks allowing them to cross almost any terrain.

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.

COMMAND AND CONTROL

Soldiers without leadership are like ants without a queen. Without orders and direction, they will tend to wait around doing as close to nothing as possible. 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.

COMMAND DISTANCE

The ability of a platoon to spread out effectively will depend on their training and experience. Battle-hardened veterans have learned to spread out without losing their cohesion. Less experienced troops need to be closer together so their officers can supervise them more closely.

The Command Distance table gives the maximum distance a team may be from another to be within command distance of it.

COMMAND DISTANCE

Experience	Tanks	Others
Conscript	4"/10cm	2"/5cm
Trained	6"/15cm	4"/10cm
Veteran	8"/20cm	6"/15cm

If the two teams in question are of different types, the Tank team uses the Tanks column and the other team uses the Others column. This can result in the tank being within command distance of the other team, but not vice versa.

IN COMMAND

Teams are In Command if within Command Distance of the Command team or another team that is In Command

Teams further away are Out of Command
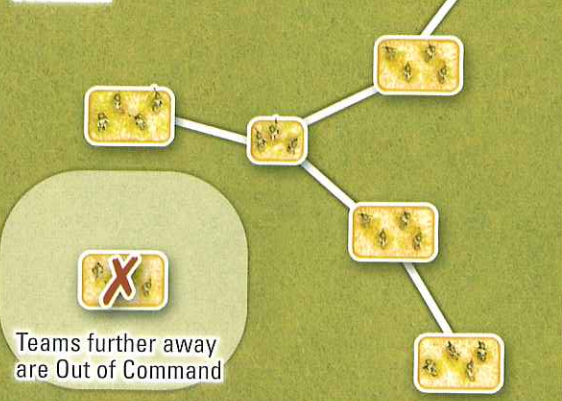
IN COMMAND

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

A team is in command if it is either:

- *within its own Command Distance of its Platoon Command team, or*
- *within its own Command Distance of another non-Transport team from the platoon that is itself in command, thereby forming a chain back to the Platoon Command team.*

If neither of these applies to a team, then that team is out of command.

TRANSPORT TEAMS

While a truck or a half-track can't really relay orders to combat troops, they can follow-the-leader when travelling together.

A Transport team is in command as above, and also when it is within its own Command Distance of another Transport team from the platoon that is itself in command.

TRANSPORT TEAMS

Transport teams can use other Transport teams to remain In Command

Other teams cannot use Transport teams to remain In Command
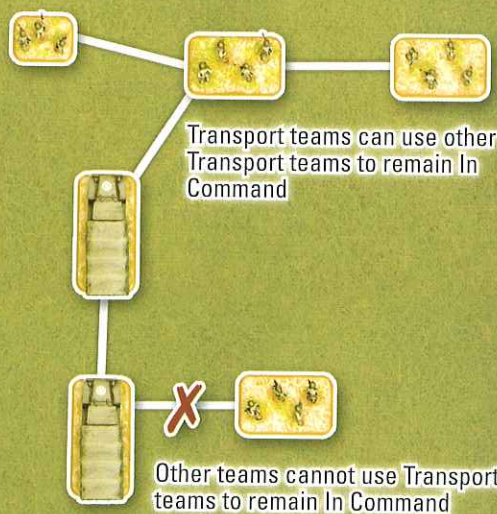
US Staff Sergeant Rank Chevrons
Every platoon had a Staff Sergeant to assist the Lieutenant.

COMMAND AND MOVEMENT

MOVING WHILE IN COMMAND

A platoon moves together as a group. All of the soldiers stay close enough to receive new orders. If necessary, the platoon commander can order individual teams or vehicles to halt and provide covering fire while the rest of the platoon advances.

When moving, a team may either:

- *Move so as to be In Command at the end of the Movement Step, or*
- *Remain in place without moving.*

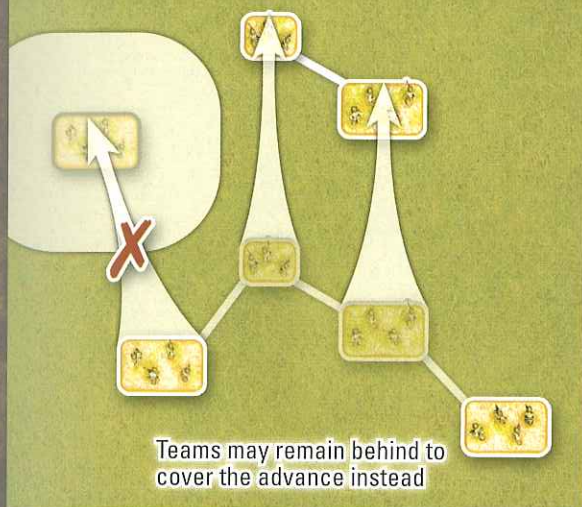*This allows you to leave teams in place to give covering fire while others move off.*

MOVING WHEN OUT OF COMMAND

It is sometimes useful to leave a team to guard a flank or provide covering fire for your advance. Once the team's task is complete, it must return to its unit to receive new orders. Once they see where the rest of the platoon are going, they hasten to catch up.

Movement by teams that start the Movement Step Out of Command takes place after all teams in their platoon that started In Command have moved.

When a team that was Out of Command moves, it must do so as to be In Command, or as close to being In Command as possible, at the end of the Movement Step.

MOVING WHEN IN COMMAND

Teams must remain In Command when they move

Teams may remain behind to cover the advance instead

MOVING WHEN OUT OF COMMAND

Out of Command teams move after teams that are In Command

Out of Command teams that move but cannot get In Command must get as close as they can

Out of Command teams that move must move to be In Command
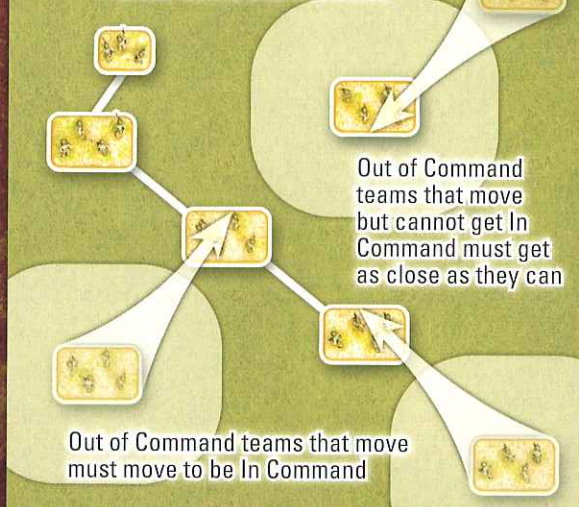
STAY TOGETHER

An officer's job is to lead his unit, not to run off on his own leaving them wondering what to do. While a good officer will sometimes order a team or two to sit back and cover the rest, they'll quickly regroup with the platoon if their own party takes too many casualties.

Should an officer find themselves on cut off from their surviving troops, they will work their way back to their unit to take them under command once again.

A Platoon Command team that moves must end the Movement Step with at least half of the teams in their platoon (not counting Transport teams) In Command.

If this is not possible, the moving Platoon Command team must move directly towards teams that are Out of Command so as to bring at least half of the teams in their platoon (not counting Transport teams) In Command as quickly as possible.

STAY TOGETHER

Platoon Command team must keep half of the platoon's teams In Command

If half or more of the platoon are Out of Command, the Platoon Command team must bring them into Command
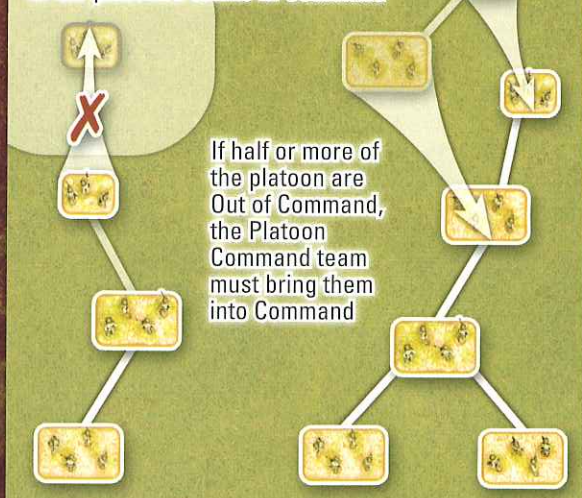
INDEPENDENT TEAMS

Independent teams are teams like company commanders and artillery observers that do not operate as permanent members of any platoon. Instead their roles require them to move between platoons as the battle progresses, or even to head off on their own.

Independent teams operate as if they were a platoon on their own. They do not need to remain within Command Distance of any other teams.

INDEPENDENT TEAM'S TRANSPORT

Commanders often have their own personal transport in order to move around the battlefield quickly. This vehicle is theirs and theirs alone.

If an Independent team has a Transport team, it must remain within Command Distance of the Independent team until it is Destroyed or Sent to the Rear.

A Transport team belonging to an Independent team cannot carry any passengers other than Independent teams.

JOINING PLATOONS

While free to operate independently, a commander will often want to join one of their platoons to lead it through a critical part of the battle or even just to make themselves less conspicuous.

An Independent team can join any friendly platoon within Command Distance at any time in either player's turn.

Once they join a platoon, they must remain joined with that platoon until the end of the current Step, at which point they automatically leave and are no longer part of the platoon. Of course they can join again at any time.

An Independent team may only join one platoon at a time, although any number of Independent teams may join a platoon at the same time.

JOINING PLATOONS

Independent teams can join any friendly platoon within Command Distance until the end of the Step

German Wound Badge
More than 5 million Wound Badges were given out during the war.

COMMAND TEAMS

Company commanders can order anyone in their company to do whatever is needed at the time. They simply walk over, give the order, and leave again.

When a 2iC, Company, or Higher Command team Joins a platoon, they become the platoon's Command team and are considered to be leading the platoon.

If an Independent Command team is leading a platoon, determine which teams are In Command based on this team rather than the Platoon Command team.

COMMAND TEAMS

Use Independent Command team instead of Platoon Command team to determine In Command

COMMAND LEADERSHIP

The company commander is easily the most accomplished soldier in the company. As 'The Old Man', they have the experience to know just how critical the situation is and the leadership to encourage their troops to hold out for just a little longer.

Any platoon being led by a Company or Higher Command team may re-roll Motivation Tests it and its members are required to make.

A Company or Higher Command team may not re-roll Motivation Tests that they are required to make for themselves.

COMMAND LEADERSHIP

Re-roll Motivation Tests for platoons being led by Company or Higher Command teams

EXAMPLE

A Confident Italian tank platoon is joined for the Starting Step by the Company Command tank which is Fearless. The platoon suffered heavy casualties and is required to make a Motivation Test to avoid fleeing the battle. It rolls a 3, which is insufficient to pass given its Confident rating. Fortunately the presence of the Company Command tank gives them a re-roll. Their re-roll is a 4. They pass the test and remain in the battle. If they had failed, the entire platoon including the Company Command tank would have fled.

Next, the player attempts to remount a Bailed Out tank in the platoon. They roll a 2, then re-roll for the Company Command team getting a 6 and remounting.

SHOOTING

SHOOTING SEQUENCE

1. Select the Shooting Platoon
2. Select the Target Platoon
3. Check that the Target is Valid
4. Check if the Target is Concealed
5. Roll to Hit
6. Allocate Hits to Target Teams
7. Roll Saves for Teams that were Hit
8. Return to 1 to Select your Next Platoon to Shoot
9. Pin Down Platoons that were Hit Five Times

Modern warfare is all about guns. The entire array of weapons equipping an army are designed to destroy the enemy and win the day for your side. Once you have finished all of your movement, it's time to shoot.

Shooting is not as simple as just ordering your soldiers to 'Fire!' It is about maximising the effectiveness of every weapon at your disposal. Pick your targets carefully—not every enemy soldier is worth expending your firepower upon. Choose your moment well—sometimes holding your fire will pay dividends.

WHO CAN SHOOT

Unsurprisingly, almost all of the soldiers on a battlefield are capable of shooting at the enemy. The few exceptions to this are troops with a specialist job, for example truck drivers, or weapons which have been developed to use a very specific method of attack, like rocket launchers which cannot shoot directly at the enemy, but can only fire bombardments.

Any team with weapons characteristics listed in their Arsenal is eligible to shoot at the enemy during the Shooting Step.

Some teams may also have a line listing their characteristics for firing bombardments. Although this type of fire is conducted during the Shooting Step, it is distinct from normal shooting and must be conducted using the Artillery rules (see page 121).

MOVING AT THE DOUBLE

When troops move at the double, reaching their new position is their only concern, leaving no time to shoot accurately.

If a platoon moved At the Double, none of its teams may shoot.

MOVING AT THE DOUBLE
Platoons moving At the Double cannot shoot

SELECT THE SHOOTING PLATOON

Although to the untrained observer fire on a battlefield may look chaotic and uncontrolled it is in fact usually well-coordinated and timed to achieve maximum effect. No soldier has the luxury of an unlimited ammo supply and the freedom to shoot at anything that moves!

In the Shooting Step, you shoot with any or all of your platoons one by one. When a platoon shoots, each team that wants to shoot in the platoon shoots its weapons at the enemy.

Once you've finished shooting with one of your platoons, move onto the next until all of the platoons that you want to shoot with have shot.

The important thing to remember is that you must finish shooting with the whole platoon before moving on to shoot with other platoons.

Not every platoon must shoot. Sometimes it is better to hold your fire and be inconspicuous rather than make yourself a target by shooting.

SELECT SHOOTING PLATOON
Select one platoon to shoot with
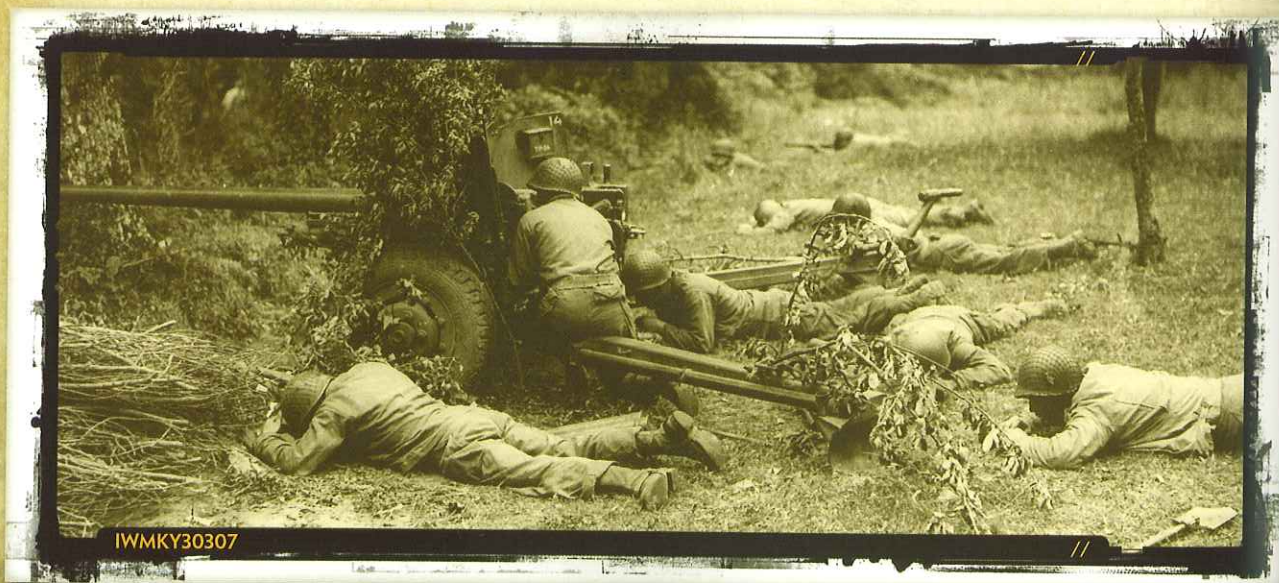
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SELECT THE TARGET PLATOON

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.

You must select an enemy platoon to shoot at with the platoon that is shooting.

SELECT TARGET

Select an enemy platoon to shoot at

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.

A platoon may split its fire to shoot at more than one enemy platoon. To do so you must declare which of your teams will shoot at each enemy platoon before your platoon begins shooting.

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

SPLITTING FIRE

A platoon may shoot at more than one enemy platoon, but a team must shoot all of its weapons at the same platoon

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.

If an enemy platoon is sufficiently spread out that a part of it is not within Command Distance of the rest, then the platoon is broken into two or more isolated groups (one of which has the Platoon Command team).

You may shoot at an isolated enemy group rather than the whole platoon as if it were a separate enemy platoon. You must declare that you are only targeting the isolated teams before you roll the dice.

ISOLATED GROUPS

You may shoot at the whole platoon or just at an isolated group that is outside of Command Distance from the rest of the platoon

INDEPENDENT TEAMS

Commanders aren't stupid. When moving around the battlefield they try to make sure they don't become sitting ducks for enemy fire. By staying close to their men they make it difficult to be picked out from the ordinary soldiers and any shooting will have to target the whole group.

If an Independent team that has not joined a platoon this Step is selected as the target for the enemy's shooting, it must, if possible, join a friendly platoon with a team of the same type that is within Command Distance. An Independent Tank team must join a platoon with a Tank team within Command Distance and an Independent Infantry team must join a platoon with an Infantry team within Command Distance. This platoon could also be another Independent team of the same type, which must then, since it is now being targeted by shooting, join another platoon if possible.

Shooting is then resolved against the combined platoon, including the Independent team.

The Independent team remains joined with the platoon until the end of the Shooting Step.

INDEPENDENT TEAMS

Independent teams must join a platoon with teams of the same type when shot at

SHARING THE RISKS

Sometimes a commander needs to take a few risks to be an effective leader.

If an Independent team that has not joined a platoon this Step is within Command Distance of a friendly platoon that is selected as the target for the enemy's shooting, the Independent team may join the platoon when the platoon is selected as the target for the enemy's shooting.

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CHECK THAT THE TARGET IS VALID

Before you shoot, you need to make sure your troops actually have some chance of hitting the target platoon.

For each team in the shooting platoon check that the target platoon is:

- *within Range,*
- *within Line of Sight, and*
- *within Field of Fire.*

At least one team from the target platoon must fulfil all of these criteria in order to be a valid target. If it does not, that team cannot shoot at this target.

Normally your shooting will target every team in the enemy platoon. Sometimes individual teams in the enemy platoon will be out of sight, 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.

Ideally, all of the teams in your platoon will be able to fire their weapons at the target platoon. If some cannot, either select a different target for those teams or don't fire with them this turn.

VALID TARGET

A valid target platoon must be:

- within Range
- within Line of Sight
- within Field of Fire

 Although modern weapons have the potential to fire over very long distances, on the battlefield amidst all the noise and confusion, the effective distance of a weapon is usually much shorter.

The key is not how far they can shoot, but how far away they can actually see their target. Your troops will not waste their precious ammunition shooting at targets they have almost no chance of hitting. Doing so would probably only result in drawing unwanted enemy fire upon themselves!

Check the range from each team in the shooting platoon to the teams in the target platoon. Measure from any point on the team's model or base to the nearest point on the enemy team's model or base. However, do not measure range from or to protruding gun barrels.

Teams cannot hit teams beyond the maximum range of their weapons given by their Range characteristic in their Arsenal listing.

If the entire target platoon is out of range, select another platoon for that team to shoot at.

MEASURING RANGE

Measure range from any point on the model or base to the nearest point on the enemy model or base

Never measure from or to gun barrels

CHECK THE RANGE

Teams can only hit teams within range

This team can hit all of the infantry teams

This team can only hit one infantry team

This team can only hit the gun team

No plan of operations survives with any certainty beyond the first encounter with the enemy's main force — von Moltke

CHECK YOUR 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 see an enemy team if there is terrain completely 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.

Trace the line of sight from any point on a team's base, or in the case of vehicles from the weapon's mounting point on the miniature, to any part of the enemy team except protruding gun barrels.

WHAT YOU SEE IS WHAT YOU GET

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.

For example, if while looking from directly behind one of your tanks you are unable to see some enemy tanks, because some miniature houses on your tabletop are in the way, then it is safe to assume that your tank commander could not see the enemy tanks either.

If you still are not sure after getting down and looking, ask your opponent to have a look and get their opinion.
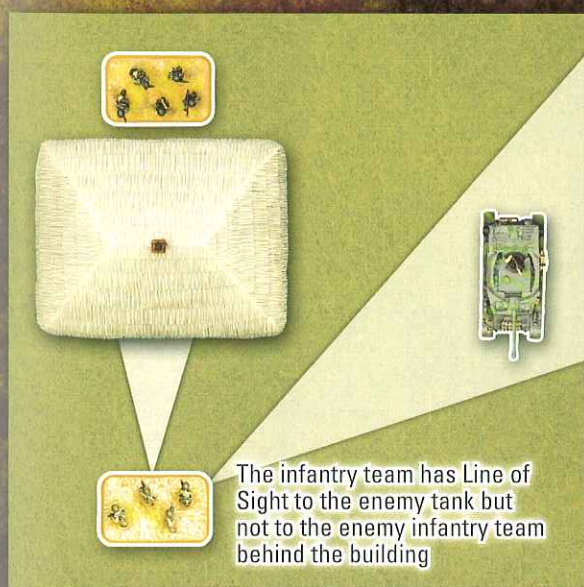
SHOOTING THROUGH ENEMY TEAMS

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.

A team may shoot through any enemy team at another team beyond it.

SHOOTING THROUGH THE ENEMY

The tank can shoot through the enemy infantry at the anti-tank guns beyond
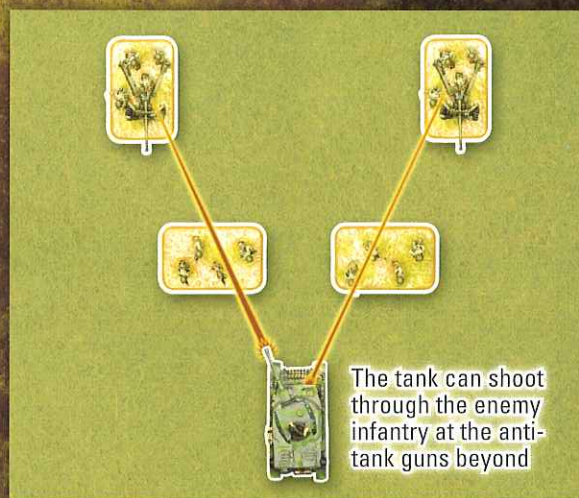
SHOOTING THROUGH FRIENDLY TEAMS

Although it is possible to see through your own troops—they don't interfere with visibility like a hill or a building does—it would be foolish to try firing through them as the risk of hitting them is too great.

A team may not shoot through a friendly team. If you cannot draw a lines of sight from your team to any part of the enemy team without passing through a friendly team, you may not shoot at the enemy team.

LINE OF SIGHT

The infantry team has Line of Sight to the enemy tank but not to the enemy infantry team behind the building

SHOOTING THROUGH FRIENDLY TEAMS

The tank can shoot the centre team, but friendly teams block its line of fire to the two other teams
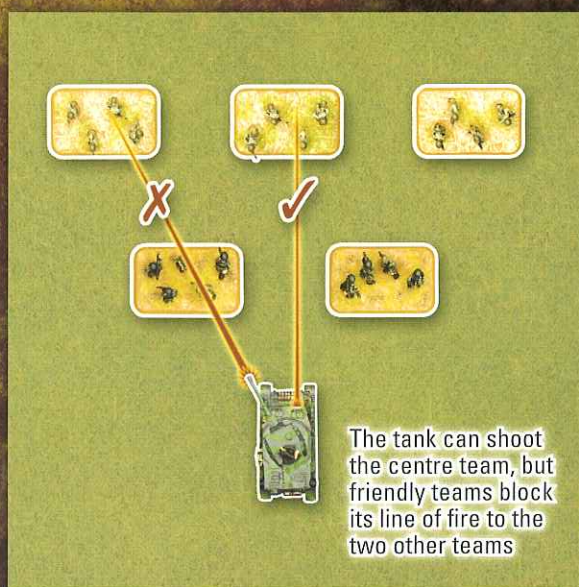
SHOOTING OVER FRIENDLY TEAMS

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
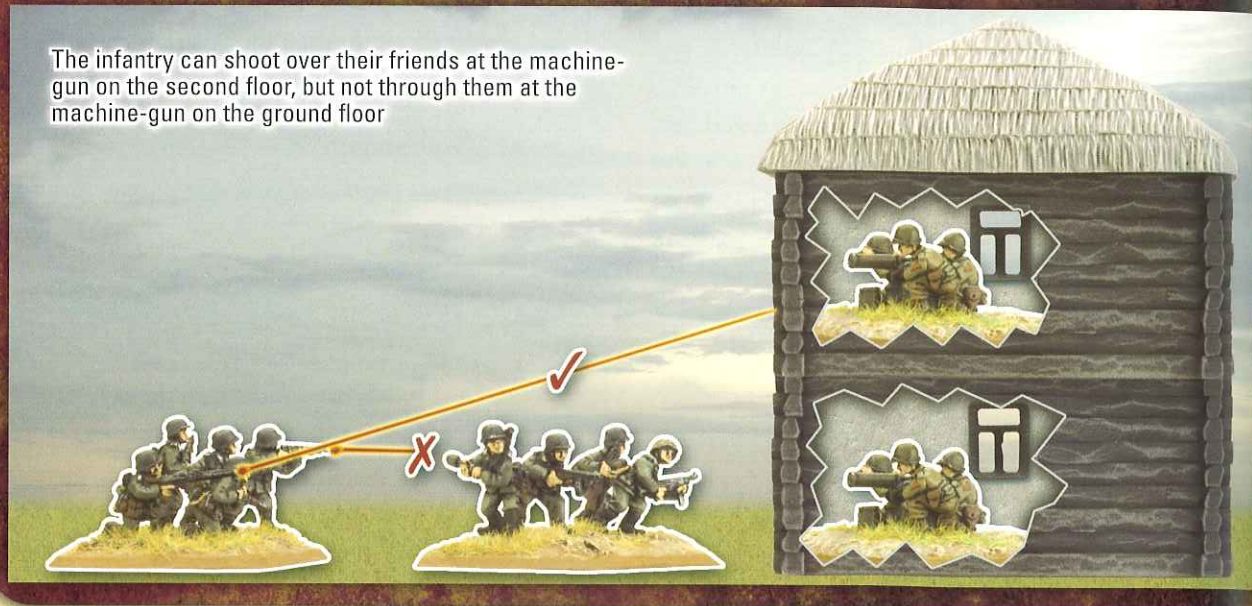
SHOOTING OVER FRIENDLY TEAMS

Infantrymen ordered to stay put never just stand around on the battlefield, they get their heads down so as not to get shot. Although shooting through your own troops is too risky, shooting over their heads is okay if they have hit the dirt.

If, on the other hand, some of your troops have 'seized the high ground' on the battlefield, they can shoot over the heads of friendly troops, even if those troops are moving about.

Any team may shoot over an Infantry or Man-packed Gun team that did not move and will not shoot this turn.

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

SHOOTING BETWEEN FRIENDLY TEAMS

For the same reason, soldiers are reluctant to fire through gaps between friendly units unless the gap is sufficiently wide to guarantee they won't hit their own men.

A team may only shoot between two friendly teams if the teams are at least 1"/2.5cm apart.

SHOOTING BETWEEN TERRAIN FEATURES

The battlefield is never static. While the model on the table may be visible through a tiny gap between two terrain features, the actual soldiers would only be visible momentarily as they passed the gap.

A team may only shoot between two terrain features or a terrain feature and a friendly team if they are at least 1"/2.5cm apart.

SHOOTING OVER STATIONARY INFANTRY

Teams can shoot over friendly Infantry teams that did not move and will not shoot

SHOOTING THROUGH GAPS

A team may only shoot between friendly teams or terrain features if they are at least 1"/2.5cm apart
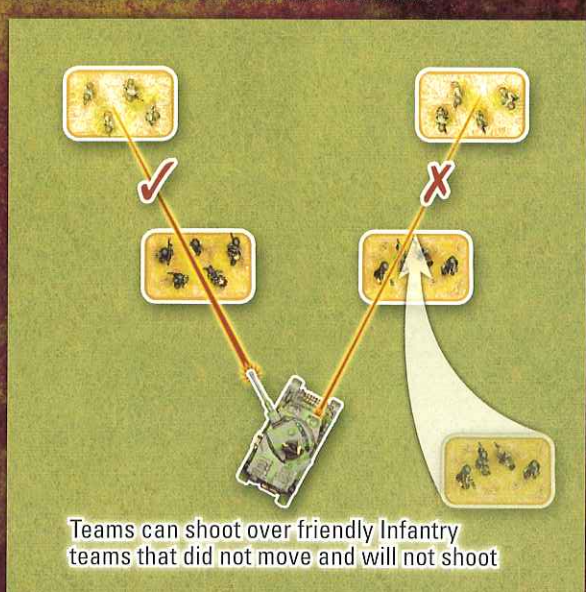
Conveniently, a small base is 1'/2.5cm wide making it an ideal tool for measuring gaps
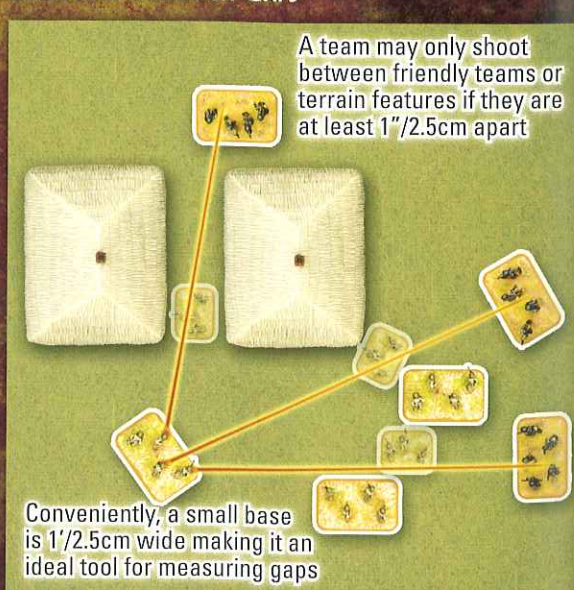
CHECK YOUR FIELDS OF FIRE

Your troops must be pointing their weapons at the enemy to be able to shoot at them. Mostly that's not 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 behind you, but it's a lot harder with an anti-tank gun weighing over a ton.

A weapon's field of fire is the arc through which it may easily fire at the enemy.

Check the field of fire for each team in the shooting platoon to the teams in the target platoon. A team can only hit teams that are within their weapon's field of fire.

INFANTRY WEAPONS

Infantry weapons are light and handy enough that they are quick to fire at enemy attacking from any direction.

Infantry teams have no limits on their field of fire. They can fire at enemy teams in front of them, behind them, or to the side of them.

VEHICLE WEAPONS

Tank weapons are usually mounted in turrets that allow them to be brought to bear upon targets in any direction, although some weapons are mounted in the front of the hull.

Tank turrets have no limits on their field of fire. Hull-mounted weapons can only shoot at targets in front of a line drawn across the front of the vehicle.

GUNS

Most guns have a limited field of fire unless the crew pick up the trails and move the whole gun to face a different direction. Some guns, mostly anti-aircraft guns, are mounted on turntables allowing them to turn in any direction.

Gun teams, except those on turntables, can only shoot at targets in front of a line drawn across the front of the base. Gun teams on turntables can fire in any direction.

Despite the fact they cannot move, Immobile Guns can still rotate to change their field of fire.

FIELDS OF FIRE

Infantry teams can shoot in any direction

Turret-mounted guns can shoot in any direction

Gun teams can only shoot at targets to their front

Hull-mounted guns can only shoot at targets to their front

Turntable guns can shoot in any direction

ROTATE TO FACE THE TARGET

Before they fire, all of your guns must be brought to bear on the enemy. Your gunners traverse their weapons, aim, and fire.

After determining your teams' fields of fire, but before they shoot, rotate your teams, or their turrets, to point directly at any team in the enemy platoon they are shooting at. Rotating a team within its field of fire like this does not count as movement.

If a weapon cannot be pointed at any enemy team in the target platoon, because there is not enough room for it to do so for instance, then the weapon cannot fire at that enemy platoon.

It doesn't matter which miniature in the enemy platoon the weapon points at, as long as it points at a valid target in the enemy platoon. Usually this is simply a matter of rotating the turret or gun to face an enemy team, but if the weapon can't actually come to bear on the enemy because of intervening terrain, then it can't shoot.

This rule is all about the visual appeal of the game. It looks much better if your weapons are actually pointing at the enemy!

FACE THE TARGET

Rotate weapons to point at a target enemy team

CHECK IF THE TARGET IS CONCEALED

The ability to conceal your troops from the enemy is critical to victory. The deadly accuracy, long range and firepower of modern weapons force soldiers to adopt ingenious camouflage schemes and make use of all available cover on the battlefield.

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 find the individual guns and hit them. Even quite large guns can be difficult to locate when firing from concealment.

CONCEALED BY TERRAIN

The terrain features on the tabletop—woods, buildings, walls and hills—can give troops concealed in them a significant advantage.

Concealing terrain is any terrain feature on the tabletop that provides concealment to troops behind or within it.

An enemy team that is within Line of Sight, but at least half hidden by concealing terrain, is concealed and harder to hit.

In most cases every team in a platoon 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 for the whole platoon.

CONCEALMENT

Teams at least half hidden by Concealing Terrain are Concealed

CONCEALED BY TERRAIN

COMPLETELY OUT OF SIGHT	CONCEALED	NOT CONCEALED
Only the track, mudguard and gun barrel are visible, which is not enough to shoot at	The main part of the tank is visible but more than half hidden by the building, making it Concealed	Most of the tank is visible with less than half of it hidden by the building, so it is not Concealed
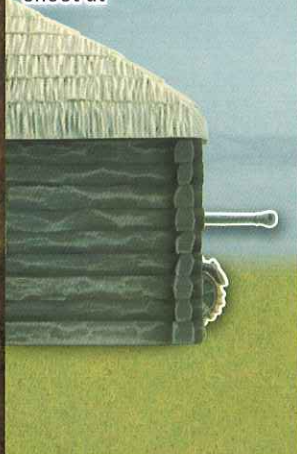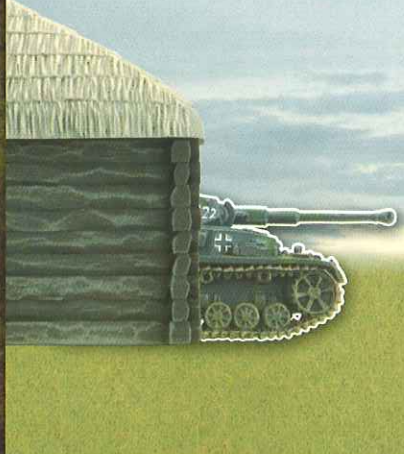
USE COMMON SENSE

Because terrain and scenery are one of the most variable things in miniature wargaming we can't give hard and fast rules about what your troops can and cannot see. The following pages contain 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 or gun barrel 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. Likewise, it a good idea to tell your opponent your intention when you position a vehicle hull down behind a hill or a low rise.

TACTICAL TIP

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. Doing so ensures that anyone attempting to shoot at your platoon will suffer a penalty to hit them because the only teams they can see are all concealed.

Using concealment well is one of the keys to success on the *Flames Of War* battlefield. Remember, its not just about inflicting as much damage on your opponent's forces as possible, you need to protect your own troops at the same time. The commander who makes best use of all available concealing terrain on the tabletop goes a long way to ensuring victory.

LINEAR OBSTACLES

Fields throughout the world are bounded by hedges or stone walls. Although these are of varying dimensions, in general they obstruct the view of anyone trying to see beyond them.

Linear obstacles like hedges and walls block Line of Sight if they are taller than both the troops trying to see through them and the troops they are trying to see.

Shorter hedges or walls do not block Line of Sight. Instead they Conceal any teams seen over them.

However, 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 regardless of how tall the hedge or wall is. While a team right up against a hedge or wall is Concealed from troops on the other side, troops on the other side are not Concealed from the team up against the hedge or wall.

CONCEALMENT BY LINEAR OBSTACLES

Hedges and walls taller than both the troops trying to see through them and the troops they are trying to see block Line of Sight

Shorter hedges and walls Conceal teams seen over them

A team right up against a hedge or wall can see and be seen from the other side regardless of how tall the hedge or wall is but is Concealed by it

A team right up against a hedge or wall is Concealed from troops on the other side, but troops on the other side are not Concealed from them

It is an accepted maxim of war, never do what your enemy wishes you to do, for this reason alone, that he desires it — Napoleon

HILLS

Hills are probably the most significant terrain features on any battlefield, blocking the view of anyone on lower ground while affording those atop them an enhanced view of the surrounding terrain.

Tall hills block Line of Sight to teams totally hidden behind them. Lower rises do not totally block Line of Sight. Instead they Conceal teams seen over them.

Teams may see over hills taller than they are by moving up into a 'hull down' position part way up the slope. When hull down they are half-hidden by the hill and Concealed to teams on the other side, but can see teams on the other side clearly. Likewise, a team right up against a low rise will be Concealed by the rise, but will be able to see teams on the other side clearly.

CONCEALMENT BY HILLS

Hills taller than both the troops trying to see through them and the troops they are trying to see block Line of Sight

Shorter hills Conceal teams seen over them

A team half-hidden by the hill (hull down) is Concealed to teams on the other side but can see teams on the other side clearly

HIGH GROUND

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 some 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.

USING HIGH GROUND TO SEE OVER OBSTACLES

The rifle team in the open can see the enemy machine-gun

The machine-gun can see over the building to the rifle team in the open but cannot see the rifle team next to the building
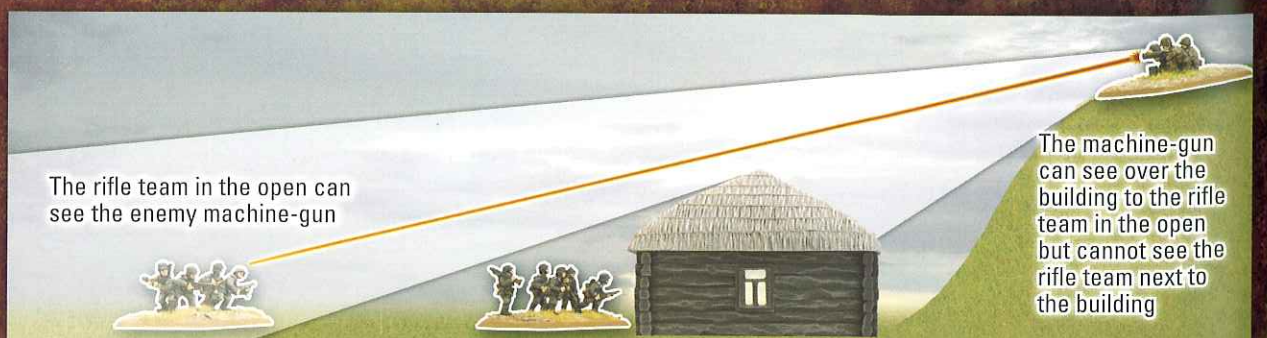
AREA TERRAIN

Unlike solid objects like walls and hills that completely block line of sight, trees, bushes, and standing crops 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. The usual visibility rule of looking from the model's position doesn't work well with a miniature wood or forest. As a result they are modelled as area terrain.

Teams Behind Area Terrain

Looking across area terrain is much the same as looking across a linear obstacle.

Area terrain like a wood blocks Line of Sight to teams beyond it if it is taller than both the troops trying to see and those they are trying to see. Patches of area terrain shorter than either or both the teams trying to see and those they are trying to see do not block line of Sight, but Conceal teams in them or seen across them.

Teams at the Edge of Area Terrain

Teams partially in area terrain are concealed by it, but can still see out.

Any team that straddles the edge of area terrain, that is—partially in and partially out—is Concealed by the terrain. Teams straddling the edge of area terrain can see out of the terrain on their side without impairment. Any teams outside the terrain on their side of it are not Concealed from them.

Teams Inside Area Terrain

Teams completely inside area terrain can only be seen at short range and are hidden from enemy further away.

Teams completely within area terrain that is taller than themselves are Concealed to all teams and all teams are Concealed to them. On top of this they cannot see or be seen by teams more than 6"/15cm away. Any team beyond this distance is out of Line of Sight.

Although it is possible to see into tall area terrain you cannot see through it, even if it is less than 6"/15cm deep. Troops behind tall area terrain cannot be seen by anyone on the other side.

Modelling Woods and Forests

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.

Teams Behind Area Terrain

Area terrain taller than both the troops trying to see through them and the troops they are trying to see blocks Line of Sight

Teams At The Edge Of Area Terrain

Teams at the edge of woods can be seen, but are Concealed

Teams at the edge of the woods can see teams outside the woods clearly
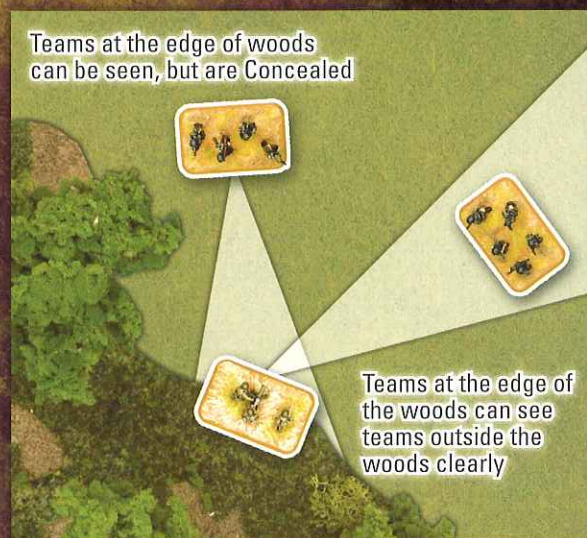
Teams Inside Area Terrain

Teams outside woods can only see teams inside woods up to 6"/15cm away

6"/15cm   6"/15cm

6"/15cm

Teams inside woods can only see other teams up to 6"/15cm away

Teams inside woods are Concealed to all other teams
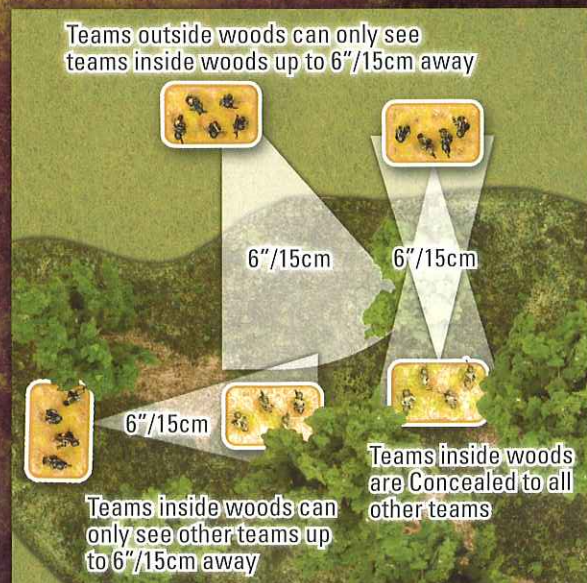
BUILDINGS

Buildings are big solid objects. You can't see through them.

Buildings block Line of Sight. Troops on one side of a building are completely out of sight of any enemy on the other side.

SHOOTING FROM A BUILDING

Though buildings provide exceptional cover, they greatly restrict the visibility of those taking refuge inside—leaving large blind spots to the sides of the building and below your position.

Teams in buildings can only shoot through openings like doors, windows, or holes blown through the wall. Only one team can shoot through an opening per Shooting Step, unless the modelled opening is wider than a base. For wider openings, as many teams as can fit completely into the opening together can use it at the same time with an additional team using the remaining space in the opening if there is any.

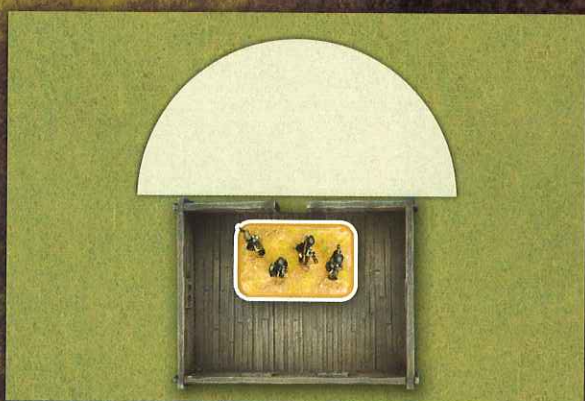*The field of fire of a team in a building covers any enemy team on the other side of a line drawn along the wall.*

FIELDS OF FIRE

OCCUPYING OPENINGS

Most buildings are small enough for troops to easily scramble from one side to the other to meet a sudden threat.

Infantry and Man-packed Gun teams may occupy any opening in the building they are in. They can change openings at the start of any Step.

Other Gun teams in a building must have the opening they are occupying specified when they are deployed in the building and cannot change position.

SHOOTING AT A BUILDING

It is almost impossible to distinguish the occupants of a dark building from outside, so most shooting is at the openings rather than a specific occupant.

Teams with a Line of Sight to an opening have Line of Sight to every team in the building. Teams in a building always count as Concealed, even to teams in the same building. They also count as being in Bulletproof Cover unless the shooting team is adjacent to an opening into the building.

SHOOTING AT A BUILDING

The infantry can see the machine-gun concealed inside the building, but not the anti-tank gun behind the building

The machine-gun can see the infantry through the opening

The machine-gun cannot see the anti-tank gun through the solid wall

BUNKER BUSTERS

While buildings provide excellent protection from most weapons, some guns are big enough to make the building a deathtrap. One hit is likely to kill everyone inside.

When a weapon with the Bunker Buster attribute scores a hit on a team in a building, it also scores a hit on every other team in the building.

BUNKER BUSTER

A hit from a Bunker Buster hits every team in the building

German Luger Pistol
Referred to as the 'Parabellum Pistole 08' by the German Army, the Luger was adopted into service in 1908.

CONCEALED IN THE OPEN

Infantry and small infantry support weapons like heavy machine-guns make use of every little dip and hollow, bush and shrub to conceal themselves from the enemy. Most of these features are too small to be shown on the tabletop but they are still there and can be of benefit to your troops.

Infantry and Man-packed Gun teams are Concealed if they don't move, even if they are in the open and aren't hidden from enemy view by any Concealing Terrain.

STATIONARY INFANTRY

Stationary Infantry teams and Man-packed Gun teams are Concealed

CAVALRY TEAMS

Horses are far too big to conceal in the open, so cavalry cannot take advantage of the small hiding places used by the infantry.

Although Cavalry teams are Infantry teams, they can only be Concealed by Concealing Terrain. They can never be Concealed in the open.

CAVALRY TEAMS

Cavalry teams can only be Concealed by Concealing Terrain

GOING TO GROUND

For infantry, 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 vehicles and guns it means using tree branches and camouflage nets to hide themselves, as well as simply remaining immobile in the shadows and holding their fire.

Enemy teams that are Concealed and did not move or shoot in their own turn are gone to ground.

Remember, stationary Infantry and Man-packed Gun teams are Concealed in the open if they did not move, and will be gone to ground if they did not shoot as well.

Because it is possible for a team to be concealed from some enemy teams and not others, it is also possible for a team to be gone to ground when shot at by some teams, but not gone to ground when shot at by other teams to which it is in full view.

To help remind you that a platoon will go to ground if shot at, place a gone to ground marker with any platoon that did not move or shoot.

GONE TO GROUND

Concealed teams that did not move or shoot are Gone to Ground

Gone to Ground Marker

EXAMPLE

A German Grenadier platoon is shooting at a British motor platoon in the open. The infantry teams of a British platoon did not move in their last turn which means they are Concealed. They did not shoot in their last turn either so they will Go to Ground when shot at, making them even harder to hit.

Next turn the British run back to their trucks hiding behind a nearby hedge. Because every team in the platoon is behind the hedge, the British teams are Concealed, but they cannot Go to Ground because they moved in their last turn.

In the following turn the British attempt to Go to Ground again. As they are Concealed, they are Gone to Ground to shooting by the Grenadiers.

Unfortunately for the British, a German tank moved around the end of the hedge putting their trucks in plain view. Since the tank can use the trucks to work out the score it needs to hit, they give away the infantry's position. The motor platoon will not benefit from being Concealed or Gone to Ground when the tank shoots.

RECCE CAUTIOUS MOVEMENT

Recce platoons are trained to make the best use of any concealment, even when on the move, meaning they can go to ground more readily than regular troops.

Recce teams are considered gone to ground in the opponent's following turn if they are Concealed, and did not move At the Double, shoot or assault in their own turn.

CAUTIOUS MOVEMENT

Recce teams can still move and be Gone to Ground if they are Concealed and did not move At the Double, shoot or assault

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 as 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!

When rolling to hit 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 need different scores to hit depending on the targets available to them. Work out the score to hit for each team depending on its circumstances.

HOW MANY DICE?

A weapon's rate of fire (ROF) rating reflects the number of rounds a weapon can shoot in a turn.

When a team shoots roll one die for each point of ROF.

RATE OF FIRE
Roll one die per point of ROF

SHOOTING WHILE MOVING

When troops are on the move, they have less time to shoot accurately. While they can fire from a quick halt, the number of shots they can get off is dramatically reduced.

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 those teams still shoot at their full rate of fire.

SHOOTING ON THE MOVE
Teams that moved reduce ROF to 1

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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 their last Movement Step.

MOVING AT THE DOUBLE
Double the number of dice rolled to hit targets that moved At the Double in their Movement Step

PASSENGERS CANNOT SHOOT

Shooting accurately from the back of a crowded, swaying truck is impossible, a soldier needs solid ground beneath his feet to fire effectively.

Teams cannot shoot while mounted in or on vehicles.

PASSENGERS
Passengers cannot shoot

SHOOTING FROM HORSEBACK

Shooting from horseback is very difficult. Cavalrymen can fire at point-blank range with some effect, but at longer ranges must halt to allow their light machine-guns to dismount temporarily to shoot.

Mounted Cavalry teams always shoot as if they moved but may not shoot at all unless they remain stationary or the range is 4"/10cm or less.

CAVALRY SHOOTING
Mounted Cavalry must not move to shoot but always shoot as if moved

SCORE TO HIT

The single biggest factor in determining how many casualties a platoon takes is battlefield experience. 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. It only takes one soldier moving about at the wrong time to give the whole unit's position away.

Select the easiest team to hit in the target platoon for each shooting team and use this team for all to hit rolls from that shooting team against the target platoon.

The score required for your team to hit the enemy depends upon the enemy's Skill rating modified as shown in the table to the right.

- *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.*

EXAMPLE

Four Panzer IV tanks are shooting at four Sherman tanks sitting 12"/30cm away in the open. The Sherman tanks are Trained so the Panzer IV tanks need to roll 3+ to hit them.

In their turn the Sherman tanks run for cover getting all but one tank behind a nearby wall. They then shoot back. The Panzer IV tanks are Concealed behind a hedge, so the score needed to hit them is 5+ (4+ for Veteran targets, +1 to hit Concealed teams).

When the Panzer IV tanks shoot back in their turn, they still only need a 3+ to hit the Sherman tanks as the easiest target—the tank that did not get behind the wall—is not Concealed.

EXAMPLE

Two SU-152 assault guns are attempting to shoot at three Panther tanks 24"/60cm away. Two of the Panthers are Concealed at the edge of the woods and have Gone to Ground, the other is completely behind the wood and shot at some tanks. The SU-152 assault guns require 7+ to hit (4+ for Veteran targets, +1 to hit targets more than 16"/40cm away, +1 to hit Concealed targets, +1 to hit Gone to Ground targets) as the Panther that shot is not a valid target being out of sight. Since you cannot roll a 7 on a six-sided die, the SU-152 assault guns cannot hit the Panthers.

MOVING WITH ROF 1

Slow-firing guns take time to load. They cannot fire from a quick halt so are inaccurate when firing on the move.

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 required to 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.

If your opponent agrees, you can usually roll all of the dice for a platoon's shooting at once and simply leave your opponent to allocate the hits to eligible teams regardless of which exact team scored the hit.

In some cases however, taking it slowly and resolving the shooting one team at a time makes complicated situations much simpler than they appear at first glance.

US M1 Garand Rifle
The semi-automatic M1 rifle gave American GI's unmatched individual firepower.

ALLOCATE HITS TO TARGET TEAMS

When an important soldier like a bazooka-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 Range, Line of Sight, and Field of Fire of the shooting team—can be allocated hits.*

- *Hits must be allocated evenly across all of the eligible teams so as to maximise the number of teams that have hits allocated to them.*

- *Hits must be allocated to operational vehicles and other teams before non-operational vehicles. Vehicles that are Bogged Down or Bailed Out are only hit after teams that are still fighting.*

Your opponent allocates all of the hits from your platoon's shooting before any rolls to see the effect of your hits.

If after applying all of the above rules, there is still a choice of teams to allocate the hit to, then teams closer than 16"/40cm to the shooting team must be allocated hits before those beyond 16"/40cm.

If you were shooting with weapons that have different Firepower or Anti-tank ratings, it is important to keep track of which hits were scored by which weapons as these will have different effects on the teams they hit.

ALLOCATE HITS

Defender allocates hits evenly to valid targets within the platoon

Bogged Down and Bailed Out vehicles are hit after operational ones

Targets more than 16"/40cm away are hit after closer ones

EXAMPLE

A British rifle platoon fires at a German Grenadier platoon scoring two hits. As only three of the German infantry teams are within Range and therefore valid targets, the two hits must be allocated to two of the three teams that are within range.

A pair of HMG teams then score five hits. All of the infantry teams are 8"/20cm away, so the defending player can allocate the hits to any five teams.

Finally three Sherman tanks fire their guns at the Grenadiers scoring four hits. Two of the German infantry teams are within 16"/40cm, the rest are further away. Two of the hits must be allocated to the closer teams and the other two to any of the remaining teams.

OVERKILL

Sometimes a well-armed platoon will score more hits than there are targets available.

If a platoon scores more hits than it has valid targets, allocate one hit to each team, then apply the hit allocation procedure again to allocate the remaining hits.

EXAMPLE

Five Soviet T-34 tanks shoot at three German Panzer III tanks scoring a lucky 5 hits. The German player must allocate one hit to each tank leaving two hits to be allocated to any two of the tanks giving those tanks two hits each.

A platoon of four Panzer IV tanks then shoots back scoring seven hits. Two of the T-34 tanks are within 16"/40cm, while the others are further away. All of the T-34 tanks are hit once, with the remaining two hits having to be allocated to the two teams within 16"/40cm.

Finally, to complete the destruction of the surviving three T-34 tanks, one of which is now Bailed Out, a pair of German anti-tank guns fires. Because of a building between them, one gun, which scored two hits, can only see one of the T-34 tanks while the other, which scored one hit, can see all three. All of the hits from the first gun have to be allocated to the only tank they can see. The one hit from the other gun must be allocated to the remaining operational tank since the other two tanks either already have a hit or are Bailed Out and cannot have a hit assigned until all valid operational tanks have a hit allocated to them.

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SHOOTING AT MIXED PLATOONS

Some platoons combine troops or vehicles of different types such as an armoured rifle platoon with both infantry and their half-tracks. Troops firing at these platoons have little difficulty in picking out the best target for their weapon, firing anti-tank weapons at the vehicles and machine-guns at the infantry.

Before rolling to hit, you may nominate a priority target type for each shooting team. The priority target type can be either Tank, Infantry, Gun or Transport teams. A team can only have one priority target even if it has multiple weapons.

Your opponent must allocate hits from that team to teams of the priority target type, although exactly which teams of that type are hit is at your opponent's discretion, subject to the usual rules about allocating hits.

PRIORITY TARGET

You may nominate Tank, Infantry, Gun, or Transport teams as the priority target for each shooting team

EXAMPLE

A US armoured rifle platoon of five rifle teams and four bazooka teams shoots at a German Panzergrenadier platoon of four infantry teams and three half-track transports. The shooting player nominates Infantry as the priority target for their rifle teams and Transport as the priority target for their bazooka teams before rolling any dice to hit. The bazookas score one hit which is allocated to their priority target—one of the half-tracks. The rifle teams score another three hits which are allocated to their priority targets—one hit to each infantry team.

Next turn the bazooka teams score four hits, but the rifle teams only one. The hit from the rifle teams is allocated to an infantry team. The hits from the bazookas are allocated one for each half-track. This leaves one bazooka hit to allocate. Since there are no more transport teams and every team must be allocated a hit before any team may be allocated a second hit, the last bazooka hit must be allocated to one of the infantry teams.

In a third turn the bazookas score four hits and the rifle teams five. The hits from the rifle teams are allocated to the infantry teams first with one hit on each leaving one hit still to be allocated. Hits from the bazookas are allocated one for each half-track leaving one hit still to be allocated. All enemy teams now have one hit, so we return to the start of the hit allocation procedure. The final rifle hit must be allocated to an infantry team, and the final bazooka hit must be allocated to a half-track. So, one infantry team and one half-track have two hits each and the rest one.

MAN-PACKED GUN TEAMS

While it is fairly easy to spot a large artillery piece sitting amongst an infantry platoon, heavy machine-guns and heavy anti-tank rifles are small enough to be hard to pick out with rifles and machine-guns that rely on volume of fire rather than accuracy for effect.

When allocating hits from weapons with Firepower 5+ or 6, Man-packed Gun teams can be treated as either Infantry teams or Gun teams at the target player's discretion for the Shooting at Mixed Platoons rule.

MAN-PACKED GUN TEAMS

Man-packed Gun teams cannot be distinguished from Infantry teams when allocating hits from Firepower 5+ or 6 weapons

MIXED ANTI-TANK RATINGS

If given the choice, troops will direct their most effective anti-tank weapons against armoured vehicles saving their small arms for unprotected targets.

If hits are being allocated to both Armoured vehicles and other teams, hits allocated to the Armoured vehicles must be those with the highest Anti-tank rating.

MIXED ANTI-TANK RATINGS

Hits allocated to Armoured vehicles must be those with the highest Anti-tank rating

EXAMPLE

A platoon of four Sherman tanks shoots at a German platoon of six dismounted infantry teams and three armoured half-tracks. The Sherman tanks' main guns score four hits and their machine-guns another four. The hits from the main guns have an Anti-tank rating of 10, better than the machine-guns' rating of 2.

The tanks chose Infantry as their priority target, so the first six hits must be allocated to the infantry teams with the remaining two going to the half-tracks. The two hits allocated to the half-tracks must be those with the highest Anti-tank rating, so they are two main gun hits. The other two main gun hits and the machine-gun hits are allocated to the infantry teams.

Next turn the tanks shoot at the same platoon now consisting of only three infantry teams and two half-tracks. This time the tanks' priority targets are the half-tracks—the main guns score three hits, the machine-guns a very poor two hits. The first two hits must be allocated to the half-tracks, the remainder to the infantry teams. As the main guns have the highest Anti-tank rating the two hits on the half-tracks must be from the main guns. This leaves one main gun hit and two machine-gun hits to be allocated to the infantry teams.

DISTINGUISHING TANK TYPES

As far as tanks are concerned, World War II 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 Panther 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.

Distinguishing different marks or models of tanks from one another on the battlefield can sometimes be difficult for your average soldier. However, even a raw recruit can tell a giant Tiger tank from a tiny Luchs reconnaissance tank, or tell that a Sherman tank with a long 76mm gun is better armed than one with a short 75mm gun.

On the Flames Of War *battlefield your troops are able to distinguish between different marks or models of tanks if their chassis are different from one another, or if their chassis are the same but they mount a different main gun from each other.*

EXAMPLE
A Panzer III is distinguishable from a Panzer IV and a Sherman is distinguishable from a Grant, because they have a different chassis.

A Panzer III J with a short 5cm gun is distinguishable from a Panzer III J or L with a long 5cm gun because, although they are mounted on the same chassis, they have different guns. Despite the thicker armour on the later model tank, a Panzer III J with a long 5cm gun is indistinguishable from a Panzer III L because they possess the same gun mounted on the same chassis.

GUN TANKS

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

When you shoot at a platoon that contains some Tank teams that are distinguishable from the others in the platoon, you may make 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.*
- *Otherwise, the hits are allocated as normal.*

Even when you do get to choose which mark or model of tank is hit, your opponent still gets to choose which specific vehicle of that type was hit.

When used, the Gun Tank rule overrides all other rules about hit allocation except those regarding valid targets, although all of the hit allocation rules apply to how hits are allocated within tanks of each mark and model.

GUN TANK
Roll 5+ to choose which mark or model of tank is hit

EXAMPLE
A German tank platoon scores four hits on a British armoured platoon with one Firefly armed with a 17 pdr gun and three Sherman tanks armed with 75mm guns. The German player uses the Gun Tanks rule to attempt to target the Firefly. They roll 3,5,2, and 6, meaning that two hits must be allocated to the Firefly and the other two are allocated as normal. This results in the Firefly taking two hits and two of the Sherman tanks taking a hit apiece.

If the German player rolled 1, 1, 4, 2, then they could not choose the type of tank hit and the normal allocation rules apply. Since there are four tanks and four hits, each tank including the Firefly would receive a hit.
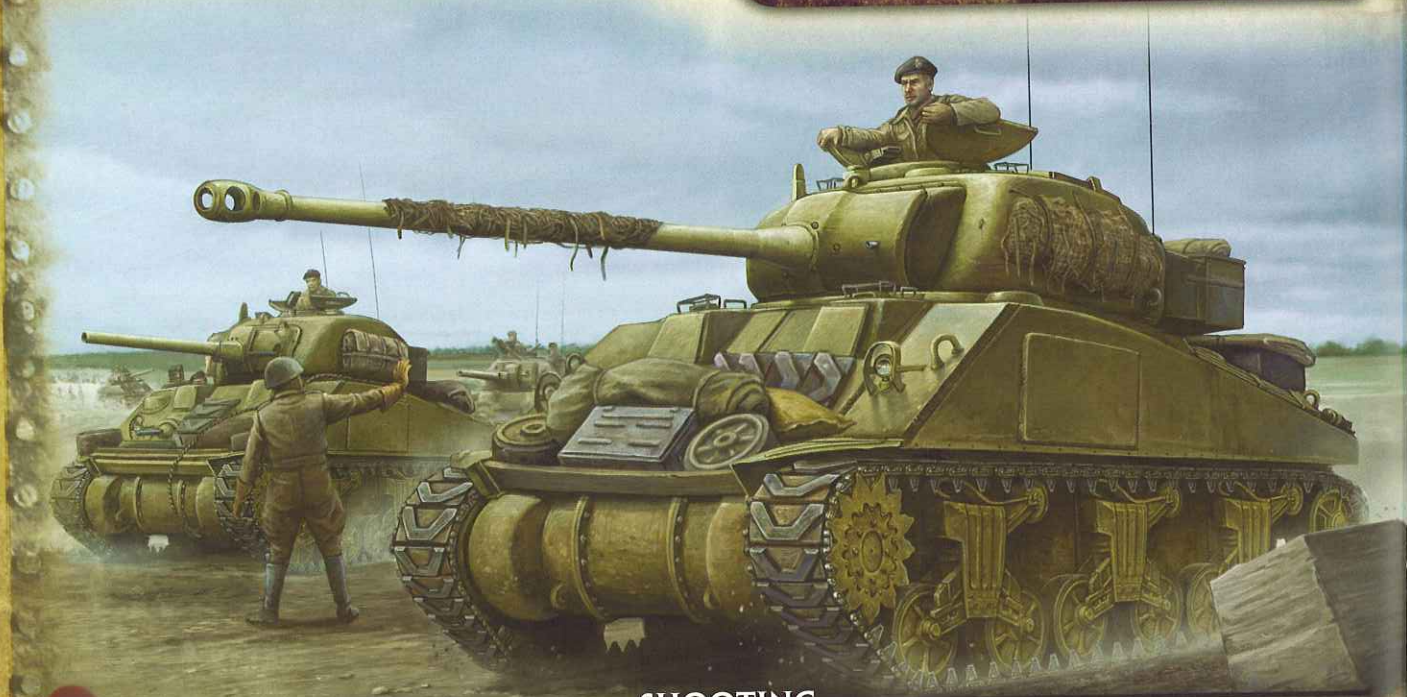
Having allocated your hits to the enemy teams, the next step is to determine the effects of your shooting. Like the roll to hit, the roll to save can represent a number of different things. For example, high-velocity armour-piercing rounds have been known to go straight through one side of a lightly armoured tank and out the other without doing any real damage. This may be what has happened when your heavy tank scores a direct hit on an enemy light tank yet fails to knock it out!

Alternatively, when a heavily armoured tank makes a successful save from a direct hit, it may be that the shell struck the tank at such an acute angle that it bounced right off the thick steel plating without penetrating.

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 on 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, although unprotected targets are destroyed outright if they fail their save.*

ARMOURED VEHICLE 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 (a Tank or Transport team with a Top armour rating of 0, 1, or 2), the owning player makes an Armour Save. They roll a die and add:

- *The vehicle's Armour rating.*

- *An additional +1 if the range is over 16"/40cm to all teams in the shooting platoon.*

Compare their result with the Anti-tank rating of the weapon that hit 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, they failed their Armour Save. Although your shot didn't penetrate the tank's armour, it might still have some effect.

To determine the effect of the hit you must take a Firepower test. Roll another die.

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

- *If the roll is lower than your weapon's Firepower rating the shot has 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 you must take a Firepower test. 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.*

ARMOUR SAVE

Roll a die and add:

- vehicle's Armour rating
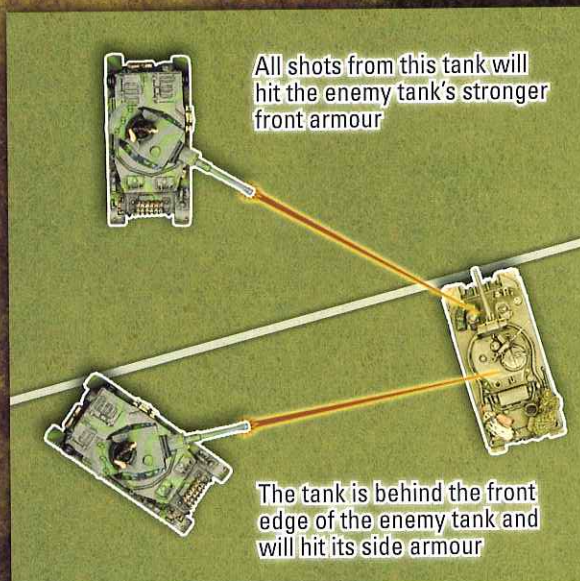- +1 if range is over 16"/40cm

If the result is:

- greater than Anti-tank then vehicle is unharmed
- equal to Anti-tank then roll a Firepower Test to Bail Out the vehicle
- less than Anti-tank then roll a Firepower test to Destroy the vehicle, otherwise the vehicle is Bailed Out

SIDE ARMOUR

The thickest armour on a tank is at the front, where most shots are expected to fall. This makes it tactically advantageous for troops to outflank an enemy tank before shooting their weapons at its side or rear where their shots will penetrate more easily.

Your opponent uses their tank's Side armour rating for the Armour Save if the firing team is behind a line drawn across the front of the target's hull. Otherwise the Front armour rating is used.

HITTING THE SIDE OF THE TURRET

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

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. If the firing team would normally hit the Front armour, but is behind this line it will hit the Side armour of the turret. The Side armour of the turret is the same rating as the Side armour of the rest of the vehicle.

SIDE ARMOUR

All shots from this tank will hit the enemy tank's stronger front armour

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

HITTING THE TURRET SIDE

Hit hull front, use Front armour

Hit turret side, use Side armour

Hit hull side, use Side armour

Hit hull side, use Side armour

HIT WEAKEST ARMOUR FIRST

When presented with the option of shooting at thick front armour or thinner side armour, soldiers will always choose the easier shot.

Your opponent must allocate hits to armoured vehicles with the lowest armour rating first (with Unarmoured vehicles before Armoured vehicles), subject to all previous rules about allocating hits.
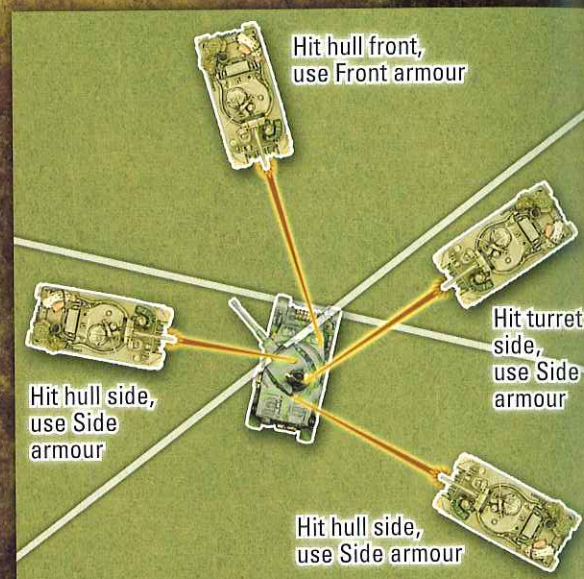

German Walther P38 Pistol
The robust Pistole 38 was one of the few German weapons that functioned well in the extreme cold of a Russian winter.

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.

However, if the platoon also included a Grant tank (Front armour 5), the opposing player would have to allocate the hits to the Grant after the side-on Sherman tank, but before the front-on one.

Once again you find yourself shooting at two Sherman tanks. One is facing your guns at 12"/30cm range, the other is showing its side armour at 24"/60cm range. In this case, the opposing player would have to allocate the hits to the closer Sherman first, even though it has the highest armour rating, because teams up to 16"/40cm away must be allocated hits before those at longer ranges.

Let your plans be dark and impenetrable as the night, and when you move, fall on the enemy like a thunderbolt — Sun Tzu

UNARMOURED VEHICLE SAVES

Soft-skinned vehicles like trucks have no armour at all. This makes them particularly vulnerable to enemy fire.

When you hit an Unarmoured vehicle (one with a Top armour rating of '-'), your opponent must make an Unarmoured Vehicle Save to see if your shot caused any serious damage. The opposing player rolls a die.

- *If the result is 5+, the vehicle survives unharmed apart from some holes in the bodywork*
- *Otherwise, the vehicle is automatically Destroyed.*

UNARMOURED VEHICLE SAVE

Save on a roll of 5+

PASSENGER SAVES

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.

If you Destroy an enemy vehicle, every Infantry and Gun team carried by the vehicle is hit. Your opponent must make a Passenger Save to see if the passenger teams escape unharmed. The opposing player rolls a die for each team.

- *If the result is 5+, the team survives and immediately dismounts adjacent to the vehicle no closer to the shooting teams.*
- *Otherwise, the team is Destroyed*

If there is no room for a passenger team to get out of a Destroyed vehicle, then the passenger team is Destroyed.

If a vehicle receives multiple Destroyed results from the same platoon's shooting, any passengers must make a Passenger Save for each Destroyed result.

PASSENGER SAVE

Roll a 5+ save for each passenger team if a vehicle is Destroyed

PINNED DOWN

Being inside a vehicle when it takes a catastrophic hit is not pleasant. Any survivors will be shaken and need time to regroup before being ready to fight again.

If you Destroy an enemy vehicle, any platoon with teams carried as passengers in the vehicle is immediately Pinned Down (see page 75).

PINNED DOWN

Passengers in Destroyed vehicles are Pinned Down

TANK RIDERS

If riding in a vehicle is unsafe, clinging to the outside of a tank under fire is even more dangerous.

Tank riders are treated as any other passengers except that every time you hit their vehicle, they are hit and your opponent must roll a 5+ save for them, even if the tank's armour isn't penetrated.

TANK RIDERS

Roll a 5+ save for each Tank riding team if a Tank team is hit

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INFANTRY AND GUN SAVES

Unlike their lucky comrades of the tank units, infantrymen and gunners don't usually have the benefit of armour plating to protect them from incoming fire. Instead they must rely upon whatever cover they can find, or improvise, to protect them from the effects of hits. Fortunately, even an apparently open battlefield has many places in which troops can take temporary cover—dips and hollows, or dense patches of undergrowth—and soldiers are trained to do just that!

INFANTRY SAVES

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.

For each hit on an enemy Infantry team, your opponent must make an Infantry Save to see if your shot caused any serious damage. The opposing player rolls a die.

- *If the result is 3+, the team escapes with no serious injury.*
- *Otherwise, unless the team is in Bulletproof Cover, it is Destroyed.*

INFANTRY SAVES

Save on a roll of 3+

GUN SAVES

When gunners come under fire, although they can hit the dirt, they have to get up again and move about to load and fire the gun. This makes them much more vulnerable than infantry.

When you hit an enemy Gun team, your opponent must make a Gun Save to see if your shot caused any serious damage. The opposing player rolls a die.

- *If the result is 5+, the team escapes with no serious injury.*
- *Otherwise, unless the team is in Bulletproof Cover, it is Destroyed.*

GUN SAVES

Save on a roll of 5+

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.

A team immediately behind a stone wall, or in a building, a trench, a crater, or a gun pit 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 team as the team is assumed to be firing around the corner showing themselves as little as possible.

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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.

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 bulletproof cover, take a Firepower Test.

- *If the roll equals or exceeds your weapon's Firepower rating, your weapon blew through the cover and the target team is Destroyed.*
- *If the roll is lower than your weapon's Firepower rating, the cover protects the team from harm.*

BULLETPROOF COVER

Roll at least equal to the shooting weapon's Firepower rating to Destroy teams in Bulletproof Cover

GUN SHIELDS

Manning a gun in the thick of battle is a hazardous job. To offset the increased vulnerability of gun crews to enemy fire, many guns have a bulletproof gun shield.

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

Gun shields do not provide cover to teams moving At the Double, nor from artillery bombardments.

UNPROTECTED TEAMS

Troops in the open are always targeted by enemy fire before those 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, subject to the usual rules for allocating hits.

UNPROTECTED TEAMS

Unprotected teams are hit before those in Bulletproof cover

EXAMPLE

A machine-gun platoon fires at an infantry platoon. Three of the infantry teams are in a building, the re maining three are in the open. The machine-gun scores four hits. The infantry in the open must be allocated hits before those in the building meaning the unpro tected teams receive three hits, and one is allocated to the team in the building.

MIXED FIREPOWER RATINGS

Troops will always direct the fire of their heaviest weapons against any enemy that are sheltering behind bulletproof cover.

If hits are being allocated to both teams in bulletproof cover and unprotected teams, hits allocated to the teams in bulletproof cover must be those with the best Firepower rating.

MIXED FIREPOWER RATINGS

Hits allocated to teams in bulletproof Cover must be those with the best Firepower rating

MIXED PLATOONS

Sometimes a platoon will have both armoured vehicles and teams in bulletproof cover.

If Infantry or Gun teams are the Priority Target Type (see page 67), then the Mixed Firepower Ratings rule has precedence, otherwise the Mixed Anti-tank Rating rule (see page 67) has precedence.

EXAMPLE

A platoon of Sherman tanks shoots at a German Grenadier platoon. Three of the German infantry teams are in a building, the remaining four are in the open. The tanks score five hits, four with their machine-guns (Firepower 6) and one with their main guns (Firepower 3+). The four teams in the open must be allocated hits first and those in Bulletproof Cover must be allocated those with the best Firepower. Conveniently, this means the four machine-gun hits can be allocated to the teams in the open first and the main gun hit, which has the highest Firepower rating of all the hits, can be allocated to one of the teams inside the building.

Having destroyed one team in the open, the Shermans fire at the same platoon next turn. This time they only score three hits, one with their machine-guns and two with their main guns. Once again, the teams in the open are allocated hits first meaning that all of the hits, including those from the main gun, will fall upon the teams outside the building and none upon those inside.

Later that turn a platoon of Grant tanks shoots at the stubborn German platoon, still holding their same positions. The tanks score six hits, three with their machine-guns (Firepower 6), two with their 37mm guns (Firepower 4+) and one from their 75mm guns (Firepower 3+). The four teams in the open must be allocated hits first so, in order to ensure the teams inside the building will receive the hits with the best Firepower, they receive the machine-gun hits and one 37mm gun hit. The teams in the building are now al located the 75mm gun hit and the remaining 37mm gun hit.

PIN DOWN PLATOONS THAT WERE HIT FIVE TIMES

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 Platoon Command team.

PINNED DOWN

Platoons that take five or more hits in a Shooting Step are Pinned Down

INDEPENDENT TEAMS

Senior officers and other independent teams are generally relatively inconspicuous targets and can move about and take cover quite freely, even under heavy fire.

Independent teams cannot be Pinned Down except while they have joined a platoon.

An Independent team that has joined a platoon is Pinned Down if the platoon they have joined is Pinned Down, but ceases to be Pinned Down when they leave the platoon at the end of the Step.

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. 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 destroyed team is out of action for the duration of the battle.

Remove all destroyed Infantry and Gun teams and Unarmoured vehicles from the table.

DESTROYED ARMOURED VEHICLES

The abandoned wrecks of destroyed tanks litter the battlefield, often still burning.

Leave destroyed Armoured vehicles on the table. Mark them as destroyed by placing a smoke marker no bigger than 2"/5 cm in diameter and 2"/5cm tall (a ball of black and red dyed cotton wool works well) centred on the model representing smoke and flame from internal fires.

The smoke generated by the destroyed vehicle Conceals any team seen through it.

Destroyed Armoured vehicles count as Very Difficult Going. 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.

REMOVE DESTROYED TEAMS

Remove Destroyed Infantry and Gun teams and Unarmoured vehicles

DESTROYED VEHICLES

Leave Destroyed Armoured vehicles on the table with a permanent smoke marker

German StG44 Assault Rifle
The Sturmgewehr 44, a cross between a submachine-gun and an infantry rifle, was the world's first assault rifle.

PINNED DOWN PLATOONS

Under heavy fire a soldier's self-preservation instincts kick in. They become less concerned with the mission than with simply finding a hole to crawl into and staying alive.

Flames Of War uses the term pinned down to describe units that have received enough fire to make them want to seek cover rather than press on as ordered.

MOVING WHILE PINNED DOWN

Troops either hit the dirt or retire when the incoming fire gets too heavy. They cannot keep moving forward under such a hail of lead. On the other hand, armoured vehicles are relatively unaffected by incoming fire that doesn't actually harm them and can operate much as normal.

Infantry and Gun teams and Unarmoured vehicles in a pinned down platoon may not move closer to any enemy team in Line of Sight, nor move into Line of Sight of any other enemy team. They may, however, fall back to safer positions.

Infantry and Gun teams and Unarmoured vehicles in a pinned down platoon may not move At the Double.

Armoured vehicles in a pinned down platoon may move freely.

MOVING WHILE PINNED

Pinned Down Infantry and Gun teams and Unarmoured vehicles cannot move closer to visible enemy or At the Double

SHOOTING WHILE PINNED DOWN

Although the effectiveness of their fire is diminished by the need to keep their heads down, pinned down troops can still shoot in between the enemies' bursts of fire if they do nothing else.

Infantry and Gun teams and Unarmoured vehicles in a pinned down platoon can still shoot, provided they do not move. While pinned down teams reduce their ROF to 1, or if they started with ROF 1, add a +1 penalty to the score to hit the target.

Armoured vehicles do not reduce their ROF when their platoon is pinned down.

Pinned down teams cannot fire artillery bombardments unless they are Armoured vehicles.

SHOOTING WHILE PINNED

Pinned Down Infantry and Gun teams and Unarmoured vehicles may not move and shoot and reduce their ROF to 1

Since armoured vehicles are unaffected by being pinned down, there is no need to record that a platoon consisting solely of armoured vehicles is pinned down.

TACTICAL TIP
As pinned down troops are relatively ineffective when shooting it is common for them to cease fire and go to ground instead if they are concealed.

RALLYING PINNED DOWN PLATOONS

When the attack grinds to a halt under heavy fire, the men need to regather their wits and their courage and get things moving again.

If your platoon is Pinned Down, you may attempt to rally it in the Starting Step 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.*

- *Otherwise, the platoon remains Pinned Down.*

RALLYING PLATOONS

Pass a Motivation Test to rally

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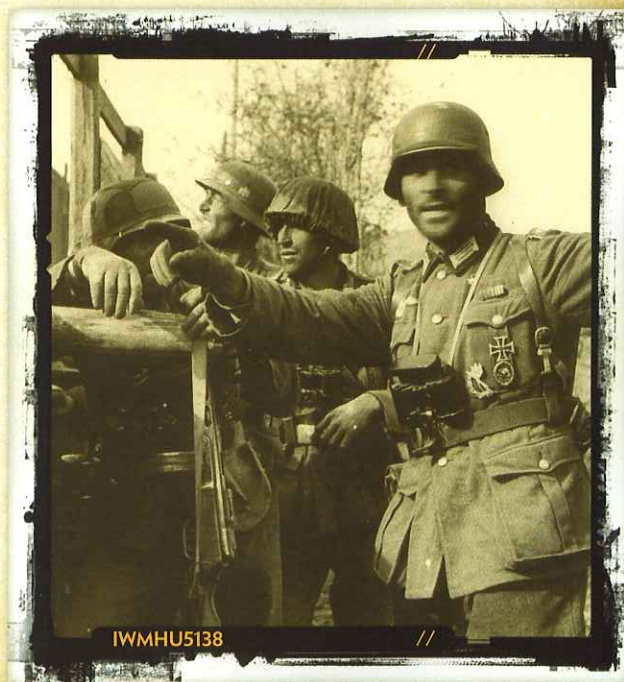
BAILED OUT VEHICLES

A tank is a thick metal shell filled with flammable fuel and explosive ammunition and their 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.

In *Flames Of War*, we describe any armoured 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 crew members or a plastic counter behind Armoured vehicles that have bailed out. The marker simply indicates that the vehicle is out of action. The marker itself cannot be shot at or assaulted.

Bailed out vehicles may not move or fight until the crew remounts the vehicle.

Passengers may dismount from a bailed out vehicle at the start of their next Movement Step as normal.

BAILED OUT

Bailed out vehicles cannot move or fight

Bailed Out Marker

REMOUNTING BAILED OUT VEHICLES

A crew that has bailed out of its tank is understandably nervous about getting back in again. It might yet explode, and even if it doesn't, the enemy have its range and could easily put another round into it if it shows signs of life again. However, once a brave crew has taken a moment to establish that the vehicle is not going to blow up on them, they will get back in and continue to fight.

At the start of your turn, roll a Motivation Test for each Bailed Out Armoured vehicle.

BAILED OUT COMPANY COMMAND TANK

When a commander is forced out of his vehicle, his influence on the battle is temporarily curtailed.

While the Company Command tank is bailed out, it no longer allows the platoon it is leading to re-roll failed Motivation tests.

COMPANY COMMAND TANKS

Do not re-roll Motivation Tests if Company Command tank is Bailed Out

SHOOTING AT BAILED OUT OR BOGGED DOWN TEAMS

It takes guts to keep fixing your vehicle under fire. Most troops simply cut and run when the enemy starts scoring hits.

If a Bailed Out or Bogged Down vehicle is fired on and Destroyed, remove the crew marker, as they take their wounded and make their way to the rear.

If a Bailed Out or Bogged Down vehicle is forced to Bail Out again by enemy fire, take an immediate Motivation Test.

- *If the test is passed, the shot has no effect.*
- *If the test is failed, the crew decides that it's too dangerous to remount their vehicle and the vehicle is Destroyed.*

BAILED OUT OR BOGGED DOWN VEHICLES

Any Bailed Out or Bogged Down vehicles forced to Bail Out again, must pass a Motivation Test or are Destroyed

- *If the test is successful, the crew recovers their nerve, remounts their vehicle and begins 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.*

REMOUNTING

Pass a Motivation Test to remount a Bailed Out Armoured vehicle

COMMAND CASUALTIES

PLATOONS WITH NO COMMAND TEAM

The platoon commander is responsible for seeing that their platoon carries out its part in the overall battle plan. If the platoon command team is wiped out leaving a platoon leaderless, the platoon's advance stalls until a new commander is appointed, someone who knows what the platoon is supposed to be doing and where it is going.

Until then, however, the platoon will fight on bravely, realising that is their best chance for survival is to stay together until someone arrives with new orders. It won't move, but it will fight where it stands.

A platoon that does not have a Platoon Command team cannot move in the Movement Step but its teams can still rotate on the spot, Dismount, or Dig In.

Platoons can continue to fight and take Motivation Tests as normal without a Platoon Command team.

BOGGED OR BAILED COMMAND TANK

Losing their tank isn't the only hazard an officer faces, it can also get stuck or damaged. Then of course, they simply swap it with some luckless junior tank commander and carry on.

If one of your Command Tank teams is Bogged Down or Bailed Out, you may, at the end of any Step, take over another tank. Designate another Tank team that is within Command Distance of the old Command team for the officer to take over as the new Command team.

Higher Command teams may take over any tank. Company Command teams may take over any tank in their company (including attached supporting platoons). Platoon Command teams may only take over a tank from their own platoon.

The Bogged Down or Bailed Out tank remains in play, it just is no longer the Command tank.

LEADERLESS PLATOON

A platoon with no Platoon Command team cannot move, but can take Motivation Tests

BOGGED OR BAILED

Transfer command to another tank within Command Distance at end of Step

APPOINTING NEW COMMANDERS

When an attack stalls due to the loss of leaders, a senior officer can go over and appoint a new leader to get them moving again.

If your Company or 2iC Command team joins a leaderless platoon in their own company (including attached supporting platoons) in the Shooting Step, it may appoint any Tank, Infantry, or Gun team from the platoon that is within Command Distance as the new Platoon Command team instead of shooting. If the team is a Tank team it becomes the new Platoon Command team. If the team is an Infantry or Gun team, replace it with the original Platoon Command team.

The new Platoon Command team is appointed at the start of the Shooting Step. The new Platoon Command team can shoot this Step, only the Company or 2iC Command team is prevented from shooting while appointing a new command team.

APPOINTING COMMANDERS

Company and 2iC Command teams can appoint a new Platoon Command team to a platoon they have joined instead of shooting

HIGHER COMMAND TEAMS

Senior officers have the authority to appoint commanders for any platoon in the force.

A Higher Command team may appoint a new Platoon Command team in the same way as a Company Command team.

However, while a Company Command team may only appoint a leader for their own company, a Higher Command team may appoint a leader to any platoon in the force.

British Pistol, Revolver, No. 2 Mk. 1
The Enfield .38 was the armament of British officers. 'Those issue revolvers can penetrate a tin can at ten feet, but that's about all!'—R M Wingfield.

WARRIOR CASUALTIES

Teams are made up of a group of soldiers all of whom work together to do their job. If several are killed or wounded, the remaining individual soldiers are unable to continue alone, so carry the wounded to the rear or join another team.

Experienced officers however, are a different matter. Their individual fate matters—a lot. There is a good chance that an officer will survive the destruction of their command team and their experience allows them to reform it from nearby soldiers and continue with their job.

Heroic soldiers are similar. Unlike normal soldiers, they don't stop just because the soldiers around them do. They simply gather more soldiers together and carry on. The only way to stop them is to actually hit them.

WARRIOR TANK TEAM CASUALTIES

Unless a lucky shot kills or seriously wounds the warrior, the loss of their tank won't stop them. They simply walk over to another tank and take it over from its previous commander.

If you Destroy an enemy Warrior that is a Tank team, roll a die.

- *On a roll of 4+ you killed or seriously wounded the warrior and the team is Destroyed.*
- *Otherwise, the owning player may designate any other friendly Tank team that is within Command Distance of the Warrior team for the warrior to take over as the new Warrior team.*

TANK WARRIOR

If Destroyed, roll 4+, otherwise player transfers the Warrior to another tank within Command Distance

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WARRIOR INFANTRY TEAM CASUALTIES

Warriors fighting on foot still fight as part of a team with other soldiers covering them and supplying extra grenades and ammunition. While most teams cease to function after a few casualties, a warrior is not so easily deterred. As long as they aren't actually disabled, they simply gather a new team to themselves and carry on.

If you Destroy an enemy Warrior that is an Infantry team, roll a die.

- *On a roll of 4+ you killed or seriously wounded the warrior and the team is Destroyed.*
- *Otherwise, remove any other friendly Infantry team that is within Command Distance of the Warrior team instead as the warrior calls them over to form a new team.*

INFANTRY WARRIOR

If Destroyed, roll 4+, otherwise player removes another Infantry team within Command Distance instead

WARRIOR TRANSPORT TEAM CASUALTIES

Some warriors are senior officers whose leadership is more important than their combat ability. They ride in jeeps or half-tracks to get to where they are needed quickly and will not leave them, as being at the right place at the right time is key to their method of command.

Fortunately, there isn't much of a jeep that actually needs to keep working for it to function. It can be riddled with bullet holes and still get the officer to where they need to be.

If you Destroy an enemy Warrior that is a Transport team, roll a die.

- *On a roll of 4+ you killed or seriously wounded the warrior and the team is Destroyed.*
- *Otherwise, the warrior's vehicle is riddled with bullet holes, but is still driveable. The Warrior team continues on unharmed and is not Destroyed.*

TRANSPORT WARRIOR

If Destroyed, roll 4+, otherwise Warrior is unharmed

REMEMBER

Company Command teams are Warrior teams and take advantage of the Warrior Casualties rules

SHOOTING SUMMARY

1 SELECT THE SHOOTING PLATOON

Select one platoon to shoot with.

2 SELECT THE TARGET PLATOON

Select an enemy platoon to shoot at.

3 CHECK THAT THE TARGET IS VALID

A valid target must be:

- within Range,
- within Line of Sight, and
- within Field of Fire.

4 CHECK IF THE TARGET IS CONCEALED

- Targets at least half hidden by concealing terrain are Concealed.
- Stationary Infantry and Man-packed Guns are Concealed.
- Concealed teams that did not move or shoot are Gone to Ground.

5 ROLL TO HIT

Roll one die per point of ROF for each shooting team.

- Teams that moved reduce ROF to 1

Score required to hit based on easiest team to hit in target platoon.

Target Team's Skill	Score Needed
Conscript	2+
Trained	3+
Veteran	4+

- Add +1 to the score to hit if:
  - Range is over 16"/40cm.
  - Targeted team is Concealed.
  - Targeted team is also Gone to Ground.
- ROF 1 weapons that moved add +1 to the score needed to hit.

6 ALLOCATE HITS

Opponent allocates hits to teams within target platoon. Hits must be allocated:

- to valid targets.
- evenly.
- to operational vehicles before non-operational ones.
- to targets closer than 16"/40cm before those further away.

7 ROLL SAVES FOR TEAMS THAT WERE HIT

Opponent rolls a die and adds the Armour rating of Armoured vehicles and compares the result to the Anti-tank rating:

Roll is	Result
Greater	No effect
Equal	Firepower test to Bail Out
Less	Firepower test to Destroy otherwise Bail Out

- Roll 5+ save for Unarmoured vehicles.
- Roll 3+ save for Infantry teams.
- Roll 5+ save for Gun teams.

Firepower Test to Destroy teams in Bulletproof Cover.

8 RETURN TO 1 TO SELECT YOUR NEXT PLATOON TO SHOOT

9 PIN DOWN PLATOONS THAT WERE HIT FIVE TIMES

Platoons that take five or more hits in a Shooting Step are Pinned Down.

RALLY PINNED DOWN PLATOON

Pass a Motivation Test in the Starting Step to rally Pinned Down platoon.

REMOUNT BAILED OUT VEHICLES

Pass a Motivation Test in the Starting Step to remount Bailed Out vehicles.

SHOOTING SPECIAL RULES

The following rules represent the battlefield performance of weapons with unusual characteristics and supersede the normal shooting rules. The Arsenals list which attributes apply to a particular weapon or vehicle.

AWKWARD LAYOUT

Some tank designs have such an awkward internal layout that it is difficult for the crew to fire on the move. The T19 105mm HMC self-propelled gun for example requires the driver and commander to vacate their positions to avoid the blast of its gun, while the Archer self-propelled anti-tank gun is so cramped that the gun recoils into the driver's position, once again requiring them to vacate before firing.

Tank teams with awkward layouts cannot shoot their main weapon in the Shooting Step if they move in the Movement Step.

HMG CARRIER

When they board their HMG carrier, the machine-gunners mount their machine-gun on their carrier so they can fire the gun while mounted.

An HMG team carried as passengers in an HMG Carrier may fire the carrier's hull-mounted vehicle machine-gun as an HMG team at their full ROF of 6 and a range of 24"/60cm as long as the vehicle does not move. However, when moving the weapon is reduced to the usual ROF 3 and 16"/40cm range of a vehicle hull-MG.

The HMG team cannot dismount in the turn in which it fires, except to escape the destruction of their vehicle.

IMPROVISED ARMOUR

It was not uncommon for tank crews to add their own improvised armour—made of sandbags, tank tracks or whatever they could find—to the outside of their vehicle for additional protection against short-range infantry anti-tank weapons.

If vehicles with improvised armour fail an Armour Save against weapons with a Firepower rating of 5+ or 6, roll another die. On a roll of 5+ the improvised armour stopped the shot. Ignore the failed save. On any other roll the results of the failed Armour Save stand.

NO HE

Some weapons come equipped only with armour-piercing ammunition, and have no high explosive ammunition at all, reducing their effectiveness against infantry and 'soft' targets.

Hits from weapons with No HE cannot be allocated to Infantry or Gun teams. If only Infantry and Gun teams are valid targets, all hits from weapons with No HE are ignored completely as the anti-tank gun has no targets.

PASSENGER-FIRED WEAPONS

Some transport vehicles come equipped with an onboard machine-gun, but are only crewed by the driver, meaning the weapon can only be fired when passengers are mounted in the vehicle.

Vehicles with passenger-fired weapons can only shoot their weapons if a passenger team is mounted in the vehicle. A single passenger team can fire all of a vehicle's passenger-fired weapons.

A team that fires a passenger-fired weapon cannot dismount in the same turn, except to escape the destruction of their vehicle.

PROTECTED AMMO

Many tanks are destroyed not by the enemy shell but by their own ammunition being hit by white-hot fragments of armour and exploding. The chances of this were minimised by providing a safe place for stowing ammunition within the vehicle such as an armoured compartment or inside a water-filled jacket.

If forced to bail out, crews of tanks with protected ammunition are far more confident when it comes to remounting their vehicle quickly.

Tanks with protected ammo re-rolls all failed Motivation Tests to remount Bailed Out vehicles in the Starting Step.

RECOILLESS GUNS

Paratroops need light artillery. One solution is recoilless guns. These weapons vent propellant gasses from the rear of the gun to counteract the recoil of the shell being fired. Although this creates a large cloud of dust and flying debris behind the gun, it does allow it to do away with the heavy recoil-absorbing carriage of most artillery.

Recoilless guns never count as Concealed if they fired in their last Shooting Step as the dust cloud gives away their position.

Because of the danger from flying debris, you cannot fire a recoilless gun when any part of a friendly team is directly behind and within 2"/5cm of the gun. Recoilless guns cannot fire from within buildings.

SLOW TRAVERSE

Most tanks were either fitted with power traverse or had turrets that were light enough to be quickly swung by hand. Some designs suffered from heavy turrets lacking power traverse.

Tanks with slow traverse add +1 to the score required to hit when shooting any weapon at targets that are entirely behind a line drawn across the front of the tank's hull.

FOXHOLES

When riflemen halt, the first thing they do is dig themselves burrows in the earth for protection from enemy fire. They call their holes by many names: foxholes, slit trenches, slitties, and rifle pits. Regardless of the name, they all minimize the soldier's exposure to enemy fire.

DIGGING IN

Digging a foxhole big enough for a soldier takes time.

Rather than move, a platoon that is not Pinned Down can use their Movement Step to attempt to dig in. The platoon makes a Skill Test.

- *If the test succeeds, they immediately dig themselves Foxholes.*
- *If the test fails, the ground is too rocky or hard, or they haven't dug deep enough yet and they remain unprotected.*

Regardless of whether they succeed or not, every team that attempted to dig in counts as having moved.

When a platoon digs in, all Infantry and Gun teams in the Platoon that are not already in Bulletproof Cover must dig in. Vehicles, Cavalry, and teams already in Bulletproof Cover do not need to dig in and can operate as normal.

Show that teams in a platoon are in foxholes by placing a marker with the Platoon Command team indicating that the whole platoon is dug in, or if you like modelling, by replacing them with miniatures of soldiers in small trenches or putting sandbag markers in front of the teams.

DIGGING IN

Roll a Skill Test instead of moving to dig Foxholes

CAVALRY CAN'T DIG IN

Mounted troops rely on their mobility to survive. If they intend to defend a position, they dismount and send their horses to safety first.

Cavalry teams cannot dig in. They must dismount and send their horses to the rear first.

PIONEER SUPPLY VEHICLES

Pioneer Supply vehicles carry stocks of picks, shovels, and explosives that make digging in much easier.

A platoon with a Pioneer Supply vehicle adjacent to the Platoon Command team may re-roll failed Skill Tests to dig in.

FOXHOLES

As well as providing protection for the troops occupying them, foxholes have the advantage of making their occupants smaller targets. Unfortunately for most gun crews, their weapon is too big to dig a pit for quickly, so it remains standing tall giving their position away.

Infantry teams in foxholes count as Concealed and in Bulletproof Cover.

Man-packed, Light, and Medium Gun teams, other than anti-aircraft guns, in foxholes count as Concealed and in Bulletproof Cover.

Heavy and Immobile Gun teams and all anti-aircraft guns in foxholes are not Concealed, but are in Bulletproof Cover.

FOXHOLES

Infantry are Concealed and in Bulletproof Cover

Man-packed, Light, and Medium Gun teams are Concealed and in Bulletproof cover

Heavy, Immobile, and anti-aircraft guns are just in Bulletproof cover

RETURNING TO FOXHOLES

Though it is a miserable experience to dig a foxhole one minute and leave it the next, sometimes it has to happen. Unfortunately, even if you return to the same location later, the tactical situation is likely to have changed and you will have to dig new positions.

If a team leaves its Foxhole, the Foxhole disappears immediately.

The only exception to this is that a team may leave and then re-occupy a Foxhole while defending against an assault. If a dug in platoon is assaulted, leave markers indicating the Foxholes occupied by your troops when they vacate them. Any team from that platoon that ends the Assault Step back in one of the platoon's Foxholes remains dug in. If a team cannot reach an unoccupied Foxhole at the end of the Assault Step, it is no longer dug in. Remove any unoccupied Foxholes at the end of the Assault Step.

It is not necessary for teams to return to the specific foxholes they began in, however—only for the platoon to return to the foxholes they collectively dug.

Dug In Marker

SMOKE AMMUNITION

Sometimes your weapons won't destroy the enemy quickly enough to prevent them reaping a terrible harvest of your own troops first. One way to protect your troops in the meanwhile is to fire smoke ammunition at the enemy to temporarily impair their vision of the battlefield. The cloud of smoke given off by this ammunition will help cover your troops while you manoeuvre them into a better position to destroy the enemy.

Not all guns are 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 their 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.

Only weapons listed as having the Smoke attribute in their Arsenal may fire smoke in place of their normal ammunition.

Some weapons can also fire smoke bombardments. These are handled as artillery bombardments (see page 134).

SHOOT SMOKE FIRST

Smoke shells take time to form a smoke cloud. If you don't fire them at the first opportunity, the enemy will still be able to shoot back while you are waiting for your smoke to take effect.

Weapons shooting smoke must shoot before any other weapons in the same platoon.

CONCEALMENT FROM SMOKE

It takes far more smoke ammunition than most weapons have available to produce a screen dense enough and long-lasting enough to completely block vision. Instead, the effect is simply to screen the target making it harder for it to shoot accurately while you manoeuvre to a better position.

Smoke markers Conceal any team under them or seen through them. This means that your teams are Concealed from a team under a smoke marker, just as it is Concealed from your teams.

SMOKE DISPERSES

Smoke shells don't burn for long so the smoke drifts away quite quickly. Within a few minutes the target will be able to shoot again, so make sure you are ready when it happens.

In the Starting Step at the start of your next turn, remove all smoke markers that you fired.

FIRING SMOKE AMMUNITION

Smoke ammunition is used much like any other, except that when it hits it doesn't explode but gives off a dense cloud of white smoke instead.

Use the normal shooting rules to determine the number of hits scored and which teams were hit when firing smoke ammunition.

Place a smoke marker 2"/5 cm in diameter and 2" tall (a ball of cotton wool works well) centred on each enemy team that was hit (only place one smoke marker, even if the team was hit several times). The hit has no other effect.

You may only fire smoke ammunition at enemy teams. While firing smoke at friendly teams to conceal them may seem like a good idea, the likelihood of confusion and friendly casualties (either from accidental direct hits or from the friendly troops mistaking your attempts to help as hostile fire and shooting back!) is too high to make it worthwhile.

SMOKE AMMUNITION

Roll to hit with smoke ammunition as normal

Teams in or through a smoke marker are Concealed

Place one 2"/5cm smoke marker on each team that was hit

FLAME-THROWERS

Flame-throwers work like highly pressurized fire hoses, only instead of water they spray burning fuel. They are terrifying weapons to face, and many men who are willing to risk a bullet will turn tail and run when faced with a flame-thrower.

Unlike normal weapons, a flame-thrower makes a Skill Test to hit the target.

Any hit by a flame-thrower automatically Pins Down the whole target platoon.

Only Fully-armoured vehicles have any protection against flame-throwers. If any other team is hit, it is automatically Destroyed, even if they are in Bulletproof Cover.

A Fully-armoured vehicle 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, make a Firepower test for the flame-thrower.

- *If it passes, then the vehicle is Destroyed.*
- *Otherwise, the crew are incapacitated and treated as if they had Bailed Out.*

FIRING ON THE MOVE

Flame-throwers rely on drenching their target in burning fuel rather than pin-point accuracy, making them as accurate moving as stationary.

Flame-throwers do not reduce their ROF when moving.

ONE-USE WEAPONS

The greatest limitation of flame-throwers is the immense amount of fuel they use every second they are flaming. Flame-throwers simply can't carry enough fuel for sustained operations, so they get in, flame the target and get out again.

Flame-throwers only carry enough fuel for one turn of shooting.

INFANTRY FLAME-THROWERS

Every army devised back-pack flame-throwers for their assault troops. These consist of a heavy fuel tank, as well as a tank of compressed air needed to propel the fuel, all strapped to the soldier's back. A hose connects the tanks to a flame gun carried by the soldier. Despite the weight of this equipment, infantry flame-throwers only have fuel for a few seconds of flame. Then the operator and his escort team take their valuable weapon back to refuel for the next mission.

Infantry Flame-thrower teams are removed from play as soon as they have fired. They are not counted as Destroyed, but no longer count as part of the platoon.

TANK FLAME-THROWERS

Mounting flame-throwers in tanks gives them much greater fuel capacity making them more effective, while the tank's armour ensures that the flame-thrower will survive long enough to get close and do its terrible work.

SHORT RANGE

A flame-thrower has a very limited range, so a flame-thrower tank has to be very close to its target to start flaming. They can dash up to the target at speed, but must then stop or move very slowly to flame it. Once firing the smoke and flame of their own flame-thrower hides the target making it impossible to fire other weapons.

A vehicle-mounted flame-thrower cannot fire if the vehicle moved more than 6"/15cm this turn.

A vehicle firing a flame-thrower may not fire any other type of weapon at the same time.

FUEL TANKS

Flame-thrower fuel, and the vapour left behind in the tanks, is obviously extremely flammable. Unfortunately, that means that when a flame-thrower tank is hit, it tends to burn very easily.

Re-roll failed Firepower tests when rolling to Bail Out or Destroy a flame-thrower tank.

RETURN TO REFUEL

Being full of volatile gases, empty fuel tanks are even more explosive than full ones and flame-thrower tanks are too valuable to waste on just one mission. Flame-tanks rarely hang around the battlefield after they fire.

You may send a flame-thrower tank to the rear at the start of any Movement Step once it has fired. If they are sent to the rear, they are removed from play. They are not counted as Destroyed, but no longer count as part of the platoon.

VEHICLE WEAPONS

Most tanks have a main gun mounted in their turret and numerous machine-guns, while armoured personnel carriers usually only have a machine-gun to support the infantry they carry.

MAIN GUNS

A big main gun is important for a tank if it is going to be able to knock out other tanks and shoot up infantry in fortified positions.

A main gun is any vehicle-mounted weapon other than the machine-guns listed on the following pages.

TURRET MOUNTED

Most main guns are mounted in rotating turrets allowing them to engage any target they can see. Unless otherwise indicated all main guns are turret mounted.

Guns mounted in turrets have an all-round field of fire.

HULL MOUNTED

Cost of production, weight of the gun, or size of the vehicle can all prevent a gun from being mounted in a fully-rotating turret. In these cases the gun is simply mounted in the front of the vehicle's hull with a limited field of fire.

The field of fire of hull-mounted guns includes everything in front of a line across the front of the vehicle's hull.

MULTIPLE WEAPONS

Some vehicles, most notably the US M3 Lee (Grant in British service) medium tank, actually mount more than one main gun. This is less useful than it may seem at first glance as the gunners rely on the commander to give them targets and the commander can only do one thing at a time!

Vehicles with multiple main guns may fire both guns at the same time, at either the same platoon or different enemy platoons.

When firing multiple main guns, you may choose which main gun fires at its normal ROF. All other main guns have ROF 1.

Tanks never have to fire all of their guns at once, and may choose to fire only some, one or even none of their weapons. Remember, if a tank moves the ROF of the main gun is reduced to 1. Since other main guns firing already have ROF 1, they add +1 to the score needed to hit.

CHOOSE THE BEST WEAPON FOR THE JOB

Use the main gun against tanks

Use machine-guns against infantry
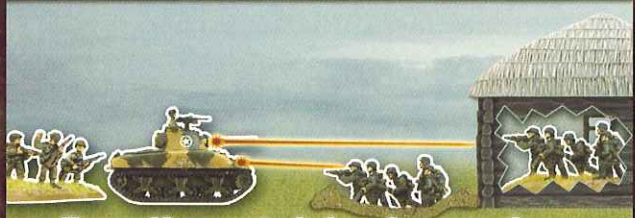
Use the main gun and machine-guns against guns

Use machine-guns against transports

Use the main gun and machine-guns against infantry in trenches and buildings

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

MULTIPLE WEAPONS

A tank may fire multiple main guns at different platoons

The weapon with the best Firepower fires at full ROF

Other weapons have ROF 1

VEHICLE MACHINE-GUNS

Though every army has its own designs of vehicle machine-guns, they are all essentially the same.

Vehicle machine-guns have a range of 16"/40cm, a ROF of 3, an Anti-tank rating of 2, and a Firepower rating of 6.

The only exceptions to this are the various heavy-weight .50 cal (half-inch) machine-guns used by some countries for their extra knockdown power against aircraft and light armoured vehicles.

.50 cal vehicle machine-guns have a range of 16"/40cm, a ROF of 3, an Anti-tank rating of 4, and a Firepower rating of 5+.

FIRING ON THE MOVE

One of the advantages of mounting a machine-gun on a vehicle is that they tend to provide good shooting platforms. As a result vehicle machine-guns do not reduce their ROF when moving.

Vehicle machine-guns do not reduce their ROF when moving.

FIRING MACHINE-GUNS WITH OTHER WEAPONS

A tank won't get the full benefit of its machine-guns if it is busy firing other weapons as well.

Only one vehicle machine-gun can fire at its full ROF 3 at a time and only if the vehicle isn't firing its main gun. Under all other circumstances, vehicle machine-guns reduce their ROF to 1.

All of a vehicle's machine-guns must shoot at the same platoon that the main gun is engaging.

US 2nd Armored Division Shoulder Patch

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 MG

MAIN GUN AND MACHINE-GUNS

Stationary — 2 Shots +1 for each extra MG

Moving — 1 Shot +1 for each extra MG

FLAME-THROWER

Stationary or Moving — 3 Shots

COMMON VEHICLE MACHINE-GUNS

Weapon	Range	ROF	Anti-tank	Firepower	Notes
Vehicle MG	16"/40cm	3	2	6	ROF 1 if other weapons fire.
.50 cal Vehicle MG	16"/40cm	3	4	5+	ROF 1 if other weapons fire.

VEHICLE MACHINE-GUN MOUNTINGS

Machine-guns are mounted on vehicles in many different ways, each of which has its own advantages and limitations.

AA MG (ANTI-AIRCRAFT MG)

Many vehicles are fitted with anti-aircraft machine-guns to protect the crews from strafing and dive-bombing aircraft. These are fired by the crew from the open hatches of their vehicles. 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.

An AA MG has an all-round field of fire and is a self-defence anti-aircraft weapon allowing it to engage aircraft as well as targets on the ground. However, firing an AA MG leaves the vehicle more vulnerable. In assaults a tank that fired an AA MG is automatically Destroyed on an Armour Save roll of 1 and must re-roll all successful Armour Saves.

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

CO-AX MG

Coaxial or co-ax 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.

Co-axial machine-guns may fire at the same time as the main gun it is mounted with, but only have ROF 1 if the main gun fires.

CUPOLA MG

Some tanks have their machine-guns mounted in a small turret or cupola above the main turret.

Cupola machine-guns have an all-round field of fire. They may fire at the same time as other machine-guns, but not at the same time as the turret's main gun.

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DECK TURRET MG

In the 1930's a number of designers envisioned tanks as battleships on land. Covered in guns, they would steam forward into enemy formations to wreak serious havoc. All of these extra weapons were mounted in deck turrets placed on the top deck of the tank. The biggest of the land battleships, the Soviet T-35 had four deck turrets in addition to its main turret!

Guns mounted in deck turrets have an all-round field of fire, except where their rotation is blocked by the vehicle's superstructure.

HULL MG

Most tanks mount a machine-gun in the front of the hull for extra firepower.

The field of fire of a hull MG includes everything in front of a line across the front of the vehicle's hull.

A hull MG cannot fire at the same time as a hull-mounted main gun.

HULL-REAR MG

Some armoured cars mounted a machine-gun in the rear of the hull to cover their withdrawal if necessary.

The field of fire of a hull-rear MG includes everything behind a line across the rear of the vehicle's hull.

TURRET-FRONT MG

A turret-front MG is mounted beside the main gun, but unlike a co-ax MG the gunner must shift positions in the tank to operate a it.

A turret-front MG has an all-round field of fire, but cannot fire at the same time as the vehicle's main gun.

TURRET-REAR MG

While not very practical for long-range shooting, a machine-gun mounted in the back of the turret is perfect for discouraging boarders in an assault.

A turret-rear MG may not shoot. It's function is purely defensive.

Any team assaulting a vehicle armed with a turret-rear MG, must re-roll any successful Skill test to hit.

- *If they pass the re-roll, the assaulting team gets past the machine-gun to hit the tank and the tank must make an Armour Save as normal.*

- *If they fail the re-roll, the machine-gunner managed to keep the infantry at bay and protect the tank, and the assaulting team fails to score a hit.*

TWIN MG

A twin MG is simply two machine-guns mounted side by side, doubling the effective firepower that can be levelled at a target.

A twin MG functions as a standard vehicle MG but has ROF 4 when firing on its own or ROF 2 if any other guns shoot at the same time.

INFANTRY WEAPONS

Though the preference for any army is to use a combined arms attack, as often as not the real work falls on the 'Poor Bloody Infantry'. Limited to what they can carry on their backs, the perpetual trial of foot soldiers is to try to solve their problems using only what they have with him.

RIFLE TEAMS

At the start of the Twentieth Century, infantry were all armed with simple bolt-action rifles. They are typically slow to operate and only able to lay down a limited amount of fire, although modern semi-automatic rifles can make rifle teams surprisingly flexible.

Rifle teams have a ROF of 1. 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 TEAMS

Much more common is a combination of rifles and light, bipod-mounted squad machine-guns like the German MG34 or the British Bren gun. Each squad combines the firepower of an MG team with the flexibility of a Rifle team to form a pair of hybrid Rifle/MG teams.

Rifle/MG teams have a ROF of 2. Like other teams, if a Rifle/MG team moves its ROF is reduced to 1.

MG TEAMS

Mechanised troops can move lots of ammunition and heavier weapons in their vehicles. Some units use this capability to give every team a light bipod-mounted squad machine-gun.

This gives them immense firepower when stationary, but as they cannot fire their machine-guns while moving, their rate of fire drops dramatically when doing so. It is often a good idea to leave some teams halted to pin the enemy with their full ROF while the rest of the platoon advances into an assault.

MG teams have a ROF of 3. Like other teams, if a MG team moves its ROF is reduced to 1.

SMG TEAMS

A submachine-gun, or SMG, is a small, compact, automatic weapon designed for lightning-fast, close-range engagements. They sacrifice long range for the ability to fire from the hip in assaults.

SMG teams only have a range of 4"/10cm compared with the 16"/40cm range of Rifle teams. The advantage they have is that their ROF remains at 3, whether they moved or not.

ASSAULT RIFLE TEAMS

An assault rifle attempts to marry the range of a rifle with the automatic fire of a submachine-gun. It uses a full length barrel, but has a smaller and lighter cartridge than a rifle round, making fully-automatic fire possible.

Assault Rifle teams have a ROF of 3 and a range of 8"/20cm.

Like SMG teams, movement doesn't affect the ROF of Assault Rifle teams, so they shoot at a ROF of 3 even if they move.

LIGHT MORTAR TEAMS

Infantry have difficulty knocking out dug-in heavy machine-guns with their rifles and machine-guns, but cannot advance into their hail of fire until they do. One answer is the light mortar. These grenade launchers throw small bombs in a high arc aiming to get one into the machine-gun pit and knock it out.

COMMON INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle	16"/40cm	1	2	6	
Rifle/MG	16"/40cm	2	2	6	
MG	16"/40cm	3	2	6	
SMG	4"/10cm	3	1	6	Full ROF when moving.
Assault Rifle	8"/20cm	3	1	6	Full ROF when moving.
Light Mortar	16"/40cm	1	1	4+	Can fire over friendly teams.
Flame-thrower	4"/10cm	2	-	6	Remove after shooting.
Boys anti-tank rifle	16"/40cm	1	4	5+	
Bazooka	8"/20cm	1	10	5+	

Light Mortar teams have a Firepower rating of 4+ making them excellent for knocking out teams in bulletproof cover.

Though they do not fire bombardments, light mortars are considered to be lobbing their rounds in a high trajectory and so can fire over friendly teams as an exception to the normal line of fire rules.

LIGHT ANTI-TANK WEAPONS TEAMS

Ever since the first tanks rolled across the battlefields of Europe, armies have been trying to give their infantry light anti-tank weapons to destroy or disable them. The first versions were anti-tank rifles, outsized rifles capable of punching through the armour of a light tank. As armour got thicker, a new invention came along, the Bazooka, a rocket launcher firing a high-explosive anti-tank (HEAT) round capable of knocking out any tank.

The characteristics of light anti-tank weapons like anti-tank rifles and bazookas vary greatly from weapon to weapon. The precise characteristics are given in their army's Arsenal.

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 Arsenal for an army describes its weapons and their effects.

RIFLE/MG TEAMS

The differences between Rifle, Rifle/MG, and MG teams can be a bit confusing for new players. Historically, the distinction is the number of machine-guns carried by a squad of two teams. Rifle squads have none, Rifle/MG squads have one machine-gun per squad, while MG teams have two machine-guns issued to each squad.

If this was represented literally in *Flames Of War*, it would mean that Rifle/MG squads would have one MG team and one Rifle team. The problem with this is keeping track of the two types of teams. Every time you moved or shot you would have to look carefully at each team to make sure that you had the right type of team.

Needless to say, it is much easier to simply average the two types into Rifle/MG teams. Two Rifle/MG teams have exactly the same ROF as one Rifle team and one MG team, without the extra hassle of keeping track of two different types of team.

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

ASSAULT RIFLE team
Stationary or Moving — 3 Shots

LIGHT MORTAR team
Stationary — 1 Shot
Moving — 1 Shot (+1 to Hit)
Can fire over friendly teams

LIGHT ANTI-TANK WEAPON team
Stationary — 1 Shot
Moving — 1 Shot (+1 to Hit)
Varies between weapons

FLAME-THROWER team
Stationary or Moving — 2 Shots
Remove after shooting

MAN-PACKED GUNS

Man-packed guns are the infantry's own supporting weapons. They are small and light enough to operate with the infantry in the front line, but too big and cumbersome to take part in close-quarters fighting in assaults.

HEAVY MACHINE-GUNS (HMG)

One weapon common to almost every army is the HMG, a tripod-mounted heavy machine-gun, firing standard rifle bullets. They have water-cooling jackets or quick-change barrels and plenty of ammunition so they can keep up an immense rate of fire almost indefinitely. Even when under heavy fire, an HMG team can keep up a good rate of fire making them ideal defensive weapons. The cost of this heavy firepower is the time taken to set up after moving.

HMG teams have a ROF of 6. When Pinned Down an HMG team fires with ROF 2 rather than the ROF 1 of other weapons.

HMG teams cannot shoot if they moved this turn.

LIGHT MACHINE-GUNS (LMG)

Light machine-guns are heavy machine-guns lightened up by dropping the water-cooling for an air-cooled jacket. This makes them more suitable for close infantry support, but reduces their ability to keep up a high volume of fire at long range.

LMG teams have a ROF of 5. When Pinned Down an LMG team fire with ROF 2 rather than the ROF 1 of other weapons.

LMG teams cannot shoot if they moved this turn.

MORTARS

Mortars are light enough to allow infantry to carry their very own artillery wherever they go giving them fast accurate fires as required. The simplicity of operation allows them to be fired as quickly as new rounds can be dropped down the tube. Of course the guy that has to carry the base-plate may have other ideas about how light they really are.

Most mortars can only fire artillery bombardments, but some like the US M2 60mm mortar are used as direct-fire grenade launchers as well.

Mortars lob their rounds in a high trajectory and so can fire over friendly teams as an exception to the normal shooting rules.

The characteristics of mortars vary greatly from weapon to weapon. The precise characteristics of each weapon are given in their army's Arsenal.

HEAVY ANTI-TANK WEAPONS

Before the invention of the Bazooka, many countries developed giant anti-tank rifles with calibres up to 20mm to overcome the increasingly thick armour of the enemy tanks. While much smaller and more mobile than a true anti-tank gun, they are still cumbersome weapons barely able to be carried by their crews.

With the invention of the Bazooka and recoilless gun, a new generation of heavy infantry anti-tank weapons appeared using high-explosive anti-tank (HEAT) rounds. Most heavy anti-tank weapons soon disappeared in favour of lighter weapons like the Bazooka.

The characteristics of heavy infantry anti-tank weapons vary greatly from weapon to weapon. The precise characteristics of each weapon are given in their army's Arsenal.

SAMPLE MAN-PACKED GUNS

Country	Weapon	Range	ROF	Anti-tank	Firepower	Notes
Machine-guns						
US	M1917 HMG	24"/60cm	6	2	6	ROF 2 when Pinned Down.
US	M1919 LMG	16"/40cm	5	2	6	ROF 2 when Pinned Down.
Mortars						
US	M2 60mm mortar	24"/60cm	2	1	3+	Can fire over friendly troops.
	firing bombardments	32"/80cm	-	1	6	
German	8cm GW34 mortar	40"/100cm	-	2	6	Smoke bombardment.
Heavy Anti-tank Weapons						
Soviet	PTRD anti-tank rifle	16"/40cm	2	5	5+	
US	.50 cal MG	16"/40cm	3	4	5+	
German	2.8cm sPzB41 anti-tank rifle	16"/40cm	3	7	5+	No HE.

LARGE GUNS

Guns have many roles. They drop shells and rockets on enemy infantry and tanks miles away, defend the skies against incoming aircraft, and punch holes in enemy armour so their army can advance. The range of different guns in use is vast. Every country has their own designs with their own characteristics.

ANTI-TANK GUNS

Anti-tank guns fire high-velocity armour piercing shots directly at tanks. Most anti-tank guns can also fire explosive, fragmenting rounds 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 shows typical anti-tank guns. Each army's Arsenal 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 Arsenal has the details of each army's anti-aircraft guns.

ARTILLERY

The main function of artillery is bombarding the enemy from a distance. They rely on pounding an area for long enough to hit the enemy, rather than specifically trying to hit them with each shot. Artillery bombardments are explained in more detail on page 121.

GUNS AND HOWITZERS

Guns and howitzers are the most common form of artillery. These are conventional guns lobbing heavier shells than anti-tank guns over longer ranges. They aren't as accurate, but given time they can be more destructive. As with anti-tank guns, each army fielded its own range of artillery pieces. Again, the Arsenals give the full details. Below is a sample selection.

HEAVY MORTARS

Heavy mortars are just scaled up versions of their man-packed cousins. With calibres from 4.2" (107mm) to 160mm (6.3"), they pack a powerful punch for such simple and cheap weapons.

ROCKET LAUNCHERS

Rocket launchers were one of the secret weapons of the Red Army at the start of World War Two. By the end of the war every army had their own version of these lightweight weapons capable of delivering a stunning volume of fire and saturating the target area with explosives. Each army's Arsenal describes their rocket launchers.

SAMPLE GUNS

Country	Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
ANTI-TANK GUNS							
British	OQF 6pdr gun	Medium	24"/60cm	3	10	4+	Gun shield, No HE.
German	7.5cm PaK40	Medium	32"/80cm	2	12	3+	Gun shield.
ANTI-AIRCRAFT GUNS							
Italian	20/65	Light	16"/40cm	4	5	5+	Anti-aircraft, Turntable.
US	M1 Bofors gun	Immobile	24"/60cm	4	6	4+	Anti-aircraft, Turntable.
ARTILLERY							
Soviet	76mm ZIS-3 gun	Heavy	32"/80cm	2	9	3+	Gun shield.
	firing bombardments		*80"/200cm*	-	*3*	*6*	
US	M2A1 105mm howitzer	Immobile	24"/60cm	1	9	2+	Gun shield, Smoke.
	firing bombardments		*72"/180cm*	-	*4*	*4+*	*Smoke bombardment.*
HEAVY MORTAR							
Soviet	120-PM-38 mortar	Light	56"/140cm	-	3	3+	
ROCKET LAUNCHER							
German	15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Smoke bombardment.

SNIPERS

Snipers, solitary hunters with telescopic sights on their rifles, are the stuff of legends. Most armies provided sniper rifles at a rate of three per company. In many cases these weren't used to their greatest effect, but when a sniping enthusiast gathered together a few like-minded soldiers, they could achieve devastating results.

Snipers usually work in pairs. One shoots while the other spots their shots, telling them if they were high, low, left, or right. The pair spends hours lying hidden, unable to move, waiting for their prey to come into their sights. Then, with one shot they bring the enemy down.

Although snipers don't kill as many soldiers as a machine-gun, the personal nature of their shooting makes them far more fearsome than an indiscriminate machine-gun. A leader can rally his men to advance into machine-gun fire, but even the act of waving your men forward means death in the face of a skilled sniper.

IWMHU5146
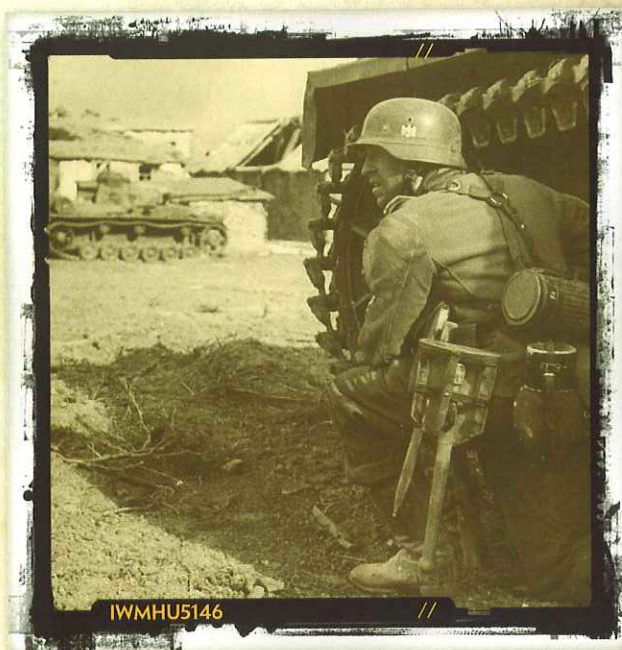
SNIPER RULES

In *Flames Of War*, any Infantry Company may include one to three Sniper teams in their Company HQ for +50 points per sniper team. Tank or Mechanised Companies may not include snipers.

All snipers have the following characteristics. Snipers are always rated as Confident Veteran. They are armed with a sniper's rifle with Range 16"/40cm, ROF 1, Anti-tank 0, Firepower 4+.

Sniper's Hide

Snipers sneak out in the darkness before dawn, moving stealthily into their chosen hide. There they camouflage themselves. Once in position they will not move even a muscle as they wait patiently for their prey.

Sniper teams are never deployed at the start of the game. Instead, at the start of any Movement step, the owning player may place any of their Sniper teams in any terrain feature in their own deployment area or No Man's Land such that the Sniper team is not within 4"/10cm of any enemy team.

Once positioned, a Sniper team cannot move for any reason for the remainder of the game. If they have to move for any reason, they are removed from the game.

A Sniper team may not fire if there are any friendly teams within 4"/10cm, as the presence of these troops will give away their hide.

Perfectly Camouflaged

A good sniper's hide is chosen so that the sniper will remain invisible, even when they shoot.

Sniper teams always count as Concealed and Gone to Ground, even when they shoot. They also count as being in Bulletproof Cover.

Loners

Snipers are loners who operate outside normal military organisation. Even their own side rarely knows where they are and what they are up to most of the time.

Sniper teams are Independent Teams, but may never Join a platoon.

Expert Shot

Snipers are excellent shots. They shoot anyone that moves, making it difficult to keep up the momentum of attacks.

Any platoon hit by a Sniper team is automatically Pinned Down.

Sniper shots take time to line up. Sniper teams may not fire in Defensive Fire.

Driven Off

If the enemy discover the sniper's hide and are able to get close enough to assault it, the sniper realises the game's up and gets out.

Sniper teams cannot Counterattack in assaults, but must Break Off instead. Since Sniper teams cannot move they are removed from the game when they Break Off.

ASSAULTS

ASSAULT SEQUENCE

1 Select the Attacking Platoon
2 Charge into Contact
3 Opponent Conducts Defensive Fire
4 Roll to Hit with Teams in Contact
5 Roll Saves for Armoured Vehicles that were Hit
6 Push into Enemy Positions
7 Has Assaulting Platoon Won (if so, Skip to 9)
8 Opponent Tests Motivation and either:
   • Counterattacks (Return to 4), or
   • Breaks Off
9 Pin Down Defending Platoons
10 Victor Consolidates or Launches a Breakthrough Assault (Return to 2)
11 Pin Down Attacking Platoons
12 Return to 1 to Select your next Attacking Platoon

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. While some of the fighting in an assault is hand-to-hand with bayonets and sharpened spades, much is simply close-quarters combat with submachine-guns and grenades.

INFANTRY IN ASSAULTS

Infantry are equipped and trained for assaults, with light machine-guns to keep the enemies' heads down, and submachine-gunners and riflemen with grenades for close-quarter fighting. Most assault combats will be fought by infantry.

Infantry teams may charge into contact, move to counterattack, fight in an assault, break off, and consolidate during an assault.

TANKS IN ASSAULTS

Tanks don't like to get involved in assaults because they are nearly blind at close quarters making them vulnerable to brave infantrymen armed with anti-tank grenades. When they do get involved, however, they are terrifying and potent opponents, collapsing foxholes with their tracks and grinding the enemy beneath their weight.

Tank teams assault in the same way as Infantry, with a number of exceptions noted in the rules.

Only Armoured Tank teams will deliberately close with the enemy. Unarmoured Tank teams lack the armour to chance their hand in an assault—they may not charge into contact or counterattack if assaulted, and they must break off at the first opportunity.

One thing Tank teams cannot do is 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 charge into contact or move to counterattack, but may fight in an assault, and break off or consolidate.

TRANSPORT IN ASSAULTS

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

Transport teams cannot charge into contact or move to counterattack, nor may they fight in an assault. They may break off or consolidate. Passengers take no part in an assault while they remain in their vehicles.

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.

You can launch an assault against several platoons at the same time, but you can't launch an assault with more than one platoon at a time as perfect coordination of that sort is just too difficult.

What you can do is assault the same enemy platoon with several of your platoons one after the other. This can be advantageous as the first assault will weaken the enemy and disrupt their shooting, making the second assault more likely to succeed.

Select one of your platoons to launch an assault. When you have completed all assaults by this platoon, you may select another platoon to launch an assault.
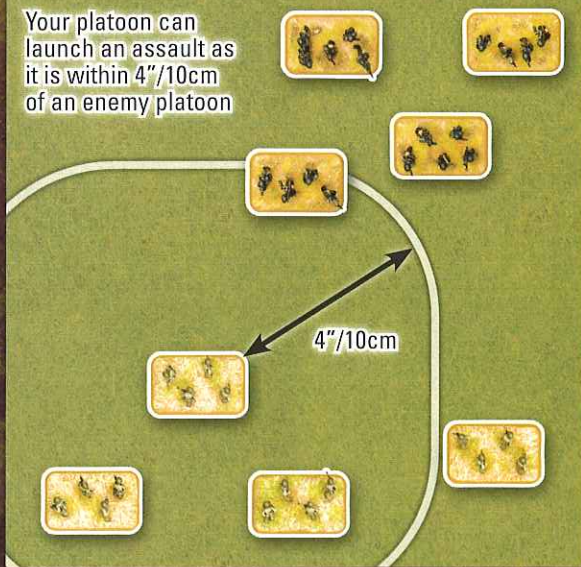
The platoon that launches the assault is the attacking platoon and the platoon or platoons they assault are the defending platoons throughout the ensuing assault.

SELECT ATTACKING PLATOON

Select one platoon to assault with

WHO CAN ASSAULT

Your platoon can launch an assault as it is within 4"/10cm of an enemy platoon

4"/10cm

German Stick Grenade

The long handle of the Steilhandgranate 39 allowed it to be thrown further than most hand grenades.

WHO CAN ASSAULT

Your troops need to manoeuvre themselves to within striking distance of the enemy to launch an assault.

You may launch an assault with any platoon that has a team within 4"/10cm of the enemy platoon you want to assault, whether or not the enemy is in Line of Sight.

PINNED DOWN

One of the easiest ways to stop the enemy from assaulting is to keep their heads down with heavy fire. With bullets whizzing over their heads the infantrymen will be unwilling to get up and charge forward.

A Pinned Down platoon containing Infantry teams cannot launch an assault since they aren't allowed to move closer to the enemy.

A Pinned Down platoon containing only Armoured Tank teams can launch an assault since they are unhindered by being Pinned Down.

INFANTRY ASSAULTING TANKS

Infantry tend to avoid assaulting tanks. They usually lack weapons with enough punch to penetrate the iron shells of these well-armoured beasts.

If you wish to launch an assault against a platoon that has Armoured Tank teams, you must pass a Motivation test for the attacking platoon before beginning the assault.

- *On a successful roll, your infantry get up and assault the enemy platoon.*
- *On a failed roll, they do not launch the assault, preferring to hide where they are instead.*

CAVALRY

Horses can move much faster than foot soldiers, giving cavalry a greater reach when assaulting.

A platoon containing Cavalry teams may launch an assault if it has a Cavalry team within 8"/20cm of the enemy platoon you want to assault.

LEADERLESS PLATOONS

Platoons without leadership will not assault. Without someone to lead the way into the enemy positions, nothing happens.

Platoons without a Platoon Command team cannot launch assaults.

MOVING AT THE DOUBLE

The effort required to get your troops across the battlefield quickly means that there is simply not enough time left to organise an assault after moving at the double.

A platoon that moves At the Double cannot launch an assault.

CHARGE INTO CONTACT

Having launched its assault, your platoon charges across the intervening gap into contact with the enemy.

When charging into contact, you move the teams of the attacking platoon into contact with the enemy one team at a time.

1. MOVE CLOSEST TEAMS INTO CONTACT

First select a team that will contact the team in the enemy platoon or platoons that you are attacking with the least amount of movement.

Move that team up to 4"/10cm by the most direct route into contact with the nearest enemy team.

Now move the remaining teams in the attacking platoon in turn, starting with those closest to the enemy and working to those further away. Each team moves up to 4"/10cm by the most direct route into contact with the nearest enemy team in a platoon being assaulted not yet in contact with one of your teams.

2. MOVE OTHER TEAMS INTO CONTACT

If there are no enemy teams within 4"/10cm not already in contact with one of your assaulting teams, the remaining assaulting teams move into contact with teams that are already in contact with your teams instead.

3. MOVE REMAINING TEAMS

When all of the teams from the attacking platoon that can move into contact with enemy teams from the platoon you are assaulting have done so, any remaining teams move up to 4"/10cm directly towards any team in the platoon being assaulted.
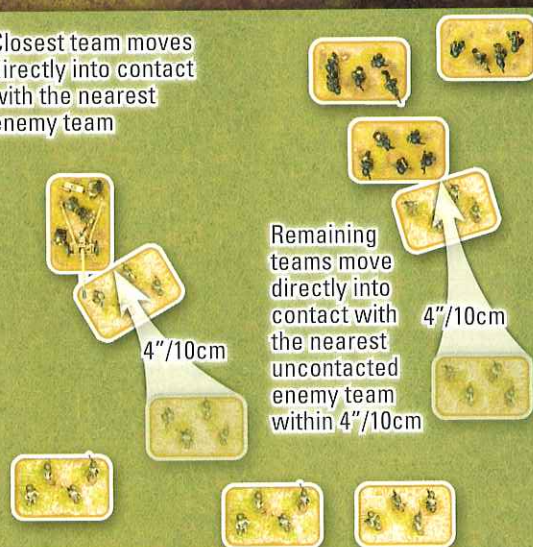
US Mk. IIA1 Fragmentation Grenade
The classic 'Pineapple' grenade served the US Army well in its wars for over half a century.
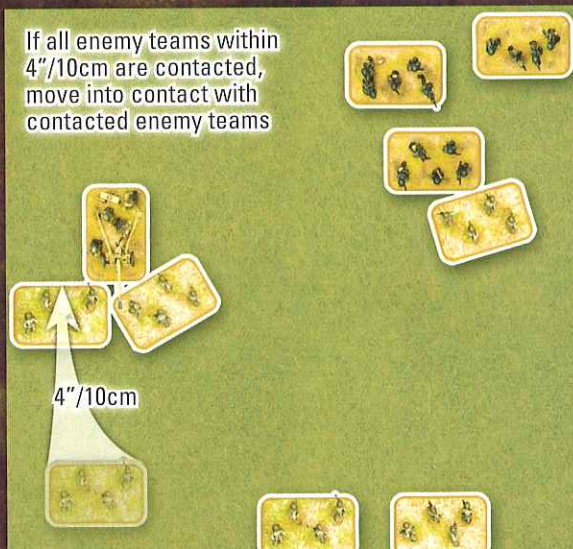
1. MOVE CLOSEST TEAMS INTO CONTACT

Closest team moves directly into contact with the nearest enemy team

Remaining teams move directly into contact with the nearest uncontacted enemy team within 4"/10cm
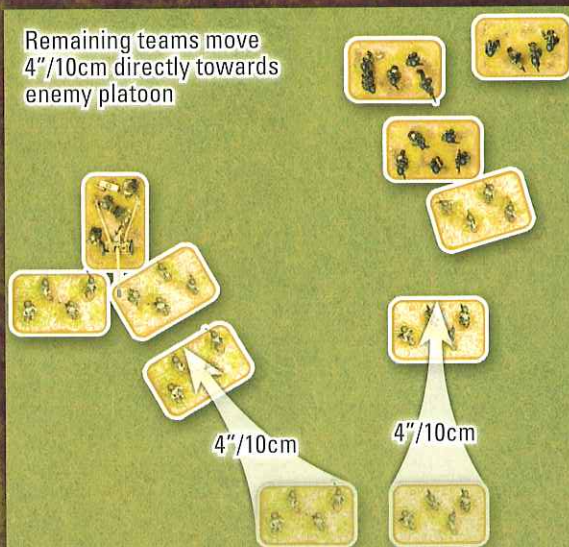
4"/10cm

4"/10cm

2. MOVE OTHER TEAMS INTO CONTACT

If all enemy teams within 4"/10cm are contacted, move into contact with contacted enemy teams

4"/10cm

3. MOVE REMAINING TEAMS

Remaining teams move 4"/10cm directly towards enemy platoon

4"/10cm

4"/10cm

The Most Direct Route

Troops want to get into contact as fast as possible, but not at the cost of getting stuck on the way. They will divert slightly to avoid obstacles.

Teams charging into contact must take the most direct route to the team they are charging. This means that if there are no obstacles between them and the enemy, they must move in a straight line towards the enemy. If there is an obstacle between them and the enemy, they may either move straight towards the enemy over the obstacle, or take the shortest route around the obstacle to get to the enemy.

Moving Near the Enemy

Assaults are all about closing with the enemy. Unlike normal movement where you must keep your distance, you can move right up to the enemy when assaulting.

Your assaulting teams may move within 2"/5cm of enemy teams in the platoons being assaulted when they charge into contact, but may not move over or through an enemy team nor end their movement with their base overlapping any other team's base. A charging team may not pass through gaps between enemy teams less than its own base width.

MOVING NEAR ENEMY
No moving over or through enemy

Other Enemy Platoons

You can't simply run past one enemy unit to attack another—they simply won't let you.

While charging into contact, assaulting teams may not move within 2"/5cm of any team in a platoon that they are not assaulting. They must either skirt around the enemy team or assault it, but cannot ignore it.

Ignore Out of Command

Once the rest of your platoon charges, it doesn't take long to figure out that you are supposed to be charging too, even if you haven't received orders to do so.

Teams do not have to remain In Command or attempt to get In Command when charging into contact.

Cavalry Charging into Contact

The speed of a cavalry charge means that cavalry may cover more ground in a shorter time. This allows them to start the charge further from the enemy.

Cavalry teams may move up to 8"/20cm rather than the normal 4"/10cm when charging into contact.

CHARGING CAVALRY
Cavalry charge 8"/20cm

Assaulting Across Linear Obstacles

It is obviously impossible for your teams to be placed in physical contact with an enemy team defending an obstacle like a wall or hedge. In this case close enough is good enough.

An assaulting team in contact with a Linear Obstacle is deemed to be in contact with an enemy team immediately across the obstacle from it.

Tanks Assaulting into Terrain

If the enemy is trying to hide in terrain, your tanks have to go in after them.

The normal rules for crossing or entering Rough Terrain apply while charging into contact. Tank teams must make the appropriate Bogging Checks as required.

Even if the tank doesn't actually enter Rough Terrain, it must make a Bogging Check as if entering the Rough Terrain when they charge into contact an enemy team in Rough Terrain. Likewise, if all enemy teams within 2"/5cm of the team are in Rough Terrain, the tank must make a Bogging Check as if it was entering the Rough Terrain.

TANKS ASSAULTING INTO TERRAIN

If any team within 2"/5cm is in the open, no bogging roll is needed

2"/5cm

2"/5cm

Tanks that assault teams in rough terrain make a bogging roll when charging into contact

If all teams within 2"/5cm are in rough terrain, make a bogging roll

Assaulting into Buildings

The easiest way to get at teams in a building is through the doors and windows.

When charging into contact with enemy teams in a building, an Infantry team moves into contact with an opening into the building, thereby coming into contact with all of the teams in the building.

Most vehicles cannot assault teams in buildings. Only Fully-armoured, Fully-tracked vehicles can assault teams in buildings. Unlike Infantry teams, they simply need to come into contact with the building to contact all teams in the building.
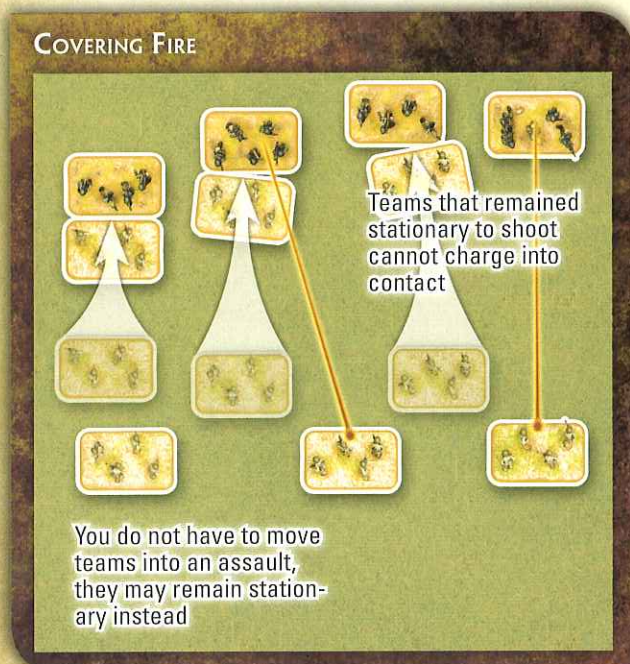
COVERING FIRE

While it is always a good idea to get as many soldiers into a fight as possible, sometimes it is a better idea to leave a squad behind to provide covering fire.

You may elect to leave one or more teams from the attacking platoon in place to shoot, rather than charging into contact.

Teams that remained stationary to shoot cannot charge into contact, since they are too busy shooting. They must remain in place for the duration of the assault and do not count as assaulting teams. On the other hand, teams that fired on the move can charge into contact as normal.

If you want to assault, be sure to fire your teams at the reduced ROF for moving, even if you don't need to move.

COVERING FIRE

Teams that remained stationary to shoot cannot charge into contact

You do not have to move teams into an assault, they may remain stationary instead

ANTI-AIRCRAFT FIRE

Troops shooting at aircraft are too busy with that task to launch an assault.

A team that fired at enemy aircraft during the enemy turn cannot charge into contact as they are giving a form of covering fire. See page 141 for rules on shooting at aircraft.
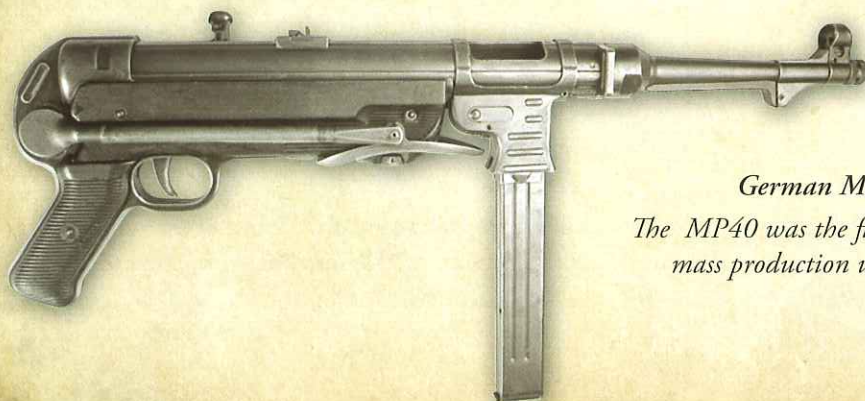
FIRING AT MULTIPLE PLATOONS

Sometimes a platoon intending to assault will need to split its covering fire to engage several platoons at once. In this case, soldiers can only assault the platoon they shot at.

A team that fired in the Shooting Step must charge the platoon that they shot at if they charge at all.

Since a team must charge into contact with the nearest uncontacted enemy team, it may not be able to charge at all if the nearest enemy teams that do not have assaulting teams already in contact with them are from a different platoon than they fired at. If this is the case, the team must stay in place and give covering fire instead.

FIRING AT MULTIPLE PLATOONS

Charging teams must charge the platoon they shot at

But charging teams must still charge the nearest uncontacted enemy team
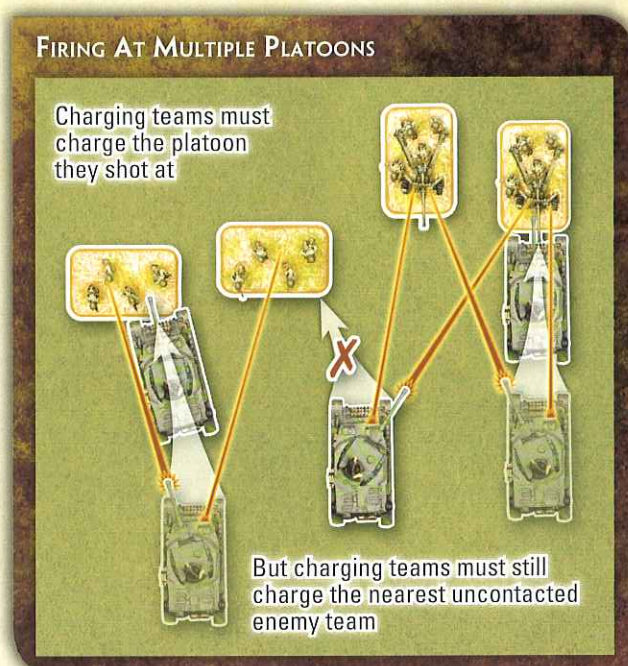
A CHARGE TOO FAR

Sometimes your leading troops will find themselves stopped by obstacles before they reach the enemy. When this happens the enemy drives the attackers back to their starting point.

If no assaulting team makes contact with the enemy platoon when charging into contact, the assault fails and all assaulting teams still able to move return to their starting positions.

German MP40 Submachine-gun
The MP40 was the first submachine-gun designed for mass production using stampings and welding.

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 attacking platoon has launched their assault, the defenders get one last chance to stop your attack with their defensive fire.

WHO CAN DEFENSIVE FIRE

Generally anyone near enough to know what is happening will open fire on the attacking troops. Those too far away to distinguish friend from foe can only watch and hope.

Determine who can conduct defensive fire after the attacking platoon has moved into contact.

Any enemy platoon that has teams within 4"/10cm of an assaulting team is counted as being assaulted and is eligible to conduct Defensive Fire at the whole attacking platoon. A platoon does not need to be in contact with the enemy to count as an assaulted platoon.

DEFENSIVE FIRE

Enemy platoons that have teams within 4"/10cm can conduct defensive fire

Measure 4"/10cm from all assaulting teams

SHORT-RANGE FIRE

Charges are over quickly. Troops too far from the scene of the action simply can't react to the situation fast enough to deliver effective fire.

Teams may not conduct defensive fire if they are more than 16"/40cm from all assaulting teams.

MOVING AT THE DOUBLE

Troops moving at the double are focused on reaching their goal quickly and are not ready for combat.

A platoon that moved At the Double cannot conduct defensive fire.

COVERING FIRE

Normally the troops giving covering fire to an assault will be positioned off to one flank so they have a clear field of fire without hitting their own troops as they rush forward.

Teams that gave covering fire are not assaulting teams, so enemy teams within 4"/10cm of them do not count as being assaulted unless an assaulting team is also within 4"/10cm.

Since nearby enemy teams do not count as being assaulted, teams that are giving covering fire do not trigger defensive fire from them. They would still conduct defensive fire if any team of their platoon was being assaulted though.

TEAMS GIVING COVERING FIRE

All teams in an assaulted platoon can defensive fire

Teams giving covering fire are not assaulting teams, so do not trigger defensive fire

CONDUCTING DEFENSIVE FIRE

Having determined which teams are eligible to shoot, it is time to find out how effective their fire is.

Platoons eligible to conduct defensive fire shoot at the attacking platoon in the position it occupies after charging into contact. Defensive fire uses the normal shooting procedure (including checking that the team is a valid target, rolling to hit, rolling saves, and rolling to destroy, etc.) with the following changes.

POINT-BLANK ARMOUR SAVES

At point blank range, anti-tank weapons are much more effective. Their rounds hit harder and the gunners will target vision slits, tracks and other vulnerable spots making them much more likely to penetrate the tank.

Tanks use their Side armour rating for any Armour Saves against defensive fire, even when the model is facing the shooting team.

Fire from the Halt

Troops about to be assaulted halt to receive the charge. Even though they only have a short time to shoot, modern weapons can pour on the lead when necessary.

Teams shooting in defensive fire do not count as moving, even if they moved in their previous turn. Instead they fire at their full ROF. Of course, a team from a Pinned Down platoon will still reduce their ROF for being Pinned Down.

Outflanking

If troops have been out-flanked they do not have time to reorient their weapons before the enemy is upon them. By exploiting this tactic the attacker can avoid the defender's fire.

Since you must charge straight at the enemy, the only way that a team can be out of the field of fire of a defending team with a 180 degree field of fire is if they began their charge out of the field of fire. Of course, if the defending team has a 360 degree field of fire, it can never be outflanked.

Concealment and Bulletproof Cover

Your troops have to leave the safety of their own positions to charge into contact with the enemy, rendering them more vulnerable to defensive fire. Unless the defender is in the middle of a wood or the like, your attacking troops are going to be in clear view as they charge across the last gap and into the enemy.

As defensive fire is conducted on the attacking troops in the positions they occupy after charging into contact, they only benefit from Concealment and Bulletproof Cover they occupy at that point.

In most cases this means your attacking troops will be in the open and unprotected.

Concealment and Bulletproof Cover

Assaulting teams are only concealed if they are concealed at the end of their charge
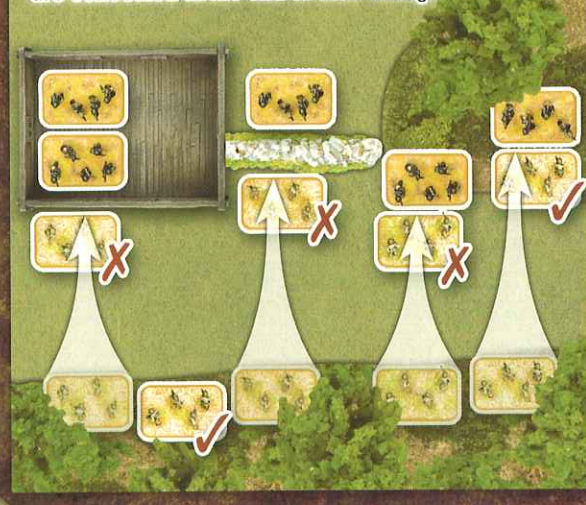
Shooting over Friendly Infantry

A well-defended infantry position is likely to have machine-guns, bazookas and anti-tank guns supporting the infantry. If they need to shoot, any infantry in the line of fire will hunker down and get out of the way.

A team may shoot through a friendly Infantry or Man-packed Gun team in defensive fire as long as the team being shot through does not conduct defensive fire against the same assaulting platoon.

Shooting Over Friendly Infantry

Defending teams can shoot over friendly Infantry and Man-packed Gun teams that do not shoot
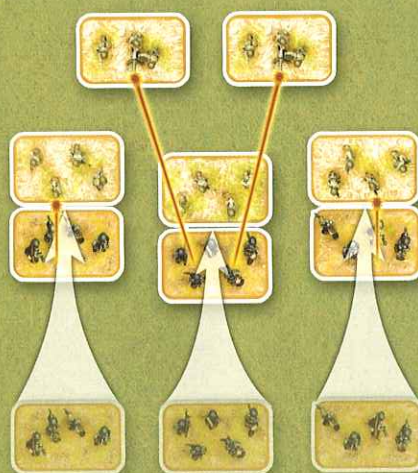
Flame-throwers in Defensive Fire

Flame-throwers are offensive weapons. They take time to prepare and cannot react quickly when surprised.

Flame-throwers cannot shoot in defensive fire.

Tanks Contacted by Infantry

One of the weaknesses of tank design is that they have a huge blind area close to the tank making them vulnerable to infantry attack. Tanks have to be very wary of driving into terrain occupied by infantry as the enemy can sneak up and blind it with smoke grenades, mud, or flour bombs even, before the crew even know that they are under attack.

A vehicle may not defensive fire if it is in contact with an assaulting Infantry team that:

- *did not move in the Movement Step,*
- *did not shoot in the Shooting Step, and*
- *started its Charge into Contact in Concealing Terrain.*

Tactical Tip

When setting up a defensive position, keep your heavier weapons behind your infantry teams and use them for defensive fire. If an assault gets through this wall of fire, the infantry in front can do the actual fighting.

TANK GUNS IN DEFENSIVE FIRE

Although infantry are slow moving compared to a vehicle like a tank, when it come to the close quarters fighting of assaults they are much more nimble than clumsy machines. Sneaking from bush to bush, from hollow to hollow, they can get close to the tank unseen, before rushing the last few yards, grenades at the ready.

Of the arsenal of weapons available on a tank, only rapid-firing machine-guns and anti-aircraft cannon are quick enough to respond to an infantry assault at short range. A tank's big main gun takes too long to load, traverse and fire to be useful in stopping an enemy infantry charge.

Only anti-aircraft weapons with a ROF of 4 or more and machine-guns can be used by a vehicle to shoot at Infantry teams in defensive fire.
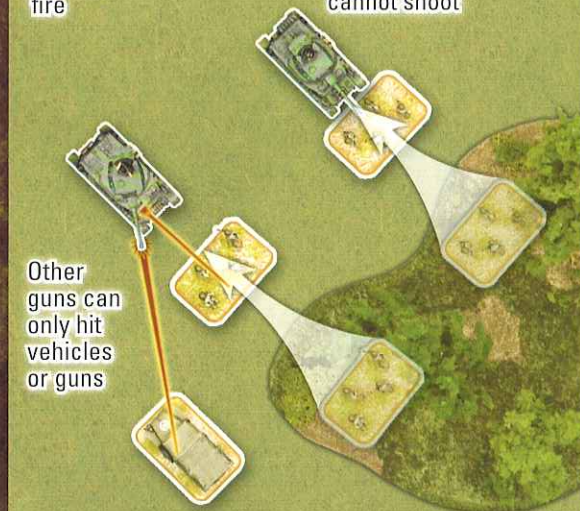
All hits in defensive fire from other weapons must be allocated to Tank, Gun or Transport teams. If only Infantry teams are valid targets, those hits are ignored completely as the big guns have no target.

PINNING DOWN THE ASSAULT

Charging into a wall of bullets is not a winning proposition. If the defender's fire is heavy enough, the assaulting platoon will break off the assault and fall back.

If the attacking platoon is Pinned Down by the Defensive Fire (having taken five or more hits),

- *a platoon containing only Fully-armoured Tank teams carries on with the assault, but*
- *all other platoons immediately fall back to their starting positions.*

If the attacking platoon fell back, the assault is over.

IWMHU28381

PINNING DOWN THE ASSAULT

If the attacking platoon is Pinned Down by Defensive Fire, it falls back to its starting position and the assault is over

Fully-armoured tank platoons do not fall back

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.

Hold your fire if there are heavy weapons behind you. If the platoon's anti-tank weapon or a nearby machine-gun needs to fire and you are in the way, hold your fire and let them fire instead.

If one team is blocking the rest of the platoon's fire, don't shoot it. Let the rest of the platoon shoot. Often when deployed for all-round defence you can get more defensive fire by doing this.

Assault combat is quick, brutal, and confusing. Your soldiers use anything that comes to hand—submachine-guns, grenades, bayonets and even sharpened spades—as they set about clearing the enemy position.
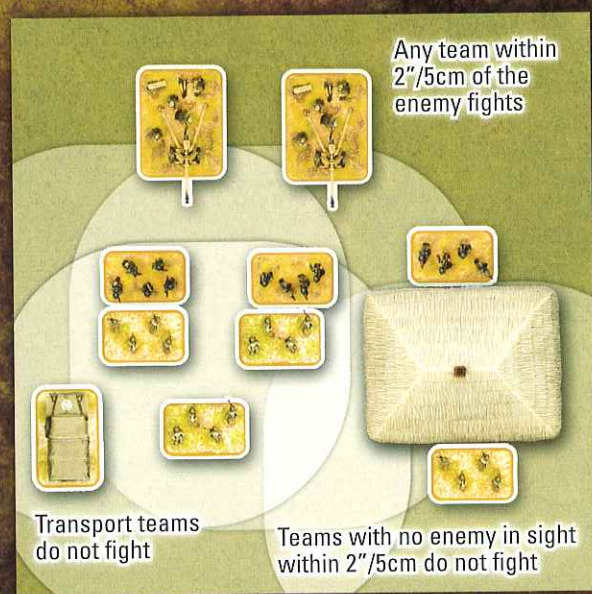
An assault is fought as a series of Assault Combat Rounds, with each side taking turns as the assaulting side and the side being assaulted.

WHO FIGHTS IN AN ASSAULT

Once past your enemies' defensive fire, your troops shoot and bayonet anyone within reach.

All of your teams (apart from Transport teams) that are within 2"/5cm and Line of Sight of an enemy team from a platoon being assaulted fight in the assault.

WHO FIGHTS

Any team within 2"/5cm of the enemy fights

Transport teams do not fight

Teams with no enemy in sight within 2"/5cm do not fight

FIGHTING IN BUILDINGS

Assaulting into a building is a difficult prospect because the attackers are limited in the strength they can bring to bear by the number and size of the openings in the building. Even when troops do gain a foothold inside they are susceptible to counterattack from all sides.

Infantry and Gun teams can only fight into or out of a building through an opening. Only one team can fight through an opening into or out of a building unless the opening is wider than a stand width. Teams must push into the enemy position (see page 105) to gain space for more teams to fight.

Every team in a building can fight any enemy teams in the same building.

FIGHTING IN BUILDINGS

Teams in a room can fight any other team in the same building

Only one team can fight through an opening into a building
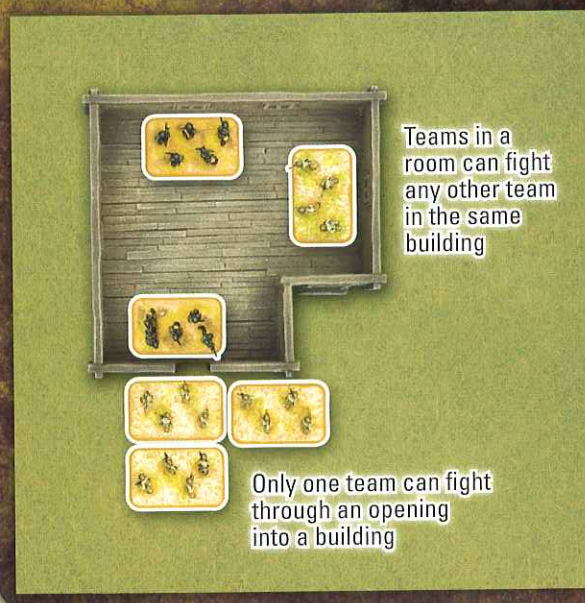
ROLL TO HIT

Once you have determined which of your assaulting teams can fight, you need to roll to see if they hit their target. The roll to hit covers a multitude of factors including close-range shooting, hand-to-hand combat, the training of your soldiers, weapons jamming, and all of the other things that can happen during an assault.

A successful roll to hit indicates that everything went right and your team beat the enemy to the punch. A missed roll could be the result of any number of things, from a dud grenade or a jammed gun to being unable to accurately locate the enemy in the smoke and confusion, or even your opponent blocking the thrust of your soldier's bayonet with their entrenching tool. An assault is a confusing swirl of events where almost anything can happen.

Each team fighting in the assault rolls a Skill Test to hit the enemy. There are no modifiers to this roll.

- *If successful, the team has hit an enemy team.*
- *Otherwise, they failed to score a telling blow and have no effect.*

ROLL TO HIT

Assaulting Team's Skill	Score Needed to Hit
Conscript	5+
Trained	4+
Veteran	3+

WHICH TEAMS ARE HIT

When facing close range weapons, it is relatively easy for a brave soldier to keep the enemy away from a valuable weapon, at least until they die!

The player being assaulted allocates each hit from your assaulting teams to any of their teams within 2"/5cm and in Line of Sight of the team that caused the hit. Teams further from the action cannot be hit in the assault.

The following restrictions apply:

- *Hits must be allocated evenly across all of the eligible teams so as to maximise the number of teams that have hits allocated to them.*
- *Hits must be allocated to Tank, Infantry or Gun teams before Transport teams.*
  - *Teams that are Bogged Down or Bailed Out are only hit after teams that are still fighting.*
  - *Hits must be allocated to armoured vehicles with lower Top armour ratings before those with higher Top armour ratings.*
- *If hits are allocated to armoured vehicles and other teams, the hits allocated to the armoured vehicles must be from teams with the highest Assault Anti-tank ratings.*

Allocate all of the hits from an assault before rolling to see the effect of the hits. If teams with different Anti-tank ratings were assaulting, keep track of which teams were hit by which teams.

Multiple Platoons

At close quarters it is easy for a squad to dash to the rescue of a nearby team to save a valuable weapon.

The player being assaulted may allocate hits to any valid target in any platoon being assaulted.

Cavalry against Tanks

Cavalry have no way of hurting tanks. They will be mown down before they can get close.

Hits from Cavalry teams cannot be allocated to Tank teams. If only Tank teams are available to allocate hits to, then ignore the hits.

Speeding Things Up

As with shooting, the details of which team hit which team are usually unimportant, so although an assault involves lots of die rolls you don't always have to roll for each team separately.

If your opponent agrees, you can usually roll all of the dice for a platoon's assault at once and simply leave your opponent to allocate the hits to eligible teams regardless of which exact team scored the hit.

In some cases however, taking it slowly and resolving the assault one team at a time makes complicated situations much simpler than they appear at first glance.

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. To avoid this fate for your troops, you must properly prepare your assaults before they begin.

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 enemy's firepower 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 or smoke 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.

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ROLL SAVES FOR ARMOURED VEHICLES THAT WERE HIT

Assaults are bloody and decisive. While in firefights soldiers stay alive by being cautious, taking cover, and picking their shots, it is very different in an assault. Only killing the enemy before they kill you will keep you alive.

ARMOURED VEHICLE SAVES

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

When you hit an armoured vehicle in an assault, the owning player makes an Armour Save using its Top armour rating.

The owning player rolls a die for each hit scored on an armoured vehicle and adds the vehicle's Top armour rating to get their Armour Save.

Compare the result with the Assault Anti-tank rating of the assaulting team (usually 2, even for anti-tank guns).

EXCEEDS ANTI-TANK RATING

If the Armour Save exceeds the assaulting 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 RATING

If the Armour Save 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 RATING

If the Armour Save is less than your team's Anti-tank rating, then the tank is Destroyed.

ARMOURED VEHICLE SAVE
Assaults hit Top armour

ANTI-AIRCRAFT MACHINE-GUNS

In order to fire an anti-aircraft machine-gun, a crew member has to keep their hatch open. This is fine if the extra firepower keeps the enemy at bay. However, if infantry get past their fire, it leaves the tank very vulnerable indeed.

Any vehicle that fired an AA MG or .50 cal AA MG in their previous Shooting Step or in Defensive Fire is automatically Destroyed on an Armour Save roll of 1 and must re-roll all successful Armour Saves in assault combat.

FIRING AA MG
A vehicle firing an AA MG or .50 cal AA MG is automatically Destroyed on an Armour Save roll of 1 and must re-roll all successful Armour Saves

INFANTRY ANTI-TANK RATINGS

Although lacking specialist tank-hunting equipment, most infantry improvise anti-tank weapons like Molotov Cocktails when needed.

All Infantry teams have an Anti-tank rating of 2 in an assault unless they have specialist close-assault tank-hunting equipment listed in their Arsenal entry.

OTHER TEAMS DO NOT ROLL SAVES

UNARMOURED VEHICLES

Unarmoured vehicles are perhaps the most vulnerable in an assault. One grenade is sufficient to turn them into flaming pyres.

Unarmoured vehicles do not get any save in an assault. When hit they are Destroyed and removed from the battlefield.

UNARMOURED VEHICLES
No save in assaults

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INFANTRY AND GUN TEAMS

Hitting the dirt might protect you from a rifleman hundreds of metres away, but it is useless against close-range shots, grenades, and bayonet thrusts. At short range every hit is lethal.

There are no saves for Infantry or Gun teams hit in an assault. These teams are Destroyed and removed from the battlefield.

BULLETPROOF COVER

Bulletproof cover is of no value once things get down to grenade range. Troops hiding in cover can generally be unlodged with a grenade, and in a confined space the fragments are even more deadly than in the open.

Bulletproof Cover does not grant any protection in an assault. Assaulting teams do not need to make a Firepower Test against teams in Bulletproof Cover.

INFANTRY AND GUN TEAMS

No save in assaults

Bulletproof Cover has no effect

PASSENGERS

Vehicles are deathtraps in close-combat. The assaulting force simply cuts down the passengers and crew attempting to escape their burning vehicle.

Passengers in a vehicle that is Destroyed in an assault are also Destroyed.

It's a good idea to dismount from a vehicle well away from the enemy so that you can't be hit by a surprise assault while still mounted up.

PASSENGERS

Passengers are Destroyed if their vehicle is Destroyed

TANK RIDERS

While an armoured half-track may protect its passengers, tank riders on the outside of a tank are bunched together and totally unprotected. They will be easily wiped out by troops attacking the tank.

Tank riders on a vehicle that is hit in an assault are Destroyed, even if the vehicle is unharmed.
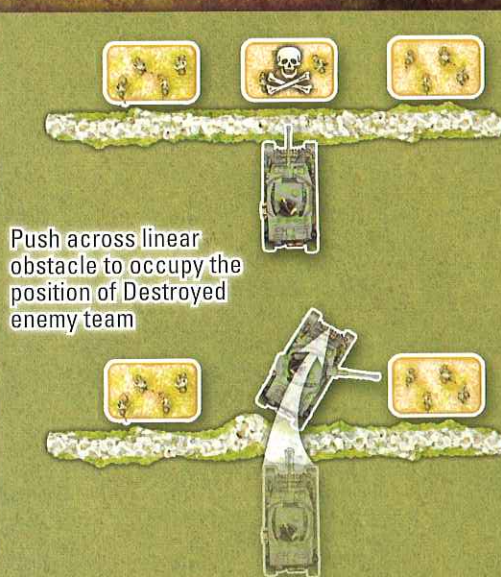
PUSH INTO ENEMY POSITIONS

Having disposed of the enemy immediately in front of them, your assaulting teams can now swarm forward across obstacles and into buildings to fight the enemy in their own positions.

An assaulting team that was in contact with an enemy team across a Linear Obstacle or through an opening in a building may, if they choose to, immediately occupy the enemy team's position if it Destroys it in an assault.

If there is insufficient space for the team to occupy the position, they may shunt the teams in the building aside to make space. If there is still insufficient space, the team must Destroy more teams to make a big enough space.

PUSH OVER A HEDGE

Push across linear obstacle to occupy the position of Destroyed enemy team

BREAK INTO A BUILDING

Push through opening to occupy the position of Destroyed enemy team

HAS ASSAULTING PLATOON WON

Your men have done their best, tearing into the enemy and ripping them apart. If they have killed or captured everyone in the vicinity, they have won the assault. If not, the enemy may counterattack trying to regain their positions.

You have won the assault if you end an Assault Combat Round with:

- *no enemy teams from the platoon you are assaulting within 4"/10cm of an assaulting team, or*
- *all of the teams in the platoon you are assaulting that are within 4"/10cm of an assaulting team are either Bailed Out or Bogged Down.*

Once you have won, you may Consolidate your position or, if you are the attacker, make a Breakthrough Assault (see page 111).

If you have not won, your opponent will take a Motivation test to Counterattack or Break Off and the fighting continues back and forth until one side is destroyed or runs away.

HAS ASSAULTING PLATOON WON

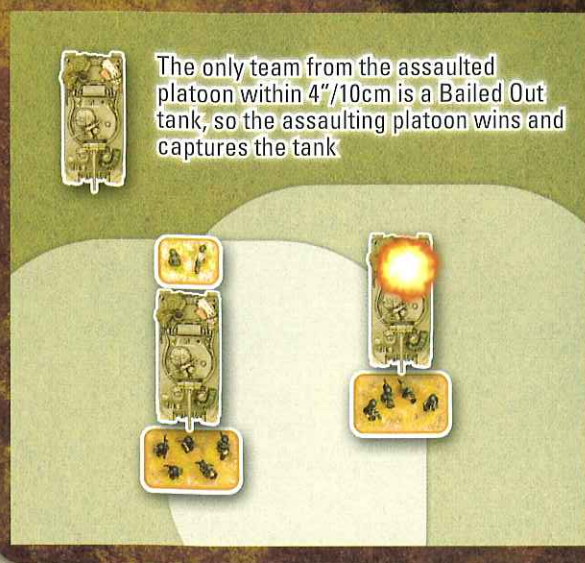Assaulting platoon wins if there are no teams from the assaulted platoons within 4"/10cm
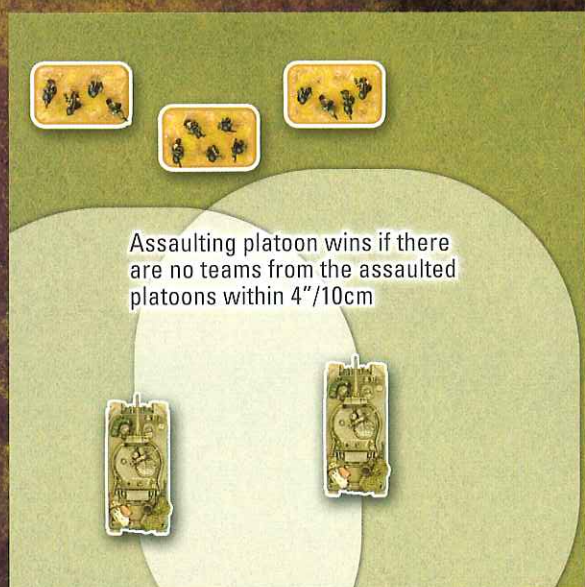
CAPTURING IMMOBILISED TANKS

If there are no enemy around to protect them, immobilised tanks are easy meat to infantry and immediately surrender.

If you win the assault, all enemy Bailed Out or Bogged Down tanks from the platoon being assaulted that are within 4"/10cm of your teams are captured and Destroyed.

CAPTURING IMMOBILISED TANKS

The only team from the assaulted platoon within 4"/10cm is a Bailed Out tank, so the assaulting platoon wins and captures the tank

TANKS CAN'T ASSAULT TANKS

Sometime one of your tank platoons will assault a platoon of mixed tanks and infantry. Since tanks can't assault tanks, the assault is over once all of the infantry are wiped out.

If the only enemy teams from the platoon you are assaulting that are within 4"/10cm of an assaulting team are Tank or Transport teams and your only teams within 4"/10cm of them are Tank teams, you have won the assault.

MULTIPLE PLATOONS

When you take the risk of taking on multiple platoons, you make your job harder as you don't win until you beat them all.

A platoon is not victorious until it has beaten all of the platoons it is assaulting.

German Karabiner 98K Rifle with Bayonet
Designed in 1898, the bolt-action Kar 98K rifle was the standard armament of German soldiers in World War Two.

OPPONENT TESTS MOTIVATION

Having survived the initial onslaught, the defenders look to the leadership of their officers. If the defence 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 neither side won the assault in the current Assault Combat Round, the assault continues as the enemy rallies their forces and strikes back.

Each platoon being assaulted must take a Motivation Test at the end of the Assault Combat Round.

- *If they pass the Motivation Test, the platoon being assaulted may either Counterattack or Break Off.*

- *If they fail the Motivation Test, the platoon must Break Off.*

TEST MOTIVATION

Assaulted platoons make a Motivation Test to Counterattack or Break Off

If they fail, they must Break Off

OPPONENT SCORES NO HITS

If the enemy is so unsuccessful that they do not score any hits at all, your soldiers have nothing to fear.

If none of the assaulting teams scored a hit (whether or not it actually Destroyed a team) in this Assault Combat Round, all of the platoons being assaulted automatically pass the Motivation Test to Counterattack and simply choose whether to Counterattack or Break Off.

NO HITS

Platoons being assaulted automatically pass their Motivation Test if the assaulting teams scored no hits

OPPONENT HAS TANKS

Even if tanks just rumble around without actually causing any damage, they still scare infantry as the foot soldiers can barely scratch a tank's thick armour.

A platoon assaulted by an Armoured Tank team must always take their Motivation Test to Counterattack, even if they did not suffer any hits. This is not an additional test, just a requirement to take the test whether or not the enemy scored any hits.

In addition, if a platoon being assaulted by a Tank team fails its Motivation Test to Counterattack, not only must it Break Off, but it also becomes Pinned Down.

OPPONENT HAS TANKS

Platoons facing Armoured Tank teams always make a Motivation Test to counterattack

If they fail, they must Break Off and become Pinned Down

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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 will usually attempt an immediate counterattack to regain their positions.

If a platoon being assaulted passed its Motivation Test and chose to Counterattack, both sides change roles. The platoon previously being assaulted now has its turn to assault, and the previously assaulting side is assaulted in turn.

A platoon must have at least one team within 4"/10cm of the enemy platoon to Counterattack, otherwise it must

Break Off. Only platoons already engaged in the assault can counterattack.

LEADERLESS PLATOONS

Without guidance and leadership, soldiers are reluctant to press the attack and fall back to safer positions.

A platoon without a Platoon Command team cannot Counterattack. It must Break Off.

LAUNCHING A COUNTERATTACK

The enemy is upon your platoon. Now the rest of your platoon must charge into the fray, provided of course that they are close enough to know what's happening.

Any teams in the counterattacking platoon that are not already in contact with an enemy team may move as if they were Charging into Contact with the platoon being assaulted. This movement may not bring an assaulting team within 2"/5cm of teams from platoons that are not already being assaulted.

Teams that are more than 16"/40cm from the platoon being assaulted cannot Charge into Contact.

PINNED DOWN

Once the general melee begins, the attacking enemy troops mask the fire that was keeping the defenders pinned down, allowing them to counterattack.

Teams from Pinned Down platoons may still Counterattack, ignoring the effect of being Pinned Down until the assault is over.

COVERING FIRE

As your assault group hits the enemy position, the group giving covering fire continues to support it by keeping the enemy under fire.

Teams that remained stationary to give covering fire may not Charge into Contact in subsequent Assault Combat Rounds, although they can fight if any enemy teams come within 2"/5cm.

UNARMOURED TANKS

While a real armoured tank may scare infantry, the infantry terrify the unprotected crews of self-propelled guns mounted on unarmoured chassis.

An assaulted platoon that has Unarmoured Tank teams within 4"/10cm of an enemy team may not counterattack. It must Break Off instead.

GUN TEAMS

Once the fighting starts, the role of guns and machine-guns is over. All they can do now is watch and wait.

Since Gun teams cannot move to counterattack, they remain where they are, although they can fight if any enemy are within 2"/5cm.

PASSENGERS

Sitting in a truck while the enemy is throwing grenades is not much fun. Troops prefer to jump out of their vehicles and storm into the enemy.

Passenger teams may dismount to counterattack. They do this at the start of their Charge into Contact movement as if this was the Movement Step.

TANKS ASSAULTING INTO TERRAIN

Although the models may not be moving, any team that stays still for long in an assault is a dead one.

Tank teams must still take Bogging Checks for Charging into Contact with troops in Rough Terrain, even if it started the Counterattack in contact with the enemy.

German Infantry Assault Badge
Awarded for surviving three days of combat.

NO DEFENSIVE FIRE

In the close-quarters fighting of an assault, troops are already too heavily engaged in the ebb and flow of the combat to coordinate any concentrated shooting. Even if they could it would be difficult to pick out the enemy with so many friends close by.

In a Counterattack, a platoon that is being assaulted does not get any Defensive Fire at the counterattacking troops as they close.

> ## NO DEFENSIVE FIRE
> Teams do not Defensive Fire in counterattacks

FIGHTING IN A COUNTERATTACK

Once battle is joined, it becomes of little concern who struck the first blow, the fight swirls on until one side is victorious.

After Charging into Contact, the sequence of events for a counterattack is the same as for the original attack:

- *Roll to Hit with Teams in Contact*
- *Roll Saves for Armoured Vehicles that were Hit*
- *Has Assaulting Platoon Won*
- *Opponent Tests Motivation and either*
  - *Counterattacks, or*
  - *Breaks Off*

ROLL TO HIT WITH TEAMS IN CONTACT

Once the counterattacking teams have Charged into Contact, the new assaulting troops roll Skill Tests to hit in exactly the same manner as the original attacking platoon (see page 102).

ROLL SAVES FOR ARMOURED VEHICLES THAT WERE HIT

The platoon now being assaulted rolls saves for any Armoured Vehicles that were hit (see page 104).

HAS ASSAULTING PLATOON WON

Having made their counterattack, the next step is to check if the counterattacking troops have won (see page 106).

OPPONENT TESTS MOTIVATION

If the counterattacking troops haven't won, it's their opponent's turn to see what they can do. If the counterattack caused hits on the enemy platoon, the opposition takes a Motivation Test to launch another round of Counterattacks or to Break Off (see page 107).

This rotation of roles of attack and counterattack by you and your opponent continues until one side or the other wins.

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BREAK OFF

Sometimes discretion is the better part of valour and running away to live and seek revenge later is the best choice. Of course, a ferocious attack may leave you no choice if your soldiers lose their nerve and run anyway.
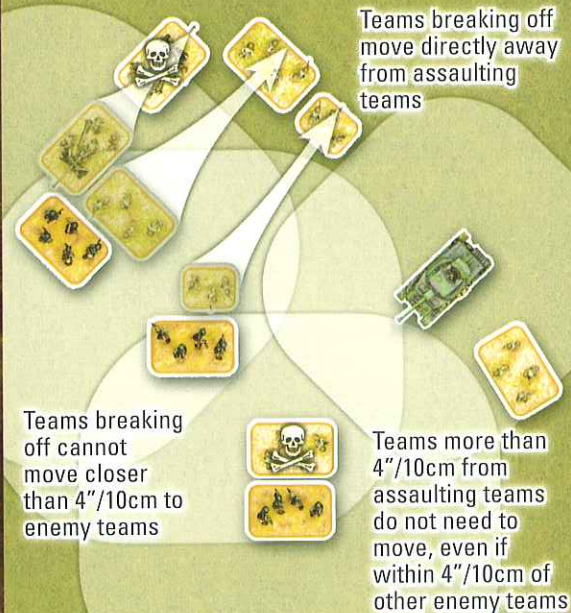
If you break off, you may move any or all teams in the platoon up to a full move directly away from the assaulting teams. Teams must remain In Command or attempt to return to being In Command at the end of this movement.

This movement may not take teams that are breaking off closer than 4"/10cm to any enemy team in Line of Sight, nor closer to any enemy team already within 4"/10cm and in Line of Sight. Any teams that move off the table while breaking off are Destroyed.

At the end of your break off movement, any of your teams that remain within 4"/10cm and in Line of Sight of an assaulting team are captured and Destroyed. Only assaulting teams can capture teams while breaking off. Other enemy teams can block their movement, but cannot capture them.

BREAKING OFF FROM AN ASSAULT

After breaking off any teams within 4"/10cm of assaulting teams are destroyed

Teams breaking off move directly away from assaulting teams

Teams breaking off cannot move closer than 4"/10cm to enemy teams

Teams more than 4"/10cm from assaulting teams do not need to move, even if within 4"/10cm of other enemy teams

OPPONENT WINS

Leaving the fight concedes victory to your opponent.

If you break off your opponent wins the assault and may Consolidate, or if they are the attacker, launch a Breakthrough Assault.

MULTIPLE PLATOONS

It is entirely possible for one platoon to counterattack while another breaks off, either because it is running, or to preserve a valuable unit for a more important fight.

Each platoon breaks off separately. The opponent does not win until all platoons have broken off or been Destroyed.

CAVALRY RIDE DOWN THEIR FOES

Breaking off when fighting cavalry can be a risky business. It's very hard to outrun a horse!

Teams that break off are Destroyed if they end their break off movement within 8"/20cm and Line of Sight of an assaulting Cavalry team unless they are either:

- *in Rough terrain, or*
- *behind a Linear Obstacle.*

TANKS BREAK OFF IN ROUGH TERRAIN

The hazard posed to a tank by woods and walls doesn't end when it breaks off. There is still a risk of bogging down and getting captured.

If while breaking off, a Tank team starts in Rough Terrain (as opposed to in contact with a team in Rough terrain) or crosses Rough Terrain, then the team must make a Bogging Check as normal for moving in Rough Terrain.

TANKS DON'T STOP FOR ANYTHING

Tank teams don't have to retreat in order to break off combat. Being virtually unstoppable, tanks can simply drive through infantry positions when they break off.

Tank teams in a platoon that passed their Motivation Test to Counterattack, but chose to break off instead may move in any direction when they break off, even straight through the enemy platoon they were fighting in the assault. They cannot end their movement within 2" of an enemy Infantry or Gun team.

If the platoon failed the Motivation Test and was forced to break off, they must move away from the enemy as normal rather than passing through them.

PIN DOWN DEFENDING PLATOONS

Assaults are pure chaos and adrenaline. Even a successful defence leaves the defending platoon disorganised and vulnerable to a second enemy assault.

If any of the original defending platoons that were assaulted took a hit in assault combat, whether or not that hit caused any casualties, all defending platoons are Pinned Down at the end of the assault before a Breakthrough Assault is launched and before any other platoon Launches an Assault.

A defending platoon that was already Pinned Down at the start of the assault remains Pinned Down at the end of the assault, even if no defending teams were hit.

VICTOR CONSOLIDATES...

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 to defend their new positions.

If you won the assault, you may consolidate. When consolidating, you may move any or all surviving teams from the victorious platoon, including those that did not assault, up to 4"/10cm in any direction, to prepare for the next clash. Platoons can consolidate even if they are Pinned Down.

CAVALRY CONSOLIDATING

Cavalry are as fast at repositioning after an assault as they are charging into it.

Cavalry teams can consolidate up to 8"/20cm.

CONSOLIDATING NEAR THE ENEMY

Now that the assault is over, your soldiers pull back to a safer distance from nearby enemy teams, either in preparation for assaulting them in the future or to gain some space for defence.

Teams cannot remain within or move within 2"/5cm of an enemy team during their consolidation movement.

PASSENGERS CONSOLIDATING

Having somehow chased off the enemy, troops quickly dismount and set up a defensive position to stop any following attacks.

Passengers mounted in vehicles may dismount at the start of their consolidation movement as if this was the Movement Step, moving up to 4"/10cm. Teams may not mount vehicles while consolidating.

CONSOLIDATING IN ROUGH TERRAIN

Tanks have to take care when assaulting troops in rough terrain as even after defeating the enemy, they could still be defeated by the terrain itself.

The normal rules for crossing or entering Rough Terrain apply to movement while consolidating, so Tank teams must make the appropriate Bogging Rolls as required.

COMMAND AND CONSOLIDATION

With their job done, any teams left behind run to catch up with the platoon to consolidate their gains.

All teams that move while consolidating must remain In Command, or attempt to return to being In Command, at the end of this movement.

...OR LAUNCHES A BREAKTHROUGH ASSAULT

Your troops have cleared the first position, but there are still more enemy. Rather than stopping to consolidate, you may strike on and assault the next enemy platoon.

If you Launched the Assault and won, you may 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 opponent's turn.

In a breakthrough assault, you immediately fight a second assault combat. The breakthrough assault is treated as a completely new assault, starting with the attacking platoon Charging into Contact and the defending platoon conducting Defensive Fire.

Teams that remained stationary to give covering fire in the first assault may take part in the breakthrough assault and teams can assault any platoon in range, regardless of which platoon they shot at in the Shooting Step.

ONLY ONE BREAKTHROUGH

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.

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

PIN DOWN ATTACKING PLATOONS

It takes time to regain control of a platoon after an assault. Even a successful assault leaves the attacking platoon scattered and disorganised, vulnerable to a sudden enemy counterattack. Only an extraordinarily successful assault that wipes out the enemy with no losses at all leaves the survivors still ready for anything.

At the end of the Assault Step any of the attacking player's platoons that took a hit in assault combat (not Defensive Fire), whether or not that hit caused any casualties, become Pinned Down.

SHOOTING WAS TOO SUCCESSFUL

If your shooting was so successful that it destroyed the enemy teams that you were about to assault, the assault can still take place as the assaulting platoon moves forward and occupies the position unopposed. Sometimes a similar thing will happen when two platoons assault side by side. If the first platoon to assault the position pushes the enemy back, the second platoon to launch an assault will be left with an easy walk to victory.

If your platoon was in a position to launch an assault at the start of the Shooting Step, but is not at the time it attempts to launch its assault in the Assault Step because the enemy teams that it would have assaulted are no longer there, it may launch its assault anyway, even if it does not make contact with any enemy teams.

All of the normal rules for Charging into Contact and the ensuing assault apply, except that the platoon does not need to contact an enemy team from the defending platoon, although they must still move towards the re-mainder of the platoon.

This does not allow you to just move at will after sitting still and shooting at their full rate. The assaulting teams would still have needed to fire at the reduced rate of fire for moving to be able to do this, as otherwise they are not eligible to charge into contact. In *Flames Of War* you can't just decide to occupy the position after you've shot all of the enemy!

No Enemy Within 2"/5cm

If your shooting was particularly effective, your troops may find themselves charging into an empty space with the enemy too far away to reach immediately.

If there are no teams from the defending platoons within 2"/5cm of the assaulting teams after their Charge into Contact movement, but there are enemy teams still within 4"/10cm, the enemy still conducts Defensive Fire as normal, but there is no assault combat this round.

Despite the enemy taking no hits in the assault combat (any teams you might have hit are already gone!), the ferocity of your shooting is enough to force the defending platoon to take a Motivation Test to Counterattack as if they had taken a hit in the assault combat.

No Enemy Within 4"/10cm

If your shooting was spectacular or the enemy was widely dispersed, your troops may be able to simply walk in and occupy the enemy positions unopposed.

If there are no teams from the defending platoons within 4"/10cm of the assaulting teams after their Charge into Contact movement, the enemy does not conduct Defensive Fire.

Because there are no defending teams within 4"/10cm, the attacking platoon wins the assault automatically and can choose whether to Consolidate or launch a Breakthrough Assault.

SHOOTING WAS TOO SUCCESSFUL

Platoon could assault until shooting destroyed only team within 4"/10cm

4"/10cm

Assault continues even though no teams will contact the enemy
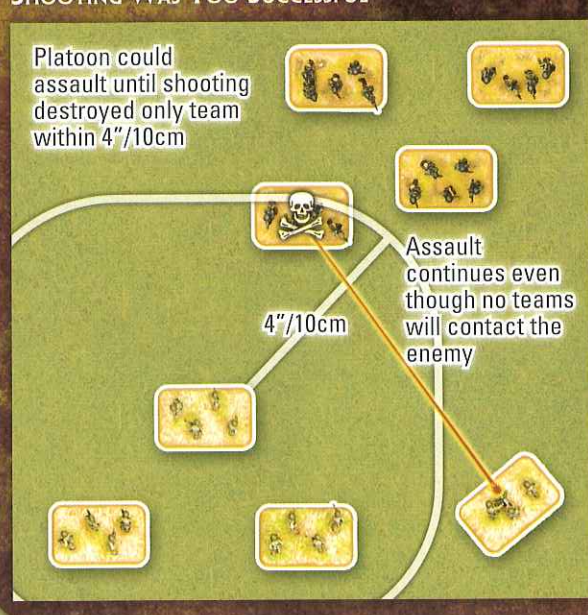
REMEMBER

You must allocate hits before rolling saves. You cannot simply choose which team is destroyed to remove the one closest to the enemy

INDEPENDENT TEAMS IN ASSAULTS

Some officers take the heroic approach of leading from the front, fighting at the head of their soldiers in every fight. Others prefer a more considered approach planning the battle from the rear where they can see everything and issue the appropriate orders.

INDEPENDENT TEAMS ATTACKING

The lead-from-the-front type of fire eater takes every opportunity to lead their troops into battle.

An Independent team can join a platoon that is within Command Distance when it is selected to assault. This platoon could also be another Independent team.

An Independent team cannot launch an assault on its own, it must join another platoon or Independent team to launch an assault. If it does so, it remains joined with the platoon until the end of the Step.

INDEPENDENT TEAMS DEFENDING

When assaulted an officer will immediately call for reinforcements from a nearby platoon.

If an Independent team that has not joined a platoon this Step is assaulted, it must, if possible, join a friendly platoon within Command Distance. This platoon could also be another Independent team of the same type, which must then, since it is now being assaulted, join anther platoon if possible.

If an Independent team that has not joined a platoon this Step is within Command Distance of a friendly platoon that is being assaulted, the Independent team may join the platoon.

The Independent team remains joined with the platoon until the end of the Step.

INDEPENDENT TEAMS

An Independent team must join a platoon to launch an assault

INDEPENDENT TEAMS

An Independent team must join a platoon when assaulted

ASSAULT SPECIAL RULES

A number of units have unusual equipment and training allowing them to perform better in assaults. The following special rules reflect this. Each army's Arsenal indicates which of their teams use these special rules.

TANK ASSAULT

While most troops have basic training in combating tanks, they have little experience and even fewer weapons to make the theory a reality. However, some troops are specifically trained and practised in tank-hunting and have specialised anti-tank grenades making them deadly in close combat against tanks.

Teams with the Tank Assault attribute have an increased Assault Anti-tank rating. The number after Tank Assault is their Anti-tank rating in assault combat, e.g. Tank Assault 3 has an Assault Anti-tank rating of 3. This has no effect on their normal Anti-tank rating used in shooting.

IMPROVISED TANK ASSAULT

Some of the anti-tank grenades issued in World War Two were almost as dangerous to the troops using them as to the tanks they attacked. A good example of this is the British 'Grenade, Hand, No. 74', commonly known as the 'Sticky Bomb'.

Improvised Tank Assault works the same way as Tank Assault, except that if a team with the Improvised Tank Assault attribute rolls a 1 when rolling to hit in an assault combat, the team scores an 'own goal' and is Destroyed.

A team armed with Improvised Tank Assault weapons may choose not to use them if the target does not justify the risk involved. In this case, the team cannot use the Tank Assault special rule and reverts to its normal Assault Anti-tank rating of 2.

Soviet PPSh Submachine-gun

Shpagin designed his 'Pistolet Pulyemet' to use old rifle barrels sawn in half to keep the gun cheap and easy to make.

ASSAULT SUMMARY

1 SELECT THE ATTACKING PLATOON

Select one platoon to Launch an Assault.

- Must be within 4"/10cm of platoon being assaulted.
- Require Motivation Test to assault Tank teams.

2 CHARGE INTO CONTACT

- Move nearest team 4"/10cm directly into contact with enemy team.
- Keep moving next nearest team 4"/10cm directly into contact with nearest unengaged enemy team.
- Once all enemy teams are contacted, move into contact with already engaged teams.
- Move all remaining teams 4"/10cm directly toward assaulted platoon.

3 OPPONENT CONDUCTS DEFENSIVE FIRE

All defending teams within 4"/10cm of the assaulting platoon conduct defensive fire along with the rest of their platoon that are within 16"/40cm.

Defensive Fire uses normal shooting procedure except:

- Full ROF even if moved, but not if Pinned Down,
- No rotating outside field of fire,
- Tanks use Side armour rating for Armour Saves.

If assaulting platoon is Pinned Down by Defensive Fire, it falls back to its starting positions, unless whole platoon is Armoured Tank teams.

4 ROLL TO HIT WITH TEAMS IN CONTACT

All assaulting teams (apart from Transport teams) within 2"/5cm of the enemy roll a Skill Test to hit.

5 ROLL SAVES FOR ARMOURED VEHICLES THAT WERE HIT

Opponent rolls a die and adds the Top armour rating of the Armoured vehicle and compares the result to the Assault Anti-tank rating (normally 2):

Roll is	Result
Greater	No effect
Equal	Bail Out
Less	Destroy

- No save for Unarmoured vehicles and Infantry or Gun teams.

No Firepower Tests needed to destroy teams in assaults.

6 PUSH INTO ENEMY PLATOONS

Team advances into position of enemy team it Destroyed to cross Linear Obstacle or break into building.

7 HAS ASSAULTING PLATOON WON

Win if no assaulted teams left within 4"/10cm.

- Ignore Bogged Down and Bailed Out enemy vehicles.

If won, skip to 9.

8 OPPONENT TESTS MOTIVATION

Opponent makes Motivation Test to Counterattack (return to 4), or Break Off.

- If fail Motivation Test, must Break Off.

If no teams were hit, pass Motivation Test automatically unless assaulting Tank teams.

COUNTERATTACK

Assaulted platoons become assaulting platoons and Charge into Contact starting a new Assault Combat Round.

BREAK OFF

All teams move 4"/10cm away from enemy. Any teams left within 4"/10cm of assaulting teams are Destroyed.

9 PIN DOWN DEFENDING PLATOONS

All originally defending platoons are Pinned Down unless no teams have been hit.

10 VICTOR CONSOLIDATES OR LAUNCHES A BREAKTHROUGH ASSAULT

Move victorious teams up to 4"/10cm to consolidate or launch a breakthrough assault (return to 2).

11 PIN DOWN ATTACKING PLATOONS

All attacking platoons that were hit in assault combat (not in Defensive Fire) are Pinned Down.

SHOOTING WAS TOO SUCCESSFUL

If attacking player's shooting Destroyed the only teams that a platoon could assault, it may still assault to occupy their positions.

MORALE

Almost any force will stand firm while their losses are light. But once the casualties mount, even the most battle-hardened soldiers question the wisdom of staying in the fight, deciding that discretion is the better part of valour. You can never be sure when this is going to happen. Some particularly stubborn, brave, or perhaps foolhardy troops fight on long after others would have given up, while others break and run at the first sign of trouble.

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PLATOON MORALE CHECKS

Though the nerve of your soldiers plays a large part in whether they fight or flee, ultimately it comes down to the discipline of their training and a bit of luck.

When you need to make a Platoon Morale Check roll a Motivation Test for that platoon.

- *If you pass the Motivation Test, the platoon grits its teeth and continues fighting.*

- *If you fail the Motivation Test, the entire platoon is removed from the table and is considered Destroyed.*

> ### PLATOON MORALE CHECK
> Pass a Motivation Test or the whole platoon is Destroyed

WHEN TO CHECK PLATOON MORALE

A platoon will keep fighting while casualties are light, but once casualties start mounting it is only a matter of time before a platoon falls out of the line.

END OF THE SHOOTING STEP

With the bullets flying and your buddies dropping around you, it can take an iron will to stand tough.

You must make a Platoon Morale Check for a platoon at the end of a Shooting Step if:

- *the platoon is below half strength, and*
- *had teams Destroyed or forced to Bail Out during the Shooting Step.*

END OF THE ASSAULT STEP

While fighting, soldiers have no idea of their losses. Once they stop and learn the situation, they may break.

You must make a Platoon Morale Check for a platoon at the end of an Assault Step if:

- *the platoon is below half strength, and*
- *had teams Destroyed or forced to Bail Out during the Assault Step.*

Do not make Platoon Morale Checks until the end of the Assault Step. This check is separate from the Motivation Tests that you take to counterattack and only occurs after all assaults are over. Your platoons could be reduced below half strength in an assault, continue fighting, and even win the assault, only to abandon the field when the fighting ends and they realise the extent of their losses.

BELOW HALF STRENGTH

Though combat can be chaotic, there is always a point in the battle when an officer or NCO takes stock of what's left of his fighting force and has to decide whether or not to go on.

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

We use the expression 'below half strength' to describe this rule because in simple situations it is just that. All you ever need to do to work out if a platoon is below half strength is count up the number of teams still fighting and compare that with the number of teams that have been destroyed. If more have been destroyed, the platoon is below half strength.

BAILED OUT VEHICLES

Bogged down and bailed out vehicles are not destroyed, but they are also not 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 vehicles as either Destroyed or as capable of fighting. They do not come into the equation at all.

A platoon can fall below half strength (i.e. the number of tanks destroyed exceeds the number of tanks still capable of fighting), and then rise above half strength again as bailed out crews remount their vehicles, increasing the number of tanks capable of fighting.

BELOW HALF STRENGTH

This platoon has more teams Destroyed than are still capable of fighting, so it is below half strength

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

PINNED DOWN PLATOONS

Keeping your head down under heavy fire is just common sense. It doesn't mean that you are about to run away!

Teams from a Pinned Down platoon are still capable of fighting and still count towards a platoon's strength.

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EXAMPLE:

A platoon of five Panther tanks is shot at and loses one tank Destroyed and three tanks Bailed Out. It is not below half strength since it has one tank still fighting and only one tank Destroyed, so it does not need to take a Platoon Morale Check.

In the next turn the three Bailed Out tanks remain Bailed Out and the remaining operational tank is Destroyed. The platoon is now below half strength as it has no operational tanks, but two tanks Destroyed, so must take a Platoon Morale Check that it passes.

In the third turn the Bailed Out Panther tanks all remount, but then one is Bailed Out again in the Shooting Step. The platoon is not below half strength as it has two tanks still operational and only two tanks Destroyed. It does not need to take a Platoon Morale Check.

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 teams)

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

TRANSPORT VEHICLES

Trucks and gun tractors are not intended to fight, and 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.

On the other hand, Destroyed transport vehicles do count towards the platoon's losses, so protect them well.

TRANSPORT PLATOONS

Truck drivers are not really equipped for combat. If a transport platoon starts taking losses, it will usually retreat.

A platoon that has nothing but Transport teams will automatically fail any Platoon Morale Checks it is required to take.

TEAMS SENT TO THE REAR

Transport vehicles are often sent to the rear once they have delivered their load, but this is expected and does not worry the troops.

Transport teams sent to the rear and other teams that are removed from the table but not Destroyed are ignored in Platoon Morale Checks. They do not count as Destroyed, but neither are they on the table to contribute to the platoon's fighting strength.

INDEPENDENT TEAMS

Senior officers can use their authority to steady the nerves of a jumpy platoon and keep it fighting, but should they fail, they can easily be swept away in the ensuing rout.

Ignore Independent teams when determining if a platoon is below half strength. Whether fully operational or Destroyed, Independent teams are not counted.

Platoons use their own Motivation rating for platoon Morale Checks, rather than that of any Independent teams that have joined them. The benefit a Company or Higher Command team that joins a platoon confers is that it gives the platoon a re-roll on failed Motivation Tests.

Independent teams that have joined a platoon are Destroyed if their platoon fails a Platoon Morale Check (although Warrior teams may still use the Warrior Casualties rules on page 78 to avoid destruction). An Independent team must still make a Platoon Morale Check for its platoon if it is the only team left in the platoon at the end of the Step.

PRE-GAME LOSSES

While attrition from preliminary bombardments and other misfortunes is demoralising, the soldiers' spirits inevitably rise once the chance to fight back arrives.

In certain missions it is possible for a force to incur casualties before the first turn of the game. Any teams removed or Destroyed before the first turn of the game never count as Destroyed when determining whether a platoon is below half strength. They are completely ignored in Platoon Morale Checks.

COMPANY MORALE CHECKS

The key figure in holding the company together in a crisis is the company commander, the only one who can assess the whole situation. While the commander stands firm, the company will keep fighting. One slip, one hesitation, however, and the company's faith is lost.

When you need to make a Company Morale Check roll a Motivation Test for the Company Command team.

- *If you pass the Motivation Test, your commander's leadership holds the company together.*
- *If you fail, your shattered forces retreat from the field of battle and the game is over. You have lost the battle.*

If you are required to make a Company Morale Check and the Company Command team has already been Destroyed, the game ends immediately.

COMPANY MORALE CHECK

Pass a Motivation Test for the Company Command team or the battle is lost

HIGHER COMMAND TEAMS

When a senior officer is on the field, it is their confidence in victory that matters. If they are willing to continue sacrificing a company to win, the troops have no choice but to fight on. If the losses are too heavy for the officer to stomach, they will order a retreat.

If a Higher Command team is on the table, they take the Motivation Test for a Company Morale Check, not the Company Command team.

> **DESIGNER'S NOTE: COMPANY COMMANDER**
> Though players will want to keep their companies in the fight to the last man, this simply can't be done. There comes a point in any engagement when a sensible commander must concede defeat and withdraw his troops. Or, if they don't, their troops will usually do it for them.
>
> In *Flames Of War* that point comes once a company falls below half strength. At this point it takes all of the experience and authority of the company commander to keep the company fighting.
>
> While the company's 2iC is capable of running the company in the commander's absence, they lack the experience to keep it together in a crisis. If the commander isn't there, they have little choice but to concede and attempt to withdraw in good order.

WHEN TO CHECK COMPANY MORALE

Confusion reigns on the battlefield and often forces are only aware of what is happening immediately beside them. So when a platoon retreats, neighbouring platoons may see that as the whole situation devolving and follow suit.

This could come from the feeling that their flanks have been left too exposed by the retreat of their fellow platoons. Or perhaps they mistake the retreat for an order to withdraw. Regardless, once you start losing platoons, the chances of your company falling apart increases exponentially.

You must make a Company Morale Check in the Starting Step at the start of every one of your turns that your company is below half strength.

CHECK COMPANY MORALE

Check Company Morale at the start of your turn if your company is below half strength

BELOW HALF STRENGTH

Losses are an unfortunate reality of war, but it's when those losses begin to pile up that the spirit of an army can break.

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

WHEN IS A PLATOON DESTROYED

Even though they may be bloody and battered, a good commander won't count a unit out of the fight until they have nothing left. Even a small cadre of survivors are enough to rebuild the unit again after the battle.

A platoon is Destroyed when the last surviving team on the table is Destroyed. If the only team left in the platoon is an Independent team, the platoon is Destroyed at the end of the Step when the Independent team leaves the platoon (having survived the Platoon Morale Check).

It doesn't matter how weak or battered a platoon is, so long as it still has one team on the table, it is still a functioning platoon.

Likewise, even if all that manages to withdraw from the table is a lone surviving team, the platoon still survives, although it is no longer on the table to count for Company Morale Checks.

TRANSPORT PLATOONS

Nobody expects transport units to fight, and their presence isn't very inspiring. Despite this their loss is demoralising, representing as it does long marches on foot or shortages of food and ammunition in the future.

Do not count Transport Platoons as platoons on table when working out company morale, but do count Destroyed Transport Platoons as Destroyed platoons.

OFF-TABLE PLATOONS

Once a platoon is out of battle, it will start to recover its strength as stragglers and lightly wounded soldiers return to the colours.

Platoons that are not Destroyed, but not on the table for any reason (such as platoons that have been sent to the rear or are held in reserve) are simply ignored when working out if your company is below half strength.

MORE THAN ONE COMPANY

If you are fielding more than one company in your force, the other companies, seeing one falling back, decide that things must be worse than they thought and retreat too.

The game ends when any company in a force fails its Company Morale Check, regardless of how many other companies are still fighting.

INDEPENDENT TEAMS

Though the 'Old Man' and other key teams are vital assets to any force, one individual simply can't make up for the loss of an entire platoon.

Ignore Independent teams when determining whether your company is below half strength. They do not contribute to a company's total platoons when they are on the table or count as lost platoons when they are Destroyed.

PRE-GAME LOSSES

Some things, like the losses your force suffers in the lead up to battle, just can't be helped. You just have to make a new plan and fight on.

Any platoons removed or Destroyed before the first turn of the game never count as Destroyed when determining whether a company is below half strength. They are completely ignored in Company Morale Checks.

SOLE SURVIVOR

Even a single squad can still be somewhat effective under the right circumstances, but when a platoon is reduced to just a single team, the survivors have to weigh up how much they can achieve against the high probability of becoming casualties.

If a platoon has been reduced by casualties to a single Infantry team (and any number of Transport teams), it must make a sole survivor Motivation Test at the start of the Starting Step before making Company Morale Checks.

- *If they pass the Motivation Test, they continue to fight and function as normal.*
- *If they fail the test, they flee from the table and are removed. The platoon counts as Destroyed.*

HEAD TO THE REAR

Smart soldiers will begin to work their way to the rear as soon as they realize their position is untenable. This gives them the opportunity to have their wounded cared for, regroup, and receive new orders.

If a platoon made a Sole Survivor Motivation Test at the start of the turn and passed, you may send it to the rear at the start of the Movement Step.

- *If the platoon is more than 8"/20cm from every enemy team, it can be removed automatically.*
- *If there are enemy teams within 8"/20cm of the team, it must make a Skill Test.*
  - *If it passes the Skill Test, the platoon successfully heads to the rear and is removed from the table.*
  - *If the test fails, the platoon is removed and counts as Destroyed.*

As with any platoon leaving the table, platoons successfully withdrawn using the Head to the Rear rule no longer are counted for Company Morale Checks. They do not contribute to a company's strength nor count as Destroyed.

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MORALE SUMMARY

IN THE STARTING STEP

COMPANY MORALE CHECK
Make a Company Morale Check in the Starting Step at the start of every turn if your company is Below Half Strength

SOLE SURVIVOR
Sole surviving Infantry team must pass a Motivation Test or be Destroyed

END OF THE SHOOTING STEP

PLATOON MORALE CHECK
Make a Platoon Morale Check at the end of the Shooting Step when a platoon that is Below Half Strength takes casualties in the Shooting Step

END OF THE ASSAULT STEP

PLATOON MORALE CHECK
Make a Platoon Morale Check at the end of the Assault Step when a platoon that is Below Half Strength takes casualties in the Assault Step

ARTILLERY

ARTILLERY BOMBARDMENT SEQUENCE

1. Select the Aiming Point
2. Roll to Range In on the Target
3. Position the Template
4. Roll to Hit Teams Under the Template
5. Roll Saves for Teams that were Hit
6. Pin Down all Platoons that were Hit
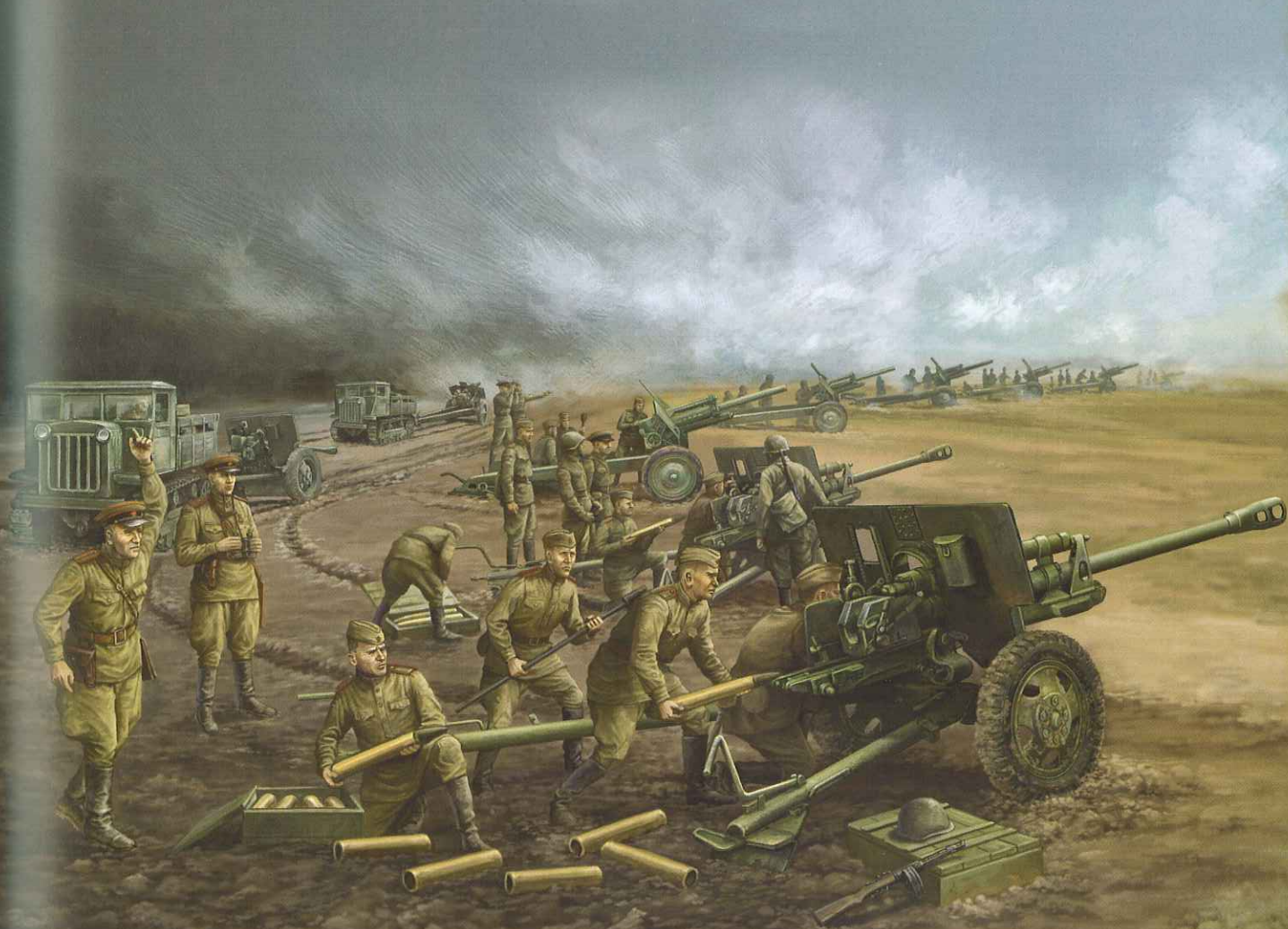
The ancient science of artillery reached its destructive pinnacle in the bloody stalemate of the First World War. There the armies of Europe learned the art of massed artillery fire to smash enemy defences and cut them off from their reserves. Their technique was slow and methodical, but extremely deadly.

In World War II the German Army's reinvention of mobile warfare forced the artillery to adapt again. Motorised gun tractors allowed the gunners to keep up with the tanks, but necessitated new techniques to quickly survey gun positions for faster fire at targets beyond the horizon. The latest armoured self-propelled guns brings the artillery right up with the tanks, making the speed of response faster again.

Meanwhile the gunners improved their techniques for engaging targets of opportunity to cope with the speed of battle, while developing new ways to bring massed fire to bear in minutes. By the end of the war, the best gunners could have hundreds of guns firing on a target within a quarter of an hour of the first request!

Artillery weapons are the big guns of the 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. Although most artillery weapons can fire in this manner, they can sit well back and bombard a target that they can't even see from positions many miles away using a specially-trained, radio-equipped observer at the front line to tell them where their shots fall and guide them onto their target.

Artillery allows you to quickly concentrate a lot of firepower anywhere on the battlefield, way beyond the range of normal weapons. This is particularly useful for taking out troublesome machine-guns and anti-tank guns. At these ranges the enemy will be unable to respond—unless they've got artillery as well!

Bombardments saturate the target area with high-explosive shells rather than hitting one specific target, making it especially useful against densely-packed enemy formations as all of them are hit at the same time.

Being on the receiving end of a bombardment is terrifying. Shells exploding everywhere tends to keep soldiers' heads down. This makes an artillery bombardment the ideal precursor to an all-out assault on the enemy position.

ARTILLERY TEAMS

Although artillery bombardments are a powerful addition to your arsenal, firing an artillery bombardment is a very specialised task. It requires the right equipment and training, not to mention literally tons of ammunition!

Only artillery teams can fire artillery bombardments. Teams listed in the Arsenals with a line giving characteristics for firing bombardments are artillery teams.

Most mortars cannot fire directly at a target and therefore only have a single line in the Arsenals that lists their characteristics for firing bombardments and are artillery teams. However, mortars that are Infantry teams cannot fire bombardments, so their characteristics are for normal shooting.

Rockets are always artillery teams with a single line that lists their characteristics for firing bombardments.

TYPES OF ARTILLERY

Artillery can be deployed on the battlefield in a variety of ways. For example, although the conventional method of transportation for artillery guns was towing behind a horse-drawn or motorised vehicle, in World War II it became more common for armies to mount some of their guns on self-propelled tank chassis to improve their mobility.

In Flames Of War artillery teams are either Gun teams for towed weapons or Tank teams for self-propelled mounts.

GUNS AND HOWITZERS

The most common forms of artillery during World War II were guns and howitzers. Both employed a rifled barrel to impart a spin upon their shells that improves accuracy. The principal difference between the two is the angle that their barrels can be elevated to and the length of the barrel. Guns have a lower elevation, longer barrels and fire on a flatter trajectory. Howitzers have shorter barrels, fired at higher elevations, that lob their shells at a much steeper angle onto the enemy.

MORTARS

The mortar is a short, smoothbore tube used for firing bombardments. Unlike guns, which have cartridge ammunition loaded from the rear, mortars are fired simply by dropping a self-contained round down the top of their tube. This greatly increases their rate of fire and cuts down on their weight, making them ideal for infantry to carry in the field.

SALVO ROCKET LAUNCHERS

Rockets are really just self-propelled artillery shells similar to common fireworks, but with a far greater explosive charge. Because the rocket propels itself, all that is required for launching is a simple rail or tube—making rocket launchers cheap and easy to manufacture. The accuracy of rockets is far inferior to that of guns. To offset this multiple rockets are mounted together and fired in a single salvo to quickly saturate the target area with high explosive. This practice makes pinpoint accuracy unnecessary.

FIRING A BOMBARDMENT

When are Bombardments Fired

Artillery batteries fire their long-range bombardments while other troops are engaging the enemy with direct fire at shorter ranges.

Artillery teams fire Artillery Bombardments in the Shooting Step at the same time as other weapons.

Artillery teams cannot fire Artillery Bombardments as Defensive Fire during the Assault Step. The enemy is already too close to your own troops for a bombardment to be effective.

> ## WHEN ARE BOMBARDMENTS FIRED
> Artillery Bombardments are fired in the Shooting Step

Who Can Fire a Bombardment

It takes a lot of work to prepare a bombardment. The artillery weapons must not only be ready to fire, but their position must also be surveyed so that the team knows their location precisely.

This takes a considerable amount of time and cannot be done until the guns are in position. Once this is done, it takes even more time to fire enough rounds to make the bombardment effective. There is no way guns can fire an artillery bombardment from the move.

To fire a bombardment an Artillery team must spend the whole turn stationary (but may rotate within its normal Field of Fire).

> ## WHO CAN BOMBARD
> Artillery teams that did not move and are not Pinned Down can fire Artillery Bombardments

Pinned Down

It is difficult to load and fire an artillery piece under fire, and impossible to fire fast enough to maintain an effective bombardment. Only self-propelled guns can keep firing while under heavy fire.

Only Armoured vehicles can fire artillery bombardments when their platoon is Pinned Down. Other types of teams cannot fire a bombardment while Pinned Down.

> ## PINNED DOWN
> Only Armoured vehicles can fire artillery bombardments when their platoon is Pinned Down

No Splitting of Artillery Fire

The time required for a battery to coordinate a bombardment means that all other targets must be ignored.

When a platoon fires an Artillery Bombardment, all of the Artillery teams in the platoon must fire the bombardment if possible and cannot fire any other weapons this turn. If they are unable to fire in the bombardment they cannot shoot at all.

Non-artillery teams cannot fire bombardments and are free to conduct normal Shooting.

One Bombardment Per Turn

Organising and firing a bombardment is too time consuming to allow an artillery battery to engage multiple targets in a short space of time.

An artillery platoon can only fire one Artillery Bombardment per turn.

> ### Ranging Artillery
> The most common method for ranging artillery begins with the spotter 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 the gunners fire 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 spotter watches where the shot falls, then calls back a correction such as 'Down 200, right 100.' The gunners correct and fire another round. This continues until the gun lands a round on the target, upon which the spotter 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. Fire mission complete!

Soviet Tokarev TT30 Pistol

Like all Soviet weapons, the Tokarev was cheap and reliable and produced in immense quantities.

SELECT THE 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 a target worth the effort.

The aiming point of an Artillery Bombardment must be the centre of a specific enemy team. Place a suitable marker with the enemy team to mark the aiming point of the bombardment.

SELECT AIMING POINT

Select an enemy team as the aiming point

Aiming Point Marker

MAXIMUM BOMBARDMENT RANGE

While guns firing bombardments shoot at high angles of elevation to achieve much longer ranges than normal shooting, there is still a limit to how far they can throw a shell.

An Artillery team may not fire in an Artillery Bombardment where the aiming point is further than their bombardment range away.

Measure the range from the closest part of the Artillery team (excluding gun barrels) to the nearest part of the enemy team (excluding gun barrels) that is the aiming point.

Check the range separately for each Artillery team in the firing platoon. This may result in some teams not firing while the rest conduct the bombardment without them.

MINIMUM BOMBARDMENT RANGE

If the enemy gets too close to your guns, firing a bombardment becomes impractical.

Only Artillery teams that are more than 8"/20cm from the aiming point can fire an Artillery Bombardment.

If the enemy is too close to bombard, most artillery weapons can simply lower their sights and shoot at them using the normal shooting rules.

MINIMUM RANGE

Only teams more than 8"/20cm from the aiming point can fire in an artillery bombardment

FIELD OF FIRE

Most artillery weapons have limited traverse mountings that restrict the targets they can engage without completely realigning the guns, a rather time-consuming operation.

An Artillery team may not fire in an Artillery Bombardment where the aiming point is outside its Field of Fire (see page 57 for more details).

FIRING OVER TROOPS AND TERRAIN

Artillery weapons lob their shells in an arc high overhead. It is this high trajectory that gives them their longer range and allows them to shoot at a distant enemy not even visible to the artillery crews themselves.

Artillery teams can fire a bombardment over intervening troops or terrain. They do not need a Line of Sight to the aiming point.

FIRING OVER WOODS AND BUILDINGS

When positioning their weapons artillery crews are careful not to get too close to intervening trees or buildings. If they set up too close to high obstacles such as these, their shells will hit the trees or buildings in front of them and blow the battery to pieces!

One of the advantages of mortars is that their steep trajectory allows them to fire over tall buildings much more easily than other artillery pieces.

Artillery cannot fire bombardments over trees within 4"/10cm of the artillery teams.

Artillery teams cannot fire bombardments from inside a building or over a building while closer to the building than its height. Mortar teams are an exception to this and may fire over any building further than 4"/10cm away, no matter how tall.

FIRING OVER BUILDINGS

Gun team — Mortar team — Mortar team — 4"/10cm — Height of building
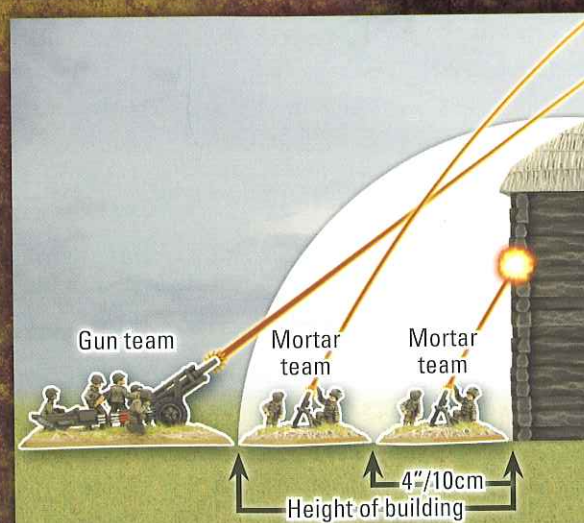
ROLL TO RANGE IN ON THE TARGET

Having selected the aiming point, the artillery must range their guns in before they can fire the bombardment.

SPOTTING TEAM

In order to range the guns in on the aiming point, someone has to spot the fall of shot and report the necessary corrections back to the gunners.

Every Artillery Bombardment requires a spotting team. This can be one of the Artillery teams firing the bombardment, the Platoon Command team of the platoon firing the bombardment, any Company or Higher Command team, or a specialist Observer team. The battery can only work with one spotting team each turn.

The spotting team must have a Line of Sight to the enemy team that is the Aiming Point, must not have moved in the Movement Step, must not shoot in the Shooting Step other than to participate in this bombardment, and may not assault in the Assault Step.

SPOTTING TEAM

The Spotting team must have a Line of Sight to the Aiming Point and must not Move, Shoot, or Assault

Spotting teams can be:

- Artillery team
- Platoon Command team
- Company or Higher Command team
- Observer team

SPOTTING WITH COMPANY COMMAND TEAMS

Experienced officers can spot for any artillery under their command. They have less training in directing bombardments though, so their bombardments will tend to be less accurate than that of a properly trained spotter.

Company and Higher Command teams can act as the Spotting team for any artillery platoon under their command, but can only spot for one platoon per turn.

When acting as a Spotting team, they suffer an additional +1 penalty to the score required to Range In due to their lack of training.

ROLL TO RANGE IN

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

A Spotting team may make three attempts to range in their artillery platoon each turn.

- *If any roll to range in is successful, the artillery platoon ranges in on the Aiming Point, and can now fire the Bombardment.*

- *Otherwise the Artillery teams fire their ranging shots (counting as shooting), but have no effect on the target.*

The score required for your artillery to range in depends on the enemy's Skill rating as shown in the table below.

ROLL TO RANGE IN

Target Team's Skill	Score Needed to Range In
Conscript	2+
Trained	3+
Veteran	4+

Add +1 to the score to Range In if:

- Targeted team is Concealed.
- Targeted team is also Gone to Ground.
- Spotting team is a Company or Higher Command team.

RANGING IN

The Spotting team makes three attempts to Range In the artillery

EXAMPLE

Your artillery platoon commander is attempting to range in his guns on a Trained tank concealed at the edge of a wood. He needs a score of 4+ (3+ for Trained, +1 because the target is Concealed) to range in.

The first roll is a 1, failing to range in on the tank. The second roll is a 3 which also fails. The third, and final, roll is a 5 which successfully ranges in on the tank. The artillery bombardment will now proceed.

Soviet Mosin Nagant Model 1930G Rifle
Designed by Sergei Ivonavich Mosin and Leon Nagant, the 'Mosin rifle' saw 80 years of service.

MORTARS

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

If an Artillery Bombardment is only being fired by Mortar teams, you may re-roll the first failed attempt to range in.

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.

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STAFF TEAMS

A staff team is an important component of large artillery platoons. The staff team's job is to take the target's map reference, radioed to them by the spotter, and convert it to angles and elevations for the artillery weapons. Their technical expertise allows the staff to perform complex calculations and communicate the results to the rest of the artillery platoon quickly.

Mortar platoons and rocket batteries lack artillery staff because their operation does not permit prolonged bombardments and sophisticated artillery tactics.

STAFF TEAMS

To do their job, a staff team needs lots of maps, plotting boards, charts and tables, not to mention radios and telephones. All this equipment prevents them from being very mobile or effective in combat.

Although they are an Infantry team, staff teams are part of their artillery platoon and move slowly as if they were a Heavy Gun team. The staff team doesn't have many weapons, so cannot shoot.

ALL GUNS REPEAT!

If the spotter successfully ranged the artillery in last turn, the staff team can order all of their guns to repeat the bombardment on exactly the same place. The target coordinates for a repeat bombardment are exactly the same as the previous bombardment, meaning all weapons can fire again quickly and effectively.

An artillery platoon with a Staff team may repeat an Artillery Bombardment fired in the previous turn.

The repeated bombardment is centred on the original aiming point, regardless of whether or not the enemy team that was originally targeted is still there or not.

The repeated bombardment must use the same Spotting

team as the original bombardment and the Spotting team may not move, shoot, or assault in the turn that they order the repeat bombardment.

Because a repeated bombardment Ranged In on a previous turn, you do not need to roll again to range in, nor is there any penalty to the score needed to hit if your artillery Ranged In on the second or third attempt last turn (see page 129).

OBSERVER TEAMS

Artillery can fire much further than it can see so it makes sense to have the weapons sit well back, safely behind friendly lines, and send out small parties known as observer teams to seek out enemy targets in the front lines. Once they have found their target they use radios or telephone lines to communicate with their artillery batteries to bring devastating fire down upon unsuspecting enemy troops.

Observer teams are Independent teams and are either Infantry teams, such as Observer Rifle teams, or Tank teams, such as an Observer Sherman tank.

An observer team can act as the Spotting team for their own platoon from anywhere on the battlefield.

OBSERVER TEAMS

Observer teams are Independent teams that act as a Spotting team for their platoon

Multiple Observer Teams

Large artillery platoons often have more than two or more observer teams. This allows them to have eyes all over the battlefield to ensure that the enemy has nowhere to hide. However, the artillery platoon can still only respond to one call for fire at a time.

A platoon with multiple observer teams may only use one of them as a Spotting team each turn.

Spotting for Other Platoons

Staff teams are linked to each other by radio or telephone lines so as to form an effective communications network on the battlefield. This practice means that observer teams can call for fire from any battery within range.

An observer team from an artillery platoon with a Staff team may act as the Spotting team for another artillery platoon with a Staff team instead of its own platoon. When doing this they can still only spot for one platoon per turn.

OBSERVER TEAMS

Observer teams with a Staff team can act as a Spotting team for any other platoon with a Staff team

Tactical Tip

Observers need a good view to do their job. Place them in church steeples or on high hills at the start of the game where they can hide while blasting the enemy.

Observers Move Cautiously

Observers are trained to make the best use of any cover, even when on the move. This allows them to get right up close to the enemy positions so they can watch their every move and report it back to the artillery battery.

Observer teams may use the Cautious Movement rule on page 63 as if they were a Recce team.

Observing While Pinned Down

Observers do not need to expose themselves much to do their job. They can continue to perform their task, even under heavy enemy fire. However, they still need their radios, so if they abandon their tank, they can't call for bombardments.

*Observer teams can spot while Pinned Down, but not if they are a Bogged Down or Bailed Out tank.*

PINNED DOWN OBSERVERS

Observer teams can Spot while Pinned Down, but not while Bogged Down or Bailed Out

Mounting Infantry Observers in Tanks

Most artillery batteries don't have the luxury of armoured vehicles for their observers, so if an observer is attached to a tank force, they usually take over a spare tank and ride along.

At the start of the game before deployment, you may remove an Observer Infantry team to make a Tank team into an Observer Tank team. This does not affect the Tank team's characteristics and the team remains part of its platoon. You cannot do this to make a Command Tank team into an Observer team, as the officer needs their tank to lead the platoon!

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POSITION THE TEMPLATE

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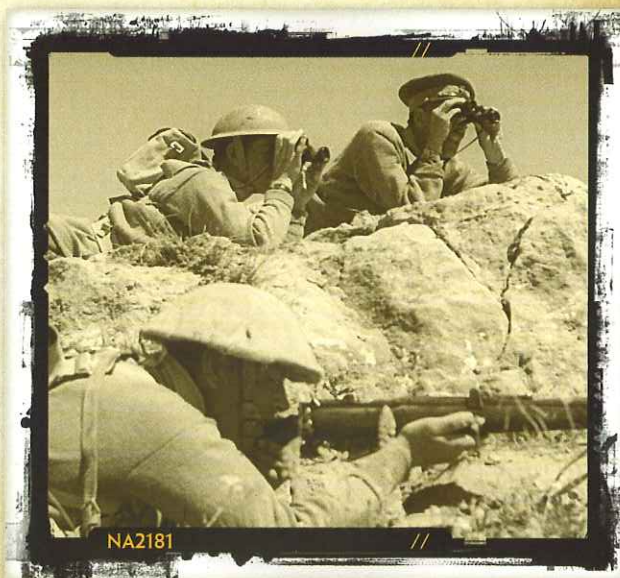
Artillery bombardments differ from normal shooting in that the gunners are attempting to hit all targets in an area centred on the target team. The artillery is raining huge explosive power down upon the target and the surrounding area. Anyone close is likely to suffer.

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 weapons 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

The Artillery template is a 6"/15cm square

POSITION THE TEMPLATE

Centre the Artillery Template on the Aiming Point lined up towards the bombarding platoon

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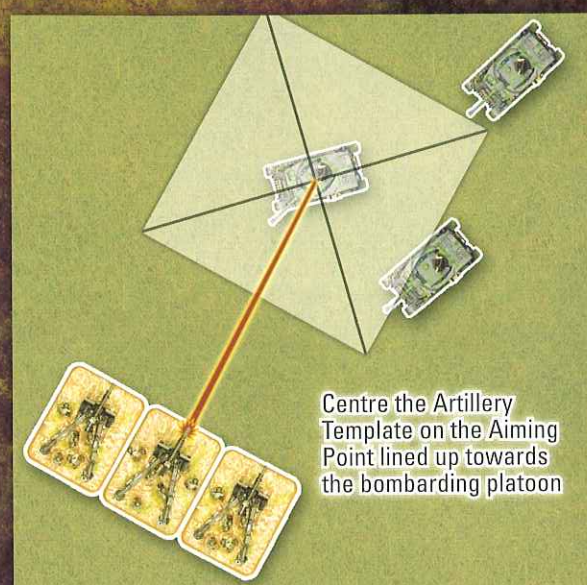
ROLL TO HIT TEAMS UNDER THE TEMPLATE

Once the guns are ranged in on the target point, they all open fire, saturating the target area, but the results all depend on how quickly and accurately the gunners can shell the target. Experienced gunners deliver a devastating, concentrated bombardment, while poorly trained conscripts scatter shells ineffectively over a wide area.

Rather than rolling one die per point of ROF as teams do when shooting normally, roll one die for every team at least partly under the template. Roll hits separately for each platoon under the template.

Roll a Skill test to hit each team under the template, modified by the time taken to locate and range in on the target as detailed in the table below.

- *A successful to hit roll means the team was hit by the bombardment.*
- *A failed to hit roll means that the team was lucky and escaped harm from the bombardment.*

ROLL TO HIT

The tank not covered by the template cannot be hit

Roll to hit the target tank and the other tank partly covered by the template.

ROLL TO HIT

Firing Platoon's Skill	Score Needed to Hit
Conscript	5+
Trained	4+
Veteran	3+

Add +1 to the score to hit if:

- The artillery ranged in on the second attempt.

Add +2 to the score to hit if:

- The artillery ranged in on the third attempt.

Any team under an Artillery Bombardment is always hit on a roll of 6 provided two or more weapons are firing.
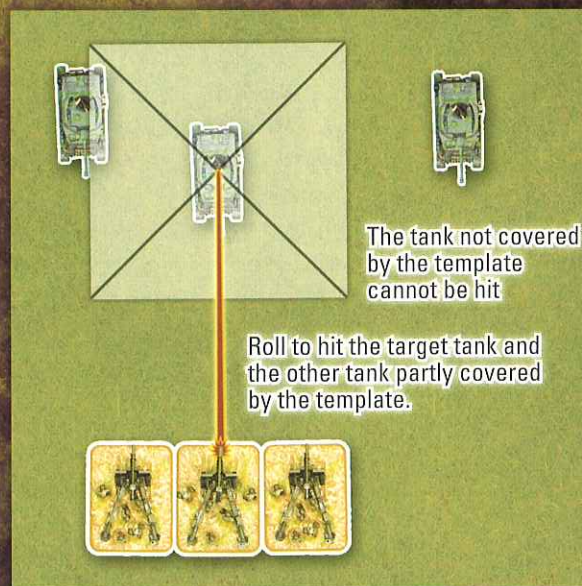
Remember, because mortars re-roll their first failed ranging attempt, their third die roll is actually their second attempt and their fourth die roll, their third attempt!

SIX-GUN BATTERIES

The more weapons you have firing, the more shells you can fire, the more explosive you deliver onto the target area, and therefore the more likely you are to destroy your target.

If the bombarding platoon has six or more weapons firing, re-roll failed to hit rolls.

ONE OR TWO-GUN BATTERIES

If you only have a few weapons firing, there are not 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, re-roll successful to hit rolls to confirm your hits.

NUMBER OF WEAPONS

1 or 2	Re-roll hits
3 to 5	No re-rolls
6+	Re-roll misses

SINGLE GUN BATTERIES

If you only have one weapon firing, good luck hitting anything with a bombardment!

If the bombarding platoon has only one weapon firing, in addition to having to re-roll successful to hit rolls, you must add +1 to the score required to hit any target under the template. This is in addition to the re-roll required for having only one or two weapons in the platoon.

US Colt .45 Pistol
1.8 million 'Automatic Pistol, Caliber .45, M1911A1' were made for the US Army.

WHICH TEAMS WERE HIT

Commanders can order soldiers from one team to replace casualties in another to keep important weapons in action.

Your opponent allocates hits to teams under the template from the platoon that was hit.
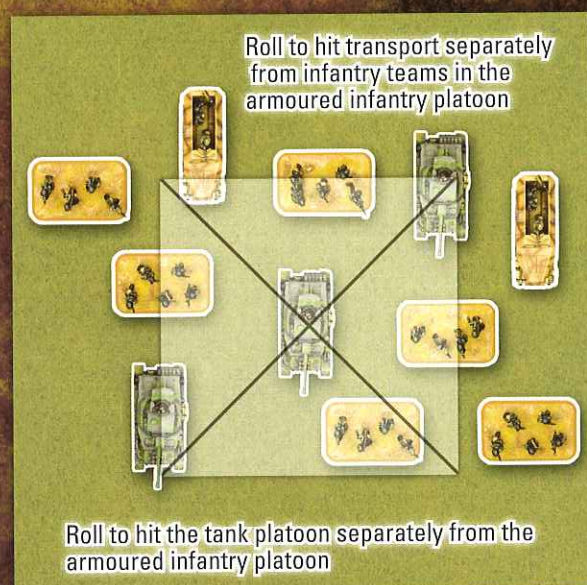
- *Unprotected teams must be allocated hits before teams in Bulletproof Cover or Armoured teams.*
- *Hits must be allocated to Armoured vehicles with lower Armour ratings before those with higher Armour ratings.*

MULTIPLE TARGET TYPES

Although soldiers can be redeployed to man different weapons, a destroyed gun cannot be replaced with a truck!

Roll to hit each Type of team (Tank, Infantry, Gun and Transport teams) in the platoon separately.

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MULTIPLE TARGET TYPES

Roll to hit transport separately from infantry teams in the armoured infantry platoon

Roll to hit the tank platoon separately from the armoured infantry platoon

FRIENDLY FIRE

Artillery is indiscriminate. The target area is saturated with shells and everyone under the bombardment, whether friend or foe, suffers. Unfortunately this means that your own troops may be hit if they are too close to the enemy when the bombardment is requested!

If any friendly teams are under or partially under the Artillery Template during an Artillery Bombardment, you must roll to hit them exactly as you would for enemy teams.

Of course, if a friendly team is unlucky enough to be hit during a bombardment the effects will be exactly the same as for an enemy team!

EXAMPLE

Your first artillery bombardment successfully ranges in on your opponent's infantry platoon in the open. All seven teams are under or partly under the template. You roll seven dice—one for each infantry team under the template—scoring three hits and destroying one team.

In their turn the infantry platoon runs for cover in a building. Two teams are inside the building, and the remaining four huddled around the outside.

In your next turn you range in on the platoon again. This time there are only six teams under the template, so you roll six dice scoring two hits. Since hits must be allocated to the teams in the open before those in the bulletproof cover of the building, both hits go to teams outside the building, destroying another one.

Also under the template is an enemy anti-tank gun firing around the building with its truck parked behind the building. As they are from another platoon, you roll to hit their platoon separately from the infantry platoon. As they are also of different types (one is a Gun team and the other a Transport team), you roll for them separately. You roll one die for the anti-tank gun scoring a hit and destroy it, but miss with the die rolled for the truck.

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.

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.

If an Artillery Bombardment is only being fired by Rocket Launcher teams, it does not suffer a to hit penalty if they Ranged In on their second or third attempt.

ROCKET LAUNCHERS

Rocket launcher platoons ignore To Hit penalties for Ranging In on the second or third attempt

Big Rocket Batteries

Rockets are notoriously difficult to control in flight. Without any on-board guidance system the rockets of World War II could not hope to match the accuracy of conventional artillery and very big salvoes would simply be spread across a wider area.

If an Artillery Bombardment is being fired by six or more Rocket Launcher teams, do not re-roll failed to hit rolls. Instead, use a double-width Artillery Template (12"/30cm wide by 6"/15cm deep) to determine which teams can be hit.

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.

Place a smoke trail marker (a ball of cotton wool or similar) to the rear of each rocket launcher that fires (including failed attempts to Range In).

Spotting teams can use a smoke trail marker as their Aiming Point instead of an enemy team. They do not need a Line of Sight to the smoke trail marker as smoke trails rise above all terrain. However, if the Artillery team does not have a Line of Sight to the Aiming Point, the target team counts as being Concealed, because the smoke doesn't give away the rocket launchers' precise location.

Remove all smoke trail markers in the Starting Step at the start of the next friendly turn.

BIG ROCKET BATTERIES
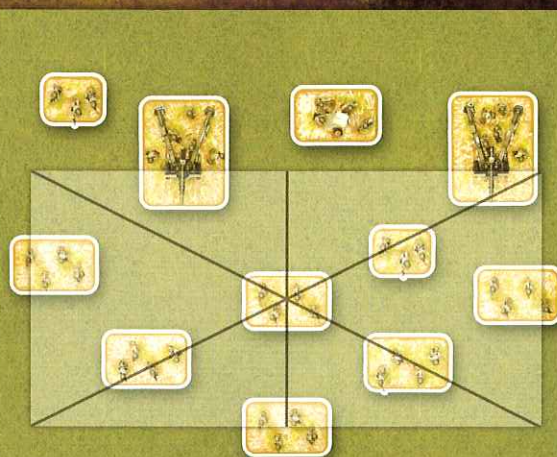
Six or more rocket launchers use a double-width template instead of re-rolling failed to hit rolls

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ROLL SAVES FOR TEAMS THAT WERE HIT

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.

ARMOURED VEHICLE SAVES

The shells falling everywhere are not very accurate. Mostly they will explode near the tanks, and shake up the crew. If a shell does actually hit a tank it falls on the thin top armour.

When you hit a tank, the opposing player rolls a die and adds the vehicle's Top armour rating.

- *If the result is greater than your weapon's Anti-tank rating for firing bombardments, the vehicle's armour protects it and it is unharmed.*
- *If the result exactly equals your weapon's Anti-tank rating for firing bombardments, make a Firepower Test using your weapon's Firepower rating for firing bombardments. If you pass the test, the vehicle is Bailed Out, otherwise it remains unharmed.*
- *If the result is less than your weapon's Anti-tank rating for firing bombardments, make a Firepower Test using your weapon's Firepower rating for firing bombardments. If you pass the test, the vehicle is Destroyed, otherwise the vehicle is Bailed Out.*

ARMOURED VEHICLE SAVES

Roll a die and add Top armour
- If greater than Anti-tank then unharmed
- If equal to Anti-tank then roll a Firepower Test to Bail Out the vehicle
- If less than Anti-tank then roll a Firepower test to Destroy the vehicle, otherwise the vehicle is Bailed Out

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UNARMOURED VEHICLE SAVES

Unarmoured vehicles have no protection from artillery. Their only hope of survival is that the exploding shells will do only minor damage.

When your bombardment hits an Unarmoured vehicle, the opposing player rolls a die.

- *If the result is 5+, the vehicle is damaged, but still fully functional.*
- *Otherwise the vehicle is Destroyed.*

UNARMOURED VEHICLE SAVE

Save on a roll of 5+

INFANTRY SAVES

Infantry caught in the open have very little protection against the shells whistling down on their position. Their only hope is to hit the dirt, and fast! If the shelling continues, they should move out of the barrage as fast as possible.

Infantry in bulletproof cover is a different matter. They are very hard to dig out.

When your bombardment hits an Infantry team, the opposing player rolls a die.

- *If the result is 3+ the team escapes with no serious injury.*
- *Otherwise, unless the team is in Bulletproof Cover, it is Destroyed.*

If an Infantry team in Bulletproof Cover fails its save, make a Firepower test using the weapon's Firepower rating for firing bombardments. If you pass the test, the team is Destroyed, otherwise it is unharmed.

INFANTRY SAVES

Save on a roll of 3+
Firepower test to Destroy if in Bulletproof Cover

BULLETPROOF COVER IN BOMBARDMENTS
Shells from a bombardment land all around any team caught under the template rendering cover that only protects from one direction useless.

Walls, other linear terrain features, and Gun Shields do not provide Bulletproof Cover against bombardments.

Infantry and Gun teams in Foxholes are in Bulletproof Cover, making it worthwhile to dig in your guns, even if they have a Gun Shield.

GUN SAVES

Guns are even more endangered by artillery bombardments than infantry, as the guns and crews are less able to disperse beneath the falling shells. However, if the guns are dug in, they can be tough to destroy as only a direct hit from a large shell will wipe out the whole crew.

When your bombardment hits a Gun team, the opposing player rolls a die.

- *If the result is 5+ the team escapes with no serious injury.*
- *Otherwise, unless the team is in Bulletproof Cover, it is destroyed.*

If a Gun team in Bulletproof Cover fails its save, make a Firepower test using the weapon's Firepower rating for firing bombardments. If you pass the test, the team is Destroyed, otherwise it is unharmed.

MIXED BOMBARDMENTS

The effect of a mixed bombardment is diluted by the weaker explosive power of the smaller weapons.

Any time an Artillery Bombardment is fired by a combination of different artillery weapons use the worst Firepower rating and the lowest Anti-tank rating of all the types of weapon involved.

PIN DOWN ALL PLATOONS THAT WERE HIT

With shells exploding and shrapnel flying everywhere, it takes an exceptionally brave soldier to stick his head out of his hole under an artillery bombardment.

If a platoon takes one or more hits from an Artillery Bombardment, it is automatically Pinned Down.

SMOKE BOMBARDMENTS

Concealing the movement of their troops from the enemy is of paramount importance to any commander. To do this he will camouflage his soldiers and their weapons and use all available natural cover. Another method available to him is the use of smoke to create a temporary screen for his troops to manoeuvre behind, safe from enemy fire because they cannot be seen.

A smoke screen is created by firing shells filled with chemicals that burn quickly, giving off clouds of dense white smoke. Enormous amounts of these shells must be fired onto a small area to create a smoke screen large and dense enough to provide cover for your troops. The only way to achieve the necessary concentration of fire is by using an artillery battery to fire a smoke bombardment.

Who Can Fire Smoke Bombardments

While medium field artillery usually has smoke ammunition available, light guns don't have the shell capacity to make smoke shells effective and heavy artillery is wasting its massive destructive effect firing harmless smoke shells. As a result, not every artillery piece is issued with smoke ammunition.

Only weapons listed as having the Smoke Bombardment attribute in their Arsenal listing may fire a smoke bombardment.

Firing Smoke Bombardments

Artillery follow the same process when firing smoke as when firing normal ammunition, the only difference is that smoke rounds can't hurt the target.

When firing a smoke bombardment, use the normal Artillery Bombardment rules to Range In using an enemy team as the Aiming Point as usual. If any roll to Range In is successful, place a smoke screen on the target team and surrounding area. The bombardment has no other effect.

You must place your aiming point on an enemy team (as normal for artillery bombardments) when firing a smoke bombardment. No commander is going to authorise firing precious smoke ammunition without a known enemy threat.

Fire Smoke Bombardments First

Smoke bombardments require many shells and considerable time to take full effect. If you do not give them priority in your bombardment plan, they will not be effective in stopping the enemy from shooting the troops you are trying to screen.

Smoke Bombardments must be fired at the beginning of the Shooting Step before any other shooting.

FIRE SMOKE FIRST
Fire Smoke Bombardments before any other shooting

No Repeat Bombardments

Firing a smoke bombardment requires a different set of computations than firing a normal bombardment. It must take into account wind direction, rate of dispersal and other factors.

Ranging in must therefore be calculated separately for smoke bombardments. Even when artillery fires a smoke bombardment on the same target, the delay in bringing up more specialist smoke ammunition and minor changes in wind speed and direction mean new calculations.

Artillery firing a smoke bombardment may not use the All Guns Repeat! rule to repeat a previous bombardment. Smoke bombardments must be ranged in anew every turn they are fired, even when the Aiming Point is the same.

MODELLING SMOKE
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 and use them to fill the template.

British SMLE No. 1 Mk. III with Sword Bayonet
The bolt-action Short Magazine Lee Enfield armed the British 'Tommy' in two World Wars.
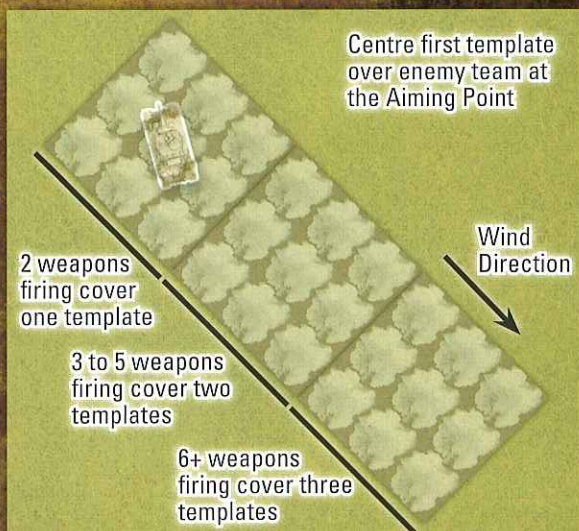
SIZE OF A SMOKE SCREEN

The size of the smoke screen created by a smoke bombardment is directly related to the number of weapons firing the bombardment. This smoke screen is then blown downwind of the target area.

When placing a smoke screen on the table, centre the 6"/15cm square Artillery Template upon the target team but instead of lining the sides up with the firing battery the template sides are positioned parallel to the wind direction.

- *If two weapons are firing, the smoke screen covers the area of the template.*

- *If three to five weapons are firing the smoke screen covers the area of the template and another template downwind of and adjacent to it.*

- *If six or more weapons are firing the smoke screen covers the area of the template and another two templates downwind of it.*

- *If only one weapon is firing, the smoke disperses as fast as the weapon can fire it, so there is no smoke screen produced.*

SIZE OF A SMOKE SCREEN

Centre first template over enemy team at the Aiming Point

Wind Direction

2 weapons firing cover one template

3 to 5 weapons firing cover two templates

6+ weapons firing cover three templates

EFFECT OF A SMOKE SCREEN

The thick blanket of smoke generated by a bombardment is difficult to see through.

Smoke screens Conceal any team at least partially under them or seen through them.

Smoke screens are so thick that teams Concealed by them can only see or be seen at ranges of up to 6"/15cm. Line of Sight to any team further away is blocked.

EFFECT OF A SMOKE SCREEN

Teams at least partly behind a smoke screen are Concealed by it

Teams Concealed by a smoke screen can only see or be seen at 6"/15cm range

6"/15cm

Teams at least partly covered by a smoke screen are Concealed by it

SMOKE DISPERSES

The shells generating the smoke don't burn for very long and the wind will blow the smoke away fairly quickly.

In the Starting Step at the start of your next turn, remove all smoke screens that you have fired.

SMOKE DISPERSES

Remove your smoke screens in the Starting Step at the start of your next turn

WIND DIRECTION

Since smoke tends to drift downwind, one of the major factors to consider when firing a smoke bombardment is which way the wind is blowing.

Before a player fires the first smoke bombardment in a game, the defending player rolls a die to determine the direction the wind is blowing.

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 a less favourable result than the first.

Once determined, this is the wind direction for the duration of the game.

WIND DIRECTION

Attackers Table edge

Defenders Table edge
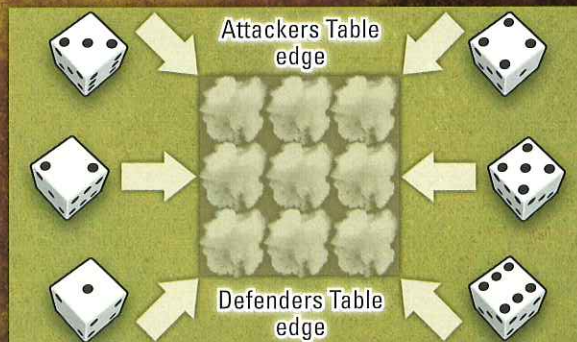
ARTILLERY SUMMARY

1 SELECT THE AIMING POINT

Select an enemy team as the aiming point.

2 ROLL TO RANGE IN ON THE TARGET

Three attempts to range in:

Target Team's Skill	Score Needed
Conscript	2+
Trained	3+
Veteran	4+

Add +1 to the score to range in if:

- *Targeted team is Concealed.*
- *Targeted team is also Gone to Ground.*

If a Company or Higher Command team is spotting, add +1 to the score needed to hit.

Re-roll failed attempts to Range In on a team moving At the Double.

Mortars may re-roll a failed first attempt to Range In.

3 ROLL TO HIT TEAMS UNDER THE TEMPLATE

Firing Platoon's Skill	Score Needed
Conscript	5+
Trained	4+
Veteran	3+

Add +1 to the score to hit if:

- *The artillery ranged in on the second attempt.*

Add +2 to the required score to hit if:

- *The artillery ranged in on the third attempt.*

Artillery with 2+ weapons firing always hits on a 6.

If only a single weapon is firing, add +1 to the score needed to hit.

Number of Weapons	Effect
1 or 2	Re-roll hits
3 to 5	No re-rolls
6+	Re-roll misses

4 ROLL SAVES FOR TEAMS THAT WERE HIT

Artillery hits the Top armour of Armoured vehicles. Opponent rolls a die and adds their Top armour rating and compares the result to the Artillery Anti-tank rating:

Roll is	Result
Greater	No effect
Equal	Firepower test to Bail Out
Less	Firepower test to Destroy otherwise Bail Out

Roll 5+ save for Unarmoured vehicles.

Roll 3+ save for Infantry teams.

Roll 5+ save for Gun teams.

Roll Firepower Tests to Destroy teams in Bulletproof Cover.

5 PIN DOWN ALL PLATOONS THAT WERE HIT

Any hit on a platoon means the platoon is Pinned Down.

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AIRCRAFT

AIR SUPPORT SEQUENCE

STARTING STEP (Before Rolling for Reserves)

1   Roll for Air Support and Fighter Interception

2   Select the Aiming Point and Position Aircraft

SHOOTING STEP (After All Other Shooting)

1   Opponent Conducts Anti-aircraft Fire

2   Roll to Range In on the Target

3   Roll to Hit Teams Under the Template

4   Roll Saves for Teams that were Hit

5   Pin Down all Platoons that were Hit

6   Aircraft Return to Base to Rearm

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 followed 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 LEVEL

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 organising your company for a battle, you can choose to have air support. There are three levels of air support:

- Priority Air Support,
- Limited Air Support, and
- Sporadic Air Support.

If multiple companies are playing on a side, take the best level of air support as the level of air support for the entire force.

AIR SUPPORT POOL

When you have air support you gain a pool of dice that you can roll to request air support when you need it.

A force only ever has one air support pool shared across all of its companies.

PRIORITY AIR SUPPORT

Your mission has been accorded the highest priority at headquarters. All available air support will be sent to help you.

With an air support level of Priority Air Support you have seven dice in your air support pool.

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.

With an air support level of Limited Air Support you have five dice in your air support pool.

SPORADIC AIR SUPPORT

Your air force has few resources to support your mission. Either the aircraft are committed elsewhere or are simply not available.

With an air support level of Sporadic Air Support you have three dice in your air support pool.

NO AIR SUPPORT

Many battles are fought without air support, either by choice or simply because none is available.

If you have no air support, you have no dice in your air support pool and can never receive air support.

AIR SUPPORT POOL	
Priority Air Support	7 dice
Limited Air Support	5 dice
Sporadic Air Support	3 dice

German Luftwaffe (Air Force) Uniform Patch

ROLL FOR AIR SUPPORT AND FIGHTER INTERCEPTION

Air support requires considerable coordination and planning. Even the best air support could take an hour or more to organise.

All requests for air support happen at the beginning of the turn in the Starting Step.

GROUND ATTACK

If you have air support, the air force will attempt to send attack aircraft to support you when you request them.

If you choose to request ground-attack air support, roll all of the dice in your Air Support Pool. A die roll of 5+ on any of the dice results in a flight of one to three ground-attack aircraft arriving this turn to support your operations. You only receive one flight no matter how many dice roll 5+.

Every request (successful or not) for air support permanently removes one die from your Air Support Pool, although your pool cannot be reduced below one die.

GROUND ATTACK

Roll 5+ on any die for Ground Attack

Reduce Air Support Pool by one die

EXAMPLE

Your force has Limited Air Support giving you an Air Support Pool of 5 dice.

On turn one you request air support and roll all five dice scoring a 2, 5, 3, 6, and 1. Since at least one roll was 5 or more, this gives you air support for turn one. Your Air Support Pool now has 4 dice.

On turn two you do not request air support.

On turn three, you request air support again and roll four dice scoring 2, 2, 4, and 1. Since none of the dice scored 5+, you do not get air support this turn. However your Air Support Pool is still reduced by one die to 3 dice.

German Luftwaffe (Air Force) Ground Assault Badge

FIGHTER INTERCEPTION

If the enemy has air support, your fighters may intercept their attack aircraft before they reach the battlefield.

Each time your opponent receives air support you may attempt to intercept his planes. If you choose to do so, roll all of the dice in your Air Support Pool. Any die roll of 6 is a success resulting in the enemy aircraft being chased off or shot down so that your opponent gets no ground-attack aircraft this turn.

Every request (successful or not) for fighter interception permanently removes one die from your Air Support Pool, although your pool cannot be reduced below one die.

There is no need to put fighter aircraft on the table as this air combat takes place many miles away.

FIGHTER INTERCEPTION

Roll 6 on any die for Fighter Interception

Reduce Air Support Pool by one die

EXAMPLE

Your opponent has just received air support. You have three dice remaining in your Air Support Pool and elect to intercept them. Rolling four dice you score 1, 6, and 6. Since at least one die scored a 6, the enemy flight is intercepted. Your Air Support Pool is reduced by one die to 2 dice.

How Many Aircraft

The air support that you receive will be a flight of one to three ground attack aircraft.

When a flight of ground attack aircraft arrives (having survived any fighter interception attempt) to support you, roll on the How Many Aircraft table to determine how many aircraft there are in it.

HOW MANY AIRCRAFT

Score	Number of Aircraft
1 or 2	1 aircraft
3 to 5	2 aircraft
6	3 aircraft

EXAMPLE

Your air support has arrived and you roll to see how many aircraft were in the flight. A roll of 4 gives you a flight of two aircraft.

SELECT AIMING POINT

Once your aircraft have arrived over the battlefield, the next step is to nominate the target that they will attack. It is important to pick your targets carefully as aircraft cannot safely attack close to your own troops.

Ground-attack aircraft can be ordered to attack any target on the table. After rolling to get air support, mark a suitable enemy team as the aiming point for the air attack. All aircraft in a flight will attempt to attack the same target.

Beware however, if any of your teams are within 16"/40cm of a friendly aircraft when the time comes to make its attack, it will abort the mission rather than risk hitting friendly troops by mistake.

AIMING POINT

Target any enemy team

POSITION AIRCRAFT

Aircraft move incredibly fast and can move anywhere on the table without hindrance. However, pilots dislike being exposed to anti-aircraft fire for any longer than necessary and will not fly along the front line between the opposing forces. They always attempt to fly across the lines to spend as little time over the front line as possible.

Draw an imaginary line through the aiming point running from your table edge straight across the table parallel to the sides.

Your aircraft may attack from either direction (but not both at the same time!) on this line flying to or from your table edge. Place your lead aircraft so that its mounting point is on this line up to 6"/15cm from the target team.

Place the remaining aircraft in the flight following the lead aircraft. The aircraft are placed in a triangle, 6"/15cm apart, 6"/15cm diagonally behind the lead aircraft, one on each side. If the flight has only two aircraft, you may choose which side the following aircraft is on.

If an aircraft would have to be placed off the table to launch its attack, it aborts the mission and flies off instead.

POSITION YOUR AIRCRAFT

Friendly Table Edge

Position other aircraft in echelon 6"/15cm behind

6"/15cm

6"/15cm

Position lead aircraft up to 6"/15cm from target, flying to or from your table edge

Aircraft can attack from either direction
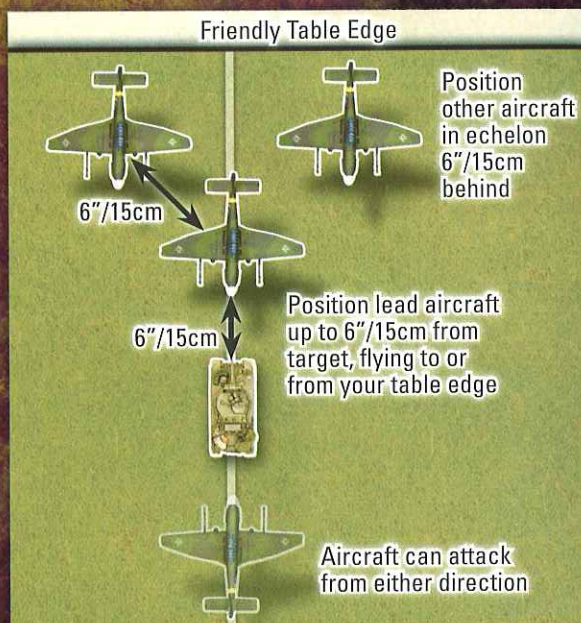
FLYING HIGH

Aircraft are flying high above the terrain and have little difficulty in locating targets, especially when guided by ground troops.

The Line of Sight of an aircraft is not affected by terrain.

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CONDUCT 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 evasive action, you just have to hope you don't get hit.

Anti-aircraft fire is conducted by the opposing player after all other shooting is complete, but before aircraft make their attacks. It does not matter that the anti-aircraft weapons are firing out of turn.

Who Can Shoot

Shooting at aircraft requires a special anti-aircraft mounting to allow the weapon to shoot at high angles and rotate rapidly to track fast-moving aircraft.

Only weapons with the Anti-aircraft attribute can fire at aircraft. Anti-aircraft weapons that are still being towed by or carried as Passengers in Transport vehicles cannot shoot at aircraft.

Anti-aircraft weapons must be within range to shoot at an aircraft. Measure the range from any point on the hull or turret (but not gun barrels) of an anti-aircraft vehicle or any point on the base of a dismounted anti-aircraft gun, to any point on the aircraft base to see if it is in range.

Any teams that shoot at aircraft can't move At the Double, Dig In, Shoot or Assault in their next turn. Mark these teams with a counter or a small puff of cotton wool as a reminder that they have already fired.

Any weapons that shoot at aircraft can't conduct Defensive Fire if assaulted later in this turn.

Intervening Terrain

Aircraft fly well above the terrain and are easy to see from almost anywhere on the battlefield, unless tall trees or buildings get in the way.

Anti-aircraft weapons cannot fire at aircraft on the far side of trees or buildings within 4"/10cm of the weapon. If concealed at the edge of woods, anti-aircraft weapons cannot fire through the trees at aircraft.

Anti-aircraft weapons cannot fire at aircraft while hidden in a wood (that is, completely within the boundaries of a wood).

Number of Dice to Roll

Having selected their target, the anti-aircraft guns open fire. The rate of fire (ROF) rating of a weapon reflects how fast the weapon can shoot.

Anti-aircraft weapons roll one dice for each point of ROF they have when firing at aircraft.

This is not affected by any movement that the firing weapon may have made in its last turn.

However, if the firing team is a Pinned Down Infantry or Gun team, or unarmoured vehicle its ROF is reduced to 1 as normal for being Pinned Down.

Self-defence Anti-aircraft Weapons

Some tanks have anti-aircraft machine-guns mounted for protection against air attacks. These weapons are usually fired by the vehicle commander, requiring them to watch the skies for incoming aircraft rather than performing their own job. If the platoon isn't under attack, the commander focuses on their main task rather than worrying about providing anti-aircraft cover for other platoons.

Self-defence anti-aircraft weapons may only fire anti-aircraft fire at aircraft that are attacking their own platoon. They only roll one die when firing at aircraft regardless of their ROF rating.

LINE OF SIGHT FOR ANTI-AIRCRAFT GUNS

Gun within 4"/10cm of woods cannot shoot through trees at aircraft

4"/10cm

Guns more than 4"/10cm from woods can shoot over them at aircraft

Gun at edge of woods cannot shoot through the trees at aircraft

HEAVY ANTI-AIRCRAFT GUNS

While heavy anti-aircraft guns like the famous German '88' are very effective against heavy bombers (and tanks for that matter), they are not as useful against fast-flying fighter-bombers.

Heavy anti-aircraft guns only roll one die when firing at aircraft regardless of their ROF rating.

ROLL TO HIT

Unlike ground targets, aircraft have no cover and few stratagems available to make themselves harder to hit. However, a good gun crew will react quicker and estimate the lead and range better than a poor one giving themselves a much better chance of bringing the aircraft down.

Roll a Skill Test with each die. Any successful roll scores a hit on the aircraft. There are no modifiers to this roll.

SCORE TO HIT

Firing Team's Skill	Score Needed to Hit
Conscript	5+
Trained	4+
Veteran	3+

WHICH AIRCRAFT ARE HIT

When the aircraft attack, they do so as a flight making it impossible for anti-aircraft gunners to single one out.

The aircraft player allocates all hits from a platoon evenly across all of the aircraft making the attack.

Hits from a gun may only be allocated to aircraft within range of that gun.

ROLL TO HIT AIRCRAFT

Two anti-aircraft half-tracks with ROF 5 shooting at the aircraft roll five dice each to hit

The half-tracks must pass a Skill test with each die to hit

All hits are evenly allocated across the aircraft
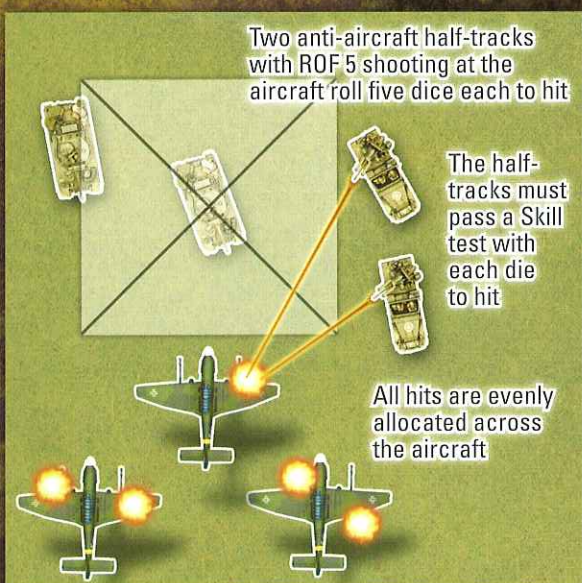
ROLL TO DESTROY

Hitting an aircraft isn't always enough to stop it from making its attack. Once the pilot is committed to his dive, little short of blowing the wing off can actually stop him.

Roll a Firepower Test for each hit on an aircraft from anti-aircraft fire.

- *If the Firepower Test is successful, the aircraft is shot down and destroyed.*
- *Otherwise, the aircraft was only damaged and presses home its attack.*

ROLL TO DESTROY AIRCRAFT

Roll a Firepower test for each hit on an aircraft

A successful Firepower test shoots the aircraft down

Aircraft continue their attacks after failed Firepower tests
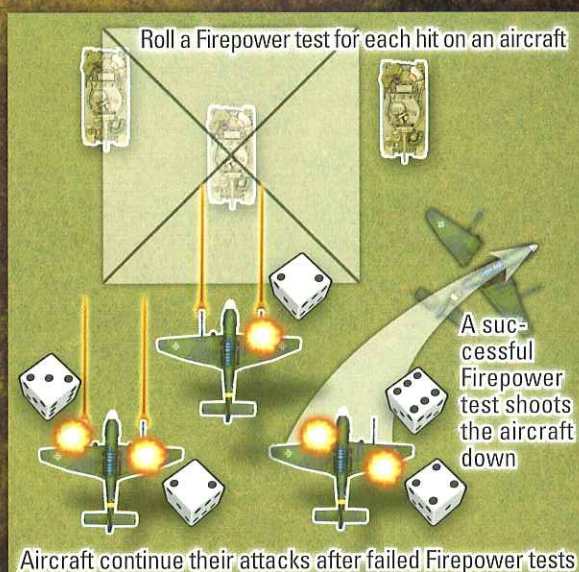
FLYING TANK

Heavily-armoured ground-attack aircraft like the Soviet Il-2 'Shturmovik' and the German Hs129 are known as 'Flying Tanks' because of their comparative invulnerability to anti-aircraft fire. Only large-calibre anti-aircraft guns have much chance of bringing down a flying tank.

Re-roll all successful Firepower Tests against aircraft rated as Flying Tanks in their Arsenal entry.

MULTIPLE ANTI-AIRCRAFT PLATOONS

As with all shooting in *Flames Of War*, each platoon completes its anti-aircraft fire before the next begins.

You must decide how many teams in a platoon capable of anti-aircraft fire will fire before rolling any dice to hit for that platoon.

You may wait until one platoon's anti-aircraft fire has been resolved before deciding how many teams to fire from the next platoon.

ROLL TO RANGE IN ON TARGET

Pilots are given general guidance as to the location of their target, but they must range in on the target visually once they are over the battlefield before they can attack.

Aircraft fly at high speed and often find it difficult to precisely locate their target. Since making a return pass is too dangerous as enemy defences were alerted by the first pass, pilots that do not locate their target simply leave the battlefield.

As with other shooting, the single biggest factor in determining if a platoon is located is its experience. Veteran troops know how to use cover, while less experienced troops are more obvious from the air.

Once the aircraft are in position you must roll to range in on the nominated target team. You get three attempts to range in.

The score required for aircraft to range in on the target is given by the target team's Skill rating.

If all three attempts fail, the aircraft could not find the target and the whole flight leaves the battlefield.

CONCEALMENT FROM AIRCRAFT

High-flying aircraft can see most things on the ground, although troops hiding in the shadow of a building or woods can be difficult to pick out.

Teams in, or on the far side of and within 4"/10cm of, woods or buildings are Concealed to aircraft.

CONCEALMENT

Teams in or behind and within 4"/10cm of woods and buildings are Concealed

ORIGINAL TARGET DESTROYED

If your ground troops' shooting resulted in the destruction of your aircraft's target, they will continue their attack if they see more targets in the area, otherwise they will abort the mission.

If your aircraft's original target is Destroyed, or is no longer there for any reason, you may select any other enemy team within 4"/10cm as your Aiming Point instead.

If there are no other enemy teams within 4"/10cm of the Aiming Point, the aircraft abort their attack and leave the battlefield.

ROLL TO RANGE IN

Target Team's Skill	Score Needed to Range In
Conscript	2+
Trained	3+
Veteran	4+

Add +1 to the score to range in if:

- Targeted team is Concealed.
- Targeted team is also Gone to Ground.

EXAMPLE

Your flight has three aircraft. They are attempting to range in on and bomb a Trained Gun team hidden in a wood. They need a score of 4+ (3+ for Trained, +1 because the target is Concealed) to range in.

The first roll is a 1, failing to range in on the gun, the second roll scores a 6 and ranges in successfully. The aircraft now attack.

ROLL TO RANGE IN

Aircraft roll against the target's Skill rating to range in on the target

If they fail to range in on their target in three attempts, aircraft leave the battlefield

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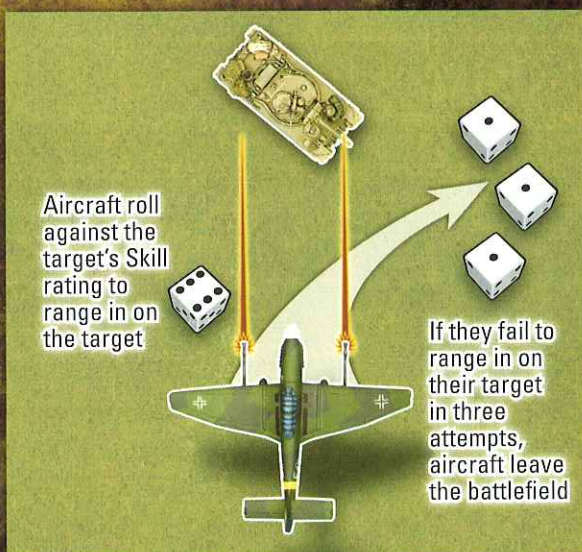
SAFETY DISTANCE

Aircraft cannot easily distinguish friendly and enemy targets on the ground, and troops on the ground aren't keen on being bombed by either side. If a friendly aircraft gets too close, they'll warn it off with flags and coloured smoke.
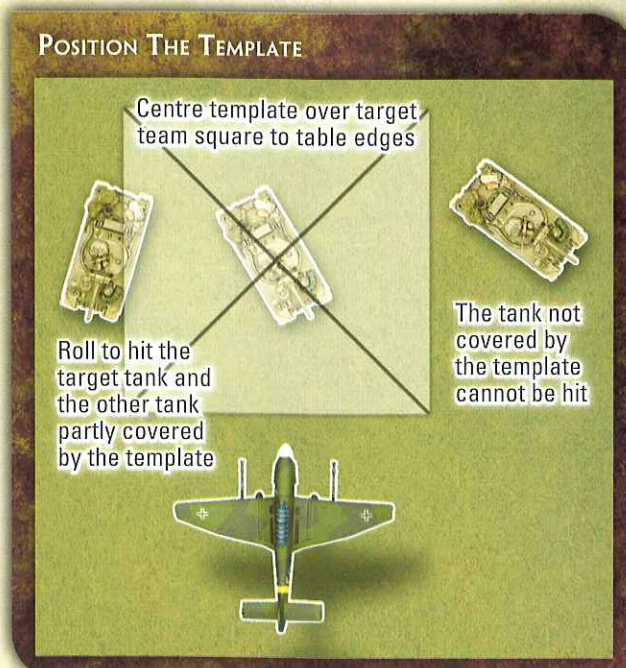
If any friendly troops are within 16"/40cm of any part of the base of any of your aircraft when they attempt to range in, all of the aircraft abort their attacks and leave the battlefield.
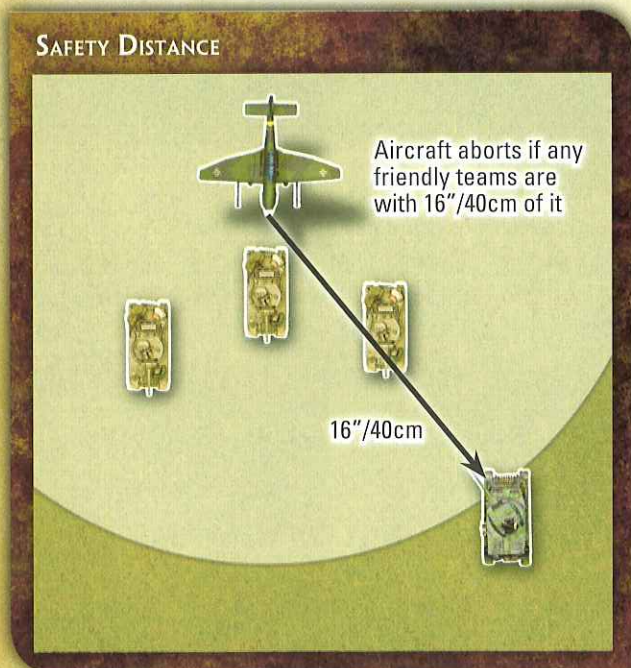
POSITION THE TEMPLATE

Air attacks differ from normal shooting in that the aircraft are plastering an area with bombs and rockets or strafing everything they can see. As a result everything around the target team is likely to be hit as well.

All air attacks, whether by bombs, rockets, machine-guns or cannon, use the Artillery Template to determine which teams they can hit. Place the Artillery Template (a square measuring 6"/15cm on each side) centred directly over the target team with the sides parallel to the table edges.

SAFETY DISTANCE

Aircraft aborts if any friendly teams are with 16"/40cm of it

16"/40cm

POSITION THE TEMPLATE

Centre template over target team square to table edges

Roll to hit the target tank and the other tank partly covered by the template

The tank not covered by the template cannot be hit

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 presents some of the more common attack aircraft.

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
US					
P47 Thunderbolt	MG	2+	6	5+	
	Bombs	4+	5	1+	
GERMAN					
Ju 87D Stuka	Bombs	4+	5	1+	
BRITISH					
Typhoon	Cannon	2+	8	5+	
	Rockets	3+	6	3+	
SOVIET					
Shturmovik	Cannon	3+	9	5+	Flying Tank
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	

ROLL TO HIT TEAMS UNDER THE TEMPLATE

ROLL TO HIT

With bomb blasts and bullets saturating the area around the target, it is largely a matter of luck whether any particular soldier is hit or not.

Rather than rolling one die per shot fired as in normal shooting, roll one die for every team at least partly under the template.

The score required to hit a target under the template depends on the weaponry the flight is using. If the aircraft have more than one weapon, you must choose which weapon the whole flight is using before rolling any dice to hit.

Each aircraft weapon has a To Hit number in place of its ROF characteristic. This is modified by the time taken to Range In on the target.

Roll to hit each platoon under the template separately.

ROLL TO HIT

Roll against aircraft's To Hit rating

Add +1 to the score to hit if:

- The aircraft ranged in on the second attempt.

Add +2 to the score to hit if:

- The aircraft ranged in on the third attempt.

ONE AIRCRAFT FLIGHTS

A single aircraft simply cannot deliver enough ordnance to be fully effective.

If the attacking flight contains a single aircraft, re-roll all successful rolls to hit targets under the template.

THREE AIRCRAFT FLIGHTS

Saturating the target with bombs and bullets delivered by three aircraft makes hits more likely.

If the attacking flight contains three aircraft, re-roll all failed rolls to hit targets under the template.

NUMBER OF AIRCRAFT

1	Re-roll hits
2	No re-rolls
3	Re-roll misses

WHICH TEAMS WERE HIT

Commanders can order soldiers from one team to replace casualties in another keeping important weapons in action.

Your opponent allocates hits to teams under the template from the platoon that was hit. Each team may only be allocated one hit.

- Unprotected teams must be allocated hits before teams in Bulletproof Cover or Armoured teams.

- Hits must be allocated to Armoured vehicles with lower Armour ratings before those with higher Armour ratings.

MULTIPLE TARGET TYPES

It is, however, impossible to replace a destroyed gun with a surviving truck.

Roll to hit each Type of team (Tank, Infantry, Gun and Transport teams) in the platoon separately.

HITTING MIXED PLATOONS

Roll to hit transport separately from infantry teams in the armoured infantry platoon
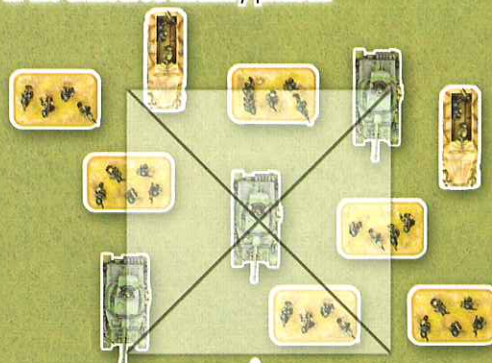
Roll to hit the tank platoon separately from the armoured infantry platoon

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ROLL SAVES FOR TEAMS THAT WERE HIT

A hit on a team indicates that the bomb landed close enough to be dangerous. The roll to save tells whether or not it actually destroyed the team.

ARMOURED VEHICLE SAVES

Armoured vehicles are well protected from most aerial weapons. It takes a lucky hit by a bomb or a heavy cannon to knock out a tank.

BOMBS AND ROCKETS

Bombs and rockets are not particularly accurate. Mostly they rely on shock and blast to damage vehicles rather than penetrating their armour directly.

When your aircraft hits an Armoured vehicle with a bomb or rocket, the opposing player rolls a die and adds the vehicle's Top armour rating.

- *If the result is greater than your aircraft weapon's Anti-tank rating, the vehicle's armour protects it and it is unharmed.*
- *If the result exactly equals your aircraft weapon's Anti-tank rating, make a Firepower Test. If you pass the test, the vehicle is Bailed Out, otherwise it is unharmed.*
- *If the result is less that your aircraft weapon's Anti-tank rating, make a Firepower Test. If you pass the test, the vehicle is Destroyed, otherwise it is Bailed Out.*

CANNON AND MACHINE-GUNS

Aircraft strafing with guns have to get in close to hit and penetrate their target. This requires a flat approach 'on the deck', rather than diving from above, so shots have to penetrate the side of a tank to hurt it.

When an armoured vehicle is hit by a cannon or machine-gun, the owning player rolls a die and adds the vehicle's Side armour rating.

- *If the result is greater than your aircraft weapon's Anti-tank rating, the vehicle's armour protects it and it is unharmed.*
- *If the result exactly equals your aircraft weapon's Anti-tank rating, make a Firepower Test. If you pass the test, the vehicle is Bailed Out, otherwise it remains unharmed.*
- *If the result is less than your aircraft weapon's Anti-tank rating, make a Firepower Test. If you pass the test, the vehicle is Destroyed, otherwise it is Bailed Out.*

ARMOURED VEHICLE SAVE

Bombs and Rockets hit Top armour
Cannon and Machine-guns hit Side armour

UNARMOURED VEHICLE SAVES

Unarmoured vehicles are totally unprotected from aircraft weapons. Their only hope of survival is that the bullets and shrapnel will only do minor damage.

When your aircraft hits an Unarmoured vehicle, the opposing player rolls a die.

- *If the result is 5+, the vehicle survives unharmed apart from a few bullet holes.*
- *Otherwise the vehicle is Destroyed.*

UNARMOURED VEHICLE SAVE

Save on a roll of 5+

INFANTRY SAVES

Infantry in the open are very vulnerable to strafing aircraft, but once they get into cover, they can be hard to dig out.

When your aircraft hits an Infantry team, the opposing player rolls a die.

- *If the result is 3+, the team escapes with no serious injury.*
- *Otherwise, unless the team is in Bulletproof Cover, it is Destroyed.*

If an Infantry team in Bulletproof Cover fails its save, make a Firepower Test. If you pass the test, the team is Destroyed, otherwise it is unharmed.

INFANTRY SAVE

Save on a roll of 3+
Firepower test to Destroy if in Bulletproof Cover

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GUN SAVES

Artillery is extremely vulnerable to aircraft diving from above.

When your aircraft hits a Gun team, the opposing player rolls a die.

- *If the result is 5+, the team escapes with no serious injury.*
- *Otherwise, unless the team is in Bulletproof Cover, it is Destroyed.*

If a Gun team in Bulletproof Cover fails its save, take a Firepower Test. If you pass the test, the team is Destroyed, otherwise it is unharmed.

Gun Shields do not provide any protection against attacks by aircraft.

GUN SAVE

Save on a roll of 5+

Firepower test to Destroy if in Bulletproof Cover

PIN DOWN ALL PLATOONS THAT WERE HIT

Air attacks cause considerable confusion amongst their targets as men scatter for cover. Even if little actual damage is done, it can take time to reorganise the unit before it can advance again.

If a platoon takes one or more hits from an air attack, it is automatically Pinned Down.

PIN DOWN

Pin down any platoon hit by aircraft

AIRCRAFT RETURN TO BASE TO REARM

Immediately they have made their attack, all aircraft return to base to rearm for the next strike.

Remove the aircraft from the table after they have made their attack.

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.

Air Support Pool starts at:

Priority Air Support	7 dice
Limited Air Support	5 dice
Sporadic Air Support	3 dice

STARTING STEP

In the Starting Step:

1 ROLL FOR AIR SUPPORT AND FIGHTER INTERCEPTION

- *Ground attack requests granted on 5+.*
- *Fighter interception requests granted on 6.*
- *Each request reduces Air Support Pool by one die.*

Roll again for Number of Aircraft received:

Score	Number of Aircraft
1 or 2	1 aircraft
3 to 5	2 aircraft
6	3 aircraft

2 NOMINATE TARGET AND POSITION AIRCRAFT

- *Select any enemy team as aiming point.*
- *Place lead aircraft 6"/15cm from target.*
- *Place remaining aircraft 6"/15cm diagonally behind.*

SHOOTING STEP

After all other shooting is completed:

1 CONDUCT ANTI-AIRCRAFT FIRE

Anti-aircraft weapons roll to hit aircraft:

Firing Team's Skill	Score Needed
Conscript	5+
Trained	4+
Veteran	3+

- *Allocate hits evenly across aircraft.*
- *Roll Firepower test to destroy aircraft.*

2 ROLL TO RANGE IN ON THE TARGET

Three attempts to range in:

Target Team's Skill	Score Needed
Conscript	2+
Trained	3+
Veteran	4+

Add +1 to the score to range in if:

- *Targeted team is Concealed.*
- *Targeted team is also Gone to Ground.*

Re-roll failed attempts to range in on a team moving At the Double.

Aircraft abort if any friendly teams within 16"/40cm.

3 ROLL TO HIT TEAMS UNDER THE TEMPLATE

- *Roll against aircraft's To Hit rating*
  - *Add +1 to the score to hit if:*
    - *The aircraft ranged in on the second attempt.*
  - *Add +2 to the score to hit if:*
    - *The aircraft ranged in on the third attempt.*

Number of Aircraft	Effect
1	Re-roll hits
2	No re-rolls
3	Re-roll misses

4 ROLL SAVES FOR TEAMS THAT WERE HIT

Bombs and Rockets hit the Top armour of Armoured vehicles.

- *Opponent rolls a die and adds their Top armour rating.*

Cannon and Machine-guns hit the Side armour of Armoured vehicles.

- *Opponent rolls a die and adds their Side armour rating.*

Compare the result to the Aircraft's Anti-tank rating:

Roll is	Result
Greater	No effect
Equal	Firepower test to Bail Out
Less	Firepower test to Destroy otherwise Bail Out

- *Roll 5+ save for Unarmoured vehicles.*
- *Roll 3+ save for Infantry teams.*
- *Roll 5+ save for Gun teams.*
- *Firepower test to Destroy teams in Bulletproof Cover.*

5 PIN DOWN ALL PLATOONS THAT WERE HIT

- *Any hit on a platoon means the platoon is Pinned Down.*

6 AIRCRAFT RETURN TO BASE TO REARM

- *Show's over, the aircraft leave the table.*

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RECONNAISSANCE

According to an old army saying, 'Time spent on reconnaissance is seldom wasted'. Commanders ignore this hard-learnt lesson at their own peril. With inadequate reconnaissance any force, no matter how powerful, is vulnerable to a surprise attack from a better informed enemy.
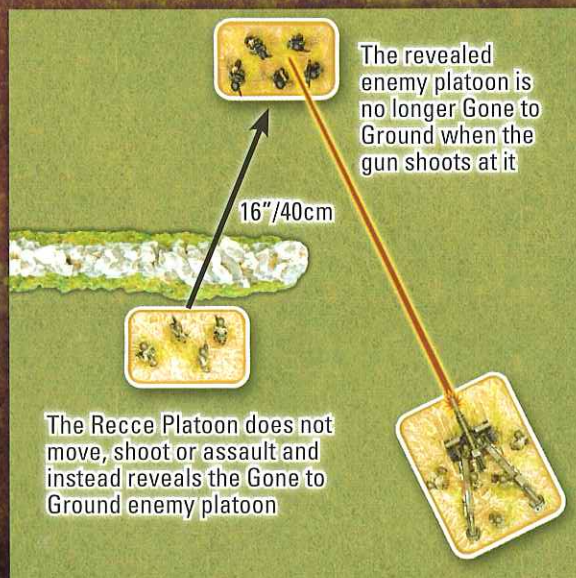

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EYES AND EARS

On the battlefields of World War II, the art of camouflage can render even the largest weapons almost invisible. One of the most vital jobs of recce troops is to seek out enemy hiding places—tanks hidden in haystacks or soldiers lying in long grass. Once these are discovered the recce troops can guide the fire of their more heavily-armed colleagues against the enemy positions and neutralise them. For this job recce troops are trained in careful observation and notice the smallest tell-tale signs of enemy presence.

At the start of your own Shooting Step, a Recce Platoon that is not Pinned Down and did not move may reveal one enemy platoon within 16"/40cm and Line of Sight of at least one Recce team in the platoon.

Any teams from that enemy platoon in Line of Sight of the Recce Platoon do not count as Gone to Ground for the remainder of the turn.

A Recce Platoon that reveals an enemy platoon does not count as having shot, but cannot move, shoot, or assault this turn.

EYES AND EARS

The revealed enemy platoon is no longer Gone to Ground when the gun shoots at it

16"/40cm

The Recce Platoon does not move, shoot or assault and instead reveals the Gone to Ground enemy platoon

DISENGAGE!

When attacked, Recce Platoons may attempt to use their speed and training to evade before serious damage is done.

Recce troops are often lightly armed and lightly armoured, if they are armoured at all! Yet the nature of their job requires that they operate close to, or even behind, enemy lines. When attacked, recce troops use their speed and training to evade incoming fire before serious damage is done.

Recce Platoons may attempt to disengage when fired on in the enemy Shooting Step as long as they did not move At the Double, shoot, or assault in their previous turn.

If you wish a Recce Platoon to disengage, you must declare your intention to do so at the point an enemy platoon fires, but before any dice are rolled to hit. If you do so, each team shooting at the Recce Platoon then fires one shot at the platoon in its current position.

After resolving the effects of these shots, the Recce Platoon has a chance to get away. Make a Skill Test for the platoon to see if they can escape before the full weight of the enemy's fire hits them.

- *If successful, all Recce teams in the platoon may immediately disengage and move up to their normal movement away from the enemy teams shooting at them. All other teams in the platoon remain where they were. Some teams may elect not to move if their current position is secure.*

- *If unsuccessful, the Recce Platoon remains in its original position.*

All remaining shots are fired at the Recce Platoon in its new position. If the whole Recce Platoon managed to get out of Range, Line of Sight, or Field of Fire of the enemy, the remaining shots automatically miss.

Disengaging does not prevent a team from being considered Gone to Ground under the Cautious Movement rule.

Teams cannot move At the Double when disengaging.

It can be helpful to place a marker with teams that have disengaged as a reminder when it comes to your turn.

DISENGAGING SEQUENCE

1. Enemy Fires One Shot per Team
2. Take Skill Test to Disengage
3. Disengaging Teams Move Away
4. Enemy Fires Remaining Shots at any Teams Still Visible
5. Recce Platoon Reorganises in its Next Turn

DISENGAGING FROM SHOOTING

The Recce Platoon attempts to disengage from the anti-tank gun fire.

The guns fire one shot each before the Recce Platoon passes a Skill Test and moves away.
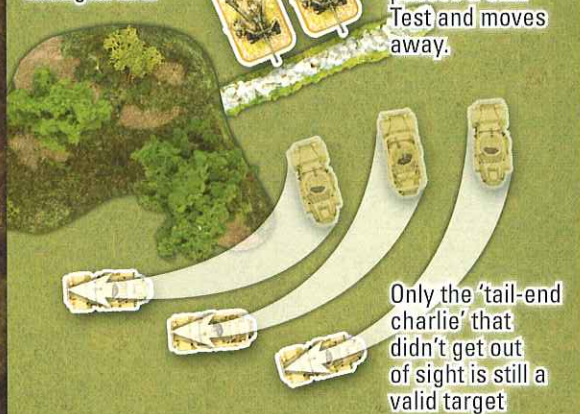
Only the 'tail-end charlie' that didn't get out of sight is still a valid target

DISENGAGING FROM ROF 1 WEAPONS

Recce troops are far too fast on their feet to be much bothered by slow-firing riflemen or ponderous big guns.

Weapons that only fire one shot (either because they have ROF 1 or because they moved) do not fire before the Recce Platoon attempts to disengage. They must wait and fire at the Recce Platoon in its final position. If the whole Recce Platoon manages to get out of Range, Line of Sight, or Field of Fire, all of the ROF 1 weapon's shots automatically miss.

DISENGAGING FROM ROF 1 WEAPONS

The main gun of the moving tank has a ROF of 1. The Recce Platoon attempts to disengage before the main gun fires. If they succeed, the main gun will still fire but automatically miss
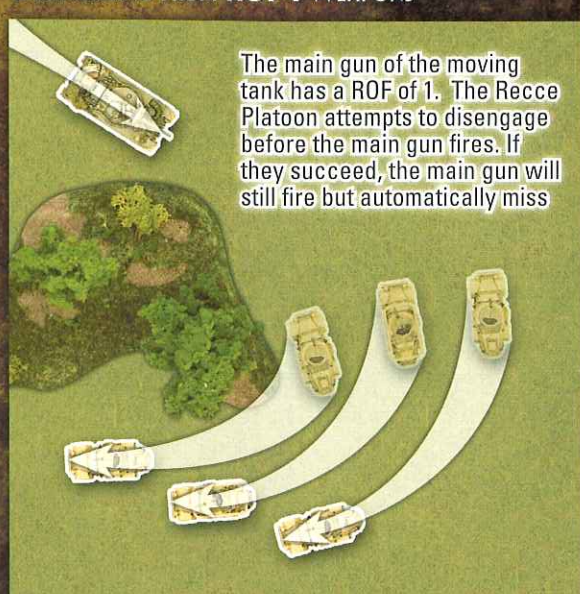
DISENGAGING FROM ARTILLERY

Skilled reconnaissance troops do not wait around for an artillery bombardment to fall. As soon as the first ranging shots land nearby they are on the move, racing to find safer ground.

Recce Platoons may disengage from an Artillery Bombardment in a similar way to disengaging from direct fire, so long as they did not move At the Double, Shoot, or Assault in their previous turn.

If a Recce Platoon has a team under an artillery template, when a spotting team attempts to Range In, the recce player may declare his intention to disengage. The spotting team then makes their first Ranging In attempt before the Recce Platoon takes its Skill Test to disengage. Spotting teams attempting to range in Mortars re-roll their first failed ranging roll before the Recce Platoon attempts to disengage.

- *If the first Ranging In attempt is successful, the Recce Platoon may not disengage.*

- *If the platoon does disengage and the spotting team was Ranging In on a team from the Recce Platoon, the spotter may choose a new team in the platoon as the Aiming Point and makes their second and third Ranging Attempts on the Recce Platoon in its new position. If the entire Recce Platoon has managed to get out of Range, Line of Sight, or Field of Fire the artillery bombardment is cancelled.*

DISENGAGING FROM ARTILLERY

The spotter attempts to Range In on the Recce Platoon. If he fails the first attempt, the platoon may disengage

If the Recce Platoon gets out of sight, further ranging attempts fail and the bombardment is cancelled
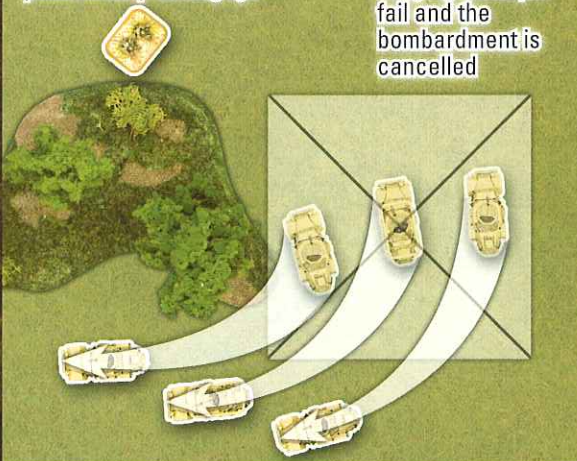
TACTICAL TIP

Armoured car patrols often have a scout car included to probe forward while the armoured cars cover it. If the enemy tries to shoot the scout car it will disengage and race for cover. In their turn, the armoured cars, waiting safely in concealment, open fire on the enemy that tried to pick on their little scout car!

NO DISENGAGING FROM AIR ATTACKS

Air attacks happen fast, even faster than the quick-moving recce troops can react and race for cover.

Recce Platoons may not disengage from aircraft attacks, and cannot be forced to disengage by aircraft fire.

AIR ATTACKS

Recce troops can't disengage from air attacks

FORCED TO DISENGAGE

Recce troops are trained to collect information, not to engage in prolonged firefights. If enemy fire is too strong, the recce troops may be forced to disengage and attempt a different approach.

If any Recce team fails an Armour, Infantry, Gun, Unarmoured vehicle, or Passenger Save in the opponent's Shooting Step (even if the team that failed the Save is unharmed), the Recce Platoon must take a Motivation Test at the end of the Shooting Step.

- *If successful, the Recce Platoon elects to stand and fight it out.*

- *If unsuccessful, every Recce team in the platoon that has not already disengaged must move up to its normal movement away from all enemy platoons shooting at it. The platoon must Reorganise next turn as if the whole platoon had disengaged. A surrounded Recce team that is forced to disengage will not move, but must still Reorganise.*

Infantry and Gun teams in Bulletproof Cover are never forced to disengage. They may remain in their positions and fight on.

FORCED TO DISENGAGE

Two tanks shoot at the Recce Platoon. The tanks score a hit on one armoured car that then fails its Armour Save

The Recce Platoon fail their Motivation Test and are Forced to Disengage.
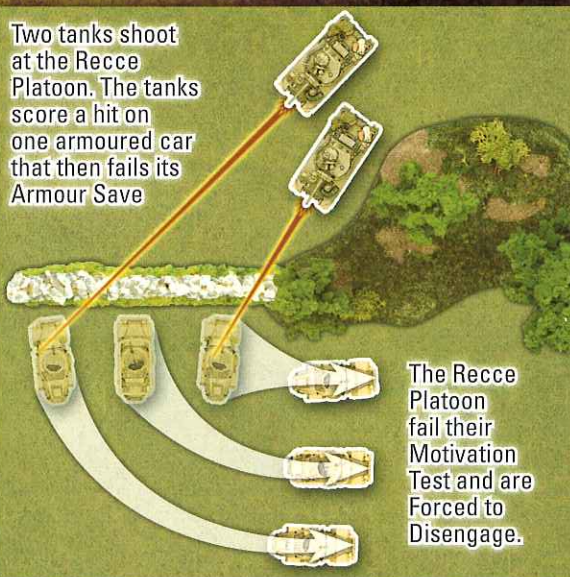
DISENGAGING FROM ASSAULTS

Going toe-to-toe with an on-rushing foe is probably not in the best interests of the lightly-armed reconnaissance troops. Although they can choose to receive the enemy's charge with a hail of bullets, it is usually far wiser for them to evade the assaulting troops.

When assaulted, a Recce Platoon may attempt to disengage instead of conducting Defensive Fire. After the enemy platoon has charged into contact a Recce Platoon attempting to disengage makes a Skill Test.

- *If successful, all Recce teams in the platoon may immediately disengage and move up to their normal movement away from the charging enemy teams. All other teams in the platoon remain where they were. Recce teams may also elect not to disengage if their current position is secure.*

  Any teams from a disengaging Recce Platoon that are within 4"/10cm of any enemy team after all disengaging movement are automatically Destroyed.

- *If unsuccessful, the Recce Platoon remains in its original position and must receive the assault.*

The assault now continues as normal, although the Recce Platoon may not conduct Defensive Fire as it has been too busy attempting to disengage. If the Recce Platoon has fallen back, and no other defending platoons are still engaged, the assaulting platoon is victorious and the assault continues as if their Shooting was Too Successful.

If the Recce Platoon is assaulted again this turn, the platoon may not disengage again, cannot conduct Defensive Fire, may not Counterattack, and must Break Off at the earliest opportunity.

Any Recce Platoon that does not attempt to disengage from an assault may conduct Defensive Fire as normal.

DISENGAGING FROM ASSAULTS

The enemy infantry charge into contact with the Recce Platoon.

Instead of conducting Defensive Fire the platoon attempts to Disengage

After a successful Skill Test, the Recce Platoon is able to move away from the assault
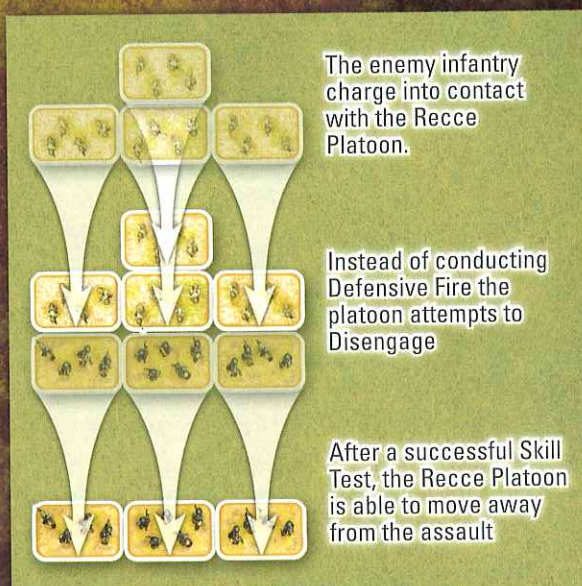
ONLY DISENGAGE ONCE

Recce troops might be elusive but they can't avoid every fight, especially if overrun by a concerted enemy advance.

A Recce Platoon may only attempt to disengage once in any Shooting Step and once in any Assault Step. You may choose to take fire from one platoon and then disengage from another later if you want.

REORGANISATION

Recce troops that scramble for safety need a little time to sort themselves out after their abrupt retreat. Time to get their bearings, check and report on any damage sustained, regain formation and receive new orders. While all this is going on the unit is in no condition to deal with the enemy.
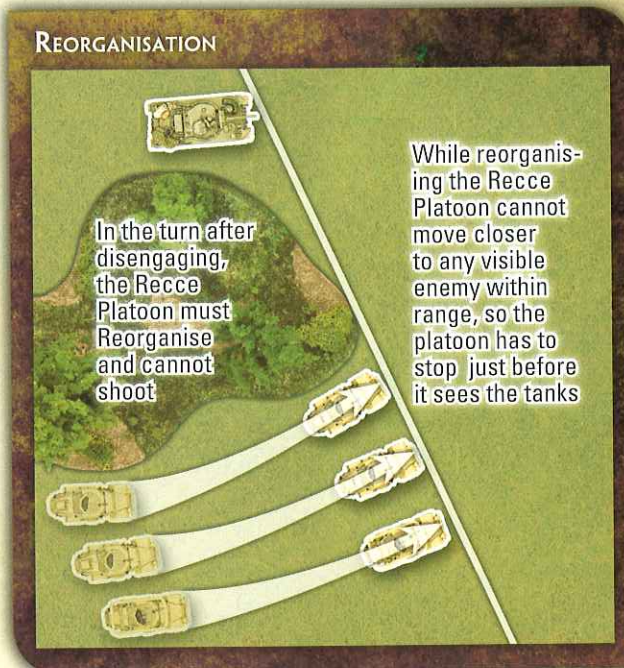
Recce teams that Disengaged may not conduct Defensive Fire or Anti-aircraft Fire for the remainder of the turn in which they Disengaged.

In their next turn they must reorganise and may not shoot nor attempt to reveal enemy platoons using the Eyes and Ears rule.

Reorganising teams may not move within Range and Line of Sight of the weapons of any enemy team, nor closer to enemy teams already in Range and Line of Sight.

Other teams in the Recce Platoon that did not Disengage continue to operate as normal.

Note that a Recce Platoon that is reorganising can still Disengage from enemy shooting or assaults. A reorganising platoon can also be Forced to Disengage by enemy shooting.

REORGANISATION

In the turn after disengaging, the Recce Platoon must Reorganise and cannot shoot

While reorganising the Recce Platoon cannot move closer to any visible enemy within range, so the platoon has to stop just before it sees the tanks

RECONNAISSANCE SUMMARY

EYES AND EARS

- *Recce Platoon must not be Pinned Down and must not move, shoot, or assault to reveal an enemy platoon within 16"/40cm.*
- *Revealed platoon loses Gone to Ground status.*

DISENGAGING

FROM SHOOTING

- *Enemy fires one shot per team.*
- *Take Skill Test to Disengage.*
- *Disengaging teams move away.*
- *Enemy fires remaining shots at any teams still visible.*
- *Recce Platoon Reorganises in its next turn.*

FROM ARTILLERY

- *Enemy makes one Ranging In attempt before Recce Platoon Disengages.*

FROM AIRCRAFT

- *Cannot disengage from aircraft.*

FORCED TO DISENGAGE

- *If Recce Platoon failed any saves, it must pass a Motivation Test at end of Shooting Step or Disengage.*

FROM ASSAULTS

- *Enemy Charges into Contact.*
- *Take Skill Test to Disengage instead of conducting Defensive Fire.*
- *Disengaging teams move away.*
- *Any teams remaining within 4"/10cm are Destroyed.*

REORGANISATION

- *Next turn Disengaging teams cannot shoot, use Eyes and Ears, or move closer to visible enemy.*

OTHER RECCE RULES

CAUTIOUS MOVEMENT (PAGE 63)

- *Recce teams can Go to Ground while moving.*

RECCE DEPLOYMENT (PAGE 194)

- *Recce teams move after deployment.*
- *Must remain 16"/40cm from enemy teams.*

AVOID AMBUSHES (PAGE 197)

- *Enemy teams cannot ambush within 8"/20cm of Recce teams.*

NIGHT FIGHTING

While most battles take place in daylight, some battles took place at night. Some armies even specialised in launching their attacks at night. These rules allow you to fight battles in the dark or in other conditions of limited visibility.

MOVING AT NIGHT

Moving at night, without lights, is slow and painstaking. In the darkness shapes blend and blur turning tanks into houses, and rocks and trees into tanks.

Teams may not move further than 8"/20cm or move At the Double at night.

Teams must re-roll successful Bogging Tests when moving through Rough Terrain.

SHOOTING AT NIGHT

Few things are as difficult as finding targets at night. Everything looks dangerous. Tanks look like houses and trees like tanks making it tricky to pick your target, unless they shoot when their muzzle flash gives them away.

Each time you select a platoon to shoot with, roll a die and consult the Night Visibility table. The result is the maximum distance that the platoon's teams can shoot at targets that did not shoot. This does not affect Line of Sight, just the effective range of your weapons, and only applies to that platoon for this turn.

The platoon can only shoot at, or range in on, teams within that distance unless the target team fired its weapons. Anything further away is invisible in the darkness.

Enemy teams that fired in their Shooting Step are always visible as long as they are within Line of Sight.

Roll to determine the visibility distance before you select your targets.

NIGHT VISIBILITY

1	4"/10cm
2	8"/20cm
3	12"/30cm
4	16"/40cm
5	20"/50cm
6	24"/60cm

CONCEALMENT

Even on a clear night it is tricky to accurately pinpoint the enemy. Even when shooting at muzzle flashes, you are firing mostly by guesswork.

All teams count as Concealed at night. This only benefits teams that are not already Concealed.

Night is not Concealing Terrain, however, so ambushing troops must deploy at least 16"/40cm from the enemy when in the open.

The Concealment of night does not allow reconnaissance troops to use Cautious Movement. They must be Concealed by terrain.

NO AIR SUPPORT

With nothing but their eyes to guide them, there is no way for aircraft to accurately identify targets on the battlefield to attack.

Air Support may not be requested on turns where the night-fighting rules are in effect.

ATLDAO1563
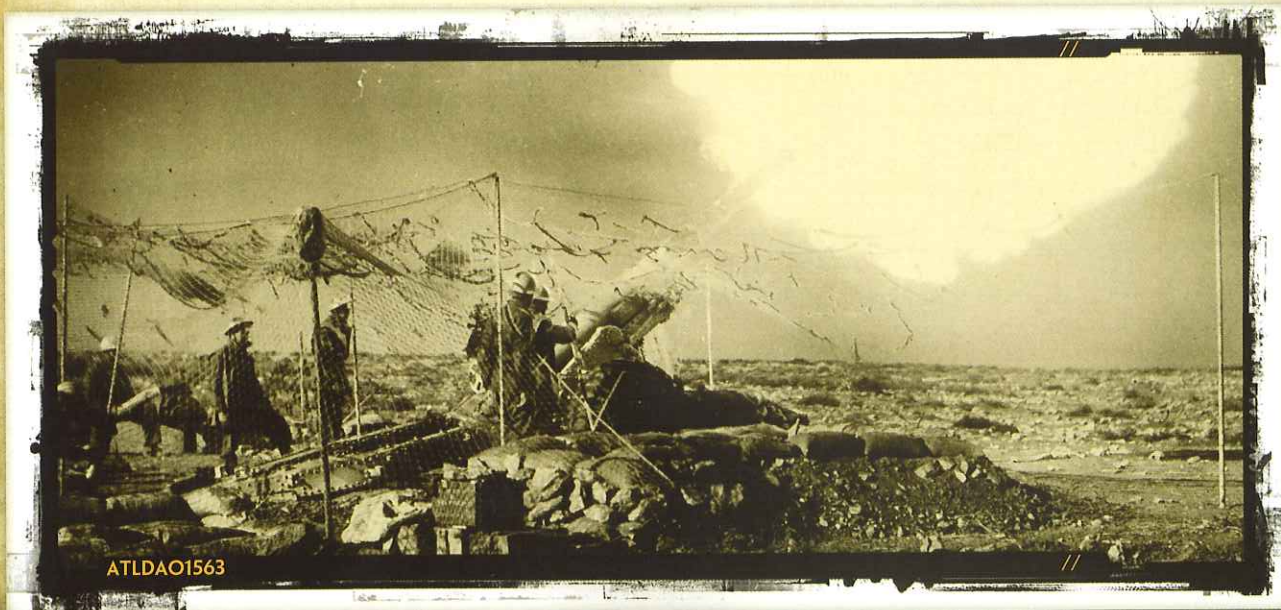
WHO ARE THE AMERICANS?

'Men, all this stuff you've heard about America not wanting to fight - wanting to stay out of the war, is a lot of horse dung. Americans traditionally love to fight. All real Americans love the sting of battle. When you were kids, you all admired the champion marble shooter, the fastest runner, big league ball players, the toughest boxers. Americans love a winner and will not tolerate a loser. Americans play to win all the time. I wouldn't give a hoot in hell for a man who lost and laughed. That's why Americans have never lost and never will lose a war, because the very thought of losing is hateful to Americans.'
—General George S Patton.

IWMAP11728F

Welcome boys. Good to see y'all. I've got a lot on my plate and some damned gala with the governor tonight so I'll keep this brief. Sit up straight when I'm talking to you son. You're in the army now!

Y'know, it was just a few short years ago, back in '39, that the United States Army amounted to no more'n 174,000 soldiers—all of 'em volunteers. It's hard to believe now, but that's all we had when the War in Europe got started. A paltry nine infantry divisions an' a couple of cavalry ones. We had guns left over from the First War, an' no motorized transport for the GIs.

But there'n that tiny army were some great leaders. Yessiree, men like Generals Eisenhower, Bradley and Patton would forge the US Army into the greatest fightin' force the world has ever seen. They learnt from the mistakes of the Europeans an' came up with a plan to modernize our woefully neglected army. Down Louisiana way in 1940 these fellas organized maneuvers that pioneered the armored tactics we're using to smash the Nazis.

Nowadays we've got an army 91 divisions strong—all of 'em motorized. Maybe the Russkies have got more, but all of ours are at full strength, something no other fightin' nation has been able to achieve.

The US Army fights as a combined arms force of tanks, infantry and artillery—an' I do mean combined. Every infantry division has a battalion of tanks attached, We've got artillery, an' lots of it, at every level. It's kept well supplied so it can fire day and night. It's said the US artillery fires more rounds in a day'n most German units can fire in a whole campaign. We've also got plenty of radios, at all levels of command, meanin' we've got a versatility on the battlefield that the Germans can't hope to match, an' our allies can only dream of.

Now I'm figurin' most of you boys have grown up around a car in the garage tinkerin' with engines and mechanical devices, I'll bet you're all handy when it comes to fixin' stuff. An' what's more besides, here in the good ol' US of A we also value a little thing called freedom, an' no doubt you boys are used to thinkin' for yerself. That's why your average Joe'll make such a good soldier, he can think on his feet and adapt to changin' situations.

You boys are GI's now. That stands for 'Government Issue'—the letters stamped on all of your gear. The only thing the Government doesn't issue you is a wife!

Every soldier goes to war carrying a rifle, an' here it is—the M1 Garand. Ain't she a beauty! Now this ain't nothin' like the squirrel rifle yer used to back home. This baby's semi-automatic, an' with eight rounds up the spout you can do a lot of very quick shootin'. Backing you up'll be machine guns an' mortars, an' lots of 'em. For each guy on the front line there are at least four guys to support you. Count yourselves lucky. No other army can boast of such a tooth-to-tail ratio, by golly.

You've probably heard that our tanks are famous for their fancy engineerin' and easy maintenance. Shoot, them scientists have even come up with a new-fangled gyrostabilization device that lets our tanks fire accurately while on the move. An' move they do, on tracks so tough a tank can go for hundreds of miles 'fore they need replacing. Even when they do need a little bit of work, the quartermaster troops can fix 'em up in no time flat and get 'em back into the battle quicker'n you can say jack lightnin'.

Oh, an' by the way, forget about any rumors you boys may've heard regardin' our tanks being prone to catchin' fire. That's a load of baloney!

None of our mighty fine tanks even existed in 1940. But thanks to our industrial might they were ready for combat in strength by the end of '42, just in time for the landings in North Africa. An' we didn't stop there, with all of our industries in full swing American tanks have been provided under the Lend-Lease deal to the armies of all of our allies.

If you think our tank forces are impressive you should see our artillery. The 'Red Legs' are top dog in the US Army, earning for themselves another monicker 'The King of Battle'. No one, and I mean no one, not the Limeys nor the Russkies can match 'em for laying down heavy and accurate bombardments. We've got all our big guns tied together by Fire Direction Centers that'll open up quickly when a request comes in. Heck, German commanders even reckon that the greatest threat to their ability to conduct operations is an American Lieutenant with a radio 'cos time and time again Nazi counterattacks falter under the curtain of steel rained down by the Red Legs.

Anyhows, that's enough gabbin' from me, time fer you boys to get trainin'. Boy-oh-boy, I almost feel sorry for them poor Krauts seeing as they've gotta face us! We're gonna kick their asses all the way back to Berlin!

IWMKY2667F

US SPECIAL RULES

These special rules reflect the superiority of American technology and their preference for fighting on the move that this technology allows them. These rules only apply to US teams and platoons.

TANKS

STABILISERS

A stabiliser is a device fitted to the tank's gun that keeps it level when the tank is moving. US tanks are the first in the world to be equipped with gyrostabilisers as standard. With the assistance of the gyrostabiliser, the gunner can stay on target while the tank is moving.

A moving tank fitted with a stabiliser can:
* fire its main gun at its full ROF, but
* adds a penalty of +1 to the score needed to hit.

Before shooting, a tank can choose not to use its stabiliser and fire at the normal rate if that would give it a better chance.

TANK DESTROYERS

Tank Destroyer Command was tasked with stopping armored breakthroughs and developed a doctrine based on self-propelled guns operating en masse to ambush fast moving Panzer attacks. To allow them the freedom of action they needed, tank destroyer battalions were not organic elements of the divisions. As independent units, they could be deployed wherever they were needed.

The following rules reflect their unique doctrine set out in their motto 'Seek, Strike, and Destroy'.

TANK DESTROYER DOCTRINE

Under tank destroyer doctrine, tank destroyers ambush the enemy from concealed positions, hitting them hard and scooting before the enemy can retaliate. Then they do it again, sneaking into a new firing position to launch a fresh ambush.

Self-propelled Anti-tank and Tank Destroyer Platoons use the Cautious Movement rules on page 63 and the Disengage rules from pages 150 to 153 to reflect their stealthy tactics. These platoons count as Reconnaissance Platoons for the purposes of these rules.

In addition, since the tank destroyers select their firing positions with retreat in mind, Self-propelled Anti-tank Platoons may Disengage even if they fired in their own turn.

SEEK, STRIKE, AND DESTROY

Tank Destroyer doctrine emphasises the use of stealth to destroy enemy tank concentrations. Each Self-propelled Anti-tank Platoon has its own reconnaissance element to translate this into reality. The platoon's jeeps advance, tracking the enemy and finding positions for the tank destroyers, who remain concealed and waiting. At the right moment, the tank destroyers move forward into their firing positions and open up.

The tank destroyers in a Self-propelled Anti-tank or Tank Destroyer Platoon may either be deployed as normal at the start of the game, or held off-table with only the Carbine teams and their transports being deployed. If the tank destroyers are held off-table, you may place all of the tank destroyers on the table at the start of your turn so that they are:

* *Concealed and more than 16"/40cm away from all enemy teams, or are entirely out of Line of Sight of the enemy, and*
* *Within 6"/15cm of any Carbine team from the platoon (whether mounted in its transport or not).*

Tank destroyers placed on the table in this way can move and fight as normal during the turn they appear.

The Platoon Command team does not have to be present for the tank destroyers to deploy. As long as at least one Carbine team from the platoon is deployed, the tank destroyers that have been held off-table can join it. However, the usual restrictions for being Out of Command still apply.

If no Carbine teams from the platoon are left on the table, any remaining tank destroyers abandon the field, and the whole platoon counts as Destroyed.

"Seek, Strike, Destroy"
Motto of the US tank destroyer divisions.

ITALY, 1944

Firing on the move, US infantry keep the Germans' heads down as they assault the enemy position.

Anti-tank guns engage approaching enemy armour.

Ambushed! The enemy tank's fate is sealed.

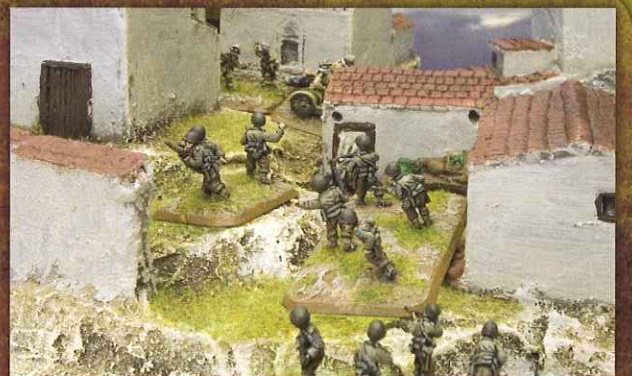Working closely with the infantry as a combined arms force, tanks can easily overwhelm enemy positions.
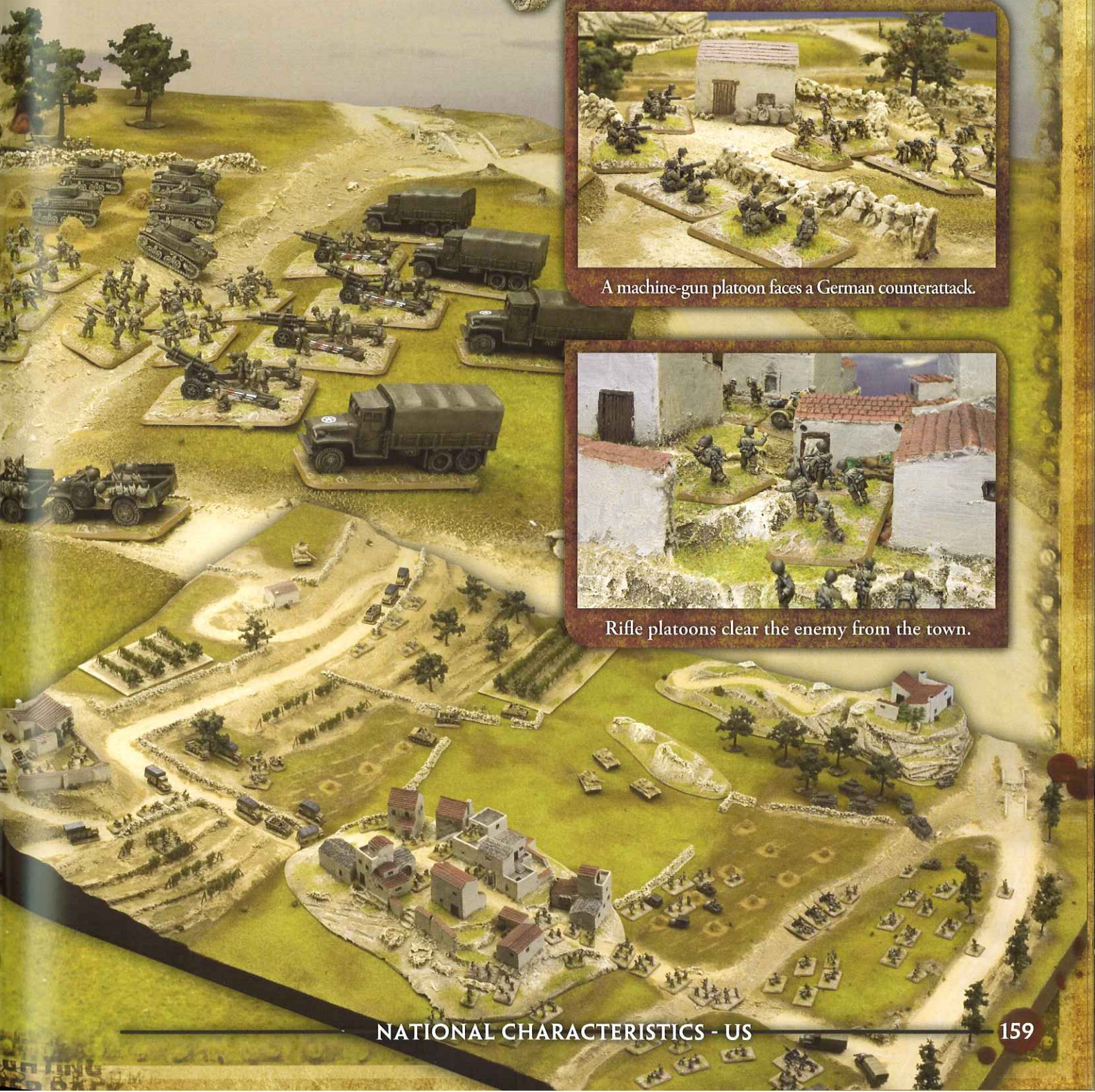
M5 Stuart light tanks move through a wood to support an infantry attack.

A machine-gun platoon faces a German counterattack.

Rifle platoons clear the enemy from the town.

INFANTRY

AUTOMATIC RIFLES

The US Army is equipped with the M1 Garand self-loading rifle, M1 Carbine, and the Browning Automatic Rifle (BAR), giving their infantry intense short-range firepower and allowing them to maintain their rate of fire while moving.

Rifle and Carbine teams do not suffer the usual +1 to hit penalty for firing a ROF 1 weapon while moving or Pinned Down.

When not Pinned Down, Rifle and Carbine teams re-roll all failed rolls to hit in Defensive Fire during assaults.

THE TRUSCOTT TROT

Long-distance speed marches were a major feature of an infantryman's training. Some officers, like General Truscott of the Third Infantry Division, trained their troops so hard that they dubbed speed marching the 'Truscott Trot'.

All this practice paid off during Patton's drive to Palermo in the Sicily campaign. The men of the Third Infantry Division marching on foot were able to keep pace with the neighbouring Second Armored Division!

US Infantry teams move 16"/40cm instead of the normal 12"/30cm when moving At the Double.
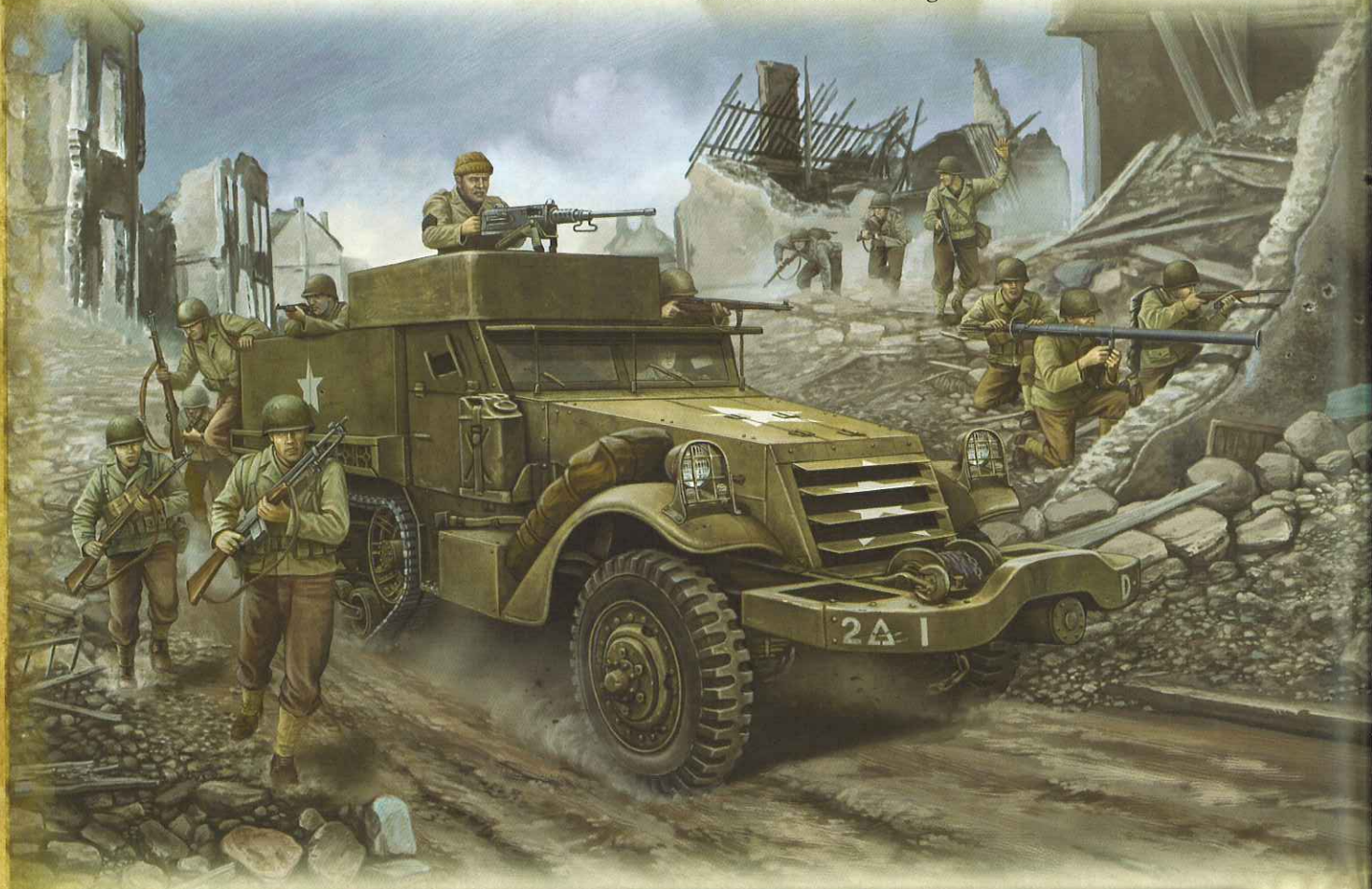
TRANSPORTS

DISMOUNTING MACHINE-GUNS

Lots of transport vehicles carry anti-aircraft machine-guns. Normally they're left on the vehicle, but when the platoon needs more firepower, they can be taken off the vehicles and fired from a tripod mount.

Any Infantry team carried as a passenger in a transport vehicle may dismount the vehicle's passenger-fired .50 cal AA MG, becoming an M2 .50 cal Man-packed Gun team, or its passenger-fired AA MG becoming a LMG Man-packed Gun team.

An Infantry team can start the game dismounted with their vehicle's passenger-fired machine-gun.

You may not dismount a passenger-fired .50 cal AA MG or AA MG unless you have the appropriate model to replace the Infantry team that dismounted it.

Once the machine-gun has been dismounted from a vehicle, the empty vehicle is sent to the rear and the gun cannot remount its vehicle during the game.

MOUNTING HMG'S AND LMG'S

Machine-gunners don't just sit idly by while in their half-tracks, they mount their weapons on the sides and blaze away as their mount carries them forward.

Up to two HMG or LMG teams mounted in a half-track can fit their machine-guns to the sides of the vehicle, converting them to vehicle-mounted AA MG's. When the team dismounts, it takes its machine-gun with it.

As with all vehicle-mounted machine-guns, only the first may fire at full ROF. All additional machine-guns only fire at ROF 1.

FIELDS OF FIRE

When passengers add their machine-guns to a vehicle's arsenal they are positioned so that each covers a specific field of fire.

A half-track or armoured car that has passenger-mounted machine-guns will have its .50 cal AA MG mounted to allow all-round fire and the others positioned to cover the sides.

These AA MG's are mounted one on each side of the vehicle firing off to the side. A line drawn down the side of the vehicle from straight ahead to straight behind gives the limits of their field of fire.

ARTILLERY

EXCELLENT COMMUNICATIONS

No other army has the communications resources of a US force. Plentiful radios give every officer the opportunity to request and range in artillery fire quickly and accurately.

Platoon and 2iC Command teams can act as spotting teams and request artillery fire in the same manner as a Company Command team.

HIT 'EM WITH EVERYTHING YOU'VE GOT

When a US observer team places a request for fire, the artillery battalion fire direction centre assesses its priority and assigns all available artillery batteries to the fire mission. This ensures that the battalion's artillery resources are used in the most efficient manner.

When an Observer team from an artillery battery that has a Staff team has ranged in one battery and then orders an All Guns Repeat! bombardment on the same Aiming Point in a subsequent turn, they may attempt to range another battery that has a Staff team on the same Aiming Point while continuing to control the original battery firing the All Guns Repeat! bombardment.

Next turn the Observer team can order both batteries to fire All Guns Repeat! bombardments while Ranging In another battery, and so on. Roll to hit with each battery separately.

TIME ON TARGET

US artillery staffs have sophisticated fire-control computers. After checking the wind, temperature, and range, the battery staff officer selects the corresponding book and looks up the settings for every gun. This scientific marvel allows the officer to compute the flight time for each shell.

By working backwards, they can have every shell land at the same time without warning. With no time to react, troop concentrations caught in such a 'time on target' (TOT) bombardment are smashed before they have time to find cover.

Of course, once the first rounds have landed, the enemy has already taken cover, so a prolonged bombardment is no more effective than usual.

If an artillery battery with a Staff team ranges in on their first attempt, they can fire a TOT bombardment.

Every team hit by a TOT bombardment re-rolls successful saves in the first turn of the bombardment, as they scramble for cover and batten down the hatches.

This is for the first turn of bombardment only and does not apply to artillery firing an All Guns Repeat! bombardment or ranged in using the Hit 'em With Everything You've Got rule.

UNDER COMMAND

The mortar and assault gun platoons cooperate closely with the combat companies. Constant practice and excellent radio communications allow them to bring down quick and effective fire to support their combat platoons.

Company, 2iC, and Platoon Command teams do not suffer their normal +1 penalty to range in when calling for artillery bombardments from platoons taken as Weapons platoon choices (including Weapons Platoons, Mortar Platoons, and Assault Gun platoons), as well as Cannon Platoons and Chemical Mortar Platoons taken as Support platoon choices.

US Medal of Honor
The highest award for bravery in the US Army.

The modern army commander must free himself from routine methods and show a comprehensive grip of technical matters, for he must be in a position continually to adapt his ideas of warfare to the facts and possibilities of the moment.

—Generalfeldmarshall Erwin Rommel

WW2MODELMAKER.COM

You may be seated.

What excellent specimens of Aryan manhood I see before me here today. No doubt you are all eager to begin your training so I shall not keep you long. It is my custom to provide a little talk to all our new recruits.

Have you seen the latest issue of *Signal*? Yes? Good, well perhaps you noticed, under the piece on 'Victory in the East', this excellent editorial. If you will permit me:

'Like a phoenix ascendant, Germany is rising once again from the false defeat contrived by our traitorous leaders in the First World War. The Treaty of Versailles was foisted upon an undefeated army and a nation willing to do anything to achieve victory. Under the glorious leadership of our beloved *Führer*, Germany is reclaiming its rightful place at the head of nations.'

We must all be willing to do anything, anything to have the Fatherland rule the world!

So today I'd like to expand upon this editorial for you the newest men to be given the honour of wearing the uniform of a German soldier.

The reviled Treaty attempted to limit the strength of the German armed forces. This proud martial nation was expected to make do with an army of only 100,000 men. Ha! But they could not hold us down for long. Little did the smug French and British suspect that the German army under the inspired command of General von Seeckt, would begin training for the new age of mechanised warfare in secret. I can recall our first manoeuvres—conducted using cars with cardboard cutouts as tanks, and wooden barrels as anti-tank guns. Yes, you may well laugh but such exercises displayed the ingenuity and determination of the German soldier.

Our indignant *Führer* soon tore up the Treaty and rearmament began in earnest. Our rapidly expanding defence force—the *Wehrmacht*—under the guidance of such visionary commanders as Guderian and Nehring, pioneered a new type of warfare, one that would shock the world—Blitzkrieg—lightning war.

You men will quickly come to appreciate the effectiveness of this revolutionary method of attack before which nothing can stand. As soldiers of the mighty German

Wehrmacht each of you will have to carry your part of the attack. What part you shall be given we shall see, but remember—each part is vital to the whole.

Like a bolt from the heavens the *Fallschirmjäger*, our daring paratroopers, drop from the sky upon the unsuspecting enemy. They capture key defensive positions behind the front line that could threaten our attack and seize important bridges to speed the advance of our unstoppable *Panzers*.

Next, the *Panzergrenadiers*, our hard-fighting mounted infantry, launch their attack supported by the excellent guns of the German artillery—the envy of the world for their marvellous engineering. Simultaneously, our dreaded dive-bomber—the *Stuka*—comes screaming from the sky to unleash its deadly load upon the disintegrating enemy defences. The ill-prepared enemy cannot hope to resist such a concentration of strength and inevitably a breach is torn in the front line.

Now, the signal is given and the *Panzer* divisions roll forward. These mighty machines, yet another example of the superiority of German engineering, are the armoured spearhead of the *Wehrmacht*. The tanks smash through the shattered defenders. They drive deep into the enemy rear, the speed of their advance spreading confusion and panic. The enemy command is paralysed.

Back at the shattered front line, the *Grenadiers*, men inured to hardship by the rigours of the march, move forward to relieve their mounted brethren. While the 'hard as bone' *Grenadiers* roll up the remnants of the enemy front line, the *Panzergrenadiers* leap aboard their famous halftracks. They push through the ever-widening breach in the enemy lines to exploit the shock and disorder spread by the marauding *Panzers*.

Our guileless enemies have no answer to this devastating combined arms attack. They cannot hope to match the skill and initiative of the German soldier on the battlefield.

Let me gaze into the eyes of the men our beloved *Führer* has chosen to restore Greater Germany to pre-eminence in Europe. Do you have the spirit necessary? The will to crush underfoot the weak and corrupt democracies that rot while Bolsheviks scheme to enslave the peoples of Europe. All who oppose us must be eliminated! There is no room for traitors to the cause. We are the saviours of a new Europe united under our banners, champions of a new age. You lucky men will partake in this glorious crusade, like your ancestors the Teutonic Knights who swept through the eastern lands. Onward for the Fatherland and the 'Thousand Year Reich'!

IWMHU40327

TUNISIA, 1943

Marder III tank-hunters engage unsuspecting American half-tracks from afar.

Panzergrenadiers react quickly to a US attack.

Light infantry guns engage over open sights.

The gunners of the artillery battery quickly deploy to engage the enemy.

Heavy machine-guns prepare to repulse an American assault.
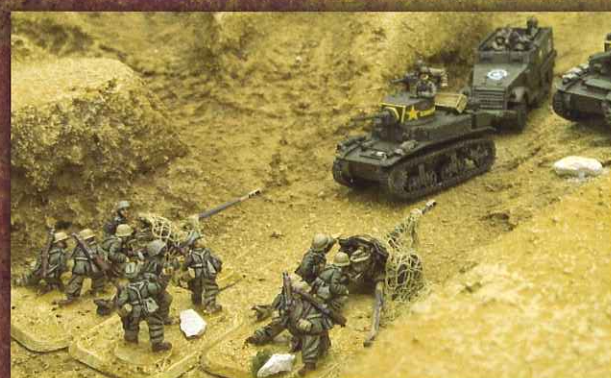
Anti-tank guns ambush careless Stuarts.

Panzergrenadiers launch a counterattack.

GERMAN SPECIAL RULES

These special rules reflect the doctrine and training that give German soldiers their edge in battle. These rules only apply to German teams and platoons.

DOCTRINE

KAMPFGRUPPE

The *Kampfgruppe*, or battle group, is an important part of German military operations. Leaders at every level form mission-specific task forces from any troops available.

Before deploying your force at the start of the game, you may take up to half of the Sections or Squads from any Combat or Weapons platoons in the company and place them in a special Kampfgruppe Platoon. The 2iC Command team becomes the Platoon Command team for this platoon, ceasing to be an Independent team and no longer counting as a 2iC Command team. Teams placed in the Kampfgruppe Platoon are no longer part of their original platoons.

The Kampfgruppe Platoon counts as a platoon for all purposes including deployment and Company Morale Checks.

MISSION TACTICS

Before battle, every soldier in the company is briefed on their mission and how it relates to the overall battle plan. Far from compromising security, this trust allows any soldier to take over when their superior is killed.

If a Platoon Command Infantry team is Destroyed, another team takes over immediately. Remove any other Infantry team in the platoon that is within Command Distance of the Command team and replace it with the original Platoon Command team.

If a Platoon Command Tank team is Destroyed, another team takes over immediately. Nominate any other Tank team in the platoon that is within Command Distance of the Destroyed Command team to be the new Platoon Command team.

If there is no team of an appropriate type within Command Distance, then the Platoon Command team is Destroyed and the platoon is left leaderless.

STORMTROOPERS

German soldiers have inherited the Stormtrooper ethos from their fathers in the First World War. While other armies wait for orders, the Stormtroopers are racing ahead to take their objective.

Any German platoon with a Platoon Command team may attempt a Stormtrooper move in its Assault Step.

Roll a Skill Test for each platoon.

- *If the test is passed, the platoon treats the Assault Step can move up to another 4"/10cm, regardless of its normal movement distance.*

- *If the test is failed, the platoon cannot move any further this turn.*

Either way, a platoon that attempts to make a Stormtrooper move cannot Launch an Assault in the same turn.

Although it is not the Movement Step, teams making a Stormtrooper move may mount and dismount as if it was a Movement Step.

Platoons cannot make Stormtrooper moves if they moved At the Double. Bogged Down or Bailed Out vehicles cannot make Stormtrooper moves.

Only Armoured vehicles can make Stormtrooper moves if they are Pinned Down. Other types of team cannot make Stormtrooper moves if they are Pinned Down.

Gun teams that shot earlier in the turn cannot make a Stormtrooper move. Teams of any type that have fired an artillery bombardment cannot make a Stormtrooper move.

TANKS

SCHÜRZEN

Schürzen are the thin armoured plates that are welded to the sides of some German tanks to protect them from infantry anti-tank weapons, like anti-tank rifles and bazookas.

When a tank that is protected by Schürzen is hit on the Side armour by a weapon with a Firepower of 5+ or 6 and fails its Armour Save, roll a special 4+ Schürzen save:

- *If the save is successful the Schürzen protects the tank from the side shot.*

- *If the save is not successful the shot penetrated the side armour as normal.*

WEAPONS

ARMOURED ROCKET LAUNCHER

The *15cm NW41 Nebelwerfer* rocket launcher (known as 'Moaning Minnie' or 'Screaming Mimi' to the Allies) was an effective weapon that could deliver the firepower of an entire artillery battery in a single salvo. The problem was that in doing so it gave away its position by the trails of smoke left by the rockets when they fired.

The *15cm Panzerwerfer 42* was invented to solve this problem. It was an armoured half-track carrying a *Nebelwerfer* rocket launcher. As soon as the rockets fired, it moved to a new location, safe from enemy counterbattery fire.

Unlike other artillery, Panzerwerfer 42 rocket launchers may make a Stormtrooper move after firing artillery bombardments.

RECOILLESS GUNS

The *Fallschirmjäger* needed artillery light enough to be capable of being dropped by parachute, yet heavy enough to destroy entrenched infantry and marauding tanks. They found the solution in recoilless guns.

These weapons vent propellant gasses from the rear of the gun to counteract the recoil of the shell being fired. Although this creates a huge cloud of dust and flying debris behind the gun, it does allow it to do away with the heavy recoil-absorbing carriage of most artillery.

Recoilless guns do not count as Concealed if they fired in their last Shooting Step as the dust cloud gives away their position.

Because of the danger from flying debris, you cannot fire a recoilless gun when any part of a friendly team is directly behind the gun and within 2"/5cm. Recoilless guns cannot fire from within buildings.

STUKA ZU FUSS

Sd Kfz 251 half-tracks in the third platoon of the *Panzerpionierkompanie* are fitted with *Wurfrahmen*, frames for six huge 28cm rockets. These were so devastating that they were called *Stuka zu Fuss*—Stukas on foot.

Each Stuka zu Fuss rocket launcher can only fire one bombardment in a game, but counts as six weapons firing.

You may make up to six attempts to Range In with a Stuka zu Fuss rocket launcher. Each failed attempt reduces the number of weapons firing by one. If you fail all six attempts to Range In, the rockets have all been fired, but missed, and no bombardment is possible.

If multiple Stuka zu Fuss rocket launchers fire, place a separate template and roll to Range In separately with each as if they were separate artillery batteries.

The half-track is still available to transport the pioneer team after the Stuka zu Fuss fires.

ARMOURED INFANTRY

MOUNTED ASSAULT

German armoured infantry units are specifically trained to fight from their half-tracks. Whereas most armoured infantry use their half-tracks as battle taxis to get them close to the enemy, then dismount and assault on foot, German Panzergrenadier platoons assault light opposition still mounted in their half-tracks.

A Transport team cannot normally Charge into Contact. However, a German Transport team from a platoon that is capable of making a mounted assault may do so.

A Transport team making a mounted assault must not have mounted or dismounted passengers earlier in the turn.

In the first Assault Combat Round, one Infantry team carried as a passenger in each Transport team may fight as if it was a Tank team (remember that Tank teams cannot assault Tanks). The Transport teams themselves cannot fight in the assault.

The passengers remain mounted in their half-tracks until the platoon launches a Counterattack, whereupon they must dismount.

Infantry teams that started the Assault Step dismounted fight alongside the half-track-mounted teams using the normal assault rules.

Teams that dismounted from half-tracks that were Destroyed by Defensive Fire take no part in the first Assault Combat Round, but may Counterattack after that.

As the platoon is not made up entirely of Armoured Tank teams, it will fall back if Pinned Down by Defensive Fire, even if the vehicles' armour protects the platoon from casualties.

German Close Combat Clasp

TIGER ACES

Tiger tanks are considered vital to Germany's war effort and only the best candidates are selected to crew them. Once in battle, the tough hides of their mounts gives the crews unprecedented survivability, letting them learn the nuances of the battlefield while racking up impressive scores of destroyed enemy tanks and guns.

These men were highly skilled and led by some of the best tank commanders that have ever been. Officers like Michael Wittmann and Otto Carius learned their trade on lesser Panzer tanks or StuG assault guns. Once in command of the fearsome Tiger tank, they showed what they could do with the best equipment available.

To reflect the abilities and experience of these exceptional soldiers, *Flames Of War* gives each platoon of Tiger tanks its own Tiger Ace Skill. This skill gives them the ability to perform the incredible feats of the real tankers that manned these formidable machines.

At the start of the game roll a die for each Tiger tank platoon and look up their Tiger Ace Skill on the table below.

If you roll a 6, your platoon is fortunate to be led by an exceptionally talented officer with his own Tiger Ace Skill in addition to that of the platoon as a whole!

IWMHU27757

TIGER ACE SKILLS

Schnell! This platoon believes in the importance of speed and most of their kills have been racked up through being at the right place at the right time!.

The platoon may make a Stormtrooper move on a roll of 2+.

Clever Hans! The drivers of this platoon are masters of their vehicles. No matter how difficult the terrain or how firmly stuck they appear to be, they'll have their tank through the obstacle in no time.

Tanks in this platoon pass Skill Tests to cross Rough Terrain or to free a bogged down tank on a roll of 2+.

For the Fatherland! The soldiers of this platoon love their country. They know how important their part in Germany's final victory is and will fight to their utmost to secure it.

The platoon passes Motivation Tests on a roll of 2+.

Every Shot Counts! The outstanding teamwork and excellent gunners of this platoon ensure that almost every shot hits its target.

Tiger tanks in this platoon re-roll any failed roll to hit when they shoot.

Rapid Fire! Superb teamwork between the commander, the gunner, and the loader means that this platoon maintains a high rate of fire in combat.

The 8.8cm tank guns of the Tiger tanks in this platoon have ROF 3.

Top Ace! The commander of this platoon is a top gun, a real Kanone!

Roll again to determine the platoon's Tiger Ace Skill. If you roll 6 again, you may choose the platoon's skill.

Roll a third time to generate an extra skill for the Platoon Command tank. This gives the platoon commander two Tiger Ace Skills. If you roll a 6 or the same number as the platoon's Tiger Ace Skill, you may choose the platoon commander's extra skill.

'*We shall defend our island, whatever the cost may be, we shall fight on the beaches, we shall fight on the landing grounds, we shall fight in the fields and in the streets, we shall fight in the hills, we shall never surrender.*'
—*Prime Minister Winston S Churchill*

ATLDA01669

From across the world you sons of England have come to fight for King and Country, your bravery will echo across the ages as did that of your ancestors at Agincourt and Waterloo. The weapons may be different but, by jove, the determination and bravery of this generation will prove the equal of any other in the history of the Empire. Rule Britannia!

Now listen up chaps, we all know that no upstart Hun and his goose-stepping cronies can challenge the might of the British Empire. Ahh…what a glorious empire it is—stretching from the shores of the mother country, across the grasslands of South Africa and the jewel that is India to the south sea colonies of Australia and New Zealand and on to the vast wilderness of Canada. The sun never sets on the British Empire.

You lucky young chaps are about to become a part of the British Army, so let me tell you a thing or two about the proud regiments you are about to join. The Regimental system is an ancient tradition, dating back to the Civil War. Each Regiment draws on the manpower of a

county to maintain its strength—you at the back, pay attention! The regiments breed a fierce loyalty amongst their men. Normally, one battalion is kept at home forming while the other is deployed overseas. Of course in desperate times like these, every man is needed at the front. I know you chaps are just itching to get at the Nazi swine. Don't worry. You'll soon get your chance!

Now tradition plays a big part, but the British Army of today is at the leading edge of modern mechanised warfare. We've finally got rid of the old fuddy-duddies who thought we'd be refighting the First War in trenches. Things have moved on. We've got the equipment and the tactics to give Jerry another damn good thrashing!

Unlike many armies, who tend to go on about the exploits of their cavalry and artillery, the British Army has always honoured the bravery and daring of its proud infantry regiments. Truly, they do not fail or falter; they do not weaken or tire—the British infantry is indomitable! The backbone of the infantry are the Non-Commissioned Officers (NCOs)—long-serving

professional soldiers. It is said that the British NCO believes in only three things – discipline, discipline, and discipline, as I'm sure you'll all soon discover.

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.

Of course old Jerry likes to make quite a fuss over his Panzers! But the tank is a British invention and we've got just the sort to send those Panzers packing. Our 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 had a deplorable penchant for launching a frontal assault on well-defended enemy positions at the drop of a hat. 'Into the Valley of Death rode the six hundred...' and all that! 100 years ago it may have worked, but not today. So the tank chaps have had to learn 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!

No doubt you chaps have heard of the bold exploits of our Commandos—ha-ha, Adolph certainly has! It was these fellows who first took the war back to Germany on the continent with their daring raids. And now they continue to be a thorn in the side of the Huns.

Let's not forget the invaluable service rendered by troops from the nations of the British Empire too—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.

The British Army has been fighting and winning wars for hundreds of years. In that time we've taken the best that our foes have 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 who thinks he can carve himself an empire in Europe.
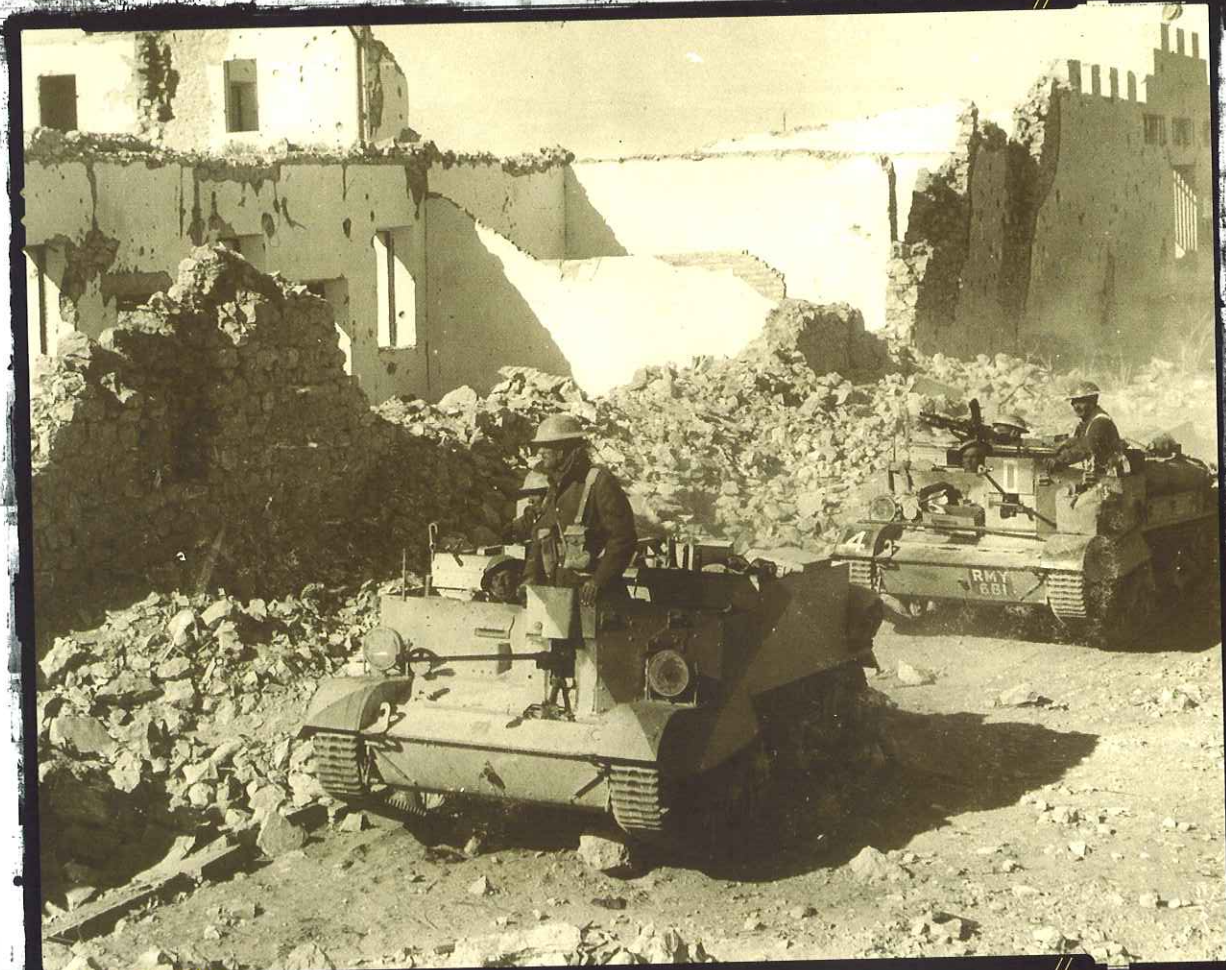
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BRITISH SPECIAL RULES

It has been said of the British Army that they always start a war by losing battles. They are nothing if not stubborn and persistent, however, and in the end they always come out winning the critical campaigns.

These special rules reflect the dogged determination of the British soldier despite loss and adversity. They only apply to British teams and platoons. Note that for the purpose of these rules all troops from the British Empire are British.

DOCTRINE

BRITISH BULLDOG

Some 200 years ago, a French general remarked that the British troops his infantry attacked appeared to have taken root and be stuck to the ground. They refused to run away when 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.

British platoons may re-roll failed Motivation Tests to Counterattack in assaults.

CARRY ON, SERGEANT

The backbone of the British Army is its Sergeants. Many a new subaltern has been advised to let the Sergeant run the platoon and to follow his advice. If the officer is killed, the Sergeant is more than able to keep the platoon fighting.

A leaderless British platoon may Launch Assaults. They do not have to Break Off, but may Counterattack if they pass their Motivation Test.

NIGHT ATTACKS

NIGHT ATTACK

British infantry often timed major attacks to start in the middle of the night. In theory this provided the infantry with a cloak of darkness to conceal them from enemy fire until they had taken their objectives and dug in to hold them.

In practice, delays often meant that the attack found itself still embroiled with the enemy at dawn and subjected to vicious counterattacks as the day began.

Players commanding a British Infantry Company may elect, prior to their opponent's deployment, to make a night attack whenever they are attacking an enemy in Prepared Positions and have the first turn.

If they do so, the game starts in darkness and uses the Night Fighting rules (on page 154) until morning breaks.

- *At the start of the defender's turn three, the defender rolls a die. On a score of 5+, morning has broken.*
- *If the roll is unsuccessful, at the start of the attacker's next turn they roll two dice with morning breaking on any roll of 5+.*
- *If it is still dark at the start of the defender's next turn, they roll three dice, and so on until morning breaks on any roll of 5+.*

Once morning breaks the night fighting rules are no longer used, and it is daylight for the remainder of the game.

ADVANCE UNDER DARKNESS

Because the British force chose to attack at night, they have more warning of the coming battle than the enemy force and are able to creep their infantry forward into their enemy's defences in the darkness.

When making a night attack against an enemy in Prepared Positions, the British player may deploy Infantry teams up to 8"/20cm closer to the enemy than usual, as long as they are still at least 16"/40cm from the enemy deployment area.

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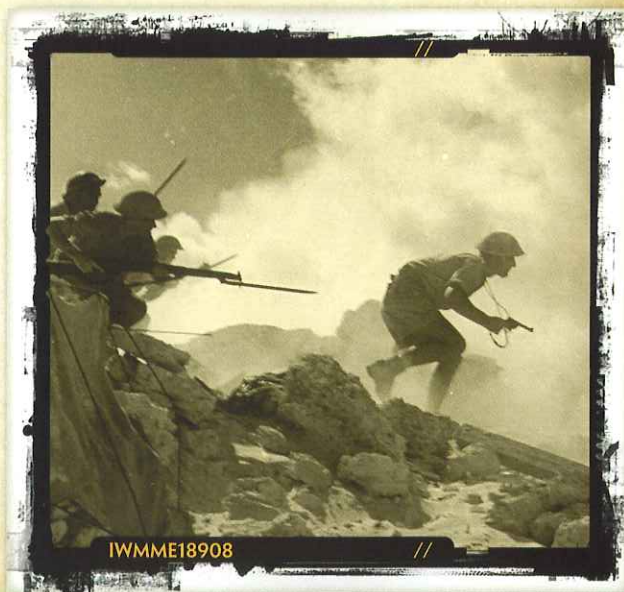
SICILY, 1943

'Gott in Himmel, die Englanders are so many!'

The Northcountrymen fall upon the German defences.

NATIONAL CHARACTERISTICS - BRITISH

German armoured cars attempt to delay the British advance.

Even the arrival of German Panzers cannot stop the advance.

TANKS

TALLY HO!

British doctrine requires cruiser tanks to either remain concealed or be moving when under fire. Under no circumstances should they halt in the open. For this to work, the tanks have to be capable of firing accurately on the move.

To facilitate accurate shooting on the move, cruiser tanks have high-speed power traverse systems capable of spinning the turret through a full circle in 10 seconds and freely-mounted guns. The 2 pdr and 6 pdr guns have no elevating controls. Instead the gunner aims the gun using his shoulder, making them very accurate on the move at short ranges.

Tally Ho! means that the listed weapon does not suffer any penalty to its ROF for shooting on the move at ranges up to 16"/40cm. In effect, it is assumed to be firing on the move at all times!

They still cannot shoot when moving At the Double.

BROADSIDE

The British view tank battles as land-based naval battles with the 'cruiser' squadrons steaming out to battle enemy tanks while the other arms watch and wait for their fate to be decided. As a result, cruiser tanks 'steam' in naval formations such as 'line abreast' and charge through the enemy lines firing 'broadsides'.

Only the turret facing is used in determining whether a shot hits the front or the side armour of a tank with a weapon that uses the Tally Ho! rule. The facing of the hull is irrelevant.

The Broadside rule does not apply when the tanks move At the Double, as they always march with their turrets pointing forwards.

SEMI-INDIRECT FIRE

British heavy tanks often open fire at very long ranges, where their prolific use of ammunition can compensate for the difficulty of hitting the target. It means that their ammo racks empty fast, but there's plenty more available for resupply.

Weapons capable of Semi-indirect Fire that didn't move in the Movement Step may re-roll failed rolls to hit when shooting their main guns at platoons with all teams more than 16"/40cm away.

ANTI-TANK GUNS

TIP AND RUN

Portee-mounted anti-tank guns were originally meant to dismount to fight. Adventurous crews soon devised tactics for hiding behind a ridge, scoring a quick short-range volley, then running before the enemy can catch them out.

Treat Deacons, 2 pdr and 6 pdr portees, and other teams that can Tip and Run as if they had the German Stormtrooper special rule in any turn that they shot. Any movement made with this rule must be away from the enemy platoon that they shot at.

TOW HOOKS

The infantry often had difficulty getting their anti-tank guns forward after attacks, so the 23rd Armoured brigade devised a very clever solution after the Mareth Line battles. They fitted their Valentine tanks with tow hooks allowing them to tow the 6 pdr guns. It worked so well that soon almost every British tank was fitted with a tow hook.

Any tank fitted with a tow hook may tow a 6 pdr or 17 pdr gun, carrying the crew as tank riders.

ARTILLERY

EIGHT-GUN BATTERIES

In the First World War, British gunners quickly learned that it took an immense amount of heavy artillery to destroy dug-in infantry, more than they could muster. What they found worked better was smothering the target with lighter shells to pin the defenders down and then assaulting them with infantry.

The British strategy for ensuring targets are thoroughly suppressed before the assault goes in is simple. Lots of guns! British artillery batteries have eight guns apiece—most countries have only four!

Royal Horse Artillery Batteries and Field Batteries, Royal Artillery, have two (or even three at the start of the war) Gun Troops. Once deployed, each Gun Troop operates as a separate platoon on the battlefield, but the whole battery can come together to deliver a concerted bombardment.

The battery's Staff team is an Independent team which can join either Gun Troop as required. When both Gun Troops are operating together, the Staff team can service both troops. Any Gun Troop within Command Distance of the battery's Staff team counts as having a Staff team (allowing it to use the All Guns Repeat! rule for instance).

ROUNDS ON THE GROUND

Prewar British artillery doctrine called for precision fire aimed at destroying individual machine-gun positions with minimal expenditure of ammunition. While this was useful for small colonial wars, in the fast-moving battles in the desert, the gunners soon learned that getting rounds on the ground as fast as possible was more important. Now British artillery have the fastest response times in the world.

Within minutes of a target being identified British artillery can 'stonk' a large area or concentrate everything to 'murder' a small target.

Royal Horse Artillery Batteries and Field Batteries, Royal Artillery, with both Gun Troops (containing at least six guns between them) within Command Distance of its Staff team may range both Gun Troops in together and fire a concentrated bombardment.

They may fire either:

- *a 'Murder' with all of the battery's guns concentrated on one Artillery Template giving usual re-rolls for misses for having at least six weapons firing, or*
- *a 'Stonk' with all of the battery's guns spread over a double-width Artillery Template (12"/30cm wide by 6"/15cm deep) giving no re-rolls to hit.*

Batteries firing a Stonk or Murder may re-roll their first failed ranging attempt. If they fail on the re-roll, they still have two more ranging attempts left as normal. They do not get a re-roll on their second and third attempts.

MIKE TARGET

British infantry operations tend towards a slow, methodical approach. This gives the artillery plenty of time to set up and co-ordinate their fire.

Artillery observers frequently used this to their advantage by using the code 'Mike Target' when ordering a bombardment. A Mike Target required every gun in the regiment that wasn't otherwise occupied to join in!

Within a relatively short space of time 24 guns would be pounding the target as fast as the loaders could shove the rounds in the breach. The effect was dramatic, leading German prisoners to ask to see the 'belt-fed' artillery on their way to the rear!

When a Field Battery, Royal Artillery repeats a Stonk or Murder bombardment using the All Guns Repeat! rule, the entire regiment joins in. As a result any teams caught under the bombardment must re-roll successful Saves.

Comrades! Our forces are numberless. The over-weening enemy will soon learn this to his cost. Side by side with the Red Army many thousands of workers, collective farmers and intellectuals are rising to fight the enemy aggressor. The masses of the people will rise up in their millions.
—*Iosef Stalin*

IWMHU89822

Comrade soldiers! Today we fight for the very survival of International Communism and for the soul of the Motherland. The long struggle for the freedom of the workers and peasants continues as the *RKKA*, our glorious Workers' and Peasants' Red Army, smashes the fascist hordes, annihilating them where they stand and pursuing them to the viper's nest from whence they came!

It was only the treason of the old Tsarist officers and the cowardice of the men they led that opened the door letting the Hitlerites invade your beloved homeland. Their backstab cost the people of the Soviet Union dearly, bringing the enemy to the very gates of Moscow and Stalingrad, and our glorious Soviet Union to the brink of defeat.

Fortunately our beloved leader, Comrade Stalin, stood strong, purging the traitors and, with his 'Not One Step Back' order, putting steel in the backbone of the army.

Comrade soldiers! Despite the unbending steel of Comrade Stalin's leadership, the war is not yet won. It is your duty, your honour, your glory, to lead us to victory. Yesterday you worked in the factories of the Urals, in

the fields of Kazakstan, and in the icy wastes of Siberia. Today you are soldiers. Tomorrow you will fight.

Some of you are riflemen, the lifeblood of the Red Army. Like the Volga in spring, you will be irresistible. As you march unflinchingly into the fire of the fascist vipers and defeat them, your flood will wash away the stain left by the fascist beast on our beloved Motherland.

Brave comrades! Always remember that the very future of workers throughout the world depends on you. Do not falter in your steps. Do not fear treason. Your comrade *komissar* stands ready to eliminate traitors the moment they show themselves. Do your duty as a hero selflessly. Do not hesitate. Do not allow yourself even one step back!

Nothing must be allowed to get in the way of victory—neither the futile resistance of the enemy nor any selfish thoughts regarding personal survival. Indeed, the life of the individual is meaningless when set against the survival of Mother Russia and the glorious Communist system.

You will not fight alone. The entire might of the Red Army will fight with you. Our *tankists* will lead the way,

our *artillerists* will flatten the enemy defences ahead of you, while our *shturmoviki* pound them from the air.

Others of you are those *tankists*. Your tanks are more than a match for any puny fascist panzer. The workers of the Soviet Union have sweated blood to bring you these machines. Do not waste their effort.

With many of our factories overrun by the Hitlerites, the world thought we were doomed. They did not count on the resilience of the Soviet worker. Racing the advancing panzers, they dismantled their factories and rebuilt them in the Urals. Standing in the snow they built tanks before they built factories, or even houses to live in. Workers toil twenty-four hours a day to produce the advanced weaponry conceived by our brilliant Soviet engineers.

Tomorrow when you fight, you must remember all you have learned in your training. Destroy the Fascists. Let not one survive, and if your tank is hit, do not hesitate, fight on. Strike back and destroy the gun that shot you. Do not abandon your tank while it can still fight. Push deep into the enemy positions and do not stop while you have breath, fuel and ammunition.

The cavalry of the Red Army will be thundering alongside you upon hooves of fury. Many of these brave comrades are from that race of renowned horse warriors the Cossacks. In the solidarity of the Communist Brotherhood, they too resist the Nazi invaders.

And let us not forget the *artillerists*. Their powerful guns are the 'Red God of War'. Their numberless guns will blast a path into the hitlerite lines for you. Our Soviet system is simple, direct and effective. We do not waste precious ammunition throwing shells at the enemy like a Tsar scattering roubles at a festival. We mass our guns where they are needed, where they can see the enemy, where they can make every shot count. Nothing can stand up to a full artillery battalion! Nothing will stop you achieving victory!

Comrade soldiers! We are ridding the soil of the *rodina* of the Nazi pestilence. Through your selfless sacrifice we will prevail over the low cunning of the fascist generals and their arrogant hordes.

Tomorrow we march to victory. Tomorrow we fight. Tomorrow the fascists die. Tomorrow will be a glorious day for the Motherland!

Each day brings us closer to ultimate victory comrades. Yes, the day will come when our soldiers parade Hitler himself in chains across Red Square!

IWMSTT889

5 July 1943 - The German army launches a massive offensive to crush the Soviet forces holding Kursk.

Incessant local counterattacks slow the German advance and wear down their forces.

16 July 1943 - Hitler concedes defeat.

The Red Army is ready and waiting in well-prepared positions.

12 July 1943 - Massed Soviet tank attacks halt the German spearhead.

18 July 1943 - Germans withdraw to their start lines.
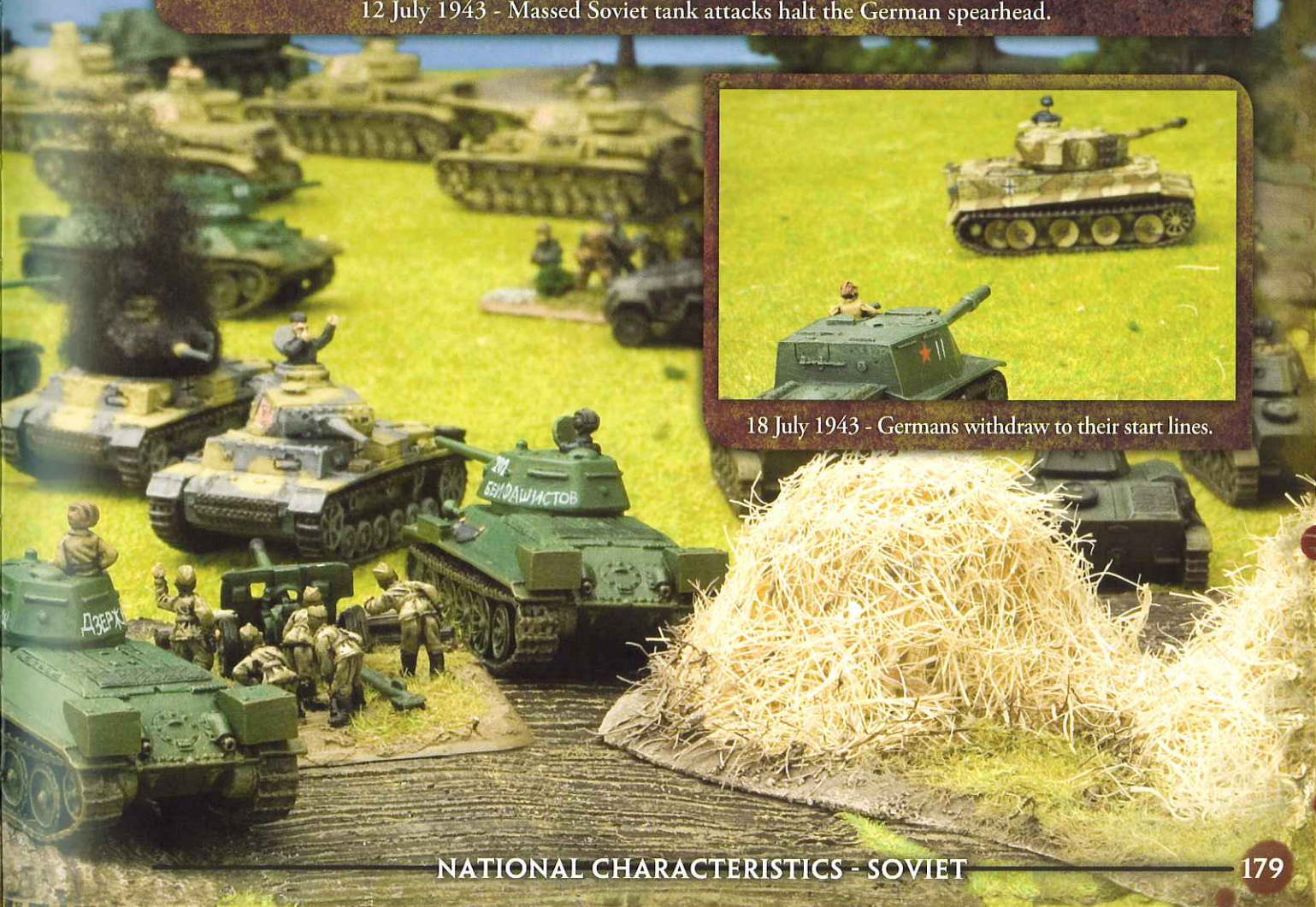
SOVIET SPECIAL RULES

The Red Army entered the war in a state of chaos. Stalin's purges had eliminated the professional officers before the war, then German victories wiped out the entire prewar army within months. The Red Army desperately rebuilt its strength with barely-trained conscripts. Years of hard fighting forged the survivors into a war-winning force capable of taking on and beating the best the enemy could offer. These rules only apply to Soviet teams and platoons.

DOCTRINE

CENTRALISED CONTROL

The Soviet economy and social system emphasises centralised planning and control by the government, and this applies to the army as well. Soviet generals prefer their troops to strictly obey orders, rather than think for themselves.

To reflect this, Soviet forces 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. Where the rules talk about a company, read that as a Soviet battalion.

Thus 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 and operates as a large company.

For example, while a German platoon must remain in command to move freely, an entire Soviet company must be in command to do the same. Similarly, while the enemy shoots at a US platoon, they shoot at a Soviet company.

KOMISSAR

A Komissar is a Communist Party official who supervises the soldiers during combat to make 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 team that is In Command fails its Motivation Test to rally from being Pinned Down, to counterattack in an Assault, or to pass a Platoon Morale Check (but not to launch an assault against tanks or any other Motivation Test), you may immediately Destroy any other Infantry or Gun team from the company within Command Distance of the Komissar team and re-roll the Motivation Test.

If you roll a 1 for the new Motivation Test, however, the soldiers are pushed past the point of breaking and revolt against the Komissar! In this case the Komissar team is Destroyed as well.

If the battalion's Company Command team has joined the company, re-roll the Motivation Test for the commander's influence first. If the unit fails the re-roll, then destroy a team and re-roll again for the Komissar's attempt to motivate them. This is an exception to the rule preventing a test from being re-rolled more than once.

As with any unit, a Soviet company Pinned Down by Defensive Fire fails to assault its target. It must wait until its next turn to rally as normal.

EXAMPLE

Kapitan Tchaikovsky's company were Pinned Down by heavy enemy fire last turn. Now, at the start of the Soviet player's turn, they are attempting to rally.

The player rolls the Motivation test to rally the company as usual and scores a 1. The test fails.

Fortunately, Podpolkovnik Tolstoy, the battalion commander, is near by and joins the company. With a little encouragement from his commander, Tchaikovsky tries again. This time the Soviet player rolls a 2. Kapitan Tchaikovsky is still unable to rally his company.

Not all is lost, however! Politruk Rachmaninov, the company's Komissar, is on hand. The Soviet player destroys a team and re-rolls a second time. This time they roll a 3. Rachmaninov's none-too-subtle 'encouragement' works. The company prepares to advance.

BATTALION KOMISSAR

As well as the Komissars assigned to specific companies, your battalion has a senior Komissar responsible for the entire battalion.

The Battalion Komissar team in the Battalion HQ is an Independent team. If the Battalion Komissar team joins a company, it takes over the duties of the company's Komissar team. The company Komissar team has no effect as long as the Battalion Komissar team is attached to the company.

TANKS

Hen and Chicks

Soviet tank losses were incredible. In 1942, they built 10,000 light tanks, 12,000 medium tanks, and 2,000 heavy tanks, and received 4,500 more from Britain, Canada, and America. They lost 16,000 of them, far more tanks than any other army even possessed!

The only way the Red Army could keep up with such losses was to rush tank crews into battle with minimal training. Combined with a lack of radios and a preference for going into battle with all hatches closed, this resulted in Soviet tanks blindly following their company commander.

Thus, when the company moves at speed, the tank commanders are so focused on keeping in formation that they cannot locate targets at the same time.

If any Soviet Tank or Transport team (including assault guns and armoured transporters) in a company moved more than 6"/15cm in the Movement Step, none of the Tank or Transport teams in the company can shoot in the Shooting Step.

Limited Vision

Soviet tank designers produced small, heavily armed and armoured tanks. In order to pack so much into such small tanks, they reduced the crew to a minimum and severely limited the number of vision devices. Thus, the tanks require the commander to operate as a somewhat vision-impaired gunner as well.

Tanks with limited vision add +1 to the score required to hit when shooting any weapon at targets that are entirely behind a line drawn across the front of the tank's hull.

Cupolas

From the middle of 1943 new T-34 tanks were fitted with a commander's cupola to improve their vision.

Tanks fitted with a commander's cupola do not suffer the effects of Limited Vision.
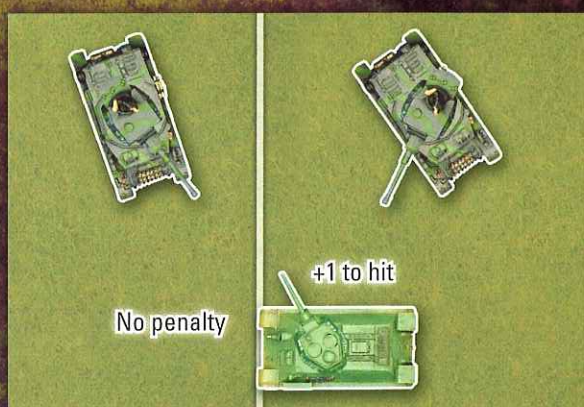
Tankodesantniki

While the tanks of the Red Army were sufficiently well armoured to be safe from most German anti-tank guns, losses to infantry tank-hunter teams were alarming. The Russian solution is to protect the tanks with *tankodesantniki*, submachine-gun armed troops who ride to battle on the back of their tanks.

Tankodesantniki SMG teams are normal SMG teams with the following special rules.

While a single Tankodesantniki SMG team is mounted on a tank from their own company, they operate as tank riders (see pages 44 and 71), but gain the following benefits:

- *they can shoot as if dismounted if the tank moves 6"/15cm or less, but may not shoot at all if the tank moves over 6"/15cm.*

- *they fight in assaults as if dismounted (they can roll to hit and be allocated hits separately from the tank), and*

- *they have a 3+ save when the tank is hit instead of the normal 5+ Passenger Save, but are automatically Destroyed if the tank is Destroyed.*

If more than one team is mounted on the same tank, these benefits are lost.

In assaults, Tankodesantniki SMG teams must be allocated hits before the Tank teams of their platoon.

Tankodesantniki are considered to have deserted their post if they leave their tank alone in battle, and since the Red Army considers desertion a death sentence, the tankodesantniki never abandon the fight while their tank is still operational.

A company with tanks and Tankodesantniki SMG teams carries on with its assault after being Pinned Down by Defensive Fire, despite having Infantry teams in the company. If this happens, only the tanks fight in the first Assault Combat Round. The Tankodesantniki SMG teams remain in contact and can Counterattack in subsequent rounds.

Ignore Destroyed Tankodesantniki SMG teams when determining whether a Tankovy Company is below half strength and needs to take a Platoon Morale Check.

Limited Vision

No penalty

+1 to hit

Soviet Tank Crew Excellence Award

With a high casualty rate a 'Tankist' had to be lucky as well as heroic to receive this award

INFANTRY

QUALITY OF QUANTITY

The Russians have a saying that '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 having at least fifteen Infantry or Gun teams (including the Komissar team and any attached teams) In Command must take at least ten hits in a single Shooting Step before they become Pinned Down. A single hit from an Artillery bombardment still pins them, however.

INFILTRATION

Soviet soldiers have a reputation for being long-suffering and tough-minded. They often surprise defenders by launching attacks from terrain that seems impassable to other troops.

The infantry swim freezing rivers or wade through trackless swamps in the pitch darkness to reach positions close to, or even behind, the enemy before the battle begins. Of course, one careless slip, a too loud curse, and the enemy are alerted too soon!

Players commanding a Soviet Strelkovy Batalon may infiltrate their Scout Platoon whenever they are attacking an enemy in Prepared Positions and have the first turn. A single Strelkovy Company, Submachine-gun Company, or Storm Group deployed within Command Distance of the Scout Platoon may infiltrate with it.

Instead of making a Reconnaissance Deployment move, the infiltrating troops move up to 16"/40cm, using all the normal movement rules (including those for obstacles and fortifications). If they end this movement within 8"/20cm of an enemy team, or within 16"/40cm of an enemy team and not in Concealing Terrain or out of Line of Sight, they are automatically detected.

If the infiltrating troops 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 infiltrating player gives the first turn to their opponent.

UNARMED

In the critical days of 1942 when weapons of all types were in short supply, some sapper companies were not issued with weapons as their main focus was pioneering tasks. While unarmed sappers cannot fight, they are still useful for digging fortifications and laying or clearing minefields.

Unarmed troops cannot shoot, and re-roll successful rolls to hit in assaults.

ARTILLERY

BIG BATTALIONS

When other countries field artillery batteries, the Red Army fields full battalions of twelve guns. The 'Red God of War', as the Soviet artillery is known, is a thing of legend on the Eastern Front. With so many guns they deliver an unbelievable amount of firepower.

Soviet bombardments fired by nine or more guns use a double-width Artillery Template (12"/30cm wide by 6"/15cm deep) to determine which teams can be hit. This is in addition to re-rolling to hit for firing a bombardment with six or more guns.

MIXED BATTALIONS

Soviet rifle divisions mix light 76mm guns and heavy 122mm howitzers in their artillery batteries. This gives them the advantages of more cheaper guns with the benefits of bigger guns.

If a bombarding artillery battalion contains three or four 122mm howitzers it gains the following benefits:

- *If the total number of guns firing is five or less, then all of the guns and howitzers count as 122mm howitzers.*
- *Otherwise the number of lighter guns dilutes the effect of the howitzers and all of the guns and howitzers count as having an Anti-tank rating of 4 and a Firepower rating of 4+.*

An artillery battalion with two or fewer 122mm howitzers uses the normal Mixed Bombardment rules on page 133.

ROLL UP THE GUNS

The Red Army has a doctrine of keeping its guns right up in the front line where they can fire over open sights. To make this possible they design their guns to be light enough for the crews to push, even the big ones.

Soviet Medium and Heavy Gun teams move as if they were Light Gun teams.

Soviet Order of Glory
Given to non-commissioned personnel for 'glorious deeds'.

CHOOSING YOUR FORCE

Before fighting a battle, you need to choose your force. There are several methods you can use for force selection. Reach an agreement with your opponent on which method to employ for this game.

FIGHT WITH EVERYTHING YOU HAVE

An easy way for beginners to start playing *Flames Of War*, is to simply make your force up with everything you have available. If you've so far only collected a tank platoon and an infantry platoon, for example, that's your force. You should still organise each platoon along the guidelines given in the Intelligence Handbooks, but don't worry if your platoons are short of a few troops—understrength units were common on real-life battlefields as well.

Of course, if your opponent has got more troops than you don't expect your outnumbered army to gain an easy victory!

POINTS-BASED FORCES

The most common form of force selection, and the best way of ensuring a fair fight and an interesting game, is to select your force based on the points given for each unit in the Intelligence Handbooks. The points value is calculated based upon the size and fighting capability of each unit—the larger and more powerful a unit is the higher its points value. To give an even fight you and your opponent should only choose forces from Intelligence Handbooks covering the same period of the war. Agree with your opponent on the maximum points value that you may both spend on your armies. 1500 points is a good size for a two to three hour game. Later, as you become a more skilled and experienced commander you may want to build your army up to 2000-3000 points or even more!

SCENARIO-BASED FORCES

Another method for choosing your force is to base it upon an actual battle of World War II. To do this you'll need a list of the units that fought (an Order of Battle or OOB) as well as enough models to represent them all on the tabletop.

One of the neat things about scenario-based games is pitting your wits against not only your opponent, but also your historical counterpart to see if you can do better than they did! The forces you use don't need to be equal—that's the challenge of fighting a real-life battle—since you aren't necessarily trying to win, just do better than they did in the real battle.

FIELDING ALLIED PLATOONS

Most forces represent troops from a single nation. Sometimes though—in situations where this occurred historically—it is possible to field platoons from allied armies fighting alongside your main force. The Intelligence Handbooks detail which forces may field allies, and which allied platoons are available.

For the purposes of choosing your force, allied platoons count as support platoons. They are subject to the usual restrictions on the number of support platoons based upon the number of combat platoons you are fielding.

Although any allied platoons are under your command and are a part of your force, they have been recruited and trained differently to the troops of your main force and so will retain their own Motivation and Skill ratings and use their own national special rules.

While allied platoons have to obey your orders, they only answer to their own commanders. Independent Command teams from your force may not join an allied platoon at any time during the game.

MULTIPLE COMPANY 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.

MAKING COMBAT ATTACHMENTS

Many armies in World War II chose to centralise their heavier infantry-support weapons, keeping them together in some form of heavy weapons platoon, rather than including them in the permanent composition of the infantry platoons they were supporting. This practice gave a commander the added flexibility of being able to allocate the heavier weapons as combat attachments to specific infantry platoons as and when they were needed. Machine-guns might be added to an infantry platoon guarding a key objective, for instance, or a platoon may receive some mortars prior to a big assault.

The Intelligence Handbooks specify which Weapons platoons are eligible to make combat attachments to your Combat platoons. Any attachments must be made prior to deployment.

The attached teams are no longer part of the Weapons platoon, but become part of the Combat platoon they are attached to instead. They do not count towards the number of teams in the platoon that are capable of fighting for Platoon Morale Checks, however if Destroyed they do count towards the number of Destroyed teams in their adopted platoon.

If you choose to attach out all of the squads or sections in a Weapons platoon, the HQ section is removed from the game and the platoon itself ceases to exist for the duration of the battle.

MAKING ATTACHMENTS FROM THE HQ

In a similar manner, company commanders often kept a few heavier weapons with their headquarters and then allocated them out to the platoons under their command as and when they were needed.

The Independent teams (and their transports) form the core of any Company HQ. All remaining teams (and their transports) are the HQ support weapons. These may be attached to any Combat or Weapons platoons within the same company on a team-by-team basis, prior to deployment.

The attached teams are no longer part of the Company HQ, but become part of the platoon they are attached to instead. They do not count towards the number of teams in the platoon that are capable of fighting for Platoon Morale Checks, however if Destroyed they do count towards the number of Destroyed teams in their adopted platoon.

Any HQ support weapons that are not attached out must deploy at the same time as Independent teams and must be deployed within Command Distance of the Company or 2iC Command team. They are treated as a leaderless platoon for the duration of the battle. Independent teams can never appoint a new Platoon Command team for the platoon. Unattached HQ support weapons do not count as a platoon for deployment or Company Morale Checks.

FIELDING VARIANT FORCES

Throughout the war every army fielded forces that varied from the standard organisation or composition. To represent this the Intelligence Handbooks provide you with the option of fielding a variant force.

The troops in a variant force usually have a different Motivation or Skill rating than normal. Because of this the Intelligence Handbooks give you more or less to spend on your whole force to keep the forces on an equal footing.

Some supporting platoons keep their Motivation and Skill ratings. In such cases, the Intelligence Handbooks will give a modified points value for that platoon, in order to maintain the cost of the platoon as a proportion of the total force points.

It is important to note that all variant forces count as their original company unless otherwise stated, so a New Zealand Rifle Company based on a British Rifle Company still counts as a British Rifle Company and a Soviet Gvardevsky Strelkovy Batalon is still a Strelkovy Batalon.

> **EXAMPLES:**
> The troops of a mid-war First Army Rifle Company, a variant force based on a mid-war British Rifle Company, are rated Trained instead of Veteran. To compensate for this when playing in a 1500 point game a player fielding a First Army force may actually spend 1950 points on their force.
>
> However, because any Commando platoons chosen for the First Army force retain their original rating of Veteran, in order to maintain the cost of Commando platoons as a proportion of the total force points, their value rises from 230 (which is 15% of 1500 points) to 300 points (which is 15% of 1950 points) keeping their comparative cost the same.
>
> Another example of a variant force is provided by the Waffen-SS. Although identical in organisation to the regular German Army units they are based upon, all Waffen-SS troops are rated Fearless instead of Confident. To compensate for this advantage, when playing a 1500 point game a player fielding a Waffen-SS force may only spend 1250 points on their force.

600 POINT BATTLES

An excellent way to learn to play *Flames Of War* is to field a 600-point force. With a bit of work, you can have the whole force ready for battle in a weekend, and games are quick, allowing you to try out different tactics as you come to grips with the rules.

When fielding a force of this size, you may ignore the usual rules requiring most companies to have at least two combat platoons. A company HQ and a single combat platoon is all that is required in any force. Below is a typical 600-point force, but your own force needn't look the same. Part of the beauty of 600-point games is that you can experiment with revolutionary new tactics, like fielding 21 T-70 Light Tanks in a Soviet Tankovy Company! See what your opponent's tiny force thinks of that.

It's a good idea to play 600-point battles on a table half the size of your usual *Flames Of War* battlefield. A 4' x 3' (120cm x 90 cm) table provides ample space for smaller games like this. As an additional benefit, you only need half as much terrain, so you can get playing sooner.

LUNCHTIME GAMES

600-point games are very quick to play, making them an excellent way for gamers to fit a *Flames Of War* game into a lunchtime. You can be a 'hero in your own lunchtime' and still have time to eat!

Why not run a week-long 600-point tournament in your lunchtimes? At the end of the week the player with the most victories is dubbed the champion.

1500 POINT BATTLES

1500-points is the most common size for *Flames Of War* forces. This provides an entertaining and challenging game that can be completed in around two hours and a game fits well on a 6' x 4' (180cm x 120cm) table. Most 1500-point forces are based on a reinforced company like this US Rifle Company that brings infantry, tanks, and supporting artillery together in a powerful combined-arms formation.

FIELD ARTILLERY BATTERY
The 'Red Legs' are experts at dropping artillery barrages onto the heads of the enemy quickly and accurately with their M2A1 105mm howitzers

MACHINE-GUN PLATOON
The machine-gunners can really pour on the lead to break-up enemy assaults or cover those of their own riflemen

COMPANY HQ
The 'Old Man' knows how to run a battle and will personally intervene at critical points of the battle to stiffen his men's resolve

RIFLE PLATOON
The fast-marching riflemen with their M1 Garand rifles form a tough core to the force

Self-propelled Anti-tank Platoon
Enemy tanks beware! M10 3" GMC tank destroyers are on the prowl, they will seek, strike and destroy enemy tanks

Mortar Platoon
M1 81mm mortars are great for providing local artillery support to pin the enemy down before the infantry assaults them

Tank Platoon
M4 Sherman tanks form the armoured spearhead in attacks. In defence they form a strong mobile reserve

PLAYING BIGGER GAMES

Once you get the hang of playing 1500-point games, why not try playing 2000-point or even 3000-point games? At this level your force can be a truly all-arms affair with tanks, infantry, artillery, and air power all working together. With a bigger table and larger forces, you have even more scope to show your talents as a general.

MULTI-PLAYER BATTLES

Most *Flames Of War* battles are fought between two players fielding 1500-point armies, but this need not be the limit of your fun! An exciting alternative is to team up with your friends and fight a multi-player battle.

In a multi-player battle you and several friends will split into two teams, each of you assuming the role of a commander fighting alongside your fellows on a battlefield that can be much larger than just a single table. With so much action happening around the table multi-player battles are lots of fun and playing them is just as easy as a two-player game.

GETTING STARTED

Any number of players can be involved in a multi-player battle, but if you've only got a single table to play on you probably won't be able to fit more than two or three players on each side. With a larger table, or several tables you can push together, more can play.

Usually, all the players on a team will field forces from the same country. For example, one player might command a German *Panzerkompanie* with their team-mate commanding a German *Panzergrenadierkompanie*. However, multi-player games also offer the exciting possibility of fielding allied companies—such as a German *Grenadierkompanie* fighting alongside an Italian *Fucilieri Compagnia*.

Although each player and their opponent, the player opposite them at the table, may play any mission of their choosing, multi-player games are an excellent opportunity to mix and match missions to produce an interesting combined operation. For instance, if you wanted to recreate the famous Operation Market Garden, you could have a company of paratroopers drop on a bridge at one end of the table and have two companies of regular forces try to break through the enemy lines from the other end. Creative selection of missions will generate exciting situations for your multi-player game.

You should use the relevant mission rules to determine the attacker and defender. In situations where this is unclear roll a die for each side—the side with the highest score is the attacker.

PLAYING THE GAME

When all of the players are lined up and ready for battle it is time to unleash your force against your opponents using the normal *Flames Of War* rules. As you play, try not to get too far ahead of your team-mates. For example, if you and your opponent have finished the Shooting Step wait until the rest of the players have finished shooting before proceeding to the next step. Doing so will help you make sense of the titanic struggle unfolding before you!

DETERMINING WHO WON

When the dust settles and the smoke clears, who has emerged victorious? The team with the most number of victorious players at the end of the game is deemed to have won. In the event of a tie, neither side can claim ultimate victory—such is the harsh reality of war!

COMMANDER-IN-CHIEF

A really exciting way to play multi-player games is to appoint one player as the Commander-in-Chief of the team. Their primary duty is to coordinate the actions of their subordinate commanders—the other players in their team—by formulating a battle plan and issuing orders (which may or may not be obeyed!).

Air support is under the control of the Commander-in-Chief. Remember that your entire team's force may only have a single pool of Air Support dice, so it's up to the Commander-in-Chief to decide where to send the planes.

The Commander-in-Chief is going to be pretty busy just keeping their subordinate commanders in line, so it is probably a good idea not to give them too many other tasks such as commanding their own company, to do!

PAINTING YOUR FORCE

This section shows you techniques for assembling and painting your army ready for it's first tabletop battle. We all know a painted army always fights better than an unpainted one!

These tips and suggestions will enable you to complete your army to a good basic finish. As your painting and modelling skills grow, you can go back and add more detail to your miniatures.

HOW TO PREPARE YOUR MINIATURES FOR PAINTING

CLEAN UP MINIATURES

Mould lines (formed where the two sections of the mould meet) and flash (thin sheets of metal between the legs or arm and body) are normal by-products of the miniature manufacturing process. They are both very easy to remove with a sharp knife or a file.

BASING MINIATURES FOR PAINTING

It is much easier to paint your infantry or gun crew miniatures if they are glued to something to hold on to.

Glue your miniatures to their gaming base or a small wooden stick for before you prime them. The choice between them is very much a matter of personal preference and you may like to try both to see which suits you best.

PRIMING MINIATURES

The last stage before actually painting your miniatures is to apply a primer or undercoat.

Spray cans and air brushes cover well and are quick. You can also prime your miniature the old-fashioned way with a brush using thinned-down paint.

It's best to use a black primer for *Flames Of War* miniatures, as this makes its easy to leave the black paint visible in the recesses when you're painting to help show off the detail.

As with all painting, it's much better to use several thin coats of primer rather than one thick coat.

BLOCK PAINTING OR DRY BRUSHING?

BLOCK PAINTING

Block painting is the technique of carefully painting your basic colour on the main areas of the model, leaving the black undercoat in the recessed panel lines and deep uniform folds etc. This helps accentuate the fine details and adds depth to your miniatures by forming realistic shadows. You can paint successive layers of lighter colours leaving the darker shades showing around the recesses to build up even more depth.

DRY BRUSHING

Dry brushing achieves a similar, if a little rougher, result with a lot less effort. To dry-bush your miniature, load up a reasonably large brush (size 3 or bigger) with paint and then wipe some of it off by running the brush across a piece of paper or tissue. Then vigorously brush backwards and forward across the desired area so that the paint sticks on the raised surfaces, but does not flow into the recesses and crevices.

STEP 1
Paint the face and hands, trousers, tunic, leggings or gaiters, boots, and rifle in the appropriate colours. Take care to leave some black in the creases and folds as shading. If you are new to painting miniatures or want to get your army on the battlefield quickly, move on to basing at this stage.

STEP 2
If you have a little more time, you can bring out a little more contrast and detail on the miniatures by adding a little white to the basic colour (use the plastic tray from the miniatures' packaging as a handy mixing palette) and lightly dry brush a highlight over the raised areas like ridges and folds.

BASING INFANTRY

The most important thing apart from the bases (which come with *Flames Of War* miniatures) is a filler putty of the pre-mixed type found in a tube or tub and used for filling gaps and cracks on interior walls (available from most hardware stores). You will also need some flock (artificial grass), sand, small rocks and white PVA wood glue.
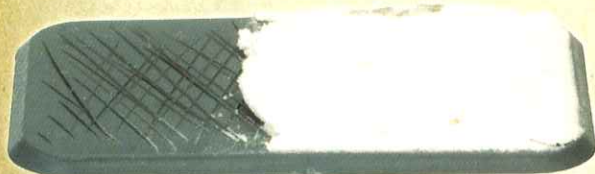
STEP 1
Score the top surface of the plastic base with a hobby knife. This allows the putty and miniatures to stick more readily to the base. If you are using PVA wood glue the scoring also gives the glue a rough surface to adhere to.

STEP 2
Apply the putty with a knife, or a pointy stick. Spreading out the putty will create a suitable texture. Make the layer deep enough to cover the edges of the miniature's bases. Be careful not to get any putty on your miniatures.

STEP 3
For more texture glue patches of rocks and sand on the putty once it has dried. You can also theme your bases for city fighting, woodlands, etc. by adding things like plastic cobble stones and building parts from your hobby store or bits of twigs.

STEP 4
Now paint the base surface with an earthy colour, then bring out the details of the rocky and sandy patches by dry brushing with a lighter earth shade (made by adding a touch of white to the base colour). Paint any extra details you have added as well.

FINISHED BASING
The finally step once the paint is dry is to add some flock. The amount of flock depends on how barren or grassy you want your bases.

This base only has small patches of grass added for a muddy look. You could add a lot more flock for a grassier look, leaving the bare earth in smaller patches.

Gun Basing

A tip to remember when painting gun teams is to make sure the gun will fit between the crew figures. Before basing, position the gun (without gluing) on your base, then arrange the crew around it until you are happy with their arrangement. Next, glue the crew to the base and remove the gun. Once the glue is dry, finish off the base as normal, then place or glue the painted gun back on the base ready for gaming.

PAINTING TANKS—STEP BY STEP

Prepare your tanks for assembly by removing any flash and mould lines. Then assemble them using the diagram provided in the pack for guidance. We suggest you use superglue to put them together as it's easy to work with and sets very fast. Use tweezers to hold the smaller parts while the glue dries to prevent your fingers from getting stuck to the miniature.
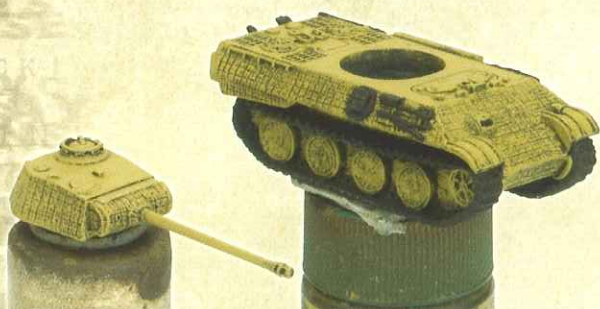
Step 1

Paint your tanks in the basic camouflage colour either by block painting or dry brushing. Take care to leave the black undercoat in the recessed panel lines, joints, and vision slots to show off the detail.

Step 2

Finish off your tanks by painting the tyres black and the tracks gunmetal. If you are new to painting miniatures or want to get your army on the battlefield quickly, move on to adding decals.

Step 3

With a little more time, you can dry brush a highlight on the top surfaces and raised details of the tank to ac centuate detail in this way that would otherwise be lost to the eye. Mix your highlight colour by adding a little white to the basic colour.

If your tanks are going to be camouflaged, paint it at this stage using the same technique you used with the main camouflage colour.

Now paint all the smaller details such as spare tracks, tools and other miscellaneous extras and paint the crew figure using the techniques for painting infantry.

Now that your tanks are painted, you can move on to adding decals for their markings.

Use the same method to paint all of your trucks, armoured cars, half-tracks and guns.

APPLYING DECALS— STEP BY STEP

STEP 1

First cut out the decals you need for your tank and put it in a saucer of warm water. After about 20 seconds the decal will start to slide away from the backing paper. Pick the decal and its backing paper up with tweezers. Then use your brush to slide the decal from the paper onto its location on the tank.
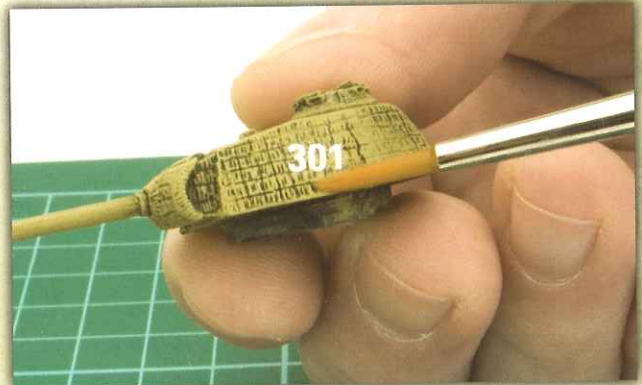
STEP 2

Use a wet brush to slide the decal on the tank surface until it is in the right location.

If the decal proves hard to move, use the brush to place a drop of water on it, then adjust its position by floating it around.
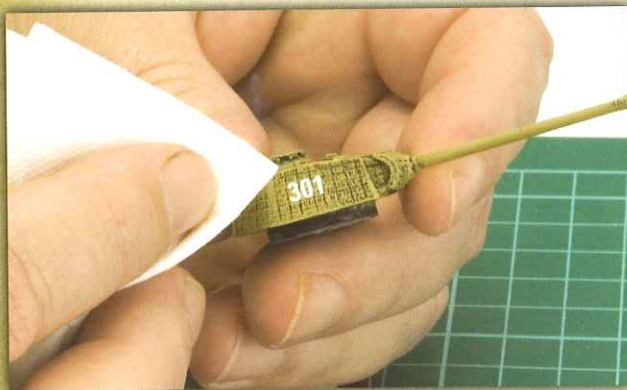
STEP 3

Once the decal is in the right position, use a paper towel to soak up any excess water on and around the decal.

If the decal is a little wrinkled, it can be flattened out with a brush during this process. Take extra care as wet decals can tear easily.

Now leave it to dry.

ADVANCED TIP

You may notice a transparent white box just beyond the edge of the decal. This is from air under the clear part of the decal around the marking and is called 'silvering'. To avoid this, paint the area where the decal will sit with some gloss varnish and allow it to dry before adding the decal. Then use a decal solvent to soften the decal and allow it to conform to the surface (great for irregular surfaces such as the *Zimmerit* on German tanks).

VARNISHING YOUR MODELS

It is a good idea to varnish your miniatures once you have finished painting them and adding their decals. A coat of matt varnish does two jobs. The first is to protect your paintwork while gaming. The second is to dull down glossy finishes like decals and metallic areas so that they match the drab camouflage of the tank.

You can either spray or brush on the varnish. There are a large variety of flat or matt varnishes available.

COMBAT MISSIONS

Though there is a lot of fun to be had in simply having two forces slug it out until one side is victorious, it is much more challenging (not to mention historical) to accomplish specific missions.

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The seven combat missions in this section require a diverse combination of strategic planning, tactical manoeuvring, and aggressive soldiering to win the day.

MISSIONS

1. FREE FOR-ALL
Two forces clash head-on. This engagement is a straight forward open field battle.

2. ENCOUNTER
Opposing forces race to bring up their reserves after a surprise encounter.

3. HOLD THE LINE
Dug in and determined, the defenders struggle to hold their positions against an overwhelming assault.

4. FIGHTING WITHDRAWAL
The line has broken and now the rearguard must fall back under fire.

5. BREAKTHROUGH
Hit by an unexpected attack, the defenders must hold their front while defeating a flank attack.

6. THE CAULDRON
After a surprise advance under cover of night, daybreak finds the leading troops trapped in a cauldron of fire.

7. ROADBLOCK
A desperate roadblock struggles to stem the flow of enemy troops pushing through a hole in the front lines.

MISSIONS AT A GLANCE

All missions in *Flames Of War* are organised to give you the critical information you need to play the scenario in the order you need it.

DESCRIPTION AND SPECIAL RULES
A general briefing explaining the mission and special rules to be used.

YOUR ORDERS
Defines the role of the attacker and defender and their goals.

PREPARING FOR BATTLE
Explains where the objectives are placed, and how both players deploy their forces.

TABLE
Gives a visual reference for the deployment areas, objective areas, and no man's land.

BEGINNING BATTLE
Tells you who has first turn and how to get the game started.

ENDING BATTLE
Explains when the game ends.

DECIDING WHO WON
Tells you which of the players has won at the end of the game.

DEPLOYING YOUR FORCE

Each mission explains where and when the players deploy their forces. In some missions one player deploys their whole army first and then the other deploys theirs. In other missions players alternate with each player placing one platoon on the table in turn.

Deploy In Command

Unit cohesion is vital to an army as it deploys for battle. If units are allowed to drift out of command there is no way to adjust orders and ensure that they are in proper position for the start of the battle.

All teams must be deployed so that they are In Command within their platoons at the start of the game.

Independent Teams Deploy Last

While the position of platoons is dictated by the battle plan and is difficult to change at the last moment, commanders and artillery observers are very flexible and can react to the changing situation.

Independent teams deploy after all platoons have been deployed. They can be deployed with a platoon or on their own anywhere in their deployment area.

HQ Support Weapons retained in the Company HQ deploy at the same time as Independent teams. Those attached to other platoons deploy with their platoons.

DEPLOYING TRANSPORTS

Transport vehicles are a significant advantage to an army on the move, but they can quickly become a liability when the battle begins. Empty transports are usually sent to the rear for safety.

You may deploy Transport teams with their platoons, or leave them off the table. If they are left off the table, they play no part in the battle and cannot be brought on at a later time.

Platoons that have their Transport teams deployed with them can be deployed mounted in their vehicles or dismounted.

Transport Platoons

Although every army would have liked to be able to field fully-mechanized forces, enough vehicles to do so simply weren't available. As a compromise, platoons of supply trucks were sent forward to carry troops on long marches.

A Transport Platoon must be assigned to another platoon before deployment. It is deployed at the same time as the other platoon and must be placed within Command Distance of it.

Transport Platoons count as part of the platoon they are assigned to for deployment, but revert to being a separate platoon thereafter.

RECONNAISSANCE DEPLOYMENT

Well before the start of any battle the recce troops start working their way forward searching out the enemy.

After all deployment, but before the game begins, you may move any Recce teams deployed on the table up to their normal movement in any direction. This movement may not be At the Double and the Recce teams must remain more than 16"/40cm from all enemy teams throughout the movement.

If a Recce Platoon has attachments or passengers from a platoon that isn't a Recce Platoon, the platoon may not make reconnaissance deployment moves.

RECCE DEPLOYMENT

Recce teams move after deployment, but must remain more than 16"/40cm from enemy teams

AXIS AGAINST ALLIES

Ideally, when two players compete in a game of *Flames Of War*, 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). This allows the battle to be a kind of semi-historical re-enactment, each force pitted against another army they could have met on the fields of Europe or Africa.

If that's not possible, however, don't worry—you don't have to turn on your compatriots. Just consider the engagement a training exercise between friendly forces. You are fighting for bragging rights rather then annihilation.

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.

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MISSION OBJECTIVES

Though skirmishes where enemies randomly encounter each other are common, most major battles are fought over specific objectives that are pivotal to the plans of both armies. The objectives of a given engagement or campaign can vary widely—spanning from control of a bridge or harbour, to the recovery of a supply depot or disabled tank, to the capture of an enemy commander or headquarters.

Objective-based games are not just historical, they are also more interesting, challenging, and fun to play.

MODELLING OBJECTIVES

Most missions require each player to have two objectives. While you can use a spare large base as an objective marker, it is a lot more fun to do a little modelling and stick a broken-down tank or stack of supplies on the base and create a mini diorama.

Objectives are modelled on a standard large base (2½"/65mm wide by 2"/50mm deep).

Objectives do not count as terrain regardless of what is modelled on the base. They do not hinder movement or provide concealment or bulletproof cover, nor do they block Line of Sight. They are simply scenic markers to indicate the importance of this point to the combatants.

TAKING OBJECTIVES

In most missions your company can only claim victory by having troops occupying the objective after driving the enemy off it.

You have taken an objective if you start your turn with a team within 4"/10cm of the objective and the enemy has no teams within 4"/10cm of the objective.

Objectives cannot be taken by Independent teams, Tank teams that are Bailed Out or Bogged Down, or Transport teams, nor can these teams prevent the enemy from taking an objective. On the other hand, Pinned Down teams can both take and contest an objective.

Teams that moved At the Double in their previous turn cannot take an objective nor prevent the enemy from taking it.

TAKING OBJECTIVES

Start a turn with a team and no enemies within 4"/10cm of an objective to take it

FAILED COMPANY MORALE

It's not much of a victory to take an objective only to abandon it moments later.

If you fail a Company Morale Check, your force flees the battlefield leaving all objectives to be taken by the enemy.

VICTORY POINTS

Victory points measure the extent of your victory. The more victory points you win, the greater the glory!

The goal of most military operations is to achieve the objective with the least losses possible. On the other hand, if you lose, the best you can hope for is to make the enemy pay dearly for their victory. To this end, the number of victory points you receive depends on the losses of the winning side. Only the destruction of complete platoons matters as weakened platoons are easily brought up to strength after a battle. Destroyed platoons, on the other hand, are scattered to the four winds, making them much harder to regroup.

CALCULATING YOUR VICTORY POINTS

Use the Deciding Who Won section of the mission briefing to figure out who won. Then determine the number of victory points you receive by looking up the number of platoons the winner lost in the Victory Points Table and running across to the winner's or loser's column as appropriate.

Ignore Independent teams and HQ Support Weapons in the Company HQ when determining the number of platoons Destroyed.

PRE-GAME LOSSES

Preliminary bombardments, accidents, or surprise attacks sometimes cause casualties to your force before the game begins. Because you have no control over these losses you are not penalised for them.

Any platoon Destroyed before the first turn of play is ignored when determining Victory Points.

VICTORY POINTS TABLE

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

MISSION SPECIAL RULES

To reflect their unique circumstances most missions use a number of special rules that make them more realistic and add exciting tactical twists to each engagement. Each mission tells you which special rules apply.

AMBUSCADE

Surprise is one of the most powerful weapons in war. To achieve it a commander will camouflage his troops and have them hide in waiting for the enemy, their guns trained upon the path along which they expect the enemy to advance. At the critical moment the signal is given—Fire!

On the other hand, the worst position any force can find itself in is to only discover the presence of their enemy when they receive an ambuscade, a volley fired from ambush. Vehicles and weapons are caught in the open and on the march making them dangerously exposed to the unexpected fire.

In missions with the Ambuscade special rule, the defending player holds a platoon to deliver the ambuscade off the table when they deploy. After deployment, but before the game begins, the defender deploys that platoon in the specified area more than 4"/10cm from all enemy teams. The platoon delivering the ambuscade is deployed in Foxholes.

Immediately after deploying, the platoon fires its ambuscade. Every team in the platoon shoots at their full ROF using the normal shooting rules.

During this shooting all Armour Saves that would normally use the Front armour rating use the Side armour rating instead and Gun teams do not benefit from their Gun Shields as the troops are on the march and not ready for combat.

If a platoon receiving fire is a Recce Platoon, it may Disengage from this shooting as normal.

Remember that teams lost before the start of the first turn do not cause Platoon or Company Morale Checks and do not count for future Platoon or Company Morale Checks. Platoons that are Pinned Down and vehicles that are Bailed Out remain so at the start of the first turn, although they can Rally or Remount as normal.

AMBUSCADE

After deployment defender places one platoon in the specified area more than 4"/10cm from all enemy teams

The platoon then shoots at full ROF

Armour Saves are taken on Side Armour and Gun Shields provide no protection

AMBUSH

One of the defender's biggest advantages in a battle is the ability to wait concealed in ambush for the enemy before opening fire once the enemy is in the perfect position.

In missions with the Ambush special rule, the ambushing player holds one or more platoons (as specified in the mission) in ambush when they deploy. Platoons held in ambush count as being on the table, but their location isn't specified until they reveal themselves. Place platoons being held in ambush to one side at the start of the game.

REVEALING AMBUSHES

It is far easier to select the ideal place for an ambush in real life, where the minor details of the terrain and small pieces of intelligence on the enemy's activities give you clues, than in a game. To reflect this, the ambushing player does not need to decide where their ambush will take place until it is revealed.

A well prepared ambush is almost impossible to detect. With the proper cover and concealment teams can remain completely secure even when the enemy is right on top of them. Thus it doesn't matter if a team is deployed using the ambush rule right where artillery fell or an enemy platoon passed through in a previous turn. It suffers no casualties since it was safe in deep trenches, well sheltered, or moved into that position just before being revealed.

At the start of your turn, in the Starting Step, you may deploy any or all platoons that you have been holding in ambush. You must deploy an entire platoon at a time and the platoon must be deployed In Command.
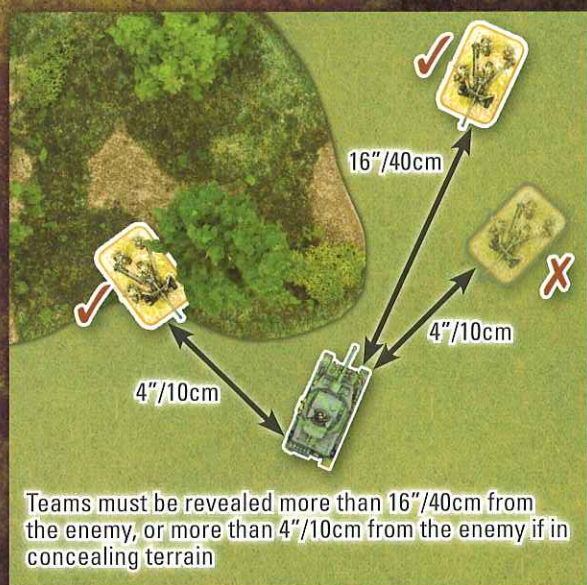
You can deploy a platoon held in ambush anywhere in your deployment area. You do not have to decide where your platoon will be deployed until you deploy it.

Teams deployed from 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 Line of Sight of the enemy.*

Note that Infantry teams in the open must still deploy more than 16"/40cm from the enemy as although they may be concealed if they remain stationary, they are not in concealing terrain.

REVEALING AMBUSHES

Teams must be revealed more than 16"/40cm from the enemy, or more than 4"/10cm from the enemy if in concealing terrain

DEFENSIVE BATTLE

While many battles are fought between two forces manoeuvring for position, others are defensive battles fought when a mobile force engages a static one.

In a defensive battle mission a Tank Company will always be the attacker and an Infantry Company will always defend.

This means that a Tank Company will attack a Mechanised Company or an Infantry Company, while a Mechanised Company will attack an Infantry Company.

In other circumstances, such as when both sides are Tank Companies, both players roll a die with the higher-scoring player attacking.

DEFENSIVE BATTLE

Tank Companies always attack

Mechanised Companies defend against Tank Companies but attack Infantry Companies

Infantry Companies always defend

RECONNAISSANCE AVOIDS AMBUSHES

One of the vital roles of recce platoons is scouting enemy ambushes before they are sprung. Given specialized training, high-powered binoculars, and a strong awareness of ambush tactics, these platoons probe the defender's position for potential attacks.

An ambushing platoon may not deploy teams within 8"/20cm and in Line of Sight of a Recce team unless the Recce team moved At the Double their last turn.

AVOIDING AMBUSHES

Ambushing teams cannot be deployed within 8"/20cm and Line of Sight of a Recce team

IMMEDIATE AMBUSH

Ambushing forces can't always afford to wait for an ideal opportunity to attack. Sometimes they must spring their ambush at the first target that presents itself.

Players must deploy platoons held in immediate ambush in their deployment area at the start of their first turn.

IMMEDIATE AMBUSH

Players must deploy platoons in Immediate Ambush at the start of their first turn

TACTICAL TIP

When advancing into enemy territory, it pays to check out likely ambush points. 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).

Historically it was not uncommon for ambushes to catch a force in the flank, or appear long after an area was considered secure, so a good commander must maintain awareness of exposure on more than just their front line.

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, they later learned that there were caves and tunnels honeycombing the area that the Germans were using to move around undetected.

British Rifle, Boys, Mark I
The Boys anti-tank rifle was named for its designer, Captain Boys. It was effective against light tanks and armoured cars.

FAIR FIGHT

With two equally-matched forces slogging away at each other, it can be difficult to win a clear victory. Sometimes the two forces simply grind each other down into a stalemate where both sides lose.

In missions using the Fair Fight special rule it is possible for neither player to win. If neither player wins, both players look up the number of enemy platoons they destroyed as though their opponent was the winner and use the Loser's Points column to determine their Victory Points.

FAIR FIGHT

If neither player wins, both players use the Loser's Points column to determine their Victory Points

TACTICAL TIP

It always pays to be aggressive during missions using the Fair Fight rule, especially in the last half of play.

If the game ends and nobody wins, the number of victory points you receive is based solely on the number of enemy platoons you destroyed—so sitting back and playing for a draw won't earn you any points at all!

MOBILE BATTLE

Not all engagements in war have the benefit of careful planning. Many battles start when two mobile columns collide, with neither side fully prepared for battle. While one side may be quicker with their triggers, most of the opening shots will be fairly wild.

In a mission with the Mobile Battle special rule the following rules apply in the first Shooting Step of the player who has the first turn. They do not apply in the second player's turn, nor in subsequent turns.

- *All teams belonging to the player who has the first turn count as having moved in their first Movement Step, whether they actually moved or not. They must fire at their reduced ROF for moving and cannot fire artillery bombardments.*

- *All teams belonging to the second player count as if they had moved in their last turn, so teams cannot be Gone to Ground and Infantry teams cannot be Concealed in open terrain.*

- *The player who has the first turn cannot use Ground-attack aircraft in that Shooting Step.*

These rules only apply in the Shooting Step of the player taking the first turn. Their teams can still move or dig in as normal in their Movement Step and launch assaults in the Assault Step.

MOBILE BATTLE SUMMARY

All teams count as having moved in their last Movement Step during the first player's first Shooting Step

PREPARED POSITIONS

It doesn't take long for soldiers to learn to dig in every time they halt. It gives them protection from random fire, security against a surprise attack, and cover against an incoming assault.

Players who start missions in Prepared Positions may have all of their Infantry and Gun teams deployed in Foxholes. All of their Concealed teams begin the game Gone to Ground.

PREPARED POSITIONS

Teams begin the game in Foxholes and Gone to Ground
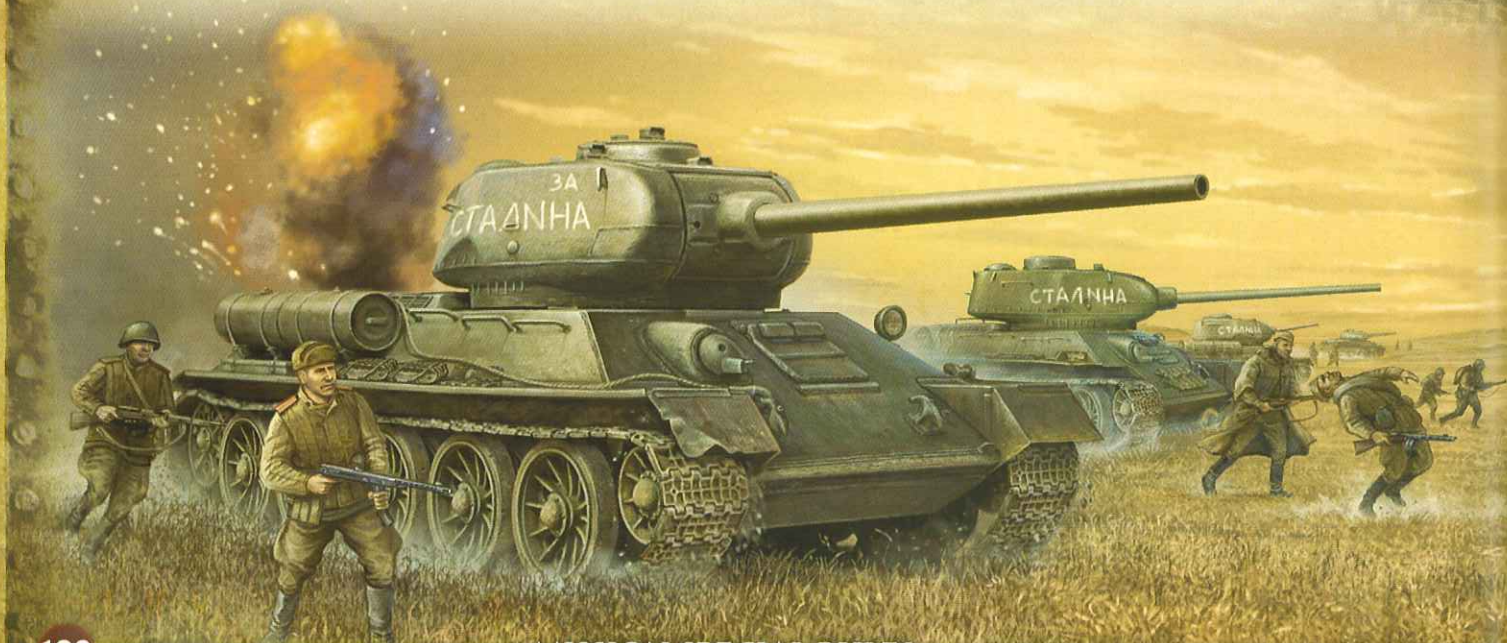
RANDOM DEPLOYMENT

While most battles have clearly delineated front lines, some battles are marked by the confused intermingling of both sides. It was not unusual for troops to take shelter for the night or from a blizzard or sand storm, only to find the enemy in their midst when visibility cleared.

Mark the table's centre point, divide it into quarters, and number them from 1 to 4.

When a player deploys a platoon under the Random Deployment special rule, they roll a die to determine where it is deployed.

- *On a roll of 1 to 4, deploy the platoon in the table quarter corresponding to the die roll.*

- *On a roll of 5 or 6, the player may deploy the platoon in a table quarter of their choice or hold it in Reserve.*

All teams must deploy more than 16"/40cm from enemy teams within Line of Sight, or more than 8"/20cm from teams outside of Line of Sight.

Roll for, and deploy, each platoon in turn. Do not roll for the next platoon until the current one is deployed.

Independent teams may choose to deploy anywhere in the deployment area. They do not need to roll to determine their location.

RANDOM DEPLOYMENT

Divide the table into quarters and number them from 1 to 4

Roll a die for each platoon:

- 1 to 4, deploy the platoon in the corresponding quarter
- 5 or 6, choose the quarter or hold the platoon in Reserve

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 that use the Reserves special rule, players with reserves hold one or more platoons (as specified in the mission) in reserve when they deploy. 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. It may be any platoon of your choice.

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 on. Each roll of 5+ brings another platoon on from your reserves.

When a reserve platoon arrives place its Platoon Command team at your edge of the table to remind you of its arrival. During your Movement Step move the newly-arrived platoon on from the table edge indicated in the mission briefing. Immobile Gun teams without Transport teams can be placed just on from the table edge counting as moving, but cannot move further from there.

RESERVES

Roll 1 die on turn one, 2 dice on turn two, 3 dice on turn three, and so on

Each roll of 5+ brings another platoon from reserve onto the table

DELAYED RESERVES

It is often unsafe to hold reserves too close to the front line. Unfortunately, this means that reserves frequently take longer to arrive.

The Delayed Reserves special rule works the same as the normal Reserves special rule except that the player does not start rolling for their Reserves until turn three, and then they get one die.

This increases by one die per turn as normal, so that on turn four they roll two dice, on turn five they roll three dice, and so on.

DELAYED RESERVES

Do not start rolling for reserves until turn three

MOBILE RESERVES

If a commander doesn't have enough troops to cover the entire front they will often have to maintain everything they can in a mobile reserve—ready to move quickly and concentrate at the point they are needed most.

In a mission employing the Mobile Reserves special rule, the defender may deploy only one platoon with its vehicles on table. Any other platoons that wish to use their tanks and transport must be held in Reserve.

The defending player may deploy any or all of their remaining platoons on the table, but they fight without their vehicles. These platoons may only deploy their Infantry and Gun teams. All Tank and Transport teams in these platoons are sent to the rear before the game begins and take no part in the battle.

MOBILE RESERVES

The defender may only deploy one platoon with its vehicles on the table

All other platoons must either be deployed without their vehicles or be held in Reserve

SCATTERED RESERVES

Sometimes a battle will take a force by surprise. Its reserves will be scattered over a wide area and could arrive at the front from just about any direction.

The Scattered Reserves special rule operates in the same way as the Reserves special rule with the following exception.

When each platoon arrives from reserve, the defender rolls a die to determine from which table edge or corner it will arrive (the mission map shows the edge or corner for each roll). If the reserves arrive from a corner, they must enter the table within 16"/40cm of the corner.

SCATTERED RESERVES

Roll a die to determine where each platoon arriving from Reserve appears

RACING TO THE RESCUE

Your force has been caught in an ambush. However, one of the advantages of travelling in columns is that the rest of your forces are on the road nearby and ready to race to the rescue of the platoons caught in the ambush.

At the start of each turn, the attacking player counts up the number of platoons still held off table.

If the number is four or more, then two platoons will arrive this turn, otherwise only one will.

The arriving platoons are placed on table as if arriving from Reserve along one of the attacker's two table edges, within 16"/40cm of either end of the road at the attacking player's choice.

Independent teams arrive with any platoon racing to the rescue.

RACING TO THE RESCUE

If four or more platoons are off table, two platoons arrive from reserve at either road end

If fewer platoons, then one platoon arrives at either road end

British Carbine, Machine, Sten Mk. II

The Sten gun had many nicknames, 'Stench Gun', 'Woolworth Gun' amongst them.
It was perhaps the most primitive submachine-gun ever made, and the cheapest at £2.87 per gun!

STRATEGIC WITHDRAWAL

It is a universal truth of war that only a fool stays in a losing position—so after a crushing defeat you have elected to exercise the more discretionary part of valour and pull what is left of your main forces off the line. It now falls on your rearguard to not only give your main forces time to regroup, but to also conduct their own withdrawal to the new defensive line.

Timing a Platoon Withdrawal

Your force must not only hold its current position, but must also disengage from the enemy and get back to the next defence line. To do this you must filter platoons back in an orderly fashion.

Starting with turn three, in the Starting Step when they would roll for Reserves if they had any, the defending player counts the number of platoons that they have on table.

- *If the number is 5 or more, the defender must withdraw one platoon.*
- *If they have less than 5 platoons, they gain a Delay Counter instead.*

Delay Counters

Delay Counters represent the rearguard's growing desperation and the pressure mounting for their own withdrawal. Delay counters count as platoons when working out the number of platoons still on the table.

Add the number of delay counters to the number of platoons that you have on table when working out whether to withdraw a platoon this turn.

When you withdraw a platoon, remove all delay counters as well.

WITHDRAWAL TIMING

Total your platoons and Delay Counters
- If the total is five or more, withdraw a platoon and remove all Delay Counters
- If the total is four or less, gain a Delay Counter

How to Withdraw Platoons

Once the window of opportunity occurs a commander has no choice but to withdraw their forces. Often this is a simple matter of ordering the platoon to fall back, but if they are embroiled in close-quarters battles it can be quite risky to try and disengage.

When the defending player is required to withdraw a platoon they may withdraw any platoon on the table. All of the teams of that platoon are removed from the table and it is considered to have withdrawn.

If a withdrawing platoon is both below half strength (see page 116) and has teams within 8"/20cm of enemy

teams, there is a chance of their withdrawal breaking into a rout. Make a Skill Test before removing the teams.
- *If the platoon passes, they successfully withdraw.*
- *If they fail, they withdraw, but the whole platoon counts as Destroyed.*

HOW TO WITHDRAW

Select a platoon and remove it from the table
Platoons below half strength and within 8"/20cm of the enemy must make a Skill Test:
- If they pass, they withdraw
- If they fail, they are Destroyed

Company Morale

The company gets steadily weaker as platoons withdraw, so heavy losses can make the morale of the remaining rearguard decidedly shaky as they wait for their turn to withdraw.

Platoons that withdraw without being destroyed are ignored and do not count as either present on table or Destroyed for Company Morale Checks.

Platoons that were Destroyed during their withdrawal count as Destroyed for Company Morale Checks.

Phased Objective Withdrawal

As your main battle force withdraws, your rearguard must hold the line and protect your vital assets and positions. You must give your forces time to remove sensitive documents, gather essential supplies, and destroy everything that can't be carried. Then they can fall back to focus on defending other critical sites.

At the start of turns six and seven the defender removes one of the objectives placed by the attacker.

OBJECTIVE WITHDRAWAL

Defender removes an objective placed by the attacker at the start of turns six and seven

---

Last Teams Out

Once the game is over and a victor is decided any remaining defending troops on the table automatically withdraw.

Any bailed out or bogged down vehicles, towed guns separated from their transports, or immobile emplacements are left behind. After all, in most cases it's the personnel that are more important since equipment can be replaced. This has no effect unless the battle is part of an on-going campaign.

1. FREE-FOR-ALL

In the highly mobile engagements of World War II it was not uncommon for forces to suddenly find themselves in contact with the enemy.

The freewheeling battles that result are little more than all-in brawls with both sides manoeuvring to seize important ground in the enemy's rear area.

The Free-for-All mission uses the **Fair Fight** and **Mobile Battle** special rules.

Attacker's Table Edge
Defender places two objectives here — 8"/20cm
Attacker deploys here
No Man's Land — 16"/40cm
Centre line
No Man's Land — 12"/30cm
Defender deploys here
Attacker places two objectives here — 8"/20cm
Defender's Table Edge
12"/30cm
16"/40cm

YOUR ORDERS

ATTACKER

Your forces have broken through the enemy front line and are punching deep into their rear areas. Any enemy force encountered must be ruthlessly crushed before they can occupy proper defences!

You must seize one of your objectives before the enemy seizes one of theirs.

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. It is vital that your force take these strategic points before the enemy secures them!

You must seize one of your objectives before the enemy seizes one of theirs.

PREPARING FOR BATTLE

1. Both players roll a die. The player with the higher score chooses one of the long table edges to attack from. The other player defends from the opposite table edge.

2. The attacking player now places two objectives on the defender's side of the table. The defending player then places two objectives on the attacker's 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, starting with the attacking player, alternate placing platoons in their own half of the table. The platoons may not be placed within 12"/30cm of the centre line of the table.

4. Both players now alternate placing their Independent Teams in their deployment areas starting with the attacking player.

BEGINNING THE BATTLE

1. Starting with the attacker, both players make Reconnaissance Deployment moves for any Recce Platoons they have on table.

2. Both players now 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.

3. Because the Free-for-All mission uses the Mobile Battles special rule all teams are moving at the start of the battle.

ENDING THE BATTLE

The battle ends when either:

• a player starts their turn in possession of any of the objectives that they placed in the enemy deployment area, or

• the game runs out of time.

DECIDING WHO WON

The player that took their objective has secured a key piece of terrain on the field, forcing the enemy onto the defensive and winning the day.

Calculate your Victory Points using the Victory Points Table on page 195.

If neither side won use the Fair Fight special rule to determine their Victory Points.

2. ENCOUNTER

On the open flanks of the main battle, a small force can encounter a lot of trouble very easily. Having found it, they call for support and the action escalates.

The Encounter mission uses the **Delayed Reserves**, **Fair Fight**, **Mobile Battle**, and **Scattered Reserves** special rules.

YOUR ORDERS

ATTACKER

Your force was advancing when it encountered strong opposition. You have called for assistance, but so has the enemy, so you must attack now while they are still weak.

You must crush enemy resistance and seize one of your objectives before the enemy captures one of theirs.

DEFENDER

A section of the line has crumbled and it's fallen upon your shoulders to repel the enemy advance. The enemy is stronger than expected, so you must act aggressively until your reinforcements arrive.

Capture one of your objectives before the enemy captures theirs.

PREPARING FOR BATTLE

1. Both players roll a die. The player with the higher score chooses one of the long table edges to attack from. The other player defends from the opposite table edge.

2. Starting with the attacker, both players place an objective in their own half of the table.

3. Both players, having placed an objective in their own half of the table, now place a second objective, this time in their opponent's half of the table, again starting with the attacking player. 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.

4. Starting with the attacker, both players now nominate at least half of their platoons to be held off the table in Delayed and Scattered Reserve at the start of the game.

5. Both players, starting with the attacking player, now alternate placing remaining platoons in their own half of the table. The platoons may not be placed within 12"/30cm of the centre line of the table.
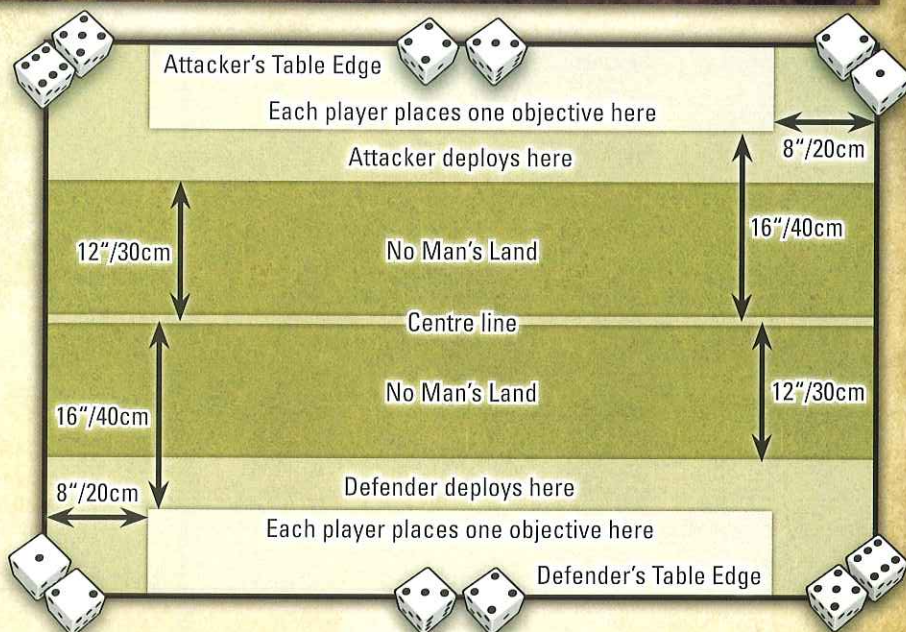
6. Again starting with the attacker, both players now place their Independent teams in their own deployment areas.

BEGINNING THE BATTLE

1. Starting with the attacker, both players make Reconnaissance Deployment moves for any Recce Platoons they have on table.

2. Finally, 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.

3. Remember that this mission uses the Mobile Battle special rule so, for the first turn of the game, all teams are considered moving at the beginning of the battle.

ENDING THE BATTLE

The battle ends when either:

- a player starts their turn in possession of any of the objectives in the enemy deployment area, or

- the game runs out of time.

DECIDING WHO WON

The player that took their objective wins the battle. They have secured key terrain, forcing the enemy onto the defensive, and opening the way for the final, decisive blow.

Calculate your Victory Points using the Victory Points Table on page 195.

If neither side won use the Fair Fight special rule to determine their Victory Points.

There comes a time in every conflict when a force must dig in and prepare to repel a massive assault from the enemy. Often the deciding battles of their campaigns, these desperate defences can turn the tides and determine the momentum of entire wars.

Hold the Line uses the **Ambush**, **Defensive Battle**, **Prepared Positions**, and **Reserves** special rules.

YOUR ORDERS

ATTACKER

The enemy has fallen back to defend a single choke point of your advance. Their lines disorganized, their reserves in tatters, you must crush their resistance and open a path to victory!

You must assault and capture one of your objectives.

DEFENDER

The situation is desperate and your path is grim, but if you can mount a heroic defence against their coming advance you could turn the tide of this war. Reinforcements are coming, and your superiors have promised you support, but first you must hold the line.

You must hold the objectives and push the enemy back.

PREPARING FOR BATTLE

1. Determine the attacker and defender using the Defensive Battle special rule.

2. The defending player chooses which short table end they will deploy in.

3. Starting with the defender, both players now place one objective each in the defender's end of the table. The objectives must be at least 8"/20cm from the centre line of the table, and may not be placed within 8"/20cm of any table edge.

4. Next the defending player nominates at least half of their platoons to be held off the table in Reserve at the start of the game. Then the defender nominates up to half of the remaining platoons to be held in Ambush. Finally, they deploy the remaining platoons in their half of the table.

5. The attacker deploys their entire force in their half of the table at least 24"/60cm back from the table centre line.

6. Both players now place their Independent teams in their deployment areas starting with the defending player.
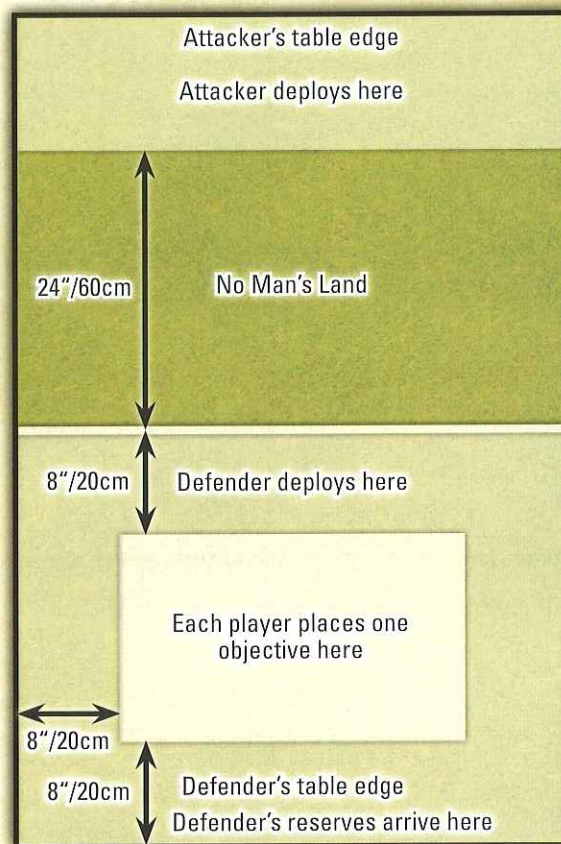
BEGINNING THE BATTLE

1. The defending force begins the game in prepared positions, so their troops are in Foxholes and Gone to Ground.

2. Starting with the defender, both players make Reconnaissance Deployment moves for any Recce Platoons they have on table.

3. The attacking player has the first turn.

ENDING THE BATTLE

The battle ends when either:

- the attacker holds any of the objectives at the start of their turn, or

- the defender starts any of their turns from turn six with no attacking teams in the defender's half of the table.

DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective. They have broken the defence position and forced the enemy to fall back.

Otherwise the defender wins. The attack has been beaten off and the defender can now prepare their counterstroke.

Calculate your Victory Points using the Victory Points Table on page 195.

4. FIGHTING WITHDRAWAL

A fighting withdrawal allows defeated commanders to preserve the bulk of their forces while falling back to a more defensible location.

Fighting Withdrawal uses the **Ambush**, **Defensive Battle**, **Prepared Positions** and **Strategic Withdrawal** special rules.

YOUR ORDERS

ATTACKER

To exploit an earlier victory you must smash the enemy rearguard and turn their retreat into a rout. Break through the enemy line and capture one of the objectives before it is too late.

DEFENDER

You must cover your withdrawal as the army falls back to the next defensible position and regroups. The enemy is moving around your flanks so you cannot stay too long. Hold the objectives long enough for the rest of the army to get clear.

PREPARING FOR BATTLE

1. Use the Defensive Battle special rule to determine which player is attacking and which is defending.

2. The defending player chooses the long table edge that they will deploy from. The attacker deploys from the opposite table edge.

3. The defender places an objective on their side of the table at least 8"/20cm away from all table edges and at least 8"/20cm back from the centre line.

4. The attacker now places *two* objectives in the same area so that no two objectives are more than 48"/120cm apart.

5. The defender deploys their entire force in Prepared Positions on their own half of the table. They may hold one platoon in Ambush.

6. The attacking player now deploys their entire force in their half of the table, with all platoons at least 16"/40cm back from the table centre line.

7. Both players, starting with the defender, deploy their Independent teams in their deployment areas.

BEGINNING THE BATTLE

1. The defending force begins the game in prepared positions, so their troops are in Foxholes and Gone to Ground.

2. Starting with the defender, both players make Reconnaissance Deployment moves.

3. The attacking player takes the first turn.

Attacker's table edge
Attacker deploys here

No Man's Land

16"/40cm

Centre line

8"/20cm

8"/20cm

Defender places one objective here · Attacker places two objective here

8"/20cm

Defender deploys here
Defender's table edge
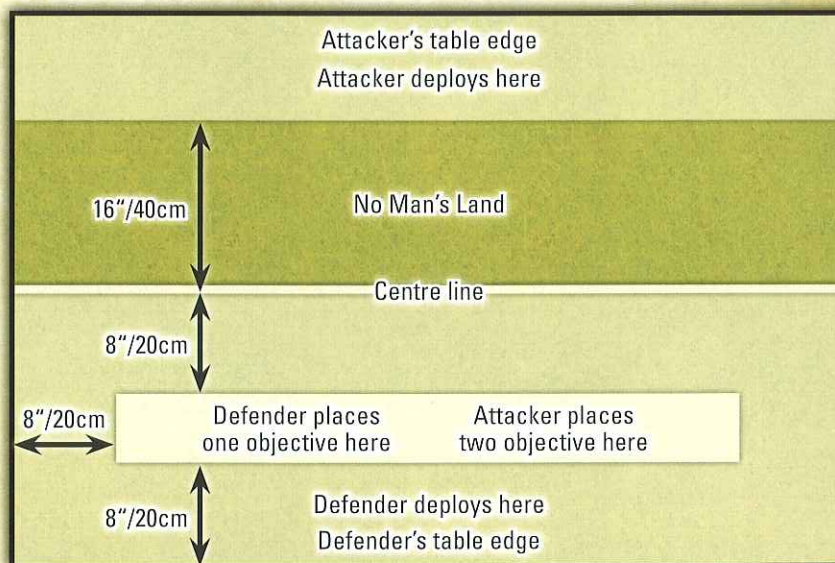
ENDING THE BATTLE

The battle ends either:

- when the attacker starts their turn holding any of the objectives, or

- at the start of the defender's eighth turn (remember to check Company Morale if necessary before determining who won).

DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective. The attacker has smashed the rearguard and seized their objectives.

Otherwise the defender wins. The rearguard has held out long enough for the army to get safely away and now withdraws its last elements.

Calculate your Victory Points using the Victory Points Table on page 195.

WITHDRAWAL SUMMARY
(See special rules on page 201 for details)

Turn	Event
3	Defender withdraws a platoon if 5+ platoons, otherwise gain a delay counter.
4	Defender withdraws a platoon and remove all counters if 5+ platoons or counters, otherwise gain delay counter.
5	Repeat withdrawal.
6	Remove first objective. Repeat withdrawal.
7	Remove second objective. Repeat withdrawal.
8	Check Company Morale if necessary. Game over.

5. BREAKTHROUGH

Fronts stretching across wide expanses of barren battlefield have forced the defenders into a hedgehog defence rather than maintaining a continuous front line. The attacker needs to capture a vital pass or route, so has sent a flanking force through the gaps between the defended positions while launching a frontal assault to pin the enemy.

Breakthrough missions use the **Defensive Battle**, **Delayed Reserves**, **Mobile Reserves**, and **Prepared Positions** special rules.

Attacker's table edge · 16"/40cm · Defender's reserves come on here · Attacker deploys here · Defender deploys here · No Man's Land · 8"/20cm · Defender deploys here · 8"/20cm · Attacker places two objectives here · Defender's reserves come on here · 16"/40cm · Defender's table edge · Attacker's delayed reserves arrive here · 24"/60cm

YOUR ORDERS

ATTACKER

The enemy does not have sufficient strength to cover the entire front and has left gaps big enough to send a small flanking force through to help you break through their defences.

You must seize one of the objectives, either by direct assault, or with a cunning flank attack.

DEFENDER

Your force is too small to hold everywhere so you have concentrated your defences at the vital points. Now your reconnaissance troops report a strong attack force moving around your flank while another strong force is massing for a frontal attack.

You must secure the objectives and drive the enemy back.

PREPARING FOR BATTLE

1. Mark the centre of the table so that the table quarters are obvious to both players.
2. Determine which player is attacking and which is defending using the Defensive Battle special rule.
3. The defending player chooses two diagonally opposite table quarters to deploy in. The attacker then chooses one of the remaining table quarters as their deployment area.
4. The attacker places two objectives in the final table quarter. They must be at least 8"/20cm from the table centre lines and edges.
5. The defender deploys any or all of their platoons in their deployment area using the Mobile Reserves special rule. All remaining platoons are held off the table in Reserve.
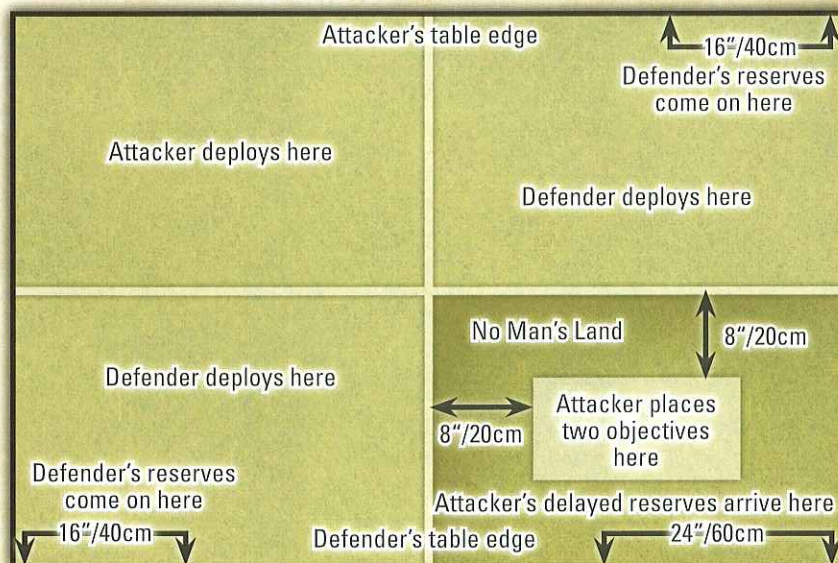
6. The attacker must hold one platoon, and may hold up to half of their platoons, off table to make a flank attack as Delayed Reserves. The rest of the force deploys in their table quarter more than 12"/30cm from all enemy teams.
7. The defender now places their Independent teams in their deployment area, then the attacker places their Independent teams in their deployment area.

BEGINNING THE BATTLE

1. The defending force begins the game in prepared positions, so their troops are in Foxholes and Gone to Ground.
2. Starting with the defender, both players make Reconnaissance Deployment moves.
3. The attacking player has the first turn.

ENDING THE BATTLE

The battle ends on or after turn six when either:

- the attacking player starts their turn holding any of the objectives, or
- the defending player starts their turn with no enemy teams within 16"/40cm of the objectives.

DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective. The attacker has broken through and is now deep behind the enemy line.

Otherwise the defender wins. The breakthrough has been cut off and the front lines held.

Calculate your Victory Points using the Victory Points Table on page 195.

6. THE CAULDRON

When night falls on the battlefield both sides traditionally exercise a tacit truce and rebuild their forces. Units resupply with fuel and ammunition, the wounded are tended to, and soldiers seize the opportunity to grab a bite of chow and some much needed rest.

But last night was anything but typical. Under the cover of a midnight artillery barrage, the defender rallied and smashed through the attacker's front line, taking key terrain features and entrenching themselves amongst the unsuspecting enemy.

Cauldron uses the **Defensive Battle**, **Delayed Reserves**, **Immediate Ambush**, **Prepared Positions**, **Reserves**, and **Random Deployment** special rules.

Attacker's table edge   Attacker's reserves arrive here

Defender deploys here

12"/30cm   16"/40cm

Defender places three objectives here

Defender's table edge   Defender's reserves arrive here

YOUR ORDERS

ATTACKER

A massive enemy offensive has punched through the front line, taking up positions amongst yours during the night.

You must attack immediately to restore the situation and capture one of the objectives.

DEFENDER

You have pushed through the front lines during the night and taken vital ground from the enemy. Now, with dawn breaking, you must form a solid defence against the inevitable counterattack and hold your gains.

You must keep the enemy off the objectives.

PREPARING FOR BATTLE

1. Mark the centre of the table so that the table quarters are obvious to both players.

2. Use the Defensive Battles special rule to determine the attacker and defender.

3. The attacking player chooses the long table edge where their reserves will arrive. The defending player's reserves will arrive on the opposite table edge.

4. The defending player places three objectives within 12"/30cm of the centre point of the table and at least 12"/30cm from each other. The attacker then removes one of the objectives.

5. The defender nominates at least half of their platoons to be held in Delayed Reserve. All but one of the remaining platoons are deployed within 16"/40cm of the table centre point. The final platoon is held as an Immediate Ambush.

6. The attacker must nominate at least half of their platoons to be held in Reserve. Any remaining platoons are deployed using the Random Deployment special rules.
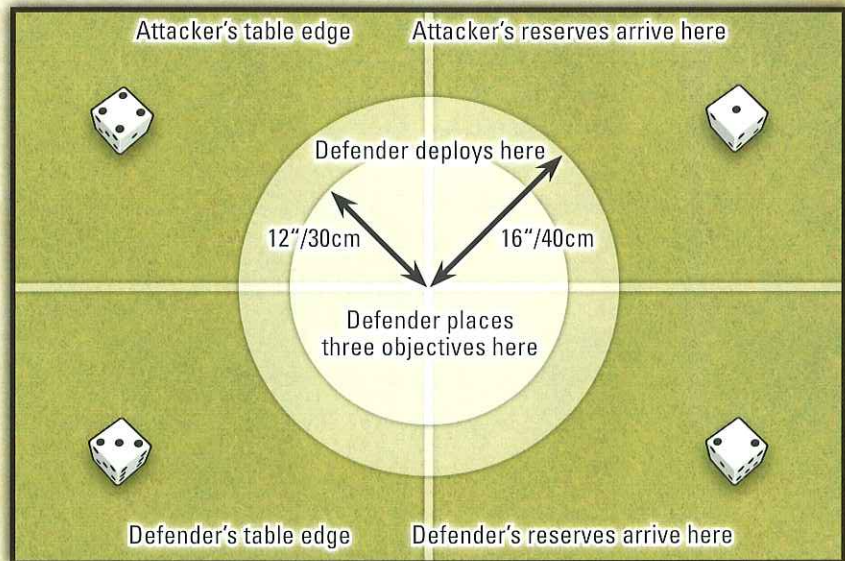
7. Both players place their Independent teams in their deployment areas, starting with the defender.

BEGINNING THE BATTLE

1. Both players' forces begin the game in prepared positions, so their troops are in Foxholes and Gone to Ground.

2. Starting with the attacker, both players make Reconnaissance Deployment moves for any Recce Platoons they have on table.

3. The defending player has the first turn.

4. Deploy the defender's platoon being held in Immediate Ambush in their deployment area.

ENDING THE BATTLE

The battle ends on or after turn six when either:

• the attacking player starts their turn holding any of the objectives, or

• the defending player starts their turn with no attacking teams within 16"/40cm of either objective.

DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective. The enemy penetration has been neutralized and the defensive line held.

Otherwise the defender wins. All enemy counterattacks have been held off and the enemy force 'written down,' bringing a major breakthrough that much closer.

Calculate your Victory Points using the Victory Points Table on page 195.

7. ROADBLOCK

Ambushing a road-bound convoy is a time-honoured tactic that makes full use of surprise to inflict the maximum damage before the enemy can react.

The Roadblock mission uses the **Ambuscade**, **Defensive Battle**, **Racing to the Rescue**, and **Reserves** special rules.

YOUR ORDERS

ATTACKER

After breaking through the enemy lines, your force is advancing when it is ambushed. You must brush aside the enemy resistance and reopen the route for following troops.

Clear both objectives of enemy troops to reopen the road.

DEFENDER

Your company is being rushed in to establish a roadblock. You must halt and destroy these reserves if you are to win the day.

Take and hold either objective to establish your roadblock.

PREPARING FOR BATTLE

1. Use the Defensive Battle special rule to determine the attacker and defender.

2. The attacker places a road on the table running from one short edge to the other. The road must remain on one side of the table and may not approach within 8"/20cm of either the table centre line or the long table edge. Both short sides of the table, on the attacker's half of the table, are considered to be the attacker's table edges.

3. The defender places two objectives on the road, one at each end. Each objective must be between 20"/50cm and 28"/70cm from the end of the road.

4. The defending player chooses one of the attacking platoons as the target of their ambush. The attacking player then chooses one (or two if there are 7 or more platoons in their force) platoons to escort them. These are the only two (or three) platoons that the attacker will have deployed at the start of the battle. The road is divided into two (or three) equal lengths with one platoon in each section. The selected platoons must be deployed in single file facing along the road away from their arrival point. Teams must be mounted in their transport vehicles if they have them. All remaining attacking platoons are held off table. They will appear with the Racing to the Rescue special rule.

5. The defender now nominates at least half of their platoons to be held in Reserve. One of the remaining platoons is then declared to be delivering the Ambuscade, and all of the remaining platoons are deployed in their table half at least 16"/40cm back from the table centre line.
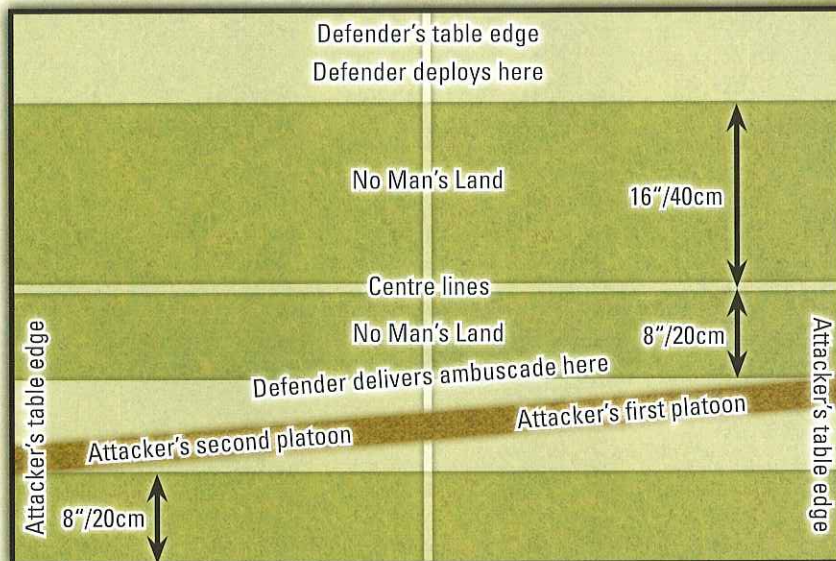
6. The defending player places their Independent teams in their deployment area at least 16"/40cm back from the table centre line.

BEGINNING THE BATTLE

1. The defending force deploys the platoon delivering the Ambuscade anywhere on their side of the road and then fires the Ambuscade with it.

2. Recce Platoons make their Reconnaissance Deployment moves starting with the attacker.

3. The attacking player has the first turn. During this turn no defending teams are Gone to Ground and Infantry teams cannot be Concealed in the open.

ENDING THE BATTLE

The battle ends on or after turn six when either:

*   the defending player starts their turn holding any of the objectives, or

*   the attacking player starts their turn with no defending teams within 16"/40cm of either objective.

DECIDING WHO WON

The defender wins if they hold either objective. The road remains blocked and the enemy reinforcements have been stopped.

The attacker wins in all other cases. The enemy has been driven back from the road and the way through is clear.

Calculate your Victory Points using the Victory Points Table on page 195.

Defender's table edge
Defender deploys here

No Man's Land

16"/40cm

Centre lines

No Man's Land

8"/20cm

Defender delivers ambuscade here

Attacker's table edge

Attacker's second platoon

Attacker's first platoon

Attacker's table edge

8"/20cm

FORTIFICATIONS

The hidden menace of buried land mines, the grim face of weather-worn bunkers, and the hard jut of anti-tank obstacles are often the only thing that can halt the bold strokes of a Blitzkrieg advance. When combined with tangled webs of barbed wire and carefully networked trenches they sway the tides of war in favour of the defender. To defeat such measures pioneers creep forward, under the cover of immense artillery bombardments, determined to open a path for the soldiers behind them. Once cleared the troops leading the assault dash through the gaps, seeking to smash a hole in the enemy defences, opening the way once more for sweeping advances.

WW2MODELMAKER.COM

In *Flames Of War* fortifications are either strongpoints like gun pits, tank pits and bunkers, or barriers like barbed wire entanglements, minefields, and anti-tank obstacles. Trench lines are unusual in being both strong-points and barriers.

Strongpoints are modelled to scale but should not exceed 4"/10cm in width or depth, nor 2"/5cm in height.

Barriers are modelled in sections on bases 8"/20cm long by 2"/5cm deep. Model barbed wire entanglements with coils of wire strung between posts. Show minefields either with a single-wire fence (to stop friendly troops wandering into it) or patches of disturbed earth where the mines have

been laid. Anti-tank obstacles can either be wide ditches, solid barriers, or concrete obstacles like 'dragons teeth'.

Trench lines are also modelled in 8"/20cm long sections. It is best to model trench lines as a raised parapet representing one side of the trench with the other side left off. This allows teams to be placed up against the parapet to indicate they are in the trench without the trench looking like a 12'/4m wide anti-tank ditch.

The enormous effort needed to construct fortifications means that they cannot be used in most games. They are reserved for missions and scenarios that use these fortifications special rules.

TRENCH LINES, GUN PITS AND TANK PITS

Given time, troops connect up their foxholes into a continuous trench line allowing them to move about their position safe from enemy fire. Meanwhile the gunners dig pits for their guns to get them below ground along with the crew. Even tankers denied their mobility and ordered to fight as bunkers drive their tanks into pits so only the turrets are visible.

OCCUPYING TRENCH LINES AND GUN PITS

By digging communications trenches to connect their fighting positions infantry gain the ability to manoeuvre inside their defences.

Trench lines and gun pits provide the occupants with Concealment and Bulletproof Cover. Because trenches are dug in a zigzag pattern, the Concealment and Bulletproof Cover even applies when shot at by troops in the same section of trench line.

Troops spending their entire turn in a trench line without shooting are Concealed and Gone to Ground in the opponent's next turn, even if they moved.

Only Infantry and Man-packed Gun teams can enter trench lines. Trench lines count as Cross-country terrain to troops moving along them. Troops moving along a trench line can move At the Double.

Once placed in a gun pit, the weapon cannot move or rotate outside its original Field of Fire for the rest of the game, and is not turned to face its target when shooting.

TRENCH LINES AND GUN PITS

Trench Lines and Gun Pits provide Concealment and Bulletproof Cover and are Cross-country terrain to Infantry and Man-packed Gun teams

Teams in Trench Lines can be Gone to Ground while moving

CROSSING TRENCH LINES

Communication trenches have to be narrow to protect their occupants from artillery fire, so they do not prove much of an obstacle to tanks or troops on foot.

Trench lines and gun pits are Cross-country terrain to Fully-tracked vehicles, Infantry and Cavalry teams, and Man-packed Gun teams.

Trench lines and gun pits are Difficult Going for Half-tracked vehicles, and Impassable to Wheeled vehicles, Jeeps and Wagons, and other Gun teams.

CROSSING TRENCH LINES

Trench Lines and Gun Pits are:

- Cross-country to foot and Fully-tracked
- Difficult Going for Half-tracked
- Impassable to others

TANK PITS

A tank pit involves digging a big hole and driving a tank into it so that it is 'hull down', deep enough that only the turret is visible.

A Tank team in a tank pit is Concealed. If the tank fails its Armour Save, you may roll an additional 4+ tank pit save.

A Tank team in a tank pit cannot move or rotate during the game since the body of the tank is firmly entrenched behind earth and rock. Tanks with turrets may rotate them as normal and only the turret matters when determining the tank's facing for deciding whether shots hit the front or side armour. A turretless tank cannot be placed in a tank pit.

Tank pits are Impassable terrain. Teams cannot enter or cross a tank pit.

BUNKERS

Bunkers and pillboxes are fortified positions with overhead cover. They are commonly made of earth-covered logs or concrete, but the materials used are limited only by the ingenuity of the soldiers building them. They are almost invulnerable to enemy fire, making them the centrepiece of any defensive position.

A bunker can be armed with either of the following weapons and must be modelled with clearly defined firing slits. The weapon may fire from any or all of the bunker's firing slits having a 180 degree field of fire from each slit. Bunkers may not be placed on mission objectives.

Weapon	Range	ROF	Anti-tank	Firepower
HMG	24"/60cm	6	2	6
Anti-tank Gun	24"/60cm	3	6	4+
HMG bunkers have ROF 2 when Pinned Down				

Treat a bunker as an Independent team. Because of its virtual invulnerability to enemy fire, a bunker automatically passes all Motivation Tests.

Bunkers are Difficult Going for Infantry and Man-packed Gun teams, but are Impassable to all other teams.

SHOOTING AT BUNKERS

Bunkers are almost invulnerable to enemy fire. The best that most troops shooting at a bunker can do is try to suppress the troops inside.

This can be difficult at times since bunkers are typically very well camouflaged, making them hard to spot. Some bunkers are even built into the basements of buildings or painted as stores to disguise them.

A team must be able to draw Line of Sight to a bunker's firing slit and be within 16"/40cm to be able to shoot at it. Unlike normal shooting, teams roll a Skill Test to hit a bunker. If they hit, make a Firepower Test.

- *A successful test will Pin Down the bunker.*
- *A failed test leaves the bunker totally unharmed.*

SHOOTING AT BUNKERS

Roll a Skill Test to hit the firing slit of a Bunker at less than 16"/40cm range

Roll a Firepower Test to Pin Down the Bunker

NO HE

Armour-piercing solid shot is quite effective at dissuading the occupants of a bunker from sticking their heads up and shooting.

A weapon's No HE characteristic does not prevent it from Pining Down a bunker.

FLAME-THROWERS

Soldiers quickly learned that bunkers must be fireproof, and are easy to make so. Even a blanket hanging over the firing slit with a bucket of water handy will keep the occupants safe from a flame-thrower, although it will make them keep their heads down!

A hit by a Flame-thrower will Pin Down a bunker without the need for a Firepower Test.

ARTILLERY AND AIRCRAFT

Bunkers are immune to artillery and air attacks because the chances of a direct hit are so small and nothing short of a direct hit will have any significant effect on them.

A bunker cannot be used as the aiming point for an artillery bombardment or air strike. Artillery bombardments and air strikes cannot harm a bunker at all.

BUNKER BUSTERS

Some guns are so big that their shells can actually smash the walls of bunkers and decimate the gun crew inside. One hit from a gun this big and it's all over, making them ideal bunker busters.

Any hit by a weapon rated as a Bunker Buster automatically Destroys the bunker and its occupants. The rubble of a Destroyed bunker provides Bulletproof Cover.

ASSAULTING BUNKERS

Because bunkers are almost immune to shooting, the best way to destroy a bunker is to assault it with demolition charges. Once the assault team gets up to the bunker, its destruction is almost certain.

DEFENSIVE FIRE

Bunkers are usually laid out in a mutually supporting network. If each bunker covers several others, they can be difficult to assault unless several are pinned down at the same time.

Bunkers conduct Defensive Fire as normal when assaulted. In addition, when one bunker is assaulted, every other bunker is automatically eligible to conduct Defensive Fire on the assaulting platoon.

DEFENSIVE FIRE

If any Bunker is assaulted, every Bunker conducts Defensive Fire

ASSAULTING BUNKERS

Once your troops are up close to the bunker they need to place an explosive charge against a door or firing slit to finish the bunker off.

Only teams adjacent to a firing slit can assault a bunker and only one team may assault each slit. When the bunker is hit in an assault it is automatically Destroyed.

Pioneer teams can re-roll failed Skill Tests to hit a bunker in an assault.

ASSAULTING BUNKERS

Any hit on a Bunker by a team adjacent to a firing slit Destroys it

Pioneer teams re-roll failed Skill Tests to hit

COUNTERATTACKING FROM A BUNKER

The troops in a bunker will not sit passively by while the enemy attempts to blow them up.

When Counterattacking, a bunker rolls one die.

- *On a score of 4+, it hits and Destroys one of the enemy teams adjacent to its firing slits.*
- *On any other roll, the enemy is unharmed, but must still take a Motivation Test to Counterattack as if it had been hit.*

TANKS ASSAULTING BUNKERS

Bunkers are simply too strongly built for a tank to have any impact on them in an assault.

Tank teams cannot assault bunkers.

BARBED WIRE ENTANGLEMENTS

CROSSING BARBED WIRE

Composed of masses of densely coiled wire interwoven with sharp barbs, entanglements are capable of holding up the advance of anything short of a tank.

INFANTRY AND MAN-PACKED GUNS

Although intact barbed wire entanglements are virtually impassable to infantry, they can use wire cutters or explosive bangalore torpedoes to cut their way through, or search for gaps blown by the preliminary bombardment that usually precedes an assault.

To cross a barbed wire entanglement, Infantry and Man-packed Gun teams on foot (but not Cavalry teams) must start their movement—whether it's a normal move, a charge into contact, or whatever—adjacent to the entanglement.

Each team must make a Skill Test to cross the wire.

- *If they pass the test, they move as normal.*
- *If they fail, they cannot move at all.*

Pioneer teams may re-roll failed Skill Tests when attempting to cross barbed wire entanglements.

Barbed wire entanglements are Rough Terrain, so troops may not move At the Double across them.

FULLY-TRACKED VEHICLES

Tanks were originally designed to crush barbed wire and clear the way for the infantry. They have evolved into much more, but still fulfil this role extremely well.

A barbed wire entanglement slows a Fully-tracked vehicle down as if it were Rough Terrain, but does not cause it to take a Bogging Check. Remove the section of barbed wire entanglement once the tank has crossed it, although the area remains Rough Terrain to all troops.

OTHER TEAMS

While infantry can sneak through small gaps and tanks simply crush it, barbed wire entanglements are an insurmountable barrier to trucks and horses.

Barbed wire entanglements are Impassable to all other types of teams.

GAPPING BARBED WIRE

While assaulting infantry usually attempt to charge through the small gaps they find or make in barbed wire entanglements, following echelons often clear larger gaps for vehicles.

To gap a barbed wire entanglement an Infantry team must start the turn adjacent to the entanglement and not be Pinned Down. The team cannot move in the Movement Step although they do count as moving and cannot claim to be Concealed in the open or Gone to Ground.

Instead of shooting, roll a Skill Test for each team attempting to gap the wire at the end of the Shooting Step.

- *If they pass the test, remove the section of barbed wire entanglement.*
- *If they fail, more work is needed and they will have to try again next turn.*

Pioneer teams may re-roll failed Skill Tests when attempting to gap barbed wire entanglements.

TACTICAL TIP

Setting up a good fortified defence takes practice. Two very important things to bear in mind are that obstacles can only delay the enemy, never stop them completely, and that it's dangerous to leave gaps in your defences.

As with all tactical problems, the first step is to look at the battlefield, study the terrain and formulate a plan. Study the situation from the enemy side of the table. Work out the best attack routes given the terrain and the objectives, then decide how you are going to deny them to the enemy!

The most obvious way of denying a route to the enemy is to build obstacles so that your opponent will have to spend a lot of time and energy forcing their way through. To be worthwhile, your obstacles must be continuous and covered by fire, otherwise enemy pioneers and infantry will quickly clear gaps allowing them to move through your carefully laid defences at will.

The second way of denying a route to the enemy is to funnel their attack into a killing ground. Leave a weakness in your obstacles to tempt the enemy to use that route, but then you mass enough firepower covering the gap to destroy any enemy attempting to exploit it.

You need to think about an active defence as well. What will you do if the enemy breaks through your defences?

MINEFIELDS

Mines are a new hazard for soldiers in the Second World War. Springing up around every defensive position and littering the battlefield wherever trench warfare sets in, minefields make no-man's land a real devil's garden.

CROSSING MINEFIELDS

At any moment an attacker crossing a minefield could trigger a mine and be blown sky high. It takes nerves of steel to walk or drive through a minefield.

MOTIVATION TEST TO CROSS MINEFIELDS

Minefields are terrifying places. One misstep and it is all over. Before soldiers can cross a minefield they must first muster the will power to put their life on the line.

A platoon attempting to cross one or more minefields must make a Motivation Test before moving.

- *If they pass the Motivation Test, they move as normal across all of the minefields.*
- *If they fail the test, they move to the edge of the first minefield and stop facing towards the minefield, and cannot move or assault further this turn.*

If a Soviet platoon containing a Komissar fails its Motivation Test to cross a minefield, you may use the Komissar special rule to re-roll the test.

Teams may not attempt to cross a minefield while moving At the Double.

MOTIVATION TEST TO CROSS

Platoons must pass a Motivation Test to cross a Minefield or else halt at the edge

MOVING THROUGH A MINEFIELD

Once the troops have worked up the courage, they must muster all of their skill to avoid triggering a mine.

Roll a Skill Test for each team that crosses a minefield.

- *If the team passes the Skill Test, they are unharmed.*
- *If they fail, they take a hit from a mine and must stop moving immediately they cross the minefield.*

If any team in a platoon is hit by a mine, whether the hit causes a casualty or not, the entire platoon is Pinned Down at the end of their movement.

If a team enters more than one minefield in a turn, roll a Skill Test for each one.

SKILL TEST TO AVOID MINES

Teams must pass a Skill Test to avoid hitting a mine when crossing a Minefield

Platoon is Pinned Down if any team is hit

ARMOURED VEHICLES HIT BY MINES

Tanks are remarkably tough, and with luck, a heavy tank can even survive driving over a mine. Armoured cars are not usually so fortunate, however.

Treat hits on armoured vehicles as a hit on the Top armour by a gun with an Anti-tank rating of 5 and a Firepower rating of 1+.

UNARMOURED VEHICLES HIT BY MINES

Driving over a mine in a truck is bad news. Aside from ripping off a wheel, the blast usually makes a serious mess of the bodywork!

Unarmoured vehicles that are hit by mines are Destroyed.

INFANTRY AND GUN TEAMS HIT BY MINES

Though they do their best to pick their steps carefully and creep their way through at a snail's pace it is only a matter of time before someone hits a mine.

Roll a save for each team hit by mines. An Infantry team survives on a roll of 3+, but is Destroyed otherwise. Gun teams survive on a roll of 5+.

ROLL SAVES

Armoured vehicles use Top armour against Anti-tank 5 and Firepower 1+

Unarmoured vehicles are Destroyed

Infantry teams save on 3+

Gun teams save on 5+

PASSENGERS

With a little luck, the passengers in a vehicle or tank riders on a tank that hits a mine might survive unharmed as the vehicle takes the worst of the blast.

Passengers carried in a vehicle Destroyed by mines must roll a 5+ save. If they pass the save, they have survived crossing the minefield and are placed adjacent to their destroyed vehicle on the far side of the minefield. Otherwise they are Destroyed with their vehicle.

ASSAULTING ACROSS MINEFIELDS

Although a platoon assaulting across a minefield is likely to become pinned down in the process, it will still succeed in launching the assault if it makes contact with the enemy since it was not pinned down by defensive fire.

This makes it a good idea to have your minefields far enough in front of your positions that the enemy have to stop before they make contact with your troops.

GAPPING MINEFIELDS

While it is usually best for the leading waves to simply ignore a minefield and take the resulting casualties, it is important to clear gaps behind them for following troops and valuable equipment. This hazardous task can be performed by infantry if necessary, but is best left to trained pioneers.

Pioneers are specialists at mine clearing. Equipped with long probes, the latest electronic mine detectors, or even sniffer dogs, they check every inch of ground for hidden mines and disarm them. Without such sophisticated equipment, infantry use their bayonets to probe for mines, a slow and painstaking process.

To gap a minefield an Infantry team must start the turn adjacent to the minefield and not be Pinned Down.

The team cannot move in the Movement Step although they do count as moving and cannot claim to be Concealed in the open or Gone to Ground.

Instead of shooting, roll a Skill Test for each team attempting to gap the mines at the end of the Shooting Step.

- *If they pass the test, remove the section of minefield, but the area becomes Difficult Going as it is always*

possible to find that one stray mine the pioneers missed.

- *Any teams that fail the test accidentally detonate a mine. That team must pass a 3+ save or be Destroyed, and the whole platoon is Pinned Down at the end of the Step.*

Due to their lack of training, Infantry teams that are not Pioneer teams must re-roll successful Skill Tests to clear a lane through the minefield.

If more than one team is attempting to clear the same mine-field, they must all roll their Skill Tests, even if the first one succeeds in clearing the minefield as they are all working at the same time.

ANTI-TANK OBSTACLES

Anti-tank obstacles have been around almost as long as the tanks they are designed to stop.

The most primitive form is an anti-tank ditch deep and wide enough to stop a tank. With more time, armies emplace rows of steel or concrete 'dragons teeth' or erect high, thick concrete anti-tank walls.

CROSSING A/T OBSTACLES

Anti-tank obstacles tend to do their jobs well and are serious impediments to vehicles of all types, but do not slow down infantry on foot.

Anti-tank obstacles are Impassable to all vehicles, Cavalry teams, and non-Man-packed Gun teams, but only Difficult Going to Infantry teams and Man-packed Gun teams.

Anti-tank obstacles provide Concealment and Bulletproof Cover for Infantry and Man-packed Gun teams.

GAPPING A/T OBSTACLES

Pioneer teams can use improvised bridges, explosive charges, and good old shovels full of dirt to gap anti-tank obstacles.

To gap an anti-tank obstacle a Pioneer team must start the turn adjacent to the obstacle and not be Pinned Down. It must also have a Pioneer Supply vehicle within Command Distance.

The team cannot move in the Movement Step although they do count as moving and cannot claim to be Concealed in the open or Gone to Ground.

Instead of shooting, roll a Skill Test for each team attempting to gap the anti-tank obstacle at the end of the Shooting Step.

Place a die beside the obstacle showing the total number of successful Skill Tests. If at the end of the Step the total number of successful tests from all Pioneer teams working on this obstacle in this and previous turns is 6 or more, remove the obstacle. The area remains Difficult Going.

ENGINEERING EQUIPMENT

In order to save the lives of their valuable pioneers, armies developed specialist engineering vehicles.

PIONEER SUPPLY VEHICLES

Pioneers need tools and equipment, not to mention supplies like mines and barbed wire, to do their jobs efficiently. While they can carry light equipment for most engineering tasks into battle with them, they need their supply vehicle for the heavy-duty tasks like constructing fortifications or gapping anti-tank obstacles.

A company that is the defender in a mission using the Defensive Battle special rule may place either:

- *one Minefield, or*
- *three Barbed Wire Entanglements*

in their deployment area for each Pioneer Supply Vehicle that begins the game on the table.

Place these fortifications immediately after deploying the main part of your force (which is usually before the attacker deploys their force).

PIONEER SUPPLY VEHICLES
Each defending Pioneer Supply vehicle deployed on table in a Defensive Battle allows you to deploy one Minefield or three Barbed Wire Entanglements

ASSAULT BRIDGES

Ditches and streams delay the advance of motorised troops and bridging them normally takes hours. Mechanised assault bridges reduce this to minutes. The simplest are light vehicle-mounted bridges lifted into place by the pioneer crew, while others use hydraulic rams to lift tank-mounted bridges into place without the crew ever exposing themselves to the enemy.

To place an assault bridge the carrying team must begin the Shooting Step adjacent to the obstacle being bridged and must not be Pinned Down. The team cannot claim to be Concealed in the open or Gone to Ground.

Instead of shooting, place the bridge across the obstacle at the end of the Shooting Step.

All assault bridges are Difficult Going and can span any terrain that its model is long enough to cover. Once laid, it cannot be retrieved.

Bridges laid by Half-tracked vehicles cannot be crossed by Fully-tracked vehicles.

ASSAULT BRIDGES
Place assault bridges instead of shooting

BULLDOZERS

Bulldozers are useful for filling in craters and anti-tank ditches blocking the armour's advance. Especially when armoured or fitted to tanks, dozers can be invaluable in offensives across harsh terrain.

A bulldozer can fill a crater or gap an anti-tank ditch by starting the turn adjacent to the ditch and not Pinned Down.

The team may not move during the Movement Step, but counts as moving and cannot be Gone to Ground. At the end of the Shooting Step, instead of shooting, roll a Skill Test.

- *If the team passes the Skill Test, the crater is filled or the anti-tank ditch is gapped and removed and the area becomes Difficult Going.*
- *If they fail the Test the obstacle is not gapped.*

Bulldozers can also use the same method to improve Very Difficult Going to Difficult Going. A successful Skill Test will create a 2"/5cm wide gap in a Linear Obstacle or a 2"/5cm wide path 4"/10cm long in Area Terrain.

BULLDOZERS
Bulldozers must pass a Skill Test instead of shooting to gap anti-tank ditches or convert Very Difficult Going into Difficult Going

MINE FLAILS AND ROLLERS

A mine flail uses a rapidly rotating spindle mounted on arms in front of the tank to whip the ground with long lengths of chains. The chains either slap the mine hard enough to disable it or to strike the pressure plate and detonate it well clear of the crew hunkered behind the tank's armour. Rollers function very similarly to mine flails, but instead of striking the mine with chains they simply roll a heavy steel drum over the top of them.

Tanks fitted with mine flails or rollers do not need to make a Motivation Test to enter a minefield. However, they do need to take a Skill Test to cross safely and risk being destroyed if they fail it.

If a flail or roller passes safely through a minefield without being Bailed Out or Destroyed, remove the cleared minefield and make the area Difficult Going.

MINE FLAILS AND ROLLERS
Tanks with mine flails or rollers do not need a Motivation Test to cross minefields and convert them to Difficult Going if they cross safely

RADIO-CONTROLLED DEMOLITION CARRIERS

Germany developed remote-controlled demolition carriers as a way of destroying fortifications without risking pioneers' lives.

There were two types of demolition carriers, the Goliath and the Borgward BIV.

GOLIATH DEMOLITION CARRIERS

The small Goliath is a 5'/1.5m long mini-tank carrying 132lb/60kg of explosives and controlled by a pioneer on foot. They are carried on a wheeled trolley pulled by their controlling team until they are switched to remote control for their final dash to the target.

Place the Goliath miniature with the controlling team to indicate its presence until it is switched to remote control. It counts as part of the controlling team. It cannot be hit by shooting or assaults separately from its controlling team.

GOLIATH

Front	Side	Top	Anti-tank	Firepower
0	0	0	5/1	2+/4+

BORGWARD BIV DEMOLITION CARRIERS

The 12'/3.65m long Borgward BIV is controlled from a tank and carries 1100lb/500kg (yep, that's half a tonne!) of explosives. A driver manoeuvres them into position, then the tank takes control for the final dash.

A Borgward BIV is a Half-tracked Transport team. It operates separately from its controlling tank until switched to remote control. Since they are expendable machines, demolition carriers do not count towards the number of teams in their platoon for Platoon Morale Checks.

The large explosive charge on the front of a Borgward BIV makes it rather vulnerable to shooting. Re-roll failed Firepower Tests to Destroy them when hit by shooting.

BORGWARD BIV

Front	Side	Top	Anti-tank	Firepower
0	0	0	7/2	1+/2+

CONTROLLING TEAMS

Every remote-controlled demolition carrier must have a controlling team, and each controlling team can only control their own demolition carrier since the control equipment and the demolition carrier must be calibrated to each other before the battle begins.

If the controlling team is Destroyed the remote-controlled vehicle is Destroyed as well.

SWITCH TO REMOTE CONTROL

When it's time to use the carrier it is switched on and sent forward by remote to explode at its target.

The controlling team switches their demolition carrier to remote-control instead of shooting. At the start of the Shooting Step move the carrier up to 12"/30cm in a straight line. The carrier must remain within Line of Sight of the controller and cannot enter or cross Rough Terrain.

DEFENSIVE FIRE

As the demolition carrier races towards its target, nearby troops attempt to stop it with fire before it blows up.

Run an Artillery Template along the centre of the path followed by the carrier. Any team at least partially covered by the template is allowed to shoot at the carrier as it drives past before it explodes. If the shooting Destroys the demolition carrier it is removed from play with no further effect. Demolition carriers under remote control cannot be Pinned Down and ignore any Bailed Out results.

DETONATING A DEMOLITION CARRIER

Demolition carriers are deadly to any nearby troops.

A demolition carrier under remote control that survives the enemy shooting detonates immediately. Centre an Artillery Template over the carrier square to the path of travel. Every team at least partly under the template is automatically hit and their platoon is Pinned Down.

- *Infantry and Gun teams hit by a demolition carrier do not get saves, however a Firepower Test is still needed to Destroy teams in Bulletproof Cover.*

- *Armoured vehicles hit by the explosion use their Top armour rating when saving against the attack.*

- *Unarmoured vehicles are automatically Destroyed.*

Demolition carriers have two Anti-tank and Firepower ratings separated by a '/'.

- *The first is used against teams adjacent to the demolition carrier when it detonates.*

- *The second is used against other teams.*

FORTIFICATIONS

Demolition carriers are great at clearing fortifications.

Fortifications under the Template are unharmed unless the demolition carrier is adjacent to them. In this case the controlling player may pick one adjacent Bunker, Barbed Wire Entanglement, or Minefield and make a Firepower Test using the second Firepower rating.

- *A successful test Destroys a Bunker or replaces an obstacle with an area of Difficult Going.*

- *A failed test results in a Bunker being Pinned Down, but leaves obstacles intact.*

FORTIFICATION MISSIONS

Assaulting fortifications is quite different from a free-wheeling scrap in the open. This type of fighting involves different strategies, as reflected by these special rules. Each mission tells you which special rules apply.

FORTIFICATIONS

Given time, an army will prepare fortifications to make its defensive positions secure.

BASIC FORTIFICATIONS

The Fortifications special rule automatically gives the defenders basic fortifications reflecting the trenches and barbed wire they can erect themselves.

Every platoon that contains 4 or more Infantry teams and that begins the game deployed on the table has the following fortifications:

- *one section of Trench Line for each 4 Infantry teams it has, plus one section of Trench Line for all of the remaining Infantry teams, and*
- *three sections of Barbed Wire Entanglements.*

Platoons that begin the game on the table may deploy their Gun teams in Gun Pits and their Tank teams in Tank Pits.

> **EXAMPLE**
> During deployment the defending company begins with two platoons on the table, one containing twelve Infantry teams and one containing seven Infantry teams. This earns them three Trench Lines for the first platoon and two for the second platoon, for a total of five Trench Lines.
>
> They also have six Barbed Wire Obstacles, three for each platoon.

ADDITIONAL FORTIFICATIONS

In addition to the Basic Fortifications listed above, the defenders also get fortification points to buy Fortifications of their choice. The number of fortification points they have is determined by the width of the table.

Once you have determined how many fortification points you have you may use them to buy fortifications. You may not spend more than half of your total fortification points on any one type of fortification.

FORTIFICATION COSTS

Points	Cost per Section
Trench Lines	2 points
Barbed Wire Entanglement	2 points
Bunker	6 points
Minefield	5 points
Anti-tank Obstacle	10 points

Once purchased all fortifications are placed on the table in the area shown on the mission map during the defender's Deployment.

> **EXAMPLE**
> You are about to play a mission that allows Fortifications. The table is 48"/120cm wide. This gives you 60 points to spend on fortifications.
>
> With that you decide to buy six more Trench Lines (12 points), seven more Barbed Wire Entanglements (14 points), four Bunkers (24 points), and two Minefields (10 points), spending all 60 of your points.

PIONEER DEPLOYMENT

When assaulting forces in prepared positions pioneers frequently creep ahead of the main forces to begin breaking their way through the enemy's defences.

In missions with the Fortifications special rule, attacking Pioneer teams may be deployed 4"/10cm further forward than usual, but they may not be within 4"/10cm of any defending team.

> ## PIONEER DEPLOYMENT
> In missions with Fortifications, Pioneer teams can be deployed 4"/10cm further forward, but not within 4"/10cm of the enemy

FORTIFICATION POINTS

Table Width	Fortification Points
4'/120cm	60 points
5'/150cm	75 points
6'/180cm	90 points

Soviet Order of the Red Banner
Established in 1924, this was the first Soviet order to be awarded for military valour.

LIMITED FORTIFICATIONS

The limited fortification special rule works exactly the same as the Fortification special rule, except that the defending player has less fortifications available to them.

When playing a mission using limited fortifications use the table below to determine the number of Fortification Points the defender has to spend.

LIMITED FORTIFICATIONS

Table Width	Fortification Points
4'/120cm	24 points
5'/150cm	30 points
6'/180cm	36 points

INTENSE BATTLE

In intense battles commanders expect, and accept, far higher casualties than normal.

Ignore the first platoon Destroyed on either side when calculating Victory Points in a mission designated as an Intense Battle.

INTENSE BATTLE

Ignore the first platoon Destroyed when calculating Victory Points

PRELIMINARY BOMBARDMENT

Before a major attack the defender is subjected to a preliminary bombardment from every heavy gun, bomber, and battleship available in order to pin the enemy down and weaken defenders before the battle begins.

To conduct a preliminary bombardment, the attacking player works through the defending platoons deployed on the table one at a time, including platoons that are held in Ambush.

The attacker rolls a die per team in the platoon as if the whole platoon were under the template of an artillery bombardment. For each roll of 4+ the defending platoon takes a hit on a team in the platoon chosen by the defender. As always, hits must be distributed evenly and should be assigned as though they were caused by an artillery bombardment.

The defender then rolls a save for each Infantry or Gun team that was hit. Any team that fails their save is removed from the game even if it is in Bulletproof Cover.

The defender gets an Armour Save roll for armoured vehicles. The Anti-tank rating of the heavy guns firing the bombardment is 6, so if the die roll plus the vehicle's Top armour is 5 or less, the vehicle is removed from the game. On a higher roll the vehicle is unharmed.

Vehicles in Tank Pits roll their extra 4+ Tank Pit Save if they fail their normal Armour Save. If they pass this, they are unharmed and remain on table.

Unarmoured vehicles do not have any save due to the intensity of the bombardment and are automatically removed from the table unless they are in a Tank Pit when they get their 4+ Tank Pit Save.

To reflect the mind-numbing fury of the bombardment all defending platoons on the table start the game Pinned Down and all defending Armoured vehicles on the table start the game Bailed Out.

Defending teams may not start the game mounted in their transport vehicles or on tanks and, as normal, may not mount up Bailed Out transport vehicles or tanks until the crew have remounted.

Company and Higher Command teams and Warrior teams are hardened veterans and always survive a preliminary bombardment, so do not roll to hit them.

Remember that losses taken before the first turn of play do not affect Platoon and Company Morale Checks.

PRELIMINARY BOMBARDMENT

For each platoon on table, the attacker rolls a die per team. Rolls of 4+ score hits

The defender allocates hits and rolls saves. Armoured vehicles use Top armour against an Anti-tank rating of 6

All destroyed teams are removed and all remaining teams begin the game either Pinned Down or Bailed Out

TACTICAL TIP

Vehicles suffer particularly from preliminary bombardments as the heavy shells overturn them, bury them, or break their tracks, if they don't destroy them outright.

The only real protection is to either dig them into tank pits as static bunkers or to hold them in reserve well out of range of the enemy guns.

TOTAL AIR SUPERIORITY

This battle is the focus of the attacker's strategic plan. Their air force is working overtime attacking enemy airfields and flying extra fighter patrols to keep the defender's air forces out of the battle.

The defending player must roll a 6, instead of 5+, in order to receive ground-attack air support.

TOTAL AIR SUPERIORITY

Defender must roll 6 to get ground-attack aircraft

TRENCH FIGHT

When the pace of battle slows, both sides dig in and begin fortifying their positions. Over time the lines harden as minefields form a devil's garden in no-man's land and barbed wire, trenches and bunkers proliferate. An attack launched before the defences are completed has a good chance of breaking through and routing the enemy.

The Trench Fight mission uses the **Ambush, Defensive Battle, Intense Battle, Limited Fortifications, Preliminary Bombardment, Prepared Positions** and **Reserves** special rules.

YOUR ORDERS

ATTACKER

After a vicious campaign you have forced the enemy to fall back on incomplete defences. By attacking quickly you have the opportunity to break their line—and open the path for total victory.

You must break into the enemy trench line and capture one of your objectives.

DEFENDER

Outgunned, outnumbered, and fighting from unfinished defences, you must hold the enemy back until reinforcements can arrive.

You must restore the situation and drive the enemy back out of your trenches.

PREPARING FOR BATTLE

1. Determine the attacker and defender using the Defensive Battle special rule.

2. The defending player chooses which short table end they will deploy in.

3. Starting with the defender, both players place an objective in the defender's end of the table. The objectives must be at least 8"/20cm from the table centre line, and all table edges.

4. Next, the defender places the fortifications they have selected up to 8"/20cm into the attacker's half of the table.

5. The defender must hold at least half of their platoons in Reserve at the start of the game. Up to half of the remaining platoons may be held in Ambush. Any remaining platoons are deployed in the defender's half of the battlefield. Remember, Pioneer teams may be deployed 4"/10cm further forward, but not within 4"/10cm of any defending team.

6. The attacker deploys their entire force at least 16"/40cm back from the table's centre line.

7. Both players now place their Independent teams in their deployment areas, starting with the defending player.

Attacker's table edge

Attacker deploys here

16"/40cm — No-man's Land

8"/20cm — Defender places fortifications up to here

8"/20cm — Defender deploys here

Each player places one objective here

8"/20cm

8"/20cm

Defender's table edge

BEGINNING THE BATTLE

1. Both sides begin the game in prepared positions, so their troops are in Foxholes and Gone to Ground.

2. The attacking player conducts a Preliminary Bombardment on the defender's forces.

3. The attacking player makes their Reconnaissance Deployment moves. The defender may not make Reconnaissance Deployment moves.

4. The attacking player takes the first turn.

ENDING THE BATTLE

The battle ends when either:

- the attacker holds any of the objectives at the start of their turn, or

- the defender starts any of their turns from turn six with no attacking teams in the defender's half of the table.

DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective. The incomplete defences proved unable to stop their attack.

Otherwise the defender wins. The defence has bought time to complete their defences.

Calculate your Victory Points using the Victory Points Table on page 195.

THE BIG PUSH

Under the cover of intense artillery bombardments and precision air strikes, the attackers must rush across barbed wire and minefields, against a storm of machine-gun fire, to break the stalemate of trench warfare.

The Big Push mission uses the **Defensive Battle**, **Delayed Reserves**, **Fortifications**, **Intense Battle**, **Preliminary Bombardment**, **Prepared Positions,** and **Total Air Superiority** special rules.

YOUR ORDERS

ATTACKER

After months of static trench warfare the time has come for the big push. Your force has been ordered to break through the fortified enemy positions and open the way for a breakout.

You must punch deep into the enemy fortifications to capture a vital objective.

DEFENDER

The enemy finally seems ready to mount a full attack. Your defences are ready. It is time to administer a bloody repulse to allow your forces to regain the strategic initiative.

You must repulse the enemy attack and regain your forward defensive positions.

PREPARING FOR BATTLE

1. The attacker and defender are determined using the Defensive Battle special rules.

2. The defending player chooses which short table end they will deploy in.

3. The attacking player places two objectives in the defender's end of the table. The objectives must be at least 20"/50cm back from the centre line of the battlefield and at least 8"/20cm from the table edges.

4. Next, the defender places the fortifications they have selected up to 8"/20cm into the attacker's half of the table.

5. The defending player must hold at least half of their platoons in Delayed Reserves at the start of the game. The remaining platoons are now deployed up to 8"/20cm into the attacking player's half of the table.

6. The attacking player deploys their entire force at least 12"/30cm back from the table's centre line. Remember, Pioneer teams may be deployed 4"/10cm further forward, but not within 4"/10cm of any defending team.

7. Both players now place their Independent teams in their deployment areas, starting with the defending player.

Attacker's table edge

Attacker deploys here

No-man's Land

8"/20cm

12"/30cm

Defender deploys here

20"/50cm

Attacker places two objective here

8"/20cm

8"/20cm

Defender's reserves arrive here

BEGINNING THE BATTLE

1. Both sides begin the game in prepared positions, so their troops are in Foxholes and Gone to Ground.

2. The attacking player conducts a Preliminary Bombardment on the defender's forces.

3. The attacking player makes their Reconnaissance Deployment moves. The defender may not make Reconnaissance Deployment moves.

4. The attacking player takes the first turn.

ENDING THE BATTLE

The battle ends when either:

- the attacker holds any of the objectives at the start of their turn, or

- the defender starts any of their turns from turn six with no attacking teams in the defender's half of the table.

DECIDING WHO WON

The attacker wins if the game ended because they started one of their turns holding an objective. The attack has broken through allowing a mobile battle to commence.

Otherwise the defender wins. The trench line has held and the enemy has been beaten off.

Calculate your Victory Points using the Victory Points Table on page 195.

STREET FIGHTING

Street fighting is unquestionably a unique kind of combat. With front lines only a street, alley, or even a room, apart, it is not uncommon for forces to occupy neighbouring buildings ... or sometimes even different floors of the same one. This section allows you to recreate this close-in house-to-house style of battle.

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These street-fighting rules add more detail to fighting in large city buildings and from house to house in towns. Use them once you are familiar with the main part of the rules and want to experiment with urban combat.

Street fighting is all about the terrain. The buildings, the streets, and the rubble of a city all combine to make a particularly challenging battlefield.

BUILDINGS

The defining terrain of a city is its buildings. They range from houses in the suburbs, to apartment blocks and department stores in the shopping districts, to massive factories and warehouses in the industrial areas.

A basic building has four exterior walls, most with various openings in them (doors, windows, etc.), and a roof. Buildings also usually have interior features like fixtures and furniture, though these have little impact on the course of the battle and are ignored.

Many terrain pieces are made as corners with only two walls. Place two of these back-to-back to create a single building with four walls.

Bombed out buildings have large holes in their walls or may be missing whole walls entirely. However, unless the whole building has been reduced to rubble, it's usually best to still treat these ruins as buildings.

To make things simple and minimise disputes, every building must have four walls.

If a structure is too destroyed to be considered a building, treat the entire thing as an area of rubble.

ONE-PIECE BUILDINGS

The ideal model building for *Flames Of War* has a removable roof, allowing players to put their troops inside. However, some model buildings are made as one solid piece that will not fit teams within it.

With buildings like this, you have two choices. If the building is small, simply place your troops outside, or on top, of the building, adjacent to the opening they are occupying.

If the building is large enough to have internal rooms, you might find it easier to draw a plan of the building's interior and place the models on that instead.

LARGE BUILDINGS

Large buildings like apartment blocks, office blocks, department stores, factories, and even villas are so large that a whole battle can be fought within a single building.

MULTI-ROOM BUILDINGS

Most buildings, especially large ones, are more than just hollow, empty boxes. They have walls and barriers dividing the interior into separate rooms.

If a building is more than 6"/15cm across, it's a good idea to divide it into smaller rooms. However, lots of rooms under 4"/10cm across will slow the game down.

MULTI-STORY BUILDINGS

Many city buildings have two or more floors or levels. Stairs run between the floors, allowing troops to move up and down. In damaged buildings, where the stairs may have collapsed or been destroyed, soldiers will use rubble and ladders to move up and down through openings between floors instead.

Infantry and Man-packed Gun teams can move up or down by up to two floors through openings (such as a stairwell or ladder) at the start of any movement.

If your buildings don't have any openings modelled between floors, simply assume that there is a ladder or sufficient rubble to climb up to an opening in the ceiling of each room.

FACTORIES

Giant factories have huge halls full of heavy machinery and half-completed tanks. For simplicity, very large spaces like these are usually best treated as open areas inside the building rather than as rooms. Also, factory walls are so thick that they are impassable to vehicles.

ROOMS

Each room is like a separate building with walls and openings leading to adjacent rooms and the outside.

When fighting in multi-room buildings, treat each room as a separate building and assume that every team in the room is adjacent to every opening into and out of that room.

EXAMPLE

A team must be adjacent to an opening or have a friendly team adjacent to the opening to move through it. Since every team in a room is adjacent to all of its openings, any team may move from one room to the next.

A team must have Line of Sight to an opening to shoot at a team through it. Since a team firing into an adjacent room is automatically adjacent to the opening into the room, they automatically have Line of Sight to that opening.

NO MEASURING IN ROOMS

The one big difference between rooms and buildings is that you never measure distances in rooms as everything in the room is adjacent to everything else in the room.

MOVING BETWEEN ROOMS

To keep things simple, the movement distance of any team inside a building is one room.

Movement between rooms is not measured. A team moves from one room to an adjacent room, but cannot move through multiple rooms at a time.

COMMAND DISTANCE

Since everyone in a room is adjacent to everyone else and all of the openings from the room, command in buildings can be simplified.

If any teams in a room are In Command, all of them are In Command.

Likewise, if teams in one room are In Command, then all teams in adjacent rooms are In Command since all are adjacent to the opening between them.

Measure from a team outside the building to the nearest opening to determine whether the team and the occupants of the room are within Command Distance.

SHOOTING BETWEEN ROOMS

Fighting inside buildings is always room to room. You cannot shoot through one room into the one beyond.

A team can see and shoot from one room into an adjacent room, but cannot see or shoot through a room and out an opening on the other side of it.

ARTILLERY TEMPLATES

It is difficult to fit an artillery template into buildings, so we allow the walls to protect troops in adjacent rooms.

Do not use an Artillery Template for artillery bombardments and air strikes against troops in large buildings. Instead pick a top-floor room as the target. This room and all those directly below it are counted as under the Template. A double-width template hits two adjacent rooms.

Use a Template as normal for small buildings, counting all teams in the building as under the template if any part of the building is.

ARTILLERY FIREPOWER

A well-built cellar is the place to be in a bombardment as the upper floors absorb most of the incoming firepower.

In addition, add +1 to the Firepower rating of artillery bombardments and air strikes for each floor the rounds must penetrate to reach the teams being diced for.

STREETS AND RUBBLE

Streets and Rubble

In a bombed-out city debris makes moving along streets slow at best and almost impossible at worst.

Streets are classed as Difficult Going within 4"/10cm of damaged buildings, and Cross Country terrain within 12"/30cm of a damaged building. The debris on the roads is enough to make movement tricky, but not enough to provide any cover or concealment.

Rubble is classed as Very Difficult Going and a pile of rubble provides Bulletproof Cover and Concealment for troops hiding behind it.

Digging In

Streets are built to withstand heavy traffic, so it takes more than an entrenching tool to dig them up. Fortunately there is already plenty of cover available in a city.

Troops cannot dig Foxholes on streets or inside buildings. However, it's possible to place trench lines, minefields, or other fortifications on streets in missions that allow them.

Troops can still dig Foxholes in parks or other open spaces where the ground is not paved.

BREACHING WALLS

Experience teaches soldiers shrewd enough to survive city fighting that limiting yourself to existing doors and windows can be exceedingly dangerous. So instead they learn to carry picks, crowbars and explosives to make their own openings.

Infantry teams (but not Cavalry teams) that are not Pinned Down may breach an adjacent wall instead of moving. At the end of the Movement Step the team makes a Skill Test.

- *If the test succeeds, they immediately create an opening as wide as the team's base in the wall. Mark the opening with a suitable marker.*

- *If the test fails, they have not been able to make a big enough hole.*

Regardless of whether they succeed or not, every team that attempted to breach the wall counts as having moved.

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Only as many teams as can fit along the length of the wall may attempt to breach it at the same time.

Pioneer teams re-roll failed Skill Tests to breach walls.

Teams in Prepared Positions may create one breach per team in a room or building before the game begins.

Breaching walls creates new openings. These function just like a building's original openings—its doors and windows—so troops can move and shoot through them as normal.

BREACHING WALLS

Infantry teams make a Skill Test instead of moving to create an opening in a wall

Tactical Tip

Keep in mind the possibility of breaching a wall whenever your troops are in or near a building.

Defending

When defending a building, you can breach walls that have no openings or too few openings to allow your troops to fire out. Be careful though, as you are also providing the enemy with more openings to shoot or assault into the building too.

It can also be useful to create routes from room to room that allow your reserves to move to where they are needed as quickly as possible.

Attacking

Attacking troops moving along roads to get to the existing openings of a building are extremely vulnerable to the defender's fire. It is usually much safer to enter a safe building and 'mouse-hole' your way from room to room until you are in the room next to the enemy. Then breach the dividing wall and storm into the room destroying the enemy or driving them out.
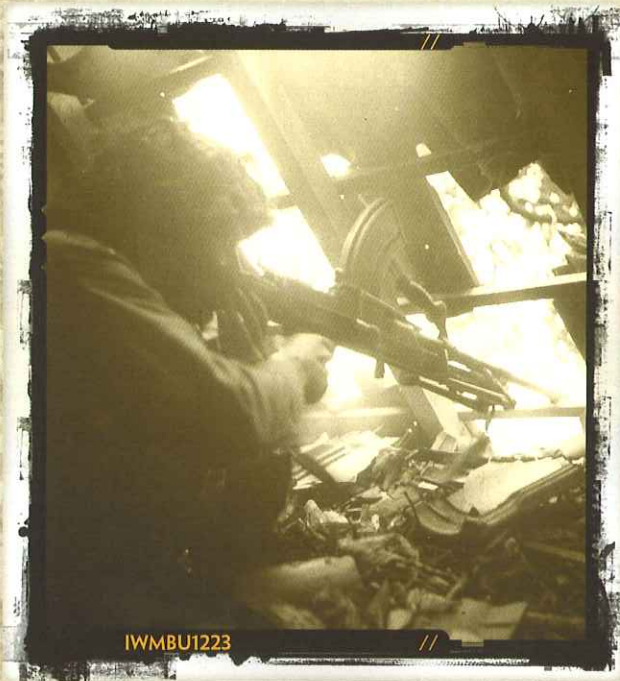
ASSAULTS IN BUILDINGS

In the tight quarters of room-to-room combat almost every battle devolves into an assault. But unlike open field combat, the men fighting toe-to-toe in buildings don't have enough space to effectively support each other, so it all falls on the shoulders of the first guys through the door.

CHARGING INTO CONTACT

Though often brutal and costly, launching close assaults room-to-room is the only way to actually take ground from the enemy.

When Charging into Contact from one room to the next, no movement is necessary since your teams are already adjacent to all openings into the next room.

However, since only one team can fight through each opening, you do need to decide which teams will fight through which openings. Your opponent also needs to decide which teams will defend each opening.

If any of the selected teams are Destroyed in Defensive Fire, another team from the same room can move in to replace them since they too are adjacent to the opening.

ASSAULTING UP AND DOWN FLOORS

It is difficult to fight your way up a stairwell. The enemy merely needs to drop grenades, while you risk your own bouncing back down on you and are likely to be shot the instant you poke your head up.

Teams assaulting up through an opening between floors must re-roll successful rolls to hit. Teams assaulting down wards do not face this penalty. This makes it very tricky to gain a foothold in an upstairs floor.

ALLOCATING HITS

In the close confines of room-to-room fighting, everyone is at risk and everyone must do their bit to keep critical weapons functioning.

A hit scored by a team fighting through an opening must be allocated to the team occupying the opening, if there is one. Otherwise, allocate the hit to any team in the room.

BREAKING OFF

Troops in buildings often have nowhere to run to, and even if they do, staying where they are is often safer.

When a platoon fails a Motivation Test to counterattack, its teams must break off or surrender.

Infantry teams in the same room as enemy teams must fall back out of the building or into an adjacent room that does not contain enemy teams. If all adjacent rooms also hold enemy teams or there are enemy teams within 4"/10cm after they evacuate the building, they surrender and are Destroyed.

However, teams in a room that does not contain enemy teams do not need to move, and will not surrender, even if the enemy hold all of the exits. Instead, they remain where they are and the combat continues. The platoon that fled does not get to make any attacks in their Assault Combat Round, so play goes immediately to their opponent's next counterattack. If the counterattacking player wants to win the fight, they must either push into the room and make the defenders break off, or wipe the defenders out.

DETERMINING VICTORY

Though not always fought to the last man, combat in such tight quarters continues until there is enough space between the two sides that they're not worried about an immediate retaliation.

The assault ends and a platoon is victorious when there are no enemy teams in any of the rooms they occupy, in any rooms connected by openings to the rooms they occupy, or outside the building and within 4"/10cm of a ground-floor opening they occupy.

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STREET-FIGHTING MISSIONS

Bloody street battles are fought quite differently from most battles. Ranges shrink to a few metres and every little advantage matters, be it occupying the upper floor, or controlling a sewer opening.

Street-fighting missions require some special rules to reflect the specific conditions found in this type of fighting.

CLOSE-IN FIGHTING

Street-fighting is very intense. Not only is the terrain very dense, requiring lots of troops to hold it success fully, but it also introduces a third dimension with multi-story buildings.

The standard table for street-fighting battles is 4'x3' (120cm x 90cm), half a normal table size.

The smaller table also makes it achievable for players to build enough terrain to cover the table. If you have a normal-sized table, the rest of the table provides a useful space for dice, books, and platoons held in ambush.

ACROSS THE VOLGA

In street fighting, artillery has two choices: it either deploys to the fore to fire directly at specific buildings, or it deploys outside the city, firing missions at long range. At Stalingrad, Chuikov sent most of his artillery back across the Volga River, keeping only a few guns with the army for direct fire.

You may deploy any platoon capable of firing an artillery bombardment 'across the Volga' rather than right in the front line. If you do so, the guns, command team, and staff team are not placed on table. Only the observers are placed on the table as normal. You still use the normal spotting and ranging rules when firing your artillery.

Artillery held off table in this manner have the range and field of fire to hit any target on the table.

As your artillery units are not on table, they do not count as being on the table for Company Morale Checks. Simply ignore any artillery positioned 'Across the Volga' when cal culating whether your company is below half strength.

SEWERS

In a street-fighting battle, scouts use sewers, drains, and utility tunnels as a means of sneaking up on the enemy and causing confusion during an offensive.

Each player may hold one platoon off the table at the start of the game in an attempt to infiltrate using the sewers. Only a platoon that can make a Reconnaissance Deployment move may use this rule. This rule cannot be used with the Soviet Infiltration special rule.

Only Infantry and Man-packed Gun teams may enter sewers. All other teams in the platoon are sent to the rear before the battle begins and take no part in it.

Players place six sewer manhole markers while preparing for battle, representing places troops can exit the sewers.

SEWER MOVEMENT

In the constricted darkness of the sewers, avoiding col lapsed tunnels and other obstructions, it is easy to lose your way making it almost impossible to coordinate the timing of their attack with troops above the ground.

Roll on the Sewer Movement table at the beginning of each of your Assault Steps to determine the progress of your troops underground.

SEWER MOVEMENT

On a roll of 1 your troops have become disorientated in the dark tunnels be neath the city and come out in a random location.

Number the sewer manholes from 1 to 6. Roll another die to determine which manhole the platoon exits from.

On a roll of 2, 3 or 4 the platoon is still down in the tunnels looking for the exit. Roll again next turn.

On a roll of 5 or 6 the platoon has suc cessfully found the sewer manhole they were looking for. Choose which manhole the platoon exits from.

EXITING THE SEWERS

Having found the exit, the platoon creeps from the sewer.

A platoon exits the sewer at the start of the Assault Step. If there are any enemy teams within 4"/10cm of the centre of the sewer manhole marker that the platoon is trying to exit, the platoon cannot exit from that manhole and returns to the sewers seeking another exit.

Move each exiting team up to 4"/10cm as if it started its movement from the centre of the sewer manhole marker.

NOT ONE STEP BACK

The Not One Step Back mission represents the struggle to capture the streets of Stalingrad, Caen or Aachen.

Not One Step Back uses the **Across the Volga** **Ambush** **Close-in Fighting**, **Fair Fight**, **Intense Battle** **Prepared Positions**, **Sewers**, and **Street-fighting** special rules.

YOUR ORDERS

ATTACKER

After weeks of bloody house-to-house fighting the enemy is finally starting to give way. One final push and the enemy will be driven from their strongholds.

You must seize one of your objectives before the enemy seizes one of theirs.

DEFENDER

After weeks of constant enemy attacks, it has been quiet for the past couple of days. The army commanders fear that the enemy is planning a new major offensive.

Your force must attack first and seize one of your objectives to spoil their preparations.

PREPARING FOR BATTLE

1. Both players roll a die. The player with the higher score chooses one of the short table edges to attack from. The other player defends from the opposite table edge.

2. The attacker places two objectives on the defender's side of the table. The defender then places two objectives on the attacker's side of the table. The objectives must be placed in a specific room of a building at least 8"/20cm from the table centre line and not within 4"/10cm of the side table edges.

3. Starting with the attacker, the players take turns to place sewer manholes on the table. Each places three manholes anywhere on the table except in buildings or within 12"/30cm of another manhole.

4. Each player selects a platoon to hold in Ambush and may select another platoon to infiltrate the Sewers.

5. Both players, starting with the attacking player, alternate placing the remaining platoons in their own half of the table more than 8"/20cm from all enemy teams that are within Line of Sight.

6. Both players now alternate placing their Independent teams in their deployment areas starting with the attacking player.

BEGINNING THE BATTLE

1. Starting with the attacker, both players make Reconnaissance Deployment moves for any Recce Platoons they have on table.

Attacker's table edge   4"/10cm

4"/10cm

Defender places two objectives here

Attacker deploys here   8"/20cm

8"/20cm   Defender deploys here

Attacker places two objectives here

4"/10cm

4"/10cm   Defender's table edge
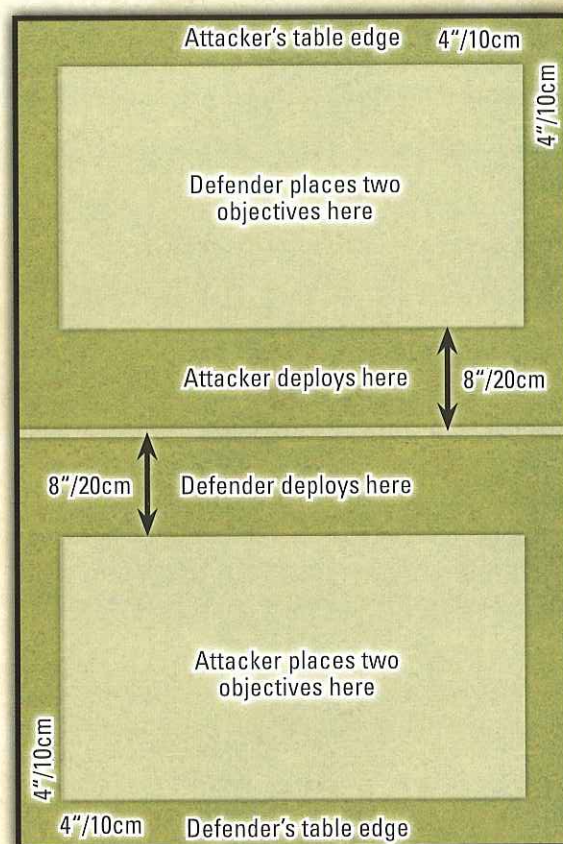
2. Both players now roll a die. The player finishing their deployment first adds +1 to their roll. The player with the higher result has the first turn. In the event of a tie roll again.

3. Both players' troops start the game in prepared positions. Remember, troops cannot dig in on streets.

ENDING THE BATTLE

The battle ends when either:

- a player starts their turn in possession of any of the objectives that they placed in the enemy deployment area, or

- the game runs out of time.

To hold an objective in this mission you must be the only player with teams in the room that the objective is in. Teams in adjacent rooms or outside the building cannot contest the objective.

DECIDING WHO WON

The player that took their objective has secured a key piece of terrain on the field, forcing the enemy onto the defensive and winning the day.

Calculate your Victory Points using the Victory Points Table on page 195.

If neither side won use the Fair Fight special rule to determine their Victory Points.

HISTORICAL BATTLES

Instead of fighting a points-based battle why not use *Flames Of War* to refight a famous battle from the Second World War? You will field a force that matches the troops that fought in the battle in the ultimate test of your tactical ability. Can you do better than your historical counterpart, the real-life commander, did?

Refighting an historical battle using *Flames Of War* is actually a lot easier to organise than you might think. All that is required are some details of the actual battle and some miniatures to represent the forces involved.

You don't need to have enough miniatures to represent every single soldier that fought (although that would be cool!) Instead, by scaling the size of the historical force to match the number of miniatures you have available, you can represent a much larger force and still play a game that reflects the real battle quite accurately.

RESEARCH YOUR BATTLE.

The first step is to research your chosen battle. This is a lot of fun. It's a bit like playing a history detective—hunting down information from books and websites. In the course of your research you'll uncover many fascinating details, but the most essential pieces of information that you are after are the numbers and composition of the combatant forces (usually found in an Order of Battle or OOB) and a map of the battlefield showing key terrain features and deployment areas.

ASSEMBLE YOUR FORCE

Armed with an OOB you can now assemble your force using the miniatures at your disposal. If you have enough to represent every single soldier, and a large enough table to move them around without getting in each other's way, all well and good. Otherwise you will need to scale the forces involved so that each unit in your *Flames Of War* force will represent a larger unit from the real life force it is based upon.

If you have a *Flames Of War* company and want to field a battalion-sized force, then each of your platoons will represent an actual company. If you want to field a regiment or brigade-sized force, then each platoon will represent a battalion. If you want to field a division-sized force, then each platoon will need to represent a whole regiment or brigade.

If you are lucky enough to have an entire *Flames Of War* battalion to play with and want to field a regiment or brigade-sized force, then each of your platoons will represent an actual company. If you want to field a division-sized force, then each platoon will represent a battalion. If you are a complete megalomaniac and want to field a corps-sized force, then each platoon will represent a regiment or brigade.

It doesn't actually matter precisely how many weapons or troops were in a real-life unit, but it is useful to reflect the strength of the unit in the strength of your on-table platoon. For example, if a real-life unit was at half strength in the battle, the platoon representing it would only have half its usual number of troops on the table.

It is often useful to combine small supporting units, such as battalion machine-gun or anti-tank platoons, together into one platoon representing them all. As separate units, they are too small to appear in the game, but together, they can have a big impact on the battle.

SCALING HISTORICAL FORCES

If you have a *Flames Of War* company:
- for battalion-sized battles each platoon represents a company
- for regiment or brigade-sized battles each platoon represents a battalion
- for division-sized battles each platoon represents a regiment or brigade

If you have a *Flames Of War* battalion:
- for regiment or brigade-sized battles each platoon represents a company
- for division-sized battles each platoon represents a battalion
- for corps-sized battles each platoon represents a regiment or brigade

SET UP YOUR BATTLEFIELD

The final step is to set up your tabletop battlefield to match the real-life one. The trick here is to pick out the key features and represent those on your table.

Don't worry about trying to scale the map, simply lay out terrain features on the table to correspond with those shown on your map. Most likely the battlefield you are representing will cover many miles in real-life, so don't worry about trying to scale everything exactly on your table. Just try to place terrain pieces of roughly the same area relative to the size of your tabletop.

When this is done, both sides deploy the units of their force in their approximate starting positions, as shown on the map. You're now ready to make (or remake) history. Let battle commence!

THE DESTRUCTION OF PANZERBRIGADE 106

Below is an example of playing a historical battle using *Flames Of War*. The charts show how we've converted the historical forces into *Flames Of War* ones and how we've set up our tabletop battlefield using a map of the real one. With only two companies of US infantry available, we decided to have each platoon represent a battalion.

GERMAN ORDER OF BATTLE

PANZERBRIGADE 106 (OBERST DR FRANZ BÄKE)
Brigade HQ

    with attached anti-aircraft tanks

    1 Company of Panzer IV/70 tank-hunters

Panzer Battalion 2016 with 3 Companies of Panther tanks

Panzergrenadier Battalion 2016 with 2 infantry
    companies and a pioneer company

    Heavy platoons and company (combined)

FLAMES OF WAR FORCE

PANZERKOMPANIE (CONFIDENT TRAINED)
Company HQ with 1 Panther tank

    attached 1 Möbelwagen anti-aircraft tank

    attached 1 Panzer IV/70 tank-hunter

Panzer Platoon with 3 Panther tanks

Armoured Panzergrenadier Platoon with assault rifles
    and flame-thrower option from Panzer Pioneer
    Platoon.

    Armoured Heavy Platoon

Panzerbrigade 106 is a tiny force with just two small battalions. This makes converting it both easy and difficult at the same time. The Panthers of the Panzer battalion are straightforward, but the Panzer IV/70 company and the anti-aircraft tanks are tricky as there are not enough to make a platoon. The solution is to attach one of each to the company HQ where the player can either leave them or attach them out to the combat platoons. We chose to model the Panzergrenadier battalion as a Panzergrenadier platoon with the option to take flame-throwers like a pioneer platoon, and a heavy platoon to represent the combined heavy platoons.

US ORDER OF BATTLE

90TH INFANTRY DIVISION (BRIG GENERAL MCLAIN)
357th Infantry Regiment HQ

    1st and 2nd Battalion, 1st Bn, 358th Infantry Regt

    Company weapons platoons (combined)

    Battalion machine-gun platoons (combined)

    Battalion and regimental anti-tank companies

B Company, 607th Tank Destroyer Battalion

949th Field Artillery Battalion

359th Infantry Regiment HQ

    2nd and 3rd Battalion

    Company weapons platoons (combined)

    Battalion machine-gun platoons (combined)

    Battalion mortar platoons (combined)

    Battalion and regimental anti-tank companies

712th Tank Battalion

FLAMES OF WAR FORCE

RIFLE COMPANIES (CONFIDENT VETERAN)
Company HQ

    3 Rifle Platoons

    Weapons Platoon

    Machine-gun Platoon with 1 Machine-gun Section

    Anti-tank Platoon with 4 M1 57mm guns

Towed Tank Destroyer Platoon with 2 M5 3" guns

Field Artillery Battery

Company HQ and Weapons Platoon

    2 Rifle Platoons

    Weapons Platoon

    Machine-gun Platoon with 1 Machine-gun Section

    Mortar Platoon with 2 Mortar Sections

    Anti-tank Platoons with 2 M1 57mm guns

Tank Platoon with 5 M4 Sherman (75mm) tanks

The 90th Infantry Division was much simpler because the forces involved were big enough to use proper platoons to represent them. We started with the two infantry regiments (we attached the stray battalion from the 358th Infantry Regiment to the 357th) which we made a company each with one platoon for each battalion.

We then added a weapons platoon to each company to represent the combined company weapons platoons of the battalions. Next we did the same with the machine-gun and anti-tank platoons. We gave one company a mortar platoon to represent the combined mortars of both regiments. We could have given each company a small mortar platoon, but they are more useful in numbers and the US practice was to centralise them.

The supporting battalions are much simpler. We just gave the nearest company a platoon of the right type, but since only one company of the Tank Destroyer Battalion was present, we cut the platoon to one section.

FRANCO-GERMAN BORDER, SEPTEMBER 1944

The Allied armies are fighting their way across France towards Germany. On the right flank of this advance, General Patton's Third Army drives into the province of Lorraine, for centuries the main invasion route between the two countries. With few forces available, Hitler scratches together several Panzer brigades for a major armoured counteroffensive against Patton's army. As the Allies probe across the Moselle river searching for weak points in the German defensive line, General Knobelsdorff, the German commander, launches Panzerbrigade 106 against the US 90th Infantry Division north of the fortified city of Metz. Under cover of darkness, the brigade's two attacking columns infiltrate the American positions around the villages of Mairy and Mont Bonvilliers. But their attacks are met with stout resistance by the infantry fighting from the woods and villages in the region. As dawn breaks the northern column find themselves trapped in an ever-tightening net, behind enemy lines. The southern column swings north to the rescue as a desperate battle begins.

We superimposed a 6 square by 4 square grid on the map. Taking each of these squares as equal to 12"/30cm on our table, we placed the major roads, woods and towns on the table. We used just a few houses to represent each town and deliberately ignored minor roads that would have cluttered the table.
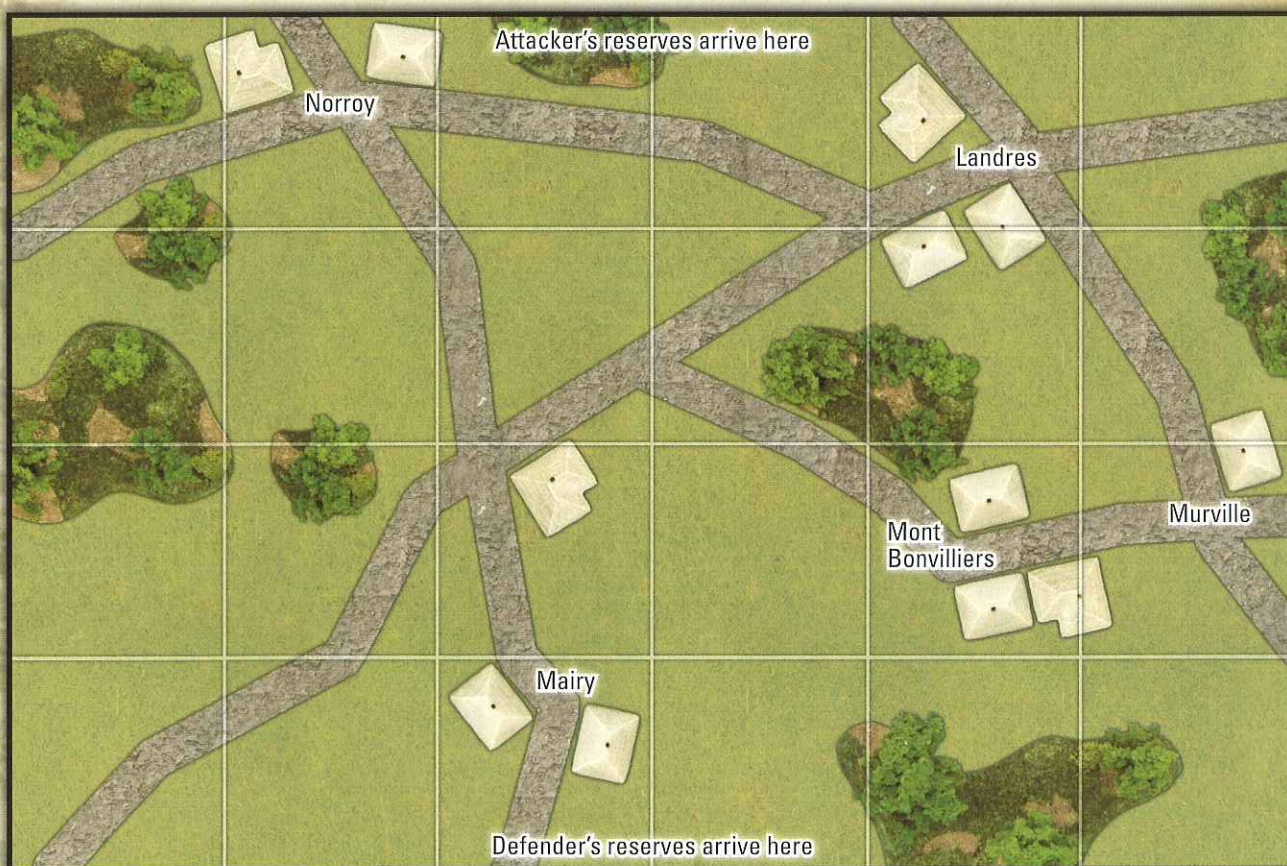
MISSIONS AND OBJECTIVES

The easiest way to plan your game is to base your battle upon one of the *Flames Of War* missions, modifying the objective placement and victory conditions based upon your research of the real-life battle.

In this instance we've decided the Cauldron mission (on page 207), with the US forces attacking, best represents the circumstances of the battle. This is not a fair battle—the Germans face an up-hill struggle to win. On the other hand, they didn't do well historically, so any German victory will be a major achievement. Anything less than decisive victory for the US forces can be looked upon as an comparatively poor showing by the US player.

BATTALION-SIZED BATTLES

Building your force up platoon by platoon you'll have a *Flames Of War* company to fight with in no time, but there's no need to stop there! Why not build yourself more companies and lead an entire battalion into battle! Or combine your company with your friends' companies to experience the thrill of commanding a battalion in a multi-player battle.

Battalion-sized games can be played using the normal *Flames Of War* rules and the guidelines for playing with multi-company forces (page 188). However, if you are lucky enough to field a force of this size, with your opponent's agreement you might like to add a new level of command—a Battalion HQ.

BATTALION HQ

A battalion commander is an even higher ranking officer than a company commander. Their job is to assign tasks to the companies under their command in the same manner a company commander assigns tasks to the platoons under their command.

The Battalion HQ is the same as one of the Company HQ's under its command. It is made up of a Battalion Command team (instead of a Company Command team), 2iC Command team, and their transports. It has no HQ Support Weapons or other additional teams. A Battalion HQ costs the same as the equivalent Company HQ.

The Battalion Command team and 2iC Command team are Higher Command teams, Independent teams and Warriors.

BATTALION SUPPORT

In addition to assigning tasks to companies the battalion commander assigns the battalion's supporting platoons to help their companies complete those tasks.

At the start of the game all Support platoons from each company are pooled under the Battalion HQ. The player controlling the Battalion HQ may immediately allocate out any of these platoons to any company in the force. They become a part of that company for as long as they are assigned to it, and count towards the number of platoons in that company for the purpose of Company Morale Checks.

BATTALION RESERVE

The battalion commander often retains a small reserve for bolstering a company at a critical moment during the battle.

Platoons that are not allocated out form a battalion reserve, and have no effect upon the Company Morale Checks of any company.

In the Starting Step, before rolling any dice, the Battalion Commander may allocate any platoon from the battalion reserve that is within Command Distance of a Company Command team to that team's company.

At the same time the Battalion Commander may also recall any support platoons allocated out to any company back into the battalion reserve.

REPLACING COMPANY COMMANDERS

The battalion 2iC is an experienced officer, quite capable of assuming command of a company if needed.

If a Company Command team is destroyed, the Battalion 2iC Command team may be immediately appointed as the new Company Command team for that company and remains so for the remainder of the game.

COMPANY AND BATTALION MORALE CHECKS

With the battalion commander on hand to run the battle and offer encouragement, the decision to withdraw from the field is taken out of the hands of the company commanders. Their resolve to press an attack can still break, of course, but this does not prevent the rest of the battalion from carrying on the attack without them.

Company Morale Checks are only required for companies that are below half strength if one of their platoons failed a Platoon Morale Check in the previous turn.

Additionally, the game no longer ends when a company fails a Company Morale Check. Instead, at the beginning of any turn where the force is reduced to below half its starting number of companies, the Battalion Commander must make a Battalion Morale Check in the same manner that a Company Commander makes a Company Morale Check. If they fail this roll, the morale of the entire force breaks, the battalion is destroyed, and the game is over.

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CAMPAIGNS

Every battle fought in World War II was part of a campaign—even as each battle was being fought the generals were planning the next one. The conclusion of every successful campaign affected the course of the war as a whole. By participating in a campaign you can make a valuable contribution to your side's war effort.

Campaigning adds a whole new dimension to your *Flames Of War* battles. Individual battles become part of an unfolding story as your fortune fluctuates between victories and defeats. Instead of just a single victory, can you string together a series of victories and prove your superior generalship? Or perhaps, as you get the measure of your opponent's force, you can turn early defeats into a triumphant reversal in a later battle.

The commander must be the prime mover of the battle and the troops must always have to reckon with his appearance at the front line — Generalfeldmarshall Erwin Rommel

TYPES OF CAMPAIGNS

This section gives you two ways of running your campaign: a simple series of linked missions, or a campaign that recreates the axis of attack from a series of historical battles.

Linked mission campaigns use the Mission Selector to generate the next mission based on the outcome of your previous battles. You and your opponent's forces will march from one hard-fought battle to the next.

Axis of Attack campaigns are based upon real campaigns that were fought during World War II. They still use the Mission Selector table to generate battles, but contain added factors that the real life commanders had to contend with. You and your opponent will have to overcome these problems before you can claim ultimate victory. Can you change the course of history?

MISSION SELECTOR

The Mission Selector table forms the basis for all *Flames Of War* campaigns. Using it you can quickly and easily decide on a mission for you and your opponent to play. Follow the instructions for either one-off games or linked games, roll the dice and get playing!

MISSION SELECTOR

Highest Roll	Mission	Page
12 or more	Roadblock	208
11	Free-for-all	202
10	Encounter	203
9	Fighting Withdrawal	205
8	Breakthrough	206
7	Cauldron	207
6	Hold The Line	204
5	Trench Fight**	219
4 or less	The Big Push*	220

* Play Trench Fight or Hold the Line if both players agree.

** Play Hold the Line if both players agree.

ONE-OFF GAMES

The Mission Selector is such a handy device, that you can use it any time you play a game of *Flames of War*.

If you are playing a one-off game and want to decide which mission to play, each player rolls two dice and adds the scores of both dice together.

Look up the score of the player with the higher total on the Mission Selector table above to determine the mission for the game.

Example

Able and Baker are playing a game and want to pick a mission at random. Both roll two dice. The scores are Able: 4 and 4, for a total of 8, and Baker: 1 and 5, for a total of 6. Able's total of 8 is higher, so they will play Breakthrough.

LINKED MISSION CAMPAIGNS

Linked missions are a quick and easy way to add a bit of story to the games you play with a friend.

When playing a series of linked games, use the method of mission selection for one-off games for the first game. For subsequent games each player only rolls one die and adds:

- *their Victory Points from the last Mission,*
- *+1 if they have a higher Victory Point total than their opponent in all games so far,*
- *-2 if they won the last game, but were the defender and the mission didn't use the Fair Fight special rule.*

Once again the player with the highest score determines the mission. Look up their score on the Mission Selector table. The higher scoring player is the attacker, regardless of the mission's normal means of determining who attacks. If both players scored the same, then use the mission's normal rules to decide who is the attacker and who is the defender.

Examples

Able won the game against Baker, 5 victory points to 2. For their next game they both roll a die. Able rolls a 3 and adds 5 for the last mission and 1 for having the higher total so far, for a total of 9. Baker rolls a 3 and adds 2 for the last mission for a total of 5. Able scored higher and will attack in a Fighting Withdrawal.

Baker wins the Fighting Withdrawal by 4 victory points to 3. For their third mission they roll again. Able rolls a 2 and adds 3 for the last mission and 1 for having the higher victory point total so far, for a total of 6. Baker rolls a 5 and adds 4 for the last mission, but subtracts 2 for winning as the defender for a total of 7. Baker scored higher and attacks in the Cauldron mission.

Ending Linked Mission Campaigns

It's a good idea to set a limit to the number of games you will play in a Linked Mission campaign.

Set a limit on the number of games you will play in the campaign by mutual agreement with your opponent. After the final game is played, the player with the higher Victory Point total from all games played has won the campaign.

AXIS OF ATTACK—ANZIO

Axis of Attack campaigns are based on actual campaigns conducted during World War II. Here's an exciting example for you and a friend to play set during the Allied landing at Anzio, in Italy. We'll be providing more campaigns in upcoming supplements, but when you've played this one, why not make your own Axis of Attack campaign based upon your research into the battles of the Second World War?

January 1944: The Allied advance up the Italian peninsula is stalled before the formidable defences of the Gustav Line. To break the stalemate, the Allies launch Operation Shingle—an amphibious assault at Anzio, bypassing the Gustav Line. Only a few miles inland from the landing beaches are the Alban hills through which run Highways 6 and 7—the major transportation links between Rome and the Gustav Line. With both of these roads cut the Germans manning the Gustav Line will be isolated and the Allies will be in Rome in no time.

Initial landings on 22 January by the Anglo-American VI Corps catch the Axis unawares. No resistance is encountered and by noon all of the objectives of the first day have been taken. The Allied commander, Major General Lucas, decides to wait for the heavy equipment to be unloaded before proceeding further. This delay may cost the Allies dearly.

The Axis commander, *Generalfeldmarshall* Kesselring, reacts quickly to the new threat, assembling a force under *Generaloberst* von Mackensen to move against the beachhead. Hitler's orders to the German commanders are simple. Throw the Allied forces back into the sea.

Belatedly, the Allies renew their advance. On 25 January the British 1st Division attacks the town of Aprilia, known as 'the Factory' because of the appearance of its many ruined brick buildings. The attack meets growing German resistance—has the race to get inland been lost already?
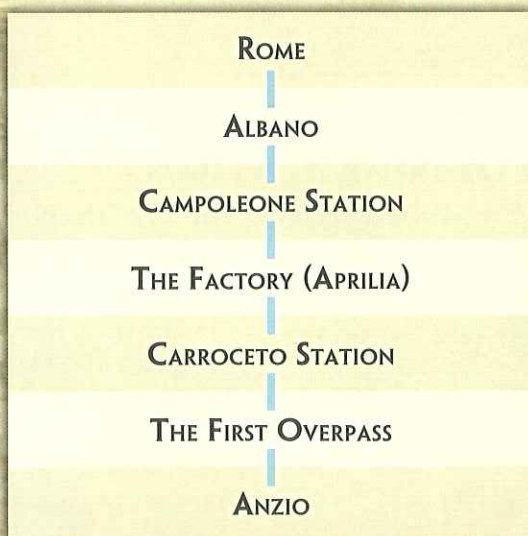
ALLIED BRIEFING

Your initial landings around Anzio were unexpectedly easy, but as your troops push inland they are meeting growing resistance from Germans reinforcements rushed into the area.

You must smash your way through the Axis forces surrounding the beachhead and seize the town of Albano on the heights of the Alban Hills. Capturing the town will cut the Axis supply lines to the Gustav Line, and open the way to Rome itself.

AXIS BRIEFING

The Allies have successfully landed at Anzio, in the rear of your Gustav Line defences. They must be driven back into the sea before they can threaten Rome.

Your men must break through the final beachhead defensive line at the Overpass. If this falls, victory is assured—an easy drive on Anzio will split the Allied VI Corps in two, allowing you to smash them piecemeal.

ROME
ALBANO
CAMPOLEONE STATION
THE FACTORY (APRILIA)
CARROCETO STATION
THE FIRST OVERPASS
ANZIO

Rome — ALLIED OBJECTIVE
ITALY
LAST AXIS DEFENCE LINE — Albano
Campoleone Station
The Factory — STARTING SECTOR
Carroceto Station
The First Overpass
LAST ALLIED DEFENCE LINE
AXIS OBJECTIVE — Anzio

SITUATION REPORT

At the start of the campaign the Allied forces are breaking out from their bridgehead and launching their attack on the Factory (Aprilia) from Carroceto Station. The Axis forces are rushing troops to the front to stop them.

The first battle of the campaign is fought at The Factory (Aprilia) using the Hold the Line mission with the Allied force as the attackers.

Both sides begin the campaign with 0 Victory Points.

ALLIED FORCES

The initial attacks on the Factory were conducted by the British 1st Division, but heavy fighting quickly drew in elements of 56th Division, the 46th Royal Tank Regiment and the US 45th Infantry Division. By the end of the March battles, the US 1st Armored Division, and 3rd Infantry Division (with the 504th Parachute Infantry Regiment fighting under command as ground-pounders), Darby's Rangers, the First Special Services Force, and the British 2nd Special Service Brigade (a Commando unit) were also drawn into the fighting.

To represent these forces you could field a British Rifle Company, Tank Company or Commando Troop, or a US Tank Company, Armored Rifle Company, Rifle Company, Ranger Company, or Parachute Rifle Company from *Afrika*, the Intelligence Handbook for forces in the Mediterranean.

AXIS FORCES

The first German troops to Anzio were *3. Panzergren-adierdivision*, *65. Grenadierdivision* and *715. Grenadier division*. Within a month the Germans had added *Panzer grenadierdivision Hermann Göring*, *26. Panzerdivision*, *29. Panzergrenadierdivision*, *114. Jägerdivision*, and *4. Fallschirmjägerdivision* (including elements of the Italian *Nembo* parachute division) to their order of battle. These were supported by a full array of secret weapons including Panther and Tiger heavy tanks, Elefant heavy assault guns, Brumbär assault guns, and radio-controlled demolition tanks.

Suitable forces to represent these units would be a German Panzerkompanie, Panzergrenadierkompanie, Aufklärungsschwadron, Panzerpionierkompanie, Grenadierkompanie, Pionierkompanie, or a groundoperations Fallschirmjägerkompanie, or an Italian Compagnia Paracadutisti from *Afrika*, the Intelligence Handbook for forces in the Mediterranean.

WHAT IF FORCES

Alternatively, you could play a what-if campaign to see what would have happened if different forces fought at Anzio and use any company you have.

ROME

The Eternal City is the glittering prize of the Italian Campaign. Its capture will mark the first Axis capital to fall. The General responsible for its capture will go down in the history books.

VICTORY

If the Allied player reaches Rome, they have won the campaign and ultimate victory in Europe is much closer.

ALBANO

The small town of Albano is not important in itself. However, it marks the last viable defensive point before Rome. Once Albano falls, so too will Rome and the Gustav Line at Monte Cassino with it.

TERRAIN

Albano lies nestled on the slopes of the Alban Hills near the intersection of Highway 7 and the *Via Anziate* running to Anzio.

The Axis end of the table has hills rising towards the edge of the table with Highway 7 running across them to the village of Albano. The Via Anziate runs across the table to Highway 7.

COUNTERBATTERY BOMBARDMENT

The Axis forces have a commanding vantage point atop the Alban Hills, overlooking the entire Allied positions on the coastal plain below. They use this to plot excellent counter-battery fire prior to the main attack going in.

At the start of any mission in which the Axis player is the attacker, they may conduct a counter-battery bombardment. The bombardment is conducted in exactly the same way as a Preliminary Bombardment (see page 210), except that only enemy Artillery teams are affected.

If the mission already uses the Preliminary Bombardment rule the attacker re-rolls failed rolls to hit Artillery teams with the Preliminary Bombardment.

CAMPOLEONE STATION

The little town of Campoleone is a major road junction, marking the point where the Via Anziate enters the Alban hills.

TERRAIN

Campoleone is at the end of long flat stretch of the Via Anziate. The town's railway station is a defensive strongpoint.

The *Via Anziate* runs across the table from end to end flanked by drainage ditches. At the Axis end of the table the village of Campoleone sits beside the railway line running from one side of the table to the other on a raised embankment.

COUNTERBATTERY BOMBARDMENT

Axis forces attacking from Campoleone Station benefit from a Counterbattery Bombardment as described in the Albano sector above.

THE FACTORY (APRILIA)

The village of Aprilia sits halfway along the *Via Anziate* between Anzio and the Alban Hills. While of little importance itself, its central position in the surrounding flat and open terrain inevitably turns it into a battlefield. Aprilia was a model village built by Mussolini's Government as part of a plan to drain and settle the Pontine Marshes. Its houses were modern concrete structures in the latest style, until the equally modern artillery of the combatants levelled it. With only the remains of its modern buildings showing, soldiers think it resembles a factory.

TERRAIN

Aprilia is heavily fought over from the start of the campaign and artillery bombardments have quickly reduced the little town to rubble.

The ruined village of Aprilia sits in the centre of the table dominating the flat land all around. The *Via Anziate* runs from one end of the table to the other through the ruins of 'The Factory'.

CARROCETO STATION

Carroceto Station is a small cluster of buildings that sit astride the railway running from Campoleone to Anzio. Like neighbouring Aprilia, its buildings mark it out as a strategic location on the flat Anzio plain.

TERRAIN

The heavily bombed out remnants of the station, the little San Antonio chapel and a few other buildings make an ideal defensive point.

Carroceto Station and several other small ruined buildings sit in the centre of the table surrounded by flat land. The railway embankment runs from one end of the table to the other through the ruins. Carroceto creek (Difficult Going) runs from one short edge of the table to a point no more than halfway along one long edge.

NAVAL GUNFIRE SUPPORT

The guns of the USS *Brooklyn*, lying off Anzio, provide fire support for any Allied forces fighting close to the sea. One broadside from the *Brooklyn* is as powerful as a salvo from any heavy artillery battalion. However, *Luftwaffe* air strikes using new Henschel HS 293 guided missiles sometimes force the navy to withdraw, leaving the army unsupported.

At the start of each turn while rolling for air support, the Allied player rolls another die. On a roll of 5+, the USS Brooklyn *is available to give this sector naval gun fire support for this turn.*

When the USS Brooklyn *is available, the Company Command team (but only the Company Command team) may spot for an Artillery Bombardment from the USS* Brooklyn *equivalent to a 6-gun battery with an Anti-tank rating of 5 and a Firepower Rating of 1+. The USS* Brooklyn *has sufficient range to hit any target on the table. The ship is not on the table and may not be attacked.*

THE FIRST OVERPASS

The overpass is a well made concrete structure that carries the road which runs to Padiglione across the *Via Anziate* and the adjacent railway line from Campoleone. The first overpass marks the final defensive line for the Allied Beachhead. If the Axis forces penetrate the perimeter here, all will be lost for the Allies.

TERRAIN

In the open countryside the overpass offers some cover to the defenders and so forms a focal point of any defence.

The long straight *Via Anziate* road runs from one end of the table to the other, with the Anzio railway line running parallel with it. At one the Allied end of the table another road runs across the table. Where it meets the *Via Anziate* a long ramp leads up to an overpass flying over both the road and railway before sloping down the other side.

NAVAL GUNFIRE SUPPORT

Allied forces fighting at the First Overpass benefit from Naval Gunfire Support from the USS *Brooklyn* as described in the Carroceto Station sector above.

ANZIO

The port of Anzio is the lifeline of the beachhead. Without it, the Allied forces will have to surrender. The destruction of the beachhead will force the Allies to reconsider their plans for the invasion of France later in the year.

If the Axis player reaches Anzio, they have won the campaign and bought Germany more time to defeat the Allies.

ANZIO TERRAIN CHART

Before the war arrived, the area around Anzio was a showcase of modern farming techniques. The Pontine Marshes had been drained and model villages erected by the Fascist government. The flat plain is swampy, particularly in the rainy winter time, with scattered farm houses.

This chart provides an optional way to decide what terrain to place on the table. Divide the table into 2'/60cm squares. The players take turns to pick a square and roll to see what terrain they should place in it. The exact number and dimensions of the features are up to the players.

Once the randomly-generated terrain has been placed, add the specific terrain listed in the sector description.

BASIC TERRAIN

Where no other terrain features exist the terrain is boggy farmland. This Rough Terrain is Difficult Going.

HIGH GROUND

Roll again:

1 to 3 Low Ridge

There are no real hills on the Anzio plain, however in this square a low ridge (up to 12"/30cm long) breaks the flatness.

A ridge is Cross-country Terrain and taller than a vehicle. Connect ridges in adjacent squares.

4 to 6 Dry Ground

In the generally marshy terrain of Anzio, even slightly raised areas are valuable as they are dry ground.

This square has an area of raised ground (up to 24"/60cm across) is almost imperceptible but for its uncharacteristic dryness.

Dry ground is normal Cross-country Terrain. It offers no other benefit.

WATER COURSE

Roll again:

1 or 2 Wadi

The autumn floods cut deep gullies in the soft soil of the Anzio plain. This square has a wadi or steep-sided gully (at least 12"/30cm long) cutting through it.

The sides of a wadi are Very Difficult Going. The floor is Difficult Going.

A wadi must have a Difficult Going vehicle access on each bank and is deep enough to hide a vehicle.

3 to 5 Fosso

A fosso or irrigation ditch waters the fields around. Place a fosso (at least 12"/30c long) across the square. It must meet another fosso, the table edge, or a pond, at each end.

Roll again.

On a roll of 4+ the fosso is lined with trees.

A fosso is Very Difficult Going.

6 Pond

A small pond (up to 12"/30cm across) fills a hollow in the surrounding fields.

Ponds are Impassable.

VEGETATION

Roll again:

1 to 3 Copse

A small copse of trees (up to 8"/20cm across) straggles across the countryside.

A copse is a small wood.

4 to 6 Olive Grove

An olive grove (up to 16"/40cm across) graces the countryside.

An olive grove is a small wood. However, the trees are dispersed enough that teams inside can see and be seen at 12"/30cm and teams can fire artillery bombardments from inside it or over it unhindered.

SETTLEMENT

Aside from the major towns and villages given in the terrain for the sectors, there were numerous small farms.

A small farm of one or two stone buildings connected to another farm, road, or table edge by a road.

RAIN

Italian winters are cold and rainy and the Anzio battle field is reclaimed marshland. When it rains, the result is predictable—ditches flood, trenches fill with water, and life becomes miserable.

The bad news is its been raining for days now and everything has turned to mud.

Roll again. On a 1 or 2 the rains have not let up and the mud covering the battlefield is deep with the following effects:

Wadis and fossos become Impassable due to flooding.

Teams cannot Dig In except on dry ground or low ridges, although they can start the game in foxholes and other positions they have already dug anywhere they could normally dig in.

Teams cannot see or be seen at ranges greater than 40"/100cm.

Requests for ground-attack air support are only successful on a roll of 6 due to low cloud.

On any other roll, the rainfall is insufficient to flood the countryside.

PLAYING YOUR AXIS OF ATTACK CAMPAIGN

Playing a campaign requires just a little more organisation than playing single *Flames Of War* battles. Most of the things you need—an army, a battlefield, etc.—you'll already have. However, there are a few things you will need to consider before you get started.

OPPONENT

You'll need a regular opponent. 'It will be over by Christmas' was a common, but false, assumption regarding real-life campaigns. Depending on how things fare on the tabletop battlefield, a campaign can take a while to play out, so you'll need someone who will last the distance. It's a good idea to schedule a regular time to play, every Saturday or Thursday evenings for instance, as this will keep the momentum of the campaign going.

VENUE

Although not essential, it can be helpful to have a battlefield that can be left set up in between gaming sessions. This allows you to leave your forces ready for battle and shorten the set-up time for the following week.

SECTORS

An Axis of Attack campaign has seven sectors running from the Allied objective to the Axis objective. The campaign is fought along this axis, moving towards the Allied objective with Allied victories and towards the Axis objective with Axis victories.

The description of each sector gives suggestions for the terrain in the area and any special rules that apply to battles in that sector.

SELECTING YOUR FORCE

Commanders on campaign have to make the best use of what they are given. Once your forces are committed to a theatre or campaign, High Command may be reluctant to provide you with more troops, so choose your starting force carefully.

You need to agree on the size of forces you will be fielding with your opponent before the campaign begins. Setting the limit to between 1500 and 2500 points makes for great campaign battles.

Select the force you will start the campaign with before the first game. You will be able to change your force between missions, but may never exceed the points value agreed to at the start of the campaign.

VICTORY POINTS

Victories, however small, buy a commander time. Time to marshal his forces, time to reinforce, and time to finalize his planning.

Both players normally begin a campaign with zero victory points, although some campaigns may give one side a different starting value to reflect their strategic initiative.

During a campaign you will need to keep a running total of the victory points you accumulate from the missions you play. If you have more victory points than your opponent, you will tend to be attacking, while if you have fewer, you will tend to be on the defensive.

During the campaign you will have opportunities to spend victory points to reorganise your force or influence the type of battle you will fight.

STARTING THE CAMPAIGN

The Campaign Start Sector is indicated on the map. This is where the first of your many battles will take place!

A campaign will also specify the first mission you will play and who is attacking or defending in it.

CAMPAIGN SEQUENCE

1. Set up the Battlefield
2. Play the Mission
3. Advance, Retreat or Hold in Place
4. Select the Next Mission
5. Reorganise Your Force and Return to Step 1

SET UP THE BATTLEFIELD

The course of campaigns is always affected by the ground over which the battles are fought. The campaign's Terrain Chart is an easy way to create a battlefield typical of those where the historical campaign was fought.

Use the Terrain Chart to generate the terrain for your battlefield. Roll the dice and place the terrain as instructed. Remember to add any terrain specific to the sector being fought over.

Battles rarely take place in the exact same spot, even when fighting over the same objective. The attacker usually tries to attack from a different angle, while the defender adjusts their positions to cope.

Generate a new battlefield for each game, unless the battle is taking place in the same sector as the previous game with the same attacking player, and the attacker chooses to attack over the same ground.

GENERATE BATTLEFIELD

Generate a battlefield using the Terrain Chart and adding terrain specific to the sector

PLAY THE MISSION

The marshalling and manoeuvring of forces is over. The time of decision is at hand. Let the battle commence!

The players now play the mission using the normal mission rules with the additional special rules for the sector being fought over.

Remember to add your Victory Points from the battle to your running total at the end of the battle.

PLAY THE MISSION

Play the mission using any sector special rules

ADVANCE, RETREAT, OR HOLD IN PLACE

Your battle-weary forces have fought valiantly for every foot of ground. Now they receive their new orders— march onward, fall back, or contest the ground upon which they stand.

If the attacking player won the battle, the campaign moves to the next sector closer to their objective.

If the defending player won, the campaign remains in the current sector.

ADVANCE, RETREAT, OR HOLD

If the attacker won, the campaign moves to the next sector

If the defender won, the campaign remains in the same sector

SELECT THE NEXT MISSION

The outcome of the previous battle dictates the shape of the coming battle.

When you finish a battle, generate the next mission using the same method as a Linked Mission Campaign (see page 232).

It's a good idea to select the next mission immediately after you've finished a game. That way players can ponder their tactics for the next mission between games.

USING VICTORY POINTS TO CHANGE THE MISSION
A clever commander always tries to outmanoeuvre his opponent, forcing the enemy into the type of engagement most favourable to his own forces.

Once the mission has been generated, the player with the higher Victory Point total may change it to either the mission above or below it on the Mission Selector table by deducting -5 points from their Victory Point total. If they don't want to, the other player may deduct -5 points from their Victory Points total to change the mission instead.

SELECT A MISSION

Generate a mission using the Mission Selector

Players may change the mission to the one above or below it on the Mission Selector table at a cost of 5 Victory Points

REORGANISE YOUR FORCE

A wise commander will assign forces that are best suited to the completion of the mission at hand. They will also, based on any intelligence gained on the composition of enemy forces in the area, look to counter the strengths of his enemy and exploit their weaknesses.

Unfortunately, the troops you so desperately need may not be available. High Command will respond to your desperate pleas for reinforcements—sometimes. Remember, there's a war on!

You may reorganise your force between missions as follows:

- *All of your casualties are replaced from reinforcements, returning stragglers, recovering wounded, and repaired vehicles.*
- *You may add or remove one squad or section from each platoon in your force. Remember to update their points cost when you do so.*
- *You may remove any or all of your Support platoons and replace them with new Support platoons.*
- *You may change the level of Air Support your force has available.*

After all of your reorganisation is done, your force must still be valid in the Intelligence Handbook you created it from and the points value of your force must be within the total agreed at the start of the campaign.

Using Victory Points to Reorganise Your Force

While receiving the support your force needs is crucial to winning battles, sometimes you need to change the core structure of your force too. This takes time as your company must be brought out of the line to reorganise, slowing your path to victory.

You may use the following options to reorganise your force at the cost of deducting -5 Victory Points from your total for each option taken.

- *Add one Combat or Weapons platoon to your force.*
- *Remove one Combat or Weapons platoon from your force.*
- *Remove one Combat or Weapons platoon from your force and add another Combat or Weapons platoon in its place.*

As usual your final force must be valid and within the agreed points cost.

> ## REORGANISING
> Add or remove one squad or section per platoon
>
> Change any Support platoons or Air Support level
>
> Spend 5 Victory Points to add, remove, or swap a Combat or Weapons platoon

ENDING THE CAMPAIGN

All the hardships and deprivations your soldiers have endured have not been in vain. The end is in sight. You gather your men together and exhort them to one final effort. One last push!

The first and last sectors on the map represent the Allied and Axis objectives. A campaign ends when either side reaches their objective sector. That player has won the campaign.

Stalemate

While some campaigns ended in a stunning breakthrough, others petered out in a stalemate as both sides fought the other to exhaustion. The same can happen with two evenly matched opponents in your tabletop campaign.

Before beginning your campaign, decide the maximum number of games you will play. Six to twelve games is a good limit. If neither side has won after that number of games, the campaign ends in a stalemate as Higher Command calls off the attacks to rest and rebuild for another attempt.

> ## ENDING THE CAMPAIGN
> You win the campaign by reaching your objective sector

Evaluating Your Performance

Historical campaigns were not always balanced. Some were almost certain victories for one side or the other. Tabletop campaigns recreating these will also tend to be one-sided in terms of who won or lost.

This makes it important to compare your performance in the campaign with your historical predecessor, rather than against abstract points totals or some such. Every Axis of Attack campaign includes a summary of how the historical battles went for you to compare your performance against.

The key question is not 'Did I win or lose?', but 'Did I do better than the historical commander in this situation?'. If you won, did you win as fast as they did? If you lost, did you cause the enemy as much delay as them?

MULTI-PLAYER CAMPAIGNS

If you have enough players, ideally six, a multi-player Axis of Attack campaign can be very exciting. Split the players into two evenly matched teams and create a separate Axis of Attack for each pair of players. If you have extra players, you can appoint them as overall commanders for each team.

PLAYING MISSIONS

Before each game, each team agrees which player will play on each axis of attack. The two teams then face off in their chosen areas and fight it out.

Maintain the Victory Points total separately for each axis to represent the ebb and flow of battle along different axes.

A smart team will assign their best attacking force to the axis where they need to win, while blocking the enemy in another sector with a solid defence. Careful handling of where you attack and defend will allow you to outsmart the enemy and win the campaign.

ADVANCING, RETREATING, AND HOLDING

Your forces advance and retreat on each axis independently depending on the outcome of the battles fought on that axis.

SELECTING THE NEXT MISSION

Do this as normal, comparing the Victory Point totals for the appropriate axis to see which side has the +1 bonus to their roll.

REORGANISING FORCES

Spending Victory Points to reorganise reflects a slowing down of the campaign as you pull troops out of the line or assign them a quiet sector to recover and reorganise. If a player wants to reorganise their force, they use Victory Points from the axis in which they are about to fight to do so.

It is a good idea to put a player who is planning a major reorganisation of their force in a backwater sector where the loss of Victory Points won't harm the overall battle plan.

ENDING THE CAMPAIGN

A breakthrough on one axis makes the entire defence untenable on the other axes. The campaign is over and the enemy must fall back to their next defensive line.

Your team wins the campaign if any player reaches their objective sector.

THE END OF THE ANZIO CAMPAIGN

The Allied attack on Aprilia on 25 January eventually succeeds after much hard fighting. Attacks by the US 3rd Division and 504th Parachute Infantry Regiment along a different axis that same day fail to reach the towns of Cisterna and Littoria. German resistance is increasing and the race to get inland appeared to have been lost by the Allies.

On 29 January the Allies resume their offensive. The British 1st Division push down the *Via Anziate* towards Campoleone. Unwittingly the Allies are attacking German positions that have been reinforced in preparation for a counterattack. The offensive fails with heavy casualties, although the British penetrate to within yards of Campoleone, creating a salient—'the Thumb'—dangerously exposed to counterattack.

On 3 February the German counterattack begins—hindered by soft soggy ground that prevents the supporting tanks from moving far from the roads. In two days of bitter fighting 'the Thumb' is eliminated. In subsequent attacks the German's recapture both the Factory and Carroceto station, before pausing to reorganise.

The offensive is renewed on 16 February with Operation *Fischfang*. In spite of fierce Allied defence and counterattacks the German forces slowly push the perimeter back. On 20 February the attack, on the verge of a total breakthrough, is finally stopped by Allied artillery and naval fire support just short of the first overpass—the final defensive line for the beachhead.

In a last effort to crush the beachhead on 28 February Operation *Seitensprung* is launched. This time the attack is directed along the Cisterna axis defended by US troops. Fighting is again fierce and although heavy rain deprives the Allies of air support for a time, the German attack founders under heavy US artillery barrages.

With the failure of the final German attack, the Anzio front is reduced to a bitter and bloody stalemate akin to those of the First World War. For the next two-and-a-half months the Allies build up their forces in the beachhead before finally breaking out and linking up with the troops advancing from the Gustav Line on 25 May 1944, ending a campaign of missed opportunities and misery for the common soldier.

MAKING TERRAIN

A vital element in any Flames Of War game is the tabletop terrain. Terrain shapes the progress of the game by giving your troops places to hide and protection from the enemy, as well as channelling their movement to avoid difficult going. In fact without terrain, *Flames Of War* games would become very static and predictable.

You don't need to spend a lot of money to have a smart table. Most of what you need you can create yourself with a little time and some simple materials.

The most obvious and easy solutions to your basic tabletop is to use a green cloth over your table with a few books and boxes under it to represent hills. Then you can add a few buildings, woods and other scatter terrain to flesh out your battlefield. With a good selection of different terrain pieces you can play on an endless variety of table designs.

Have a look at the terrain tables and charts on pages 242 and 247 for some suggestions about the type of terrain you could use on a *Flames Of War* battlefield.

COMMON TERRAIN MAKING MATERIALS

Some common materials for making terrain include: 3mm to 6mm MDF board or plywood, model trees, clump foliage, model grass flock, cardboard, PVA wood glue, superglue, filler putty, paint, sand and rocks, serrated bread knife, hobby knife, sand paper and scissors.

WOODS

Woods or forests are one of the easiest terrain items to organise and make. A huge variety of pre-made trees are available from any good hobby store. These come with the foliage already attached and ready to be glued to a base. For gaming it is often easier to play with the wood mounted on its own base. This makes the edge of the wood easy to define for shooting and movement. Simply glue your trees to a piece of board cut into an irregular shape, then glue some sand and small rocks to the board, paint and flock much like the basing example on page 190.

ROUGH TERRAIN

Patches of rough ground, soft sand, or scrub can be made much the same way as woods using rocks, bushes or sand texture.

ROADS

One of the easiest ways of representing a road on a battlefield is to sprinkle a line of gravel (model railway ballast) along the path of the road.

HILLS

As an alternative to using the books-under-cloth method, you can be shape hills from polystyrene sheets. Draw the shape of your hill with a pen, then cut it out with a serrated bread knife. The hill can be further shaped with the knife and smoothed off with some coarse sandpaper. Be sure to do this in a well-ventilated area.

Your new hills can be painted and flocked to match the table surface or you can stick them under a cloth in the same manner as books.
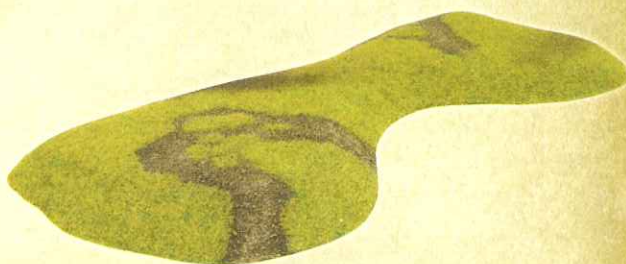
BUILDINGS

Battlefront have a range of pre-painted buildings in the *Battlefield In A Box* sets. These give you a village-sized group of buildings ready to place on the table. If you are really keen you can build your own or buy unpainted resin buildings from a variety of manufacturers.

WALLS AND HEDGES

Battlefield In A Box sets also come with walls with which to enclose your village. Suitable fences can also be made from card or match sticks.

Hedges can be made from a strip of card with clump foliage glued to it. This the same foliage that comes with commercial trees and is available separately from hobby stores.

For more terrain tips go to *www.flamesofwar.com*.

EASTERN EUROPE TABLE

The war on the Eastern Front is dominated by the steppes and forests of Russia and the Ukraine. To make an Eastern Front table start with a polystyrene sheet glued to a thin sheet of MDF or plywood. Cut balkas (gullies) into the surface and add hills with additional polystyrene. Paint and flock the entire table. Show rough areas around hills and balkas by painting them in earthy tones.

Add extra terrain such as buildings, wheat fields, woods and hills to complete the effect.

DESERT TABLE

In the vast expanse of the desert, small features like oases, wadis (dry rivers), roads and railways take on a significance out of all proportion to their size. Use the same technique as for the Eastern Front table to create a desert table. Finish it off by gluing a coat of sand over everything and painting it brown, then dry brushing a lighter colour.
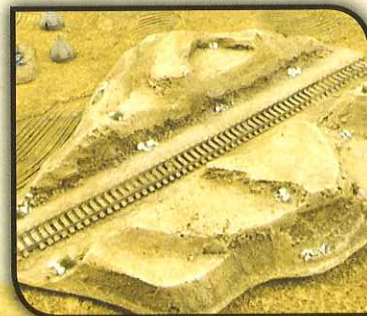
Add scatter terrain like rail lines, roads, villages, walls, ancient ruins, oases, and patches of cacti for variety.

WESTERN EUROPE TERRAIN CHART

Much of the fighting in France, Belgium, Holland and Germany focused around the villages and small towns that dot the countryside surrounded by sleepy fields and woods.

This chart provides an optional way to decide what terrain to place on the table. Divide the table into 2'/60cm squares. The players take turns to pick a square and roll to see what terrain they should place in it. The exact number and dimensions of the features are up to the players.

BASIC TERRAIN

The primary terrain is large open fields, rated as Cross-country terrain.

HILL OR RIDGE
Roll again:

1 or 2 Hill

A large hill (at least 12"/30cm across) dominates the surrounding countryside.

The hill is Difficult Going.

3 or 4 Ridge

A low ridge (at least 12"/30cm long) looks over the fields.

The ridge is taller than a tank and is Difficult Going. Connect ridges in adjacent squares.

5 or 6 Rise

One to three low rises (up to 12"/30cm long) break through the flat fields.

A rise is Cross-country terrain. It is just high enough to Conceal tanks positioned on the far side.

RIVERS AND STREAMS
Roll again:

1 River

Rivers are a major obstacle and their crossings tend to be the focus of battles.

A wide river wends its way across the countryside through this square.

A river flows across the table through this square. Its course must start on one table edge and exit an adjacent table edge, passing through all other river squares.

A river is Impassable and must have a road bridge or a ford (Difficult Going) in each square it passes through.

2 or 3 Stream

A stream runs through the fields of this square. While not as much of an obstacle as a river, it is still a significant barrier.

Streams are Very Difficult Going and must have a road bridge or a ford (Difficult Going) in each square it passes through.

4 to 6 Creek

A creek meanders its way through the field.

Creeks are Difficult Going.

Connect creeks and streams in adjacent squares. They must meet the table edge or a river at one or both ends.

Most rivers, streams, and creeks have trees along their length.

WOODS AND FIELDS
Roll again:

1 or 2 Woods

One or two small woods (at least 12"/30cm across) cover this area.

3 or 4 Standing Crops

One or two fields (at least 12"/30 across) of corn or other tall crops are growing in this area.

Standing crops are Area Terrain standing about shoulder high (½"/12mm). Standing crops will completely hide infantry and jeeps, but leave a tank partially exposed and are Cross-country terrain.

5 or 6 Hedgerows

The fields in this area are bordered with hedgerows.

Hedgerows can either be low and Difficult Going, or tall and overgrown being Very Difficult Going.

VILLAGES
Roll again:

1 or 2 Village

A small village of three to twelve houses.

3 Villa or Manor

A large farm comprised of a large Villa with a walled courtyard and one to three smaller buildings.

4 or 5 Isolated Farm

A small farm consisting of one or two buildings.

All villages and farms have a road leading to another road, village, or a table edge.

6 Road or Rail Embankment

In low-lying areas, roads and railways usually run along embankments. These can be a serious obstacle.

A road or railway crosses the table running through this square on top of an embankment, creating an obstacle to movement.

A road or rail embankment crosses the table through this square. It starts on one table edge and exits on the opposite table edge passing through all other embankment squares.

A road embankment is a road when travelling along it, while a railway embankment is Difficult Going. All embankments are Very Difficult Going to cross. The embankment is built up enough to Conceal tanks positioned on the far side.

WINTER TABLE

Creating a winter theme table is a simple but effective procedure. Carve hills and river beds into sheets of high density polystyrene, then cover the whole board in a plaster/sand mix or textured paint. Once dry paint the whole board in an earthy colour, then paint the river bed and some patches over the ground in a very light blue, finally dry brush the whole board white.

Ice Floes

The Ice Floes in the river were created by breaking up cork tiles and gluing the pieces onto the table. A layer of plaster was brushed on to simulate the pieces being frozen into the river.
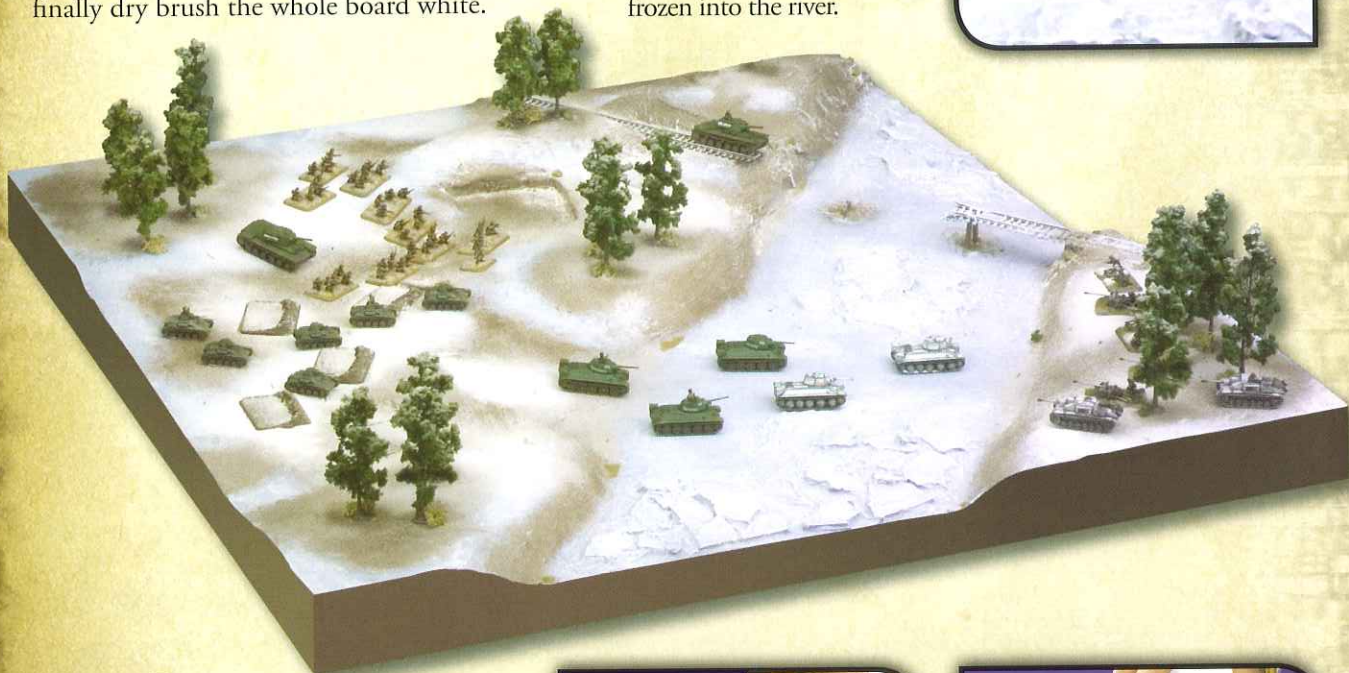
Winter Trees

Trees can be adapted to suit winter by spraying an aerosol adhesive onto the top surfaces of the trees. Then sprinkle on some scenic snow (found in most good hobby stores that sell railway scenics). The snow only sticks to the upper surfaces of the tree where the glue was sprayed for a realistic winter look.

FIGHTING WINTER BATTLES

More than any Soviet leader, 'General Winter' was responsible for halting the German advance at the end of 1941. The snow and ice of that terrible winter proved as dangerous as any enemy to the invading Germans. The Red Army took advantage of subsequent winters to launch major offensives, relying on the snow and ice to immobilise the Germans, allowing their own less technological forces free reign.

In winter the entire battlefield is covered in snow, often in deep drifts hiding all manner of obstacles. Snow makes all Cross-country terrain into Difficult Going and all Roads into Cross-country terrain.

Streams, rivers, lakes, and marshes freeze solid making crossing possible, but risky. Frozen streams are only Difficult Going instead of the usual Very Difficult Going. Rivers, lakes and swamps ice over becoming Difficult Going as well. However, armoured vehicles face an additional risk. They must add 3 to their initial Bogging Roll and compare the result with their Front armour rating. If the result is less than their Front armour rating, the tank breaks through the ice and disappears into the water below. On a higher result, the ice holds.

In Spring all Roads become Cross-country terrain, while all Cross-country terrain counts as Difficult Going. Streams become rivers, creeks become streams, and marshes become Very Difficult Going.

EASTERN EUROPE TERRAIN CHART

Though, as with any theatre of war, fighting tended to focus around villages and towns, the vast grassy steppes of Eastern Europe played host to a large number of open field battles. This chart provides an optional way to decide what terrain to place on the table. Divide the table into 2'/60cm squares. The players take turns to pick a square and roll to see what terrain they should place in it. The exact number and dimensions of the features are up to the players.

BASIC TERRAIN

The predominant terrain feature in these areas is open steppes or grasslands. These are rated as Cross-country terrain.

HILL OR BALKA
Roll again:

1 Hill

A large hill (at least 12"/30cm across) with gently sloping sides dominates the surrounding steppe.

The hill is Difficult Going.

2 or 3 Ridge

A low ridge (at least 12"/30cm long) juts from the surrounding steppe.

The ridge is Difficult Going and taller than a tank or truck. Connect ridges in adjacent squares.

4 or 5 Rise

One to three low rises (up to 12"/30cm long) grow gently from the surrounding steppe.

A rise is Cross-country terrain. It is just high enough to conceal tanks positioned on the far side.

6 Balka

A steep-sided balka or gully (at least 12"/30cm long) cuts through the steppe.

The sides of a balka are Very Difficult Going. The floor is Difficult Going. A balka must have a Difficult Going vehicle access on each bank per square. A balka is deep enough to hide a vehicle in it.

RIVERS, STREAMS, AND MARSHES
Roll again:

1 River

A wide river wends its way across the steppe.

A river flows across the table through this square. Its course must start on one table edge and exit an adjacent table edge, passing through all other river squares.

A river is Impassable and must have a road bridge or a ford (Difficult Going) in each square it passes through.

2 Stream

A stream runs through the steppe.

Streams are Very Difficult Going and must have a road bridge or a ford (Difficult Going) in each square it passes through.

3 or 4 Creek

A creek runs through the steppe.

Creeks are Difficult Going.

Connect creeks and streams in adjacent squares. They must meet the table edge or a river at one or both ends.

5 or 6 Marsh

An area of wetland (at least 12"/30cm across) or three smaller areas (up to 6"/15cm across).

A marsh is Difficult Going.

WOODS AND FIELDS
Roll again:

1 to 3 Woods

One or two small woods (at least 12"/30cm across) cover this area.

4 to 6 Standing Crops

One or two fields (at least 12"/30 across) of tall wheat or corn are growing in this area.

Standing crops are Area Terrain standing about shoulder high (½"/12mm). Standing crops will completely hide infantry and jeeps, but leave a tank partially exposed and are Cross-country terrain.

VILLAGES AND FARMS
Roll again:

1 or 2 Village

A small village of three to twelve houses.

3 or 4 Kholkoz

A kholkoz, or collective farm, composed of one large and four or five smaller buildings.

5 Isolated Farm

A small farm consisting of one or two buildings.

All farms and villages have a road leading to another road, village, or a table edge.

6 Railway Embankment

A railway line crosses the table. In this area it runs along an embankment creating an obstacle to movement.

A railway crosses the table through this square. It starts on one table edge and exits on the opposite table edge, passing through all other railway embankment squares.

A railway line is Difficult Going. A railway embankment is Very Difficult Going and high enough to conceal tanks positioned on the far side.

GENERAL WINTER

Russian winters are harsh and cold. Deep snow covers everything and rivers freeze solid. Worse, the spring thaw which follows, the *rasputitsa*, turns the previously frozen ground to mud, making movement all but impossible.

Roll again. On a roll of 1 General Winter joins the battle: roll once more to determine the season with a 1 giving Spring and the rasputitsa, and a 2+ giving Winter. On any other roll the battle is fought in Summer.

See the opposite page for the effects of Spring and Winter.

MEDITERRANEAN TERRAIN CHART

The terrain of Tunisia, Sicily, and southern Italy is dominated by rocky hills and mountains amongst which the locals eke out a living farming whatever fertile land they can. This chart provides an optional way to decide what terrain to place on the table. Divide the table into 2'/60cm squares. The players take turns to pick a square and roll to see what terrain they should place in it. The exact number and dimensions of the features are up to the players.

BASIC TERRAIN

Roll one die for each square. On a roll of 2+ the square has a rocky hill (at least 12"/30cm across) in it. Hills should be arranged to form chains instead of being scattered. Now roll another die for each square and consult the table below.

Rocky hills are Difficult Going. Re-roll any successful attempt to dig in on the rocky hill. It is taller than a tank or truck.

MOUNTAIN
Roll again:

1 or 2 Djebel or Mountain

A tall mountain (at least 12"/30cm across) stands above the hills. Remove the rocky hill if present.

The edges of the mountain are Impassable cliffs apart from one or two Very Difficult Going and one Difficult Going routes up it. Mountains usually have one or more rocky plateaus or other flat areas. Re-roll any successful attempt to dig in on the mountain.

3 or 4 Steep Hill

This hill is too steep for most vehicles to ascend. Remove the rocky hill if present.

A steep hill is Very Difficult Going. Re-roll any successful attempt to dig in on the steep hill.

5 or 6 Ridge

A long ridge runs between adjacent hills. Replace the rocky hill with a ridge running between adjacent hills.

The ridge counts as a long rocky hill.

STREAM OR WADI
Roll again:

1 or 2 River Plain

A stream or dried stream bed runs through a flat plain. Remove any hill.

3 or 4 Watercourse

A stream or dried stream bed rises in a spring from a hillside or runs between the hills.

5 or 6 Wadi or Gully

A stream or dried stream bed cuts through a steep-sided gully or wadi (at least 12"/30cm long).

Connect streams in adjacent squares. Streams must meet the table edge at one or both ends and have a bridge or ford in each square.

Streams are Very Difficult Going. Fords are Difficult Going. Troops cannot entrench in a stream. A wadi is deep enough to hide a vehicle in it.

ORCHARDS AND FIELDS
Roll again:

1 or 2 Orchard or Olive Grove

Two to four orchards or olive groves (each 6-12"/15-30cm across) grow on hillside terraces or in the valley.

An orchard or olive grove is a small wood open enough for artillery to fire from within.

3 or 4 Scrub or Vineyard

Two to four patches of scrubby trees or vineyards (each 6-12"/15-30cm across) grow on the hillsides.

Scrub or a vineyard is Area Terrain standing about shoulder high (½"/12mm). Scrub and vineyards will completely hide infantry and jeeps, but leave a tank partially exposed and are Difficult Going.

5 or 6 Open Woods

One or two patches of cork forest or open wood (at least 12"/30cm across) straggle across the countryside.

Open woods are like normal woods, except that the trees are dispersed enough that teams inside can see and be seen at 12"/30cm and teams can fire artillery bombardments from inside it or over it unhindered.

VILLAGES AND FARMS
Roll again:

1 or 2 Village

A small village of three to twelve houses perches on the hillsides or nestles in a valley.

All villages have a road leading to another road, village, or a table edge.

3 Fortified Farm, Monastery, or Church

A fortified settlers farm or a walled monastery or church dominate the surrounding countryside. Remove any hill from this square.

4 or 5 Isolated House

A single house sits amongst a few small stone-walled or cactus-hedged fields.

6 Ancient Ruins

Old Roman ruins (perhaps an arch or a column) or the remains of an old castle grace the hilltop.

MUD

It rains often here in winter, and when it rains, the thin dry topsoil turns into glutinous mud. Movement away from roads becomes difficult and steams turn into raging torrents.

Roll again. On a roll of 1, it has been raining heavily before the battle and the ground is churned to mud.

All unpaved roads count as Cross-country Terrain, and all Cross-country terrain counts as Difficult Going.

Streams are in flood and are Impassable. Even the fords are Very Difficult Going.

On any other roll, the ground is dry and firm.

At first glance, the desert is flat and bare. On a second look, there are many minor terrain features scattered about. Even though insignificant by other standards, in the barren desert these features were the focus of many battles. This chart provides an optional way to decide what terrain to place on the table. Divide the table into 2'/60cm squares. The players take turns to pick a square and roll to see what terrain they should place in it. The exact number and dimensions of the features are up to the players.

BASIC TERRAIN

Where there is no other terrain, the desert is flat and hard. This makes for rapid, if somewhat dusty, movement.

Treat flat, hard desert as Road for movement. Place a 2"/5cm ball of cotton wool behind each vehicle for every 12"/30cm or part thereof it moved in the Movement Step. If the vehicle moves later in the turn, the dust cloud moves with it staying on the same side of the vehicle, even if it changes direction (you can't hide in your own dust!). Vehicles moving 4"/10cm or less do not create dust clouds. Remove all dust clouds from your vehicles at the start of your turn. Troops behind a dust cloud count as Concealed.

RIDGE OR WADI
Roll again:

1 Ridge

A steep rocky ridge (at least 12"/30cm long) dominates the surrounding desert. Connect ridges in adjacent squares.

The ridge is Difficult Going. Re-roll any successful attempt to dig in on the rocky ridge. It is taller than a tank or truck.

2 or 3 Rise

One to three low rises (up to 12"/30cm long) break the flatness.

A rise is Cross-country terrain. It is just high enough to Conceal tanks positioned on the far side.

4 or 5 Depression

A shallow depression (at least 12"/30cm across) with gently sloping sides marks the site of an old lake.

A depression is Cross-country terrain and is deep enough to hide vehicles. If a depression is shown by a piece of felt rather than modelled into the terrain, then treat it as area terrain.

6 Wadi

A steep-sided dry watercourse or wadi, (at least 12"/30cm long) cuts across the desert. Connect wadis in adjacent squares. Wadis must meet the table edge at one or both ends.

The sides of a wadi are Impassable to everything but Infantry and Man-packed Gun teams. The floor is Difficult Going. A wadi must have a Very Difficult Going vehicle access on each bank per square, plus one that is Difficult Going somewhere along its length. A wadi is deep enough to hide a vehicle in it.

BAD GOING
Roll again:

1 or 2 Salt Marsh or Soft Sand

Two to four patches of dried-out salt marsh or wind-blown sand (each 6-12"/15-30cm across) hinder movement.

Salt marsh or soft sand is Difficult Going. Troops cannot dig foxholes in a salt marsh or soft sand.

3 or 4 Rocks

Two to four patches of large rocks (each 6-12"/15-30cm across) litter the area.

Rocky ground is Difficult Going.

5 or 6 Scrub

Two to four patches of scrubby thorn bushes (each 6-12"/15-30cm across) break the monotony of the desert.

Scrub is Area Terrain standing about shoulder high (½"/12mm). Scrub will completely hide infantry and jeeps, but leave a tank partially exposed and are Difficult Going.

MAN-MADE FEATURE
Roll again:

1 or 2 Sidi or Bir

The tomb of a local Saint (a Sidi) or a well (Bir) mark this area, but are of little tactical significance.

3 Village, Airfield or Supply Dump

The battle occasionally sweeps across small villages, airfields or supply dumps. Scatter three to eight buildings, destroyed aircraft, or stacks of boxes and fuel cans about.

4 to 6 Wreckage

Old battlefields are littered with burned-out tanks and trucks. Scatter three to eight wrecks about the area.

NOTHING AT ALL

This area is entirely flat, hard desert with no distinguishing features whatsoever.

KHAMSEEN

The Khamseen is the desert wind. It arrives suddenly bringing with it a blinding cloud of dust.

Roll again. On a roll of 1, a Khamseen darkens the horizon as the battle begins. On any other roll, there is nothing at all.

If a Khamseen threatens at the start of the game, roll a die at the start of each player's turn. On a 1, it arrives. That turn and those following are played under the Night Fighting rules on page 154.

Players continue to roll at the start of their turn. On 5+ the Khamseen departs as quickly as it arrived, and the rest of the game uses the normal visibility rules.

THE GAMING HOBBY

The gaming hobby has evolved a great deal from its humble beginnings many years ago. Where once there were but a dedicated few, now tabletop miniature gaming has fans across the whole globe, painting, collecting and gaming against each other with an enthusiasm and dedication seldom seen in other pastimes.

Historical tabletop miniature games allow the gamer to not only suspend belief and immerse themselves in the gaming world, but to do so within a framework of the actual history. Battlefront Miniatures' chosen period is World War II. Lasting six years and involving most of the world in conflict, World War II is the largest military conflict the world has even seen.

Flames Of War captures the conflict in all its detail to allow players to explore the history of the period whilst testing their gaming skills against other tabletop generals.

Tabletop gaming is first and foremost a social hobby in which groups of gamers meet, discuss and play together. Although the purpose of coming together is to play a game, the hobby has so much more depth to it as the preparation for a game, and then subsequent discussion afterwards, are as important to the gamer as the game itself.

CLUBS

Once you have chosen *Flames Of War* as your hobby, finding players to share your passion with begins in your local hobby store. This is probably the place where you purchased this book and in doing so you are already on the path to finding other gamers.

Dedicated enthusiasts of all sorts tend to organise themselves into a local club to meet regularly, have a dedicated place to play, and compete amongst each other for who is the best general.

Your local hobby store will either run its own club or be able to tell you where the nearest one meets. There is no better place than your local club or store to explore the hobby further and find other enthusiasts to share your experiences with.

EVENTS

As well as your local club, there are local and national (and even international!) events where gamers get together to play games, compete in tournaments, and generally enjoy themselves. The amount of competitive gaming you want to do is always your choice. From the most relaxed games to national tournaments, organised events allow players to test themselves, their generalship and their armies against the best their region or country has to offer.

WEBSITE

Flames Of War is not only a printed game but a living, breathing, evolving hobby that is fed by the enthusiasm given to it by its gamers. Every week we add to this by providing you with more detail and depth on our website (*www.flamesofwar.com*).

The weekly updates on the site include history, variant army lists, painting, modelling, and showcases of armies, many of which are sent in by you, our gamers. The site also holds a full library of back articles for you to refer to when thinking about a new force or trying to find a weakness in your enemy's army.

FORUM

As with all communities *Flames Of War* has a dedicated place for its gamers to meet and discuss everything from rules questions to minutiae of tanks, from painting miniatures to debating both the broad sweeps and the details of the history of World War II.

The *Flames Of War* forum (*fow.flamesofwar.com*) is the ideal place for both new and veteran gamers to seek guidance, expound their theories of warfare, and showcase their latest army.

FUN

Fun is always and shall always be the dominant theme in the *Flames Of War* hobby. No matter how many games you win or lose, there is always tomorrow! The key is enjoying yourself today. Wanting to play again another day is all about the satisfaction and pleasure the hobby gives you. Remember that above all else, and wargaming will give you a lifetime of pleasure.

BOOKS, MOVIES & WEBSITES

One of the most rewarding aspects of the gaming hobby is that when you are not playing or painting, you can be reading about the fascinating real-life events from which the game is drawn. Not only will you have some really good reading, but you'll understand the tactics, equipment, key events and personalities that you are representing on your miniature battlefield far better.

Discussing and sharing the information you have uncovered with your fellow gamers is another stimulating aspect of the *Flames Of War* pastime.

We've put together a list of sources for further reading and viewing to help you get started. Most of the following should be available through your public library or online. But this list barely even scratches the surface of the vast resources available on the Second World War. Remember if you are looking for a book or movie on a particular aspect of the war you can always post a query on the *Flames Of War* forum (*fow.flamesofwar.com*). Your fellow players are only too happy to help you find what you are looking for, as well as engage in some lively discussion on the subject!

BOOKS

The Complete Idiot's Guide to World War II, Mitchell G Bard

The Second World War in the West, Charles Messenger

Six Armies in Normandy, John Keegan

A Bridge Too Far, Cornelius Ryan

Encyclopedia Of German Tanks Of World War Two, Peter Chamberlain, Hilary Doyle

British and American Tanks of World War Two, Peter Chamberlain, Chris Ellis

Panzertruppen, Thomas L Jentz

Panzer Leader, Heinz Guderian

Panzer Commander, Hans von Luck

Tigers in the Mud, Otto Carius

Grenadiers, Kurt Meyer

Stalingrad, Antony Beevor

Tank Rider, Evgeni Bessonov

The Forgotten Soldier, Guy Sajer

Men Against Fire, S L A Marshall

An Army at Dawn, Rick Atkinson

Death Traps, Belton Y Cooper

Company Commander, Charles B MacDonald

The Crucible of War, Barrie Pitt

Brazen Chariots, Robert Crisp

Tank!, Ken Tout

The Guns of Normandy, George Blackburn

Iron Hulls Iron Hearts, Ian Walker

Any of the excellent Osprey series of Campaign, New Vanguard, Men at Arms, Elite, and Fortress books

MOVIES

A Bridge Too Far	The Guns of Navarone	Stalingrad (German)	Saints and Soldiers
Saving Private Ryan	Where Eagles Dare	When Trumpets Fade	Dirty Dozen
Enemy at the Gates	A Midnight Clear	Cross of Iron	Kelly's Heroes
The Longest Day	The Thin Red Line	Band of Brothers (TV)	El Alamein (Italian)

WEBSITES

The Russian Battlefield: Soviet armoured fighting vehicles and artillery (*http://www.battlefield.ru/*)

Chars et Blindes Francais: French armoured fighting vehicles (*http://www.chars-francais.net/*)

Feldgrau.com: German armed forces (*http://www.feldgrau.com/*)

WWII in Colour: Colour photograph archive (*http://www.ww2incolor.com/gallery/ww2incolor/*)

WWIIVehicles.com: Armoured fighting vehicles of World War II (*http://www.wwiivehicles.com/*)

OnWar.com: Tanks of World War II (*http://www.onwar.com/tanks/*)

Bayonet Strength: Battalion organisations of World War II (*http://www.bayonetstrength.150m.com/*)

World War II Armed Forces: Orders of battle (*http://www.niehorster.orbat.com/*)

EXAMPLE OF PLAY

One of the best ways to learn the rules is to see them in action. Watch a game of *Flames of War* at your local club or gaming store, ask questions, *Flames Of War* players are always happy to help new recruits! If this isn't possible we've provided the following examples of play to help you along. While reading this section, get out some models, and try it yourself.

TANK DUEL — PANZER IV VS T-34

First a typical Eastern Front duel between a German Panzer IV G and a Soviet T-34 obr 1942 tank.

Bookmark the rules reference sheets on pages 252 and 253 and have an ordinary 6-sided die and ruler handy.

Place a Panzer IV and T-34 tank 36"/90cm apart facing each other. The Panzer IV has the first turn and its 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 German tank. Move the Panzer IV tank 12"/30cm towards the T-34.

2. SHOOT

ROLL TO HIT

The 7.5cm tank gun has a range of 32"/80cm, putting the T-34 in range. 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.

The score to hit the T-34 is 2+ because its crew are conscripts, but as it is over 16"/40cm away 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 on the T-34!

ROLL TO SAVE

The T-34 now rolls to prevent the shot penetrating. To save the T-34, that tank's player rolls a die and adds the result to its Armour rating, 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 and the T-34's Front armour is 6. 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 see whether the penetrating shot destroyed the T-34 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 lucky! The crew 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, so the German turn ends.

SOVIET TURN

The T-34 tank crew need to remain calm and make a Motivation Test to remount their tank. Soviet soldiers are fearless and remount on a roll of 3, 4, 5, or 6. The roll is a 6, the T-34 crew leap back into their tank! If they had failed the roll, the crew would have cowered behind their tank for the rest of the turn.

The T-34 has two options, to sit at long range and shoot, or move and close to short range where their gun will be more deadly. The T-34 decides remain still and fire with its full rate of fire.

The score that the T-34 needs to hit the veteran German tank is a 4, 5 or 6, but one is added to the score needed for long range. The T-34 has not moved, so gets its normal ROF of 2. The dice rolls are 3 and 6, one hit! The Panzer IV now rolls to see if its armour stops the hit.

The T-34's gun has an Anti-tank rating of 9, a roll higher than that and the Panzer IV is safe. The Panzer IV armour is 5, and adds one because the shot is from over 16"/40cm. A roll of 4, 5 or 6 and the Panzer IV will survive. The Panzer IV rolls a 2 and the T-34's shot penetrates.

Now the T-34 needs to roll against their Firepower rating of 3+, so they need a 3, 4, 5, or 6 to destroy the Panzer IV. The resulting roll of 6 is more than enough—the Panzer IV's crew leaps out as their tank starts to burn!

Place a British Rifle platoon of 7 teams 10"/25cm from a German Grenadier platoon of 9 teams. Again, we'll give the German player the first turn. The turn sequence is:

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 within their 16"/40cm range of the British Rifle platoon. This gives the German Grenadiers two options. They can sit back and roll 2 dice for shooting, or they can advance, roll only one die, and assault them.

The Grenadiers decide to assault. The player moves each Grenadier team 6"/15cm towards the British riflemen.

2. SHOOT

ROLL TO HIT

The nine Grenadier teams have a rate of fire (ROF) of 2, but as they moved they only get one shot each. They roll nine dice. The score needed to hit the trained British riflemen 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 by fire alone is difficult. Infantry's ability to use all available cover protects them from most shots.

The British player chooses five teams to take the hits. They 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, 3, and 2—three of the rifle teams have survived, but two teams have been destroyed.

PINNED DOWN

Even though the British only had two destroyed, they still took five hits, the number needed to pin down a platoon, so they become pinned down—hugging the ground unable to move or 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 British Riflemen.

DEFENSIVE FIRE

Despite being pinned down, the British aren't going to go down without a fight. As the German Grenadiers charge in, they open up with everything they've got.

The British Rifle/MG teams normally have a ROF of 2, but as they are pinned down their ROF is reduced to 1. The platoon has five teams left, giving five dice with a score to hit of 4+ against the veteran Grenadiers. Rolls of 5, 4, 6, 2 and 1 give them three hits.

The Grenadiers roll to save needing a 3+. They roll 2, 5, and 4, two of the teams are safe, but one is destroyed.

The Grenadiers have only been hit three times, so they are not pinned down—they charge through the British fire into close-quarters combat.

ATTACKER FIGHTS

The attacking Grenadiers now fight with grenades and bayonets. There are eight surviving Grenadier teams within 2"/5cm of the riflemen. The German player rolls eight dice. The veteran Grenadiers roll a Skill Test needing 3+ to destroy an enemy team. They rolled 1, 3, 1, 2, 5, 1, 2, 6, and 3, so they destroy three British rifle teams outright!

CHECK MOTIVATION AND COUNTERATTACK

The two surviving British teams have just seen the rest of their platoon destroyed. This might dismay the survivors!

The embattled riflemen need to roll a Motivation Test to keep fighting and counterattack. They started the battle confident in 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 riflemen's turn to be the attackers and fight back. With two teams in combat, they roll two 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 British tougher than bargained for, it's 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 British troops, the Grenadier platoon breaks and retreats back toward the German lines.

FLAMES OF WAR QUICK REFERENCE SHEET

Steps
1 Starting
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+

Check Company Morale
If company is below half strength, pass a Motivation Test or lose the game.

Starting Step
1 Check Company Morale
2 Check Victory Conditions
3 Deploy Ambushes
4 Call for Air Support
5 Roll for Reserves
6 Rally Pinned Down Platoons
7 Re-mount Bailed Out Vehicles
8 Free Bogged Down Vehicles
9 Remove Smoke Markers

Rally Platoons
Pass a Motivation Test to rally a Pinned Down platoon.

Free Bogged Down Vehicles
Pass a Skill Test to free a Bogged Down vehicle.

Company Command Team
Re-roll failed Motivation Tests if Company Command team joins.

Remount Vehicles
Pass a Motivation Test to remount a Bailed Out vehicle.

Bogged Down Vehicles
May not move, shoot, or fight in assaults.

Movement Step
1 Select a Platoon to Move
2 Move Teams in the Platoon
3 Select Next Platoon to Move

Movement Distances

Mobility	Road	Cross-country	Rough
Fully-tracked	12"/30cm	12"/30cm	8"/20cm
Half-tracked and Jeeps	16"/40cm	12"/30cm	4"/10cm
Wheeled	16"/40cm	8"/20cm	4"/10cm
Cavalry Wagons	10"/25cm	8"/20cm	4"/10cm
Wagons	6"/15cm	6"/15cm	4"/10cm
Cavalry	10"/25cm	10"/25cm	10"/25cm
Infantry and Man-packed Guns	6"/15cm	6"/15cm	6"/15cm
Light Guns	4"/10cm	4"/10cm	4"/10cm
Medium and Heavy Guns	2"/5cm	2"/5cm	2"/5cm
Immobile Guns		can only move if towed	

At the Double
Roll double the dice if target moved At the Double.

Rough Terrain
Roll 2+ in Difficult Going or a Skill test in Very Difficult Going to avoid Bogging Down.

Command Distance

Experience	Tanks	Others
Conscript	4"/10cm	2"/5cm
Trained	6"/15cm	4"/10cm
Veteran	8"/20cm	6"/15cm

Teams must be In Command at the end of their movement.

Passengers
Dismount at the start of their movement or mount at the end of their movement.

Shooting Step
1 Select the Shooting Platoon
2 Select the Target Platoon
3 Check that the Target is Valid
4 Check if Target is Concealed
5 Roll to Hit
6 Allocate Hits to Target Teams
7 Roll Saves for Hit Teams
8 Select Next Platoon to Shoot
9 Pin Down Platoons Hit 5 Times
10 Air Support
11 Check Platoon Morale

Rate of Fire
ROF 1 if moved or will assault.
ROF 1 if Pinned Down.

Score to Hit

Target	Score Needed
Conscript	2+
Trained	3+
Veteran	4+

Add +1 to score needed if:
• Range is over 16"/40cm
• Concealed
• Gone to Ground
• ROF 1 weapon moving

Roll Armour Save
Target player rolls and adds:
• Armour rating
• +1 if range is over 16"/40cm

If less than Anti-tank, roll Firepower Test to Destroy tank, otherwise crew Bail Out.

If equal to Anti-tank, roll Firepower Test to Bail Out tank.

If greater than Anti-tank, no effect.

Roll Other Saves

Target	Score Needed
Infantry	3+
Guns	5+
Unarmoured Vehicles	5+
Passengers	5+

Bulletproof Cover
If team is in Bulletproof Cover attacker must make a successful Firepower test to Destroy it.

Bailed Out Vehicles
Bailed Out vehicles may not move, shoot, or fight in assaults.

Pinned Down
Pinned Down by 5 hits. Infantry, guns and unarmoured vehicles may not move closer to the enemy.

Platoon Morale
If below half strength and teams Destroyed or Bailed Out, pass a Motivation test or be Destroyed.

Assault Step
1 Select the Assaulting Platoon
2 Charge into Contact
3 Conduct Defensive Fire
4 Roll to Hit
5 Roll Saves
6 Push into Enemy Positions
7 Has Assaulting Platoon Won
8 Counterattack or Breaks Off
9 Pin Down Defending Platoons
10 Consolidate or Breakthrough
11 Pin Down Assaulting Platoons
12 Select next Assaulting Platoon
13 Check Platoon Morale

Charge into Contact
Assaulting teams move up to 4"/10cm to contact the enemy.

Conduct Defensive Fire
Any platoon with teams within 4"/10cm fires.
• Full ROF even if moved.
• No rotating outside field of fire,
• Tanks use Side armour for Saves.
• If assaulting platoon is Pinned Down, it falls back to starting positions, unless whole platoon is Armoured Tank teams.

Push Into Enemy Positions
Occupy position of Destroyed team to cross obstacle.

Has Assaulting Platoon Won
Win if no assaulted teams left fighting within 4"/10cm.

Opponent Tests Motivation
Opponent makes Motivation Test to Counterattack or Break Off. If no teams hit, pass automatically unless assaulting Tank teams.

If fail Motivation Test, must Break Off.

Break Off
All teams move 4"/10cm away from enemy. Any within 4"/10cm of assaulting teams are Destroyed.

Pin Down Defending Platoons
All originally defending platoons are Pinned Down unless not hit.

Consolidate or Breakthrough
Move victorious teams up to 4"/10cm to consolidate or launch a breakthrough assault. May only launch one breakthrough assault.

Tanks in Assaults
• Can't fire main guns at infantry.
• Make Bogging Checks each round if in Rough Terrain.
• Infantry must make Motivation Tests each round against tanks.

Roll to Hit
All assaulting teams within 2"/5cm of the enemy roll a Skill Test to hit.

Roll Saves
Armoured vehicles use their Top armour. Infantry have Anti-tank 2.

Counterattack
Assaulted platoons become assaulting platoons and Charge into Contact starting a new round.

Fight a new assault combat round starting with roll to hit.

Pin Down Attacking Platoons
All attacking platoons hit in assault combat are Pinned Down.

Platoon Morale
If below half strength and teams Destroyed or Bailed Out, pass a Motivation Test or be

Artillery

1. Select the Aiming Point
2. Roll to Range In on the Target
3. Position the Template
4. Roll to Hit
5. Roll Saves
6. Pin Down Hit Platoons

Select the Aiming Point

Aiming Point must be an enemy team.

Roll to Range In on the Target

Spotting team must have Line of Sight to the Aiming Point. Three attempts to range in. Mortars re-roll first failed attempt.

Target	Score Needed
Conscript	2+
Trained	3+
Veteran	4+

Add +1 to the score needed if:

- Concealed by woods
- Gone to Ground
- Company Command spotting

Roll to Hit

Roll to hit all teams under or partly under the template.

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.

Add +1 to the score needed if:
- only one weapon firing.

Number of Weapons

1 or 2	Re-roll hits
3 to 5	Normal
6 or more	Re-roll misses

Roll Saves

Roll saves as for shooting, but use Top armour rating for vehicles.

Pinned Down

One artillery hit = Pinned Down.

Rocket Launchers

No to hit penalty for ranging in.

Air Support

Starting Step
1. Roll for Air Support
2. Select the Aiming Point

Shooting Step
1. Conduct Anti-aircraft Fire
2. Roll to Range In on the Target
3. Roll to Hit Teams
4. Roll Saves
5. Pin Down all Hit Platoons
6. Aircraft Return to Base

Select the Aiming Point

Aiming Point must be an enemy team. Place lead aircraft 6"/15cm back, rest 6"/15cm diagonally back.

Roll for Air Support

Level	Air Support Pool
Priority	7 dice
Limited	5 dice
Sporadic	3 dice

Ground Attack arrives on 5+. Fighter Interception arrives on 6.

Reduce Air Support Pool by 1 after each attempt to call support.

How Many Aircraft

Score	Number of Aircraft
1 or 2	1
3 to 5	2
6	3

Conduct Anti-aircraft Fire

Roll one Skill Test to hit per ROF. Roll Firepower to Destroy per hit.

Roll to Range In on the Target

Must abort if friendly team within 16"/40cm. Three attempts to range in.

Target	Score Needed
Conscript	2+
Trained	3+
Veteran	4+

Add +1 to the score needed if:
- Concealed by woods
- Gone to Ground

Roll to Hit

Use aircraft weapon's To Hit rating.

Add +1 to the score needed if:
- ranged on the second attempt.

Add +2 to the score needed if:
- ranged on the third attempt.

Number of Aircraft

1	Re-roll hits
2	Normal
3	Re-roll misses

Roll Saves

Roll saves as for shooting, but use Top armour against bombs & rockets, Side armour against guns.

UNITED STATES

Automatic Rifles: No +1 to hit for moving or Pinned Down. Re-roll misses in Defensive Fire unless Pinned Down.

Dismounting MG's: Dismount as M2 .50 cal MG or LMG team.

Excellent Communications: Platoon commanders may spot for artillery.

Hit 'em With Everything: Observer can range in other batteries while calling All Guns Repeat!

Mounting HMG's and LMG's: Fire from side of half-track as MG.

Stabilisers: Shoot at full ROF when moving with a +1 penalty to hit.

Tank Destroyers: Use Cautious Movement, Disengage, and Break Off rules, and may be held off table.

Time On Target: Re-roll saves if artillery range in on first attempt.

Truscott Trot: Infantry moves 16"/40cm At the Double.

Under Command: Commanders have no +1 to range in if spotting.

GERMANY

Armoured Rocket Launcher: Can Stormtrooper after firing.

Mission Tactics: Destroy another team within Command Distance instead of Platoon Command team.

Mounted Assault: Transports may Charge into Contact and fight as Tank team in first round. Passengers dismount to Counterattack.

Kampfgruppe: Create new platoon.

Recoilless Guns: Not Concealed if shooting. Cannot fire in buildings.

Schürzen: Extra 4+ save against side hits from Firepower 5+ or 6.

Stormtroopers: Pass a Skill Test to move 4"/10cm instead of assaulting.

Stuka zu Fuss: Start with 6 weapons. Lose 1 per failed range-in attempt.

Tiger Ace: Extra skills for Tigers.

BRITISH

British Bulldog: Re-roll failed Motivation Tests to Counterattack.

Carry On, Sergeant: A leaderless platoon may still Counterattack.

Eight-gun Batteries: Each troop is a separate platoon both can use Staff team if within Command Distance.

Night Attacks: Infantry Company may attack at night.

Mike Target: Target re-rolls saves from All Guns Repeat!

Rounds on the Ground: If firing both Gun Troops, may re-roll misses or use a double-width template.

Semi-indirect Fire: Re-roll misses over 16"/40cm when stationary.

Tally Ho!: No penalty for moving under 16"/40cm. Only turret facing matters for front or side shots.

Tip and Run: Skill Test to retire 4"/10cm if shot at instead of assault.

Tow Hooks: Can tow 6 & 17 pdr guns.

VEHICLE MACHINE-GUNS

Vehicle MG: Range: 16"/40cm, ROF 3, Anti-tank 2, Firepower 6.

.50 cal Vehicle MG: Range: 16"/40cm, ROF 3, Anti-tank 4, Firepower 5+.

SOVIET

Big Battalions: Bombardments with 9+ guns use double-wide template.

Centralised Control: Companies are platoons, battalions are companies.

Hen and Chicks: If any tank moves more than 6"/15cm none can shoot.

Infiltration: Scouts may Infiltrate up to 16"/40cm when attacking.

Komissar: May Destroy a friendly team to re-roll Motivation Tests to Rally, Counterattack, or Platoon Morale Check.

Limited Vision: Add +1 to hit when shooting to side or rear.

Cupola: No penalty for Limited Vision.

Infiltration: Maximum ROF of 1.

Mixed Battalions: Bombardment with 3 or more 122 mm howitzers is Anti-tank 4 and Firepower 4+.

Quality of Quantity: Company with 15 Infantry or Gun teams requires 10 hits to Pin Down.

Roll Up the Guns: Medium and Heavy Gun teams move as Light.

Tankodesantniki: SMG tank riders can fight from the tank's deck.

Unarmed: May not shoot. Re-roll hits in assaults.

MOVEMENT

Amphibious: Water is Difficult Going.

Fast Tank: Moves 32"/80cm At the Double.

Horse Artillery: Fire at full ROF after unlimbering

Light Tank: Moves 16"/40cm on Roads or when going Cross Country.

Mountaineers: Can double across steep hills. Mountains are Difficult Going. Cliffs are Skill test to cross.

Overloaded: Bog Down on 1 or 2.

Portee: Vehicle's gun may dismount.

Slow Tank: Only moves 8"/20cm.

Unreliable: Breaks down on 1 if moving At the Double, or when Freeing from Bogged Down.

Very Slow Tank: Moves 6"/15cm.

Wide Tracks: Roll 4+ to immediately free from Bogging Down.

SHOOTING

Awkward Layout: No move and fire.

HMG Carrier: Fire as MG when moving or HMG if stationary.

Improvised Armour: Extra 5+ save against Firepower 5+ or 6 weapons.

No HE: Can only hit vehicles.

Passenger-fired Weapons: Must have passengers mounted to fire.

Protected Ammo: Crew may re-roll to remount Bailed Out vehicles.

Recoilless Guns: Not Concealed if fired.

ASSAULTS

Tank Assault: Gives Anti-tank rating in assaults.

Improvised Tank Assault: Teams are Destroyed if they roll a 1 to hit.

RULES INDEX

For those who are new to *Flames Of War*, welcome! For players of the previous edition, welcome back!

The goal we set ourselves when creating *Flames Of War* and when revising it for the second edition, was to make a World War II miniatures game that is quick and fun to play and at the same time gave players a real sense of the tactical subtleties of combat in the period. The method we chose to achieve this ambitious aim was to concentrate on simulating the results of actions, rather than all of the detail of the actions themselves.

Perhaps this approach is best illustrated in the way we handle the simulated length of a game turn. Rather than having each turn represent a fixed period of time like five minutes or an hour, each turn in *Flames Of War* is as long or short as necessary for the completion of what I term a 'command cycle'—the length of time it takes for a commander to react to the battle, make a decision, and have their troops act on it.

Depending upon the situation, this could be anything between a quarter of an hour and two hours for a company commander. Since each turn is the time it takes to issue orders and have them carried out, there is no need for complex command and control rules.

This result-oriented approach is also illustrated in the way we simulate movement and assaults. Our movement distances are large enough that you can implement your battle plan in one or two turns and assaults (getting up close and personal with submachine-guns, grenades, bayonets, and the occasional sharpened entrenching tool) are always completed in a single turn making them the decisive answer to any dispute!

You'll notice that nowhere in the rules do we designate a ground scale; this was a conscious decision on our part. Many games attempt to rigidly impose a ground scale in order to accurately simulate weapon ranges. In *Flames Of War* all we were concerned with was ensuring that the ranges of all weapons on the table be accurate relative to one another, i.e. a certain gun could shoot proportionately further than some other gun.

The actual ground scale became less relevant and, in order to fit everything on the table, non-linear. Roughly then, 4"/10cm represents submachine-gun range (say 25m), 16"/40cm represents rifle range (say 400m), 32"/80cm represents tank combat range (say 1600m), and 64"/160cm represents light artillery range (say 6400m). The game zooms in on an infantry assault to capture the detail, but zooms out to allow our artillery miniatures to play their part on the table too.

This approach to ground scale allowed us to incorporate all of the arms of service (tanks, infantry, artillery, aircraft, etc.) into a single game, meaning *Flames Of War* players can get a real insight into combined arms operations. Historically, each arm had its role and all were needed for maximum effect. We spent a lot of time analysing what made each type of troops essential in a well-balanced force, and then tried to replicate this in *Flames Of War*.

The result is somewhat like the old game Rock, Paper, Scissors, albeit with a slightly more complex set of re lationships. Tanks are mobile and well protected, but dreadfully vulnerable to bigger tanks and guns. Infantry are easily killed in the open, but remarkably tough when properly entrenched or in difficult terrain. Artillery are versatile, but take time to have an effect and work best in coordination with infantry who can assault the enemy position following a bombardment. These interactions give every type of force, from a tank-only spearhead to an infantry/anti-tank gun strongpoint, or a light armoured car scouting group, a role in the game.

Overall, we think the result is a quick, fun game of toy soldiers that combines loads of flavour with loads of fun. Of course, the proof of the pudding is in the eating, so try a game and see for yourself how *Flames Of War* plays.

Happy gaming!

Phil

FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

With a thunderous crash another shell smashes into the wall above you, showering your trench with rubble. Looking around, your entire position resembles a cauldron of fire—every roof ablaze, black smoke billowing into the night sky. As the echo of the blast dies away the crack of rifle fire breaks out, and an ominous clanking and rumbling…

Suddenly, out of the flames roars a Tiger tank! Leaping from your trench you run forwards. 'Bazooka! Bazooka, now!' Even as the din swallows your shouting, you see a trooper levelling his Bazooka at the great beast's tracks. It may not be enough. You are in command. Take control. What are your orders?

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