

PAGE 66

WHO CAN BOMBARD

Any Team that has an Artillery weapon (indicated by a ROF of 'artillery' or 'salvo') may fire a Bombardment instead of Shooting. A Unit with Artillery weapons is an Artillery Unit.

PAGE 67

TEMPLATE SIZE

The Artillery Template is 6"/15cm square, while the Salvo Template is 10"/25cm square.

DANGER CLOSE

To reflect the danger of dropping shells too close to your own positions, you may not place an Artillery Template within 4"/10cm of friendly Teams, nor a Salvo Template within 6"/15cm of friendly Teams.

Aircraft may not place an Artillery or Salvo Template within 8"/20cm of friendly Teams, but do not restrict the placement of their own Template.

PAGE 70

7) ROLL SAVES

Roll Saves for Teams that have been hit in the same way as for Shooting (pages 59 to 62), except that Armoured Tank Teams use their Top armour rating and do not have a bonus for ranges over 16"/40cm.

PAGE 76

FORCING THE ASSAULT TO FALL BACK

A Unit that takes at least five hits from Defensive Fire becomes Pinned Down and its Teams Fall Back the shortest distance necessary until its Teams are more than 2"/5cm from the enemy, and the Assault is over. A larger Unit with at least twelve Assaulting Teams needs to take at least eight hits to become Pinned Down and Fall Back.

If all of the Assaulting Teams are Armoured Tank Teams, they only Fall Back if two or more of them (or all of them if fewer), are Bailed Out or Destroyed by Defensive Fire, regardless of the number of hits they take. When a Unit Falls Back, any Tanks that were Bailed Out by the Defensive Fire also Fall Back to reflect being hit while closing to contact.

PAGE 84

PANZERFAUST — LIMITED 1

Each time this Unit shoots, one of its Teams may shoot as a Panzerfaust rather than its usual weapons.

Each time this Unit rolls To Hit in an assault, one of its Teams may attack with a Panzerfaust rather than its usual weapons.

The Panzerfaust was a one-shot anti-tank weapon, ideal for self-defence against tanks. Infantry issued with Panzerfaust used them sparingly, keeping some in reserve for the next tank attack.

PAGE 100

MORE MISSIONS

Once you've gained some experience with the first six missions, there are four more: Breakthrough, No Retreat, Rearguard, and Bridgehead for you to try. These missions introduce new twists to your battles with ambushes, minefields, and strategic withdrawals. Battle Plans (page 114) is a good way of selecting one of the full range of missions to play.

PAGE 101

WHO ATTACKS

The Battle Plans (page 114) specify which player attacks, or instructs the players to roll to see who attacks. In this case, both players to roll a die. The highest-scoring player is the Attacker.

If you are not using Battle Plans, you can either roll to see who attacks (particularly suited to Meeting Engagements like Annihilation, Free for All, Encounter, and Dust Up), or have the player with more infantry formations defend. (useful for missions with a distinct attacker and defender like Contact, Counterattack, and No Retreat).

PAGE 102

HOLDING OBJECTIVES

You are Holding an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of an Objective, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of that Objective.

Objectives cannot be Held by Tank Teams that are Bailed Out, Aircraft, Transports, or Independent Teams. Nor can these teams prevent the enemy from Holding an Objective.

Teams that Moved at Dash speed cannot take an Objective nor prevent the enemy from taking it.

PAGES 88, 89, 105 TO 111, & 114 FOLLOW

US SPECIAL RULES

The following special rules are characteristic of US forces, reflecting their own style of equipment, tactics, and approach to battle.

BLOOD 'N GUTS

Tanks with Blood 'n Guts have better Last Stand ratings. Infantry and Guns have better Rally ratings.

What American soldiers lack in experience, they make up for in fighting spirit. The enemy can't keep them down for long.

TANKS AND TANK DESTROYERS

STABILISER

Instead of having a reduced Moving ROF, weapons with Stabiliser suffer a +1 penalty to hit if the shooting Tank Moved in the Movement Step.

The main gun mounts of US tanks are fitted with gyrostabilisers, which keep the gun level while the tank is moving. While this clever mechanism lets the gunner fire faster and more accurately, shooting on the move is nevertheless still difficult.

SEEK, STRIKE, AND DESTROY

A Unit with Seek, Strike, and Destroy may attempt a Shoot and Scoot Movement Order after succeeding in a Blitz Move Movement Order earlier in the same turn.

Tank destroyer doctrine is about ambushing enemy tank attacks from concealed positions, hitting them hard and fast with devastating effect, then retreating before the enemy can retaliate.

INFANTRY

OBSERVER

The Unit Leader of a Unit with the Observer special rule can spot for any friendly Artillery Unit.

Plentiful radios let every infantry officer request artillery fire.

ARTILLERY

TIME ON TARGET

If an Artillery Unit with Time on Target ranges in on the first attempt, any Infantry or Gun Teams hit by the Bombardment must re-roll successful Saves.

US artillery has developed sophisticated fire-control techniques, and are able to quickly calculate trajectories and flight times for each shell with tremendous accuracy. With every shell landing at the same time without warning, the enemy has no time to react.

SOVIET SPECIAL RULES

The following special rules are characteristic of Soviet forces, reflecting their own style of equipment, tactics, and approach to battle.

TANKS

CRAFTY

Crafty Tanks have better Tactics ratings.

Having survived many battles, the surviving heroes have learned a trick or two.

NOT ONE STEP BACK

Units with Not One Step Back have a better Last Stand rating.

In the Red Army, it is a crime to retreat and tankers who abandon a tank that isn't burning face severe consequences.

AIRCRAFT

FLYING TANK

Flying Tanks have a worse Is Hit On rating, but a better Save.

The IL-2 Shturmovik protected the pilot and the engine in an armoured 'bathtub' making it very difficult to shoot down, but also slow and unmanoeuvrable.


INFANTRY

FOR THE MOTHERLAND

Infantry with For the Motherland have a better Assault rating.

Soviet infantry fight bitterly in hand-to-hand combat, seeking to free their beloved Motherland from the enemy.

KOMISSAR

While their Komissar team is In Command, a Unit has a better Motivation, as shown in the Komissar column (marked ) on the Unit Card.

Traitors, deserters, and other anti-Soviet elements had no place in the Red Army. Political education combined with draconian punishments ensured that every Soviet soldier did their duty.

URRAH

Units with Urrah may move 6"/15cm (instead of 4"/10cm) when Charging into Contact.

Thrown into battle with little training and orders to win or die, poorly trained-Soviet soldiers shouted 'Urrah' then ran headlong at the enemy to minimise the inevitable heavy casualties.

BASIC MISSIONS

These missions are the core missions for *Flames Of War*. As a new player you should experiment with these missions before moving on to more challenging ones.

You can also use these missions to design scenarios recreating historical battles. Pick a mission that suits the story you want to tell and tweak it to match.



ANNIHILATION

Total war means total victory or total annihilation.

SPECIAL RULES

- Meeting Engagement (Both players)

SETTING UP

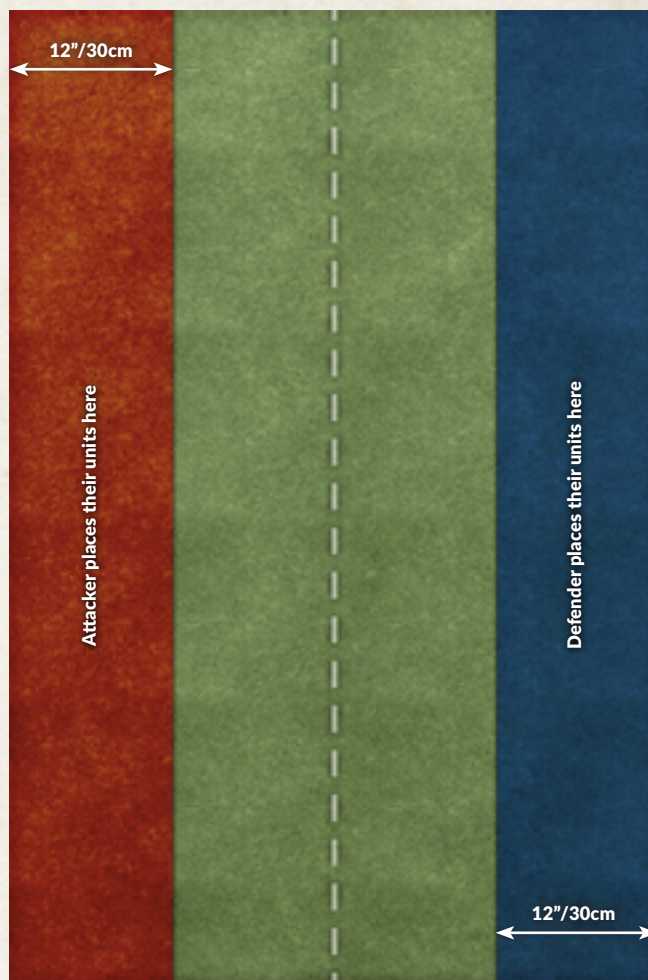
The Attacker picks a long table edge to attack from. The Defender defends from the opposite table edge.

DEPLOYMENT

Both players, starting with the Attacker, take turns placing Units within 12"/30cm of their own table edge until all of their Units are deployed.

WINNING THE GAME

A player wins if their opponent has no Formations left on the table.



It was a fight to the death. No quarter asked or given. It was simple, the Germans had invaded Mother Russia and now they must die. Today it would be victory or death.

The red flag in the battalion commander's hand fell. Billowing clouds of diesel smoke choked the air as the long line of T-34 tanks surged forward. Picking up speed, they crossed the first ridge, then the second, bringing the Germans into view. A dozen long-barrelled 'Tigers' rolled slowly through the fields of the state farm.

With the enemy in sight, the battalion commander's tank picked up speed, the line stretching into a vee as the tanks on either side strained to keep up. There was no point in shooting yet. At this range their 76mm guns wouldn't hurt the heavily-armoured German tanks. The only hope of victory, and of survival, lay in getting in close and destroying the 'Tigers' in a knife fight.

The Germans halted, their long barrels lining up on the charging tanks, then opening fire. Half-a-dozen T-34 tanks were hit, three bursting into flames as their ammunition ignited, two slewing to a halt—one beginning to shoot from where it stopped, the last, after a brief pause, raced to catch up with its comrades as they closed the range.

Another volley from the 'Tigers' left fewer Soviet tanks, but those that remained opened fire from point-blank range. Turrets desperately traversing to track the enemy, tanks fought and died in a maelstrom of steel and flame.



FREE FOR ALL

The breakthrough was successful and the situation is fluid. Find and destroy the enemy.

SPECIAL RULES

- Meeting Engagement (Both players)

SETTING UP

The Attacker picks a long table edge to attack from. The Defender defends from the opposite table edge.

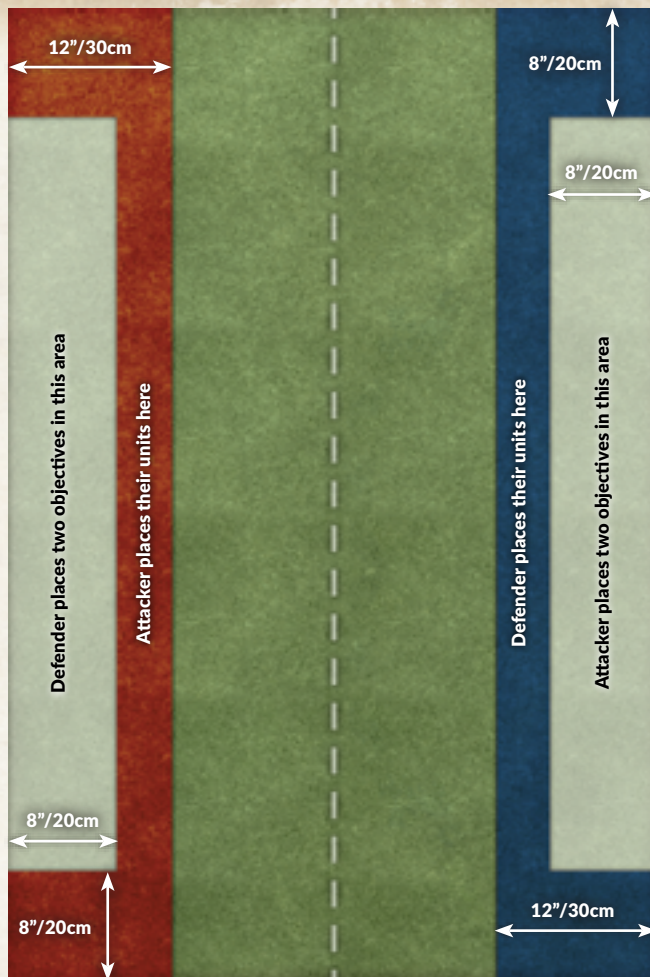
Both players, starting with the Attacker, place two Objectives within 8"/20cm of the opponent's table edge, at least 8"/20cm from the side table edges.

DEPLOYMENT

Both players, starting with the Attacker, then take turns placing Units within 12"/30cm of their own table edge until all of their Units are deployed.

WINNING THE GAME

A player wins if they end their turn Holding one of the Objectives that they placed on the opponent's side of the table.



DUST-UP

The fighting is confused with the enemy in all directions. Coordinate an attack with your scattered forces.

SPECIAL RULES

- Meeting Engagement (Both players)
- Delayed Reserves (Both players)

SETTING UP

The Attacker picks a table quarter to attack from. The Defender defends from the opposite quarter.

Both players, starting with the Attacker, place one Objective in their own quarter, then both players, again starting with the Attacker, place one Objective in their opponent's quarter. Objectives must be at least 8"/20cm from all table edges and at least 12"/30cm from the table centre.

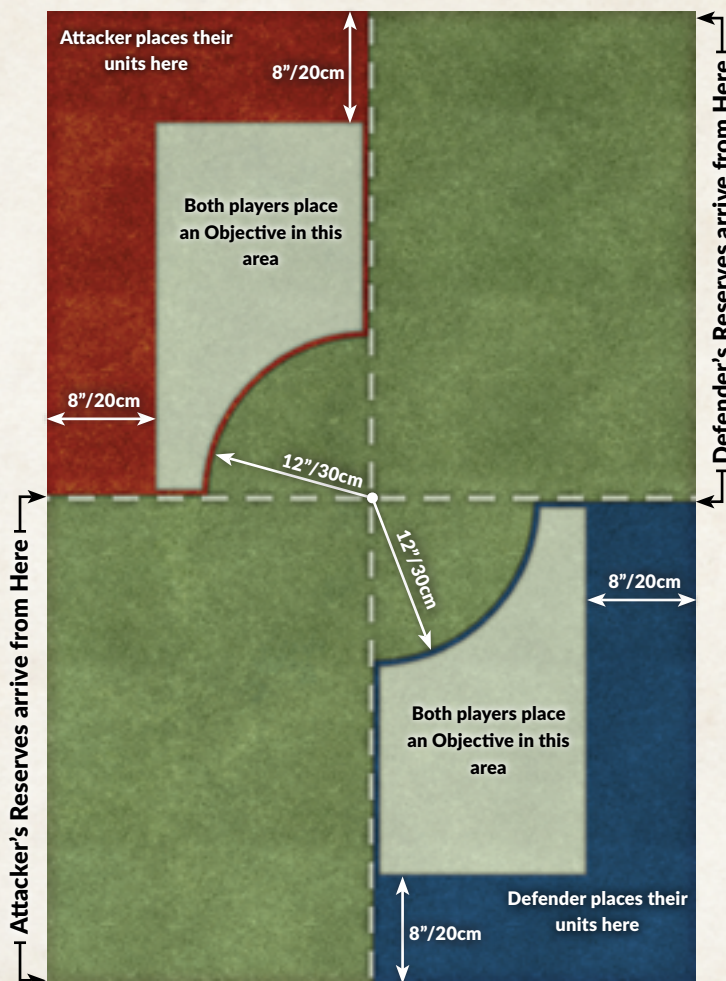
DEPLOYMENT

Both players place the required part of their force in Delayed Reserve. These Units will arrive from the long table edge adjacent to the player's quarter.

Both players, starting with the Attacker, then take turns placing Units in their own quarters, at least 12"/30cm from the table centre until all of their remaining Units are deployed.

WINNING THE GAME

A player wins if they end their turn Holding one of the Objectives in the opponent's quarter.





ENCOUNTER

Your forces have been scattered in heavy fighting. Gather your forces and defeat the enemy.

SPECIAL RULES

- Meeting Engagement (Both players)
- Scattered Delayed Reserves (Both players)

SETTING UP

The Attacker picks a long table edge to attack from. The Defender defends from the opposite table edge. Both players, starting with the Attacker, place two Objectives within 8"/20cm of the opponent's table edge, at least 8"/20cm from the side table edges.

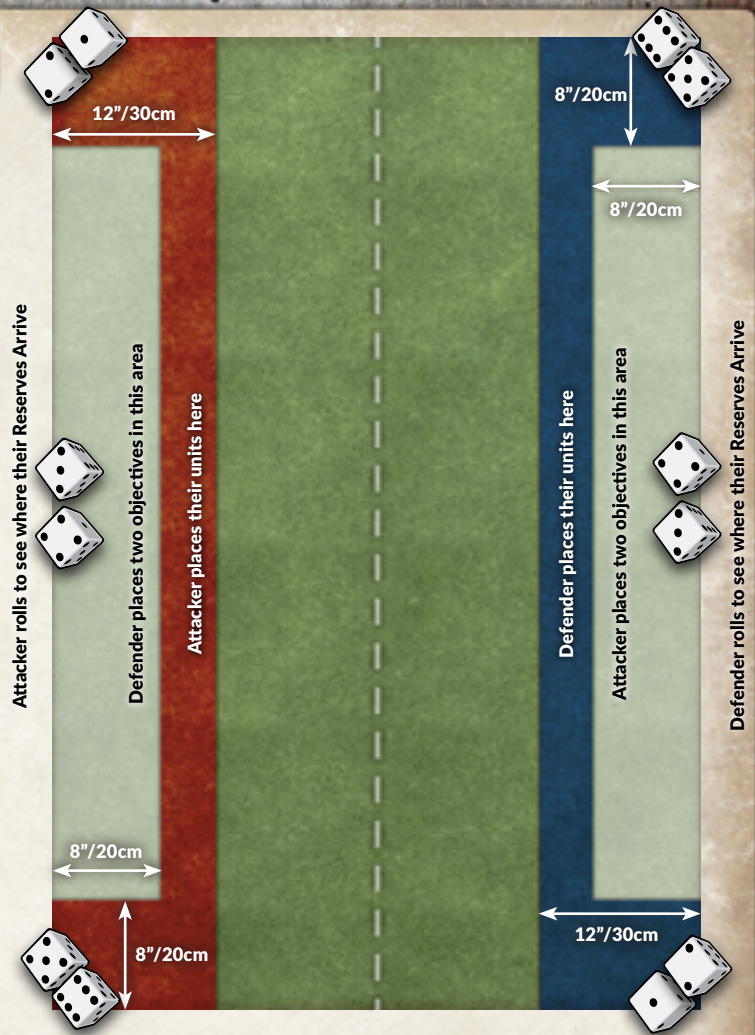
DEPLOYMENT

Both players place the required part of their force in Scattered Delayed Reserve. The players will dice to see where each Unit moves on from as it arrives from reserve.

Both players, starting with the Attacker, then take turns placing Units within 12"/30cm of their own table edge until all of their remaining Units are deployed.

WINNING THE GAME

A player wins if they end their turn Holding one of the Objectives that they placed on the opponent's side of the table.



COUNTERATTACK

You have broken through the enemy defences. Beat them to the objective to seal your victory.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Defender)

SETTING UP

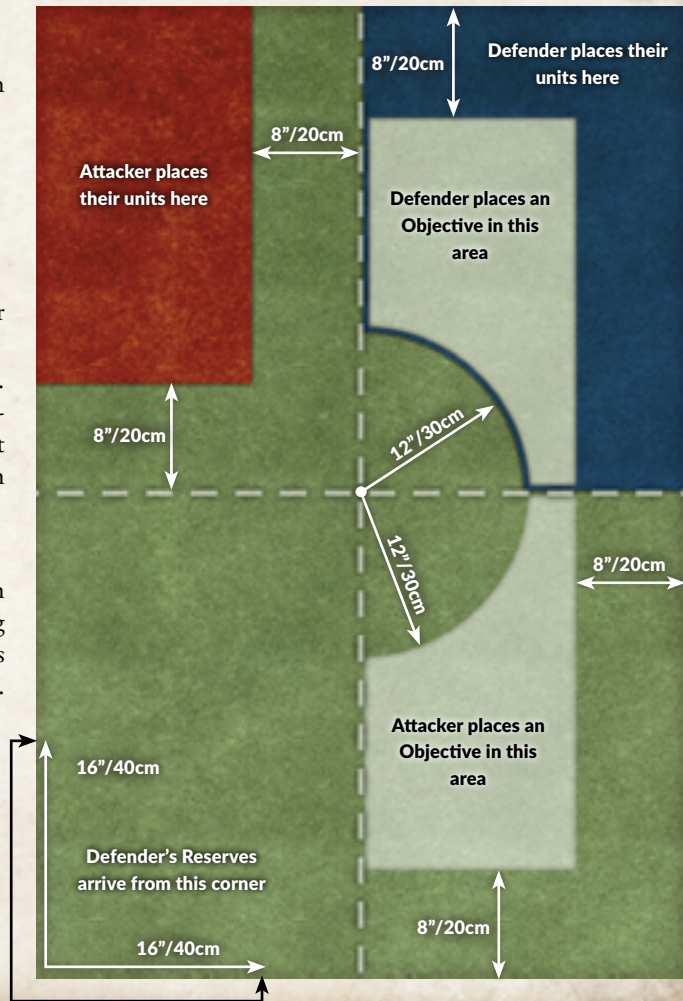
The Defender picks a table quarter to defend. The Attacker picks an adjacent table quarter to attack from. The Defender places one Objective in their table quarter. The Attacker places one Objective in the quarter diagonally opposite to their own. Objectives must be at least 8"/20cm from all table edges and at least 12"/30cm from the centre.

DEPLOYMENT

The Defender places the required part of their force in Immediate Reserve and may hold one of their remaining Units in Ambush. They then place their remaining Units in their quarter at least 12"/30cm from the table centre. Reserves arrive within 16"/40cm of the opposite corner. The Attacker places all of their Units in their table quarter at least 8"/20cm from both centrelines.

WINNING THE GAME

The game cannot be won before the sixth turn. The Attacker wins if they end their turn Holding an Objective. The Defender wins if they end their turn with no Attacking Tank or Infantry Teams within 8"/20cm of an Objective.





CONTACT

The enemy is weak, but getting stronger. You must attack now, throwing in troops as they arrive.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Attacker)
- Scattered Delayed Reserves (Defender)

SETTING UP

The Defender picks a long table edge to defend. The Attacker attacks from the opposite table edge.

The Defender two Objectives in the Attacker's table half at least 16"/40cm from the centre line. The Attacker now places two Objectives in the Defender's table half, at least 12"/30cm from the centre line. All Objectives must be at least 8"/20cm from the side table edges.

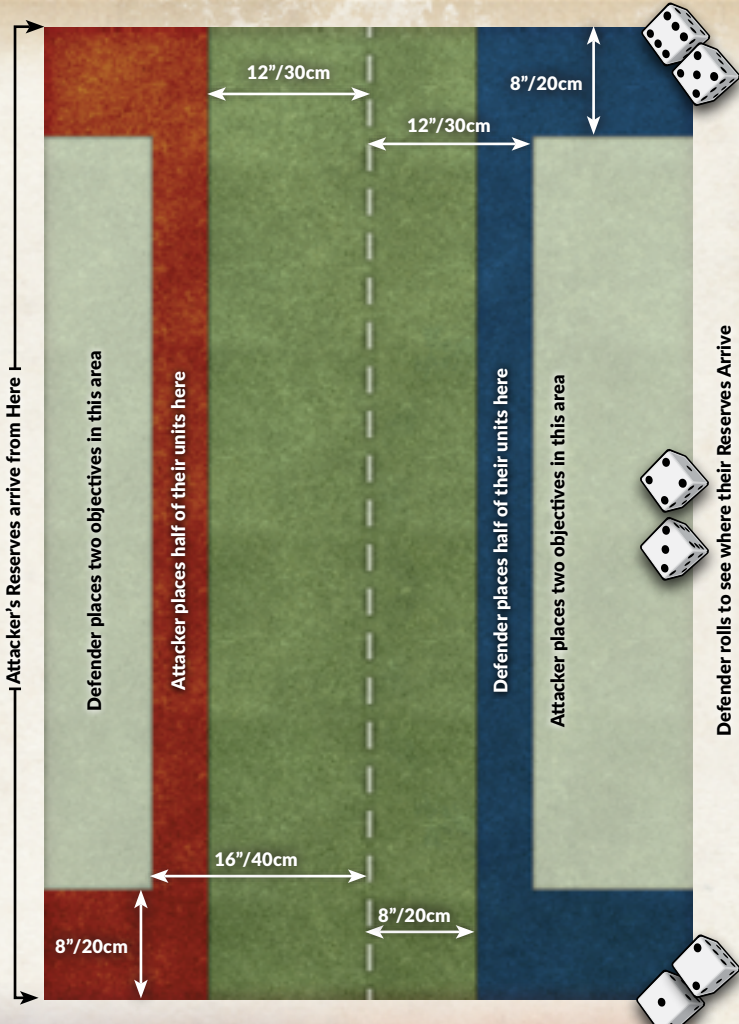
DEPLOYMENT

The Defender places the required part of their force in Scattered Delayed Reserve and may hold one Unit in Ambush. They then place their remaining Units in their table half at least 8"/20cm from the centre line.

The Attacker places the required part of their force in Immediate Reserve, then places their remaining Units in their table half at least 12"/30cm from the centre line.

WINNING THE GAME

A player wins if they end their turn Holding one of the Objectives on the opponent's side of the table.



MISSIONS



MORE MISSIONS

These missions are a little more complex than the basic missions in the previous section, adding new twists and challenges for you to overcome. With the addition of minefields,

different reserves rules, and strategic withdrawal—where the defender slowly removes parts of their force as they thin out the rearguard, there is lots to try out.

REARGUARD

You have the enemy on the run. Don't let them get away.

SPECIAL RULES

- Ambush (Defender)
- Strategic Withdrawal (Defender)

SETTING UP

The Defender picks a long table edge to defend. The Attacker attacks from the opposite table edge.

The Attacker places two Objectives within 16"/40cm of the Defender's edge and at least 16"/40cm from the sides.

The Defender places one Minefield outside the opponent's deployment area for each 25 points in their force.

DEPLOYMENT

The Defender may hold a Unit in Ambush and places their remaining Units in their table half.

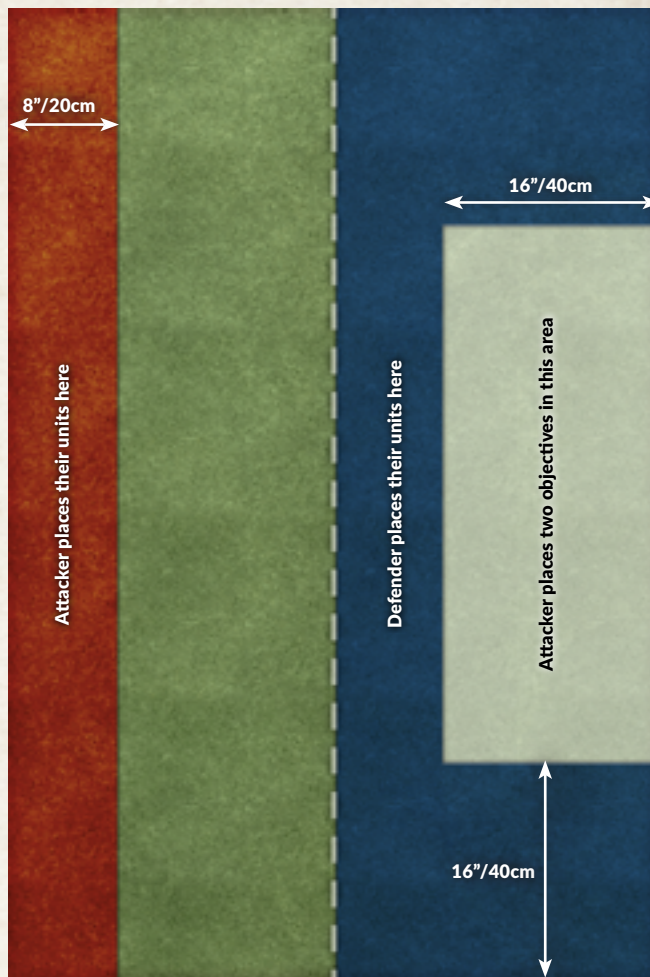
The Attacker places all of their Units within 8"/20cm of their table edge.

STRATEGIC WITHDRAWAL

The Defender will remove Units from their force as the game progresses using the Strategic Withdrawal rule (page 104).

WINNING THE GAME

The Attacker wins if they end their turn Holding one of the Objectives. The Defender wins at the start of their ninth turn after checking Formation Last Stand.



Trucks flowed back along the road in a continuous stream. There seemed to be no order to them. Gun tractors followed mobile workshops, followed supply trucks and ambulances, all mixed together. Tempers frayed as drivers chafed at any delay, fearful that they might not make the bridge in time.

That was Hauptmann Fischer's job. To delay the russkis long enough for them all to cross. That would be hard enough, but still it was the easy bit. The tricky bit would be disengaging his own troops, unit by unit and getting them across. The only way to do it was to give Ivan a bloody nose, such a beating that he'd back off and let the last of the rearguard cross the bridge before the pioneers blew it sky high.

The stream of trucks was thinning now, gaps appearing as stragglers raced to catch up. Tanks and troop transports started following the trucks as the sounds of fighting got closer. Fischer checked his map for the hundredth time. The waiting was the worst part. Waiting and hoping you hadn't forgotten anything. Hoping that the troops now retreating through his position had done enough to slow the Soviet advance.

A tank, turret pointing back across its engine deck, stopped. A Leutnant yelled down that he was the last before continuing on his way. There was nothing between Fischer's battlegroup and the enemy, a fact highlighted by the sleek T-34 tanks that had appeared at the edge of the forest, festooned with infantry hitching a ride.

After a brief pause the tanks started to advance. They had to be suspicious, but they hadn't seen the heavy Pak guns waiting for them. Fischer took a deep breath, realising that he hadn't breathed since they appeared.

It was his plan, but the crash of the guns still took him by surprise. The lead tanks turning to infernos as the rounds struck home. A good start, he thought, as more tanks appeared.

BREAKTHROUGH

You have outflanked the enemy. Seize the objectives before they can redeploy to protect them.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Defender)
- Flanking Delayed Reserves (Attacker)

SETTING UP

The Defender picks two diagonally opposite table quarters to defend. The Attacker picks a quarter to attack from. The Attacker places two Objectives in the remaining table quarter at least 8"/20cm from all table edges.

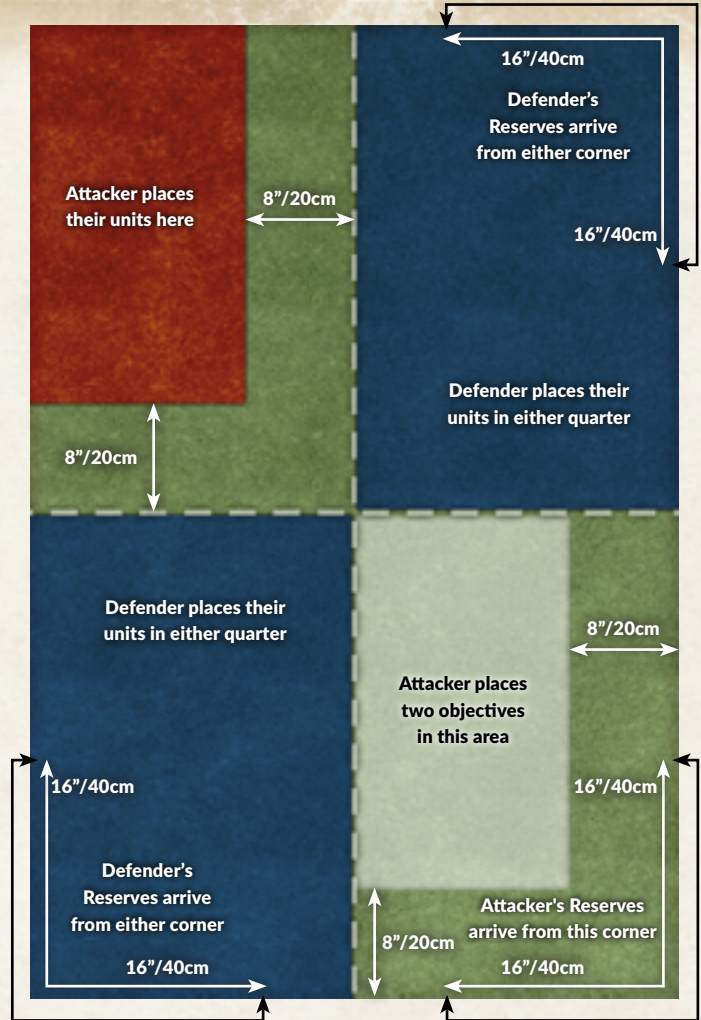
DEPLOYMENT

The Defender places the required part of their force in Immediate Reserve and may hold one Unit in Ambush. Reserves arrive within 16"/40cm of either of their table corners. They then place their remaining Units in their table quarters, divided as they wish.

The Attacker places at least one Unit in Delayed Reserve. These will arrive within 16"/40cm of the Objective table corner. They then place the remaining Units in their table quarter at least 8"/20cm from both centrelines.

WINNING THE GAME

The game cannot be won before the sixth turn. The Attacker wins if they end their turn Holding an Objective. The Defender wins if they end their turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of an Objective.



NO RETREAT

The enemy are on the defensive, smash them before their reserves can arrive and save them.

SPECIAL RULES

- Ambush (Defender)
- Deep Immediate Reserves (Defender)

SETTING UP

The Defender picks a short table edge to defend from. The Attacker attacks from the opposite edge.

Both players, starting with the Defender, place one Objective in the Defender's table half, at least 8"/20cm from the table centre line and all table edges.

The Defender places one Minefield outside the opponent's deployment area for each 25 points in their force.

DEPLOYMENT

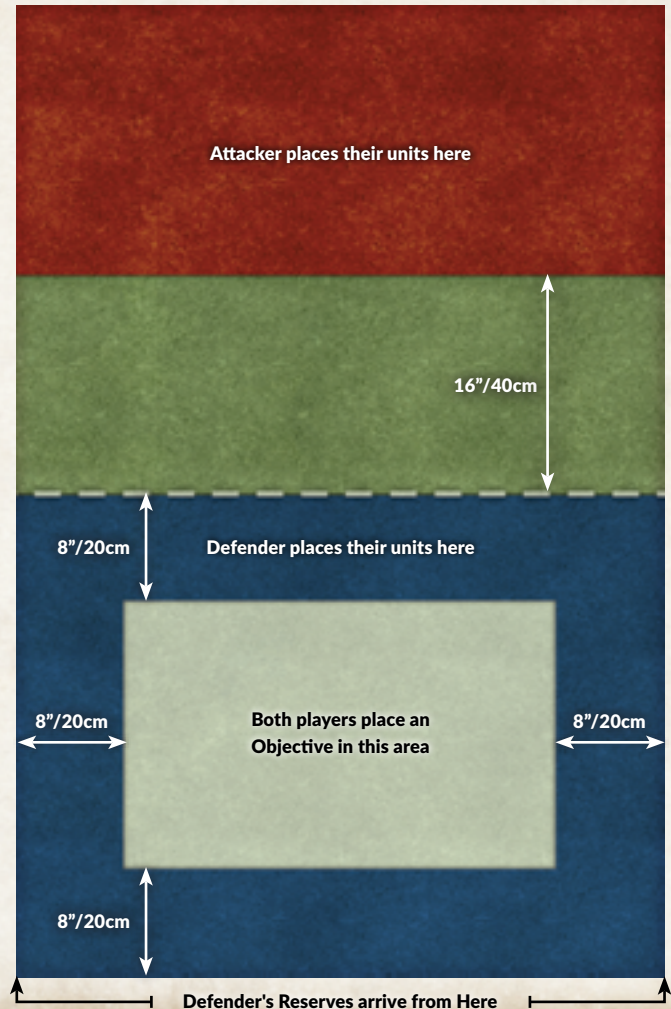
The Defender places the required part of their force in Deep Immediate Reserve and may hold one Unit in Ambush. Reserves arrive from their short table edge.

The Defender places their Units in their table half.

The Attacker places all of their Units in their table half at least 16"/40cm from the table centre line.

WINNING THE GAME

The Attacker wins if they end their turn Holding an Objective. The Defender wins if they end their turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of an Objective.



BRIDGEHEAD

The enemy has forced a bridgehead across a river with light troops. Cut them off and destroy them.

SPECIAL RULES

- Ambush (Defender)
- Deep Scattered Immediate Reserves (Defender)

SETTING UP

The Defender picks a long table edge to defend from. The Attacker attacks from the opposite edge.

The Attacker places two Objectives at least $8''/20\text{cm}$ from the centre line, at least $8''/20\text{cm}$ from the long table edge, and at least $28''/70\text{cm}$ from the short table edges.

The Defender places one Minefield outside the opponent's deployment area for each 25 points in their force.

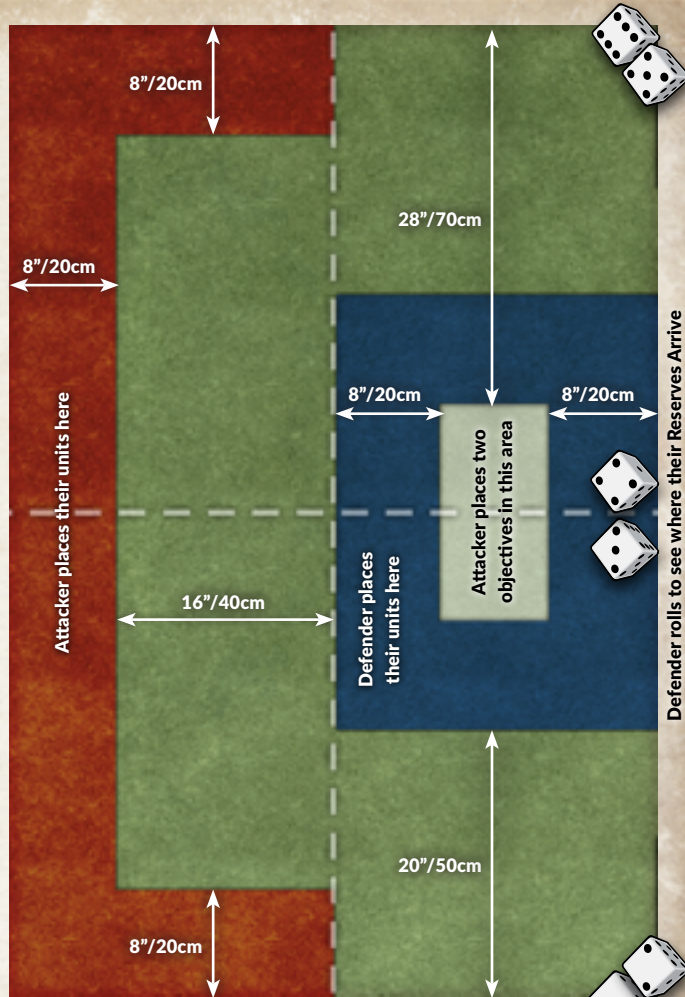
DEPLOYMENT

The Defender places the required part of their force in Deep Scattered Immediate Reserve and may hold one Unit in Ambush. They place their remaining Units in their half at least $20''/50\text{cm}$ from the side edges.

The Attacker places their Units at least $16''/40\text{cm}$ from the centre line or within $8''/20\text{cm}$ of the side edge.

WINNING THE GAME

The Attacker wins if they end their turn Holding an Objective. The Defender wins if they end their turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within $8''/20\text{cm}$ of an Objective.



BATTLE PLANS

Battle Plans are another, optional, way of choosing a mission to play. The Battle Plans mission selector allows you and your opponent to get the most out of your armies by tailoring your missions to suit the forces you bring to the table.

Before the game, each player selects a battle plan (Attack, Manoeuvre, or Defend) that best suits the strengths of the army each player has fielded. Players then compare on the table below and find where their Battle Plan choices intersect, and then roll a die to select the mission they will play from the list provided.

BATTLE PLANS			
ALLIED PLAYER'S PLAN	AXIS PLAYER'S PLAN		
	ATTACK	MANOEUVRE	DEFEND
ATTACK	Roll to see who Attacks 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Free for All	Allied Player Attacks Axis Player Defends 1: Breakthrough 2: Contact 3: Counterattack 4: Counterattack 5: Dust Up 6: Encounter	Allied Player Attacks Axis Player Defends 1 or 2: Bridgehead 3 or 4: No Retreat 5 or 6: Rearguard
MANOEUVRE	Axis Player Attacks Allied Player Defends 1: Breakthrough 2: Contact 3: Counterattack 4: Counterattack 5: Dust Up 6: Encounter	Roll to see who Attacks 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Free for All	Allied Player Attacks Axis Player Defends 1: Breakthrough 2: Bridgehead 3: Contact 4: No Retreat 5: No Retreat 6: Rearguard
DEFEND	Axis Player Attacks Allied Player Defends 1 or 2: Bridgehead 3 or 4: No Retreat 5 or 6: Rearguard	Axis Player Attacks Allied Player Defends 1: Breakthrough 2: Bridgehead 3: Contact 4: No Retreat 5: No Retreat 6: Rearguard	Roll to see who Attacks 1: Breakthrough 2: Counterattack 3: Dust Up 4: Encounter 5: Free for All 6: Free for All

WHY SELECT ATTACK

With the Attack battle plan, you will be attacking in a fairly straightforward mission. This suits forces that rely on brute force over mobility. You will be able to focus your firepower to reduce the enemy piece by piece as you advance into their defensive position.

WHY SELECT MANOEUVRE

A Manoeuvre battle plan allows you to exploit your mobility while avoiding assaults against fortified positions. This suits forces that have a good mix of mobility and firepower. You won't be trapped into a grinding battle of attrition, and can manoeuvre rapidly to defeat your opponent.

WHY SELECT DEFEND

A Defend battle plan allows you to dig in and force the enemy to come to you. You can lay out a carefully planned defence without needing to worry about manoeuvring light troops across open ground. This suits infantry forces with a good anti-tank capability.