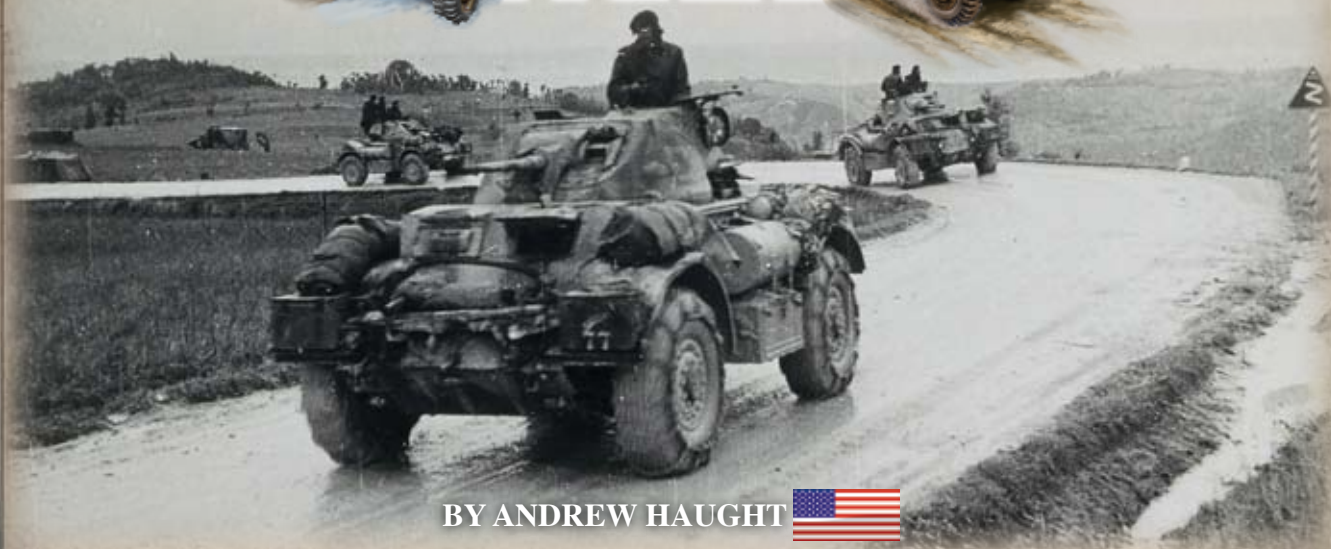


MECHANISED ACES



BY ANDREW HAUGHT 

WHAT IS MECHANISED ACES?

Mechanised Aces is a build-up campaign system that allows players to expand their armies over time. Players start with 500 point lists and build up to 900 point lists throughout the campaign.

During the campaign each player gets to make their own Mechanised Ace and tell their Ace's heroic story during the Allied advance up Italy towards the gothic line.

THE STORY SO FAR

This Mechanised Ace campaign continues the story-line of Infantry Aces as the Allies are now breaking out of Cassino and Anzio to fight their way to the Gothic Line.

Historically after the Allies secured the Anzio beachhead they were supposed to help surround the German troops retreating from the Liri Valley. Gen. Mark Clark instead took his men and invaded Rome, wanting the honour of taking the first of the Axis powers' capital cities. During this the Axis troops retreating from Cassino and the Liri Valley were able to slip through the Allied lines and help fortify the German defences.

The choices made during these battles are now yours. As an Allied commander will you go for the glory of taking Rome, or help capture the retreating Axis troops? As the Axis player can you hold off the Allied advance and break through their lines to reinforce the Gothic line?

Are you doomed to repeat history or can you change it?

GETTING STARTED

This article has everything a player who has played Infantry Aces will need to start playing. The core rules, data sheets and the final mission are available online at

www.FlamesOfWar.com

MECHANISED COMPANIES ONLY

One of the things that makes Mechanised Aces different than the other Ace campaigns is that your Company Command team may be either a Tank Team or an Infantry Team. The ability tracks are arranged differently to fit this new format. Hard and Fast are Tank Team only abilities, Ironhorse is an Infantry only track and Hell on Wheels Ace skills can work for both types of Company Command teams. So choosing what tracks to pick your Ace abilities from depends on your type of Company Command Team.

CHOOSING LOCATIONS

Allied players always choose where on the route their games will take place. Taking locations will have an effect in the final battle so look ahead and choose wisely.

AXIS IS ON DEFENCE

Axis players will automatically win a route location's points if no battles were fought there or there is a tie.

MISSIONS

You can use the Random Mission table from the main rulebook (Page 256) or decide between the players what mission you would think is most appropriate for your game.



TURN SUMMARY

TURN	LOCATION (VICTORY POINTS)	ARMY SIZE	BOARD SIZE	GAME TIME
1	Anzio(1), Cassino(1)	500 points	4'x4' (120cm x 120cm)	20mins - 1hr
2	Rome(4), Alban Hill(2), Liri Valley(2)	700 points	6'x4' (180cm x 120cm)	30mins - 1hr 30mins
3	Leghorn(3), Florence(3), Lake Trasimeno(3)	900 points	6'x4' (180cm x 120cm)	40mins - 12hrs

At the end of the campaign your players have the option to participate in one final battle for **The Gothic Line**.

Visit www.FlamesOfWar.com to find

- *Epic final mission, 'The Gothic Line'*
- *Core Ace rules for download*
- *Mechanised Aces FAQ*



YOUR FORCE

At the beginning of the campaign, each player must choose a Mechanised Company to play during the whole course of the campaign.

Build your company just like you would any normal Flames Of War force. For example, you must take a Company HQ and any mandatory platoons listed on your force's company diagram.

Once the campaign has begun, you are free to change the composition of your force, however you cannot change your Mechanised Company. You may change what platoons you take in your Mechanised Company. Your force must also contain your Mechanised Ace and you must follow the campaign turn rules for building your force.

Each campaign turn has its own set of rules telling you what resources have been made available to your Mechanised Ace. These special rules are listed at the end of this article.

NOTE

Your force does not need to be one that fought in Italy. You may bring whatever Late-war Mechanised company you would like to play

ABILITIES QUICK REFERENCE

CHOOSING YOUR ABILITIES
WHAT KIND OF COMPANY COMMANDER DO YOU HAVE?



HARD AND FAST

TURN

1

NEEDS A FEW TWEAKS

Your Ace's normal movement is increased by 4"/10cm. (pg+2)

MAKE IT WORK

Your Ace's tank is now equipped with Wide Tracks. (pg+2)

GHOST

Your Ace may perform Ghost Ambushes. (pg+2)

TURN

2

LOCATION, LOCATION

When your Ace joins a platoon they may roll a skill test to gain an additional 4"/10cm move. (pg+4)

RESOURCEFUL

As long as your Ace has not moved more than 6"/15cm it is always Concealed. (pg+4)

OUT OF NOWHERE

Your Ace and any Platoon he joins are Concealed when shot at by Defensive Fire. (pg+4)

TURN

3

PUNCH IT!

Each tank team in a platoon your Ace has joined can attempt to move an additional 4"/10cm. (pg+6)

I KNOW A GUY

The Front and Side Armour ratings of your Ace's tank are increased by +1. (pg+6)

IMMORTAL

Ace, 2IC and Combat Platoons may roll to ignore failed saves against weapons with firepower 5+ or 6. (pg+6)



SPEED DEMON

CUSTOM AMMO

GORYO



HELL ON WHEELS

TURN
1

FAITH IN THE PLAN

A platoon within line of sight of your Ace, may re-roll one failed Motivation Test. (pg+2)

OI, YOU THERE!

Your Mechanised Ace's Command Distance is increased by 2"/15cm. (pg+2)

CLOAK OF DARKNESS

You may hold your Ace and your 2iC in Immediate Ambush (see page 267 of the rulebook). (pg+2)

TURN
2

STRATEGIC COMMANDER

At the start of the game before deployment, rearrange teams between your Combat Platoons. (pg+4)

IT'S ONLY MUD!

When your Ace joins a platoon, it may move At the Double through rough terrain. (pg+4)

BRIGHTEST BEFORE THE DAWN

You may choose to fight the battle at Dawn or in the Fog and can always see 24"/60cm. (pg+4)

TURN
3

SPECIALISTS

Before the game begins, you may form a Specialist platoon that starts in Immediate Ambush. (pg+6)

UNSHAKABLE

You may re-roll any failed Platoon Morale Checks and Company Morale Checks. (pg+6)

NIGHT RIDER

Combat Platoons may move at normal speed while moving at night or in the fog. (pg+6)



THE PERFECT PLAN

HERO

NIGHT OWL

IRONHORSE

TURN
1

HEAVY ASSAULT

Your Infantry Ace may re-roll his failed results to Hit in an Assault. (pg+2)

WEAPONS UPGRADE

Your Infantry Ace may shoot as an Assault Rifle, MG, or Anti-tank team. (pg+2)

LINE IN THE SAND

You may place a single Trench Line when you Deploy your Ace. (pg+2)

TURN
2

HIT 'EM HARD

The first hit on a platoon with your Ace does not count towards Pinning Down when launching an Assault. (pg+4)

WE CAN USE THAT!

If you win an Assault you may capture and use enemy Gun Teams or abandoned vehicles. (pg+4)

FORTIFY THE LINES

You may now place three Trench Lines and four Barbed Wire Entanglements. (pg+4)

TURN
3

GET IN THERE!

You may attempt to launch the same Assault again with a Pinned Down platoon if it passes a Motivation Check. (pg+6)

TELLER MINE STASH

Before the game begins, you may either deploy a minefield or give an entire platoon Tank Assault 5. (pg+6)

THE BEST OFFENCE...

You may upgrade two gun teams into a nest or three gun teams into a bunker. (pg+6)



ASSAULT MONSTER

SCAVENGER

I CAN FORTIFY ANYTHING

TURN 1 ABILITIES

The battles for Cassino and Anzio have begun. Your Ace has just been promoted and must take charge of a small company. You will have to use every ounce of your military genius to overcome your limited resources and come out victorious. The fate of the war hangs in the balance; one decision can change everything.

Whenever your Mechanised Ace earns a medal during the first campaign turn, you may select one of the following: Hard and Fast, Hell on Wheels, or Ironhorse abilities. Remember, you do not have to choose an ability immediately when you earn a medal.

HARD AND FAST ABILITIES FOR CAMPAIGN TURN 1

Hard and Fast Abilities can only be taken if your Company Commander is a Tank Team.

These Abilities will serve to help get your tanks where they need to be quickly and keep them fighting hard.

Hard and Fast Abilities focus on getting the most out of your Ace's tank by modifying its speed, customizing his tank, or being where he is needed most.

Taking the Speed track will make you a speed demon in the battle. Taking the Customizing track will make your Ace's tank team the best it can be. The Ghost track will make your Ace capable of being where he needs to be and hit hard when he shows up.

JUST NEEDS A FEW TWEAKS

As a mechanic you know everything there is to know about your engine. When given your tank to command, you found several key areas that could be tweaked to increase its speed.

Your Ace's normal movement is increased by an additional 4"/10cm.

MAKE IT WORK

Sometimes you need something that you cannot necessarily get. Having a man who knows how to make things work with what you have can be a large asset.

Your Ace's tank is now equipped with Wide Tracks.

GHOST

You have learned to move in and out of combat unseen, catching your enemies off guard. Your enemies have taken to calling you the "ghost commander", or simply "the Ghost". You haunt their front lines, attacking them when they least expect it.

Your Mechanised Ace may start the game held in Ghost Ambush.

Ghost Ambushes are placed using the normal Ambush Placement rules, except:

- You may place Ghost Ambushes in No Man's Land as well as your Deployment Area, and
- You must place your Ghost Ambush within 12"/30cm of enemy teams.

At the beginning of the Movement Step you may attempt to remove Your Ace from the table and return it to be held in Ghost Ambush once again. To do this your Ace must be in concealing terrain and not be within 8"/20cm of any enemy teams. Make a Skill Test before removing your Ace.

- If he passes, he is successfully removed from the table and is held in Ghost Ambush. Your Ace can be placed again from Ghost Ambush from the beginning of the next or subsequent turns.
- If your Ace fails he remains on the table.



HELL ON WHEELS ABILITIES FOR TURN 1

Hell on Wheels Abilities can be taken by both Tank and Infantry Company Command Teams.

Being flexible is key for adapting to real time changes during the course of a battle. Mechanised Companies are a perfect tool to help an army achieve flexibility. These skills work well with both Infantry and Tank Teams to help you achieve a combined arms approach.

Hell on Wheels Abilities have a good mix of motivation, flexibility, and timing to help you achieve victory. The Motivation track will help keep your troops moving and, more importantly, fighting. The Flexibility track will help you adapt to the ever changing battle. The Timing track will give you an edge because your opponent will never know when you will strike.

FAITH IN THE PLAN

To be able to adapt to the ever shifting battle you must be flexible. The key to flexibility is good communication and training.

Once per turn A platoon that your Ace that has not Joined a platoon and is with in line of sight, may re-roll one failed Motivation Check. This is in addition to the command leadership re-roll that he provides to a platoon he has joined.

OI, YOU THERE!

As bullets fly overhead, two machine-gunners in a foxhole argue with each other about where to sight their gun. Suddenly a small stone strikes one of them in the helmet. "Oi! You there!" you yell out. "If you're not going to use that thing, would you mind if we did?"

Your Mechanised Ace's Command Distance is increased by 2"/5cm.

CLOAK OF DARKNESS

Using the night to position a select group of tanks at key locations can be the key to victory. Cloaked in darkness you will be able to catch the enemy unawares.

You may hold your Ace and your 2iC in Immediate Ambush (see page 267 of the rulebook).

IRONHORSE ABILITIES FOR TURN 1

Ironhorse Abilities can be taken only if your Company Commander is an Infantry Team.

Ironhorse's three ability tracks focus on aiding your infantry. The three Ability trees break down into three themes: Assault, Firepower, and Defence.

The Assault track will make your Ace excel at close combat. The Firepower track will give your Ace access to some extra weapons and ways to acquire new equipment. The defence track will help your Ace set up defensive lines that your opponent will have a hard time cracking.

HEAVY ASSAULT

No one asks why you have notches carved in the handle of your sharpened entrenching tool...

Your Mechanised Ace may re-roll his failed skill checks to Hit in Assault Combat.

WEAPONS UPGRADE

You like using the right tool for the job. What you don't enjoy is carrying three types of ammunition, which is why your first sergeant has such a large back pack.

Before shooting with your Mechanised Ace you may choose which weapon he will use. Your Mechanised Ace may shoot as an Assault Rifle team, an MG team, or an Anti-tank team (see below). Your Ace may choose a different weapon each time he shoots.

An Anti-tank team is an Infantry team with Range of 8"/20cm. ROF 1, Anti-tank 10, Firepower 5+, and Tank Assault 4.

LINE IN THE SAND

There are fighters who seek out their enemies, find them, and kill them, but you're not one of those. You'd rather have the enemy walk into your front lines with your defences perfectly set up and ready for him.

You may place a single trench line; this trench line is deployed using normal Fortification rules. If you deploy the trench line when you deploy your Mechanised Ace you must deploy him in the trench line. Your army has the always defend rule.

TURN 2 ABILITIES

The battles continue and a choice presents itself. The plan for the allies is to open up the Liri Valley and trap German forces retreating from Cassino. Historically, the Allies that came in from Anzio went north and into Rome instead of attacking the Alban Hills as planned, allowing the retreating axis to slip back to their defensive lines. The question of which way to head is now posed to your Ace: what path will you take? You've been given even more resources to achieve victory in the mission you choose.

Whenever your Infantry Ace earns a medal during the second campaign turn, you may select one of the following: Hard and Fast, Hell on Wheels, or Ironhorse abilities. Remember, you may also select abilities from Turn 1.

HARD AND FAST ABILITIES FOR TURN 2

After the first bout of battles, your Ace has learned from his mistakes and has improved on his tactics. Not only did he gain more men to fight on with, he himself has gained new skills that will come in handy in his next fight.

Your Ace has awakened in him a personal strength he never knew he had, and it's a good thing, for soon he will face challenges that will test him further than he has been pushed before.

LOCATION, LOCATION, LOCATION

Sometimes being at the right place at the right time can win you a battle without having to fire a shot.

Your Ace, and any tank or platoon he joins, can make an attempt to move rather than Shoot. Roll a Skill Test for your Ace.

If successful, your Ace and any Tank team or Platoon he has joined may move an additional 4"/10cm.

Otherwise the Ace and the Tank teams or Platoon that he has joined remains where it is.

Whether or not the test is successful, your Ace and any Tank team or Platoon he has joined may not Shoot in the Shooting Step.

To take this Ability your Ace must have the ability: Just Needs A Few Tweaks.

RESOURCEFUL

Being resourceful can easily translate into combat situations. Using camouflage and finding cover in the open is one of your traits that your crew appreciates the most.

As long as your Ace has not moved more than 6"/15cm, it is always Concealed, even if it is in the open.

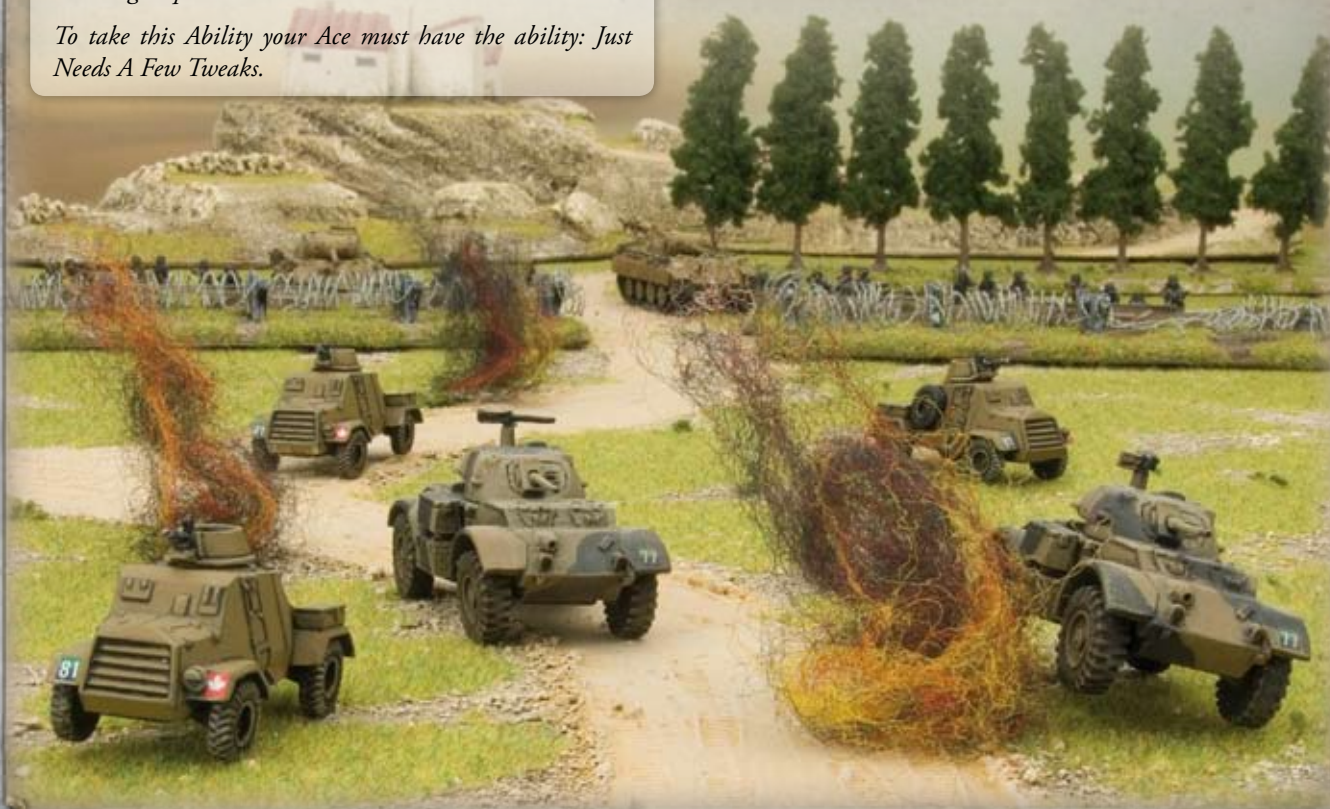
To take this Ability your Ace must have the ability: Make It Work.

THEY CAME OUT OF NOWHERE!

During your first battles your men started to learn your tricks. Your company is now known by your enemies as "Ghost's Men". There is a myth spreading that there is something unearthly about your company.

Your Ace and any Platoon he joins always count as being Concealed when targeted by Defensive Fire.

To take this Ability your Mechanised Ace must have the ability: Ghost Ambush.



HELL ON WHEELS ABILITIES FOR TURN 2

Taking the fight further, your Ace is learning new tricks that help him stay on track with the ever shifting battle conditions that come his way.

During the second turn your Ace is learning to be more flexible, more inspiring and more cunning than your opponents expect. Using your wits, you outflank and overcome your opponent's stratagems and secure victory against all odds.

STRATEGIC COMMANDER

A battle can be won and lost before the fighting even starts. Having the right men in the right spot can be the key to victory. After a few battles you have begun to really get to know your men and how to utilise them to better suit your mission.

One team in each combat platoon may be attached to another combat platoon. You may not remove a platoon commander using this rule.

To take this Ability your Mechanised Ace must have the ability: Faith in the Plan

IT'S ONLY MUD!

During a hot pursuit of the enemy you come across a few soldiers that are carefully navigating around some puddles. Kicking some mud into their faces, you say, "Well you're dirty now. Come on, men. It's only mud!"

When your Mechanised Ace joins a platoon, it may move At the Double through Rough Terrain.

To take this Ability your Mechanised Ace must have the ability: Oi, You There!

BRIGHTEST BEFORE THE DAWN

Knowing when to fight is half the battle. You have been trained in night fighting and you know how to take advantage of limited sight and mobility.

You may choose to fight the battle at Dawn (see pages 272-273 of the rulebook) or in the Fog (see page 115).

Your Ace may always see 24"/60cm at night or in the fog.

To take this Ability your Ace must have the ability: Cloak Of Darkness.

IRONHORSE ABILITIES FOR TURN 2

Now that the first battles have been fought, your Ace has had the time to refine his skills even further. With these new tricks and tactics, your Ace is a force to reckoned with.

The second campaign turn offers your Mechanised Ace the next level of skills that build on the previous turn's set. Because your Ace has fought hard, he has earned the trust and loyalty of his men.

WE CAN USE THAT!

Sometimes the enemy beats such a hasty retreat that they leave their guns all alone in the rain and mud. Can you find them a good home?

If your Combat or Weapons platoons win an Assault during which you Destroy an enemy Gun team or Capture a vehicle that is Bailed Out or Bugged Down, you may attempt to commandeer the enemy team.

Roll a die for each Gun team or Bailed out or Bugged Down vehicle Destroyed in the Assault Step to see if your troops can make use of the enemy equipment.

On a result of 4+ you may commandeer the gun team or vehicle and it is now under your control. Remove an Infantry team from the assaulting platoon and replace it with the commandeered team. A commandeered team becomes an Independent team.

On any other roll, the gun or tank is too far gone and cannot be commandeered.

To take this Ability your Mechanised Ace must have the ability: Weapons Upgrade.

HIT 'EM HARD

You and your men accept that there will be casualties when charging the enemy and you do not let that slow you down.

When your Mechanised Ace joins one of your Combat or Weapons platoons that launches an Assault, the first hit on the platoon does not count towards Pinning Down the platoon.

To take this Ability your Mechanised Ace must have the ability: Heavy Assault.

FORTIFY THE LINES!

As the battle rages on, you can see that weathering the storm is more likely going to secure you the victory than attacking. To that end you have ordered your men to reinforce their positions.

You may place 3 trench lines and 4 barbwire entanglements at the start of the game when you would normally place fortifications.

To take this Ability your Mechanised Ace must have the ability: Line in the Sand

TURN 3 ABILITIES

The first major battles are behind you, and the end is near. To complete your mission, your Ace has been given even more support. Hopefully this will be enough.

Whenever your Ace earns a medal during the third campaign turn, you may select one of the following: Hard and Fast, Hell on Wheels, or Ironhorse abilities. Remember, you may also select Abilities from Turn 1 and 2.

HARD AND FAST ABILITIES FOR TURN 3

As you approach the final battles, you have finally been given the support that a leader of your Ace's calibre deserves. Now it's up to you to show what you can do with those resources.

In this final campaign turn, you have access to your third Ability. With this new Ability you can show your opponent what a true light tank or armoured car commander can do. With the use of speed, your custom ride, or your well planned attacks, your Ace will have the advantage he needs to secure victory!

PUNCH IT!

You think you can still get more speed out of your crate. When the need is great enough your men will be ready to push their engines to the red line.

Your Ace and any platoon he has joined may attempt to push their tanks' engines to the red line. Roll a die for each tank team.

On a result of 4+ the tank may move an additional 4"/10cm.

On any other result, the tank engine burns out and the tank becomes Bugged Down.

To take this Ability your Ace must have the ability: Location, Location, Location.

I KNOW A GUY WHO KNOWS A GUY

You use contacts in the steel industry to find armour plates for your tank. Adding more armour to certain weak points will make your tank more durable and tougher.

The Front and Side Armour ratings of your Ace's tank are increased by +1.

To take this Ability your Ace must have the ability: Resourceful.

IMMORTAL

Adding armour to the right place will make you look invincible, they already think that you and your men are ghosts so why not do your best to make them think that you're also immortal. Your Ace, 2IC and combat platoons gain Immortal.

Your Ace, 2IC, and Combat platoons gain Improvised Armour. You make Improvised Armour tests on a 3+ instead of a 5+.

To take this Ability your Mechanised Ace must have the ability: They came out of nowhere!



HELL ON WHEELS ABILITIES FOR TURN 3

Flexibility, nerve, and cunning have served you well so far and will continue to give you the edge you need for the coming battles.

In the third campaign turn you will have to use all your tricks to outwit your opponents. Being precise in your movements and placement of resources has kept your Ace alive and now is not the time to slacken your resolve. Keep your mind sharp for the upcoming battles.

SPECIALISTS

Sometimes you need the right team for the right job. Going through your company, you have formed small specialists task groups that can detach from their normal platoon and form their own task group at a moment's notice. This tactic will allow your army to adapt to new threats quickly.

At the start of the game before determining reserves, you may remove up to 2 teams from each combat and weapons platoon and form them into their own specialist platoon. You must designate one non-gun team to be the command team of that platoon.

Your specialist platoon and Mechanised Ace may start each game in immediate ambush.

To take this Ability your Mechanised Ace must have the ability: Strategic Commander.

UNSHAKEABLE

There is nothing on this earth that will stop you and your men. Your company has become known as one of the old guard in honour of your reputation for being unshakeable even in the most difficult of situations.

Your Combat and Weapons Platoons fight to the last and may re-roll any failed Platoon Morale Checks.

Your Mechanised Ace may re-roll Company Morale Checks.

To take this Ability your Mechanised Ace must have the ability: It's only mud!

NIGHT RIDER

You and your men studied the maps and the land so you can move at night without hindrance. Any advantage you can get in battle should be exploited.

Tank teams and transport teams from your Combat Platoons may move at normal speed while moving at night or in the fog and may also move At The Double.

To take this Ability your Ace must have the ability: Brightest Before The Dawn.

IRONHORSE ABILITIES FOR TURN 3

Your Ace has fought long and hard to get to where he is now. In the final campaign your Ace will have to push himself to the limit. You've been given more men and support in order to make the big push to the finish line.

In the third campaign turn, your Ace gains access to even more useful Ironhorse skills. Your Ace is now able to adapt to his chosen fighting style and is able to share his expertise with his men. With these new abilities you may just have enough to tip the balance in the war.

GET IN THERE!

There's always more than one way to approach the enemy. If at first you don't succeed...

If one of your Combat and Weapons Platoons has become Pinned Down by Defensive Fire, immediately take a Motivation Test. If successful, you may attempt to launch the same Assault once again. If this Assault is Pinned Down, this platoon cannot attempt a third one.

To take this Ability your Mechanised Ace must have the ability: Hit 'Em Hard.

TELLER MINE STASH

Over the past few months you've been secretly collecting Teller mines. You have promised your men they would get to use them, however you can be quite forgetful and might have left them in a field somewhere.

At the start of the game before deployment, you may decide to either deploy one Minefield or equip one of your Combat platoons with Teller mines, giving each team Tank Assault 5.

To take this Ability your Mechanised Ace must have the ability: We Can Use That!

THE BEST OFFENCE IS A GOOD DEFENCE.

With more time you are able to incorporate more defences to your platoons. Setting up some bunkers will add security to your army and help you create the perfect defensive force.

At the start of the game, you may swap two Gun teams from any one platoon for one nest armed with the same weapons or exchange three gun teams from any one platoon for one bunker armed with the same weapon. You may not gain more than two nests or bunkers using this rule.

To take this Ability your Mechanised Ace must have the ability: Fortify the Lines!

ACE OF ACES

Your Company Commander has proven himself to be an Ace among Aces. He has proven that he has that “certain something” to be a great leader. This is his critical hour, he will be tested more than he has been tested before and he must prove his worth one more time on the Gothic Line. Survive and win the day and your Ace will stand out among the heroes of the entire war.

After the third and last campaign turn there is still one more battle to be fought and won. Your Ace will fight alongside other Aces in the Gothic Line mission. How well your side did in the campaign will determine how well fortified the line is.

HARD AND FAST ACE OF ACE ABILITIES

SPEED DEMON

With the grace of a dancer and the determination of salmon returning to their spawning pools, you fix your mind on the need for speed.

Your Ace may move up to twice his normal movement. This move does not count as having moved At the Double, but your Ace may not Shoot this turn or move At the Double.

To take this Ability your Ace must have the ability: Punch It!

CUSTOM AMMO

Modifying ones tank is not as hard as most tank crews think. Using your contacts from the milling industry you have been able to secure a large supply of custom-made anti-tank shells.

The Anti-tank rating of your Ace's tank is increased by +2.

To take this Ability your Ace must have the ability: I Know A Guy Who Knows A Guy.

GORYO

Goryo in Japanese myths are vengeful ghosts, and that's what you and your men have become. Fuelled by hatred for your enemies where ever your “Ghost's Men” appear death surely follows.

Any combat platoon attached to your Ace that is not within 8"/20cm of any enemy teams may be removed and placed into Ghost Ambush with the Ace if he passes his normal skill test to be removed. When the Ace is placed using Ghost Ambush this platoon must also be placed using the Ghost Ambush rules. This platoon must be placed in command range of your Ace when making ghost ambushes.

To take this Ability your Mechanised Ace must have the ability: Immortals

HELL ON WHEELS ACE OF ACE ABILITIES

THE PERFECT PLAN

Throughout your battles you have been working on training your men to execute the perfect battle plan. Little by little you have made headway on this plan and now you are ready to implement your perfect plan.

Your combat and weapons platoons may deploy in immediate ambush.

To take this Ability your Mechanised Ace must have the ability: Specialists.

NIGHT OWL

Night time is like a second home for you and your men. You know how to move through the night like an owl, keeping your eyes open to catch your pray.

Your HQ, Combat, and Weapons platoons may roll two dice and chose the best result when rolling to determine the distance they can see at night or in the fog.

To take this Ability your Ace must have the ability: Night Rider.

HERO

You completely disregard your own safety in order to get the job done. You lead from the front as an example to your men.

Any of your Combat or Weapons platoons in Line of Sight of your Mechanised Ace may re-roll any failed Motivation Tests.

To take this Ability your Mechanised Ace must have the ability: Unshakable.



IRONHORSE ACE OF ACE ABILITIES

SCAVENGER

With an impending promotion taking you from the field you decide that now would be a good time to unleash all that enemy equipment you've commandeered. There's no point hiding it from your superiors now.

You may form a new Captured Equipment Platoon from teams in your Combat or Weapons platoons.

At the start of the game before deployment, you may remove any number of teams from your Combat and Weapons platoons and place them into a special Captured Equipment Platoon. Teams placed in the Captured Equipment Platoon are no longer part of their original platoons. Original platoons left with one team as a result are automatically sent to the rear and do not participate in the battle.

A Captured Equipment Platoon counts as a platoon for all purposes including deployment and Company Morale Checks. A Captured Equipment Platoon is a Combat platoon.

Before deployment you must choose whether your platoon is equipped with either Tank teams or Gun teams. It cannot be equipped with both.

No matter which way you equip your Captured Equipment Platoon, you must exchange all of the original teams for captured equipment. Any team not exchanged is sent to the rear and does not participate in the game.

Using Captured Tanks: If you chose to equip your platoon with tank teams you may choose one of the following options:

Exchange three teams with a Captured Tank team

Exchange six teams with two Captured Tank teams

Exchange nine teams with three Captured Tank teams

Using Captured Guns: If you chose to equip your platoon with Gun teams you may make any or all of the following changes to the Captured Equipment Platoon:

Exchange a team with a Captured Anti-tank gun team. You may do this up to three times for the platoon.

Exchange a team with a Captured Machine-gun team. You may do this up to three times for the platoon.

Exchange a team with a Captured Artillery team. You may do this up to three times for the platoon.

To take this Ability your Mechanised Ace must have the ability: Teller Mine Stash.

CAPTURED TANK TEAM

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	
Captured Tank	Fully-tracked	6	4	1	Co-ax MG, Hull MG.
75mm tank gun	32"/80cm	2	10	3+	

CAPTURED GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Captured Anti-tank gun	Medium	32"/80cm	2	12	3+	Gun shield.
Captured Machine-gun	Man-packed	24"/60cm	6	2	6	ROF 2 when pinned down.
Captured Artillery	Immobile	24"/60cm	1	9	2+	Gun shield, Smoke.
Firing bombardments		72"/180cm	-	4	4+	Smoke Bombardment.

ASSAULT MONSTER

Despite your rank, you still prefer to get in the assault and wipe away the opposition with hand grenades, bayonets, and your trusty sharpened entrenching tool.

While your Mechanised Ace is attached to one of your Combat or Weapons platoons, your opponent must re-roll all successful hits on that platoon in Defensive Fire during an Assault.

To take this Ability your Mechanised Ace must have the ability: Get In There!.

I CAN FORTIFY ANYTHING!

It started off as a joke with the men that you could fortify anything. As the joke ran through the ranks you heard the joke and it stuck in your mind... What else could you fortify?

At the start of the game before you deploy fortifications you may exchange 2 tanks teams in a platoon for a tank turret bunker with the same weapon. Exchanged tanks count as turret bunkers and lose any hull mounted weapons. You may get up to three turret bunkers using this rule.

To take this Ability your Mechanised Ace must have the ability: The Best Offence is a Good Defence.

FIRST CAMPAIGN TURN SPECIAL RULES

During the first campaign turn your force uses the following special rules. These are in addition to any other special rules that your force already uses.

YOU AND YOUR MEN

The final push in Cassino is on its way, and the Anzio beach landing is the Allies' chance to get a forward foothold in Italy. You've been combat promoted as the company commander to help secure Anzio or Cassino. The war has been going on for years now, but your story starts here.

You may spend up to 500 points on your Mechanised Company. You can take any platoon listed as Company HQ, Combat or Weapons Platoons. However you cannot take Support Platoons at this stage in the campaign.

FORTIFICATIONS

Defensive companies rely on well-built fortifications to help them keep the enemy at bay.

If your company can take fortifications, it may do so even if they are not a Combat or Weapons platoon option.

SECOND CAMPAIGN TURN SPECIAL RULES

BRING UP THE RESERVES

Due to the outcomes of your first missions, it has been determined that you need more resources as soon as possible. After the battles of Cassino and Anzio, the Allies are looking northward as the Germans make an effort to consolidate and stop the Allied advance.

You may spend up to 700 points on your Mechanised company with Company HQ, Combat, Weapons, and Support Platoons.

SECURE THE OBJECTIVE

Your support platoons cannot survive a night of brutal counterattacks by themselves, so you'll need to send your infantry in to secure the objective—after all, it is your mission!

Only your Ace, Combat, and Weapons Platoons may hold or contest an Objective.

THIRD CAMPAIGN TURN SPECIAL RULES

The third campaign turn uses the Secure the Objective special rule from the previous turn in addition to the following special rules:

THE BIG PUSH

You have been given more resources to push the enemy back. This time three key locations are in conflict, Leghorn, Florence and Lake Trasimene, each location is key to the Allied advance and must be secured.

You may spend up to 900 points on your Mechanised Company with Company HQ, Combat, Weapons, and Support Platoons.



CAMPAIGN OUTCOMES

VPS

ALLIES

AXIS

18+

STRATEGIC VICTORY

You broke through the Gothic line at a sprint. Your forces are pouring through Hitler's soft underbelly quite quickly, surely your actions here have changed the fate of the war.

STRATEGIC VICTORY

The Gothic line defences are near to perfection. Wave after wave of Allied attacks can be held off with a handful of men.

14-17

MAJOR VICTORY

You make your way through the Gothic line. The battle slowed the Allies advance down but you are making great headway. The road to Berlin will be difficult but not impossible.

MAJOR VICTORY

The Gothic line held. Reinforcements are on their way but you are confident that you can hold off the allies until they arrive.

10-13

TACTICAL VICTORY

You made great progress through Italy, though the Gothic line has completely derailed your momentum. You broke through the Gothic line defences, but it will take time to regroup and continue the fight northward.

TACTICAL VICTORY

The Allies were held off at the Gothic Line but only just one more big push may be enough to break the line. Let's hope reinforcements arrive in time.

THE GOTHIC LINE

At the end of the campaign it is time to gather your allies together for one final showdown on the Gothic Line. The Gothic Line mission is a multi-player game designed to provide your Ace's story with a thrilling conclusion. It is also an opportunity for your side to put the final nail in your enemy's coffin or, if you're lacking in campaign points, for you to snatch victory from the jaws of defeat.

CONCENTRATED ASSAULT

For the final battle you will be fighting shoulder to shoulder with your allies on a single battlefield. Below is a table showing roughly how large an area you will need to accommodate the extra players. If you have a lot of participants feel free to split them across two (or more) tables.

Players	Table	Approx. Time
2-4	6'x4' (180cm x 120cm)	1-2 hours
6-8	12'x4' (360cm x 120cm)	2½-3½ hours

RULES SUMMARY

You may spend up to 900 points on your force.

You may take Combat, Weapons, and Support Platoons.

You may now take your Ace of Ace ability

Table size depends on the amount of players in the game

The full rules for the Gothic Line mission can be found at

www.FlamesOfWar.com

