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

Company Command Team
Re-roll failed Motivation Tests if Company Command team joins.

Rally Platoons
Pass a Motivation Test to rally a Pinned Down platoon.

Remount Vehicles
Pass a Motivation Test to remount a Bailed Out vehicle.

Free Bogged Down Vehicles
Pass a Skill Test to free a Bogged Down 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

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.

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.

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

Bailed Out Vehicles
Bailed Out vehicles may not move, shoot, or fight in assaults.

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.

Pinned Down
Pinned Down by 5 hits. Infantry, guns and unarmoured vehicles may not move closer to the enemy.

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.

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

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.

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.

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.

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.

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.

Break Off
All teams move at least 4"/10cm away from enemy. Any remaining within 4"/10cm 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.

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
- 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.