



FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

THIRD EDITION

QUESTIONS AND ANSWERS

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This document contains the questions and answers about the Third Edition of the *Flames Of War* rules as given in the recent podcast on the *Flames Of War* website.

—Phil Yates, Game Designer

GENERAL

Should I use the new Version 3 rules or the rules in the other books?

The Version 3 rules replace all rules of the same name in older books.

When will you be updating Arsenals to reflect the new rules like Breakthrough Gun and mortars being able to shoot as well as bombard?

A new publication, Know Your Enemy, will be released soon. It includes a complete Late-war arsenal to update all Late-war books.

We will be updating Mid-war and Early-war books to match over time.

Meanwhile, you can use the Late-war updates to guide you on which weapons are rated as Breakthrough guns and the direct-fire capabilities of mortars.

Does Version 3 make any existing books obsolete?

No. However, Soviet forces from Fortress Europe, Stalin's Onslaught, Hammer and Sickle, River of Heroes, and Stalin's Europe can no longer be used for tournament play due to the changes in the Soviet Hen and Chicks special rule.

What about Hen and Chicks in Mid War?

For the moment, use the new Hen and Chicks rules with the existing points for Mid-war games. The points values for Mid-war Soviet tanks were a little high, so an increase in effectiveness should not be particularly unbalancing.

Should I use the Tank Escorts rules for my Mid-war Tankodesantniki?

The Tankodesantniki rule on page 252 says to use the Tank Escorts rules for all Tankodesantniki.

BASING

Should the German 7.5cm PaK40 and British OQF 25 pdr guns be based on medium or large bases?

The basing rules in the Third Edition are the same as the previous one, just with pictures.

The 7.5cm PaK40 has four gunners, so by the rules it is based on a medium base. Because it only fits on a medium base with a bit of a squeeze, it is sold with a large base, in line with the note Teams That Don't Fit on page 12. However, if a player decided that they could fit the 7.5cm PaK40 on a medium base, then there is no problem with that option either.

The British OQF 25 pdr gun has five gunners (one is sitting on the gunners seat and firing the gun, so hard to see in the silhouette), so is based on a large base.

TERRAIN

Does all Area Terrain provide Concealment?

No. As with any Terrain, Area Terrain needs to be at least half as high as the teams in to provide any Concealment at all. If the team is at least half in the terrain, it is Concealed.

If a team is at the edge of Area Terrain that is at least half as high as it, then it is Concealed to all teams looking at it.

If a team is entirely in the terrain, then the terrain affects both it and any teams it is looking at. If the Area Terrain is taller than both teams, they can't see each other unless they are within 6"/15cm. If it is shorter, then either, then a team in the terrain is Concealed.

So a Road, which is Area Terrain, is not going to conceal anything. A wood on the other hand will conceal anything on the edge of it and block sight to or from anything in it. A field of standing crops will conceal teams if it is half their height, acts as a wood if it is taller than both teams, and if it is less than half as high as the teams in it, as a field of turnips would be, does nothing at all.

Teams on the far side of Area Terrain tall enough to block Line of Sight cannot see an enemy team beyond it. Can a team in (or at least partially in) the Area Terrain see the enemy team?

If they are within 6"/15cm, then the answer is yes. They are in the Area Terrain, not on the far side of it.

MOVEMENT

Do Wheeled Vehicles move at Road speed in the desert?

That depends on how you classify the terrain on your table. In the Terrain Summary on page 30 of the rulebook, Firm Sand is given as Cross-country Terrain. Hellfire and Back defies an additional terrain type of Flat Hard Desert that is rated as Road. You can define your table to be either of these, or to have patches of both types of terrain.

Why do crop fields slow vehicles down?

If they are standing crops, vehicles need to slow down if they don't want to encounter a nasty surprise like a drainage ditch or a Molotov Cocktail unawares.

If it is ploughed field or the likes, then the assumption is that the reason it is shown on the table is because it is freshly ploughed and both soft ground and very bumpy.

Is the British Matador tractor rated as Slow Wheeled?

No, it is just used as a picture of a large truck in the examples.

What speed does a Cavalry Wagon move at?

It is a Wagon, so moves at the Wagons rate.

COMMAND

Can a Company or 2iC Command team appoint a new Platoon Command team to an Allied Platoon?

No. As with a Higher Command team, they must be able to Join the platoon to do so.

Some Warriors' special rules take effect when they are 'leading' a platoon. As they do not take over from the Platoon Command team, do they have to wait for the Platoon Command team to die before they can 'lead'?

No. They may not be the Platoon Command team, but they still 'lead' any platoon that they Join.

SHOOTING

If I have two guns side by side and need to rotate them to face the target, but cannot as their bases would overlap, what do I do?

They cannot shoot as they cannot rotate to face the target. The best answer is either to deploy them further apart or move them apart in the movement step, thereby giving them room to rotate.

If I am shooting at a Gun team being towed by a Transport team, both are considered the Transport team when shot at. Is this just the actual model of the gun, or the whole Gun team that becomes part of the Transport team?

The whole Gun team, including its base, is now part of the Transport team.

Why do Armoured Transports get a chance to remount after being Bailed Out?

If the transport remained Bailed Out, you would have the odd spectacle of the infantry jumping out and running along after the rest of the platoon's half-tracks, until their own half-track finally catches up.

In Version 3, either all of the half-tracks leave and the infantry dismounts, or the Bailed Out half-track carries on with the rest of the platoon.

If I choose to shoot at one type of team as a Priority target in a mixed platoon, but the target teams are more than 16"/40cm away or other teams are Gone to Ground, do I have to hit teams of another type that are within 16"/40cm or not Gone to Ground first?

Yes. The Shooting at Mixed Platoons rule is subject to the previous hit allocation rules. These state that teams that are within 16"/40cm or not Gone to Ground must be allocated the hits first.

If I have a Recce Transport team carrying a Passenger that was hit, what saves do I take?

The Recce Transport team takes a 3+ save for being an Unarmoured Recce vehicle, while the Passenger takes a 5+ save for being a Passenger.

This combination occurs in a number of older Intelligence Briefings, but will be replaced with Motorcycle Reconnaissance teams in future editions.

What about a Warrior mounted in a Transport team, is it a Warrior Transport team getting a 3+ save?

No. Warrior Transport teams are Warriors like Charles De Gaulle in Blitzkrieg that are Transport teams, not Warriors mounted in Transport teams.

Are Snipers available to all Infantry Companies, or only those that have the option?

Only those that have the option for them in the Company HQ. The blanket rule in the old rules was to carry us through until we could update briefings to specify which companies should and should not have snipers.

If a tank with Limited Vision travels in reverse, what direction does its turret face?

It rotates to point straight ahead, to the front of the vehicle, not in the direction of travel.

If a gun unlimbers after movement using the Horse Artillery special rule, do they fire at their full ROF using the Crash Action rule?

No. Although the flavour text for the Horse Artillery rule uses the phrase Crash Action, it is only flavour text and not a reference to the Crash Action rule.

ARTILLERY

Can I fire an Artillery Bombardment after Digging In the Movement Step?

Yes. While teams that Dig In shoot as if they are moving, they can still fire an Artillery Bombardment.

Artillery batteries are actually company-sized unit and can survey the gun positions and calculate the firing solution while the guns are being Dug In, then fire the bombardment.

Does the Mixed Bombardment rule allow me to fire a joint Artillery Bombardment with whatever artillery I choose to combine?

No. The rule states what happens if you do fire a mixed bombardment, but does not automatically allow you to do so. You need a special rule like the US Hit 'em With Everything You've Got or the British Combined Bombardment rules to actually be able to do so.

If I use the American Hit 'em With Everything You've Got special to fire a combined bombardment with an artillery battery and a mortar platoon that doesn't have a staff team, can I use the Time On Target special rule?

No. Only platoons with a Staff team can use the Time On Target special rule. This means that every artillery platoon firing in the combined bombardment must have a Staff team (and therefore be able to use the Time On Target special rule) for the combined bombardment to be able to use the Time On Target special rule.

ASSAULTS

The rules allow hits from turret-mounted guns to be applied to Infantry teams in Defensive Fire. Does this include anti-aircraft guns?

Since every anti-aircraft gun mounted on a tank is turret mounted, then yes it does.

If a platoon only takes one hit in Defensive Fire, but that hit causes it to be Pinned Down (say from a Sniper), does the platoon have to Fall Back?

No. It takes five hits from Defensive Fire to force a platoon to Fall Back. Being Pinned Down or not is irrelevant.

The opponent assaulted three of my platoons at the same time, two British platoons and an Australian platoon that the Company Command team has Joined. All of the platoons are eligible for re-rolls of their Motivation tests to Counterattack (either from British Bulldog or from the Company Command team). If I fail the first Motivation Test, do I re-roll the Motivation Test once for all platoons?

You re-roll the Motivation test once for each reason for the re-roll. So in this case, the British platoons have British Bulldog, so they get a reroll. You re-roll the Motivation Test for all of the platoons with British Bulldog and apply the resulting roll to all of them. If one of the platoons was Reluctant and the other Confident, the Confident one could pass on the first roll while the Reluctant one fails. In this case the re-roll only applies to the Reluctant one. Similarly, both could fail on the first roll, but only the Confident one on the re-roll, with the Reluctant platoon failing and Breaking Off.

The Company Command team also gives the Australian platoon a re-roll. Roll this and apply it to the Australian platoon (the only platoon it affects).

In an on-going assault, my opponent's teams have moved forward in successive Charges into Contact as they Counterattacked. This has brought them within 8"/20cm of teams in a Defending platoon that were previously more than 8"/20cm away. When my platoon Counterattacks, can the teams that are now within 8"/20cm Counterattack?

Yes. These teams must now either Counterattack or elect to become Non-assaulting teams. If they become Non-assaulting teams, they cannot Charge into Contact in later Counterattacks.

It is also possible for the reverse to happen with teams that were previously involved in a Counterattack now finding themselves outside 8"/20cm from the enemy and therefore unable to Charge into Contact.

Can Counterattacks bring other platoons into the Assault?

No. Teams cannot move within 2"/5cm of teams from platoons not involved in the assault, and these platoons take no part in the assault.

Does a Company Command team that has Joined a Defending platoon need to be within 8"/20cm of an Assaulting team to give it a re-roll on a failed Motivation Test to Counterattack?

No. They just have to Join the platoon.

AIRCRAFT

The rules for aircraft measuring ranges to and from the aircraft model. What height of stand should I use?

You should use the stand supplied by Battlefront with the aircraft. Battlefront's current stands are 60mm (2.36") tall.

SPECIALISTS

If a team is attached to a Reconnaissance Platoon, does it become a Recce team?

No. Teams cannot gain special rules by being attached to another platoon.

Does a platoon of tanks with Tank Escorts need to contact the enemy to launch an assault?

The first thing to remember is that it is the Tank teams that are assaulting. The Tank Escorts don't actually exist as separate teams, they are just a special rule of the Tank teams.

A platoon needs to be capable of contacting the enemy to launch an assault, and the assault takes place, even if the assault falls short for any reason, such as the tanks all Boggling Down before contacting the defenders.

The Tank Escorts rules allow the Tank teams to voluntarily stop before entering Rough Terrain to avoid the risk of Boggling Down. This can also result in no teams actually contacting the defenders, but the assault still continues with the defenders conducting Defensive Fire at the tanks.

The Tank team always rolls to hit with its Tank Escorts, even if the Tank team itself cannot. So when it comes time for the Tank teams to roll to hit, they do not since they did not take the Boggling Check to assault, but they can still make their extra Tank Escort roll to hit.

Can a Tank team with Tank Escorts still shoot with them when it is Boggled Down or Bailed Out?

Yes they can.

The Tank Escorts summary includes a limitation on Tank Escorts shooting if the Tank team moves, but this is not in the rules. Which is right?

The rule is always the place to go. The summaries are only there for reference.

FORTIFICATIONS

If a Booby Trap is placed beneath a Transport team, does a Passenger team set it off if it Dismounts?

The platoon would need to take a Motivation Test for the Passenger team to Dismount, but if it passed that, the Passengers would trigger the Booby Trap as the first team to move off or across it.

Does an Observer team need to be within 16"/40cm of a Bunker's Firing Slit in order to Spot for a Smoke Bombardment on it?

No. It just needs to follow the usual rules when Spotting for an Artillery Bombardment.

NATIONAL SPECIAL RULES

US SPECIAL RULES

What happens if the Security Section of a US Tank Destroyer Platoon is Destroyed, but there is no legal place for the Tank Destroyer Section to be placed next turn?

If the Security Section is Destroyed, the Tank Destroyer Section is placed around its Destroyed Command Team. If it cannot be placed there because the enemy is too close or for some other reason, then it cannot be placed and the platoon is Destroyed.

If the Security Section of a US Tank Destroyer Platoon loses two out of three teams, does it need to take a Platoon Morale Check?

No. The Tank Destroyer Section is still operational, so the Security Section does not need to take a Platoon Morale Check.

Do US Gun teams shooting as Rifle teams use the Automatic Rifles special rule?

They use the Rifle team given in the Arsenal of their Intelligence Briefing, so yes, they would normally use the Automatic Rifles rule.

Can I choose between a big Artillery Template or re-rolls after I find out whether I succeeded in using the Time On Target rule?

No. You need to decide the size of Artillery Template you will use before attempting to Range In.

If I use the Hit 'em with Everything You've Got rule to fire an Artillery Bombardment with a Field Artillery Battery and a Mortar Platoon, can I still use the Time On Target rule?

No. Every platoon that is firing as part of the bombardment needs to be able to use the Time On Target rule for the combined bombardment to use it.

GERMAN SPECIAL RULES

Can a platoon with the Mounted Assault special rule launch an assault while Pinned Down?

If all of the Infantry teams are mounted in armoured half-tracks, then yes.

At that point in time the platoon consists entirely of Armoured Tank teams (some of which are carrying passengers). As a platoon consisting entirely of Armoured vehicles, the platoon does not need to record being Pinned Down as it has no effect on them.

Mounted Assault Transport teams are treated as Tank teams while carrying Passengers. If a Mounted Assault Transport is carrying Passengers when it is Destroyed, does the platoon need to take a Motivation Test to avoid the remaining half-tracks being Sent to the Rear?

Yes. Mounted Assault Transport teams are still Armoured Transport teams, otherwise the Passengers could not Dismount and the fate of the Passengers when the Transport was Destroyed would be unknown. When an Armoured Transport team is Destroyed by shooting, the platoon needs to take a Motivation Test to avoid the remaining half-tracks being Sent to the Rear.

If a Mounted Assault Transport team has two Passenger teams, it has Tank Escorts. Can its Tank Escorts shoot, and if so, what is their ROF and Range?

Yes it can. As with any Tank Escorts, their ROF is 1, and the Range is the normal Range of their weapons.

Weapons that normally have a ROF of 1 would still add the usual +1 penalty to hit if the Tank team moved. Weapons like the Panzerfaust that cannot shoot if they move still cannot do so.

A team shooting a Flame-thrower would still be subject to the usual restriction of a maximum movement of 6"/15cm, and would be removed after firing.

If a Mounted Assault Transport is carrying a Warrior, do the Warrior Tank team Casualties rule apply?

No. The Transport is not a Warrior. If the Transport is Destroyed, the Warrior has their normal Passenger Save and uses the Warrior Infantry Team Casualties rule.

If a platoon with the Mounted Assault special rule has teams attached from a platoon that does not have the Mounted Assault rule, do the attached teams gain the rule?

No. Teams cannot gain a special rule by attaching to a platoon.

BRITISH SPECIAL RULES

If a British Field Battery, Royal Artillery deploys with one Gun Troop at each end of the table, can the Gun Troops without the Staff team still use the Staff team?

Only if it uses the Combined Bombardments rule to fire a Bombardment with the Gun Troop that does have the Staff team.

If it was deployed within Command Distance of the Staff team, then both platoons could use their Staff team at the same time.

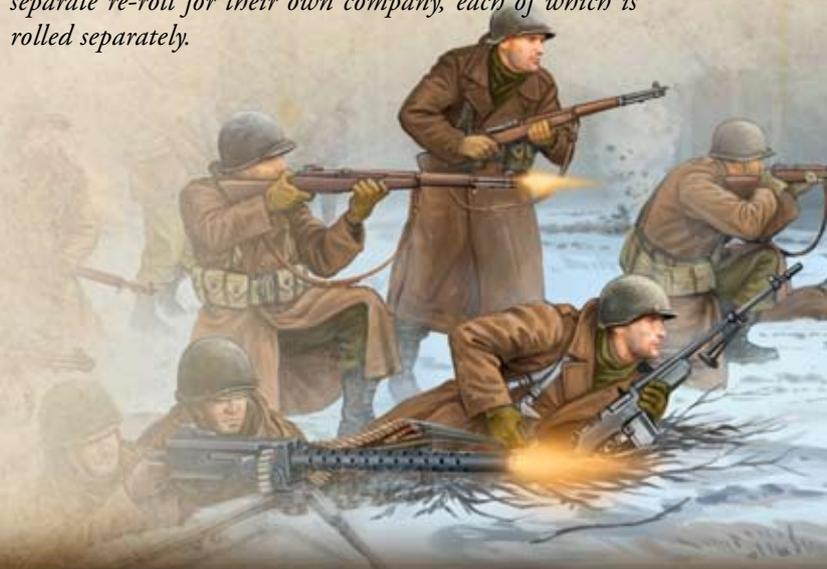
Bagpipes give the 2iC Command team an extra save. In Version 3 the 2iC is a Warrior and gets the Warrior Infantry Team Casualties rule. How do these interact?

Bagpipe teams are being changed so that they allow the 2iC team to use the Warrior infantry Team Casualties rule on a roll of 5+ instead of the usual 4+.

SOVIET SPECIAL RULES

When multiple companies with Komissar teams use their re-roll in an attempt to Counterattack, do they roll once, or per company?

Each Komissar team can Destroy a team in their company to re-roll the Motivation Test to Counterattack for their own company. Since the re-roll only applies to that company, each Komissar must Destroy a team to get a separate re-roll for their own company, each of which is rolled separately.



MISSIONS

In a game between two forces that have the Always Attacks special rule, how do I decide which attacks?

The Always Attacks rule only applies against another force that does not have the Always Attacks rule, so use the normal rules. This means that a Tank Company with Always Attacks will attack an Infantry Company with Always Attacks.

Do the Always Attacks and Always Defends special rules have any effect in Fair Fight missions?

No. In Free-for-all, Encounter, and Dust Up, the players always roll a die to determine who attacks and who defends.

If I Combat Attach teams to a platoon that has a special rule, do the attached teams gain the special rule?

No. Teams cannot gain a special rule by attaching to a platoon.

If I have a US Weapons Platoon with three M2 60mm mortars and four M1919 LMG teams, can I Combat Attach all of the LMG teams while keeping the mortars?

No. You can only Combat Attach up to half of the teams (ignoring the Command team), so with seven teams plus a Command team, you can only Combat Attach up to three of them. As an alternative, you could Combat Attach the whole platoon.

All teams are Gone to Ground at the start of the game. Does this mean that Infantry teams in the open can be Concealed because they are not moving, and therefore get the Concealed and Gone to Ground advantage when the enemy shoots at them?

Yes.

In a Mobile or Defensive battle, if my platoon moves after deployment using a Recce Deployment, Spearhead Deployment, or Infiltration move, are they still Dug In? Are they still Gone to Ground? What about being Concealed in the Open if they are Infantry?

They are not Dug In. They started the game Dug In from the Prepared Positions rule, but have since moved out of their foxholes. Likewise, since they have moved, they are not Gone to Ground, and nor are Infantry teams Concealed in the Open.

The Night Fighting rules say that the concealment of night does not allow Recce teams to use the Cautious Movement rule. What does this mean?

Night, although providing Concealment, does not add the extra +1 to the score the enemy needs to hit them for being Concealed and Gone to Ground. A team needs to be Concealed by Terrain to get this bonus, even at night.

In the No Man's Land mission, only Fortified Platoons are deployed on table. How do I play this mission if I have a Fortified Company that doesn't have any Fortified Platoons?

The mission is a recommendation for games between two Fortified Companies where normal missions would result in an uneventful stalemate. However, it is not always appropriate, as in this case, where you may be better off playing normal missions.

In the Phased Objective Withdrawal rule it says to remove an objective that the attacker placed. The summary below that says to remove an objective that the defender placed. Which is correct?

The rule is always the place to go. The summaries are only there for reference.

