

WAR OF FLAMES

THE FLAMES OF WAR THIRD-PERSON FIRST-PERSON-SHOOTER MINIATURES WARGAME

YOUR WARRIOR

Your Warrior is your avatar on the battlefield. Before entering the game you must choose one of five the Warrior Classes (see page 2).

SPAWN POINT

Once you have selected your class, you must now choose any Spawn Point that matches your team's affiliation, and place your Warrior on that Spawn Point (you can choose a different Spawn Point later). You are now in the game!

ORDER OF PLAY

Players are assigned a number when they join the game. Play always follows the order of the player numbers. The person running the game will call out your number and when it is your turn your warrior may move about and shoot on the table using Actions. Once you have completed your Actions, play moves to the next player, and so on.

ACTIONS

Every Warrior receives one free Action. Once that action is completed, you can try and get another. Roll a die:

- if the result 4+, you may take a second Action
- otherwise your turn immediately ends.

TYPES OF ACTIONS

There are three types of Actions: Move, Shoot, and Assault. You can choose any of these for your action and they do not have to be in any particular order.

With the exception of Move Actions, you cannot choose the same Action twice in the same turn.

MOVE ACTION

If you chose a Move Action, you may move your Warrior up to 6"/15cm in any direction. If you gain a second Action, you may take another Move Action.

SHOOT ACTION

If you choose a Shoot Action, declare a target within line of sight of your Warrior. Select one of your Warrior's weapons and roll one die for each point of ROF (Rate of Fire):

- Each result of 3+, hits your target and it must make an I'm Shot! roll (see below).
- Each failed roll is a miss!

Add +1 to the result needed if your target is in cover.

I'M SHOT!

If your Warrior is Hit as a result of shooting, roll a die for each hit:

- If the result 3+, your Warrior ignores the hit.
- On any other roll, your Warrior is Destroyed.

BULLETPROOF COVER

If your Warrior is hiding behind Bulletproof Cover, like a stone wall or inside a building, ignore the I'm Shot! rule. Instead, your opponent must roll another die.

- If the result is equal to or greater than the Firepower rating of the weapon they used, they Destroy your Warrior.
- On any other result, your Warrior is safe from the hit.

ASSAULT ACTION

If you choose an Assault Action, you must move your Warrior up to 4"/10cm so that it makes contact with an opposing Warrior (or vehicle, see below). Immediately roll a die:

- If the result 4+, you hit the enemy Warrior and it is immediately Destroyed in hand-to-hand combat.
- Otherwise you fail and you must move 2"/5cm directly away from your opponent's Warrior.

No matter what the result of your Assault Action, your turn immediately ends.

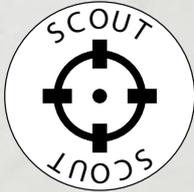
GET BACK TO THE FIGHT!

If your Warrior is Destroyed (by shooting or as a result of an Assault), you may Respawn at any of your team's Spawn Points at the start of your next turn.

WARRIOR CLASSES

Before entering the game you must choose one of five the Warrior Classes. These include: Scout, Assault, Anti-tank, Medic, and Engineer. Your Warrior Class determines your weapon load out and special rules.

SCOUT CLASS



A Warrior with a Scout Class has two special rules:

One Shot, One Kill: A Warrior with a Scout Class may re-roll a failed result to hit a target Warrior with its Rifle.

Fire on that Hill: If a Warrior with a Scout Class hits a target with its Binoculars, place a Ranged In token next to the hit Warrior. The hit has no other effect.

WEAPONS

Team	Range	ROF	Anti-tank	Firepower
Rifle	16"/40cm	1	2	5+
Pistol	4"/10cm	2	1	6
Binoculars	40"/100cm	1	-	-

Notes: Tank Assault 2

MEDIC CLASS



A Warrior with a Medic Class has one special rule:

Triage: If a friendly Warrior (not including this Medic) within 2"/5cm fails a Save, roll a die:

- On a result of 4+, that Warrior ignores the hit.
- On any other roll, that Warrior is Destroyed.

WEAPONS

Team	Range	ROF	Anti-tank	Firepower
SMG	4"/10cm	3	1	6

Notes: Tank Assault 2

ASSAULT CLASS



A Warrior with an Assault Class has one special rule:

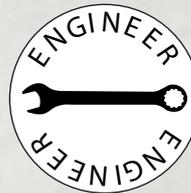
Grenade Spam: A Warrior with a Assault Class may take a second Shooting Action as long as it is used to shoot with Assault Grenades.

WEAPONS

Team	Range	ROF	Anti-tank	Firepower
Assault Rifle	8"/20cm	3	2	6
Assault Grenades	8"/20cm	1	3	4+

Notes: Tank Assault 2

ENGINEER CLASS



A Warrior with an Anti-tank Class has one special rule:

Monkey Wrench: If a friendly Armoured vehicle, (not including one this Engineer is in) within 2"/5cm is hit, add +1 to its armour value. This effect is not cumulative with additional Engineers.

WEAPONS

Team	Range	ROF	Anti-tank	Firepower
Pistol	4"/10cm	2	1	6
Flame-thrower	4"/10cm	1	-	-

Notes: Tank Assault 4. Warriors, Guns, and Unarmoured vehicles hit by a Flame-thrower are immediately Destroyed! Armoured vehicles ignore all hits by Flame-throwers

ANTI-TANK CLASS



A Warrior with an Anti-tank Class has one special rule:

Home Wrecker: A Warrior with an Anti-tank Class may re-roll a failed result to hit a target Vehicle with its Bazooka.

WEAPONS

Team	Range	ROF	Anti-tank	Firepower
Bazooka	8"/20cm	1	10	5+
Pistol	4"/10cm	2	1	6

Notes: Tank Assault 4



VEHICLES & GUNS

Vehicles are available on each map. These range between tanks, transports, self-propelled artillery, and aircraft. There are also guns, such as heavy machine-guns, anti-tank guns, and anti-aircraft guns. Your warrior can crew these vehicles and guns to use their greater firepower.

CHARACTERISTICS

Like Warrior Classes, each vehicle and gun has its own card that describes its characteristics and weaponry. When mounted in a vehicle or gun, use this card's information instead of your own Warrior's card.

MOUNTING UP

You may board a vehicle or gun (if it has enough empty seats) by using a full Move Action. You cannot actually move your Warrior as a part of this Move Action, so you must either begin your turn already adjacent to the vehicle, or use a second Move Action.

TAKE YOUR SEAT

Some vehicles have multiple seats to occupy (as defined on the vehicle card). When you mount up, you may occupy any empty seat.

The seats in each vehicle give you control over different parts of the vehicle. For example, you might occupy the driver's seat, which also gives you access to a machine-gun. You may use both of these abilities while mounted in that seat.

CHANGING SEATS

You may spend a Movement Action to change into a seat that is not currently occupied or to swap with a team mate.

DISMOUNT

You may use a full Move Action to dismount from a vehicle. You cannot actually move your Warrior as a part of this Move Action, simply place your Warrior adjacent to the vehicle.

SEATS

Vehicles and Guns have at least one Seat for Warriors to occupy. Each seat gives players one or more ways of using the vehicle.

Each seat has one or more positions that your Warrior can man while in the vehicle. The four basic positions include: Passenger, Driver, Gunner, and Machine-gunner.

DRIVER

A Warrior occupying a Driver Seat moves the vehicle as a part of the Warrior's normal Move Action or assaults with the vehicle as a part of the Warrior's normal Assault Action.

PASSENGER

A Warrior dismounting a vehicle from a Passenger Seat may do so without spending a Move Action.

GUNNER

A Warrior occupying a Gunner Seat may turn the turret (if applicable) and shoot the vehicle's (or gun's) main gun as a part of the Warrior's normal Shoot Action.

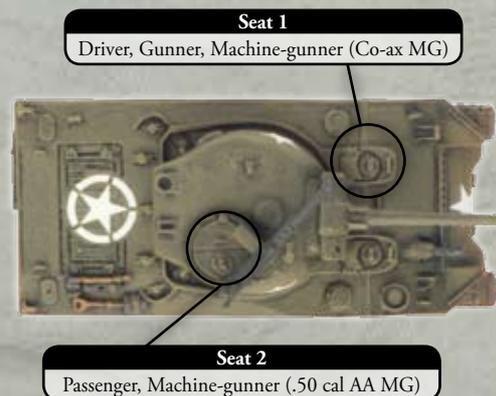
MACHINE-GUNNER

A Warrior occupying a Machine-gunner Seat may shoot the position's machine-gun as a part of the Warrior's normal Shoot Action.

EXAMPLE

A Warrior in Seat 1 may move the Medium Tank, shoot its main gun, and shoot its Co-ax MG.

A Warrior in Seat 2 may shoot its .50 cal AA MG and dismount without spending an Move Action to do so.



AIRCRAFT

You can also fly aircraft in War of Flames. Simply mount up in the pilot's seat you are airborne!

PILOT SEAT

A Warrior occupying a Pilot Seat may operate any one of the aircraft's weapons as a part of the Warrior's normal Shoot Action, and may move the aircraft as a part of the Warrior's normal Move Action.

AIRCRAFT AND ASSAULTS

A Warrior occupying a Pilot Seat may never take an Assault Action.

SHOOTING AT AIRCRAFT

Only weapons with Anti-aircraft in the notes may shoot at aircraft.

VEHICLE AND GUN SAVES

GUN SAVES

Warriors manning Guns always use the Bulletproof Cover rules when hit. If the result is equal to or greater than the Firepower rating of the weapon the opposing Warrior used, the gun, and all Warriors mounted inside are Destroyed

UNARMoured VEHICLES AND GUNS

When an Unarmoured Vehicle is hit, roll a die for each hit:

- If the result 5+, the vehicle or gun ignores the hit.
- On any other roll, the vehicle, and all Warriors mounted inside are Destroyed.

ARMoured VEHICLES

When an Armoured Vehicle is hit in shooting or assault, roll a die for each hit and add the vehicle's armour rating:

- If the result is greater than the shooting weapon's anti-tank, the vehicle ignores the hit.
- If the result is equal or less than the shooting weapon's anti-tank, the vehicle, and all Warriors mounted inside are Destroyed.

ASSAULTING VEHICLES AND GUNS

GETTING HIT IN ASSAULTS

If an Unarmoured vehicle or gun is hit in an Assault, the vehicle or gun, and all Warriors mounted inside are Destroyed.

If an Armoured vehicle is hit, and the assaulting Warrior's Tank Assault rating is greater than the vehicle's Top Armour rating, the vehicle and all Warriors mounted inside are Destroyed. Otherwise, it is safe from harm.

ASSAULTING WITH VEHICLES

Warriors in Vehicles cannot make an Assault Action unless they are occupying the Driver's Seat.

Vehicles cannot assault other vehicles.

Aircraft cannot assault or be assaulted under any circumstances.

VEHICLES & GUNS CHARACTERISTICS

Some vehicles have special abilities, such as Artillery and being Unarmoured or Armoured.

ARTILLERY

A vehicle or gun classed as Artillery may fire bombardments. A Warrior in the Gunner Seat of an Artillery vehicle or gun may fire a bombardment as a Shooting Action instead of shooting normally.

To fire a bombardment use the following procedure:

Step 1: Pick a target Warrior that is within Line of Sight of your Warrior's vehicle or gun.

Step 2: Roll one die to range in your gun:

- If the result is 3+ you have successfully ranged in your gun (Add +1 to the result needed if your target is in cover).
- Otherwise you fail to range in and your bombardment is over.

Step 3: If you have ranged in successfully, place a 6" x 6" (15cm x 15cm) template, square to the table, over the target Warrior and roll one die for each and every warrior (friendly and enemy) caught under any part of the template:

- Each result of 4+, hits the Warrior it is Destroyed.
- Each failed roll is a near miss!

Observers: Artillery may also choose to fire their bombardment at any Ranged In token that has been placed by a friendly Scout. In this case they skip straight to step 3, placing their template over the Ranged In token.

ARMoured

Armoured vehicles are well protected. They have special saves against enemy shooting, and unlike all other teams, they are not immediately Destroyed if they are hit in an Assault.

UNARMoured

Unarmoured vehicles offer no additional protection, but offer excellent speed and mobility in return.



RUNNING GAMES

This is a very tongue-in-cheek sort of game. Its goal is to bring the fun of a First Person Shooter computer game to the table top with a sort of ironic and fun twist. As the person running the game, you can be as strict or as silly as you'd like with your game. You can add or create your own vehicles, guns, or even classes. This set of rules is meant to be a starting point and how far you want to go beyond this is completely up to you and your resources.

ESSENTIALS

A game of War of Flames requires the following materials:

- *At least one figure for each player*
- *Class Tokens*
- *Scoring Sheet*
- *The Map (or table)*
- *At least three Spawn Points*
- *Dice, measuring devices, etc.*

Optional supplies include:

- *Vehicles*
- *Guns (and Artillery Templates if needed)*

FIGURES

One of the great things about War of Flames is the fact that you can get everything you need to play using a only few figures from your collection. In our games we have used normal *Flames Of War* figures based on small 3/4" (20mm) round bases.

Its a very good idea to plan out how many figures you are going to need for the game. A good War of Flames game uses about 10 miniatures, five on each side. You can, of course expand upon this if you've got more players, but be mindful of your table space! Its too easy to think that you can run 10-15 figures per side, but when you think about it, that's 30 players! Of course one option to help with that is to have players run multiple Warriors each.

Vehicles and guns are also easy to gather as they are usually found on the battlefield as a single team.

PLAYER & CLASS TOKENS

When a player enters the game, give them a Player Token. These have a number on them that corresponds with the turn order. When their number is up, its their turn.



Player 4 (Axis team)



Player 7 (Allied team)

CLASS TOKENS

You can try and have figures armed with the right weapons as the class a player is using, but this might require a very large number of figures. It might also be difficult to figure out a player's class at a glance.

Each player should place a Class Token next to their figure to remind players what that Warrior's class is currently.



Scout

Assault

Anti-tank

Medic

Engineer

SCORING POINTS

In most game modes, you'll need to keep score as the person running the game. Add points to a player's score card for:

Qualification	Points Earned
Destroying an Enemy Warrior	1 point
Saving a Friendly Warrior (Medics)	1 point
Adding a Control Marker	1 point
Returning the Flag	1 point

DEATHS

In some game modes, you'll also need to keep track of how many times a player's Warrior is Destroyed. Add one point to the player's Total Deaths score each time their Warrior is Destroyed.

CUSTOM POINTS AND ACHIEVEMENTS

You may also want to add points for other heroic actions in the game, like knocking out Tanks or Guns, etc. These are completely up to you as the organiser. For example, you may want to keep track of how many Tank kills a player racks up so that you can award an Achievement to a player (perhaps called "Tank Buster") for destroying the highest number of tanks.

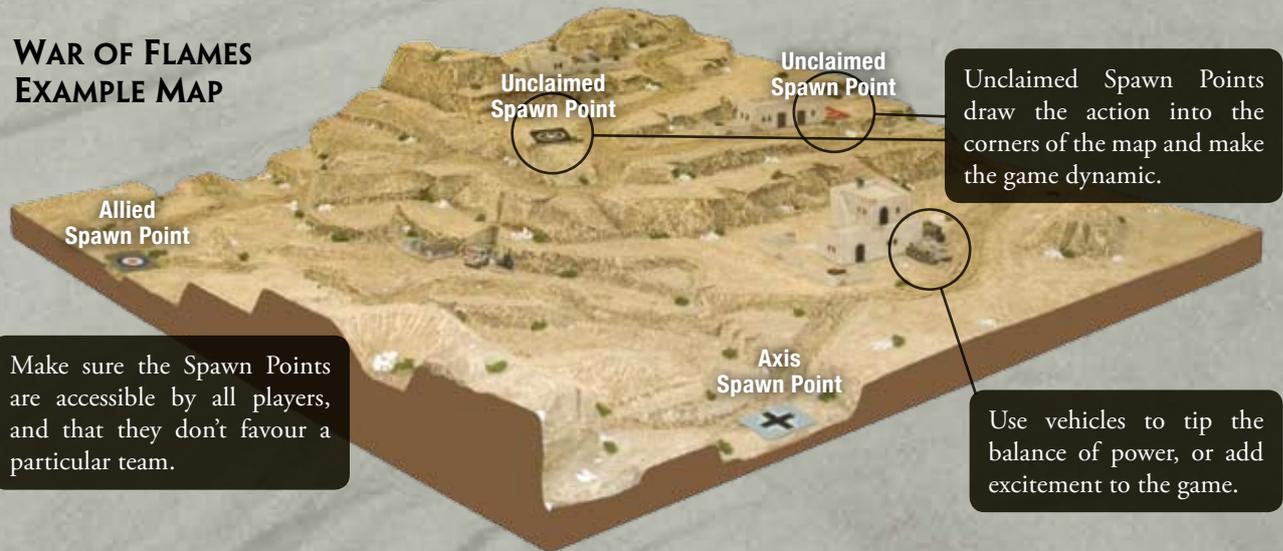
LAGGING PLAYERS

Sometimes you'll get one of those players that takes too long deciding what to do. This could be intentional or unintentional, but the fact remains that they are stealing time from your game and their fellow players.

As the game organiser, if you suspect that a player is taking too long with their turn, tell them that they are lagging. They immediately lose their turn and play moves on. If a player lags three times, they are booted from the game.

ANATOMY OF A MAP

WAR OF FLAMES EXAMPLE MAP



Make sure the Spawn Points are accessible by all players, and that they don't favour a particular team.

Unclaimed Spawn Points draw the action into the corners of the map and make the game dynamic.

Use vehicles to tip the balance of power, or add excitement to the game.

SPAWN POINTS

Spawn Points are what the players are fighting over. They are the size of a standard Flames Of War Objective Marker.

There are three types of Spawn Points:

ALLIED SPAWN POINTS

Only Allied Warriors may spawn here.

AXIS SPAWN POINTS

Only Axis Warriors may spawn here.

UNCLAIMED SPAWN POINTS

No Warriors may spawn here.

CLAIMING SPAWN POINTS

When a player's Warrior begins its turn within 4"/10cm of an Unclaimed or enemy Spawn Point and there are no enemy teams within 4"/10cm, that Warrior adds a Control Marker on top of the Spawn Point (remember, that player scores one point on their Score Card).

When a Spawn Point has three Control Markers on it, it is claimed by that team and all Control Markers are removed from that Spawn Point.

It is possible to have one or two Control Markers placed on a Spawn Point without having any enemy nearby (the enemy might have been destroyed or moved away). If this happens, the Control Markers remain on the Spawn Point. So long as there is at least one enemy Control Marker on a Spawn Point, it cannot be used to spawn Warriors by the other team.

RETURNING THE FLAG

When a player's Warrior begins its turn within 4"/10cm of a friendly or Unclaimed Spawn Point and there are no enemy teams within 4"/10cm, that Warrior clears all enemy Control Markers on top of that Spawn Point (remember,

that player scores one point on their Score Card). A player who is Returning The Flag doesn't place a Control Marker of their own this turn.

SETTING UP SPAWN POINTS

When you set up your table it is a good idea to have at least three Spawn Points. Adding more will draw more action towards them, so it is also a good idea to make sure that additional Spawn Points help drive the action to make full use of the table.

Also consider where those Spawn Points are located in terms of each other. You don't want to make it too easy for a single team to grab the majority of the Spawn Points straight way.

RESPAWNING VEHICLES

Like Warriors, vehicles and guns can respawn into the game after they have been destroyed. They are placed by the game's organiser anywhere within 4"/10cm of an appropriate Spawn Point. There are a few ways that you, as the game's lead, can spawn vehicles into the game.

The first is to spawn it into the game when you feel it is the right time. This gives you complete control over the use of the vehicle. This will help you balance the game one way or the other. Obviously, it only works if you are an impartial participant!

The other way is to agree before the game begins with everyone on a rolling mechanism. For example, you may agree that after all players have had a turn, roll a die and on a 5+ the destroyed vehicle or gun returns to play. Of course you can adjust this up or down depending on how frequent you want that specific vehicle or gun to respawn.

INVINCIBLE SPAWN POINTS

As the Organiser, you can declare that a Spawn Point is unable to be captured. Use this sparingly if you want to ensure that a side isn't overrun.



GAME MODES

With the above tools, you should be able to create your own map and gaming mode. That could be as simple as Sudden Death, where no one gets to respawn and the last man standing is the winner. Or it could be complex, such as a Normandy beach assault with lots of figures and special rules. It is up to your imagination what you'd like to do.

Here are a few Game Modes that we have created for War of Flames. Feel free to make further modifications to suit your event, or play them as they are. Also, if you have created a fun Gaming Mode and would like to share it, post it up in our Forums at www.FlamesOfWar.com and we'll add the popular modes to the following list.

DEATH MATCH

Death Match games are the most basic game mode for War of Flames. It's all about a player's Kill-to-Death ratio at the end of a designated period of time.

TEAMS

There are no teams in Death Match—it's every Warrior for themselves!

SPAWN POINTS

There are five Invincible Spawn Points in a typical Death Match. These are placed roughly as they appear on the map to the right.

All Spawn Points are considered to be controlled by all players. This means that players can respawn at any Spawn Point when they join the game so long as there are no enemy teams within 2"/5cm.

ENDING THE GAME

The game ends when:

- a predetermined time limit is reached

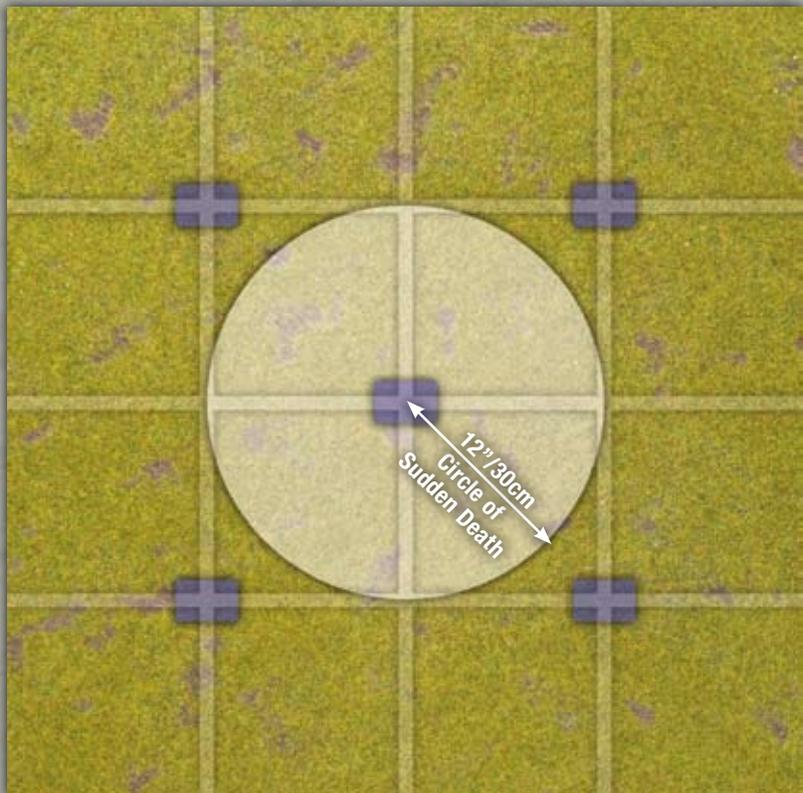
KEEPING SCORE

The only score that needs to be kept is each player's Kills and Deaths. You can add other scores if you wish to track certain in-game achievements.

When the game ends, subtract each player's Death score from their Kill score. The result is their final Match Score.

WINNING THE GAME

The player with the highest Match Score wins the match.



SUDDEN DEATH DECISION

If there is a tie for the highest Match Score, place all of the tied players' Warriors on the map within 12"/30cm of the centrepoint. Continue playing until there is one last remaining Warrior left on the table. In a Sudden Death Decision, there are no respawns allowed!

VARIATIONS

Feel free to expand on this game mode. Here are some suggestions to do just that:

- One variation on Death Match might be to introduce small teams of players, perhaps 3-5 players per team.

CAPTURE THE FLAG

Capture The Flag expands on the basic Death Match by allowing players to capture new Spawn Points, changing the face of the battlefield as they go.

TEAMS

There are two teams in Capture the Flag: an Axis team and an Allied team. A game organiser may need to balance the teams as players join.

SPAWN POINTS

There are at least five Spawn Points in a typical Capture the Flag. The game begins with one claimed Spawn Point for each side.

Exactly where the Spawn Points are deployed and which ones begin the game claimed and unclaimed is up to the game's organiser. Choosing two that are close to each other will get the action started straight away. On the other hand, choosing two distant ones might slow the game down as player focus more on capturing Unclaimed Spawn Points before engaging the opposite side.

ENDING THE GAME

The game ends when either:

- *a predetermined time limit is reached*
- *one side controls all of the map's Spawn Points and no opposing Warriors are in play.*

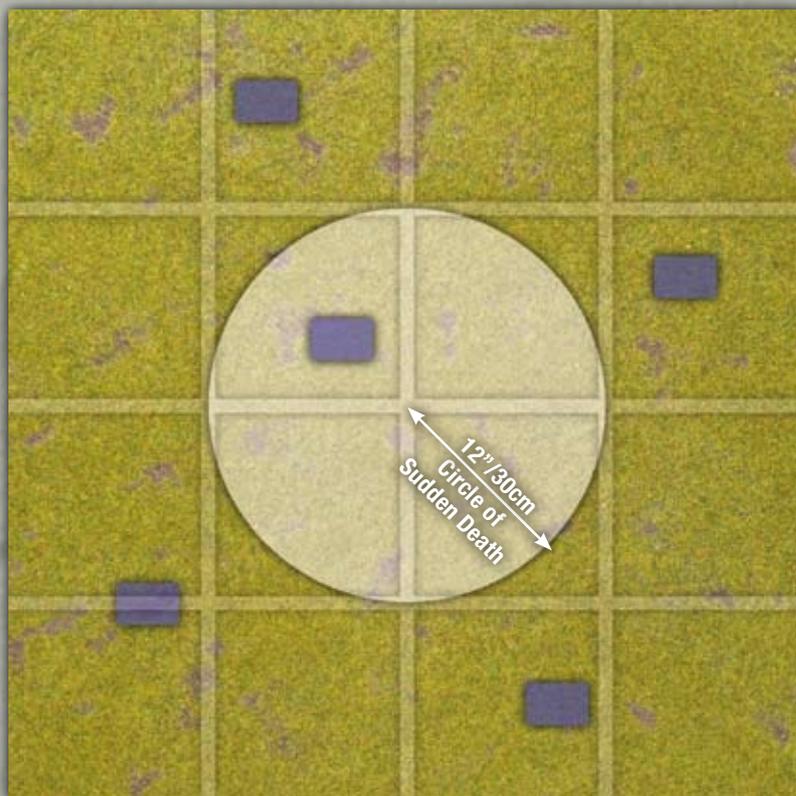
KEEPING SCORE

The only score that needs to be kept is each player's Kills and Deaths. You can add other scores if you wish to track certain in-game achievements.

When the game ends, subtract each player's Death score from their Kill score. The result is their final match score.

WINNING THE GAME

Add all of a side's Match Scores together. The team with the highest Match Score wins the match.



SUDDEN DEATH DECISION

If there is a tie between the teams Match Scores, find the highest scoring player from each team and place their Warrior on the map within 12"/30cm of the centrepoint. Continue playing until there is one last remaining Warrior left on the table. In a Sudden Death Decision, there are no respawns allowed!

VARIATIONS

Feel free to expand on this game mode. Here are some suggestions to do just that:

- *Capture the Flag is a great opportunity to play a large game of War of Flames. Expand the table an additional 2' (60cm) on one end to add more room for additional players. Add some extra Spawn Points too.*
- *Add a story to your game. Feel free to add some triggered events. For example, when a team captures a certain Spawn Point, a vehicle instantly appears there, or perhaps it opens up a second unclaimed or claimed Spawn Point. Players will have fun as they deal with your surprises along the way!*

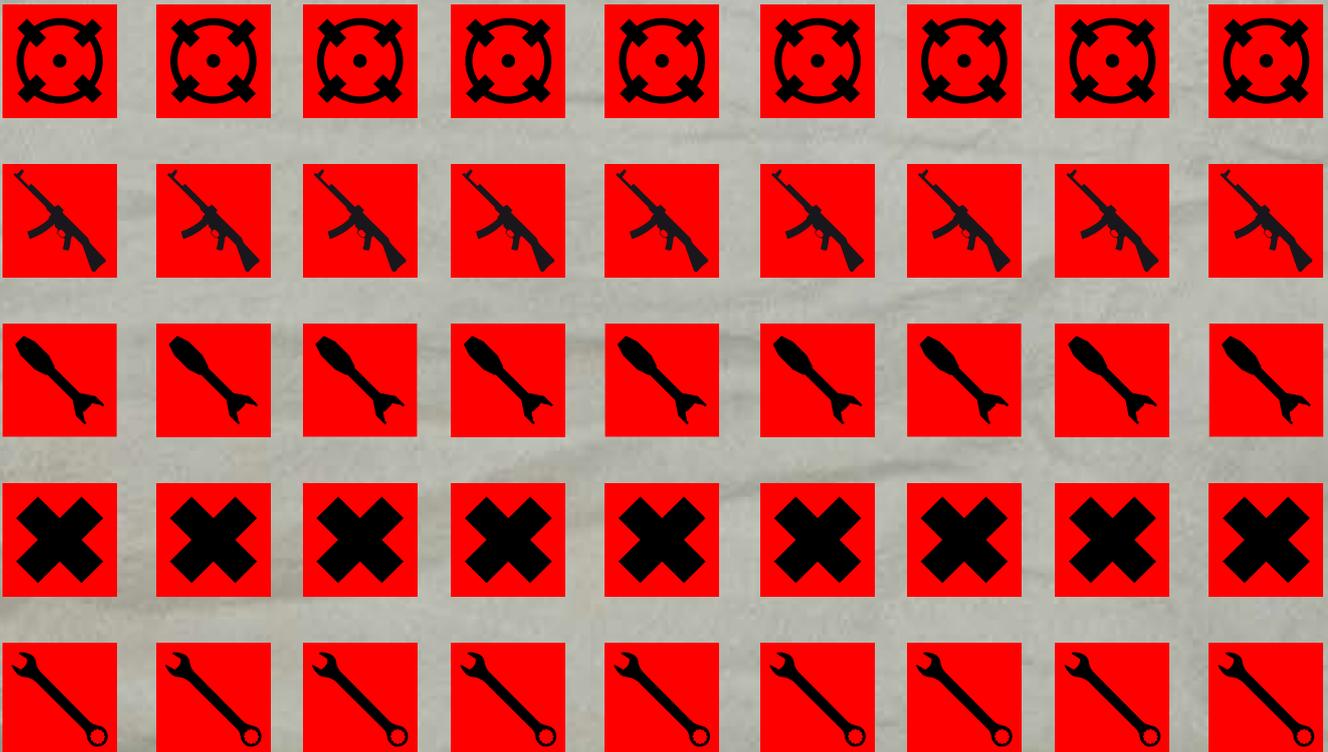


GAME PIECES

PLAYER TEAM/ORDER TOKENS



CLASS TOKENS



GAME SCORE CARD

GAME SCENARIO

PLAYERS (RED TEAM)

PLAYER NAME	KILLS		
	DEATHS		

VEHICLE KILLS	HEALS	SPECIAL SCORE	SPECIAL SCORE

PLAYER NAME	KILLS		
	DEATHS		

VEHICLE KILLS	HEALS	SPECIAL SCORE	SPECIAL SCORE

PLAYER NAME	KILLS		
	DEATHS		

VEHICLE KILLS	HEALS	SPECIAL SCORE	SPECIAL SCORE

PLAYER NAME	KILLS		
	DEATHS		

VEHICLE KILLS	HEALS	SPECIAL SCORE	SPECIAL SCORE

PLAYERS (BLUE TEAM)

PLAYER NAME	KILLS		
	DEATHS		

VEHICLE KILLS	HEALS	SPECIAL SCORE	SPECIAL SCORE

PLAYER NAME	KILLS		
	DEATHS		

VEHICLE KILLS	HEALS	SPECIAL SCORE	SPECIAL SCORE

PLAYER NAME	KILLS		
	DEATHS		

VEHICLE KILLS	HEALS	SPECIAL SCORE	SPECIAL SCORE

PLAYER NAME	KILLS		
	DEATHS		

VEHICLE KILLS	HEALS	SPECIAL SCORE	SPECIAL SCORE

VEHICLE CARDS

MEDIUM TANK

Seat 1
Driver, Gunner, Machine-gunner (Co-ax MG)



Seat 2
Passenger, Machine-gunner (.50 cal AA MG)

Front Armour	Side Armour	Top Armour	Movement
6	4	1	12"/30cm

Weapon	Range	ROF	AT	FP	Notes
75mm gun	32"/80cm	2	10	3+	
Co-ax MG	16"/40cm	3	2	6	
.50 cal AA MG	16"/40cm	3	4	5+	Anti-aircraft

HEAVY TANK

Seat 1
Driver, Gunner, Machine-gunner (Co-ax MG)

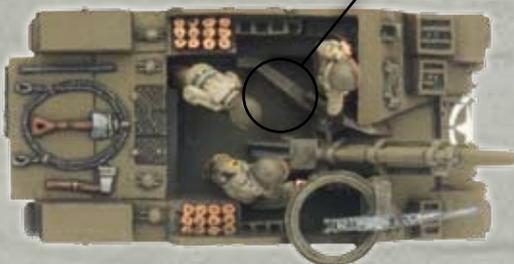


Front Armour	Side Armour	Top Armour	Movement
9	8	2	8"/20cm

Weapon	Range	ROF	AT	FP	Notes
88mm gun	40"/100cm	2	13	3+	
Co-ax MG	16"/40cm	3	2	6	

SELF-PROPELLED ARTILLERY

Seat 1
Driver, Gunner.



Front Armour	Side Armour	Top Armour	Movement
1	0	0	12"/30cm

Weapon	Range	ROF	AT	FP	Notes
105mm gun	24"/60cm	1	9	2+	
Firing bombardments	72"/180cm	-	4	4+	

FIGHTER BOMBER



Seat 1
Pilot.

Protection
Bulletproof Cover

Movement
24"/60cm

Weapon	Range	ROF	AT	FP	Notes
Machine-guns	16"/40cm	4	2	6	Anti-aircraft
Bomb	2"/5cm	1	5	1+	

JEEP OR MOTORCYCLE

Seat 1
Driver, Passenger

Seat 2
Passenger.



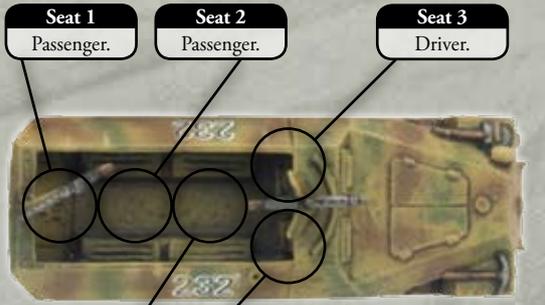
Protection
Unarmoured

Movement
16"/40cm

Weapon	Range	ROF	AT	FP	Notes
None	-	-	-	-	



HALF-TRACK



Seat 4
Passenger.

Seat 5
Passenger, Machine-gunner (.50 cal AA MG)

Front Armour
1

Side Armour
0

Top Armour
0

Movement
12"/30cm

Weapon	Range	ROF	AT	FP	Notes
.50 cal AA MG	16"/40cm	3	4	5+	Anti-aircraft

LANDING CRAFT



Seat 3
Machine-gunner (AA MG)

Seats 4, 5, and 6
Passenger.

Protection
Bulletproof Cover

Movement
8"/20cm

Weapon	Range	ROF	AT	FP	Notes
AA MG	16"/40cm	3	2	6	Anti-aircraft

GUN CARDS

HEAVY MACHINE-GUN



Protection
Bulletproof Cover

Movement
Immobile

Weapon	Range	ROF	AT	FP	Notes
HMG	24"/60cm	6	2	6	

ANTI-AIRCRAFT GUN

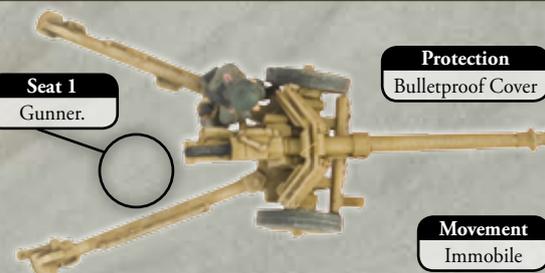


Protection
Bulletproof Cover

Movement
Immobile

Weapon	Range	ROF	AT	FP	Notes
20mm Gun	24"/60cm	4	5	5+	Anti-aircraft

ANTI-TANK GUN

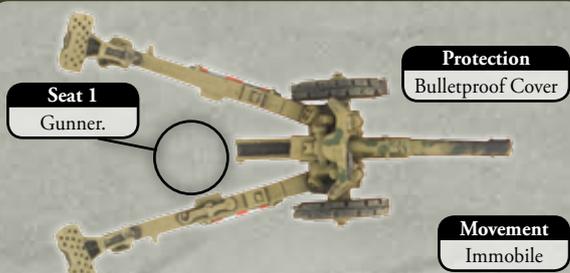


Protection
Bulletproof Cover

Movement
Immobile

Weapon	Range	ROF	AT	FP	Notes
75mm Gun	32"/80cm	2	12	3+	

HOWITZER



Protection
Bulletproof Cover

Movement
Immobile

Weapon	Range	ROF	AT	FP	Notes
105mm gun	24"/60cm	1	9	2+	
Firing bombardments	72"/180cm	-	4	4+	