

# 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.

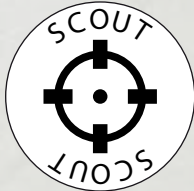
## GET BACK TO THE FIGHT!

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:

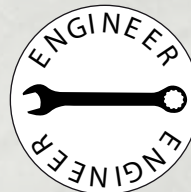
**Grenade Spam:** A Warrior with a Assault Class may take a second Shooting Action as long as it is used to shoot with Assault Grenades.

### 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

