

# 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.

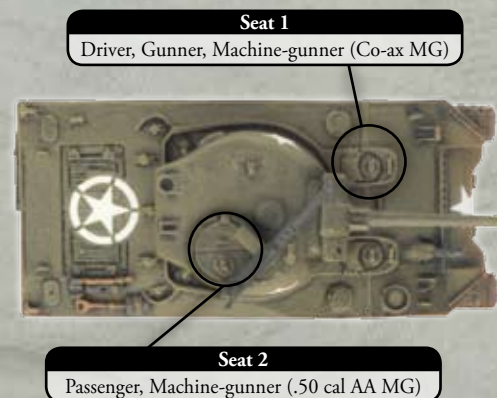
### MACHINE-GUNNER

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.



# VEHICLE CARDS

## MEDIUM TANK

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



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

<b>Front Armour</b>	<b>Side Armour</b>	<b>Top Armour</b>	<b>Movement</b>
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)



<b>Front Armour</b>	<b>Side Armour</b>	<b>Top Armour</b>	<b>Movement</b>
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.



<b>Front Armour</b>	<b>Side Armour</b>	<b>Top Armour</b>	<b>Movement</b>
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.

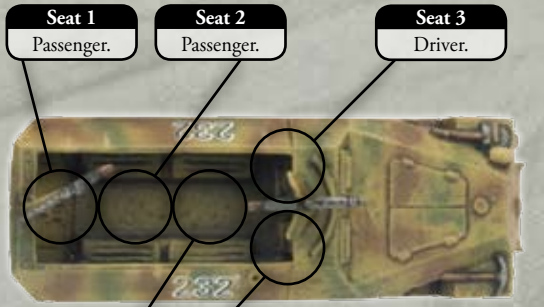


**Protection**  
Unarmoured

**Movement**  
16"/40cm

Weapon	Range	ROF	AT	FP	Notes
None	-	-	-	-	

## HALF-TRACK



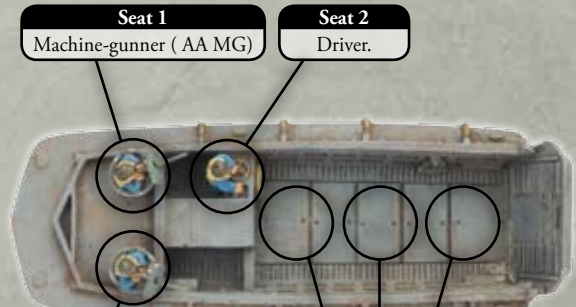
Seat 4  
Passenger.

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

<b>Front Armour</b>	<b>Side Armour</b>	<b>Top Armour</b>	<b>Movement</b>
1	0	0	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.

<b>Protection</b>	<b>Movement</b>
Bulletproof Cover	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

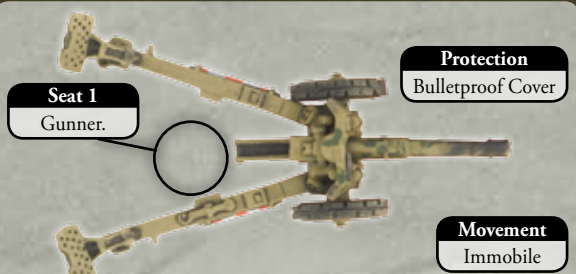


**Protection**  
Bulletproof Cover

**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+	