

LESSONS FROM THE FRONT

EARLY & LATE WAR VERSION 4

QUESTIONS AND ANSWERS ON FLAMES OF WAR

JUNE 2017

During the time that the fourth edition of *Flames Of War* has been out, players have asked questions about the game. The questions and their answers have been gathered into this document. Please note that this is an on-going project. To help players who have read earlier versions of Lessons From the Front, new material is marked with a line in the left margin.
— Phil Yates, Game Designer

ATTACHMENTS

The Attachments rule on page 7 says that Infantry Units containing Transport teams are split into an Infantry Unit and a Transport Attachment. What about Gun Units and others with Transport teams?

All Units with Transport teams split the Transport teams off into a Transport Attachment. If it has any Tank teams, they are included in the Transport Attachment as well.

REDUNDANT TEAMS

The Redundant Teams rule on page 7 removes command Infantry teams, Staff teams, and Observer teams from Gun Units. What is a Gun Unit?

A Gun Unit is one that apart from the Command Infantry team and Transport teams is predominantly composed of Heavy Weapons, Gun, or Tank teams (before any optional teams are added).

SHOOTING

Does the direction the gun and gun shield are pointing change the Save of an Unarmoured Tank Team with a Gun Shield?

No. An Unarmoured Tank Team with a Gun Shield has a 4+ Save all the time, even against Artillery Bombardments.

My Unit Leader has been Destroyer and I appoint a new one. What happens if my replacement Unit Leader is a Bazooka Team. The Bazooka Team has the score required To Hit in Assaults increased by +1 for being a Small Infantry Team, does the Bazooka

Team lose this because it is now a Unit Leader?

No, replacement Unit Leaders always retain the characteristics of the replacement team. In this example the new Unit Leader retains its Bazooka Team characteristics, including the Small Infantry Team rule.

The rule for Small Infantry Teams on page 57 of the Flames Of War 1939-41 and 1944-45 rulebook does specifically exempt Unit Leaders and Formation Commanders from the Assault Small Infantry Teams rule. However, this only applies to the initial teams at the beginning of the game (these teams normally have three models, although some players may have modelled them with only two models).

Can my medium mortars that have a direct fire line in the arsenal fire over friendly troops?

Treat all medium mortars (8cm GW34, M1 81mm mortars etc) with a direct fire line as having the Can Fire Over Friendly Teams rule from page 66 of the rulebook.

In the Perfectly Camouflaged rule for Snipers it says that Sniper Teams are Concealed and Gone to Ground, even when they shoot. Is this the case when they move in the open?

No, this only while they remain in their Sniper's Hide. If they move they lose all the benefits of the Perfectly Camouflaged rule.

ARTILLERY

The rules for Line of Sight of AOPs seems to be different from other aircraft? Is this correct?

No, the Line of Sight rules for AOPs on page 50 of the Flames Of War 1939-41 and 1944-45 rulebook should be the same as the normal Aircraft Line Of Sight rules on page 28.

So Line of Sight is traced from any point on the flight stand of any Aircraft or AOP.

MORALE

How do I work out whether or not my Unit made up of a mix of Team types (for example, a US Glider Anti-tank Platoon with a mix of M1 57mm Gun Teams and Bazooka Teams) is in Good Spirits?

If it meets either criteria for being in Good Spirits, so two remaining Gun Teams or three remaining Infantry Teams, the Unit is in Good Spirits.

CAVALRY

Was it intended that Cavalry Teams would automatically be Destroyed if they Break Off from an assault as they only have a 6"/15cm Tactical move?

No. The Cavalry rule on page 68 is missing the following line:

Cavalry Teams move up to 10"/25cm when they Break Off in an Assault.

When do Cavalry Teams Dismount?

Like Passengers and Transports, Cavalry Teams, Dismount at the start of their Movement before Moving in the Movement Step.

FORTIFICATIONS

I have to have line of sight to the gun slit of a bunker to shoot it. Do I also need to have to be in contact with a gun slit to hit it in an assault?

Yes. A bunker can only be harmed through the gun slits.

The Minefield rules say that you have to enter a Minefield to clear it, but then you can clear minefields within 2"/15cm? This seems odd.

Remove the "within 2"/15cm", as this is unnecessary when using 8"/20cm by 2"/15cm minefields.

MISSIONS

If I have part of a Unit with another Unit as a Combat Attachment, how do I work out the points for Reserves?

If a Unit has any part of it on the table, then its points are included in the on-table component of the force.

BRITISH

How does a Breaching Group work with Deep Reserves?

The Breaching Force rule on page 5 should read: A Unit from a Breaching Group may only be held in Reserve if all Breaching Group Units that can be deployed on table have been.

The Armoured Companies rule in Hellfire and Back breaks up the Armoured Companies into individual Units. Should Blitzkrieg have the same rule?

Yes. The same rule should apply to Armoured Regiments in Blitzkrieg.

If I have a British Bagpipes Infantry Team in my Company HQ, nearby Units require one more hit than normal to become Pinned Down. Does the Bagpipes Infantry Team also require nearby Assaulting Units to take one more hit to Fall Back?

Yes, the reference in the Bagpipes rule (page 72 of the Flames Of War 1939-41 and 1944-45 rulebook) to Defensive Fire should reference Fall Back. The last sentence should read:

Any Unit within 6"/15cm of the Bagpiper requires one extra hit in the Shooting Step to become Pinned Down and in Defensive Fire to be forced to Fall Back.

GERMAN

If a German half-track with the Mounted Assault rule Charges into Contact while carrying an Infantry Team, how many times do you roll to hit?

The Assaulting half-track Transport Teams and any Infantry Teams they are carrying as Passengers can roll To Hit in Assaults.

How many hits does it require to drive off an Assault from a Unit using the Mounted Assault rule?

The Assaulting Unit is the Transport Attachment, so the number of hits required to make the Assaulting teams Fall Back is determined by the size of that Unit. The Passengers are a different Unit, so are ignored.

If a half-track using the Mounted Assault rule is Bailed Out, what happens to the Infantry inside?

Nothing. They remain safely in their half-track. Since the half-track can't assault, neither can its Passengers.

What happens if the Bailed Out half-track is required to Break Off?

The Bailed Out half-track is Destroyed since it cannot Break Off. Since it was Destroyed by an assault, the Passengers are automatically Destroyed as well.

The Schürzen rule states it increases Side armour to 5 when hit by an 'infantry weapon' that has firepower 5+ or 6. Does this mean a Panzer IV that took a hit by PIAT held by an infantry team can use its Schürzen, while a tank that took a hit by PIAT mounted on a Universal Carrier can't use its Schürzen?

No. The word 'Infantry' is unnecessary for the meaning of the rule. The rule applies to any weapon with Firepower 5+ or 6 hitting Tank Team with the Schürzen rule.

The Stuka Zu Fuss rule states that each Stuka Zu Fuss rocket launcher counts a six weapons firing for working out the Template Size, but six weapons is not listed under the rocket launcher rules, what template size should I use?

Use the large 12"/30cm square template for four weapons firing for four or more weapons firing.

Panzerfausts are ROF 1 weapons and have a rule stating 'Cannot shoot in the Shooting Step if moved in the Movement Step' in the arsenal. If using their Moving ROF for shooting when Pinned Down, does this mean they have a ROF 0 and can't shoot if Pinned Down?

No, they have a ROF 1 with an additional +1 to the score required To Hit for being a ROF 1 weapon. The quoted rule simply prevents them from Shooting, but does not change their ROF.

The Volkssturm Platoon's Local Militia rule says that they have a value of 0 points when working out Reserves. How does this work?

You are allowed 60% of your maximum points total on table in missions at the start of a game with Reserves.

This being the case, the best thing to do is put the Volkssturm Platoon on table, using 0 points out of your 60%, then add more Units to fill up the points available. This means that your Reserves will be less than the remaining 40%.

SOVIET

What is the ROF of a Soviet Flame-thrower Team and other Flame-throwers with a ROF higher than two in the arsenal?

Most Flame-throwers are ROF 2 as stated in their arsenal and on page 44 of the Flames Of War 1939-41 and 1944-45 rulebook. However, Soviet Flame-thrower Teams have all the same stats as stated on page 44 of the Flames Of War 1939-41 and 1944-45 rulebook, except they retain their ROF 4 as found in their Arsenals.