

# LESSONS FROM THE FRONT

## 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

### MOVEMENT

Some Movement Orders only affect teams in Line of Sight of the Unit Leader. Do friendly teams block Line of Sight for Movement Orders?

*No. Ignore friendly teams when determining Line of Sight for Movement Orders.*

When a Team moves using a Blitz Move movement order, do they still need to take Cross tests and test to see if they got hit by a Minefield?

*Yes. All the normal movement rules apply while making a Blitz Move. The only difference is that once you've finished the Blitz Move, you don't count as having moved for things that happen afterwards.*

### TRANSPORTS

If a Unit is being carried as Passengers, can they use the Blitz Move movement order to Dismount?

*Yes, as long as all the rules for Dismounting (such as you can't do it after the Transport has moved) are obeyed.*

Can passengers in a Transport take or dispute an Objective?

*No they can't. It's hard to see how infantry inside a transport could take an objective if the transport itself wasn't sufficient to do so.*

### COMMAND

The Command Leadership rules give re-rolls if the Formation Commander is close enough and in Line of Sight. Do friendly teams block Line of Sight for command?

*No. Ignore friendly teams when determining Line of Sight for Command purposes.*

Can my Formation Commander give Command Leadership re-rolls if his tank is Bailed Out?

*Yes. Whether the Formation Commander is Bailed Out or not has no effect.*

Most Command Leadership re-rolls require the Formation Commander to be close to the Unit Leader. However, when Remounting a Bailed Out tank, the rules say the tank itself has to be close to the Formation Commander. Is this right?

*Yes it is. If the Formation Commander wants to motivate a Bailed Out tank to Remount, they have to be close to that tank, rather than the Unit Leader.*

### SHOOTING

What do I do if there isn't enough space to rotate a team to face the target?

*If the team can rotate by moving slightly away from the obstacle, then do so. Otherwise, it just rotates as far as it can and shoots anyway.*

A shooting team has line of sight to a window into a building containing several infantry teams. Which ones can I shoot at?

*You can't shoot through walls, so you'll need to see the target team through a door or a window to be able to hit it.*

*The Terrain Table has a bit of an oddity where it says that doors and windows are Short Terrain while the walls they are in are Tall Terrain. It makes more sense to view the doors and windows as Tall Terrain too.*

*That means that you'll be able to see any teams in the building that you have line of sight to through a door or a window, and that are within 2"/5cm of the door or window.*

*The converse applies for teams looking out of the building at your troops too.*

If I fire Smoke at a team in the upper storey of a building, where do I place the Smoke Marker?

*On the ground in front of the building. That means that if the building is tall enough, the team may be able to see over the smoke.*

### ARTILLERY

Do tanks get a +1 to their Armour Save for being more than 16"/40cm from an Artillery Battery that hit them with an Artillery Bombardment?

*No. That bonus only applies to Armour Saves from Shooting, not to Artillery Bombardments.*

A Spotting team must have Line Of Sight to the Aiming Point when Ranging In. Do friendly teams block Line of Sight for command?

*No. Ignore friendly teams when determining Line of Sight for Spotting purposes.*

### ASSAULTS

If an enemy tank unit assaults my infantry and forces them to Break Off. I have tanks within 6"/15cm of the assaulting teams, do my tanks also need to Break Off?

*Yes they do. When their infantry support falls back, they do too.*

My tanks failed their Counterattack test and are Breaking Off. Directly behind them there is a hedge, but just off to the side is a gate. Do they have to go back over the hedge and risk failing their Cross test and getting captured, or can they detour through the gate?

*The rules are deliberately somewhat soft on the matter. It would be silly to require the tank to cross the hedge if it could move a few millimetres to the side and go through the gate, for instance.*

## MISSIONS

Are Formation HQ Units affected by the Deep Reserves special rule that restricts a player to one Tank Unit with Front armour 3 or more or one Aircraft Unit on table at the start of the game?

*Yes. The restriction applies to all Units, regardless of their function.*

*If a team can dodge an obstacle, it may if you want it to. Whichever choice you make, though, it must take the shortest path to do so.*

My troops are surrounded by enemy infantry when they need to Break Off. Can they move through the infantry to get away?

*If that is the shortest path to safety, then yes they can.*

When I assault troops in a building, do I have to go through the doors and windows?

*Yes. The walls are Impassable Terrain, so you can't move or fight through them.*

Does getting Pinned Down by something like being hit by a Minefield or the Defensive Fire of a Flame-thrower force my assaulting Unit to Fall Back and end the assault?

*No. The only thing that forces you to Fall Back is taking a sufficient number of hits from Defensive Fire. A single hit that Pins Down a Unit will not do that.*

If I Counterattack against a team in a Minefield, do I risk getting hit by it?

*Yes, even if the models didn't move, they are still moving around in a minefield.*

## LAST STAND

I have a Unit of one tank. When does it have to take a Unit Last Stand test?

*A Unit only needs to take a Last Stand Test at the start of a turn when it has at least one team Destroyed or Bailed Out. So, your Unit would only need to test if the tank was Bailed Out and failed to Remount.*

The phrase 'only count teams that are In Command' under In Good Spirits in Unit Last Stand only refers to the second part of the rule that lists how many teams you need to be In Good Spirits if you've taken casualties, correct?

*Yes. Driving away doesn't make the morale effect of the casualties go away.*

A Transport Unit with just one team remaining would need to take a Unit Last Stand test at the start of each turn.

Does it still need to do so if I Send it to the Rear?

*Yes. They are still disturbed by the number of casualties they've taken and are likely to be reluctant to return to the front when called upon.*

## BRITISH RULES

The British Night Attack rule stops Units that don't have the Night Attack rule from moving out of their deployment area. Isn't this a rather harsh restriction on the opponent?

*The rule only applies to the player making a Night Attack. Their formations that can't Night Attack have to wait until dawn to move forward to support the attack. Their opponent's Units are free to move as they like.*

I have a spotter who is attempting to Range in three 25 pdr Field Troops. These artillery batteries have the Mike Target special rule that allows the spotter to immediately roll to Range In another battery when they succeed in Ranging In another. How does this work?

*An example might be the best way to explain this. Let's say that your spotter succeeds in Ranging In the first battery on the first attempt. Normally, they would now move on to their second attempt and try to Range In another battery.*

*Instead, the Mike Target rule allows them to make another first attempt to range In another battery. Let's say that they fail to Range In that battery. Now, having used the bonus attempt allowed by the Mike Target rule, they move on to their second attempt.*

*Let's say they fail again, and move on to their third attempt. This time they succeed and Range In the second battery, which will suffer a +2 penalty to hit for having Ranged In on the third attempt.*

*Having successfully Ranged In another battery, the Mike Target rule comes into effect again, allowing the spotter to make another third attempt to Range In the last battery. Again they succeed, so the third battery is also Ranged In on the third attempt and suffers the +2 penalty to hit.*

# Book and Card Updates

This section has updates to the various *Flames Of War* army books and their associated cards.

## MOVEMENT ORDER SUMMARY CARDS

Some Desert Rats and Afrika Korps Movement Orders summary cards require teams to be close to the Unit Leader to Dig In. Is this correct?

*No. The books are correct. Any team in the unit can dig Foxholes, regardless of where they are.*

## FOG OF WAR CARDS

Are the Objectives on the Line in the Sand card supposed to be arranged in a line?

*Yes. The three Objectives are supposed to be arranged in a line, 12"/30cm apart, centred on the centre of the table.*

Do I remove an Objective from Line in the Sand when I take it?

*Yes. You remove the Objective when you hold it to score one point. The card is discarded once all three Objectives have been claimed.*

There are two different cards labelled Precise Attack. Does this matter?

*No. The labels on the cards have no effect on the game.*

One of the Precise Attack cards gives you points for destroying units with the same name. Does the name have to be exactly the same or do units like Panzer III Tank Platoon and Panzer III (Mixed) Tank Platoon both count?

*They have different names, so you'd need to pick one or the other.*

The other Precise Attack card gives a different number of points for destroying Units of more or less than 9 points. How does this work in Early or Late War?

*Treat the cutoff point as 135 points.*

The Scout the Perimeter card requires a Spearhead Unit to score the

points. How does this work in Early and Late War?

*All Reconnaissance Platoons have the Spearhead rule (see page 68 of the rulebook).*