

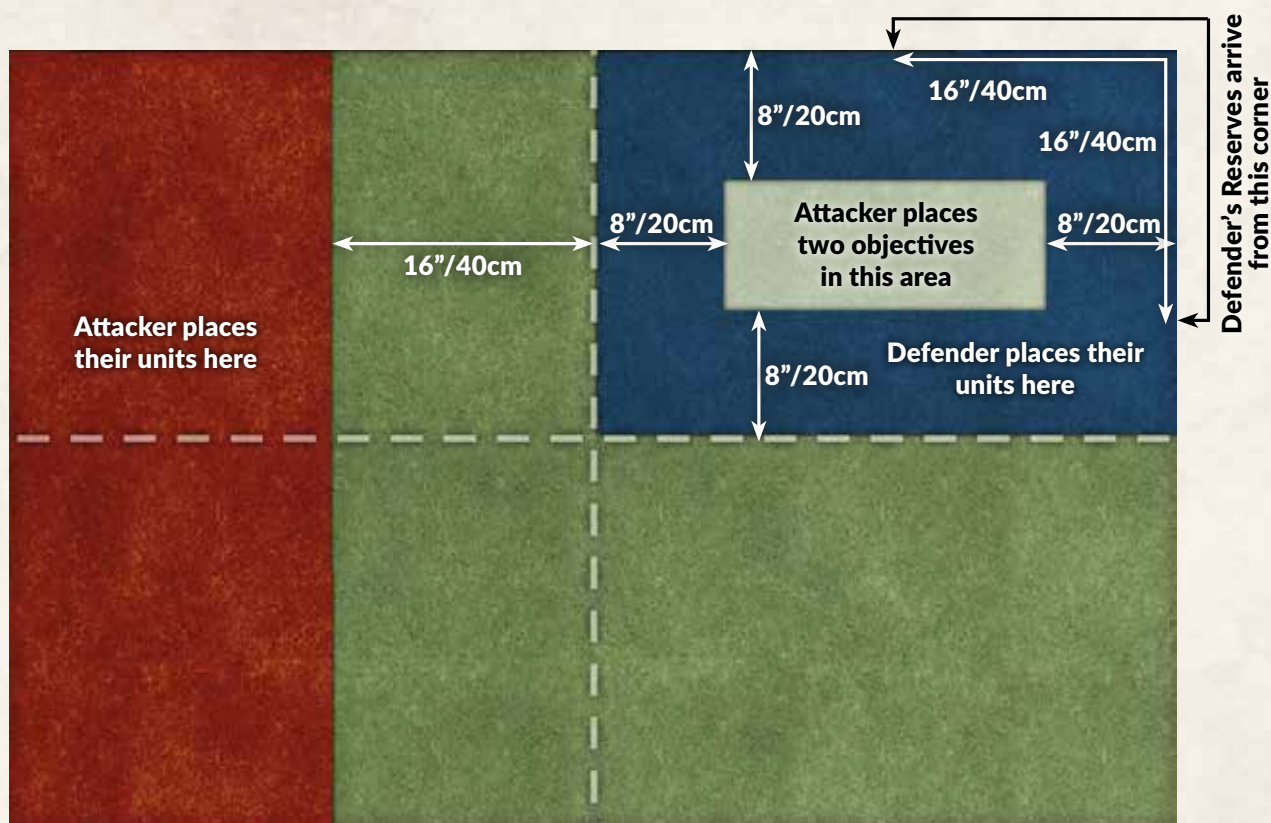


FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

EXPERIMENTAL MISSIONS

BYPASSED



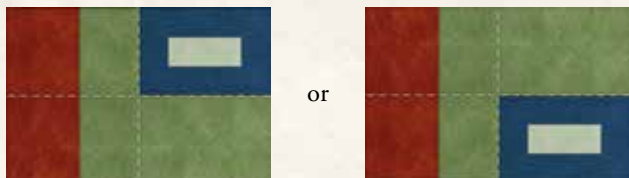
An isolated enemy defensive position blocks your advance. Bypass it and continue the advance with all speed.

SPECIAL RULES

- Ambush (Defender)
- Immediate Reserves (Defender)

SETTING UP

1. The Defender picks a table quarter to defend.
2. The Attacker attacks from the opposite short table edge.
3. The Attacker places two Objectives in the Defender's table quarter at least 8"/20cm from the table centre line and all table edges. Depending on the quarters chosen, the table will look like:



DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Immediate Reserve. Their Reserves will arrive within 16"/40cm of their table corner.

2. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
3. The Defender may hold one of their deployed Units in Ambush.
4. The Defender then places their deployed Units in their table quarter.
5. The Attacker then places their deployed Units in their table half at least 16"/40cm from the centreline.
6. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they start their turn on or after the sixth turn with a Tank, Infantry, or Gun team within 4"/10cm of an Objective, and end it with no Defending Tank, Infantry, or Gun teams within 4"/10cm of that Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

IMMEDIATE RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *first* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now. The Reserves move on from the table edge within 16"/40cm of the corner in either of the Defender's deployment areas at the start of their Movement Step.

At the start of their second turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn three they roll three dice, at the start of turn four they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

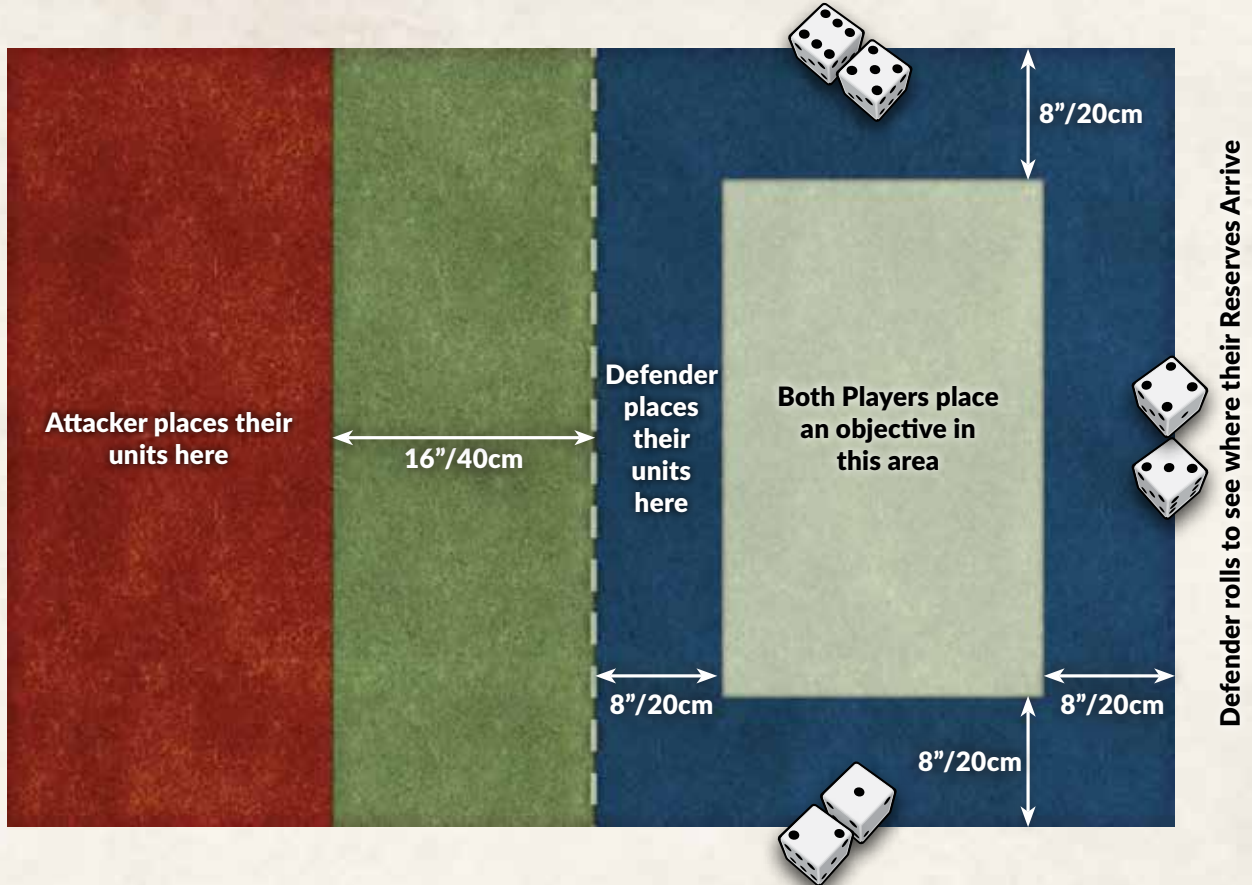
VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent was the winner and gain Victory Point as the Loser.

DOG FIGHT



You have broken through the first line of enemy defences. Now you must break through the next one, while the enemy throw whatever reserves they can muster at your breakthrough force. It's going to be an all-in dogfight.

SPECIAL RULES

- Ambush (Defender)
- Deep Scattered Delayed Reserves (Defender)

SETTING UP

1. The Defender picks a short table edge to defend from. The Attacker attacks from the opposite edge.
2. Both players, starting with the Defender, place one Objective in the Defender's table half, at least 8"/20cm from table centre line and all table edges.
3. The Defender places one Minefield for each 25 points (if Mid War) or 750 points (if Early or Late War) or part thereof in their force anywhere outside the opponent's deployment area.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Scattered Delayed Reserve. The Defender will dice to see where each Unit will arrive.
2. All of the Reserves will arrive from a table edge and must arrive in the Defender's table half.

3. Starting with the Defender, the players place Ranged In markers for all of their deployed (including in Ambush) Artillery Units.
4. The Defender may hold one of their Units in Ambush.
5. The Defender then places their Units in their table half.
6. The Attacker places all of their Units in their table half at least 16"/40cm from the table centre line.
7. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they start their turn with a Tank, Infantry, or Gun team within 4"/10cm of an Objective, and end it with no Defending Tank, Infantry, or Gun teams within 4"/10cm of that Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

AMBUSH (DEFENDER)

The defending player holds one Unit in Ambush when they deploy. Units held in Ambush are treated as being on the table, but their location isn't specified until they reveal themselves. They are held off the table at the start of the game.

ALREADY THERE

Ambushing Teams do not have to move. They can remain where they are placed and shoot at their Halted ROF. Units in Ambush are in Foxhole when they are placed on the table.

PLACING AMBUSHES

At the start of the Defender's turn, in the Starting Step, they may place the Unit that they have been holding in Ambush. They must place the entire Unit, and it must be placed with all of its Teams within 6"/15cm of the Unit Leader. A Unit with at least eight Tank Teams or at least twelve Teams in total increases this distance to 8"/20cm.

The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
- at least 4"/10cm of all enemy Teams.

ATTACHMENTS AND AMBUSHES

When you hold a Unit in Ambush, you may also hold its Transport or Infantry Attachment in Ambush as well, or Deploy them as normal. If you do hold both a Unit and its Attachment in Ambush together, the Infantry must be Mounted in their Transports when they are placed from Ambush.

DEEP SCATTERED DELAYED RESERVES (DEFENDER)

The Defender may not deploy more than 60% of the agreed points total for the game on the table. The remainder must be held in Reserve. No more than one Tank Unit with Front armour of 3 or more or Aircraft Unit can be placed on table. All remaining Units of these types must be held in Reserve.

The entire Unit must be In Command at the end of its Movement in the turn it arrives from Reserves. Attachments and their core Unit must arrive from the same point, although Passengers may be Mounted or Dismounted. A Unit may not use Movement Orders until it has moved on to the table.

ROLL FOR RESERVES

At the start of the Defender's *third* turn, they roll a die. On a roll of 5+ their first Unit arrives from the Reserve. It may be any Unit of their choice, but must arrive now.

At the start of their fourth turn, they roll two dice. Each roll of 5+ results in another Unit arriving from their Reserves. They keep rolling at the start of each of their following turns adding one more die than the previous turn, so at the start of turn five they roll three dice, at the start of turn six they roll four dice, and so on. Each roll of 5+ brings another Unit on from the Defender's Reserves.

If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the owning player rolls a die to determine from which table edge it will arrive using the mission map as reference.

When a Unit arrives from a table edge, it may enter the table anywhere along that table edge *in the Defender's table half*. The Reserves move on from the table edge at the start of their Movement Step.

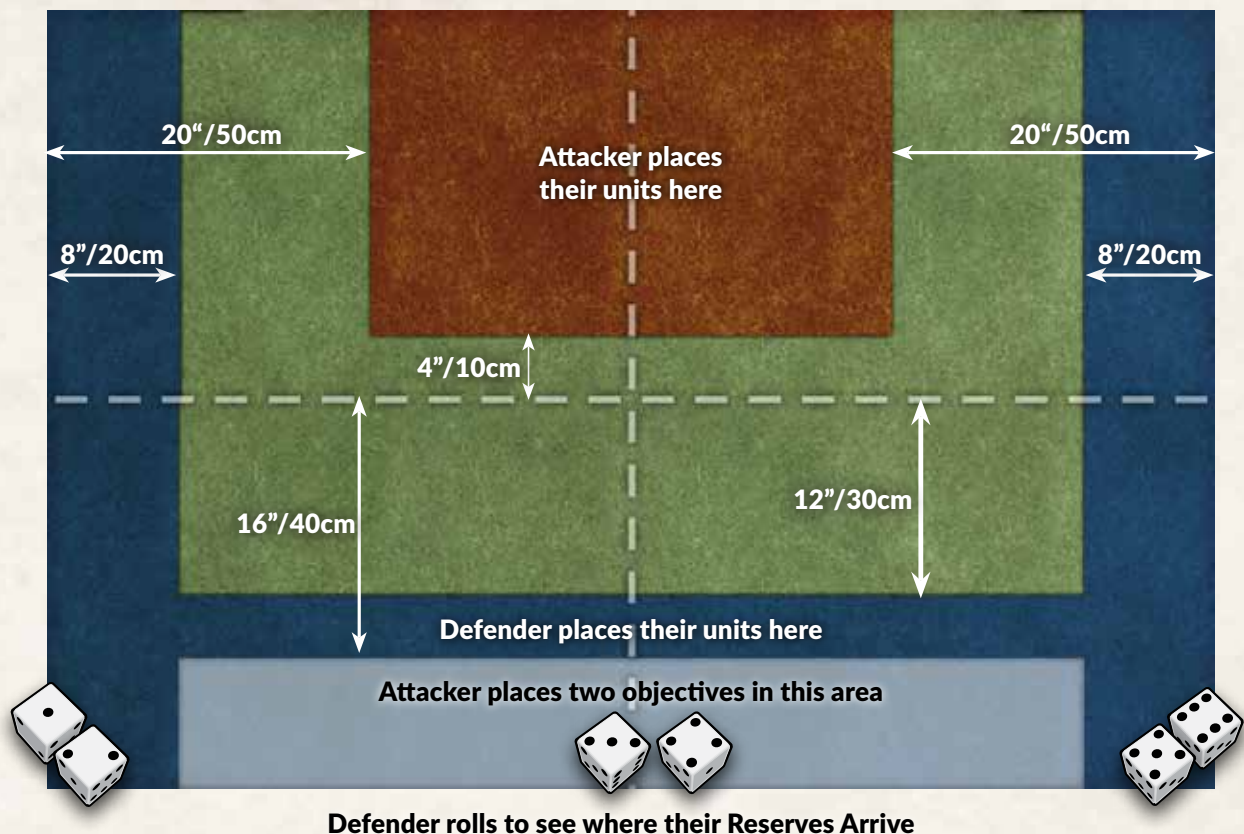
VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

- Winner lost 0-1 Units: Winner 8 VP, Loser 1 VP
- Winner lost 2 Units: Winner 7 VP, Loser 2 VP
- Winner lost 3+ Units: Winner 6 VP, Loser 3 VP

Both players lose a game that runs out of time. If neither player won, both players treat their opponent was the winner and gain Victory Point as the Loser.

KILLING GROUND



Defender rolls to see where their Reserves Arrive

You have blundered into a killing ground. The only way out is forward. Cut your way through the defenders to escape.

SPECIAL RULES

- Ambush (Defender)
- Deep Scattered Delayed Reserves (Defender)

SETTING UP

1. The Defender picks a long table edge to defend from. The Attacker attacks from the opposite edge.
2. The Attacker places two Objectives in the Defender's half of the table, at least 16"/40cm from the table centre line and at least 8"/20cm from the short table edges.
3. The Defender places one Minefield for each 25 points (if Mid War) or 750 points (if Early or Late War) or part thereof in their force anywhere outside the opponent's deployment area.

DEPLOYMENT

1. The Defender selects up to 60% of their force to deploy and holds the rest in Deep Scattered Delayed Reserve. The Defender will dice to see where each Unit will arrive.
2. Starting with the Defender, the players place Ranged In

markers for all of their deployed (including in Ambush) Artillery Units.

3. The Defender may hold one of their deployed Units in Ambush.
4. They then place their deployed Units in their table half at least 12"/30cm from the centre line and in the Attacker's table half within 8"/20cm of the short table edges.
5. The Attacker places all of their Units in their table half at least 4"/10cm from the table centre line and 20"/50cm from the short table edges.
6. All Infantry and Gun Teams start the game in Foxholes.

WHO GOES FIRST

The Attacker has the first turn.

WINNING THE GAME

- The Attacker wins if they start their turn with a Tank, Infantry, or Gun team within 4"/10cm of an Objective, and end it with no Defending Tank, Infantry, or Gun teams within 4"/10cm of that Objective.
- The Defender wins if they end a turn on or after the sixth turn with no Attacking Tank, Infantry, or Gun teams within 8"/20cm of the Objectives.

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The Defender may place a Team from Ambush anywhere in their Deployment Area, provided that it is:

- at least 16"/40cm of any enemy Team within Line of Sight, unless Concealed by Terrain from it, and
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If the Defender rolled three or more dice to get Reserves in this turn, but failed to score any rolls of 5+, they automatically receive one Unit from Reserve anyway.

WHERE DO RESERVES ARRIVE

When each Unit arrives from Reserve, the owning player rolls a die to determine from which table edge or corner it will arrive using the mission map as reference.

If a Unit arrives from a table edge, it may enter the table anywhere along that table edge. If the Unit arrives from a corner, they must enter the table within 16"/40cm of the corner. The Reserves move on from the table edge at the start of their Movement Step.

VICTORY POINTS

Count the number of Units Destroyed, including HQ Units, but not Independent Teams. Count core Units and their Attachments separately, so if both are Destroyed, this counts as two Units.

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