

GREAT WAR

NOTES FROM THE RECENT FIGHTING

FREQUENTLY ASKED QUESTIONS

THE WORLD WAR ONE MINIATURES GAME

BATTLEFRONT

NOTES FROM THE RECENT FIGHTING

QUESTIONS AND ANSWERS ON GREAT WAR

SEPTEMBER 2020

During the time that *Great 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 Notes From the Recent Fighting, new material is marked with a line in the left margin. — Wayne Turner, Game Designer

FORCES, FORMATIONS, UNITS, AND TEAMS

What's a A7V Tank Team? Is it a single vehicle or a group of vehicles?

There are four levels in Flames Of War:

- *Force - everything you have in the game (a Force card is where you find Support Units).*
- *Formation - a company, the core of your Force (a Formation card tells you which Units you can have in the Formation).*
- *Unit - a platoon, the smallest grouping of stuff (a Unit card tells you what Teams are in the Unit and what their characteristics are).*
- *Team - a single playing piece, either a single vehicle or a fire team of infantry.*

What is an Artillery Unit?

It is a Unit with a weapon capable of firing a Bombardment, i.e. one with a ROF of Artillery.

COMMAND

If a team ended its Movement so that it was In Command at the end of the Movement Step, does it remain In Command until its next Movement Step?

Yes. In Command is defined by its position at the end of the Movement Step.

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.

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.

If my Unit fails a Blitz Move movement order, does it have to Move, or can it remain where it is and Go to Ground?

It doesn't have to Move. However, if it Shoots, it must shoot with the +1 penalty.

When a team moves using a Blitz Move movement order, do they follow all the normal Movement rules? Are they actually moving?

Yes. A team using a Blitz Move movement order doesn't suddenly teleport to the new location. It moves 4" / 10cm as normal, following all the rules for moving. Then, once it has finished its movement, it no longer counts as having moved.

This means that it must take any Cross tests necessary, roll to cross Minefields as usual, and leaves any Entrenchments it has dug behind.

If I move through several pieces of Difficult Terrain, do I have to take a Cross check for each of them?

Yes.

If I moved into a wood last turn (and took my Cross check then), do I need to take another Cross check this turn to move out of it?

Yes. If you start your Movement in Difficult Terrain, you need to take a Cross check at that time.

If a Unit Leader issues a Cross Here order, can they use it to cross multiple pieces of Difficult Terrain?

Yes they can. Any team from the Unit crossing any of the Difficult Terrain within 6" / 15cm of where the Unit Leader crossed will benefit.

Does a Dig In movement order prevent teams that are not digging entrenchments from moving?

No. Teams that are not using the Movement Order can act as they wish.

Can a team move through a friendly team?

No. The Moving Through Gaps rule applies. If the gap isn't big enough, then you can't move through it.

Remember, Infantry ignore their base when using this rule, so can move through pretty small gaps, and Tanks Teams can easily move through them.

Can my models end their movement on top of other models?

No.

TRANSPORT

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 a Passenger Dismount using a Shoot and Scoot movement order from a Transport vehicle that did not move in the previous Movement Step?

No. You can only Mount and Dismount in the Movement Step.

Can I use a Movement Order to Dismount my infantry from a Transport after it has moved?

No. Teams cannot Dismount after their Transport has moved.

Can Passengers in a Transport take or dispute an Objective?

Yes they can.

SHOOTING ROTATE TO FACE

Do all Teams need to rotate to face? What about Infantry teams that have an all-round field of fire?

All Teams, including Infantry teams, need to rotate to face their target.

The purpose of the rule is to make it look like your toy soldiers are actually shooting at their target, so they need to turn to face them.

After rotating to face my target, other enemy teams are now in my field of fire. Can I shoot at them now?

No. You determine your field of fire before you pick your target. The rotation does not change this.

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.

CONCEALMENT

Do the general Concealment rules for Tall terrain apply to Hills and Buildings? Is my tank concealed simply by being on a hill?

Hills and Buildings do not follow the rules for Tall Terrain as they have their own rules for Concealment.

Infantry teams that are stationary in Flat Terrain are Concealed. Teams in Short Terrain are Concealed unless the team looking at them is on a Hill or other high ground. Is an Infantry team that is stationary in Short Terrain Concealed to a team looking at it from a Hill?

Yes. While the Hill cancels the benefit of the Short Terrain (essentially making it the same as Flat Terrain), it doesn't make stationary Infantry teams any more visible. They are still Concealed.

GONE TO GROUND

Is there any benefit to having my teams Gone to Ground if I'm not Concealed?

No. Only teams that are Concealed benefit from the additional +1 to be hit (taking the bonus from +1 to +2) for being Gone to Ground.

So why can my teams be Gone to Ground in the middle of an open field?

Suppose you have a tank behind a hedge. It doesn't want to shoot or move, so is Gone to Ground. To teams looking at it from across the hedge, it is Concealed, so gets the +2 bonus to be hit for being Concealed and Gone to Ground.

On the other hand, a team that is behind the hedge looking at it will see it sitting in the open in the middle of the field, without concealment. In this case, there is no benefit from being Gone to Ground, and the team shoots at it with no penalty.

Can my Tank teams be Gone to Ground?

Yes. Infantry, Gun, and Tank teams can all be Gone to Ground. In the case of a Tank team, this represents the crew finding the best concealment available and doing things like covering their tank in branches to make it harder to see.

LINE OF SIGHT

Do the general Line of Sight rules for Tall terrain apply to Hills and Buildings?

No. The specific Line of Sight and Concealment rules for Hills cover the special case of Hills.

If I have a team on a high hill trying to shoot at a team on the far side of a low building, can it do so?

The only way to answer that is to get down to the level of the model and see if there is a Line of Sight over the building to the opposing team.

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.

MIXED TARGETS

My guns are shooting at a unit of three enemy armoured cars, one standing in the open, one concealed at the edge of a wood, and one out of sight behind the woods. What score do I need to hit them if they are within 16"/40cm and have a Is Hit On number of 3+?

If your guns target the armoured car in the open, they'll need 3+ to hit. They could target the armoured car in the woods (needing 4+ as it is Concealed), but would normally gain little from doing so.

I've just scored three hits rolling 3, 3, and 5. How are my hits allocated? Which hits can I allocate to the armoured car in the woods? Can I allocate hits to the armoured car behind the woods?

The score you rolled to get the hit has no impact on how the hits are allocated. Think of it this way. The hardest part of hitting a target on the modern battlefield is finding it without being hit first. A lone armoured car sitting in the open is a dead giveaway. Where there's one, there'll be more. Now that you know where the enemy are, it's a lot easier to find the rest of the unit that's trying to hide.

So, in game terms, having figured out where the enemy is, you've scored three hits. The first hit has to go to the target armoured car, and all hits have to be allocated to valid targets, so the armoured car behind the woods can't be hit. That leaves two more hits to be allocated. They have to be allocated evenly, so one has to go to the armoured car in the woods, leaving you the choice of which of the two will take the second hit.

MISTAKEN TARGET

You have to assign one of the hits from a shooting team to the team that it was targeting. Does this restriction also apply to the opponent when they use the Mistaken Target rule?

No. It is possible to use the Mistaken Target rule to swap hits between the target team and a team that had no hits assigned, resulting in the targeted team not having any hits on it.

BULLETPROOF COVER

Does an Infantry team need to be immediately behind a stone wall or similar bulletproof terrain to be in Bulletproof Cover?

No. So long as it is Concealed by the bulletproof terrain, it is in Bulletproof Cover and the opponent needs to make a Firepower test to Destroy it.

KILLING COMMANDERS

If my Formation Command team is Destroyed, but succeeds in switching to a Team from another Unit, does the Formation HQ Unit still exist?

Since the Formation HQ Unit is defined as the Formation Command team (and possibly other teams as well), and the Formation Commander still exists, the HQ Unit still exists.

If my Formation Commander was Destroyed, but switched to a Team from another Unit, does that Unit count the Team taken by the Formation Commander as being Destroyed?

No. That Team is simply is no longer part of the Unit. The Unit continues on with one less Team.

What if the Unit no longer has any Teams left because the Formation Commander switched to the last Team in the Unit? Is the Unit Destroyed?

A Unit that has no Teams left is not a Unit, so yes, it is Destroyed.

ARTILLERY

Mortars like the 3-inch mortar don't have a direct-fire line. Does that mean that they can only fire bombardments?

Yes it does.

RANGING IN

If my Artillery Battery fails to Range In, can it Shoot with direct fire? Can it still be Gone to Ground?

No. It fired ranging shots for the Bombardment, preventing it from Shooting and revealing its position.

An Artillery Battery started with game with its Ranged In marker on the table. Does it force enemy teams to re-roll their Saves using the Repeating Bombardments rule on the first turn.

Yes it does. It is firing on its existing Ranged In marker, so it is a Repeated Bombardment.

I have an Artillery Battery that is firing a Repeat Bombardment. I also have another Artillery Battery that I want to Range In on a new target. Can I use the same team as the Spotting team for both Bombardments?

Yes you can. However, although the Repeat Bombardment automatically Ranges In on its first attempt, that still counts as the Spotting Team's first Ranging In attempt. You can then use the Spotting team's second (and third if necessary) attempt to Range In the other Artillery Battery.

Can I do it the other way around, with the Spotting team Ranging In the new Artillery Bombardment first?

Yes you can. However, if the Spotting team doesn't Range In the new Bombardment by their second attempt, they won't be able to Spot for the repeat Bombardment as their third attempt will be taken up still trying to Range In the new Bombardment.

My Spotting team is Ranging In two Repeat Bombardments, then attempting to Range In a third Artillery Battery. How does this work?

Each time they Range In uses up one of their attempts, so they'd use the first two attempts Ranging In the repeat Bombardments, leaving their third attempt to try to Range In the third Artillery Battery.

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

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

ARMOUR SAVES

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.

ASSAULTS CHARGE INTO CONTACT

An Infantry team has Contacted the enemy if 'its front edge is as close as it can get to the enemy team' or 'its front edge is as close as it can get to another Infantry team from its own Unit that is directly in Contact with an enemy team.' What does the phrase 'as close as it can get' mean?

This phrase is used to cover all the physical things that can prevent a team from being placed physically in contact with another, such as a wall or hedge between them, or even irregularities in the table surface. Basically, if you can't fit them any closer together than they are, then they are in Contact.

If my Infantry team doesn't have enough movement to physically touch the enemy team, but moves as close as it can given its charge move, is it in Contact?

No. It is still not as close as it can possibly get to the enemy team, so it is not in Contact.

If I can just get a corner of my team into Contact is that enough?

No. The rules require the front edge to be in contact, not a corner.

Do I have to Contact the front edge of the enemy team, or can I contact it anywhere?

You can Contact any part of the enemy team with the front edge of your team, the front, side, or rear of its base, or even a corner of its base.

Do I need to be square to the enemy team's base when I Contact them?

No. You stop when you Contact them, and may or may not be square on to them at that point.

My teams need to be within 4"/10cm to Charge into Contact. Does that allow an Infantry team that is 4"/10cm behind another Infantry team that charged to charge as well?

Yes. As long as its 4"/10cm move brings it into Contact with the enemy (whether directly or through a fellow Infantry team), it can charge.

Can a Tank contact the enemy by moving into contact with another tank that is in Contact with the enemy?

No. Only Infantry teams can Contact the enemy through a friendly team, and only if that friendly team is also an Infantry team.

Do I have to Charge into Contact with the closest enemy team?

No you don't. You can Charge into Contact with any enemy team that is close enough, but you must take the shortest route to Contact that team.

If an enemy team Charged into Contact with the rear of my team, is that team in Contact with the team that Charged it when I Counterattack? Does the team move when Charging into Contact?

If an enemy team is in Contact with your team, then your team is already in Contact with that enemy team. That means that it does not move when Charging into Contact.

DEFENSIVE FIRE

If my Infantry teams are stationary in Flat Terrain, and therefore Concealed, can they use the Sneaking Up on Tanks rule to prevent the Tank teams that they are Assaulting from performing Defensive Fire?

No. The Infantry must be Concealed by Short or Tall Terrain.

Does getting Pinned Down by something like being hit by 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 a tank charges a gun with the Forward Firing rule from slightly off to the side, it will hit the front at an angle

and, because a small part of the tank is behind the front of the gun, it will now technically be out of the gun's Field of Fire, preventing the gun from shooting in Defensive Fire. Is this right?

While it is technically correct, it makes no sense as it would essentially prevent Forward Firing guns from shooting in Defensive Fire in most situations.

A better interpretation of the rule is that if the tank was a valid target at the start of its Charge into Contact, and is still at least partly in front of the gun's base when it makes Contact with a defending team, then the gun can shoot in Defensive Fire.

Can the gun then use its Anti-tank rating against the tank's Side Armour rating when it counterattacks, or does it have to use the default Anti-tank 2 against Top Armour?

Again, while the tank is not technically in its Field of Fire (the requirement for using the gun's Anti-tank rating), if the tank was in the gun's Field of Fire for Defensive Fire and still has at least part of the tank in front of the gun's base, then it should be in the gun's Field of Fire for this purpose as well.

ASSAULT COMBAT

If I have two teams in Contact with two enemy teams and both of enemy teams score hits, can I allocate both hits to the same team?

No. You must spread the hits around if there are multiple teams that are eligible targets.

If I have an Infantry team and a Tank team, both in Contact with an enemy rifle team and an enemy bazooka team, can I allocate the bazooka hit to the Infantry team and the rifle team's hit to the Tank team?

Yes. Presumably the Infantry team were attempting to protect the Tank team from the bazooka, and kept it away from the Tank team, but died in the process.

My 1.3cm anti-tank rifle teams have the Assault 4+ special rule. What does this mean?

It means that instead of hitting on a 3+ in Assaults like the larger G98 rifle teams, the small anti-tank rifle teams hit on a roll of 4+.

COUNTERATTACK

I have passed my roll to Counterattack. Can I add additional teams into the Assault, or am I limited to those teams already involved?

You are limited to those teams already involved in the assault. That means only the teams that originally assaulted on the attacker's side and those originally within 8"/20cm of them on the defender's side.

If my defending Unit passes its Motivation test to Counterattack, can it Charge into Contact with teams from other Units on the attacking player's side?

No. Neither player may bring additional teams into the assault. On the attacking player's side, only the teams that initially assaulted are in the fight. On the defender's side, only those within 8"/20cm of them at the start of the assault are in the fight.

When my Unit Counterattacks, can I move teams that have been Contacted by the enemy?

No. A team that is in Contact with the enemy, either because the enemy Charged into Contact with them, or because the team Charged into Contact with the enemy, cannot move. It is already in Contact with the enemy (because the enemy is in Contact with it), and must fight the enemy it is in Contact with before seeking out other targets.

BREAKING OFF

I have two Units ready to launch assaults on an enemy Infantry unit. My first Unit assaults and is forced to Break Off. My other Unit is within 6"/15cm of the victorious defending Infantry unit. Does it have to Break Off as well, or can it still launch its own assault?

Only Units that were part of the assault can be forced to Break Off. Since you cannot assault with two Units at the same time, your second Unit cannot have been part of the assault, so does not need to Break Off.

Unless the defenders Consolidate away from your second Unit (so that it can no longer Charge into Contact), it can launch its own assault once the first is over.

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. As the defender in the assault, all of your teams within 8"/20cm of an assaulting team are part of the assault. That makes your tanks part of the assault (and thus able to shoot in Defensive Fire) even though the assaulting tanks cannot directly attack them. So, 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.

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.

CONSOLIDATION

Can an Infantry Unit that is Pinned Down Consolidate towards visible enemy teams?

Yes it can. The restriction against moving towards visible enemy teams while Pinned Down does not apply while Consolidating.

LAST STAND

I have a Unit that started the game with 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 had at least one team Destroyed, Damaged, or Bailed Out. So, your Unit would only need to test if the tank was Damaged or 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 from them doesn't make the morale effect of the casualties go away.

My unit had three Renault tanks at the end of my last Movement Step and they were all In Command. My opponent shot two of them, leaving just one alive. Are the two Destroyed tanks still In Command? Do they stop me from needing to take a Last Stand test?

They aren't In Command, they're dead! The unit only has one tank In Command, so needs to take a Last Stand test.

A Formation is In Good Spirits if it has two Units still in existence. Can the HQ be one of those?

Yes it can, although it doesn't have to be.

Do the Units need to be In Good Spirits to keep their Formation In Good Spirits?

No, they just have to still be in existence.

BUILDING A FORCE

If I take two Formations, can I take Support Units for both of them? Could I take two lots of artillery for instance?

No. You must choose a Force Diagram as the basis of your Force. This determines what Support is available to you. You can take as many Formations as you like within this Force, but they all share the same Support.

If I take an Allied Formation, can I take Support Units from both nationalities?

No. You must choose a Force Diagram from one country or the other to base your force on, and can only take options shown

on that diagram (including the Allied Formation option). Since Support Units are only found in the Force Diagram (and not in Formation Diagrams), the only Support Units available are those from the principal nationality.

MISSIONS

All infantry are in Entrenchments at the start of the game. Does this include infantry that deployed in No Man's Land using the Spearhead rule?

Yes it does.

RESERVES

How do I work out my Reserves if I have spent less than the permitted maximum points on my force?

The important point to remember is that you are allowed 60% of the permitted maximum points value on table at the start of a game with Reserves. So, if your force is smaller, it just means that your Reserves will be less than the remaining 40%.

How do my troops arrive from Reserves? Can I just place them on the edge of the table and begin shooting?

Teams arriving from Reserve move on from the edge of the table. Simply pick a point on the table edge and measure their movement from there.

My opponent has ended up with Infantry teams all along the area where my Reserves arrive, leaving no room for my Reserves to arrive without going within 2"/5cm of their teams. What happens to my Reserves?

Since the battlefield doesn't suddenly end at the edge of the table, the obvious solution is to move some of the opposing teams back just enough to allow the Reserves on to the table so that they can try to fight their way through the infantry.

STRATEGIC WITHDRAWAL

When in the Starting Step do I withdraw a Unit in a game of Rearguard? Can I still withdraw it if it failed a Last Stand Check?

Withdraw Units after Checking Victory Conditions. If a Unit is still on table at that point, you can withdraw it.

SPEARHEAD

When deploying a Unit in the area around a Spearhead Unit, what does the rule prohibiting placing the unit in a place that the Spearhead Unit cannot go mean?

Units deploying around the Spearhead Unit need to be able to move from the Spearhead Unit's location to their deploy-

ment location. So you can't deploy your Unit across impassable terrain like a river or cliff.

If my Spearhead Unit were armoured cars (which cannot enter a building), can I place an Infantry Unit in a building beside the Spearhead Unit?

Yes. Although the armoured cars cannot actually enter the buildings, infantry following their spearhead can deploy in the buildings.

Book and Card Updates

RULES

Page 53: Pre-panned Artillery Targets. In the first sentence it should read 'Barbed Wire', not 'Minefields'.

GERMAN

Page 85: 3.7cm Anti-tank Gun. The gun costs 6 points.

Page 95: Veteran 3.7cm Anti-tank Gun. The gun costs 7 points.

FRANCE

Page 159: Metropolitan 75mm Artillery Battery. As a Unit of Gun Teams the Unit should have Assault 4+ under the Skill rating box.

Page 159: Metropolitan 75mm Field Gun. As a Gun Team it should have Assault 4+ under the Skill rating box.

UNITED STATES

Page 175: 4th Marine Brigade, Rifle Half-Platoon. The Retreat Hell Counterattack rating should be 2+ (not 3+).

Page 177: 42nd Infantry Division Artillery Battery. As a Unit of Gun Teams the Unit should have Assault 5+ under the Skill rating box.

Page 178: 1st Infantry Division Artillery Battery. As a Unit of Gun Teams the Unit should have Assault 4+ under the Skill rating box.

Page 178: 42nd Infantry Division Field Gun. As a Gun Team it should have Assault 5+ under the Skill rating box.

Page 178: 1st Infantry Division Field Gun. As a Gun Team it should have Assault 4+ under the Skill rating box.

UNIT CARDS

GWU118 4th Marine Brigade Rifle Company HQ. The card top bar titles should say '4th Marine Brigade', not '42nd Infantry Division'.

BELGIUM

Page 183: Belgian Infanterie Section. The Mauser rifle team should not have the Trench Fighters rule note.

Page 183: 3" Stokes Trench Mortar. As a Heavy Weapons Infantry Team it should have Assault 5+ under the Skill rating box.

Page 184: Artillery Battery. As a Unit of Gun Teams the Unit should have Assault 5+ under the Skill rating box.

Page 184: Field Gun. As a Gun Team it should have Assault 5+ under the Skill rating box.

MISSIONS

Page 202: Counterattack Mission Diagram. The defender's Reserves arrive within 16"/40cm of the table corner.

Page 206: Trench Lines. Teams entirely within Trench Lines are Concealed and in Bulletproof Cover. Teams spending

their entire turn in a Trench Line while not Shooting are Gone to Ground in the opponent's next turn, even if they Moved. Teams in Trench Lines do not block Line of Sight.

PAINTING GUIDE

Page 211: French Painting Guide, French Infantry Paint List. Metropolitan Uniforms are a 50:50 mix of Luftwaffe Blue and Infantry Blue.

BASING GUIDE

215: French, US, & Belgian Basing. The Chauchat MG team has two riflemen/ammo bearers and one Chauchat MG gunner (not three riflemen/ammo bearers).