What is Flames Of War

What you have just read is a description, not of an actual battle, but of a miniatures wargame being played. All of the action takes place on a miniature battlefield, with model tanks and soldiers that represent the real-life troops that fought in the decisive battles of the Second World War. You and your opponent are the commanders, pitting your wits and cunning against one another to attain victory and, more importantly, to have fun.

Flames Of War allows you to re-fight the decisive battles of the Second World War. You take charge of Patton’s spearhead or Monty’s Desert Rats. Can you out-fox Rommel, the Desert Fox? Flames Of War lets you recreate history to find out.

This rulebook is your guide to fighting historical battles in miniature. With it you can take command of a company of soldiers and pit yourself against cunning opponents on the field of battle. You will see for yourself what made the Tiger tank so feared by every Allied soldier. You will find out if you have the guts to stop a massed infantry charge, or the cold-blooded ruthlessness to launch one!

Flames Of War combines the joys of painting and modelling your own miniature army with the challenge of facing off against your opponent across a gaming table in a social setting, and you’ll get to recreate history—or change it!
In *Flames Of War* the two sides take turns to move and fight with all of their troops. In each turn a player goes through the Starting, Movement, Shooting, and Assault Steps. Once they have finished their turn, the other player takes a turn. They alternate their turns until one side or the other wins by taking their objective.

1. **Starting Step**

At the start of each turn a player checks to see if they have won (or whether their opponent managed to foil them in their intervening turn). If they haven’t won, the player tries to rally troops pinned down by enemy fire and bring their reserves into the battle.

2. **Movement Step**

In the Movement Step a player moves any or all of their troops, advancing to close with the enemy or to take up better firing positions.

Troops that don’t move generally shoot better, while troops that move through rough terrain risk getting stuck.

3. **Shooting Step**

Once the player has moved all of their troops that they want to move, they go on to the Shooting Step, in which they shoot with any or all of their troops.

Shooting has three components:
- A roll to hit,
- A roll to save, and
- A roll to destroy.
Learning the Rules

While *Flames Of War* follows a set turn order, it is often easier to learn the parts out of sequence. The next section teaches you the basics of the game, starting with shooting and movement, then bringing in assaults, then at the end, it will go back over the starting step. The last two pages present a summary of the rules in their proper order.
Although the heroic acts of a few individuals are always glorified by the media back home, in reality a soldier never does anything on their own. Soldiers are trained to operate as a team, and it is this teamwork that keeps them alive. In *Flames Of War* your miniature soldiers also operate in teams, platoons and companies.
Teams are the basic elements in *Flames Of War*. A team is a group of up to five individual soldiers or a vehicle, each represented by one miniature on the table, and by a set of characteristics in the rules. These characteristics are laid out in each country’s arsenals (see pages 38 and 46).

The arsenal entries for two British tanks are shown below. Vehicles and their weapons are described together in arsenals. The first line describes the vehicle. The second line in italics describes its main weapon.

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**VEHICLE CHARACTERISTICS**

**Name**
Name and model of the vehicle.

**Mobility**
A vehicle’s mobility determines the distance it can move each turn and how well it can force its way through rough terrain.

**Armour**
A tank’s armour protects it against the enemy. Front and side armour protect against enemy shooting, while top armour protects against assaulting infantry and artillery fire.

**Range**
The maximum distance the weapon can shoot.

**Weapon**
The vehicle’s primary weapon.

<table>
<thead>
<tr>
<th>Name</th>
<th>Weapon</th>
<th>Mobility Range</th>
<th>Equipment and Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sherman V</td>
<td>M3 75mm gun</td>
<td>6 / 4</td>
<td>Co-ax MG, Hull MG, Tow hook.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>32”/80cm</td>
<td>Semi-indirect fire, Smoke.</td>
</tr>
<tr>
<td>Firefly VC</td>
<td>OQF 17 pdr gun</td>
<td>6 / 4</td>
<td>Co-ax MG, Tow hook.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>32”/80cm</td>
<td>No HE, Semi-indirect fire.</td>
</tr>
</tbody>
</table>

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**WEAPON CHARACTERISTICS**

**Firepower**
The ability of the weapon to destroy a tank after penetrating its armour or to knock out a dug-in position.

**Anti-tank**
The armour penetration of the weapon.

**Rate of Fire (ROF)**
The maximum number of shots the weapon can take in one turn.

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**MOTIVATION AND SKILL**

As important as their weapons are the qualities of the soldiers using them. In *Flames Of War* every platoon is rated for its motivation and skill. They range from fearless veteran troops like the American paratroopers, to reluctant soldiers who have seen too much fighting and conscripts who, although willing to fight, have been thrown into battle with no training.

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**Equipment and Notes**
Additional weapons, strengths, and weaknesses.
The easiest way to learn the shooting rules is to start with a one-on-one engagement between two tanks, in this case a British or US Sherman tank and a German StuG III assault gun. To keep things simple we’ll assume that they are sitting in the open at short range blasting away at each other. Place the tank and assault gun about 12’/30cm apart facing each other, then read on to see how to shoot.

**Score to Hit**

In *Flames Of War*, the score to hit depends on the target’s skill rating—the more skilled the target, the harder they are to hit. Veteran soldiers use fire and movement tactics to avoid getting shot. Raw recruits just blunder along, hoping to survive.

<table>
<thead>
<tr>
<th>Target’s Skill Level</th>
<th>Score Needed to Hit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Veteran</td>
<td>4 or higher</td>
</tr>
<tr>
<td>Trained</td>
<td>3 or higher</td>
</tr>
<tr>
<td>Conscript</td>
<td>2 or higher</td>
</tr>
</tbody>
</table>

**The Sherman Shoots…**

The M3 75mm gun on the Sherman tank has a ROF (Rate of Fire) of 2, so the player rolls two dice when shooting.

**…And Hits the Stug**

Having been hit, the StuG assault gun needs to take an armour save to see if its armour will bounce the shot. The German player rolls a die and adds their armour rating to see what happens.

**Weapons**

Weapons have a number of characteristics in the game that affect how they perform.

- **Range** gives the maximum distance that they can shoot.
- **ROF** (Rate of Fire) is how fast it shoots.
- **Anti-tank** describes its ability to penetrate another tank.
- **Firepower** gives its ability to destroy an armoured or bulletproof target it penetrates.

The arsenals on pages 38 and 46 list the weapons used in this book.
It’s now the turn of the Sherman tank to take an armour save. As with the German StuG, roll a die and add that to the Sherman’s front armour, and compare the total to the StuG’s anti-tank rating.

The Sherman is Trained, so is hit on a roll of 3+. The StuG rolls a 1 and a 6 to score one hit back!

The StuG shoots back. It too rolls two dice for its ROF of 2. The Sherman is Trained, so is hit on a roll of 3+. The StuG then rolls a die and compares it with their firepower rating of 3+. A roll of 5 is more than enough to destroy the British tank.

If a tank is destroyed, it is blown up or burning and is out of the game.

The crew bail out when their tank is penetrated, not waiting to see whether it will blow up or not. A bailed out tank can’t do anything until the crew remount in the Starting Step. Being Confident, they gather their courage and remount on a roll of 4+. If they fail, they can try again next turn.

Having read this example, try it out for yourself. Grab a couple of models and some dice and fire away! You’ll probably notice that the Sherman is a bit outclassed, so try it again with a Firefly VC with its long-barrelled 17 pdr gun instead of the 75mm on the Sherman V. The characteristics for the Firefly are given below.

Realising that the Sherman was falling behind in the race for bigger guns and better armour, the British fitted some with their excellent OQF 17 pdr anti-tank gun. These new ‘Firefly’ tanks gave British tankers a much-needed first-rate tank killer.
Not every target is a short-range shot against an obliging opponent sitting in the open. Mostly, gunners are trying to hit targets that are taking cover, trying to hide behind hedges and buildings, or firing at long ranges. These factors make a difference in *Flames Of War* too.

**Difficult Targets**

**Concealed Targets**

The veteran StuG assault guns are concealed by the hedge, increasing the score needed to hit them from 4+ to 5+.

**To Hit Modifiers**

Add +1 to the score needed to hit for each of the following:
- Target is more than 16”/40cm away.
- Target is concealed by terrain.

**Mixed Targets**

The score to hit is always based on the easiest team to hit in the platoon.

**Long-Range Shooting**

The Sherman tank is more than 16”/40cm from the nearest visible StuG, so adds +1 to hit for long range, needing a 5+ to hit.

**Long Range and Concealed**

The Firefly tank can only see the concealed StuG that is more than 16”/40cm away, so it adds +1 for a concealed target and +1 for long range, needing a 6 to hit.

**A Sherman cannot shoot further than its range of 32”/80cm.**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>M3 75mm gun</td>
<td>32”/80cm</td>
<td>2</td>
<td>10</td>
<td>3+</td>
</tr>
</tbody>
</table>

Anti-tank rounds lose effectiveness at long range, so tanks also add +1 to their Armour Save rolls.
Tanks don’t just sit there pounding away at each other in real battles. They manoeuvre to get better shots and seek out weak spots in their opponent’s armour, all the while using terrain to avoid getting hit themselves. Allowing our tanks to move adds tactics to the slugging match.

**Firing On the Move**

Sherman tanks and StuG assault guns can move up to 12”/30cm in the Movement Step before shooting in the Shooting Step.

<table>
<thead>
<tr>
<th>Terrain</th>
<th>Speed</th>
<th>Difficulty</th>
<th>Bogging Check</th>
</tr>
</thead>
<tbody>
<tr>
<td>Road</td>
<td>12”/30cm</td>
<td>Easy</td>
<td>-</td>
</tr>
<tr>
<td>Cross country</td>
<td>12”/30cm</td>
<td>Easy</td>
<td>-</td>
</tr>
<tr>
<td>Hedge</td>
<td>8”/20cm</td>
<td>Difficult</td>
<td>2+</td>
</tr>
<tr>
<td>Woods</td>
<td>8”/20cm</td>
<td>Difficult</td>
<td>2+</td>
</tr>
<tr>
<td>Building</td>
<td>8”/20cm</td>
<td>Very Difficult</td>
<td>Skill Test</td>
</tr>
</tbody>
</table>

**Rough Terrain**

Tanks moving in very difficult terrain, like a building, bog down on a roll of 1 or 2 if a Veteran StuG assault gun, or 1, 2, or 3 if a Trained Sherman tank.

A roll of 2 forces the tank to stop as it enters the building, becoming bogged down.

A Sherman tank that does not move rolls two dice using its full ROF.

A tank that moves only rolls one die when shooting, having its ROF reduced to 1.

Tanks can bog down

When a tank crosses rough terrain there is a chance that it’ll throw a track or get stuck in the mud, bogging down. Once bogged down, a tank can’t do anything until it frees itself in the Starting Step of its next turn. If it fails, it tries again each turn until it gets free.

The Trained British crews can free their vehicle on a roll of 4+.

The Veteran German crews free their vehicle on a roll of 3+.

Tanks crossing rough terrain slow to 8”/20cm and risk bogging down.

Tanks moving across difficult going, like a hedge, bog down on a roll of 1. A roll of 3 allows the tank to cross the hedge safely.

The terrain speed difficulty bogging check is as follows:

- Road: 12”/30cm, Easy, -
- Cross country: 12”/30cm, Easy, -
- Hedge: 8”/20cm, Difficult, 2+
- Woods: 8”/20cm, Difficult, 2+
- Building: 8”/20cm, Very Difficult, Skill Test

Tanks moving across difficult going, like a hedge, bog down on a roll of 1. A roll of 3 allows the tank to cross the hedge safely.

Tanks can bog down when a tank crosses rough terrain there is a chance that it’ll throw a track or get stuck in the mud, bogging down. Once bogged down, a tank can’t do anything until it frees itself in the Starting Step of its next turn. If it fails, it tries again each turn until it gets free.

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A roll of 2 forces the tank to stop as it enters the building, becoming bogged down.
Most tanks have weaker armour on the sides than they have on their front, after all they plan to fight facing the enemy. Of course, this means that the enemy wants to get flank shots to hit their weaker side armour!

**HITTING THE FRONT**

The Sherman tank is in front of a line drawn across the front of the StuG, so it hits its front armour.

**TACTICAL TIP**

Sometimes you may find it better to move around your opponent to get one flank shot that has a good chance at penetrating than to sit still and take multiple shots that have a poor chance of doing any damage.

**HITTING THE SIDE**

The Sherman tank has moved behind the line, so its shots will hit the thinner side armour.

**FIELD OF FIRE**

Unlike Sherman tanks that can shoot in any direction, an assault gun like the StuG lacks a turret, so must move to bring its gun to bear against targets behind a line drawn across its front.

**HITTING THE HULL OR TURRET**

The StuG moved to bring the Sherman tank into its field of fire, reducing its ROF to 1. If it hits and rolls to see where. On a 6, it hits the turret armour of the Sherman tank, so the Sherman will use its front armour rating.

<table>
<thead>
<tr>
<th>Score</th>
<th>Area Hit</th>
</tr>
</thead>
<tbody>
<tr>
<td>1, 2, or 3</td>
<td>Hull</td>
</tr>
<tr>
<td>4, 5, or 6</td>
<td>Turret</td>
</tr>
</tbody>
</table>

So now you are ready for some serious tank-on-tank action. Set up some terrain and place a StuG G assault gun and a Sherman V tank (or Firefly VC tank for variety) where they cannot see each other and try hunting each other around and through the terrain. Swap sides and try it again to see who can do better.
In the rush of battle, soldiers lack the time to identify specific targets. They just shoot at whatever tanks they happen to see, going for the easy targets first. As a result, the target player gets to decide which tanks have been hit by enemy fire, with a requirement to pick close targets and side shots first.

### Allocating Hits

Hits must be allocated in the following order:

1. Operational tanks before bailed out or bogged down tanks.
2. Tanks within 16”/40cm before those further away.
3. Tanks showing their side armour before those showing their front armour.

Time for a promotion! This time pit a German assault gun platoon of three StuG G assault guns against a British armoured platoon of three Sherman V tanks and one Firefly VC tank. Try out different tactics and see what works.

**Who Gets Hit?**

**Target Player Chooses**

The two StuG G assault guns score three hits on the Sherman platoon. The target player then allocates the hits evenly across valid targets in their platoon.

1. The operational Sherman tank within 16”/40cm of the shooting team must be allocated the first hit.

2. The tank showing its side armour must be allocated a hit before the one showing its front armour.

3. The Firefly tank at long range showing its front armour gets the third hit.

4. The Bailed Out Sherman tank can’t be allocated a hit until all operational tanks have been hit, even though it is the closest and side on.

**Picking Out Gun Tanks**

Sometimes you really need to eliminate a particularly dangerous foe. You can try and pick it out by rolling an additional die per hit. Every roll of 5+ must be allocated to the chosen type of tank.

Of the three hits, two rolls of 5+ means that two of the hits must be allocated to the Firefly. The remaining hit is allocated to the Sherman tank within 16”/40cm as usual.
Having fought it out with tanks, it’s time to get man-to-man with some infantry combat. As with tanks, the easiest way to learn the rules is to set up a simple engagement between two infantry platoons. Set up a US Parachute Rifle Platoon and a German Grenadier Platoon 12”/30cm apart and start shooting. Use some terrain if you want, as the Difficult Targets modifiers on page 8 apply for infantry as well.

**Grenadiers Shoot…**

As with tanks, the score needed to hit depends on the target’s skill rating. The American paratroopers are Veteran, so are hit on a roll of 4+. The grenadiers roll a 4 and 5, scoring two hits!

**Use the Easiest Target**

A team always uses the easiest target in the enemy platoon for its score to hit regardless of which teams are actually hit as the more easily spotted teams give away the positions of their concealed comrades.

The grenadiers can see both the teams moving across the gap and the one behind the wall, so they are not concealed and there is no penalty to hit.

**Distribute Hits**

All of the hits scored by a shooting platoon are distributed evenly across the target teams.

**Infantry Saves**

Infantry do not have heavy armour, instead when under fire, they hit the dirt. This gives them a 3+ save regardless of what hits them. If they pass, they are safe and unharmed. If they fail, they are destroyed unless they are in bulletproof cover.

**Infantry Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rifle</td>
<td>16”/40cm</td>
<td>1</td>
<td>2</td>
<td>6</td>
</tr>
<tr>
<td>Rifle/MG</td>
<td>16”/40cm</td>
<td>2</td>
<td>2</td>
<td>6</td>
</tr>
<tr>
<td>MG</td>
<td>16”/40cm</td>
<td>3</td>
<td>2</td>
<td>6</td>
</tr>
<tr>
<td>SMG</td>
<td>4”/10cm</td>
<td>3</td>
<td>1</td>
<td>6</td>
</tr>
</tbody>
</table>

**German Grenadier Platoon**

The German Grenadier platoon’s combat experience is unequalled, giving them a Veteran status. Their squads are armed with bolt-action Kar 98k rifles and an MG42 machine-gun (MG) — known as ‘Hitler’s Buzzsaw’ for its high rate of fire. This combination makes them Rifle/MG teams. Sometimes the platoon command group grab an extra MP40 submachine-gun (SMG) or two, making them an SMG team instead.
US PARACHUTE RIFLE Platoon
The American paratroopers are extremely well trained, determined, and combat hardened giving them a rating of Fearless Veteran. Their rifle squads make excellent use of their M1 Garand semi-automatic rifles and M1919 .30 cal MG's and are Rifle/MG teams. The mortar squad adds the punch of an M2 60mm mortar, while the headquarters is often reinforced with a bazooka for tackling tanks.

**PARATROOPERS SHOOT BACK**

In their turn, the Americans shoot back with their Rifle/MG teams and their 60mm mortar. The Veteran Germans are concealed, so the paratroopers will need to roll 5+ to hit them.

**BULLETPROOF COVER**

The German infantry teams take their 3+ saves, failing a save against a Rifle/MG hit and the mortar team's hit. Because they are in bulletproof cover, the paratroopers need to pass a firepower test to destroy them.

**Firepower Tests**

Infantry in bulletproof cover are very hard to dislodge. Only heavy weapons, or lucky shots, can harm them.

Hits on teams in bulletproof cover need to pass a firepower test to destroy the target. Roll the shooting weapon’s firepower rating or better to destroy the team. If the roll is less, the team is unharmed.

Keep track of which type of weapon hit the team so you know which firepower rating to use.

**RETURN FIRE HITS THE MORTAR**

When the surviving Germans shoot back, they score a hit on the 60mm mortar. As a gun team it has a 5+ save.

**Gun Saves**

While infantry can scatter to find cover, a gun crew have to cluster around their weapon, making them more vulnerable to enemy fire.

Guns have a 5+ save when hit. If they fail, they are destroyed unless they are in bulletproof cover, in which case the enemy need to roll their firepower or better to destroy them.
Infantry moving • Infantry moving

When a platoon digs in, the soldiers dig foxholes and slit trenches to protect themselves from enemy fire. Mark the platoon with a dug in marker, or place a sculpted dug in marker with each team.

Infantry may not be fast, but they can go anywhere. Once they hit the dirt though, infantry can be hard to hit, and if they dig in as well, they are very resilient to enemy fire. Throw some terrain on the table and try it out!

A platoon can dig in instead of moving. They need to pass a skill test to do so.

The paratroopers are Veteran, so need a 3+ to dig in. They pass, and now the whole platoon is in bulletproof cover.

A platoon can dig in while pinned down, but cannot shoot if it does.

If a platoon shoots after digging in, it does so as if it moved. A platoon can dig in while pinned down, but cannot shoot if it does.

Infantry teams move 6"/15cm and are not slowed by rough terrain.

Unlike tanks, infantry teams do not bog down in rough terrain.

Teams that do not move or shoot are gone to ground, and are harder to hit if they are also concealed.

Infantry teams are always concealed if they do not move, even in the open. If they don’t move or shoot, they are also gone to ground.

Tanks and Anti-tank guns need to be concealed by terrain to benefit from going to ground.

If a platoon shoots after digging in, it does so as if it moved. A platoon can dig in while pinned down, but cannot shoot if it does.

The paratroopers are Veteran, so need a 3+ to dig in. They pass, and now the whole platoon is in bulletproof cover.

Sometimes it is better to keep your head down and stay alive than to shoot at the enemy. A team that is concealed adds +1 to the score needed to hit it. If the team is also gone to ground, it adds another +1 for a total of +2 to hit. Teams that are gone to ground, but not concealed, are no harder to hit.

Infantry movement

Man-packed guns like the M2 60mm mortar move like infantry.

Infantry teams are always concealed if they do not move, even in the open.

If a platoon shoots after digging in, it does so as if it moved.

A platoon can dig in while pinned down, but cannot shoot if it does.

Infantry teams are always concealed if they do not move, even in the open.

If they don’t move or shoot, they are also gone to ground.

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If they don’t move or shoot, they are also gone to ground.
Attacking may win battles, but infantry don’t always have that option. It’s hard to advance on a hostile battlefield when heavy fire pins them to the ground.

**Pinned Down by Fire**

An infantry platoon that takes five hits in a shooting step is pinned down. The grenadiers score five hits, so the paratroopers are pinned down.

At the start of their next turn the Fearless paratroopers will take a motivation test to rally, needing a score of 3+.

The Fearless US paratroopers rally on a roll of 3+.

The Confident grenadiers rally on a roll of 4+.

**Rallying**

A platoon that is hit five times in a step is pinned down, stopping it advancing and reducing its ability to fire. It cannot move towards the enemy until they rally in the Starting Step of their next turn. If they fail, they try again the following turn.

The Fearless US paratroopers rally on a roll of 3+.

The Confident grenadiers rally on a roll of 4+.

OK soldier, listen up! The enemy are holed up in the woods and your job is to get around their flank and clear them out.

Set up some terrain and try manoeuvring your infantry platoon to get the best shots while minimising the effectiveness of the enemy’s shooting.

**Rate of Fire While Moving or Pinned Down**

Some teams halve their Rate of Fire (ROF) when shooting on the move. Likewise, infantry and gun teams halve their ROF when Pinned Down. Troops that move while Pinned Down cannot shoot at all.

<table>
<thead>
<tr>
<th>Team</th>
<th>ROF</th>
<th>Moving ROF</th>
<th>Pinned Down ROF</th>
</tr>
</thead>
<tbody>
<tr>
<td>MG team</td>
<td>2</td>
<td>1</td>
<td>1 (+1 to hit)</td>
</tr>
<tr>
<td>SMG team</td>
<td>3</td>
<td>1</td>
<td>1 (+1 to hit)</td>
</tr>
</tbody>
</table>

Shooting on the move is not as effective as sitting still and taking careful aim, so teams halve their Rate of Fire (ROF) when shooting on the move. Most teams have a mix of rifles and machine-guns, adding +1 to the score they need to hit.
INFANTRY AGAINST TANKS

Tanks are big, scary monsters, immune to a rifleman’s bullets, but with their bazookas and their German equivalents, the Panzerschreck (Tank Terror) and Panzerfaust (Armoured Fist), the infantry are far from helpless against them. Tanks’ main guns are overkill unless the infantry are dug in, so they usually return fire with their machine-guns.

**BAZOOKAS AGAINST TANKS**

- **The Parachute Rifle Platoon has a Bazooka Team, giving it a deadly anti-tank weapon.**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-Tank</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bazooka</td>
<td>8'/20cm</td>
<td>1</td>
<td>10</td>
<td>5+</td>
</tr>
</tbody>
</table>

- **Like a Rifle Team, the Bazooka has a ROF of 1, so it suffers a penalty of +1 to hit when moving or pinned down.**

**SCHÜRZEN**

- The StuG G assault gun has **Schürzen**, skirting, on the sides to protect it against anti-tank rifles and bazookas.
- **Schürzen** gives an extra 4+ save if the assault gun fails its armour save when hit in the side by a bazooka. It has no effect on shots hitting its thicker front armour.

**PANZERFAUST AND PANZERSCHRECK**

- **A Grenadier Company has anti-tank teams equipped with two Panzerschreck anti-tank rocket launchers each.**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-Tank</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Panzerschreck</td>
<td>8'/20cm</td>
<td>2</td>
<td>11</td>
<td>5+</td>
</tr>
<tr>
<td>Panzerfaust</td>
<td>4'/10cm</td>
<td>1</td>
<td>12</td>
<td>5+</td>
</tr>
</tbody>
</table>

- **German Command Teams are equipped with Panzerfaust anti-tank weapons. These cannot be fired if the team moves.**

**TANK MACHINE-GUNS**

- **Tank machine-guns have ROF 3, whether they are moving or not.**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-Tank</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Vehicle MG</td>
<td>16'/40cm</td>
<td>3</td>
<td>2</td>
<td>6</td>
</tr>
</tbody>
</table>

- **A Sherman tank has a co-ax machine-gun mounted beside the main gun and a hull machine-gun. It can fire both at the same time, but the second weapon only has ROF 1.**

- **The tank can also fire both machine-guns while firing the main gun, but then both machine-guns have ROF 1.**

**NO HE**

- The Firefly VC is a specialist tank hunter. It has no HE (high explosive) ammunition, so can only use its co-ax machine-gun against infantry.

**HULL WEAPONS**

- The StuG G assault gun has a hull-mounted main gun and a hull-mounted machine-gun, so can only fire one or the other each turn.
The infantry’s anti-tank guns are always a nasty surprise for tanks. They pack the punch of a tank gun, but are cheap to make and easy to hide. No wonder the infantry love them!

**Guns Shooting**

Guns shoot just like tanks, so the 7.5cm Pak40 rolls two dice to hit for its ROF 2. It needs 5+ to hit the Trained Sherman tank, so scores one hit.

**Gun Saves**

Guns have a 5+ save when hit. If they fail, they are destroyed unless they are in bulletproof cover, in which case the enemy need to roll their firepower or better to destroy them.

If a gun has gone to ground rather than moving and shooting, it has a 3+ save instead of the usual 5+.

**Moving Guns**

The crew can push their gun up to 4”/10cm each turn. They can still shoot with ROF 1 when they move.

**Gun Shields and Concealment**

Shots hitting the front of a 7.5cm Pak40 need to pass a firepower test to destroy it as its gun shield gives it bulletproof cover.

**Team Range ROF Anti-tank Firepower**

<table>
<thead>
<tr>
<th>Team</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>7.5cm Pak40</td>
<td>32”/80cm</td>
<td>2</td>
<td>12</td>
<td>3+</td>
</tr>
</tbody>
</table>

The 7.5cm Pak40 does not have a turret, so like the StuG assault gun, its field of fire is limited to targets in front of its base.

The Sherman rolls a 3 and adds its Front armour of 6 for a total of 9 — less than the Pak40 anti-tank rating of 12.

The 7.5cm Pak40 rolls a firepower test, scoring a 4 to destroy the Sherman tank.

It’s time to put it all together and fight a big battle with tanks and infantry. Set up a table with a variety of terrain and pit some tanks and infantry from each side against each other. Throw in some guns for more excitement!
Most soldiers simply blaze away at muzzle flashes or enemy soldiers glimpsed as they dash from cover to cover. Hitting the enemy is as much luck as skill, so even if a machine-gunner or bazooka man is hit by an unlucky shot, the commander can usually find another soldier to pick up the weapon.

**ALLOCATING HITS**

The player being shot at allocates the hits from a shooting platoon evenly across the platoon they are shooting at, in the following order.

1. Other teams before those that are gone to ground.
2. Operational tanks before bailed out or bogged down tanks.
3. Teams within 16”/40cm before those further away.
4. Unprotected teams before those in bulletproof cover.
5. Tanks showing their side armour before those showing their front armour.

**ONE TARGET PER TANK**

Although a tank can fire its main gun and machine-guns together, it must fire them all at the same platoon.

**TARGET PLAYER Chooses**

Once a platoon has finished rolling to hit, the target player allocates the hits evenly across the valid targets.

Unprotected teams are always hit before those in bulletproof cover. These two teams take machine-gun hits.

The Sherman platoon scores a hit with their M3 75mm guns and two hits with their machine-guns.

Although a tank can fire its main gun and machine-guns together, it must fire them all at the same platoon.

A single tank can’t shoot at both the assault gun and the grenadiers, but the platoon can split their fire, with one tank shooting at the assault gun platoon and one at the grenadier platoon.
There’s no point in an officer giving orders if there’s no one around to carry them out. Platoons need to stick together if they are going to fight as a unit instead of a bunch of individuals. You need to bear this in mind when you move your platoons across the table.

**STICKING TOGETHER**

Veteran infantry need to stick within 6”/15cm of their command team to hear orders. If teams that are out of command move, they must get back into command when they do so.

Teams close to the command team can relay orders to other teams within 6”/15cm and so on down the chain to the far end of the platoon.

**COMMAND DISTANCE**

Experienced soldiers often know what to do without being told, and they are good at passing on orders when they need to as well. Raw conscripts on the other hand need to be well supervised if they are to avoid making stupid mistakes.

There’s no point in an officer giving orders if there’s no one around to carry them out. Platoons need to stick together if they are going to fight as a unit instead of a bunch of individuals. You need to bear this in mind when you move your platoons across the table.

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Teams close to the command team can relay orders to other teams within 6”/15cm and so on down the chain to the far end of the platoon.

**STAY HERE AND COVER ME**

The commander can leave the Firefly Vc tank-killer to engage the German assault guns from the front while the rest of the platoon moves to outflank them. As the Firefly doesn’t want to follow the rest of the platoon, it can’t move at all.

The platoon commander must take at least half of the platoon with them when they move.

Tanks have radios to pass on orders, so they can spread out more. The veteran Stug G assault guns can be up to 8”/20cm apart, while the trained Shermans needs to stay within 6”/15cm.
It seems incredible that infantry survive on a battlefield under the fire of tanks and machine-guns, but once they take cover and dig in, they are remarkably tough. Sometimes the only way to dig them out is to launch an all-out infantry assault with bayonets and hand grenades. Set up two infantry platoons 4’/10cm apart, pick one to launch an assault and sound the charge!

**The Paratroopers Charge: Step 1...**

*After all shooting is complete, a platoon with a team within 4’/10cm of the enemy can launch an assault. Assaulting teams within 8’/20cm of an enemy team charge 4’/10cm towards the enemy.*

*Assaulting teams must shoot on the move. They cannot assault if they remained stationary to shoot at their full ROF.*

*Start by moving teams within 4’/10cm into contact with the enemy.*

**Cover Me!**

*Teams don’t have to assault. They can remain stationary, firing at full ROF, to pin down the enemy before the rest of the platoon assault them.*

*Gun teams like the M2 60mm mortar cannot charge, even if they moved. They usually remain stationary to cover the assaulting teams.*

**Short, Sharp and Bloody!**

Assaults are the deciding factor in many battles, as witnessed by the number of medals won by soldiers charging machine-gun nests and stalking tanks.

**Step 2**

*Teams more than 8’/20cm away from the enemy cannot charge and take no part in the assault.*

*Teams remaining within 8’/20cm can move 4’/10cm towards the enemy. If they choose not to move they become non-assaulting teams and take no part in the assault.*
DEFENSIVE FIRE

When the enemy charges, the defenders open fire with everything they’ve got, blazing away to try and stop the assault. If they can put out enough firepower, the assaulting troops will hit the deck before they get close enough to do any damage.

FALLING BACK

An assaulting platoon must fall back if it takes five or more hits from defensive fire, regardless of how many teams are actually destroyed. The assaulting teams fall back until they are more than 2"/5cm away from the enemy.

TACTICAL TIP

Use your supporting troops to pin down the enemy platoon while your assault group moves into position to deliver the fatal strike.

WHILE THE GRENA DiERS TRY TO STOP THEM

Once the enemy has charged into contact, all defending teams within 8"/20cm of an assaulting team shoot.

The defenders always shoot from the halt, even if they moved in their previous turn, so it's a good idea to pin them down before assaulting them.

The grenadiers score four hits on the assaulting Paratroopers. Assaulting teams never benefit from bulletproof cover, so the team that failed its infantry save is destroyed with no firepower test needed.

FALL BACK!

If the paratrooper platoon had taken five hits it wouldn't make it into the assault, falling back until it is more than 2"/5cm away from the defending teams instead.
FIGHTING IN ASSAULTS

Once the enemy get close, there’s nowhere to hide, so it’s fight or die. Casualties are heavy with little chance of survival other than to kill the enemy before they kill you.

SCORE TO HIT IN ASSAULTS

Unlike shooting, the score to hit in assaults is based on the assaulting team’s skill. In the bloody fighting of assaults, it comes down to who’s fastest on the draw. Veterans of many combats find raw conscripts easy meat to their onslaught.

<table>
<thead>
<tr>
<th>Assaulting Team’s Skill Level</th>
<th>Score Needed to Hit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Veteran</td>
<td>3 or higher</td>
</tr>
<tr>
<td>Trained</td>
<td>4 or higher</td>
</tr>
<tr>
<td>Conscript</td>
<td>5 or higher</td>
</tr>
</tbody>
</table>

MUTLIPLE PlatoONS

The assaulting platoon can find itself fighting several Platoons at once. When this happens, roll a single die to counterattack and use that score for all of the Platoons.

As the infantry and anti-tank guns are Confident, they will both either counterattack, or break off.

If the Germans assaulted an American parachute rifle platoon and some British tanks at the same time, a score of 3 would see the Fearless paratroopers counterattacking, while the (clearly not so) Confident British tanks break off.
If the defenders’ courage holds, the survivors pile in, seeking victory for themselves.

**THE GRENADIERS COUNTERATTACK**

Any counterattacking grenadiers within 8”/20cm of the assaulting teams charge 4”/10cm towards them. There is no defensive fire against counterattacks, so the grenadiers go straight in.

Counterattacking platoons can only charge the original assaulting platoon. They cannot drag new platoons into the fight.

Gun teams like the 7.5cm PaK40, cannot move to counterattack.

**THE PARATROOPERS COUNTERATTACK BACK**

The paratroopers roll to counterattack, scoring a 4, allowing them to counterattack.

Teams that did not charge in the initial assault cannot do so now, but will fight back if the enemy comes within 2”/5cm of them.

The three teams within 2”/5cm of the paratroopers roll to hit, destroying two American teams.

**THEN THE GRENADIERS COUNTERATTACK AGAIN**

Determined not to lose the fight, the grenadier platoon rolls a 6 to counterattack again.

The surviving paratroopers within 8”/20cm of the enemy charge into contact with the grenadiers.

The Americans roll two more hits, destroying another pair of grenadier teams.

With a roll of 2, the Americans cannot counterattack again, and break off.

**KEEP GOING!**

In *Flames Of War* assaults continue with each side counterattacking back and forth until one side or the other wins or breaks off.
**BREAKING OFF AND CONSOLIDATING**

A platoon losing the fight breaks off, trying to get away from the enemy. The victors either pursue them or establish their own defensive position ready for any counterattack.

### THE SURVIVORS BREAK OFF...

Every team in the losing platoon within 8”/20cm of a team from a winning platoon may move up to their full move away from the enemy, and become pinned down. Any teams remaining within 4”/10cm of the victors after this move is captured and destroyed.

The mortar team decides to stay where it is, while the paratroopers retreat 6”/15cm back towards their non-assaulting teams.

### ... AND THE VICTORS CONSOLIDATE

Every team in a winning platoon can move up to 4”/10cm. The German grenadiers can either retreat, stay where they are, or advance to exploit their victory.

If the winning platoon took any hits in the assault, it is also pinned down.

### CONSOLIDATING CLOSE TO THE ENEMY

If a victorious team consolidates to within 2”/5cm of a losing team, the losing team must move until more than 2”/5cm away.

**Pinned Down**

At the end of an assault both sides are exhausted, making them pinned down. The exception is that a victorious platoon that won so completely that it never took a hit does not become pinned down.
Tanks are huge steel monsters, and any sensible infantryman prays never to meet one up close. If they have that misfortune, they rely on cunning, luck, and sheer bravery to take them out. Work through an assault by a platoon of US paratroopers on a German platoon of assault guns as you read the next few pages.

**Tank Terror!**

A platoon within 6’/1.5cm of an enemy tank needs to make a tank terror test to launch an assault. Being fearless, the paratroopers pass on a roll of 3+.

The paratroopers roll a 5, so are willing to launch the assault. Confident grenadiers would pass on a roll of 4+.

**Counterattack Against Tanks**

Normally a platoon that didn’t take any hits from the enemy automatically passes their roll to counterattack. However, platoons fighting tanks need to roll, even if they didn’t take any hits.

**Sneaking Up on Tanks**

Teams that did not move or shoot, and then assaulted from concealment can sneak up on a tank and blind it with a smoke grenade, flour bomb, or even a spare coat over the optics before it can defend itself. The tank cannot shoot in defensive fire, although it can fight as normal in the assault.

**The Assault Guns’ Defensive Fire**

Tanks shoot machine guns and turret weapons in defensive fire.

With one Stug unable to shoot, the rest only score three hits, not enough to make the infantry fall back, so the paratroopers take their infantry saves and continue the assault and roll to hit.
Assaults are harsh, dealing to tanks nearly as cruelly as they do to infantry. A tank’s armour still protects it somewhat, but any weakness is exploited to the full.

**Assault Armour Saves**

**The Paratroopers Assault**

When assaulting, the paratroopers need a 3+ to hit the German assault guns — the same roll they’d need to hit infantry.

The Bazooka and a Rifle/MG hit the German assault guns.

**Bailing Out One Tank...**

Unlike infantry, tanks have an armour save in assaults using their top armour rating. Assaulting teams use their tank assault rating and don’t need to roll against their firepower if the tank fails its save.

The Bazooka and a Rifle/MG hit the German assault guns.

**...and Destroying Another**

The other StuG rolls a 1, adding its top armour for a total of just 2. Being equipped with Gammon bombs, the paratroopers have a tank assault rating of 3, so the assault gun is destroyed.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Tank Assault</th>
<th>Top Armour</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bazooka</td>
<td>4</td>
<td>1</td>
</tr>
<tr>
<td>Gammon Bombs</td>
<td>3</td>
<td>1</td>
</tr>
</tbody>
</table>

Assaults are harsh, dealing to tanks nearly as cruelly as they do to infantry. A tank’s armour still protects it somewhat, but any weakness is exploited to the full.
TANK ASSAULT

The inability of a rifle to penetrate a tank no longer matters once the infantry get close enough. Now all that matters is the ingenuity of the soldier in working out how to disable a tank with the tools at hand.

GERMAN TANK ASSAULT WEAPONS

German Grenadiers using their hand grenades only have tank assault 2, so they have to rely on specialist tank-hunters who have tank assault ratings of 5 or 6 against tanks.

AMERICAN TANK ASSAULT WEAPONS

American paratroopers use Gammon bombs full of plastic explosives giving them tank assault 3 against tanks, while their bazookas have tank assault 4.

GAMMON BOMBS

Paratroopers are armed with Gammon bombs that are ideal for close-in anti-tank work. These give them a tank assault rating of 3.

TOP ARMOUR

To an infantryman, the thickness of a tank’s armour doesn’t matter much. What matters is how vulnerable it is to a grenade in the right place. As a result, tanks use their top armour rating against infantry assaults.

ANTI-TANK WEAPONS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Tank Assault (against Top Armour)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rifle/MG</td>
<td>16”/40cm</td>
<td>2</td>
<td>2</td>
<td>6</td>
<td>2 (3 with Gammon Bombs)</td>
</tr>
<tr>
<td>Bazooka</td>
<td>8”/20cm</td>
<td>1</td>
<td>10</td>
<td>5+</td>
<td>4</td>
</tr>
<tr>
<td>Panzerschreck</td>
<td>8”/20cm</td>
<td>2</td>
<td>11</td>
<td>5+</td>
<td>5</td>
</tr>
<tr>
<td>Panzerfaust</td>
<td>4”/10cm</td>
<td>1</td>
<td>12</td>
<td>5+</td>
<td>6</td>
</tr>
</tbody>
</table>
Despite the power of their guns, there are times when crushing the enemy under its tracks is the best tactic for aggressively-handled tanks. Tanks assault in the same way that infantry do, but with a few changes. Grab some Sherman tanks and launch an assault on a grenadier platoon backed by some anti-tank guns.

The defenders are able to target weak points in the armour of charging tanks, so defensive fire always hits the side armour. The PaK40 and the Panzerschreck score a hit each. With Anti-tank ratings of 11 and 12, they easily penetrate.

Once the Shermans have finished their charge, the Grenadiers conduct their defensive fire. The PaK40 and the Panzerschreck score a hit each. Platoons that have two or more tanks destroyed or bailed out by defensive fire fall back until they are 2’/5cm from the defenders.

The defenders destroyed one tank and bailed out another, forcing the tanks to fall back. The bailed out tank falls back 2’/5cm to where it was actually hit, remaining bailed out.

The bogged down tank also falls back. Since it never actually reached the wall, it is no longer bogged down.

The Shermans Charge Into Contact

The tanks fall back

The defenders are able to target weak points in the armour of charging tanks, so defensive fire always hits the side armour. The PaK40 and the Panzerschreck score a hit each. With Anti-tank ratings of 11 and 12, they easily penetrate.

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ANTI-TANK GUNS IN ASSAULTS

Anti-tank guns are most effective at range, but if assaulted, will keep shooting to the last. The guns bark, hurling armour-piercing shot after shot as long as they have a target. When outflanked and threatened with being crushed under the tracks of a tank, the gunners use hand grenades to drive the tank off.

GUNS IN ASSAULTS
In assaults, anti-tank guns roll one die to hit like infantry. The crew can then choose to either attack the tank using their tank assault rating of 2 against the tank’s top armour, or if the tank is in their field of fire, they can use their normal Anti-tank rating against its Side armour rating.

Guns cannot charge into contact with the enemy, but will still fight back if charged, rolling to hit in the same way as infantry and tanks.

ANTI-TANK GUNS AGAINST TANKS

Anti-tank guns like the 7.5cm PaK40 have a tank assault rating of 2, but can use their normal Anti-tank rating against the tank’s side armour instead.

This PaK40 has no tanks in its field of fire within 2’/5cm, so the crew use their tank assault rating of 2 instead. The tank rolls a two for its armour save, easily avoiding harm.

This PaK40 can use its normal anti-tank rating of 12 against the tank’s side armour of 4, which will automatically penetrate.

Firepower Test

<table>
<thead>
<tr>
<th>Side Armour</th>
<th>Die Roll</th>
<th>FIREPOWER</th>
<th>FIREPOWER TEST</th>
</tr>
</thead>
<tbody>
<tr>
<td>4</td>
<td>1-3</td>
<td>12 OR MORE</td>
<td>1 OR 2</td>
</tr>
<tr>
<td></td>
<td>4</td>
<td>EXACTLY 12</td>
<td>3 TO 6</td>
</tr>
<tr>
<td></td>
<td>5-6</td>
<td>11 OR LESS</td>
<td></td>
</tr>
</tbody>
</table>

No Effect

No Effect

Bailed Out

Destroyed

Unlike hits on top armour, hits on side armour require the gun to pass a Firepower Test to have any effect.
Most soldiers fight bravely, but everyone has their limits. As their comrades fall around them, even the bravest start considering the option of running away. If your platoons take too many casualties from shooting or assaults, they may just retreat, effectively putting them out of the battle.

**Checking Platoon Morale**

At the end of the shooting and assaults steps, any platoon that has more teams dead than alive and took a casualty in that step must roll to continue fighting. On a roll of 4+, confident troops (3+ for the fearless paratroopers) continue to fight. On a lesser roll, the platoon is destroyed.

At the end of an assault, the German Grenadier Platoon has just three teams left, so must check its platoon morale. It rolls a 3, not enough, so is destroyed.

Your company command team can join a platoon within command distance, allowing it to re-roll a failed platoon morale check (or a roll to remount bailed out tanks or rally a pinned down platoon). If the platoon fails its re-roll and retreats, the company command team retreats with them and is destroyed.

**Ignoring Bogged Down and Bailed Out Tanks**

Tank platoons do not count bogged down and bailed out tanks when deciding if they have more teams dead than alive.

Bogged down and bailed out tanks are not treated as either dead or alive for platoon morale checks, they are simply ignored.

A British Armoured Platoon has one bogged down and has lost one tank destroyed and one bailed out by the time the Germans finished shooting at it. However, it ignores the bailed out tanks, so with effectively one tank dead and one alive, it is still has more teams alive than dead, and does not need to check its platoon morale.
The are two ways of winning a battle. The simplest, but hardest to accomplish, is to destroy your opponent completely. The more subtle way is to simply take your objectives.

**Winning the Game**

If you start any of your turns with more platoons destroyed than still fighting, your company commander must roll a die. On a roll of 4+, your company continues to fight. Otherwise, your company’s morale breaks and the game is over.

**Checking Company Morale**

If you start any of your turns with more platoons destroyed than still fighting, your company commander must roll a die. On a roll of 4+, your company continues to fight. Otherwise, your company’s morale breaks and the game is over.

With only one grenadier platoon left, the German company must check their company morale at the start of their next turn, rolling a 5. The grenadiers fight on, for a while at least.

**Objectives**

*Flames Of War* is usually played with missions that set two objectives for each player, although you only need to capture one to win the game. Objectives are 2½"/63mm wide by 2"/50mm deep.

Some players prefer simple objectives showing their force’s symbol. Others model destroyed vehicles or supply dumps as their objectives.

**Taking Objectives**

You take an objective and win the game if you have a team within 4'/10cm of your objective at the start of your turn and the enemy does not.

Pinned down platoons can take and hold objectives.

Bogged down and bailed out tanks cannot take or hold objectives.

The Allied player only has a bailed out Sherman tank within 4'/10cm of the objective. The pinned German grenadier platoon has teams within 4'/10cm, so they win the game.
Flames Of War is most commonly played using missions that set objectives for your troops to take or hold. Free-for-all is a basic mission in which you must seize one of your objectives before the enemy seizes one of theirs. Set up a table and choose sides, then follow the instructions in the diagram below.

### Allied Player

**Step 1:** The German player places two objectives anywhere in this box. They can not be closer than 16"/40cm to the centre of the table or within 8"/20cm of the sides of the table.

**Allied Deployment Area**

The Allied player deploys their troops anywhere behind a line 12"/30cm from the centre of the table.

**Step 2:** The Allied player places two objectives anywhere in this box. They can not be closer than 16"/40cm to the centre of the table or within 8"/20cm of the sides of the table.

**German Deployment Area**

The German player deploys their troops anywhere behind a line 12"/30cm from the centre of the table.

**Step 3:** Players alternate placing platoons in their deployment areas, starting with the German player.

**Step 4:** Roll a die to see who has the first turn. The player rolling highest goes first. The other player’s teams all start the game gone to ground.

**Winning the Battle**

Any player starting their turn in control of an objective in the enemy deployment area wins the game.

### German Player

**Step 1:** The German player places two objectives anywhere in this box. They can not be closer than 16"/40cm to the centre of the table or within 8"/20cm of the sides of the table.

**German Deployment Area**

The German player deploys their troops anywhere behind a line 12"/30cm from the centre of the table.

**Step 2:** The Allied player places two objectives anywhere in this box. They can not be closer than 16"/40cm to the centre of the table or within 8"/20cm of the sides of the table.

**Allied Deployment Area**

The Allied player deploys their troops anywhere behind a line 12"/30cm from the centre of the table.

### Setting Up a Table

Your troops will need a battlefield to fight on before they can claim victory! For smaller games, like pitting the forces from Open Fire against each other, a kitchen table or 4’x4’ (120cm x 120cm) table is a good size. Once you add a few more units to each side you’ll want to increase your playing area to 6’x4’ (180cm x 120cm). Woods, wall, buildings, roads and hills give your troops something to fight over. Use the cardboard terrain from the Open Fire box to get you started, adding things around the house, such as boxes for hills. After a few games, you will want to collect pre-painted terrain like the Battlefield in a Box range.
The intelligence briefings in the next section and in the various Flames Of War battle books show you how to build your army.

The company diagram for your force tells you which platoons you can choose from. Each box represents a platoon that is available to your company.

The black boxes show compulsory platoons, so this British Armoured Squadron must take:
- an Armoured Squadron HQ
- two Armoured Platoons.

The grey boxes show additional platoons that you can add to this core. For example you could add:
- two more Armoured Platoons,
- a Recce Patrol,
- an Anti-tank Platoon (SP), and
- Air Support.

Each platoon has a points value, and often has options for fielding it at different strengths.

To build a force, simply agree on a points limit with your opponent and add platoons until you reach this limit. This should ensure that you and your opponent have equivalent forces.

The rules that you have just read give you the basics for playing your first few games. After you’ve played a few games you’ll be ready to move on to the Flames Of War rulebook, which expands on what you already know and adds rules for specialist units to give you endless variation to your games, including:
- Artillery,
- Aircraft,
- Reconnaissance,
- Engineers and Fortifications,
- National Special Rules,
- twelve more missions,
- and much, much more.
Armoured squadrons spearheaded the British offensives to capture the V-1 buzz-bomb launch sites and the crossings over the Rhine River in late 1944. As they fought their way to the bridges at Nijmegen and Arnhem, the tanks linked up with American paratroopers holding Hell's Highway.

You can form your own Armoured Squadron using this intelligence briefing. Start with your headquarters and the platoons shown in black, then add platoons shown in grey until you reach the agreed points limit.

---

US Parachute Rifle Platoons fought alongside British Armoured Squadrons on Hell's Highway on the way to Arnhem in September 1944.
## Armoured Platoon

<table>
<thead>
<tr>
<th>Platoon</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 Sherman V and 1 Firefly VC</td>
<td>280</td>
</tr>
<tr>
<td>2 Sherman V and 1 Firefly VC</td>
<td>215</td>
</tr>
</tbody>
</table>

Armoured platoons are the heart of an armoured squadron. Their combination of speed, armour, and firepower, especially with the extra anti-tank punch of the Firefly VC, enable them to tackle any opposition.

## Recce Patrol

<table>
<thead>
<tr>
<th>Platoon</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 Stuart V or VI</td>
<td>160</td>
</tr>
<tr>
<td>3 Stuart V or VI</td>
<td>120</td>
</tr>
</tbody>
</table>

Recce Patrols are Reconnaissance Platoons, which use all of the Reconnaissance special rules found in the Flames Of War rulebook.

Stuart light tanks scout ahead of the armoured platoons, seeking out enemy ambushes, and locating enemy anti-tank guns.

**BBX08—Sherman Armoured Platoon**
**BR121—Sherman Firefly VC**
**BR120—Sherman V**

**BRO09—Stuart V**
The Royal Artillery’s self-propelled (SP) anti-tank platoons pack the punch needed to knock out heavy German Panther and Tiger tanks. They are ideal for covering the armoured platoons’ advance.

**Anti-tank Platoon (SP), Royal Artillery**

4 M10C 17 pdr SP 260 points
2 M10C 17 pdr SP 130 points

The Sexton self-propelled 25 pdr guns are the armoured squadron’s artillery support. Using their Sherman observation post (OP) to spot targets for them, they can bombard anything on table. They are perfect for softening up anti-tank guns and infantry before the armoured platoons close and finish them off.

**Field Battery (SP), Royal Artillery**

HQ Section with:
4 Sexton 195 points
2 Sexton 110 points

**AC005—Typhoon**

**AC005—Typhoon**

**BR151—M10C 17 PDR SP**

**BR710—Artillery HQ**

**BR120—OP Sherman**

**FLIGHT LIEUTENANT**

**FLIGHT LIEUTENANT**

**Typhoon**

**Typhoon**

**SUBALTERN**

**SUBALTERN**

**Command M10 17 pdr SP**

**Command M10 17 pdr SP**

**ANTITANK SECTION**

**ANTITANK SECTION**

**M10 17 pdr SP**

**M10 17 pdr SP**

**GUN SECTION**

**GUN SECTION**

**Command Rifle team**

**Command Rifle team**

**OP Sherman**

**OP Sherman**

**Sergeant**

**Sergeant**

**Sexton Self-propelled gun**

**Sexton Self-propelled gun**

**Sexton Self-propelled gun**

**Sexton Self-propelled gun**

**HQ SECTION**

**HQ SECTION**

**MAJOR**

**MAJOR**

**Sergeant**

**Sergeant**

**Br172—Sexton**

**Br172—Sexton**

**Br710—Artillery HQ**

**Br710—Artillery HQ**

**Br120—OP Sherman**

**Br120—OP Sherman**
The armoured platoons are powerful, but they are vulnerable in towns and woods. That’s when they need the infantry to take the lead. With the tanks providing covering fire, the infantry assault German infantry and guns trying to block the squadron’s advance.

**US Support Platoons**

**Parachute Rifle Platoon**

HQ Section and Mortar squad with:

- 3 Rifle Squads
  - 265 points
- 2 Rifle Squads
  - 205 points

*American paratroopers are excellently trained and battle hardened. They are rated as Fearless Veteran.*

**British Support Platoons**

**Rifle Platoon**

HQ Section with:

- 3 Rifle Squads
  - 140 points
- 2 Rifle Squads
  - 105 points

*BR722—Rifle Platoon*

**Parachute Rifle Platoon**

HQ Section and Mortar squad with:

- 3 Rifle Squads
  - 265 points
- 2 Rifle Squads
  - 205 points

*US723—Parachute Rifle Platoon*
# British Arsenal

## Tank Teams

<table>
<thead>
<tr>
<th>Name</th>
<th>Weapon</th>
<th>Mobility Range</th>
<th>Front Armour</th>
<th>Side Armour</th>
<th>Top Armour</th>
<th>Equipment and Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stuart V or VI</td>
<td>MG 37mm gun</td>
<td>Light Tank</td>
<td>4</td>
<td>2</td>
<td>1</td>
<td>Co-ax MG, Hull MG, Recce.</td>
</tr>
<tr>
<td>Sherman V</td>
<td>M3 75mm gun</td>
<td>Standard Tank</td>
<td>6</td>
<td>4</td>
<td>1</td>
<td>Co-ax MG, Hull MG, Tow hook.</td>
</tr>
<tr>
<td>Firefly VC</td>
<td>OQF 17 pdr gun</td>
<td>Standard Tank</td>
<td>2</td>
<td>2</td>
<td>0</td>
<td>50 cal AA MG, Slow traverse.</td>
</tr>
<tr>
<td>Firefly VC</td>
<td>OQF 17 pdr gun</td>
<td>Standard Tank</td>
<td>2</td>
<td>2</td>
<td>0</td>
<td>No HE, Semi-indirect fire.</td>
</tr>
<tr>
<td>Sherman OP</td>
<td></td>
<td>Standard Tank</td>
<td>6</td>
<td>4</td>
<td>1</td>
<td>Hull MG.</td>
</tr>
</tbody>
</table>

## Infantry & Gun Teams

<table>
<thead>
<tr>
<th>Infantry Team</th>
<th>Mobility Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rifle team</td>
<td>16''/40cm</td>
<td>1</td>
<td>2</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>Rifle/MG team</td>
<td>16''/40cm</td>
<td>2</td>
<td>2</td>
<td>6</td>
<td>Gammon bombs with Tank Assault 3 for US paratroopers.</td>
</tr>
<tr>
<td>SMG team</td>
<td>4''/10cm</td>
<td>3</td>
<td>1</td>
<td>6</td>
<td>Full ROF when moving.</td>
</tr>
<tr>
<td>Light Mortar team</td>
<td>16''/40cm</td>
<td>1</td>
<td>1</td>
<td>4+</td>
<td>Smoke, Can fire over friendly teams.</td>
</tr>
<tr>
<td>PIAT or Bazooka team</td>
<td>8''/120cm</td>
<td>10</td>
<td>5+</td>
<td></td>
<td>Tank Assault 4.</td>
</tr>
<tr>
<td>Staff team</td>
<td>16''/40cm</td>
<td>1</td>
<td>2</td>
<td>6</td>
<td>Moves as a Heavy Gun team.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Gun Team</th>
<th>Mobility Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>M2 60mm mortar</td>
<td>Man-packed</td>
<td>2</td>
<td>1</td>
<td>3+</td>
<td>Can fire over friendly troops.</td>
</tr>
<tr>
<td>Firing bombardments</td>
<td>32''/80cm</td>
<td>-</td>
<td>1</td>
<td>6</td>
<td></td>
</tr>
</tbody>
</table>

## Aircraft

<table>
<thead>
<tr>
<th>Aircraft</th>
<th>Weapon</th>
<th>To Hit</th>
<th>Anti-tank</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Typhoon</td>
<td>Cannon</td>
<td>3+</td>
<td>8</td>
<td>5+</td>
</tr>
<tr>
<td>Typhoon</td>
<td>Rockets</td>
<td>3+</td>
<td>6</td>
<td>3+</td>
</tr>
</tbody>
</table>

The Hawker Typhoon provides close air support, rocketing enemy tanks and guns ahead of advancing British tanks and infantry.

## Sexton

<table>
<thead>
<tr>
<th>Aircraft</th>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>AT</th>
<th>FP</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sexton</td>
<td>OQF 25 pdr gun</td>
<td>24''/60cm</td>
<td>2</td>
<td>9</td>
<td>3+</td>
</tr>
<tr>
<td>Sexton</td>
<td>Firing bombardments</td>
<td>80''/200cm</td>
<td>-</td>
<td>4</td>
<td>5+</td>
</tr>
</tbody>
</table>

Notes: AA MG, Hull mounted, Smoke bombardment.

The Sexton self-propelled 25 pdr gun is the armoured brigades artillery of choice.
Flames Of War uses special rules to bring out the character of each country’s army. The British for instance, have a British Bulldog special rule to reflect their dogged determination to hold on to any ground they took. In a similar vein, the Germans have a Mission Tactics special rule that allows them to replace destroyed command teams.

The American-built Sherman V is a good all-rounder, combining good mobility with an effective gun and armour.

The Sherman Firefly VC is a standard tank re-armed with a deadly, long-barrelled 17 pdr anti-tank gun, perfect for knocking out enemy tanks.

The Stuart V light tank is exceptionally fast, making it useful for scouting. If it bumps into anything big, it can outflank it with ease.

The M10C mounts the same 17 pdr anti-tank gun as the Firefly on a lightly-armoured tank destroyer chassis, making it ideal for anti-tank defence.

Some tanks and guns have special rules too, such as the Semi-indirect Fire rule that allows stationary tanks to re-roll their misses at long range and the wide tracks rule that makes them less likely to become bogged down. Once you are familiar with the basic rules, you can look up the special rules in the rulebook and add them to your games.

The Stuart V light tank is exceptionally fast, making it useful for scouting. If it bumps into anything big, it can outflank it with ease.
The humble grenadier is the heart of the German Army. Day after day, battle after battle, they stand their ground, holding back the rising Allied tide. They fortified every village, typically with a force of a company of grenadiers, a couple of anti-tank guns, and a platoon of assault guns or tanks.

If the British drive them from their positions, the grenadiers counterattack to recapture the village with the support of heavy Tiger tanks.

You can form a Grenadierkompanie from this intelligence briefing. Start with your headquarters and the platoons shown in black, then add platoons shown in grey until you reach the agreed points limit.

Assign the anti-tank section from the company headquarters to whichever of your grenadier platoons needs extra protection from tanks.
The infantry were awarded the title of ‘Grenadier’ by Hitler in recognition of their skill and bravery. Armed with MG42 machine-guns and Panzerfaust anti-tank launchers, they are ready for any opposition.

Grenadier Machine-gun Platoons may make Combat Attachments to Combat Platoons using the rules found in the rulebook.
Mortars are the infantry's artillery, providing them with instant firepower on call. They can drop bombardments anywhere along the front line to reinforce the grenadiers, lay a smoke screen to blind the enemy, or provide direct fire support against gun nests.

The 7.5cm PaK40 anti-tank gun is incredibly powerful yet small enough to be easily hidden, making it perfect for protecting infantry from marauding tanks. Against small numbers of tanks, they can be bold, using their firepower to annihilate the enemy. Faced with greater numbers, they need greater cunning, staying hidden until the enemy enter their killing zone.
**SUPPORT PLATOONS**

**HEAVY ANTI-AIRCRAFT GUN PLATOON**

**Platoon**
HQ Section with:
- 2 8.8cm FlaK36  
- 1 8.8cm FlaK36  

180 points  
90 points

The dreaded ‘88’ instills fear in Allied tankers and pilots alike. Neither tanks nor aircraft last long once the 88’s open fire on them.

**GBX11—8.8cm FlaK36 Platoon**

**Artillery Battery**

**Platoon**
HQ Section with:
- 4 10.5cm leFH18  
- 2 10.5cm leFH18  
- 4 15cm leFH18  
- 2 15cm leFH18  

210 points  
115 points  
310 points  
160 points

**GBX13—Artillery Battery**

**GBX20—HEAVY ARTILLERY BATTERY**
StuG G assault guns are the infantry’s armour. They are an ideal mobile reserve, hunting tanks that break through the infantry’s defences and counterattacking to regain lost positions. When the grenadiers attack, the assault guns advance with them, knocking out enemy machine-gun nests and strongpoints to cover the infantry’s advance.

By Allied standards, the Panther tank, weighing in at 45-tonnes, is a heavy tank. For the Germans though, it is just their latest battle tank—like the American Sherman tank, and is produced in large numbers for the panzer divisions. The Panther’s gun easily penetrates Allied tanks, while its thick front armour bounces most Allied guns with ease. When the Panthers counterattack with the grenadiers, the Allies run for cover!
The legendary 56-tonne Tiger tank mounts the dreaded ‘88’ gun and armour thick enough to shrug off most guns, even from the flank where other tanks are vulnerable. Their power and near invulnerability allows Tiger crews to rack up dozens or even hundreds of tanks destroyed for each of their own losses.

Only the best candidates are selected to crew Tiger tanks. To reflect their extraordinary performance, you can use the Tiger Ace Skills rules found in the rulebook.

The new Königstiger (King Tiger) is even heavier at 72 tonnes, with thicker armour and a longer, more powerful gun, ensuring that nothing can stand up to it in a one-on-one duel.

<table>
<thead>
<tr>
<th>Heavy Tank Platoon</th>
<th>LEUTNANT</th>
<th>UNTEROFFIZIER</th>
</tr>
</thead>
<tbody>
<tr>
<td>4 Tiger I E</td>
<td>860 points</td>
<td></td>
</tr>
<tr>
<td>3 Tiger I E</td>
<td>645 points</td>
<td></td>
</tr>
<tr>
<td>2 Tiger I E</td>
<td>430 points</td>
<td></td>
</tr>
<tr>
<td>1 Tiger I E</td>
<td>215 points</td>
<td></td>
</tr>
<tr>
<td>3 Königstiger (Henschel)</td>
<td>1035 points</td>
<td></td>
</tr>
<tr>
<td>2 Königstiger (Henschel)</td>
<td>690 points</td>
<td></td>
</tr>
<tr>
<td>1 Königstiger (Henschel)</td>
<td>345 points</td>
<td></td>
</tr>
</tbody>
</table>

The new Königstiger (King Tiger) is even heavier at 72 tonnes, with thicker armour and a longer, more powerful gun, ensuring that nothing can stand up to it in a one-on-one duel.
GERMAN ARSENAL

TANK TEAMS

<table>
<thead>
<tr>
<th>Name</th>
<th>Weapon</th>
<th>Mobility</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Equipment and Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>StuG G</td>
<td>7.5cm StuK40 gun</td>
<td>Standard</td>
<td>32”/80cm</td>
<td>7</td>
<td>3</td>
<td>1</td>
<td>Hull MG, Protected ammo, Schürzen.</td>
</tr>
<tr>
<td>Panther A</td>
<td>7.5cm KwK42 gun</td>
<td>Standard</td>
<td>32”/80cm</td>
<td>10</td>
<td>5</td>
<td>1</td>
<td>Co-ax MG, Hull MG, Wide tracks.</td>
</tr>
<tr>
<td>Tiger I E</td>
<td>8.8cm KwK36 gun</td>
<td>Slow Tank</td>
<td>40”/100cm</td>
<td>2</td>
<td>8</td>
<td>2</td>
<td>Co-ax MG, Hull MG, Protected ammo, Wide tracks.</td>
</tr>
<tr>
<td>Königstiger (Henschel)</td>
<td>8.8cm KwK43 gun</td>
<td>Slow Tank</td>
<td>40”/100cm</td>
<td>15</td>
<td>8</td>
<td>2</td>
<td>Co-ax MG, Hull MG, Overloaded.</td>
</tr>
</tbody>
</table>

**Infantry teams**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Mobility</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>MG42 HMG</td>
<td>Man-packed</td>
<td>24”/60cm</td>
<td>6</td>
<td>2</td>
<td>6</td>
<td>ROF 3 when pinned down or moving.</td>
</tr>
<tr>
<td>8cm GW34 mortar</td>
<td>Man-packed</td>
<td>24”/60cm</td>
<td>2</td>
<td>2</td>
<td>3+</td>
<td>Smoke, Minimum range 8”/20cm.</td>
</tr>
<tr>
<td>Firing bombardments</td>
<td></td>
<td>40”/100cm</td>
<td>2</td>
<td>6</td>
<td></td>
<td>Smoke bombardment.</td>
</tr>
<tr>
<td>7.5cm PaK40 gun</td>
<td>Medium</td>
<td>32”/80cm</td>
<td>2</td>
<td>12</td>
<td>3+</td>
<td>Gun shield.</td>
</tr>
<tr>
<td>8.8cm Flak36 gun</td>
<td>Immobile</td>
<td>40”/100cm</td>
<td>3</td>
<td>13</td>
<td>3+</td>
<td>Gun shield, Heavy anti-aircraft, Turntable.</td>
</tr>
<tr>
<td>10.5cm leFH18 howitzer</td>
<td>Immobile</td>
<td>24”/60cm</td>
<td>1</td>
<td>10</td>
<td>2+</td>
<td>Breakthrough gun, Gun shield, Smoke.</td>
</tr>
<tr>
<td>Firing bombardments</td>
<td></td>
<td>72”/180cm</td>
<td>4</td>
<td>4+</td>
<td></td>
<td>Smoke bombardment.</td>
</tr>
<tr>
<td>15cm sFH18 howitzer</td>
<td>Immobile</td>
<td>24”/60cm</td>
<td>1</td>
<td>13</td>
<td>1+</td>
<td>Bunker buster, Smoke.</td>
</tr>
<tr>
<td>Firing bombardments</td>
<td></td>
<td>80”/200cm</td>
<td>5</td>
<td>2+</td>
<td></td>
<td>Smoke bombardment.</td>
</tr>
</tbody>
</table>

**Additional training and equipment**

Panzerfaust  4”/10cm  1 12  5+ Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.

**Gun teams**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Mobility</th>
<th>Range</th>
<th>ROF</th>
<th>AT</th>
<th>FP</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>10.5cm leFH18 howitzer</td>
<td>Immobile</td>
<td>24”/60cm</td>
<td>1</td>
<td>10</td>
<td>2+</td>
<td>(breakthrough gun, gun shield, smoke bombardment.</td>
</tr>
<tr>
<td>15cm sFH18 howitzer</td>
<td>Immobile</td>
<td>24”/60cm</td>
<td>1</td>
<td>13</td>
<td>1+</td>
<td>(bunker buster, smoke bombardment.</td>
</tr>
</tbody>
</table>

The 10.5cm leFH18 light field howitzer is the workhorse of the German artillery. It is powerful enough to knock out tanks as well as dug-in infantry.

The 15cm sFH18 howitzer is the German’s heavy hitter, throwing a massive 15cm (6”) shell weighing 44kg (95 lb) more than 13km (8 miles).
Nothing made an Allied tanker sweat more than the thought of facing a Tiger tank.

The Panther outgunned every Allied tank, had armour thick enough to bounce a Sherman tank’s shots with ease, yet was still highly mobile.

Not satisfied with the 56-tonne Tiger tank, the Germans built the even more powerful 72-tonne Königstiger (King Tiger) heavy tank.

Every German gun was an ‘88’ to Allied soldiers who were terrified of its long-range tank-killing capability and its air-burst ammunition.
Painting is an integral part of the wargaming hobby. Most wargamers hate to play games with unpainted miniatures, and for good reason. The visual, tactile nature of well painted models and terrain is what separates tabletop wargaming from other, less creative, pastimes. Painting is fun and rewarding, even if it can seem daunting at first to beginners.

By following these easy step-by-step guides, you’ll have your forces ready for the table in no time. For more painting, modelling and hobby inspiration, be sure to read the Flames Of War Hobby book, that comes with the Flames Of War rulebook.

All colour names and codes given are for the Vallejo range of Flames Of War paints, available from the online store and Flames Of War Stockists. More comprehensive painting and modelling guides can be found on our website, www.FlamesOfWar.com.

All the colours you need to paint your Germans can be found in QPS01 Quartermasters Paint Set, GPS01 German Infantry Paint Set, and GPS02 German Armour Paint Set. Other useful products are QPS02 Utility Set, and the War Paint range of spray paints.
After clipping your figures off the frame and trimming away any small cast lines, undercoat them with a black spray-can primer or thinned black paint, being careful not to miss any areas.

Basecoat the figures using a darker version of each main colour, to create shadows: eg. German Camo Dark Green (979) for the uniforms, and Beige Brown (875) for the flesh areas. Or you could mix a tiny amount of black with the main colour.

Paint the main colours according to the guide on the opposite page, leaving some of the shadow colour showing in the recessed areas. Your figures are now finished to a basic standard – not super artistic, but ready to for the gaming table.

If you want to spend a bit of extra time to make sure your figures to look their best, you can add more detail as a final step. Lighten each main colour by adding a little white or another light colour, and paint highlights on raised areas, to give more depth and definition.

After assembling your models and undercoating them with black primer, block-paint the vehicles Middlestone (882), leaving a little black showing in the recesses. Add a little white to the Middlestone and drybrush the model to add highlights.

Add camouflage, using Chocolate Brown (872) and Reflective Green (890). To paint soft-edged camouflage mix some of each camouflage colour with Middlestone and paint it on in three successively narrower layers, adding a little more camouflage colour to each stage.

Paint the tracks Flat Brown (984). Adding decals at this stage is a great way to add visual interest and historical realism to your vehicles. Visit www.FlamesOfWar.com for guides on what decals to use and how to apply them.

To finish, drybrush the tracks and the machine-gun Gunmetal Grey (863). Paint the tool handles Beige Brown (875) and the tool heads Gunmetal Grey.

Painting German Infantry

Painting German Tanks
The first combat uniform issued to US airborne troopers, the M1942, was purpose designed for airborne troops by Maj. William Yarborough (who was also the designer of the US Airborne parachute wings). The design included features such as pockets cut on the diagonal to allow easy access while wearing webbing equipment and large, expanding, bellows style leg pockets that became a trademark of the wartime US airborne trooper.

Paint your paratroopers’ uniforms a 50/50 mix of Khaki (988) and Green Grey (886), with US Dark Green (893) elbow and knee patches for this earlier uniform.

After the US airborne forces were withdrawn from Normandy they were refitted and brought back up to strength ready for the next mission. This included the widespread issue of the brand new M1943 olive drab uniform to the veterans of the 82nd and 101st divisions. To paint your paratroopers in the later uniform use US Dark Green (893).

All the colours you need to paint your US and British troops can be found in QPS01 Quartermasters Paint Set, BPS01 British Paint Set, and UPS01 US Paint Set. Other useful products are QPS02 Utility Set, and the War Paint range of spray paints.

Follow the German tank painting guide to paint the V1 Rocket launcher rails. Not all Launcher rails were camouflaged, so feel free to leave that step out.

For the V1 itself, paint the upper surfaces German Camo Dark Green (979), and the lower surfaces Pale Grey Blue (907).
After clipping your figures off the frame and trimming away any small mould lines, undercoat them with a black spray-can primer or thinned black paint, being careful not to miss any areas.

Basecoat the figures using a darker version of each main colour, to create shadows: e.g. German Camo Dark Green (979) for the uniforms, and Beige Brown (875) for the flesh areas. Or you could mix a tiny amount of black with the main colour.

Paint the main colours according to the guide on the opposite page, leaving some of the shadow colour showing in the recessed areas. Your figures are now finished to a basic standard – not super artistic, but ready to for the gaming table.

If you want to spend a bit of extra time to make sure your figures to look their best, you can add more detail as a final step. Lighten each main colour by adding a little white or another light colour, and paint highlights on raised areas, to give more depth and definition.

A quick alternative to the method shown on page 49 is to spray undercoat your tanks with War Paint SP01 British Armour (late). You could also use Russian Uniform (924), applied in a few thinned-down coats.

Apply a wash of Black Shade (201), thinned down with water. This will settle into the recesses and around raised detail, to create shadows and give the tank definition.

Once the shade wash is thoroughly dry, drybrush the tank with Russian Uniform (924), lightened with a little Green Grey (886). Paint the tracks, machine-guns and tools Black (950).

Drybrush the tracks and the machine-guns Gunmetal Grey (863). Paint the tool handles Beige Brown (875) and the tool heads Gunmetal Grey. Lightly drybrush the lower vehicle with Flat Earth (983) to simulate mud.
Starting Step
In the Starting Step you check the status of your force and attempt to rally your troops.

Check Company Morale (Page 31)
Pass a Motivation Test to continue fighting if your company has more platoons destroyed than still fighting.

Check Victory Conditions (Page 31)
Win the game if you have taken an objective.

Rally Pinned Down Platoons (Page 15)
Pass a Motivation Test to rally a pinned down platoon.

Re-mount Bailed Out Tanks (Page 7)
Pass a Motivation Test to re-mount a bailed out tank.

Free Bogged Down Tanks (Page 9)
Pass a Skill Test to free a bogged down tank.

Movement Step
In the Movement Step you move any or all of your platoons into better positions.

Moving Tanks (Page 9)
Tanks move 12"/30cm in easy terrain, but slow to 8"/20cm in rough terrain. Tanks crossing Difficult or Very Difficult Going must pass a Bogging Check to avoid bogging down.

Moving Infantry (Page 14)
Infantry and man-packed guns (like a 60mm mortar) move 6"/15cm through any terrain and never bog down. If infantry and man-packed guns don't move (aside from digging in), they are always concealed, even in the open.

Moving Guns (Page 17)
Medium guns (like the 7.5cm PaK40) move 4"/10cm and need to roll to avoid bogging down in Difficult Going. They cannot move in Very Difficult Going.

Shooting Step
In the Shooting Step you shoot with any or all of your platoons, trying to pin down and destroy the enemy.

Select a Target Platoon (Pages 8, 10, 18)
You shoot with one platoon at a time, although each team can shoot at a different enemy platoon if you wish. The target must be in range and in the weapon's field of fire.

How Many Dice (Pages 6, 7, 9, 12, 15, 16)
Each team rolls one die for each point of ROF.

Digging In (Pages 14, 17)
Infantry and guns can dig in instead of moving. If they pass a Skill Test they are now dug in. Infantry, and man-packed and medium guns are concealed if they are dug in.

Going to Ground (Pages 14, 17)
Teams that do not move (aside from digging in) or shoot have gone to ground.

Roll to Hit (Pages 6, 7, 8, 12)
The score needed for a team to hit depends on the easiest target in the platoon it is shooting at.