



FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

LESSONS FROM THE FRONT

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QUESTIONS AND ANSWERS ON FLAMES OF WAR

OCTOBER 2017

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

MOVEMENT

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

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

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 still need to take Cross tests and test to see if they got hit by a Minefield?

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

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

Yes.

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.

TRANSPORT

The Unit Transport rule requires that a Transport Attachment's Unit Leader remain within 6"/15cm of the Infantry Unit's Leader. What happens if the Transport Attachment's Unit Leader can't do this?

Then the Transport Attachment has to be Sent to the Rear (see page 45 of the rulebook).

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.

COMMAND

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

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

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

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

Most Command Leadership re-rolls require the Formation Commander to be close to the Unit Leader. However, when Remounting a Bailed Out tank,

the rules say the tank itself has to be close to the Formation Commander. Is this right?

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

SHOOTING

My M4 Sherman tank has three machine-guns. The .50 cal AA MG has ROF 3, while the other two only have a combined ROF 2. Why is that?

Adding more machine-guns after the first has diminishing returns. The first machine-gun has the most effect, while each additional machine-gun adds a smaller increment.

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

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

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

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

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

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

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

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

On the ground in front of the building.

Can a team in the upper storey of a building see over the Smoke Marker?

No. Smoke is Tall Terrain and cannot be seen over.

MIXED TARGETS

My tanks are shooting at a unit of three enemy tanks, 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 tanks target the tank in the open, they'll need 3+ to hit. They could target the tank 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 tank in the woods? Can I allocate hits to the tank 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 tank 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 tank, and all hits have to be allocated to valid targets, so the tank 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 tank in the woods, leaving you the choice of which of the two will take the second hit.

Does a Passenger in a vehicle destroyed by a Brutal weapon like the 150mm main gun of a 15cm (Sf) Lorraine Schlepper re-roll its save?

Yes. Passengers of a Destroyed vehicle need to make an Infantry Save, and Brutal forces them to re-roll any Infantry Saves.

ARTILLERY

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.

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.

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

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

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

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

ASSAULTS

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.

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.

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.

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 a Minefield or the Defensive Fire of a Flame-thrower force my assaulting Unit to Fall Back and end the assault?

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

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 Bazooka anti-tank teams have the Assault 6 special rule. What does this mean?

It means that instead of hitting on a 5+ in Assaults like the larger M1 Garand rifle teams, the small Bazooka teams hit on a roll of 6.

How do my infantry kill tanks in assaults?

Infantry that hit a tank in an Assault may either use their normal Anti-tank rating against a tank's Side armour or Anti-tank 2 against its Top armour. Using weapons like the Bazooka can

be very effective against lighter vehicles like the Panzer IV, but have limited effect against heavy tanks like the Tiger. Against these infantry in the open can only endure and hope the tanks break off before the infantry's own determination to counterattack fails.

BREAKING OFF

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

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

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

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

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

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

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

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

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

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

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

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

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

LAST STAND

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

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

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

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

A Transport Unit with just one team remaining would need to take a Unit Last Stand test at the start of each turn. Does it still need to do so if I Send it to the Rear?

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

BRITISH RULES

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

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

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

An example might be the best way to explain this. Let's say that your spotter succeeds in Ranging In the first battery on

the first attempt. Normally, they would now move on to their second attempt and try to Range In another battery.

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

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

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

MISSIONS

Can passengers in a Transport take or dispute an Objective?

Yes they can.

When I place a Gun Unit in Ambush with its Transport, do the Gun teams have to be Mounted when they are placed from Ambush?

Yes. Like Infantry teams, Gun teams ambushing with their Transports must be Mounted. If they don't want to Ambush mounted in their Transports, the Transports must be Sent to the Rear.

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 are Command Cards included in the Reserves rule?

Force Command Cards are always included in the 60% of the force on table, since they are always in effect.

Formation Command Cards are included in the 60% of the force on table if any part of the Formation is included as they are in effect in that case.

Unit Command Cards are included in the 60% of the force on table if the Unit is included as they are in effect in that case.

As the war progresses, the definition of a tank changes. The Deep Reserves rule needs to change to match this as follows:

In Late War, the Deep Reserves rule becomes: In a mission with Deep Reserves, you may only place one Tank Unit with Front Armour of 4 or more, or one Aircraft Unit on the table at the start of the game. All remaining units of these types must be held in Reserves.

In Mid War, the Deep Reserves rule remains: In a mission with Deep Reserves, you may only place one Tank Unit with Front Armour of 3 or more, or one Aircraft Unit on the table at the start of the game. All remaining units of these types must be held in Reserves.

In Early War, the Deep Reserves rule becomes: In a mission with Deep Reserves, you may only place one Tank Unit with Top Armour 1 or 2, or one Aircraft Unit on the table at the start of the game. All remaining units of these types must be held in Reserves.

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

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

MINEFIELDS

When I place Minefields can I overlap them so I make a Unit trying cross them roll Courage and Skill for each Minefield?

No, a Unit only takes one Courage Test to cross the Minefields. Teams also only roll one Skill Test to cross the Minefields safely. However, a Team who successfully removes a Minefield, only removes one, even if they are in several.

When a team removes a minefield (instead of Moving) using a Mine Clearing Order, is that minefield removed right away or at the end of the Movement Step?

It is removed immediately.

When a team moves using a Blitz Move movement order, do they still need to

take Cross tests and test to see if they got hit by a Minefield?

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

Can I deploy a Unit in a Minefield? If so, what happens?

Yes you can. Presumably they are dug in with minefields surrounding their position, and the paths through the minefield that they use for supply and other necessary activities are too difficult to negotiate under fire.

The Unit is fine as long as it remains in its foxholes. However, if it moves or counterattacks if assaulted, it will have to test for casualties like any other Unit crossing a Minefield.

If a Unit deployed in a Minefield, how does it go about clearing it?

It moves 'into' the Minefield (i.e. out of its carefully prepared defences) testing to do so as normal. Then in the next turn (having moved into the Minefield on a previous turn as required by the rules), the Unit Leader issues a Mine Clearing order and the Minefield is removed.

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

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

Book and Card Updates

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

MOVEMENT ORDER SUMMARY CARDS

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

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

BRITISH COMMAND CARDS

What is the correct Cross Country speed of Softskin Transports?

14"/135cm.

FIGHTING FIRST

What is the Unit Transport rule on the M3 half-track card?

The Unit Transport rule says: While on table, the Unit Leader of a Transport Attachment must end its Movement Step within 6"/15cm of the Unit Leader of its Passenger Unit.

What is the Field of Fire of a Rear Firing weapon?

A Rear Firing weapon can only hit a target fully to the rear of the team.

FOG OF WAR CARDS

When can Objective Cards that have Turn Counters be claimed? Can I claim it on the turn in which the last Turn Counter is removed?

Yes you can. You remove the Turn Counter at the start of the turn, the claim the Objective.

Are turn counters removed at the start of both players' turns, or just at the start of the turns of the player that placed it?

Just at the start of the turn of the player that placed it.

Can two Objectives be placed in the same place, one on top of the other and then claimed together?

Yes they can.

When placing cards that can't be placed close to your own deployment area, does the extension created by the Spearhead rule count?

No. The Spearhead rule is only in effect during deployment. After that it is no longer defined as the Spearhead teams could have moved in the meantime.

When do you play Hidden Objective cards?

At any time. You can play them in your turn or the opponent's turn. However, you can't play them after a die has been rolled, but before its effect is resolved.

Can you play an Objective card and at the start of a Starting Step, then claim it in the same Starting Step?

No you can't. You must complete your turn before you can claim an Objective.

When do I win? Do I win immediately I score sufficient Victory Points, or do I have to wait until my Starting Step?

You must wait until your Starting Step to win.

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

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

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

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

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

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

One of the Precise Attack cards gives you points for destroying units with the same name. Does the name have

to be exactly the same or do units like Panzer III Tank Platoon and Panzer III (Mixed) Tank Platoon both count?

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

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

Treat the cut-off point as 135 points.

The Scout the Perimeter card requires a Spearhead Unit to score the points. How does this work in Early and Late War?

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

Both the Diversionary Tactics and Artillery Expert cards allow players to reposition Ranged In markers. Which order do they take effect?

Artillery Expert should be played first as this allows a player to move their Ranged In marker anywhere. Then when Diversionary Tactics is played, it allows their opponent to move it 6"/15cm from its new position.