



# FLAMES OF WAR<sup>®</sup>

THE WORLD WAR II MINIATURES GAME



**ERRATA AND EXTRA RULES**

**SPECIAL RULES  
AND WARRIORS**

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1939-41 AND 1944-45



# ERRATA

Since the release of the *Flames Of War, Special Rules and Warriors* book we have noticed a couple of errors, as well as some rules that could be worded better. Following is a short list of those corrections.



THE ALLIED INVASION OF FRANCE  
JUNE-SEPTEMBER 1944

## PAGE 5: KING'S OWN SCOTTISH BORDERERS

Bagpipes rule is on page 72 of the rulebook (not page 65).



## PAGE 11: CANADIAN

Assault Troops is missing the reference to Remount Tests, it should read:

Canadian Units do not use the British Bulldog special rule. Instead Canadian Units pass Rally and Remount Tests on a 3+.

## PAGE 11: DIXIE AIR SUPPORT

Instead of bringing your Air Observation Post on in the starting step, you may leave it off the table. Then reduce the roll required to get your Air Support to 3+.

## PAGE 12: ROAD TO ROME AIRCRAFT ARSENAL

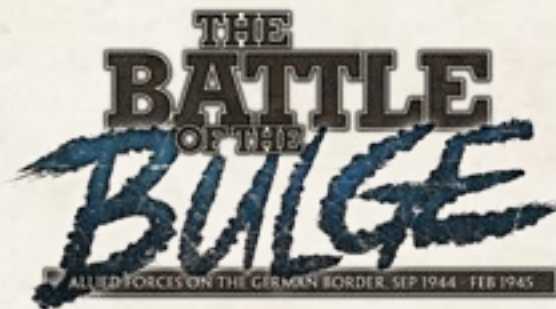
P38 Lightning MG should be labelled Cannon giving it ROF 2 (not 3).



THE GERMAN OFFENCE OF HOLLAND, SEPTEMBER - NOVEMBER 1944

## PAGE 21: KERUTT'S PANZERFAUST TRAPS (PAGE 20 BRIDGE BY BRIDGE)

Clarification: You can now take the Panzerfaust Traps without taking von der Heydte. However, this does not mean you can take them twice (once with von der Heydte, and one by themselves), you may still only have up to four Panzerfaust Trap Teams in any Force.



## PAGE 23: 101<sup>ST</sup> AIRBORNE DIVISION, GAMMON BOMBS

All Carbine, Rifle, Rifle/MG, and SMG Teams in a Parachute Rifle Company HQ and a Parachute Rifle Platoon carry Gammon Bombs giving them Tank Assault 3. Anti-tank rating of 3, FP 1+, verses Top Armour in Assaults.



## PAGE 31: INFRA-RED VISIBILITY

Change last paragraph to:

In the next enemy shooting step, enemy Teams equipped with Infra-Red Equipment in Line of Sight can be seen the Sd Kfz 251/20 (Uhu) half-track at any distance, but any team shooting at it still gets the additional +1 penalty To Hit for shooting at night.



# ERRATA



## PAGE 34: HARDENED VETERANS

Change to:

Teams from Udanev or Shock Units count as Skill Rating Veteran for all purposes excepted for the score needed To Hit them, which remains a 3+ for Trained.

## PAGE 37: LEYTENANT IVAN ZABOLOTNY

### FOR BRAVERY

Zabolotny and his Engineer Sapper Platoon always pass Motivation Tests on a 2+.

### LEADING THE WAY

If your Force does not contain another Unit with the Infiltration special rule you may Infiltrate with Zabolotny.

Zabolotny may infiltrate his Engineer Sapper Platoon. See the Infiltration rules on page 73 of the rulebook.



## PAGE 42: HEROES OF THE SOVIET UNION

### SMARTER

Teams from Hero Units count as Skill Rating Veteran for all purposes excepted for the score needed To Hit them, which remains a 3+ for Trained.



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## PAGE 45: ZA RODINU!

Replace rule with the following:

### ZA RODINU!

A Unit with the Red Banner Unit Leader is Pinned Down on eight or more hits even if it has less than 12 Teams, and forced to Fall Back in Assault Defensive Fire on eight or more hits even if it has less than 12 Assaulting Teams.



## PAGE 57: HUMAN BULLET

*The last paragraph of the rule should read:*

If a Nikuhaku Team is in Contact with an enemy Tank Team when it Rolls to Hit in Assaults they roll 4 dice per Team. These hits may only be assigned to enemy Tank Teams. If there are no enemy Tank Teams they roll one dice per Team as normal. Nikuhaku Teams are rated Improvised Tank Assault 4.



# EXTRA RULE UPDATES

When compiling the rules updates for the *Flames Of War, Special Rules and Warriors* book we had to comb through all of our books to and find all the rules that needed to be looks at. Since we the book was published we have noticed a few rules that got missed. Below you will find a list of additional rules updates missed out of the *Flames Of War, Special Rules and Warriors* book.



THE ALLIED INVASION OF FRANCE  
JUNE-SEPTEMBER 1944

## AIRBORNE ARMoured RECCE SQUADRON HQ AND AIRBORNE ARMoured RECCE PLATOON (PAGE 33 OVERLORD)

Tetrarch, Tetrarch CS and Captured Sd Kfz 10/5 (2cm) Tank Teams use the Scout rule.

## SEABORNE ARMoured RECCE PLATOON (PAGE 34 OVERLORD)

Cromwell IV Tank Teams use the Scout rule.

## ARMoured RECCE SQUADRON HQ AND ARMoured RECCE PLATOON (PAGE 83 OVERLORD)

Cromwell IV and Cromwell VI CS Tank Teams use the Scout rule.

## HEAVY ARMoured CAR PLATOON (PAGE 116 OVERLORD)

A Heavy Armoured Car Platoon uses the Scout special rules.

## ARMoured DIVISION SPEARHEAD (PAGE 230 OVERLORD).

One Unit that is not a Spearhead Unit already may use the Spearhead rule if the Force is attacking in a Mission that is not a Meeting Engagement.



## TOWED TANK DESTROYER PLATOON (PAGE 131 THE BATTLE OF THE BULGE):

Towed Tank Destroyer Platoon teams may be place from Ambush within 16"/40cm of enemy teams as an exception to the normal Large Gun rules for placing Immobile Gun teams (see page 65 of the rulebook).



THE GERMAN DEFENCE OF FRANCE  
JUNE-SEPTEMBER 1944

## BEUTE STUG BATTERIE HQ (PAGE 55 ATLANTIK WALL)

The special rule listed under the Beute StuG Batterie HQ no longer applies (as this is no longer how spotting works in FoW). A Formation Commander 39H OP does not count as your forces one Observer Team since it is the Formation Commander and does not gain the benefit of the Observer special rules.



## BREACHING GROUP (PAGE 101 ROAD TO ROME)

Although a Breaching Group is a single Support choice, each Section operates as a separate Unit. The D7 Bulldozer is an Independent Tank Team.

Teams from all Sections of a Breaching Group may not Charge into Contact. However, a D7 Bulldozer may Assault Bunkers (see page 76 and 80 of the rulebook).

## BREACHING FORCE (PAGE 101 ROAD TO ROME)

Teams from a Breaching Group may not be held in Reserves.

## AVRE (PAGE 101 ROAD TO ROME)

See page 82 of the rulebook.

## ASSAULT GUN PLATOON (PAGE 61 ROAD TO ROME)

An Assault Gun Platoon uses the Scout special rules.

## FIRST SPECIAL SERVICE FORCE PLATOON MORTARS (PAGE 161 ROAD TO ROME)

At the start of the game before deployment you may group all of the First Special Service Force Platoons' M2 60mm Mortar Teams or M1 81mm Mortar Teams into a single new Mortar Platoon Unit.

One Mortar Team becomes the Unit Leader. The Mortar Teams are no longer part of their original First Special Service Force Platoons. The Mortar Platoon counts as a Unit for all purposes.

## PLATOON MORTARS (PAGE 183 ROAD TO ROME)

At the start of the game before deployment you may group all of the Dismounted Cavalry Platoons' M2 60mm mortars into a single new Mortar Platoon Unit.

One M2 60mm Mortar Team becomes the Unit Leader. The M2 Mortar Teams are no longer part of their original Dismounted Cavalry Platoons. The Mortar Platoon counts as a Unit for all purposes and may use the Mountain Training special rule.



# EXTRA RULE UPDATES

## BRIDGE AT REMAGEN

THE BATTLE FOR THE RHINE, FEBRUARY-APRIL 1945

### CALLIOPE TANK PLATOON (PAGE 13 OF BRIDGE AT REMAGEN):

Replace "Tanks from a Calliope Tank Platoon are always Non-assaulting teams when involved in an assault" with "A Calliope Tank Platoon cannot Charge into Contact, and must Break Off in an Assault."

### MINE-EXPLODER TANK PLATOON (PAGE 28 OF BRIDGE AT REMAGEN):

Delete Always Attacks rule.

Replace "Tanks from a Mine-exploder Tank Platoon are always Non-assaulting teams when involved in an assault" with "A Mine-exploder Tank Platoon cannot Charge into Contact, and must Break Off in an Assault."



### SOVIET MOTORIZED ARTILLERY BATTALION (PAGE 64 RISING SUN)

Because the diagram does not divide the guns into Batteries, treat each pair of Platoons (four Gun Teams) as a Unit for the purposes of the Soviet Steel Wall rule (see page 73 of the rulebook).

### SOVIET MOTORIZED HEAVY ARTILLERY BATTALION (PAGE 65 RISING SUN)

Because the diagram does not divide the guns into Batteries, treat each pair of Platoons (four Gun Teams) as a Unit for the purposes of the Soviet Steel Wall rule (see page 73 of the rulebook).

### SOVIET ARTILLERY BATTALION (PAGE 71 RISING SUN)

Because the diagram does not divide the guns into Batteries, treat each pair of Platoons (four Gun Teams) as a Unit for the purposes of the Soviet Steel Wall rule (see page 73 of the rulebook).

### SOVIET KAVALYERIYSKIY ARTILLERY BATTALION (PAGE 77 RISING SUN)

Because the diagram does not divide the guns into Batteries, treat each pair of Platoons (four Gun Teams) as a Unit for the purposes of the Soviet Steel Wall rule (see page 73 of the rulebook).



### SOVIET ARTILLERY BATTALION (PAGE 75 BARBAROSSA)

Because the diagram does not divide the guns into Batteries, treat each pair of Platoons (four Gun Teams) as a Unit for the purposes of the Soviet Steel Wall rule (see page 73 of the rulebook).

### SOVIET MOTORIZED ARTILLERY BATTALION (PAGE 80 BARBAROSSA)

Because the diagram does not divide the guns into Batteries, treat each pair of Platoons (four Gun Teams) as a Unit for the purposes of the Soviet Steel Wall rule (see page 73 of the rulebook).

### SOVIET MOTORIZED HEAVY ARTILLERY BATTALION (PAGE 81 BARBAROSSA)

Because the diagram does not divide the guns into Batteries, treat each pair of Platoons (four Gun Teams) as a Unit for the purposes of the Soviet Steel Wall rule (see page 73 of the rulebook).