

OPEN FIRE!

A QUICK START GUIDE TO WORLD WAR II WARGAMING



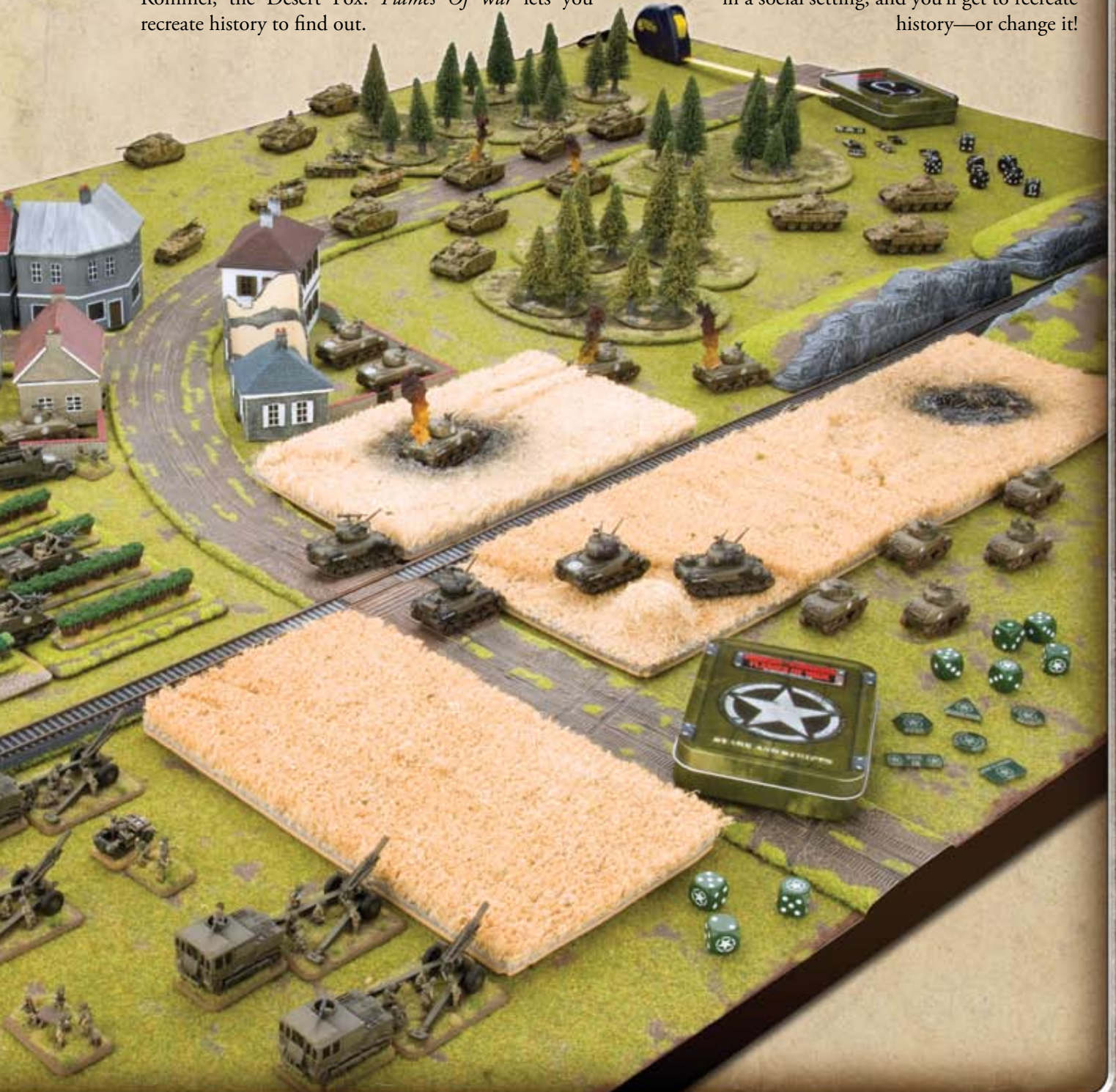
WHAT IS FLAMES OF WAR

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!



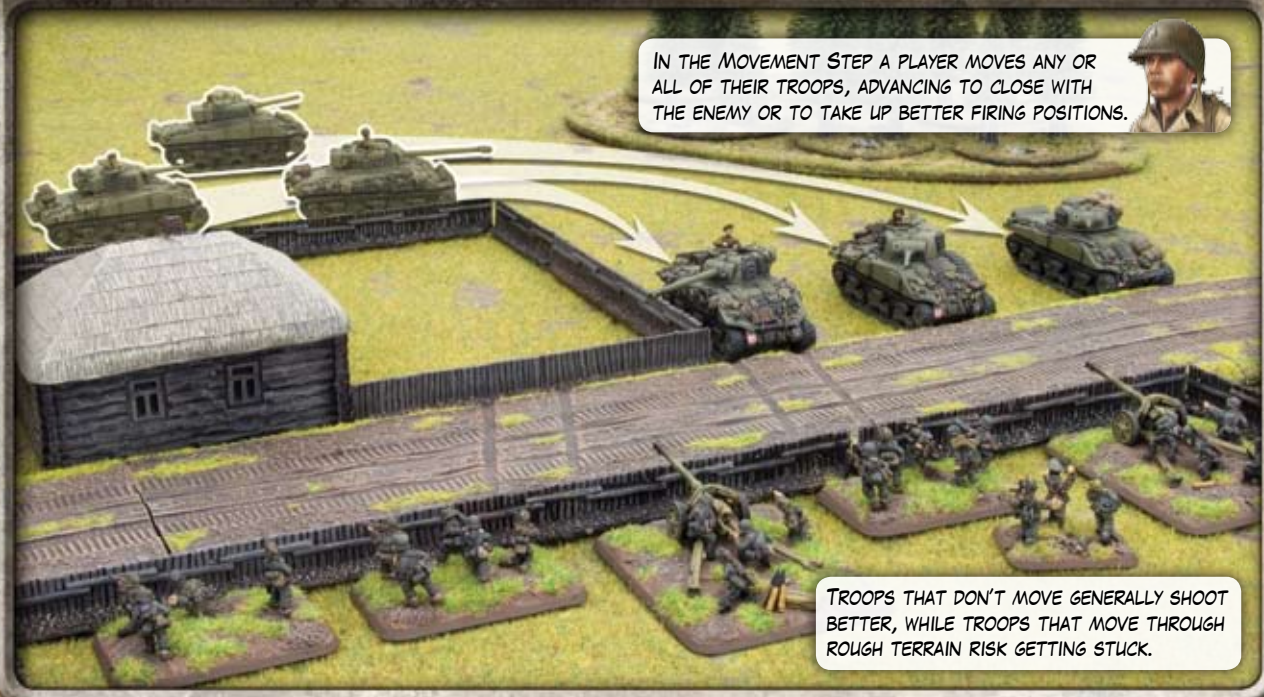
PLAYING THE GAME

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.

4. ASSAULT STEP



AFTER SHOOTING, THE PLAYER CAN LAUNCH ASSAULTS, ATTEMPTING TO STORM THE ENEMY POSITION. THE ENEMY RESPONDS WITH A VOLLEY OF DEFENSIVE FIRE, TRYING TO DRIVE OFF THE ASSAULT BEFORE IT CAN CLOSE. IF THEY SUCCEED, THE ASSAULT IS OVER.



EVERY TEAM THAT REACHES THE ENEMY ROLLS TO HIT THE ENEMY. HAND-TO-HAND COMBAT IS DEADLY, SO ONLY ARMoured VEHICLES GET SAVES.



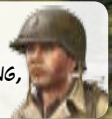
THE ENEMY THEN ROLLS A DIE TO SEE IF THEY WILL CHARGE BACK INTO THE FRAY, OR WHETHER THEY WILL BREAK OFF AND RUN FROM THE FIGHT. THE FIGHTING CONTINUES BACK AND FORTH, NOT STOPPING UNTIL ONE SIDE OR THE OTHER EITHER BREAKS OFF OR IS DESTROYED.

THE WINNER OF THE FIGHT CONSOLIDATES THE POSITION OF THEIR TROOPS, THEN THE ASSAULTING PLAYER LAUNCHES THEIR NEXT ASSAULT WITH ANOTHER PLATOON.

THE OPPONENT'S TURN



ONCE ALL OF A PLAYER'S ASSAULTS ARE OVER, THEIR OPPONENT TAKES THEIR TURN, RUNNING THROUGH THEIR STARTING, MOVEMENT, SHOOTING, AND ASSAULT STEPS WITH THEIR TROOPS.



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.

COMPANIES AND PLATOONS

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

RIFLE/MG TEAM

INFANTRY TEAMS
RIFLEMEN, MACHINE-GUNNERS, AND BAZOOKA MEN FIGHT AS INFANTRY TEAMS.

MORTAR TEAM

GUN TEAMS
HEAVY MACHINE-GUNS, MORTARS, AND ANTI-TANK GUNS SUPPORT THE INFANTRY.

TANK TEAMS
TANKS AND ASSAULT GUNS COMBINE ARMOUR, MOBILITY, AND FIREPOWER.

SHERMAN V TANK

PLATOONS

PARACHUTE RIFLE PLATOON

INFANTRY PLATOONS GATHER INFANTRY AND GUN TEAMS INTO A UNIT TO MAXIMISE THEIR COMBINED STRENGTH.

ARMoured PLATOON

TANK PLATOONS GROUP TWO TO FIVE TANK TEAMS INTO A POWERFUL ARMoured FIST.

COMPANIES

ARMoured SQUADRON HQ

ARMoured PLATOON

PARACHUTE RIFLE PLATOON

ARMoured PLATOON

A FLAMES OF WAR FORCE IS USUALLY A COMPANY OF THREE OR MORE PLATOONS AND A COMPANY HQ FIGHTING AS A WHOLE TO OUTMANOEUVRE AND OUTFIGHT THE ENEMY.

COMPANIES AND PLATOONS

TEAM CHARACTERISTICS

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.

VEHICLE CHARACTERISTICS

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

Equipment and Notes
Additional weapons, strengths, and weaknesses.

Name
Name and model of the vehicle

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.

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
Sherman V <i>M3 75mm gun</i>	Standard Tank <i>32"/80cm</i>	6 2	4 10	1 3+	Co-ax MG, Hull MG, Tow hook. <i>Semi-indirect fire, Smoke.</i>
Firefly VC <i>OQF 17 pdr gun</i>	Standard Tank <i>32"/80cm</i>	6 2	4 13	1 3+	Co-ax MG, Tow hook. <i>No HE, Semi-indirect fire.</i>

Range
The maximum distance the weapon can shoot.

Anti-tank
The armour penetration of the weapon.

Equipment and Notes
Special abilities or rules of the weapon.

Weapon
The vehicle's primary weapon.

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

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

WEAPON CHARACTERISTICS



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.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

TANK AGAINST TANK

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 G 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.

Target's Skill Level	Score Needed to Hit
Veteran	4 or higher
Trained	3 or higher
Conscript	2 or higher

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.

Weapon	Range	ROF	Anti-tank	Firepower
M3 75mm gun	32"/80cm	2	10	3+

THE SCORE NEEDED TO HIT THE ENEMY DEPENDS ON THEIR SKILL RATING. THE GERMAN STUG ASSAULT GUN IS RATED AS VETERAN, SO IS HIT ON A ROLL OF 4+.

SHERMAN V



THE SHERMAN ROLLS A 2 AND 5, SCORING ONE HIT!

...AND HITS THE STUG

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.



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.

STUG G
CONFIDENT | VETERAN




Front Armour
7

Side Armour
3

FRONT ARMOUR	+	DIE ROLL	=	FIREPOWER TEST	
				1 OR 2	3 TO 6
7				11 OR MORE	NO EFFECT
				EXACTLY 10	NO EFFECT
				9 OR LESS	BAILED OUT
					DESTROYED


A ROLL OF 4 GIVES A TOTAL OF 11, WHICH EXCEEDS THE M3 75MM GUN'S ANTI-TANK RATING OF 10, SO THE SHOT BOUNCES OFF THE ASSAULT GUN'S ARMOUR AND HAS NO EFFECT.

THE STUG SHOOTS BACK...



IN ITS TURN THE STUG ASSAULT GUN SHOOTS BACK. IT TOO ROLLS TWO DICE FOR ITS ROF OF 2. THE SHERMAN IS TRAINED, SO IS HIT ON A ROLL OF 3+.

Weapon	Range	ROF	Anti-tank	Firepower
7.5cm StuK40 gun	32"/80cm	2	11	3+

THE STUG ROLLS A 1 AND A 6 TO SCORE ONE HIT BACK!

...AND HITS THE SHERMAN



SHERMAN V
CONFIDENT | TRAINED

Side Armour: 4
Front Armour: 6



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

		FIREPOWER TEST	
		1 OR 2	3 TO 6
FRONT ARMOUR	+ DIE ROLL	12 OR MORE	NO EFFECT
6	+ 3	EXACTLY 11	NO EFFECT
		10 OR LESS	BAILED OUT
			DESTROYED

THE SHERMAN IS UNLUCKY AND ROLLS A 3 GIVING A TOTAL OF JUST 9, LESS THAN THE 7.5CM STUK40 GUN'S ANTI-TANK RATING OF 11, SO THE SHOT PENETRATES! 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.

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

BAILED OUT TANKS
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.

FIREFLY VC
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.


FIREFLY VC

Weapon	Range	ROF	Anti-tank	Firepower
OQF 17 pdr gun	32"/80cm	2	13	3+

Side Armour
4

Front Armour
6

FIREFLY VC
CONFIDENT | TRAINED



DIFFICULT TARGETS

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.

CONCEALED TARGETS



TAKING UP A CONCEALED POSITION ADDS +1 TO THE SCORE NEEDED TO BE HIT.

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

VETERAN 4+

THE SHERMANS ONLY NEED A 4 TO HIT THE VETERAN STUG ASSAULT GUNS AS THE STUG IN THE OPEN GIVES AWAY THE POSITION OF THE REST OF THE PLATOON.

LONG-RANGE SHOOTING

HITTING A TARGET AT LONG RANGE IS DIFFICULT. ADD +1 TO THE SCORE NEEDED TO HIT IF THE RANGE IS MORE THAN 16"/40CM.

VETERAN 4+
LONG RANGE +1
TOTAL 5+

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.

A SHERMAN CANNOT SHOOT FURTHER THAN ITS RANGE OF 32"/80CM.

Weapon	Range	ROF	Anti-tank	Firepower
M3 75mm gun	32"/80cm	2	10	3+

ANTI-TANK ROUNDS LOSE EFFECTIVENESS AT LONG RANGE, SO TANKS ALSO ADD +1 TO THEIR ARMOUR SAVE ROLLS.

VETERAN 4+
CONCEALED +1
LONG RANGE +1
TOTAL 6

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.

LONG RANGE AND CONCEALED



FIRING ON THE MOVE

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.

MOVEMENT

SHERMAN TANKS AND STUG ASSAULT GUNS CAN MOVE UP TO 12"/30CM IN THE MOVEMENT STEP BEFORE SHOOTING IN THE SHOOTING STEP.

12"/30CM

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+.

MOVEMENT DISTANCE			
Terrain	Speed	Difficulty	Bogging Check
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

ROUGH TERRAIN

TANKS CROSSING ROUGH TERRAIN SLOW TO 8"/20CM AND RISK BOGGING DOWN.

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.

8"/20CM

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.

BOGGED DOWN

A ROLL OF 2 FORCES THE TANK TO STOP AS IT ENTERS THE BUILDING, BECOMING BOGGED DOWN.

• FIRING ON THE MOVE •

FLANK SHOTS

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 HITS ITS FRONT ARMOUR.

Front Armour
7

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.

Side Armour
3

ROTATE THE TEAM OR ITS TURRET SO THAT ITS WEAPONS ARE POINTING AT ITS TARGET BEFORE IT SHOOTS.

THE SHERMAN TANK HAS A TURRET, SO IT CAN SHOOT AT TARGETS TO ITS SIDE, NOT JUST THOSE FACING ITS FRONT 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 ASSAULT GUN IS FACING THE FRONT OF THE SHERMAN TANK'S TURRET, BUT THE SIDE OF ITS HULL. IT NEEDS TO DICE TO SEE WHICH IT HITS.

THE STUG MOVED TO BRING THE SHERMAN TANK INTO ITS FIELD OF FIRE, REDUCING ITS ROF TO 1. 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.

HULL OR TURRET

If a shot could hit the front or side armour, depending on which part of the tank it hits, roll a die to see which part is hit.

Score	Area Hit
1, 2, or 3	Hull
4, 5, or 6	Turret

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.

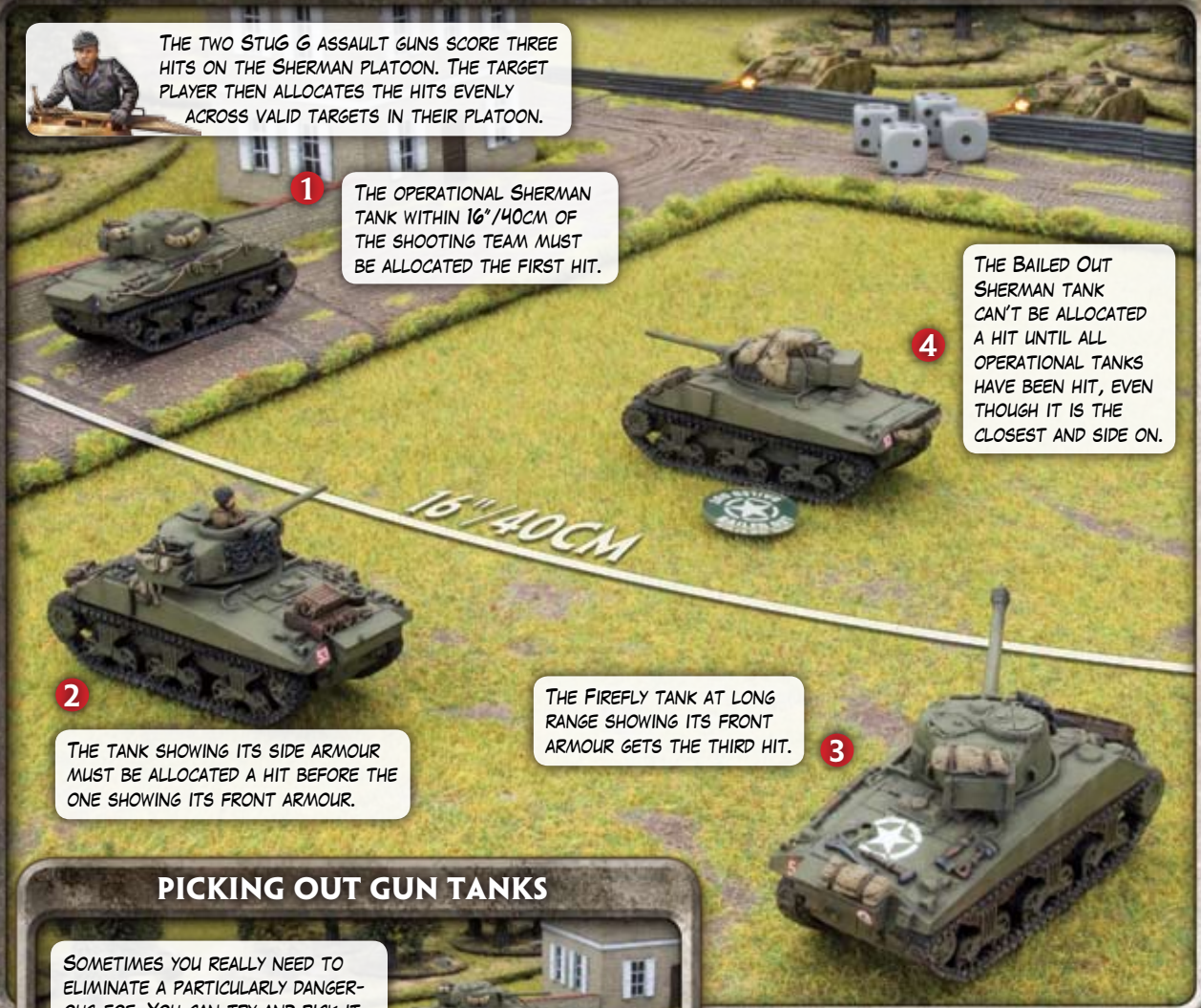
WHO GETS HIT?

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.

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.

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.

2

THE TANK SHOWING ITS SIDE ARMOUR MUST BE ALLOCATED A HIT BEFORE THE ONE SHOWING ITS FRONT ARMOUR.

THE FIREFLY TANK AT LONG RANGE SHOWING ITS FRONT ARMOUR GETS THE THIRD HIT.

3

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.

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.

INFANTRY AGAINST INFANTRY

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...



INFANTRY SHOOT IN THE SAME WAY THAT TANKS DO. THE GERMAN RIFLE/MG TEAM HAS A ROF OF 2, SO ROLL TWO DICE.

PARACHUTE RIFLE

FEARLESS | VETERAN

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!

Team	Range	ROF	Anti-tank	Firepower
Rifle/MG	16"/40cm	2	2	6

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.

...AND HIT THE PARATROOPERS



HAVING BEEN HIT, THE AMERICAN TEAMS NEED TO TAKE INFANTRY SAVES, NEEDING A 3+ TO SURVIVE.

THE FIRST TEAM PASSES ITS SAVE ON A ROLL OF 4.

THE SECOND TEAM ROLLS A 2, FAILING ITS SAVE, AND IS DESTROYED.

INFANTRY WEAPONS

Weapon	Range	ROF	Anti-tank	Firepower
Rifle	16"/40cm	1	2	6
Rifle/MG	16"/40cm	2	2	6
MG	16"/40cm	3	2	6
SMG	4"/10cm	3	1	6

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

MORTAR TEAM

THE MORTAR SCORES ONE HIT.

RIFLE/MG TEAM

THE RIFLE/MG TEAMS SCORE THREE HITS.

VETERAN 4+
CONCEALED +1
TOTAL 5+

GRENADIER
CONFIDENT VETERAN

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

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.

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.

WITH A FIREPOWER OF 6, THE RIFLE/MG TEAM NEEDS TO ROLL A 6 TO DESTROY THE TEAM IT HIT. ON A ROLL OF 4, THE GRENADIERS SURVIVE UNHARMED.

THE M2 60MM MORTAR HAS A FIREPOWER OF 3+. A ROLL OF 4 DESTROYS THE TEAM THAT IT HIT.

RETURN FIRE HITS THE MORTAR

Team	Range	ROF	Anti-tank	Firepower
M2 60mm mortar	24"/60cm	2	1	3+

MORTAR TEAM

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 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!

INFANTRY MOVEMENT



INFANTRY TEAMS MOVE 6"/15CM AND ARE NOT SLOWED BY ROUGH TERRAIN.

6"/15CM

MAN-PACKED GUNS LIKE THE M2 60MM MORTAR MOVE LIKE INFANTRY.

UNLIKE TANKS, INFANTRY TEAMS DO NOT BOG DOWN IN ROUGH TERRAIN.

GOING TO GROUND



TEAMS THAT DO NOT MOVE OR SHOOT ARE GONE TO GROUND, AND ARE HARDER TO HIT IF THEY ARE ALSO CONCEALED.

TANKS AND ANTI-TANK GUNS NEED TO BE CONCEALED BY TERRAIN TO BENEFIT FROM GOING TO GROUND.

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.

GONE TO GROUND

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.

DIGGING IN



A PLATOON CAN DIG IN INSTEAD OF MOVING. THEY NEED TO PASS A SKILL TEST TO DO SO.

FOXHOLES

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.

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 THEY NEED A 3+ TO DIG IN. THEY PASS, AND NOW THE WHOLE PLATOON IS IN BULLETPROOF COVER.

PINNED DOWN BY FIRE

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 FIVE HITS

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.

PINNED DOWN

AT THE START OF THEIR NEXT TURN THE FEARLESS PARATROOPERS WILL TAKE A MOTIVATION TEST TO RALLY, NEEDING A SCORE OF 3+.

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.

SHOOTING WHILE MOVING OR PINNED DOWN

IF A TEAM SHOOTS WHILE MOVING OR PINNED DOWN, IT HALVES ITS RATE OF FIRE.

INFANTRY AND GUNS CANNOT MOVE CLOSER TO VISIBLE ENEMY TEAMS WHILE PINNED DOWN, BUT CAN MOVE AWAY FROM THE ENEMY.

A TEAM THAT MOVES WHILE PINNED DOWN CANNOT SHOOT.

RATE OF FIRE WHILE MOVING OR PINNED DOWN

RIFLE TEAMS
WEAPONS WITH ROF 1, SUCH AS A RIFLE TEAM, DO NOT REDUCE THEIR ROF WHEN MOVING. INSTEAD, THEY ADD +1 TO THE SCORE THEY NEED TO HIT.

RIFLE/MG TEAMS
MOST INFANTRY SQUADS HAVE A MIX OF RIFLES AND MACHINE-GUNS MAKING THEM RIFLE/MG TEAMS WITH A ROF 2.

MG TEAMS
MG TEAMS HAVE A ROF OF 3, BUT DUE TO THEIR EFFECTIVENESS IN DEFENCE SHOOT AT ROF 2 WHEN PINNED DOWN.

SMG TEAMS
USING LIGHTWEIGHT ASSAULT WEAPONS, SMG TEAMS CAN FIRE ON THE MOVE WITH THEIR FULL ROF OF 3.

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. Likewise, infantry and gun teams halve their ROF when Pinned Down. Troops that move while Pinned Down cannot shoot at all.

ROF	Moving ROF	Pinned Down ROF
1	1 (+1 to hit)	1 (+1 to hit)
2 or 3	1	1
MG team	1	2
SMG team	3	1

• PINNED DOWN BY FIRE •

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.



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.

Weapon	Range	ROF	Anti-tank	Firepower
Bazooka	8"/20cm	1	10	5+

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 GRENADIERKOMPANIE HAS ANTI-TANK TEAMS EQUIPPED WITH TWO PANZERSCHRECK ANTI-TANK ROCKET LAUNCHERS EACH.



Weapon	Range	ROF	Anti-tank	Firepower
Panzerfaust	4"/10cm	1	12	5+

GERMAN COMMAND TEAMS ARE EQUIPPED WITH PANZERFAUST ANTI-TANK WEAPONS. THESE CANNOT BE FIRED IF THE TEAM MOVES.

Weapon	Range	ROF	Anti-tank	Firepower
Panzerschreck	8"/20cm	2	11	5+

TANK MACHINE-GUNS



TANK MACHINE-GUNS HAVE ROF 3, WHETHER THEY ARE MOVING OR NOT.

Weapon	Range	ROF	Anti-tank	Firepower
Vehicle MG	16"/40cm	3	2	6

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.

ANTI-TANK GUNS

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

Team	Range	ROF	Anti-tank	Firepower
7.5cm PaK40	32"/80cm	2	12	3+

7.5CM PAK40
CONFIDENT VETERAN

GUNS SHOOT JUST LIKE TANKS, SO THE 7.5CM PAK40 ROLLS TWO DICE TO HIT FOR ITS ROF 2. IT NEEDS 3+ TO HIT THE TRAINED SHERMAN TANK, SO SCORES ONE HIT.



THE 7.5CM PAK40 DOES NOT HAVE A TURRET, SO LIKE THE STUG G 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.

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 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+.

LIKE A TANK, THE GUN WILL BOG DOWN ON A ROLL OF 1 IN DIFFICULT GOING. GUNS CANNOT MOVE THROUGH VERY DIFFICULT GOING.

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.

LIKE INFANTRY, THE GUNS CAN DIG IN ON A ROLL OF 3+. MEDIUM GUNS LIKE THE 7.5CM PAK40 ARE CONCEALED IF THEY ARE DUG IN.

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!

ALLOCATING HITS

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.

TARGET PLAYER CHOOSES



ONCE A PLATOON HAS FINISHED ROLLING TO HIT, THE TARGET PLAYER ALLOCATES THE HITS EVENLY ACROSS THE VALID TARGETS.

TEAMS THAT ARE GONE TO GROUND ARE THE LAST TO BE HIT, SO DESPITE BEING UNPROTECTED AND AT SHORT RANGE, THIS TEAM IS NOT HIT.

5

4

TEAMS MORE THAN 16"/40CM AWAY ARE HIT AFTER THOSE THAT ARE CLOSER, SO EVEN THOUGH IT IS UNPROTECTED, THIS TEAM ISN'T ALLOCATED ANY HITS.

1

2

UNPROTECTED TEAMS ARE ALWAYS HIT BEFORE THOSE IN BULLETPROOF COVER. THESE TWO TEAMS TAKE MACHINE-GUN HITS.

3

THE TEAM IN THE BUILDING GETS THE NEXT HIT. AS IT IS IN BULLETPROOF COVER, IT GETS THE 75MM SHELL LOBBED ITS WAY!

THE SHERMAN PLATOON SCORES A HIT WITH THEIR M3 75MM GUNS AND TWO HITS WITH THEIR MACHINE-GUNS.

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.

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.

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.

Hits must be allocated to:

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.



STAYING IN COMMAND

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.

6"/15CM

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.

Skill	Tanks
Veteran	8"/20cm
Trained	6"/15cm
Conscript	4"/10cm

Skill	Others
Veteran	6"/15cm
Trained	4"/10cm
Conscript	2"/5cm

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.

• STAYING IN COMMAND •

INFANTRY ASSAULTS

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.

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.

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.

...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.

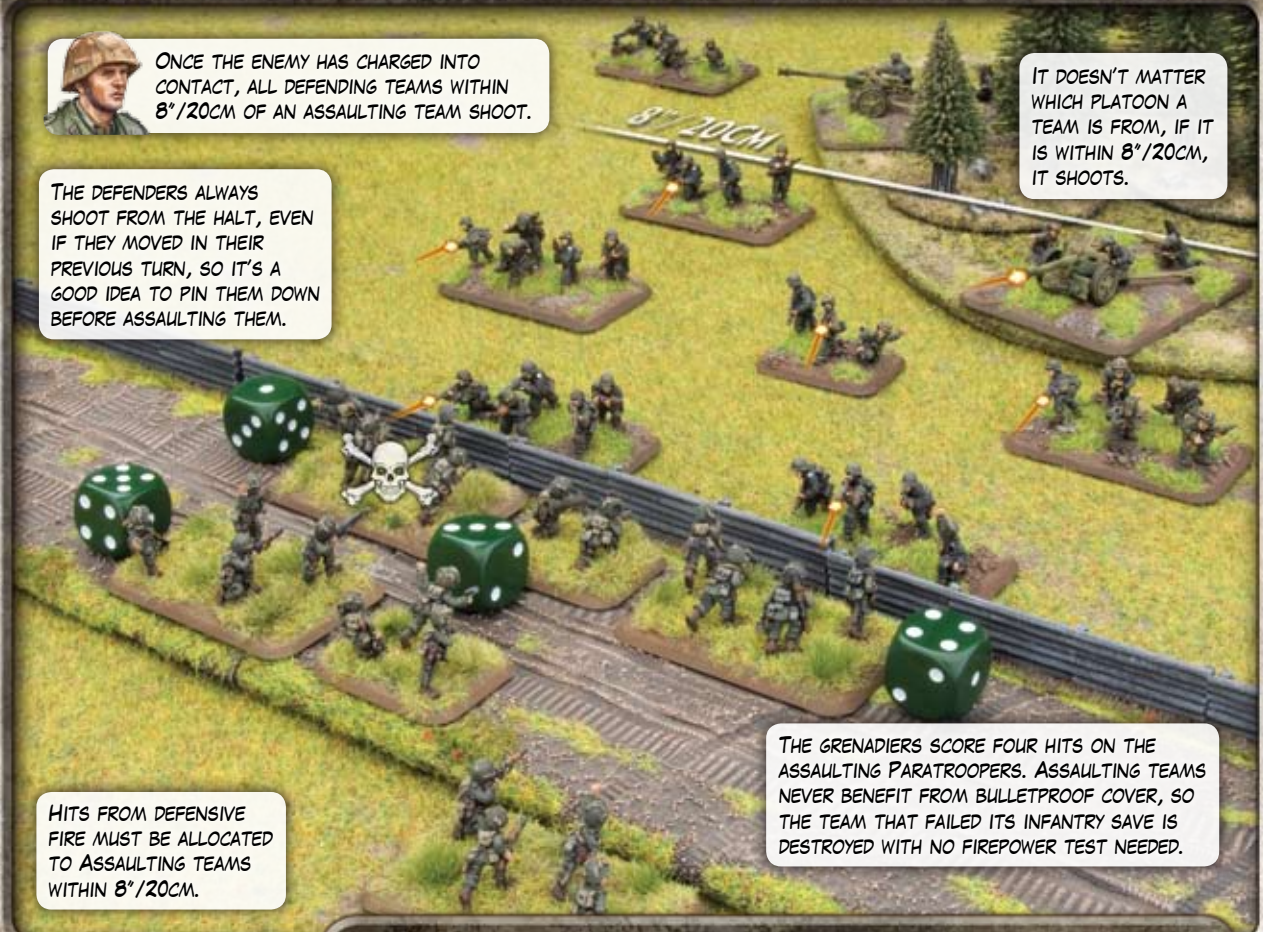
WHILE THE GRENADIERS TRY TO STOP THEM



ONCE THE ENEMY HAS CHARGED INTO CONTACT, ALL DEFENDING TEAMS WITHIN 8"/20CM OF AN ASSAULTING TEAM SHOOT.

IT DOESN'T MATTER WHICH PLATOON A TEAM IS FROM, IF IT IS WITHIN 8"/20CM, IT SHOOTS.

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.



HITS FROM DEFENSIVE FIRE MUST BE ALLOCATED TO ASSAULTING TEAMS WITHIN 8"/20CM.

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!

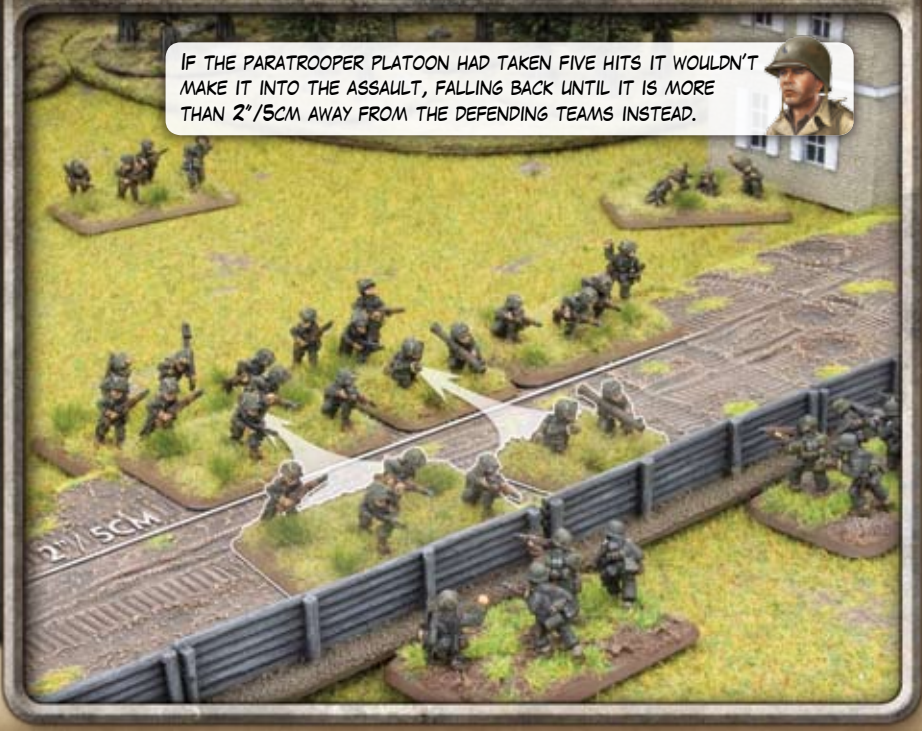
FALLING BACK

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 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.

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 its 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.

Assaulting Team's Skill Level	Score Needed to Hit
Veteran	3 or higher
Trained	4 or higher
Conscript	5 or higher

THE PARATROOPERS FIGHT...



UNLIKE SHOOTING, THE SCORE TO HIT DEPENDS ON THE ASSAULTING TEAM'S SKILL, NOT THE TARGET'S SKILL, SO VETERAN PARATROOPERS HIT ON A 3+.

TEAMS OUTSIDE 2"/5CM HAVE TO WAIT UNTIL THEY GET CLOSER TO BE ABLE TO FIGHT.

VETERAN 3+

EVERY TEAM WITHIN 2"/5CM OF THE ENEMY ROLLS ONE DIE TO HIT IN AN ASSAULT.

THERE ARE NO SAVES FOR INFANTRY IN ASSAULTS, SO THE PARATROOPERS' TWO SUCCESSES DESTROY TWO GERMAN TEAMS.

...BUT HAVEN'T WON YET



THE ASSAULTING PLATOON WINS THE ASSAULT IF THERE ARE NO ENEMY TEAMS WITHIN 4"/10CM.

SINCE THE PARATROOPERS HAVEN'T WON, THE DEFENDING GRENADIERS ROLL TO COUNTERATTACK.

BEING CONFIDENT, THEY WILL COUNTERATTACK ON A ROLL OF 4+, WHILE THE FEARLESS US PARATROOPERS WOULD COUNTERATTACK ON A ROLL OF 3+.

THE GRENADIERS ROLL A 4+, SO THEY CAN COUNTERATTACK!

MULTIPLE 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.

FIGHTING IN ASSAULTS

COUNTERATTACKS

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.

GUN TEAMS LIKE THE 7.5CM PAK40, CANNOT MOVE TO COUNTERATTACK.

COUNTERATTACKING PLATOONS CAN ONLY CHARGE THE ORIGINAL ASSAULTING PLATOON. THEY CANNOT DRAG NEW PLATOONS INTO THE FIGHT.

VETERAN 3+

THE THREE TEAMS WITHIN 2"/5CM OF THE PARATROOPERS ROLL TO HIT, DESTROYING TWO AMERICAN TEAMS.

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 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.

THEN THE GRENADIERS COUNTERATTACK AGAIN

DETERMINED NOT TO LOSE THE FIGHT, THE GRENADIER PLATOON ROLLS A 6 TO COUNTERATTACK AGAIN.

AFTER CHARGING INTO CONTACT AGAIN, THE GRENADIERS ROLL THEIR TWO ATTACKS, DESTROYING ONE MORE TEAM.

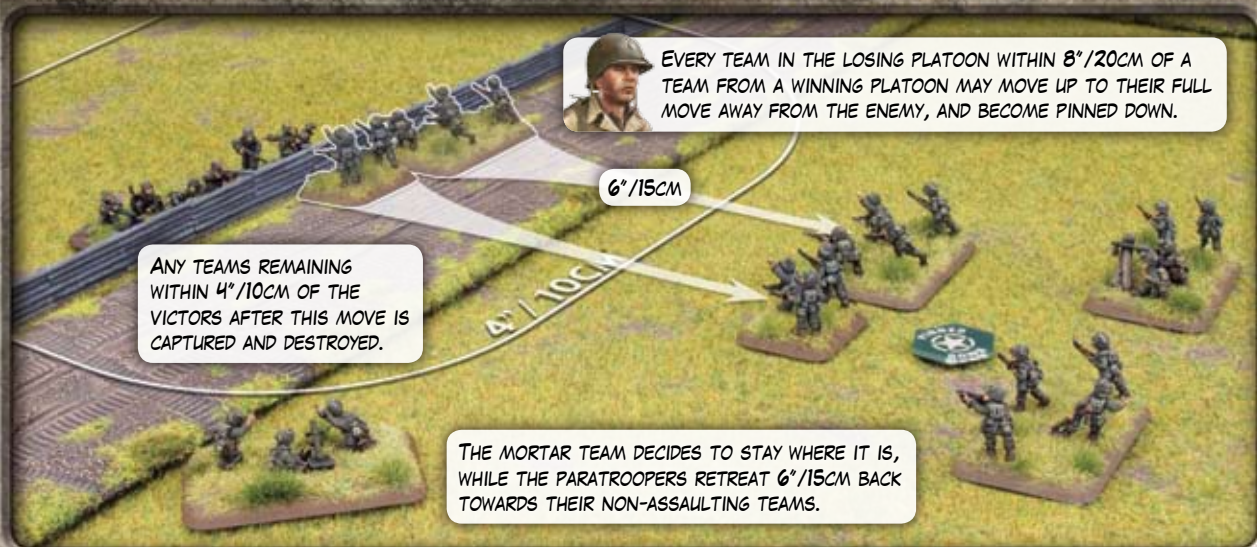
WITH A ROLL OF 2, THE AMERICANS CANNOT COUNTERATTACK AGAIN, AND BREAK OFF.

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...



... AND THE VICTORS CONSOLIDATE



CONSOLIDATING CLOSE TO THE ENEMY



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.

INFANTRY ASSAULTING TANKS

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"/15CM 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

TANK TEAMS THAT ARE CONTACTED BY TEAMS THAT DID NOT MOVE OR SHOOT CANNOT CONDUCT DEFENSIVE FIRE.

THE TEAM BEHIND THE WALL DID NOT MOVE OR SHOOT, SO THE STUG IT CHARGED CANNOT DEFENSIVE FIRE.

THE OTHER TEAMS MOVED EARLIER IN THE TURN, SO DO NOT PREVENT DEFENSIVE FIRE.

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.

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.

JUST LIKE SHOOTING, USE DIFFERENT DICE FOR EACH TYPE OF WEAPON.

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.

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 STUG HIT BY THE BAZOOKA ROLLS A 3 AND ADDS ITS TOP ARMOUR OF 1, FOR A TOTAL OF 4.

THIS EQUALS THE BAZOOKA TEAM'S TANK ASSAULT RATING OF 4, SO IT IS BAILED OUT.

Weapon	Tank Assault
Bazooka	4

Top Armour
1

TOP ARMOUR	+	DIE ROLL	=	5 OR MORE	NO EFFECT
1		3		EXACTLY 4	BAILED OUT
				3 OR LESS	DESTROYED

... AND DESTROYING ANOTHER

Weapon	Tank Assault
Gammon Bombs	3

Top Armour
1

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.

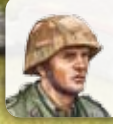
TOP ARMOUR	+	DIE ROLL	=	4 OR MORE	NO EFFECT
1		1		EXACTLY 3	BAILED OUT
				2 OR LESS	DESTROYED

HAVING WEATHERED THE PARATROOPER'S ATTACK, THE ASSAULT GUN PLATOON ROLLS TO COUNTERATTACK AS NORMAL, IF THEY FAIL TO COUNTERATTACK, THE TANKS WILL FALL BACK AND THE BAILED OUT STUG IS ABANDONED AND DESTROYED

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.

Weapon	Tank Assault
Rifle/MG	2

Weapon	Tank Assault
Panzerfaust	6

INFANTRY HAVE A TANK ASSAULT RATING REFLECTING THEIR CAPABILITIES IN CLOSE COMBAT WITH TANKS.

Weapon	Tank Assault
Panzerschreck	5

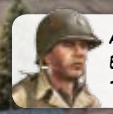
TOP ARMOUR

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.

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.

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.

Weapon	Tank Assault
Bazooka	4

Weapon	Tank Assault
Gammon Bombs	3

ANTI-TANK WEAPONS

WHEN SHOOTING					IN ASSAULTS
Weapon	Range	ROF	Anti-tank	Firepower	Tank Assault (against Top Armour)
Rifle/MG	16"/40cm	2	2	6	2 (3 with Gammon Bombs)
Bazooka	8"/20cm	1	10	5+	4
Panzerschreck	8"/20cm	2	11	5+	5
Panzerfaust	4"/10cm	1	12	5+	6

TANKS ASSAULTING

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 SHERMANS CHARGE INTO CONTACT

LIKE INFANTRY, TANKS WITHIN 8"/20CM OF THE ENEMY CHARGE 4"/10CM INTO CONTACT WITH THE ENEMY, TAKING BOGGING CHECKS AS NORMAL.

Side Armour
4

Weapon **Anti-tank**
Panzerschreck 11

Weapon **Anti-tank**
7.5cm PaK40 12

SINCE THE PAK40 ANTI-TANK GUN IS BEHIND A STONE WALL, THIS SHERMAN NEEDS TO TAKE A BOGGING CHECK, AND FAILS!

ONCE THE SHERMANS HAVE FINISHED THEIR CHARGE, THE GRENADIERS CONDUCT THEIR DEFENSIVE FIRE. THE PAK40 AND THE PANZERSCHRECK SCORE A HIT EACH.

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.

THE TANKS FALL BACK

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.

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.

ANTI-TANK GUNS IN ASSAULTS

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.

THE SHERMANS ASSAULT THE ANTI-TANK GUNS, ROLLING TO HIT IN THE SAME WAY THAT INFANTRY DO. ANY HITS ON GUNS DESTROY THEM, BUT THE TANKS ARE UNLUCKY AND MISS BOTH GUNS.

VETERAN 3+

IN RETURN, BOTH OF THE COUNTERATTACKING ANTI-TANK GUNS SCORE HITS ON THE ASSAULTING TANKS.

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.

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.

Weapon	Tank Assault
7.5cm PaK40	2

Top Armour 1

Weapon	Anti-tank
7.5cm PaK40	12

Side Armour 4

FIREPOWER 3+

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.

SIDE ARMOUR	+	DIE ROLL	=	13 OR MORE	FIREPOWER TEST	UNLIKE HITS ON TOP
4				EXACTLY 12	1 OR 2	SIDE ARMOUR,
				11 OR LESS	3 TO 6	HITS ON
					NO EFFECT	NO EFFECT
					BAILED OUT	THE GUN TO PASS A
					DESTROYED	FIREPOWER TEST TO
						HAVE ANY EFFECT.

CHECKING MORALE

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.

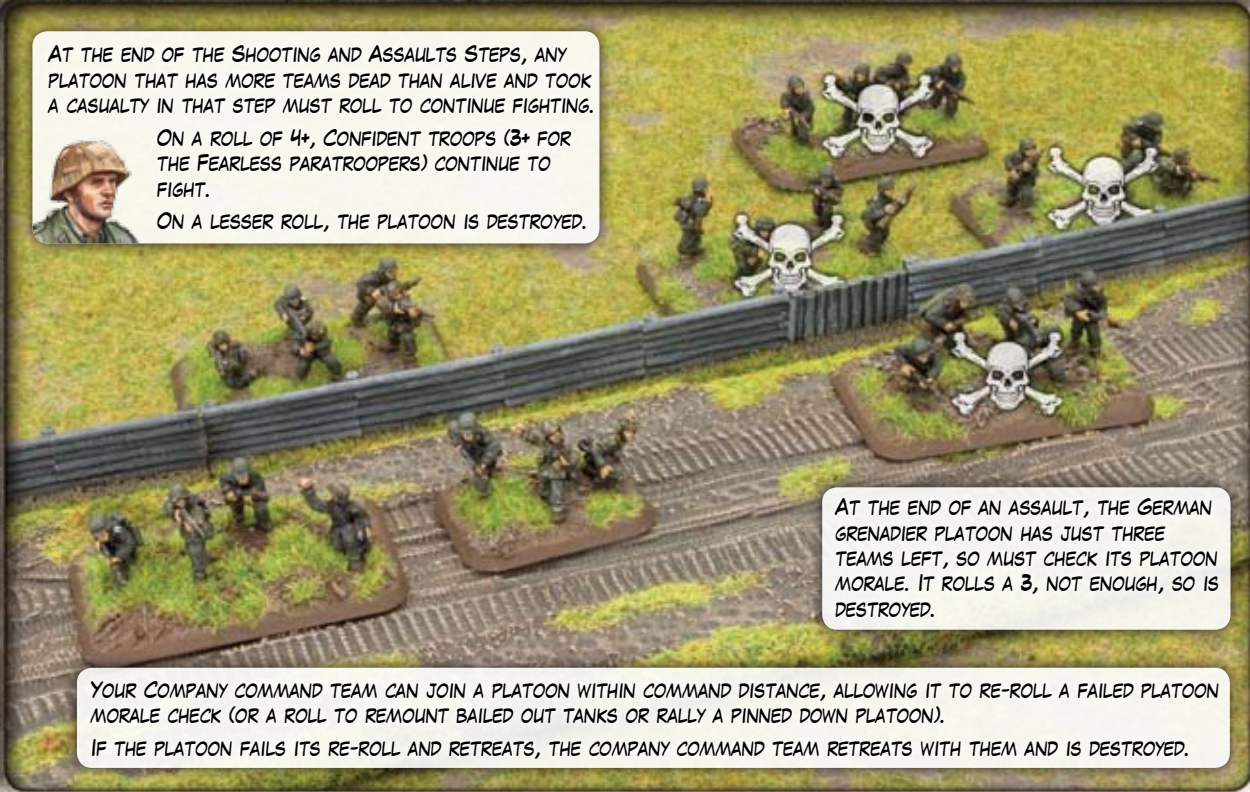
CHECKING PLATOON MORALE

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 ARE 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.

WINNING THE GAME

There 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.

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.

IF YOUR COMPANY COMMAND TEAM HAS BEEN DESTROYED, THE ZIC COMMAND TEAM CAN ROLL INSTEAD. IF BOTH ARE DESTROYED AND YOU HAVE MORE PLATOONS DESTROYED THAN STILL FIGHTING, THE GAME IS OVER.



WITH ONLY ONE GRENADEER PLATOON LEFT, THE GERMAN COMPANY MUST CHECK THEIR COMPANY MORALE AT THE START OF THEIR NEXT TURN, ROLLING A 5. THE GRENADEERS 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.



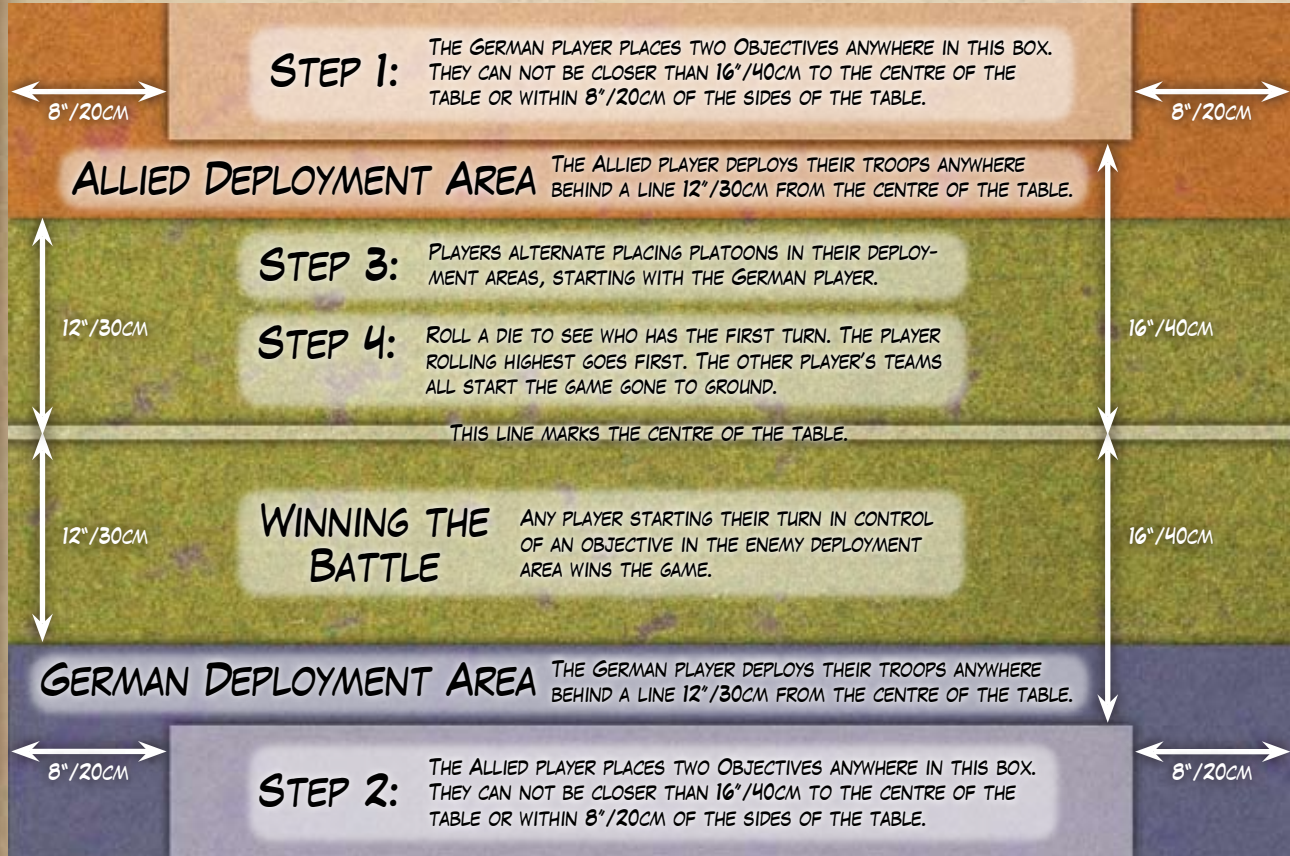
BOGGED DOWN AND BAILED OUT TANKS CANNOT TAKE OR HOLD OBJECTIVES.

THE ALLIED PLAYER ONLY HAS A BAILED OUT SHERMAN TANK WITHIN 4"/10CM OF THE OBJECTIVE. THE PINNED GERMAN GRENADEER PLATOON HAS TEAMS WITHIN 4"/10CM, SO THEY WIN THE GAME.

FREE-FOR-ALL MISSION

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



GERMAN PLAYER

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.



BUILDING YOUR ARMY

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:

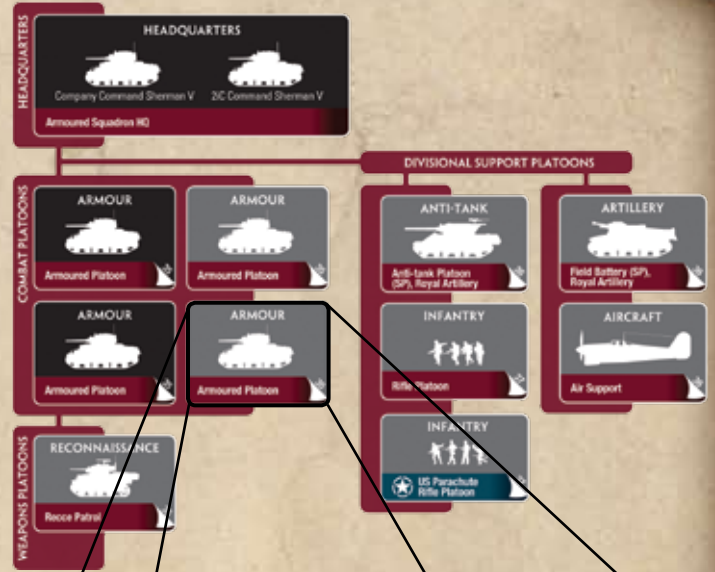
- an Armoured Squadron HQ and
- two Armoured Platoons.

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.

BRITISH ARMOURD SQUADRON

(See page 34)

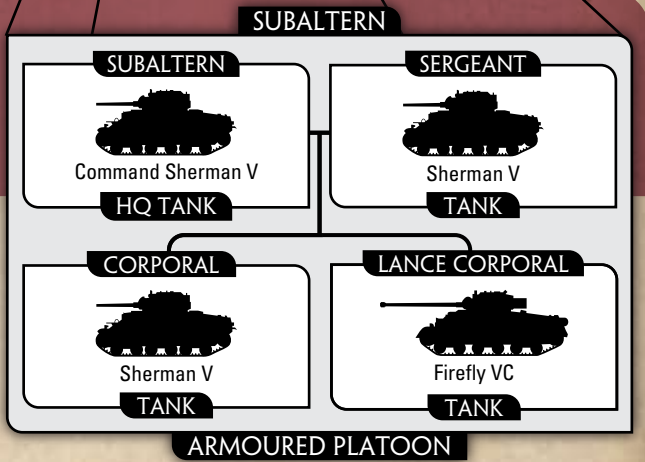


ARMOURD PLATOON

3 Sherman V and 1 Firefly VC	280 points
2 Sherman V and 1 Firefly VC	215 points

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.



ADVANCED RULES

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 SQUADRON

(ARMoured COMPANY)

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

TANK COMPANY



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.

HEADQUARTERS

HEADQUARTERS



Company Command Sherman V



2iC Command Sherman V

Armoured Squadron HQ

HEADQUARTERS

Company HQ with:

2 Sherman V

135 points

COMBAT PLATOONS

ARMOUR



Armoured Platoon

35

ARMOUR



Armoured Platoon

35

ARMOUR



Armoured Platoon

35

ARMOUR



Armoured Platoon

35

WEAPONS PLATOONS

RECONNAISSANCE



Recce Patrol

35

DIVISIONAL SUPPORT PLATOONS

ANTI-TANK



Anti-tank Platoon (SP), Royal Artillery

38

ARTILLERY



Field Battery (SP), Royal Artillery

38

INFANTRY



Rifle Platoon

37

AIRCRAFT



Air Support

36

INFANTRY



US Parachute Rifle Platoon

37



US ALLIES



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



COMBAT PLATOONS

ARMoured PLATOON

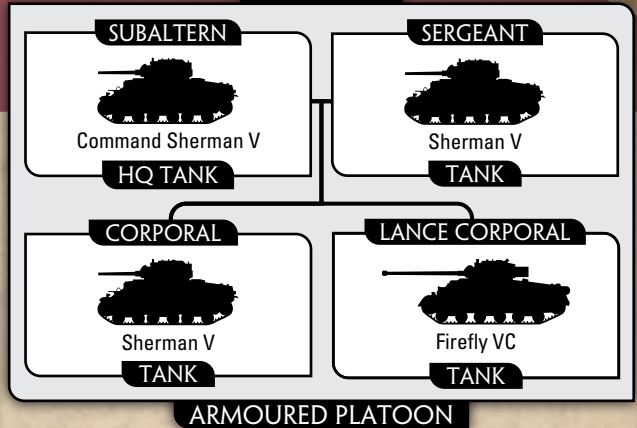
PLATOON

- 3 Sherman V and 1 Firefly VC 280 points
- 2 Sherman V and 1 Firefly VC 215 points

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.



SUBALTERN



ARMoured PLATOON

- ◀ **BBX08**—SHERMAN ARMoured PLATOON
- BR121**—SHERMAN FIREFLY VC ▼
- ▼ **BR120**—SHERMAN V



WEAPONS PLATOONS

RECCE PATROL

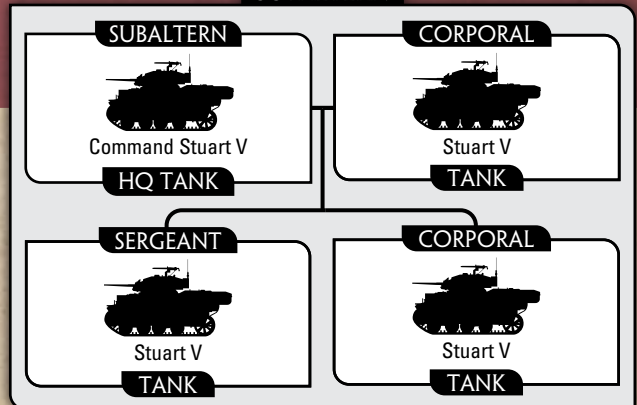
PLATOON

- 4 Stuart V or VI 160 points
- 3 Stuart V or VI 120 points

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.

SUBALTERN



RECCE PATROL

- ▲ **BR009**—STUART V

• ARMoured SQUADRON •

SUPPORT PLATOONS

AIRCRAFT

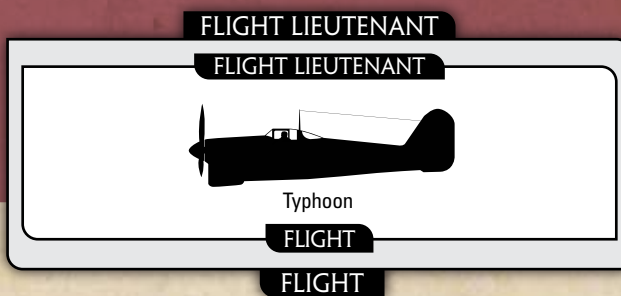
PRIORITY AIR SUPPORT

Typhoon 220 points

LIMITED AIR SUPPORT

Typhoon 170 points

AC005—TYPHOON



ANTI-TANK PLATOON (SP), ROYAL ARTILLERY

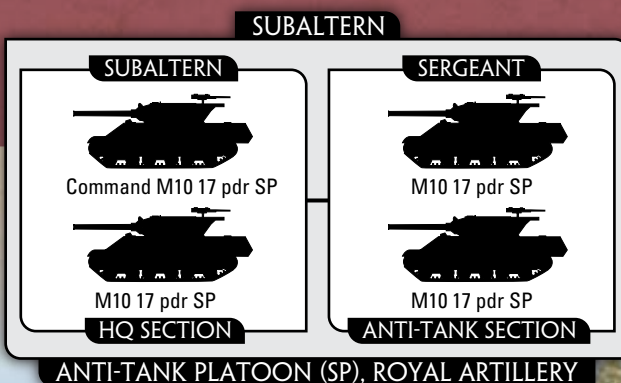
PLATOON

4 M10C 17 pdr SP 260 points

2 M10C 17 pdr SP 130 points

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.

BR151—M10C 17 PDR SP



FIELD BATTERY (SP), ROYAL ARTILLERY

PLATOON

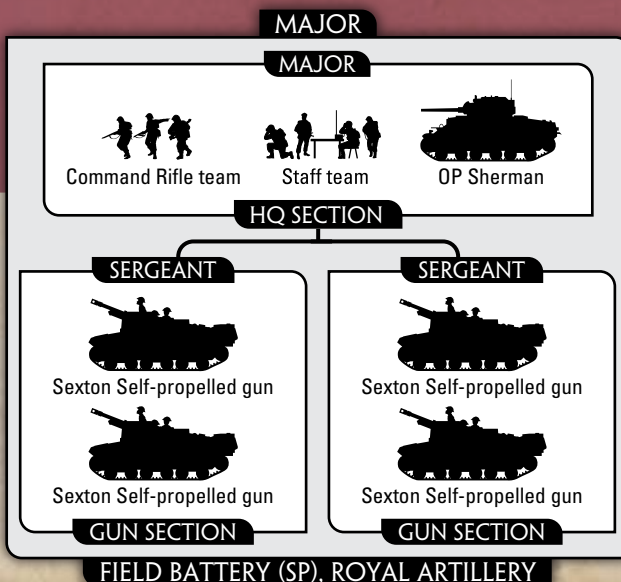
HQ Section with:

4 Sexton 195 points

2 Sexton 110 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.

BR172—SEXTON
BR710—ARTILLERY HQ
BR120—OP SHERMAN





RIFLE PLATOON

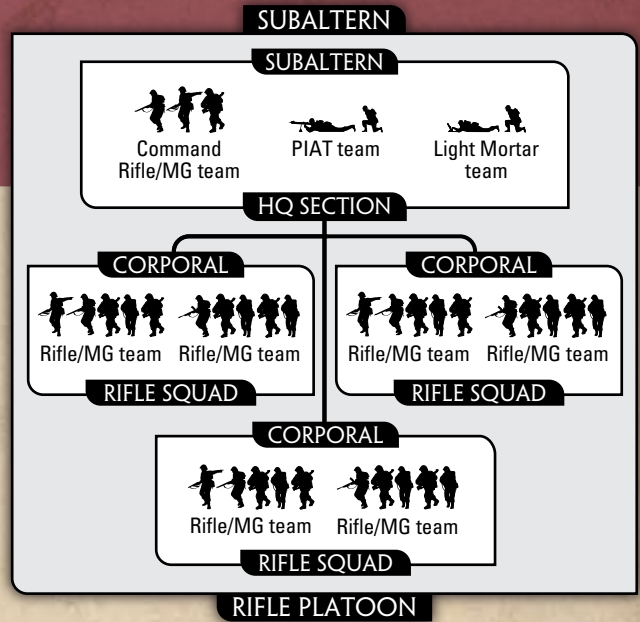
PLATOON

HQ Section with:

3 Rifle Squads	140 points
2 Rifle Squads	105 points

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.

▲ **BR722—RIFLE PLATOON**



US SUPPORT PLATOONS

PARACHUTE RIFLE PLATOON

PLATOON

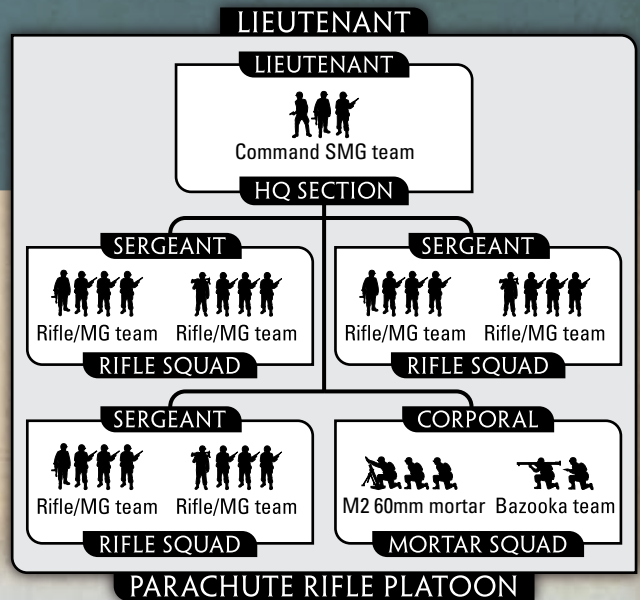
HQ Section and Mortar squad with:

3 Rifle Squads	265 points
2 Rifle Squads	205 points

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

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

▼ **US723—PARACHUTE RIFLE PLATOON**



BRITISH ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Top <i>Firepower</i>	Equipment and Notes
			Side <i>Anti-tank</i>			
Stuart V or VI <i>M6 37mm gun</i>	Light Tank <i>24"/60cm</i>	4 2	2 7		1 4+	Co-ax MG, Hull MG, Recce.
Sherman V <i>M3 75mm gun</i>	Standard Tank <i>32"/80cm</i>	6 2	4 10		1 3+	Co-ax MG, Hull MG, Tow hook. <i>Semi-indirect fire, Smoke.</i>
Firefly VC <i>OQF 17 pdr gun</i>	Standard Tank <i>32"/80cm</i>	6 2	4 13		1 3+	Co-ax MG, Tow hook. <i>No HE, Semi-indirect fire.</i>
M10C 17 pdr SP <i>OQF 17 pdr gun</i>	Standard Tank <i>32"/80cm</i>	4 2	2 13		0 3+	.50 cal AA MG. <i>No HE, Slow traverse.</i>
Sexton <i>OQF 25 pdr gun</i> <i>Firing bombardments</i>	Standard Tank <i>24"/60cm</i> <i>80"/200cm</i>	1 2 -	0 9 4		0 3+ 5+	AA MG. <i>Hull mounted, Smoke.</i> <i>Smoke bombardment.</i>
Sherman OP	Standard Tank	6	4		1	Hull MG.

INFANTRY & GUN TEAMS

Infantry Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	Gammon bombs with Tank Assault 3 for US paratroopers.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Light Mortar team	16"/40cm	1	1	4+	Smoke, Can fire over friendly teams.
PIAT or Bazooka team	8"/20cm	1	10	5+	Tank Assault 4.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

Gun Team	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M2 60mm mortar <i>Firing bombardments</i>	Man-packed	24"/60cm 32"/80cm	2 -	1 1	3+ 6	Can fire over friendly troops.

AIRCRAFT

Aircraft	Weapon	To Hit	Anti-tank	Firepower
Typhoon	Cannon	3+	8	5+
	Rockets	3+	6	3+

TYPHOON



Aircraft	Weapon	To Hit	AT	FP
Typhoon	Cannon	3+	8	5+
	Rockets	3+	6	3+

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

SEXTON



Top Armour	0				
Front Armour	1				
Side Armour	0				
Movement	Standard Tank				
Weapon	Range	ROF	AT	FP	
OQF 25 pdr gun	24"/60cm	2	9	3+	
Firing bombardments	80"/200cm	-	4	5+	

Notes AA MG, Hull mounted, Smoke bombardment.

The Sexton self-propelled 25 pdr gun is the armoured brigades artillery of choice.



SPECIAL RULES

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.

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.

SHERMAN V



Weapon	Range	ROF	Anti-tank	Firepower
M3 75mm gun	32"/80cm	2	10	3+

Notes Co-ax MG, Hull MG, Semi-indirect fire, Smoke.

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

FIREFLY VC



Weapon	Range	ROF	Anti-tank	Firepower
OQF 17 pdr gun	32"/80cm	2	13	3+

Notes Co-ax MG, No HE, Semi-indirect fire.

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.

STUART V



Weapon	Range	ROF	Anti-tank	Firepower
M6 37mm gun	24"/60cm	2	7	4+

Notes Co-ax MG, Hull MG, Recce.

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.

M10C 17 PDR SP



Weapon	Range	ROF	Anti-tank	Firepower
OQF 17 pdr gun	32"/80cm	2	13	3+

Notes .50 cal AA MG, No HE, Slow traverse.

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.

Grenadierkompanie

(INFANTRY COMPANY)

RELUCTANT CONSCRIPT

CONFIDENT TRAINED

FEARLESS

VETERAN

INFANTRY COMPANY

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.

HEADQUARTERS

Company Command
Panzerfaust SMG team

ZiC Command
Panzerfaust SMG team

Grenadierkompanie HQ

UNTEROFFIZIER

Panzerschreck team

ANTI-TANK SECTION

HEADQUARTERS

Grenadierkompanie HQ 70 points

COMBAT PLATOONS

INFANTRY
Grenadier Platoon 41

INFANTRY
Grenadier Platoon 41

INFANTRY
Grenadier Platoon 41

WEAPONS PLATOONS

MACHINE-GUNS
Grenadier Machine-gun Platoon 41

ARTILLERY
Grenadier Mortar Platoon 44

ANTI-TANK
Grenadier Anti-tank Gun Platoon 40

DIVISIONAL SUPPORT PLATOONS

ARMOUR
Panzer Platoon 44

ARMOUR
Heavy Tank Platoon 45

ARTILLERY
Artillery Battery 43

ANTI-AIRCRAFT
Heavy Anti-aircraft Gun Platoon 43

COMBAT PLATOONS

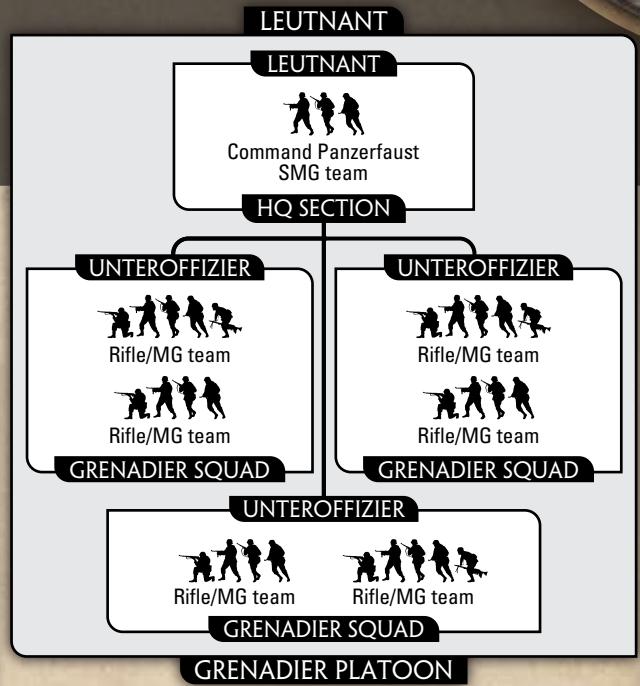
GRENADIER PLATOON

PLATOON

HQ Section with:

3 Grenadier Squads	165 points
2 Grenadier Squads	120 points

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.



◀ **GBX74—GRENADIERKOMPANIE** ▶



WEAPONS PLATOONS

GRENADIER MACHINE-GUN PLATOON

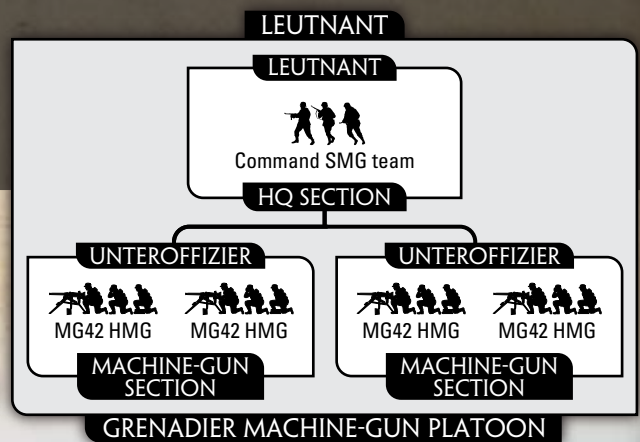
PLATOON

HQ Section with:

4 MG42	135 points
2 MG42	70 points

Grenadier Machine-gun Platoons may make Combat Attachments to Combat Platoons using the rules found in the rulebook.

▼ **GE734—MACHINE-GUN PLATOON**



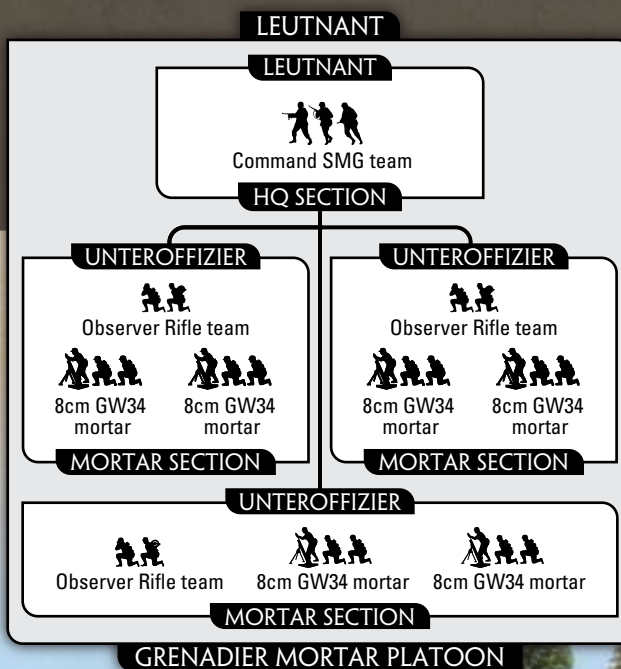
GRENADIER MORTAR PLATOON

PLATOON

HQ Section with:

6 8cm GW34	180 points
4 8cm GW34	125 points
2 8cm GW34	65 points

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.



GE735—MORTAR PLATOON

GRENADIER ANTI-TANK GUN PLATOON

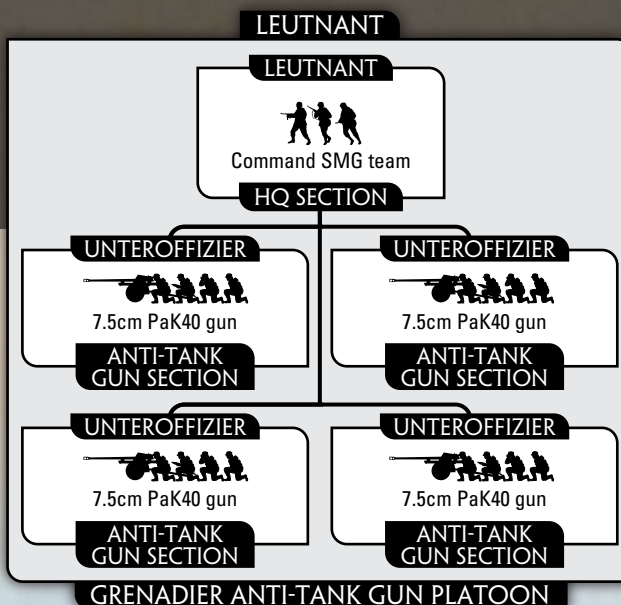
PLATOON

HQ Section with:

4 7.5cm PaK40	205 points
3 7.5cm PaK40	155 points
2 7.5cm PaK40	105 points

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.

GBX77—7.5CM PAK40 PLATOON GE520—7.5CM PAK40 (X2)



SUPPORT PLATOONS

HEAVY ANTI-AIRCRAFT GUN PLATOON

PLATOON

HQ Section with:

2 8.8cm FlaK36	180 points
1 8.8cm FlaK36	90 points



LEUTNANT

LEUTNANT



Command SMG team

HQ SECTION

UNTEROFFIZIER



8.8cm FlaK36 gun

AA SECTION

UNTEROFFIZIER



8.8cm FlaK36 gun

AA SECTION

HEAVY ANTI-AIRCRAFT GUN PLATOON

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	210 points
2 10.5cm leFH18	115 points
4 15cm leFH18	310 points
2 15cm leFH18	160 points



HAUPTMANN

HAUPTMANN



Command SMG team



Staff team

HQ SECTION

LEUTNANT



Observer Rifle team



Howitzer



Howitzer

GUN SECTION

LEUTNANT



Observer Rifle team



Howitzer



Howitzer

GUN SECTION

ARTILLERY BATTERY

◀ **GBX13—ARTILLERY BATTERY**

**GBX20—
▼ HEAVY ARTILLERY BATTERY**





GBX25—STUG G PLATOON ▶
GE123—STUG G

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.

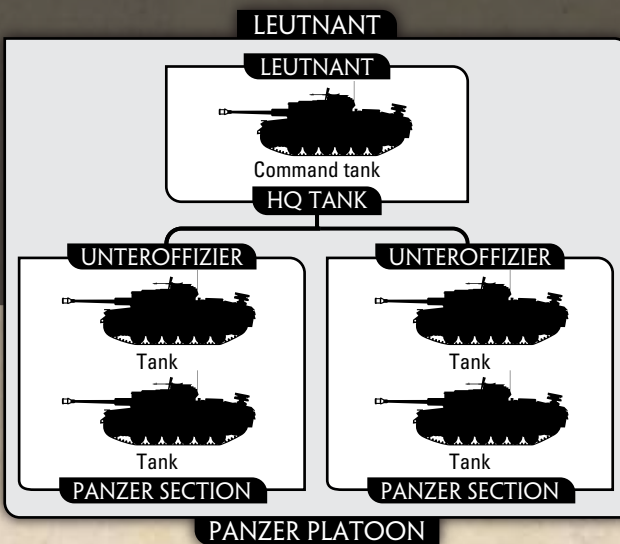


PANZER PLATOON

PLATOON

5 StuG G	475 points
4 StuG G	380 points
3 StuG G	285 points
5 Panther A	940 points
4 Panther A	750 points
3 Panther A	560 points

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!



▼ **GBX19—PANTHER A PLATOON** ▶
GE061—PANTHER A



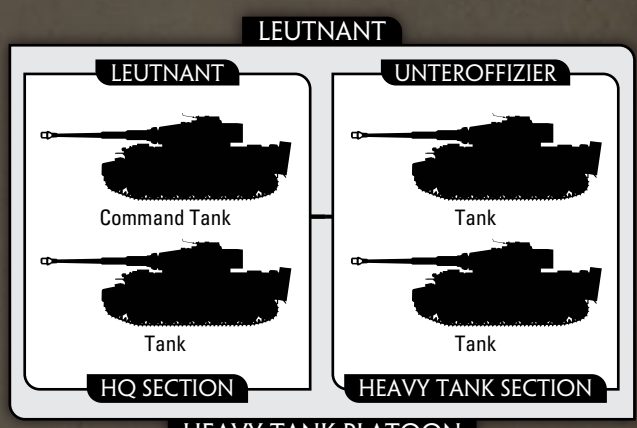


◀ **GBX15—TIGER 1 E PLATOON** ▶
GBX16—TIGER ACE MICHAEL WITTMAN

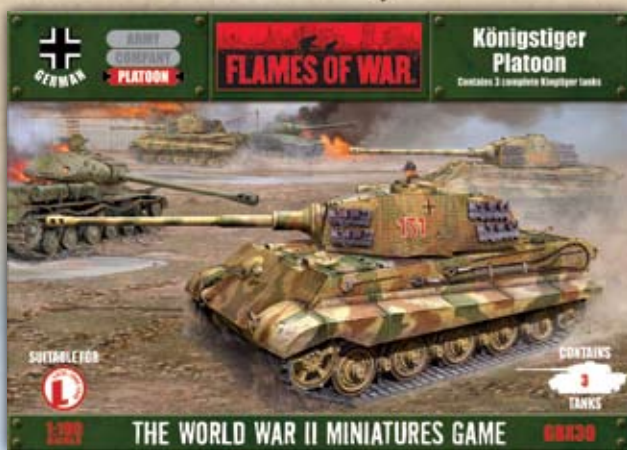
The legendary 56-tonne Tiger tank mounts the dreaded ‘88’ gun and armour thick enough to shrug off most guns, even from the flank where other tanks are vulnerable. Their power and near invulnerability allows Tiger crews to rack up dozens or even hundreds of tanks destroyed for each of their own losses.

HEAVY TANK PLATOON

PLATOON	
4 Tiger I E	860 points
3 Tiger I E	645 points
2 Tiger I E	430 points
1 Tiger I E	215 points
3 Königstiger (Henschel)	1035 points
2 Königstiger (Henschel)	690 points
1 Königstiger (Henschel)	345 points



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.



◀ **GBX30—KÖNIGSTIGER PLATOON** ▶
GBX14—KÖNIGSTIGER

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.



• GRENADIERKOMPANIE •

GERMAN ARSENAL

TANK TEAMS

Name Weapon	Mobility Range	Front ROF	Armour			Equipment and Notes
			Side Anti-tank	Top Firepower		
StuG G 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen. Hull mounted.	
Panther A 7.5cm KwK42 gun	Standard Tank 32"/80cm	10 2	5 14	1 3+	Co-ax MG, Hull MG, Wide tracks.	
Tiger I E 8.8cm KwK36 gun	Slow Tank 40"/100cm	9 2	8 13	2 3+	Co-ax MG, Hull MG, Protected ammo, Wide tracks. Slow traverse.	
Königstiger (Henschel) 8.8cm KwK43 gun	Slow Tank 40"/100cm	15 2	8 16	2 3+	Co-ax MG, Hull MG, Overloaded. Slow traverse.	

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
MG42 HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
8cm GW34 mortar Firing bombardments	Man-packed	24"/60cm 40"/100cm	2 -	2 2	3+ 6	Smoke, Minimum range 8"/20cm. Smoke bombardment.
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield.
8.8cm FlaK36 gun	Immobile	40"/100cm	3	13	3+	Gun shield, Heavy anti-aircraft, Turntable.
10.5cm leFH18 howitzer Firing bombardments	Immobile	24"/60cm 72"/180cm	1 -	10 4	2+ 4+	Breakthrough gun, Gun shield, Smoke. Smoke bombardment.
15cm sFH18 howitzer Firing bombardments	Immobile	24"/60cm 80"/200cm	1 -	13 5	1+ 2+	Bunker buster, Smoke. Smoke bombardment.

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	16"/40cm	2	2	6	
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Panzerschreck team	8"/20cm	2	11	5+	Tank Assault 5.
Observer Rifle team	16"/40cm	1	2	6	Observer.
Staff team	16"/40cm	1	2	6	Moves as a Heavy Gun team.

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.
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10.5CM LEFH18 HOWITZER



Weapon	Mobility	Range	ROF	AT	FP
10.5cm leFH18 Bombardment	Immobile	24"/60cm 72"/180cm	1 -	10 4	2+ 4+

Notes Breakthrough gun, Gun shield, Smoke bombardment.

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.

15CM SFH18 HOWITZER



Weapon	Mobility	Range	ROF	AT	FP
15cm sFH18 Bombardment	Immobile	24"/60cm 80"/200cm	1 -	13 5	1+ 2+

Notes Bunker buster, Smoke bombardment.

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).

TIGER I E



Top Armour
2

Front Armour
9

Movement
Slow Tank

Side Armour
8

Weapon	Range	ROF	Anti-tank	Firepower
8.8cm KwK36	40"/100cm	2	13	3+

Notes Slow traverse, Co-ax MG, Hull MG, Protected ammo, Wide tracks.

Nothing made an Allied tanker sweat more than the thought of facing a Tiger tank.

PANTHER A



Top Armour
1

Front Armour
10

Movement
Standard Tank

Side Armour
5

Weapon	Range	ROF	Anti-tank	Firepower
7.5cm KwK42	32"/80cm	2	14	3+

Notes Co-ax MG, Hull MG, Wide tracks.

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

STUG G



Top Armour
1

Front Armour
7

Movement
Standard Tank

Side Armour
3

Weapon	Range	ROF	Anti-tank	Firepower
7.5cm StuK40 gun	32"/80cm	2	11	3+

Notes Hull MG, Protected ammo, Schürzen, Hull mounted.

The StuG G assault gun mounted a powerful 7.5cm gun on the chassis of the old Panzer III tank, creating a superb infantry-support weapon.

KÖNIGSTIGER



Top Armour
2

Front Armour
15

Movement
Slow Tank

Side Armour
8

Weapon	Range	ROF	Anti-tank	Firepower
8.8cm KwK43 gun	40"/100cm	2	16	3+

Notes Slow traverse, Co-ax MG, Hull MG, Overloaded.

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

7.5CM PAK40 ANTI-TANK GUN



Weapon	Mobility	Range	ROF	AT	FP
7.5cm PaK40	Medium	32"/80cm	2	12	3+

Notes Gun shield.

The low-slung 7.5cm PaK40 is remarkably small for its capabilities. Firing from ambush, it will penetrate any Allied tank with ease.

8.8CM FLAK36 GUN



Weapon	Mobility	Range	ROF	AT	FP
8.8cm KwK36	Immobile	40"/100cm	3	13	3+

Notes Gun shield, Heavy anti-aircraft, Turntable.

Every German gun was an '88' to Allied soldiers who were terrified of its long-range tank-killing capability and its air-burst ammunition.

PAINING GUIDE

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.

PAINING GERMANS

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.



- A Mess tin
- B Canteen
- C Bread bag
- D Gas mask canister



-  **German Cam. Dark Green (979)**
Helmet
-  **Flat Flesh (955)**
Exposed flesh
-  **Black (950)**
Webbing, pouches
-  **German Fieldgrey (830)**
Tunic, trousers
-  **Beige Brown (875)**
Rifle wood, tool and grenade handles
-  **Gunmetal (863)**
Gun metal, mess tin, canteen top, tool heads
-  **German Camo Beige (821)**
Anklets, bread bag, rifle sling
-  **Green Grey (886)**
Alternative Bread bag, gas mask strap
-  **German Cam. Dark Green (979)**
Gas mask canister
-  **German Cam. Medium Brown (826)**
Boots



PAINING GERMAN INFANTRY

1



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.

2



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.

3



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.

4



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.

PAINING GERMAN TANKS

1



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.

2



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.

3



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.

4



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*.

THE V1 ROCKET

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)*.



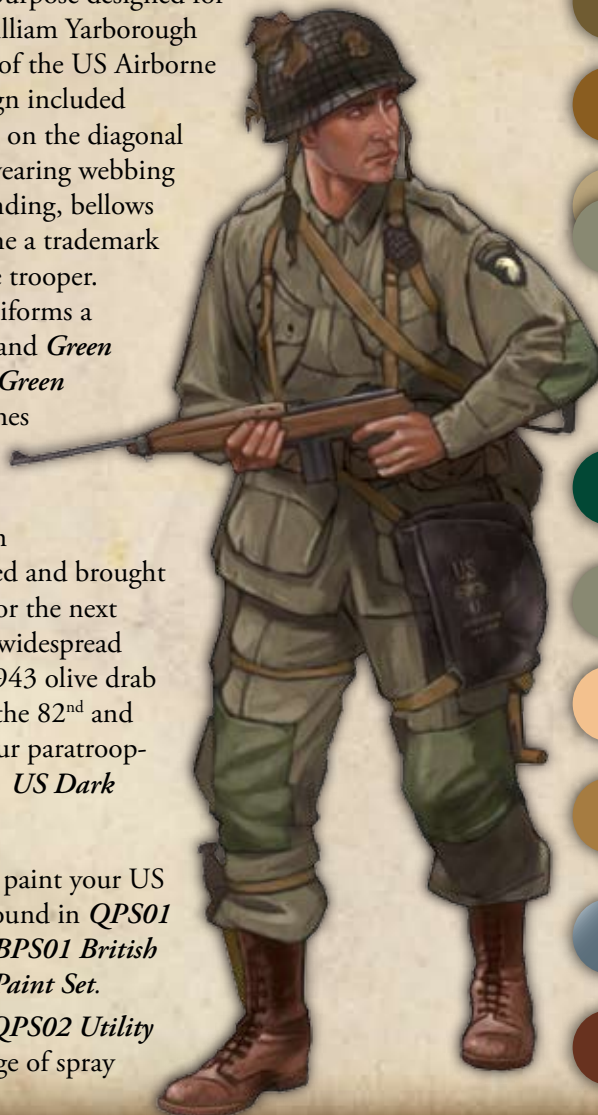
PAINTING ALLIES

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.



Brown Violet (887)
Helmet and Grenades

Flat Earth (983)
Helmet camouflage

Khaki (988)
Green Grey (886)
Normandy Uniform

US Dark Green (893)
M1943 Uniform Colour,
Elbow and Knee Patches

Green Grey (886)
Webbing and Backpacks

Flat Flesh (955)
Exposed flesh

Beige Brown (875)
Rifle wood and tool handles

Gunmetal (863)
Rifle Barrel, SMG, and
Machine Guns

Flat Brown (984)
Helmet strap, boots

PAINTING US PARATROOPERS

1



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.

2



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.

3



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.

4



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.

PAINTING BRITISH SHERMANS

1



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.

2



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.

3



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).

4



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.

RULES SUMMARY

You now know the basics of the rules. It's time to gather your forces and play a complete game. To make this easy, here's a summary of everything you've learned so far in the order in which you'll use it in a turn.

MOTIVATION TESTS	
Motivation	Score Needed
Fearless	3+
Confident	4+
Reluctant	5+

Two of the most common die rolls in the *Flames Of War* rules are Motivation Tests and Skill Tests. These tables give the scores needed based on the Motivation and Skill ratings of the troops taking the test.

SKILL TESTS	
Skill	Score Needed
Veteran	3+
Trained	4+
Conscript	5+

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 Boggling Check to avoid bogging down.

Terrain	Speed	Difficulty	Boggling Check
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

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.

COMMAND DISTANCE (PAGE 19)

Moving teams must remain within command distance of their platoon command team or within command distance of another team in its platoon that is in command.

Skill	Tanks	Infantry and Guns
Veteran	8"/20cm	6"/15cm
Trained	6"/15cm	4"/10cm
Conscript	4"/10cm	2"/5cm

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.

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.

Tanks can shoot their turret-mounted gun and machine-guns at the same time, but the machine-guns only have ROF 1. If they don't shoot their main guns, one machine-gun has ROF 3, the others ROF 1.

Moving teams reduce their ROF by half, unless vehicle machine-guns or SMG teams.

Pinned down infantry or gun teams also reduce their ROF by half, except that MG teams have ROF 2. Pinned down teams cannot shoot while moving.

ROF	Moving ROF	Pinned Down ROF
1	1 (+1 to hit)	1 (+1 to hit)
2 or 3	1	1

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.