

# LESSONS FROM THE FRONT

## EARLY & LATE WAR VERSION 4

### QUESTIONS AND ANSWERS ON FLAMES OF WAR

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

## ATTACHMENTS

The Attachments rule on page 7 says that Infantry Units containing Transport teams are split into an Infantry Unit and a Transport Attachment. What about Gun Units and others with Transport teams?

*All Units with Transport teams split the Transport teams off into a Transport Attachment. If it has any Tank teams, they are included in the Transport Attachment as well.*

What is the difference between Attachments and Combat Attachments (both mentioned on page 7)?

*Attachments is a new concept in this version of the rules and refers to Units that are associated with another Unit. An example of this would be a Transport Attachment which is the transports for an Infantry Unit.*

*Combat Attachments is a concept carried over from older versions of the rules and refers to Teams attached to a Unit from other Units in the same Formation (where specifically allowed in the Intelligence Briefing). An example of this would be an anti-tank gun or heavy machine-gun attached to an infantry platoon from the company anti-tank or machine-gun platoon.*

## REDUNDANT TEAMS

The Redundant Teams rule on page 7 removes command Infantry teams, Staff teams, and Observer teams from Gun Units. What is a Gun Unit?

*A Gun Unit is one that apart from its Command Infantry team and any Transport teams is predominantly composed of Heavy Weapons, Gun, or Tank teams (before any optional teams are added).*

## REDUNDANT TEAMS POINTS REBATE

Team	Fearless Veteran	Confident Veteran	Other
Gun Unit Command team*	10 points	10 points	5 points
M2 half-track with .50 cal MG*	-	+5 points	+5 points
Staff team*	10 points	10 points	5 points
Observer team*	10 points	10 points	5 points
Cavalry Rifle team	25 points	-	-
Pioneer SMG team	-	-	25 points
Rifle/MG team*	25 points	-	15 points
Rifle team	20 points	-	15 points
Panzer IV J OP	-	30 points	20 points
US M4 Sherman OP	-	30 points	20 points
Other OP tank	20 points	15 points	10 points

*\*Transports (other than M2 half-track with .50 cal MG) carrying Gun Unit Command, Staff, Observer, and other redundant teams do not give an additional rebate. These vehicles (whether armoured or not) do not make a significant difference to their passenger's points cost.*

If I add optional Teams to a Gun Unit, can I make one of them the Unit Leader at the start of the game?

*No. The Unit Leader must be one of the compulsory Gun teams.*

If my Gun Unit's Command team was a Command Komissar or Command Sword team, does the new Gun team Unit Leader retain the Komissar or Sword rule?

*Yes it does.*

Do I get any points back for the teams I remove?

*For each team removed as a redundant team, you get the points back shown in the Redundant Teams Points Rebate table.*

Do the Redundant Teams rebates apply to forces from *Armies of Late War*?

*No. They have already been applied.*

## MOVEMENT

What is the correct Road Dash speed of a Slow Tank?

*It is 16"/40cm.*

What are the correct Dash speeds for Very Slow Tanks? They are all Unreliable, but applying that penalty makes their Terrain Dash speed slower than their Tactical speed.

*Do not apply the Unreliable penalty to Very Slow Tanks. It has already been factored into their movement speeds.*

What is the correct Cross Country Dash speed of a Half-track?

*It is 18"/45cm.*

If I have a Gun Unit that includes Infantry teams, can I use the Blitz Move order to move the Infantry Teams?

*Yes. Gun Teams cannot be issued this Movement Order, but Infantry Teams can.*

## TRANSPORTS

Can a Unit's Transport Attachment move anywhere it likes?

*No. Transport Attachments are subject to the Unit Transport rule which says: While on table, the Unit Leader of a Transport Attachment must end its Movement Step within 6"/15cm of the Unit Leader of its Passenger Unit.*

What happens if the Transport Attachment's Unit Leader can't do this?

*Then the Transport Attachment has to be Sent to the Rear (see page 23 of the rulebook).*

Is a Gun towed by a Tank using the Tow Hooks rule carried inside or on the Tank?

*The Gun is towed using the Passengers On Tanks rules as the gun crew are riding on the tank, not inside it.*

## SHOOTING

Does the direction the gun and gun shield are pointing change the Save of an Unarmoured Tank Team with a Gun Shield?

*No. An Unarmoured Tank Team with a Gun Shield has a 4+ Save all the time, even against Artillery Bombardments.*

Does it also need a Firepower test to destroy?

*No. If it fails the Save, it is Destroyed.*

My Unit Leader has been Destroyed and I appoint a new one. What happens if my replacement Unit Leader is a Bazooka Team. The Bazooka Team has the score required To Hit in Assaults increased by +1 for being a Small Infantry Team, does the Bazooka Team lose this because it is now a Unit Leader?

*No, replacement Unit Leaders always retain the characteristics of the replacement team. In this example the new Unit Leader retains its Bazooka Team characteristics, including the Small Infantry Team rule.*

### AIRCRAFT MG AND CANNON ANTI-TANK

Arsenal Anti-tank	Adjusted Anti-tank
15	11
12	9
11	9
9	7
8	6
7	6
6	5

*The rule for Small Infantry Teams on page 57 of the Flames Of War 1939-41 and 1944-45 rulebook does specifically exempt Unit Leaders and Formation Commanders from the Assault Small Infantry Teams rule. However, this only applies to the initial teams at the beginning of the game (these teams normally have three models, although some players may have modelled them with only two models).*

### AIRCRAFT MG AND CANNON ROF

Arsenal To Hit	Adjusted ROF
2+	3
3+	2
4+	1

*Oberst Hans-Ulrich Rudel is an exception to this change and has ROF 2.*

In the Perfectly Camouflaged rule for Snipers it says that Sniper Teams are Concealed and Gone to Ground, even when they shoot. Is this the case when they move in the open?

*No, this only while they remain in their Sniper's Hide. If they move they lose all the benefits of the Perfectly Camouflaged rule.*

## MORTARS

Some mortars only have both Artillery Bombardment and direct fire characteristics, while the same mortar in another book just has artillery characteristics. Which is correct?

*All Mortar teams that can fire an Artillery Bombardment lose their direct fire characteristics and can only fire Artillery Bombardments.*

### AIRCRAFT BOMBS AND ROCKETS

Aircraft	Weapon	Adjusted Anti-tank	Adjusted Firepower
P38 Lightning	Bombs	4	2+
	Rockets	5	3+
P47 Thunderbolt	Bombs	4	2+
	Rockets	5	3+
F4U Corsair	Bombs	4	2+
	Rockets	5	3+
Arado 234B	Bombs	4	2+
Bf 109E or G	Bombs	4	2+
FW 190F	Bombs	4	2+
Ju 87B Stuka	Bombs	3	2+
Ju 87D Stuka	Bombs	4	2+
Ju 88	Bombs	4	2+
Hurricane IV	Rockets	5	3+
Typhoon	Rockets	5	3+
Il-2 Shturmovik	Bombs	4	2+
	Rockets	5	3+
Il-2M Tip 3M Shturmovik	Bombs	4	2+
	Rockets	5	3+
I-153 Chaika	Rockets	3	3+
Other Aircraft	Bombs	3	2+

## ARTILLERY

Rocket Launchers are too effective for their points.

*As an update to the Bombardment Firepower and Anti-tank Ratings table on page 49 of the rulebook, Rocket Launchers retain their unadjusted Firepower rating.*

The rules for Line of Sight of AOPs seems to be different from other aircraft? Is this correct?

*No, the Line of Sight rules for AOPs on page 50 of the Flames Of War 1939-41 and 1944-45 rulebook should be the same as the normal Aircraft Line Of Sight rules on page 28.*

*So Line of Sight is traced from any point on the flight stand of any Aircraft or AOP.*

## AIRCRAFT

Aircraft MG and cannon are too effective against tanks, and in some cases insufficiently effective against other targets.

*As an update to page 44 of the rulebook, Aircraft MG and cannon adjust their Anti-tank and ROF values as shown in the Aircraft MG and Cannon tables.*

Aircraft Bombs and Rockets are insufficiently effective against tanks.

*As an update to the Bombardment Firepower and Anti-tank Ratings table on page 49 of the rulebook, Aircraft Bombs and Rockets adjust their Anti-tank and Firepower ratings as shown in the Aircraft Bombs and Rockets table.*

What is the Last Stand rating of an Aircraft Unit?

*Aircraft Units are rated as Confident.*

The High-speed Jet rule is changing to: *Anti-aircraft weapons add +1 to the score needed To Hit when shooting at High-speed Jet aircraft.*

## LAST STAND

Large infantry units seem rather robust.

*Units that started the game with at least 16 Infantry or Gun teams are only In Good Spirits if they have at least five Infantry teams (rather than three Infantry teams) or two Gun teams remaining.*

How do I work out whether or not my Unit made up of a mix of Team types (for example, a US Glider Anti-tank Platoon with a mix of M1 57mm Gun Teams and Bazooka Teams) is in Good Spirits?

*If it meets either criteria for being in Good Spirits, so as long as it has either at least three Infantry teams or it has at least two Gun teams, it is In Good Spirits. So if the Unit had three Infantry teams, it could lose all of its Gun teams and still be In Good Spirits.*

## CAVALRY

Was it intended that Cavalry Teams would automatically be Destroyed if they Break Off from an assault as they only have a 6"/15cm Tactical move?

*No. The Cavalry rule on page 68 is missing the following line:*

*Cavalry Teams move up to 10"/25cm when they Break Off in an Assault.*

When do Cavalry Teams Dismount?

*Like Passengers and Transports, Cavalry Teams, Dismount at the start of their Movement before Moving in the Movement Step.*

## FORTIFICATIONS

I have to have line of sight to the gun slit of a bunker to shoot it. Do I also need to have to be in contact with a gun slit to hit it in an assault?

*Yes. A bunker can only be harmed through the gun slits.*

Do Gun Pits operate like Trench Lines or Bunkers?

*Gun Pits act in the same way as Trench Lines.*

What effect do trench Lines have on Movement?

*Teams crossing them do so at their Tactical or Terrain Dash speed.*

Which size of Minefield should I use? The old 8"/20cm by 2"/5cm pieces or the new tokens with a 2"/5cm radius around them?

*Whichever is specified in the mission you are playing. If you are playing a mission from the Early War/Late War Conversion rulebook, then use the 8"/20cm sections. If you are playing a mission from the main rulebook, then use the markers.*

The Minefield rules say that you have to enter a Minefield to clear it, but then you can clear minefields within 2"/5cm? This seems odd.

*Remove the "within 2"/5cm", as this is unnecessary when using 8"/20cm by 2"/5cm minefields.*

My Fortified Platoon includes a Bunker, which is a separate Unit in the game. Does the Bunker have to deploy within the 12"/30cm circle with the rest of the Unit?

*Yes they do.*

If my Force has more than 60% of its points in Fortifications, what do I do for Reserves?

*Fortifications and Fortified Platoons are always deployed on the table, even if this results in more than 60% of your points being on table.*

## MISSIONS

If I have part of a Unit with another Unit as a Combat Attachment, how do I work out the points for Reserves?

*If a Unit has any part of it on the table, then its points are included in the on-table component of the force.*

## ALLIED SUPPORT

Can an Allied Support Unit benefit from the Command Leadership of another Formation Commander?

*No. An Allied Unit can only benefit from the Command Leadership of its own Formation Commander (if it is part of an Allied Support Formation).*

Can the Formation Commander of an Allied Support Formation give Command Leadership to Support Units?

*No. An Allied Formation Commander can only give Command Leadership to its own Formation.*

## NAVAL GUNFIRE SUPPORT

Naval Gunfire Support has various sizes of battery. Does this change under the latest rules?

*All Naval Gunfire Support is now a 4-gun battery.*

What are the Anti-tank and Firepower ratings of Naval gunfire Support?

*They are those shown in the Arsenal, modified as shown on page 49 of the rulebook.*

When do I choose whether the Observer team for my Naval Gunfire Support will be an NGFS Air Observation Post or an NGFS Observer team?

*You may choose which type of Observer team you will have at the start of each game before deployment.*

Can my force be supported by multiple Naval Gunfire Support options?

*Like Air Support, only one company in your force may have Naval Gunfire Support.*

Why does Naval Gunfire Support have a range in the arsenal?

*While Naval Gunfire Support can normally reach anything on the table, you might like to play a big game on a large table where you use the range from the beach instead.*

## BRITISH

If I have a British Bagpipes Infantry Team in my Company HQ, nearby Units require one more hit than normal to become Pinned Down. Does the Bagpipes Infantry Team also require nearby Assaulting Units to take one more hit to Fall Back?

*Yes, the reference in the Bagpipes rule (page 72 of the Flames Of War 1939-41 and 1944-45 rulebook) to Defensive Fire should reference Fall Back. The last sentence should read:*

*Any Unit within 6"/15cm of the Bagpiper requires one extra hit in the Shooting Step to become Pinned Down and in Defensive Fire to be forced to Fall Back.*

## GERMAN

The Stuka zu Fuss rule (page 71) is changing as follows.

*The Stuka zu Fuss rule limits the Unit to firing their rockets once per game.*

*As an exception:*

- *the FHH Mortar Platoon (page 27 of The Ardennes Offensive),*
- *the Gepanzerte SS-Heavy Mortar Platoon (page 56 of The Ardennes Offensive),*

- *the Führer Panzerfüsilier Mortar Platoon (page 133 of The Ardennes Offensive), and*
- *the Gepanzerte Mortar Platoon (page 51 of Bridge by Bridge)*

*replace the Stuka zu Fuss rule with the Super Heavy Rockets rule (see page 38 of Special Rules and Warriors) instead. The Stuka zu Fuss half-tracks in these platoons form a separate Unit from the 12cm mortars and their transports.*

If a German half-track with the Mounted Assault rule Charges into Contact while carrying an Infantry Team, how many times do you roll to hit?

*The Assaulting half-track Transport Teams and any Infantry Teams they are carrying as Passengers can roll To Hit in Assaults.*

How many hits does it require to drive off an Assault from a Unit using the Mounted Assault rule?

*The Assaulting Unit is the Transport Attachment, so the number of hits required to make the Assaulting teams Fall Back is determined by the size of that Unit. The Passengers are a different Unit, so are ignored.*

If a half-track using the Mounted Assault rule is Bailed Out, what happens to the Infantry inside?

*Nothing. They remain safely in their half-track. Since the half-track can't assault, neither can its Passengers.*

What happens if the Bailed Out half-track is required to Break Off?

*The Bailed Out half-track is Destroyed since it cannot Break Off. Since it was Destroyed by an assault, the Passengers are automatically Destroyed as well.*

The Schürzen rule states it increases Side armour to 5 when hit by an 'infantry weapon' that has firepower 5+ or 6. Does this mean a Panzer IV that took a hit by PIAT held by an infantry team can use its Schürzen, while a tank that took a hit by PIAT mounted on a Universal Carrier can't use its Schürzen?

*No. The word 'Infantry' is unnecessary for the meaning of the rule. The rule applies to any weapon with Firepower 5+ or 6 hitting Tank Team with the Schürzen rule.*

Panzerfausts are ROF 1 weapons and have a rule stating 'Cannot shoot in the Shooting Step if moved in the Movement Step' in the arsenal. If using their Moving ROF for shooting when Pinned Down, does this mean they have a ROF 0 and can't shoot if Pinned Down?

*No, they have a ROF 1 with an additional +1 to the score required To Hit for being a ROF 1 weapon. The quoted rule simply prevents them from Shooting, but does not change their ROF.*

The Volkssturm Platoon's Local Militia rule says that they have a value of 0 points when working out Reserves. How does this work?

*You are allowed 60% of your maximum points total on table in missions at the start of a game with Reserves.*

*This being the case, the best thing to do is put the Volkssturm Platoon on table, using 0 points out of your 60%, then add more Units to fill up the points available. This means that your Reserves will be less than the remaining 40%.*

## SOVIET

Are Guards Rocket Mortar Battalions included in the Steel Wall rule which breaks artillery battalions into separate batteries? If so, what comprises a battery?

*Yes they are included. Treat each pair of Platoons (four Teams) as a Unit. Any Anti-aircraft Platoon added is also a separate Unit.*

What is the ROF of a Soviet Flame-thrower Team and other Flame-throwers with a ROF higher than two in the arsenal?

*Most Flame-throwers are ROF 2 as stated in their arsenal and on page 44 of the Flames Of War 1939-41 and 1944-45 rulebook. However, Soviet Flame-thrower Teams have all the same stats as stated on page 44 of the Flames Of War 1939-41 and 1944-45 rulebook, except they retain their ROF 4 as found in their Arsenals.*

## US

Can my Aircraft Unit Leader Spot for an Artillery Bombardment using the Under Command rule?

*No. They do not have the communications equipment to talk to the artillery.*

## **INDEPENDENT TEAMS**

Are Recovery Vehicles rated as Independent Teams?

*Yes. They are shown as Independent Teams in the Intel Handbooks and remain so.*



# FLAMES OF WAR<sup>®</sup>

THE WORLD WAR II MINIATURES GAME



SPECIAL RULES  
AND WARRIORS

1939-41 AND 1944-45

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.



THE ALLIED INVASION OF FRANCE  
JUNE-SEPTEMBER 1944

#### PAGE 5: BREACHING GROUP

The Breaching Force rule on page 5 should read: A Unit from a Breaching Group may only be held in Reserve if all Breaching Group Units that can be deployed on table have been.

#### PAGE 5: KING'S OWN SCOTTISH BORDERERS

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

#### PAGE 7: RULES NO LONGER USED

The Tank Telephones rule is no longer used.

### ADDITIONAL RULES

#### PAGE 33: AIRBORNE ARMoured RECCE SQUADRON HQ AND AIRBORNE ARMoured RECCE PLATOON

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

#### PAGE 34: SEABORNE ARMoured RECCE PLATOON

Cromwell IV Tank Teams use the Scout rule.

#### PAGE 83: ARMoured RECCE SQUADRON HQ AND ARMoured RECCE PLATOON

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

#### PAGE 116: HEAVY ARMoured CAR PLATOON

A Heavy Armoured Car Platoon uses the Scout special rules.

#### PAGE 230: ARMORED DIVISION SPEARHEAD

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.



THE GERMAN DEFENCE OF FRANCE  
JUNE-SEPTEMBER 1944

### ADDITIONAL RULES

#### PAGE 55: BEUTE STUG BATTERIE HQ

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.



#### 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 11: RUMPUS

Replace rule with:

If a New Zealand Gun Troop, Field Battery, Royal Artillery Unit (page 94) successfully Ranges In on the first attempt, all Infantry and Gun Teams under the Template must Re-roll successful Saves.

#### PAGE 12: ROAD TO ROME AIRCRAFT ARSENAL

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

### ADDITIONAL RULES

#### PAGE 61: ASSAULT GUN PLATOON

An Assault Gun Platoon uses the Scout special rules.

#### PAGE 101: BREACHING GROUP

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).

#### PAGE 101: BREACHING FORCE

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

#### PAGE 101: AVRE

See page 82 of the rulebook.

#### PAGE 161: FIRST SPECIAL SERVICE FORCE PLATOON MORTARS

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.

### PAGE 183: PLATOON MORTARS

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.



### PAGE 163: HEROISM

If the Unknown Hero is a Gun team, the team remains in play in the same way as a Gun team.



### PAGE 20: KERUTT'S PANZERFAUST TRAPS

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.

Panzerfaust Trap teams are Independent teams.



### 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.

## ADDITIONAL RULES

### PAGE 131: TOWED TANK DESTROYER PLATOON

Towed Tank Destroyer Platoon teams may be placed 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).



### PAGE 126: HITLER'S GUARDS

Correct rule to:

All Units in a Führerbegleit or Führergrenadier Formation (but not Support Units) pass Last stand tests on 3+.



### PAGE 13: CALLIOPE TANK PLATOON

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."

### PAGE 28: MINE-EXPLODER TANK PLATOON

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."

### PAGE 65: ENJOY THE WAR

The Enjoy the War rule only applies to SS Platoons.

### PAGE 65: BAZOOKA TOWN

Panzerfaust Trap teams are Independent teams.





### 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.

### PAGE 32: CONCEALED IN THE RAIL YARD

Change the rule to:

An enemy Team must be within 16"/40cm of a Team from a Luftwaffe Railway Anti-aircraft Gun Platoon that has not shot during the game, in order to shoot at, or allocate hits to it. An enemy Spotting Team must be within 16"/40cm of a Team from a Luftwaffe Railway Anti-aircraft Gun Platoon that has not shot during the game to place an Artillery Template over it.



### PAGE 34: CAMOUFLAGE POSITIONS

Correct rule to:

In order to Shoot at or Spot for an Artillery Bombardment on a Team from a Pulyemyetno-Artilyeriyskiy Batalon HQ, Pulyemyetno-Artilyeriyskiy Company, or Artillery Group that is in a Foxhole, Trench Line or Gun Pit and that has not shot during the game, an enemy Team must be within 16"/40cm of the Team.

### PAGE 34: HARDENED VETERANS

Change to:

Teams from Udaney 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

Lieutenant Ivan Zabolotny replaces the Unit Leader Pioneer SMG team in an Engineer Sapper Platoon.

#### 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.

## ADDITIONAL RULES

### PAGE 37: ARTILLERY GROUP

An Artillery Group is subject to the Steel Wall rule. 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).

### ROMANIAN ALLIES

Romanian Forces that do not have Soviet Allies may take Allied Formations from *Grey Wolf*, and visa versa. The relevant Formations from *Grey Wolf* are:

- Panzerkompanie (page 72) for a German Panzer Platoon.
- StuG Batterie (page 58) for a German Assault Gun Platoon.
- Panzergrenadierkompanie (page 78) for a German Panzergrenadier Platoon.
- Grenadierkompanie (page 26) for a German Grenadier Platoon.



## WEB FORCES

### WARRIOR OTTO CARIUS

Otto Carius, Tiger Ace is a Warrior Unit Leader Tiger I E Tank Team rated Confident Veteran. Carius replaces the Unit Leader Tiger I E tank in a Schwere Panzer Platoon for +100 points.

Carius' Schwere Panzer Platoon does use the normal Tiger Ace rules because he has his own special rules below.

### HERO OF THE FATHERLAND

If Carius is Destroyed during a game the morale of the entire German war effort takes a heavy blow, despite any other gains. The German player loses one Victory Point and their opponent gains one Victory Point at the end of the battle.

### OTTO'S KÜBELWAGEN

Otto Carius may be either deployed as normal in his Tiger I E Tank Team at the start of the game, or begin the game as a Kübelwagen Transport Team.

While mounted in the Kübelwagen, Carius used the Scout rule on page 68 of the Flames Of War 1939-41 and 1944-45 rulebook. If mounted in his Kübelwagen, Carius' Schwere Panzer Platoon must be held off-table at the beginning of the game, but counts as an on table Unit for the purposes of the Reserves rules. Despite being modelled as a Kübelwagen, Carius counts as a Front Armour 3 or more Armoured Unit for the Deep Reserves rule (see page 96 of the Flames Of War 1939-41 and 1944-45 rulebook).

At the start of any of your turns, you may deploy Carius' Schwere Panzer Platoon held off-table so that all of the Unit's Tank Teams are within 6"/15cm of Carius' Kübelwagen.

In addition, each Tiger I E Tank Team must be:

- More than 16"/40cm away from all enemy teams, and
- Concealed or entirely out of Line of Sight of the enemy.

Once deployed, Carius remounts his Tiger I E Tank Team and fights as normal. Remove Carius' Kübelwagen. The Tigers placed on the table in this way can move and fight as normal during the turn they appear.

If Carius is Destroyed while mounted in his Kübelwagen, his Schwere Panzer Platoon is immediately placed in Reserve. Carius' Tiger becomes a normal Unit Leader Tiger I E Tank Team that still uses the Every Shot Counts special rule, even though Carius has been Destroyed.

### CARIUS TAKES COMMAND

While Carius leads his Schwere Panzer Platoon, the Unit passes Unit Last Stand Tests on a 2+.

### WHAT A BUNCH OF HEROES!

Carius' Schwere Panzer Platoon passes Motivation Tests to Counterattack in assaults on a 3+.

### EVERY SHOT COUNTS!

Tiger Tank Teams in Carius' Schwere Panzer Platoon re-rolls any failed To Hit rolls when shooting their main gun.

### SETTING UP THE SHOT

Enemy Teams do not benefit from Concealment when shot at by Carius. Furthermore, Carius ignores the normal +1 modifier when Shooting at Teams greater than 16"/40cm away.

### FELDWEBEL ALBERT KERSCHER

You may nominate one Tiger I E Tank Team in Carius' Schwere Panzer Platoon to be lead by Feldwebel Albert Kerschler for +50 points.

In addition, while in Kerschler is within 6"/15cm of Carius, Kerschler may use the Setting up the Shot special rule.



### 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.



### PAGE 45: 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.

### 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.

*A Panzerfaust team has Range 4"/10cm, ROF 1, Anti-tank 12, Firepower 5+, and Tank Assault 6.*



### ADDITIONAL RULES

#### PAGE 119: ARMoured COMPANY

The HQ, Light and Cruiser Platoons of a Armoured Company operate as separate Units. The HQ Platoon is a headquarters in name only and operates as any other Unit with a normal Unit Leader.



### ADDITIONAL RULES

#### PAGE 64: MOUNTAIN ARTILLERY BATTERY

##### PACK MULES

Gun Teams carried by Pack Mules Transport Teams are Mountaineers, see page 68 of the rulebook. Pack Mule Transport Teams carry Gun Teams as Passengers and the Gun Team is removed from the table while it is carried by the Pack Mule Transport Team.

## PAGE 84: WEAPONS CONTAINERS

Fallschirmjäger platoon recover its containers at the start of their own turn.



## 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 Tank Assault 4.

## ADDITIONAL RULES

### PAGE 64: MOTORISED ARTILLERY BATTALION

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).

### PAGE 65: MOTORISED HEAVY ARTILLERY BATTALION

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).

### PAGE 71: ARTILLERY BATTALION

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).

### PAGE 77: KAVALYERIYSKIY ARTILLERY BATTALION

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).



## ADDITIONAL RULES

### PAGE 75: ARTILLERY BATTALION

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).

### PAGE 80: MOTORISED ARTILLERY BATTALION

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).

### PAGE 81: MOTORISED HEAVY ARTILLERY BATTALION

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).



### PAGE 31: US INFANTRY OBSERVER (XU134)

This team has a Skill rating of Veteran 3+.

### PAGE 39: GERMAN SPECIAL RULES

The Schürzen rule should be named Bazooka Skirts.

### PAGE 49: ARMoured FLAME-THROWER PLATOON

As shown on the Unit Card, this unit has a Remount rating of 5+ and Counterattack and Assault ratings of '-'.

### PAGE 59: INFANTRY OBSERVER

As shown on the Unit Card, this unit has an Infantry Save of 3+ rather than Armour ratings.

## OTHER QUESTIONS

Where did the US Rifle Company's Weapons Platoon go?

*The M1919 LMG teams are now included as an option in the Rifle Platoon, while the remaining mortars are covered by the Mortar Platoon.*