



FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

LESSONS FROM THE FRONT
FREQUENTLY ASKED QUESTIONS

LESSONS FROM THE FRONT

QUESTIONS AND ANSWERS ON FLAMES OF WAR

JUNE 2018

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

FORCES, FORMATIONS, UNITS, AND TEAMS

What's a Sherman Team? Is it a single vehicle or a group of vehicles?

There are four levels in Flames Of War:

- *Force - everything you have in the game (a Force card is where you find Support Units).*
- *Formation - a Western company or Soviet battalion, the core of your Force (a Formation card tells you which Units you can have in the Formation).*
- *Unit - a Western platoon or Soviet company, the smallest grouping of stuff (a Unit card tells you what Teams are in the Unit and what their characteristics are).*
- *Team - a single playing piece, either a single vehicle or a fire team of infantry.*

What is an Artillery Unit?

It is a Unit with a weapon capable of firing a Bombardment, i.e. one with a ROF of Artillery or Salvo.

COMMAND

If a team ended its Movement so that it was In Command at the end of the Movement Step, does it remain In Command until its next Movement Step?

Yes. In Command is defined by its position at the end of the Movement Step.

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

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

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

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

Most Command Leadership re-rolls require the Formation Commander to be close to the Unit Leader. However, when Remounting a Bailed Out tank, the rules say the tank itself has to be close to the Formation Commander. Is this right?

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

Does the Command Leadership re-roll apply to the Remount test needed when a Bailed Out Tank is Bailed Out again?

Yes. It applies to all Remount tests for any reason.

MOVEMENT

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

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

If my Unit fails a Blitz Move movement order, does it have to Move, or can it remain where it is and Go to Ground?

It doesn't have to Move. However, if it Shoots, it must shoot with the +1 penalty.

When a team moves using a Blitz Move movement order, do they follow all the normal Movement rules? Are they actually moving?

Yes. A team using a Blitz Move movement order doesn't suddenly teleport to the new location. It moves 4"/10cm as normal,

following all the rules for moving. Then, once it has finished its movement, it no longer counts as having moved.

This means that it must take any Cross tests necessary, roll to cross Minefields as usual, and leaves any Foxholes it has dug behind.

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

Yes.

If I moved into a wood last turn (and took my Cross check then), do I need to take another Cross check this turn to move out of it?

Yes. If you start your Movement in Difficult Terrain, you need to take a Cross check at that time.

If a Unit Leader issues a Cross Here order, can they use it to cross multiple pieces of Difficult Terrain?

Yes they can. Any team from the Unit crossing any of the Difficult Terrain within 6"/15cm of where the Unit Leader crossed will benefit.

Does a Dig In or Mine Clearing movement order prevent teams that are not digging foxholes or clearing mines from moving?

No. Teams that are not using the Movement Order can act as they wish.

Can a team move through a friendly team?

No. The Moving Through Gaps rule applies. If the gap isn't big enough, then you can't move through it.

Remember, Infantry ignore their base when using this rule, so can move through pretty small gaps, and Tanks Teams can easily move through them.

TRANSPORT

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

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

If a Unit is being carried as Passengers, can they use the Blitz Move movement order to Dismount?

Yes, as long as all the rules for Dismounting (such as you can't do it after the Transport has moved) are obeyed.

Can a Passenger Dismount using a Shoot and Scoot movement order from a Transport vehicle that did not move in the previous Movement Step?

No. You can only Mount and Dismount in the Movement Step.

Can I use a Movement Order to Dismount my infantry from a Transport after it has moved?

No. Teams cannot Dismount after their Transport has moved.

Can Passengers in a Transport take or dispute an Objective?

Yes they can.

SHOOTING

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

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

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

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

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

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

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

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

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

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

On the ground in front of the building.

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

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

LINE OF SIGHT

Do the general Line of Sight and Concealment rules for Tall terrain apply to Hills?

No. The specific Line of Sight and Concealment rules for Hills cover the special case of Hills.

If I have a team on a high hill trying to shoot at a team on the far side of a low building, can it do so?

The only way to answer that is to get down to the level of the model and see if there is a Line of Sight over the building to the opposing team.

MIXED TARGETS

My tanks are shooting at a unit of three enemy tanks, one standing in the open, one concealed at the edge of a wood, and one out of sight behind the woods.

What score do I need to hit them if they are within 16"/40cm and have a 1s Hit On number of 3+?

If your tanks target the tank in the open, they'll need 3+ to hit. They could target the tank in the woods (needing 4+ as it is Concealed), but would normally gain little from doing so.

I've just scored three hits rolling 3, 3, and 5. How are my hits allocated? Which hits can I allocate to the tank in the woods? Can I allocate hits to the tank behind the woods?

The score you rolled to get the hit has no impact on how the hits are allocated. Think of it this way. The hardest part of hitting a target on the modern battlefield is finding it without being hit first. A lone tank sitting in the open is a dead giveaway. Where there's one, there'll be more. Now that you know where the enemy are, it's a lot easier to find the rest of the unit that's trying to hide.

So, in game terms, having figured out where the enemy is, you've scored three hits. The first hit has to go to the target tank, and all hits have to be allocated to valid targets, so the tank behind the woods can't be hit. That leaves two more hits to be allocated. They have to be allocated evenly, so one has to go to the tank in the woods, leaving you the choice of which of the two will take the second hit.

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

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

ANTI-AIRCRAFT SHOOTING

If a Tank Team shooting at aircraft is at the very edge of a wood, does it see the aircraft unconcealed, as it would an enemy tank?

Yes, terrain works the same for aircraft as for any other team, with the exception that all Short Terrain and any Tall Terrain more than 4"/10cm from the ground Team is ignored.

If my Anti-aircraft team is in the middle of a wood, can it still shoot at aircraft?

Yes, although the Aircraft will be Concealed. Nothing ever blocks Line of Sight to Aircraft. Presumably the Anti-aircraft Unit is set up in a small clearing.

Does Smoke ever block Line-of-Sight to and from Aircraft?

No, however it does provide Concealment. Smoke is in effect treated as Tall Terrain for the purpose of Line-of-Sight to Aircraft, meaning if within 4"/10cm of anti-aircraft team or target, but is still just Smoke for Concealment.

Does my Sherman have to point its turret at a Aircraft to shoot its AA MG at it?

No. The AA MGs can engage targets in different directions from the main 75mm gun. Since they cannot easily be repositioned on the model and would have no effect if you could, you do not need to point them at the target.

AA IN THE ENEMY TURN

What ROF do Anti-aircraft weapons use when shooting at Aircraft in the enemy turn?

They use their full ROF. If shooting in their own turn, this is whatever ROF they would normally have, Moving ROF or Halted ROF depending on whether they moved if Dedicated AA, otherwise 1 die.

In the enemy turn, the fire with their best ROF. That is normally their Halted ROF, but if they have no Halted ROF, that will be their Moving ROF, but once again, with ROF 1 if they are not Dedicated AA.

Anti-aircraft weapons shooting in the enemy turn shoot immediately before the Aircraft shoots. Can you be more specific?

As it says, the AA weapon shoots immediately before the Aircraft, so whenever the player declares that they are going to shoot with their Aircraft, the AA player can jump in and try to shoot them down first. You can wait to shoot your Aircraft until after your tanks have knocked out the enemy AA weapons if you want to, which would limit the amount of AA fire they would take.

If my Anti-aircraft weapon shot in my previous turn, can it shoot at an Aircraft in the enemy turn?

Yes it can. You don't need to predict when enemy Aircraft will appear. However, once it shoots at an Aircraft in the enemy turn, it cannot shoot in its own next turn.

If my Anti-aircraft weapon shoots at an Aircraft in the enemy turn, the rules say the Weapon cannot shoot in Defensive Fire or Assault in its next Assault step? How does that affect a Team?

If the weapon cannot shoot, the Team can fire its other weapons in Defensive Fire. For example, a Sherman shoots its .50 cal AA MG at some helicopters, then is assaulted by some enemy infantry. It can shoot its MG in Defensive Fire, but not its .50 cal AA MG.

However, because one of its weapons shot at an Aircraft in the enemy turn, the Sherman cannot Assault in its next Assault Step.

My Anti-aircraft team fires during the enemy turn at some aircraft, then doesn't do anything in their own next turn, are they Gone to Ground in the next enemy turn?

No, it effectively grabbed its shooting from its own next turn.

The basic concept is it can't be Gone to Ground if it shot in or since its last turn.

If it is Night and my Anti-aircraft weapon shoots at an Aircraft in the enemy turn, does the enemy need to roll on the Night Vision Table to see it?

No. It will be visible at night until the beginning of the next enemy turn.

ARTILLERY

Mortars like the 3-inch mortar don't have a direct-fire line. Does that mean that they can only fire bombardments?

Yes it does.

If my Artillery Battery fails to Range In, can it Shoot with direct fire? Can it still be Gone to Ground?

No. It fired ranging shots for the Bombardment, preventing it from Shooting and revealing its position.

I have an Artillery Battery that is firing a Repeat Bombardment. I also have another Artillery Battery that I want to

Range In on a new target. Can I use the same team as the Spotting team for both Bombardments?

Yes you can. However, although the Repeat Bombardment automatically Ranges In on its first attempt, that still counts as the Spotting Team's first Ranging In attempt. You can then use the Spotting team's second (and third if necessary) attempt to Range In the other Artillery Battery.

Can I do it the other way around, with the Spotting team Ranging In the new Artillery Bombardment first?

Yes you can. However, if the Spotting team doesn't Range In the new Bombardment by their second attempt, they won't be able to Spot for the repeat Bombardment as their third attempt will be taken up still trying to Range In the new Bombardment.

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

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

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

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

SMOKE BOMBARDMENTS

If I'm attempting to fire a Smoke Bombardment (and it's a once per game option) and fail to Range In, can I try again later?

Yes you can. Until you actually fire the Smoke Bombardment, you still have the ammunition stocks to try again.

Can I use an existing Ranged In marker from a previous turn to fire a Smoke Bombardment without needing to Range In again?

Yes you can.

ASSAULTS CHARGE INTO CONTACT

An Infantry team has Contacted the enemy if 'its front edge is as close as it can get to the enemy team' or 'its front edge is as close as it can get to another

Infantry team from its own Unit that is directly in Contact with an enemy team.' What does the phrase 'as close as it can get' mean?

This phrase is used to cover all the physical things that can prevent a team from being placed physically in contact with another, such as a wall or hedge between them, or even irregularities in the table surface. Basically, if you can't fit them any closer together than they are, then they are in Contact.

If my Infantry team doesn't have enough movement to physically touch the enemy team, but moves as close as it can given its charge move, is it in Contact?

No. It is still not as close as it can possibly get to the enemy team, so it is not in Contact.

If I can just get a corner of my team into Contact is that enough?

No. The rules require the front edge to be in contact, not a corner.

Do I have to Contact the front edge of the enemy team, or can I contact it anywhere?

You can Contact any part of the enemy team with the front edge of your team, the front, side, or rear of its base, or even a corner of its base.

Do I need to be square to the enemy team's base when I Contact them?

No. You stop when you Contact them, and may or may not be square on to them at that point.

My teams need to be within 4"/10cm to Charge into Contact. Does that allow an Infantry team that is 4"/10cm behind another Infantry team that charged to charge as well?

Yes. As long as its 4"/10cm move brings it into Contact with the enemy (whether directly or through a fellow Infantry team), it can charge.

Can a Tank contact the enemy by moving into contact with another tank that is in Contact with the enemy?

No. Only Infantry teams can Contact the enemy through a friendly team, and only if that friendly team is also an Infantry team.

Do I have to Charge into Contact with the closest enemy team?

No you don't. You can Charge into Contact with any enemy team that is close enough, but you must take the shortest route to Contact that team.

If an enemy team Charged into Contact with the rear of my team, is that team in Contact with the team that Charged it when I Counterattack? Does the team move when Charging into Contact?

If an enemy team is in Contact with your team, then your team is already in Contact with that enemy team. That means that it does not move when Charging into Contact.

DEFENSIVE FIRE

If my Infantry teams are stationary in Flat Terrain, and therefore Concealed, can they use the Sneaking Up on Tanks rule to prevent the Tank teams that they are Assaulting from performing Defensive Fire?

No. The Infantry must be Concealed by Short or Tall Terrain.

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

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

If a tank charges a gun with the Forward Firing rule from slightly off to the side, it will hit the front at an angle and, because a small part of the tank is behind the front of the gun, it will now technically be out of the gun's Field of Fire, preventing the gun from shooting in Defensive Fire. Is this right?

While it is technically correct, it makes no sense as it would essentially prevent Forward Firing guns from shooting in Defensive Fire in most situations.

A better interpretation of the rule is that if the tank was a valid target at the start of its Charge into Contact, and is still at least partly in front of the gun's base when it makes Contact with a defending team, then the gun can shoot in Defensive Fire.

Can the gun then use its Anti-tank rating against the tank's Side Armour

rating when it counterattacks, or does it have to use the default Anti-tank 2 against Top Armour?

Again, while the tank is not technically in its Field of Fire (the requirement for using the gun's Anti-tank rating), if the tank was in the gun's Field of Fire for Defensive Fire and still has at least part of the tank in front of the gun's base, then it should be in the gun's Field of Fire for this purpose as well.

ASSAULT COMBAT

If I have two teams in Contact with two enemy teams and both of enemy teams score hits, can I allocate both hits to the same team?

No. You must spread the hits around if there are multiple teams that are eligible targets.

If I have an Infantry team and a Tank team, both in Contact with an enemy rifle team and an enemy bazooka team, can I allocate the bazooka hit to the Infantry team and the rifle team's hit to the Tank team?

Yes. Presumably the Infantry team were attempting to protect the Tank team from the bazooka, and kept it away from the Tank team, but died in the process.

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

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

How do my infantry kill tanks in assaults?

Infantry that hit a tank in an Assault may either use their normal Anti-tank rating against a tank's Side armour or Anti-tank 2 against its Top armour. Using weapons like the Bazooka can be very effective against lighter vehicles like the Panzer IV, but have limited effect against heavy tanks like the Tiger. Against these infantry in the open can only endure and hope the tanks break off before the infantry's own determination to counterattack fails.

COUNTERATTACK

I have passed my roll to Counterattack. Can I add additional teams into the Assault, or am I limited to those teams already involved?

You are limited to those teams already involved in the assault. That means only the teams that originally assaulted on the attacker's side and those originally with 8"120cm of them on the defender's side.

If my defending Unit passes its Motivation test to Counterattack, can it Charge into Contact with teams from other Units on the attacking player's side?

No. Neither player may bring additional teams into the assault. On the attacking player's side, only the teams that initially assaulted are in the fight. On the defender's side, only those within 8"120cm of them at the start of the assault are in the fight.

When my Unit Counterattacks, can I move teams that have been Contacted by the enemy?

No. A team that is in Contact with the enemy, either because the enemy Charged into Contact with them, or because the team Charged into Contact with the enemy, cannot move. It is already in Contact with the enemy (because the enemy is in Contact with it), and must fight the enemy it is in Contact with before seeking out other targets.

BREAKING OFF

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

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

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

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

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

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

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

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

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

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

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

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

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

LAST STAND

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

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

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

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

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

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

A Formation is In Good Spirits if it has two Units still in existence. Can the HQ be one of those?

Yes it can, although it doesn't have to be.

Do the Units need to be In Good Spirits to keep their Formation In Good Spirits?

No, they just have to still be in existence.

BRITISH RULES

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

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

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

An example might be the best way to explain this. Let's say that your spotter succeeds in Ranging In the first battery on the first attempt. Normally, they would now move on to their second attempt and try to Range In another battery.

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

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

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

GERMAN RULES

The German Stormtroopers rule allows them to attempt a second Movement Order after succeeding in the first. Can I use this to take a Blitz Move and then Dig In?

No. You cannot Dig In if you've moved in any form, including using a Blitz Move order.

BUILDING A FORCE

Can I take a Panzer III Tank Platoon Unit as part of a Panzer III Tank Company Formation, and then take another Panzer III Tank Platoon as Formation Support?

No. You may not take a Unit of the same type (that is the same name) as you already have in your Force as Formation Support.

Can my Motor Company take a Honey Armoured Troop from a Honey Armoured Squadron as Formation Support, and then a second Honey Armoured Troop from a Grant Armoured Squadron as another Formation Support?

No. You may not take a Unit that you already have in your Force as Formation Support. If you want two Honey Armoured Troops, then you can buy a Honey Armoured Squadron HQ and make them into a second Formation in your force.

If I take an Allied Formation, can I take Support Units from both nationalities?

No. You must choose a Force Diagram from one country or the other to base your force on, and can only take options shown on that diagram (including the Allied Formation option). Since Support Units are only found in the Force Diagram (and not in Formation Diagrams), the only Support Units available are those from the principal nationality.

MISSIONS

All infantry are in Foxholes at the start of the game. Does this include infantry that deployed in No Man's Land using the Spearhead rule?

Yes it does.

Can passengers in a Transport take or dispute an Objective?

Yes they can.

In missions like Free-for-All that have alternating deployment, can I 'deploy' my Aircraft to effectively skip my turn to deploy?

No. Aircraft must be your last deployment after all other Units have been deployed.

AMBUSH

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

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

RESERVES

How do I work out my Reserves if I have spent less than the permitted maximum points on my force?

The important point to remember is that you are allowed 60% of the permitted maximum points value on table at the start of a game with Reserves. So, if your force is smaller, it just means that your Reserves will be less than the remaining 40%.

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

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

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

In Early War, the Deep Reserves rule becomes: In a mission with Deep Reserves, you may only place one Tank Unit with Top Armour 1 or 2 that is not a Transport, or one Aircraft Unit on the table at the start of the game. All remaining units of these types must be held in Reserves.

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

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

MINEFIELDS

When I place Minefields, can I overlap them to make a Unit trying cross them roll a Skill test for each Minefield?

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

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

It is removed immediately.

When a team moves using a Blitz Move movement order, do they still need to take Cross tests and test to see if they got hit by a Minefield?

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

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

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

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

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

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

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

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

Book and Card Updates

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

ARMoured FIST AND DESERT RATS

What is the Cross rating of a 3-inch Mortar Section and a 3-inch Mortar Platoon?

Both have a Cross rating of Auto.

COMMAND CARDS

What is the correct Cross Country speed of Softskin Transports?

14"/35cm.

The Scout Tanks command card is now:

Tanks that have the Tally Ho attribute lose Tally Ho, but gain Scout. They have a Tactics rating of 4+ and an Is Hit On rating of 4+. Their Tactical Speed is reduced to 12"/30cm for Crusader tanks and 10"/25cm for Honey tanks.

The card costs 2 points per Unit and can be taken for: Honey Armoured Squadron HQ, Honey Armoured Troop, Crusader

Armoured Squadron HQ, Crusader II Armoured Troop, Crusader II & III Armoured Troop. You must take this card for all eligible Units if you take it for any.

Does a Portee 6 pdr retain the Gun Shield rule?

No, it does not use the Gun Shield rule.

FIGHTING FIRST

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

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

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

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

UNIT CARDS

The US M3A1 Armored Recon Patrol unit card has the Scout and Spearhead special rules listed. This Unit also includes two Jeeps which have a different card only shows the Scout rule. Does that mean that the Jeeps don't use the Spearhead rule?

No it doesn't. The Unit is defined on the M3A1 Armored recon Patrol card, and this gives Spearhead to the whole Unit. The Jeep card is used by a variety of Units, so only gives the rules relevant to them all.

COMMAND CARDS

The M3A1 Armored Recon Company includes an M3 Tank Platoon. Which M3 tank is this?

It is an M3 Stuart Tank Platoon.

AVANTI

In the Bersaglieri Weapons Platoon, is it the 47mm gun or the 20mm anti-tank rifle that is optional?

As per the book, the unit includes a 20mm anti-tank rifle as standard, and can add a 47mm gun for +2 points.

The 90mm on Lancia has the Gigantic special rule. What does that mean?

The Gigantic rule is essentially the same as the Large Gun rule on page 92 of the rulebook.

The 90mm on Lancia has the Gun Shield special rule. What effect does this have, given that it is a Tank team rather than a Gun team?

It functions exactly the same as it would if the 90mm on Lancia was a Gun team.

The 90mm on Lancia is unusual in having this rule on an Unarmoured Tank team. This is because the gun shield on this vehicle is huge, and to make it comparable to the 88mm anti-aircraft gun in game terms.

COMMAND CARDS

What is the correct Range for the Captured 25 pdr Artillery?

The guns should have a range of 24"/60cm for Direct Fire.

How much does a German Ju 87 Stuka Dive Bomber Flight cost using the Stuka Support card?

You pay 1 point for the card, which then allows you to take a German Ju 87 Stuka Dive Bomber Flight for the usual cost of 9 points (in place of the CR.42 Falco Assault Section on your Force Diagram) for a grand total of 10 points.

COMMAND CARDS

How do Command Cards work?

The cost at the bottom of the card is the cost to 'activate' the card. Until you pay the points listed, the card has no effect at all. Once you pay the points, you then read the text and do whatever it says there. The cost of the card doesn't actually give you anything aside from the ability to use the card, everything on the card with a cost still needs to be paid for.

Do I need to state which Formation or Unit the card applies to?

Yes. When you add a Formation or Unit Command Card to your Force, you must state which Formation or Unit it applies to.

BUILD FORMATION CARDS

What do Build Formation cards do?

Build Formation cards either modify the ratings of every Unit in a Formation (as the British Guards Motor Company card does, since it lists Motor Company as the Formation affected) or give you a whole new Formation that you can buy (as the US Armored Recon Company card, which does not list a Formation to be modified, does). Some, like the US Engineer Combat Company card, do both by creating a new Formation, then specifying some additional rules for it.

Can I use two different Build Formation or Unit cards on the same Formation or Unit? For instance can I use White Knees and Guards on the same Formation?

No. You may only use one Build card that modifies a Formation's or Unit's ratings on a Formation or Unit.

BUILD UNIT CARDS

What do Build Unit cards do?

Build Unit cards either modify the listed Unit to have different or additional characteristics (as the US Regulars By God card does, since it lists Armored rifle Company as the Unit affected), or adds a whole new Unit that you can buy (as the US Ranger Platoon card, which does not list a Unit to be modified, does).

Do I have to pay for the card and the Unit separately?

For cards that modify a Unit, you have to have paid the cost of the Unit to be able to use the card with that Unit, so the US Regulars By God card costs 7 points and changes the ratings of an Armored Rifle Platoon. If that Armored Rifle Platoon was at full strength, you would pay 15 points for the base Unit, then another 7 points for the card, for a total of 22 points for the Unit.

FORMATION SUPPORT

Can I take a Formation card for a Support Unit taken as Formation Support from that Formation. As an example, can I take a Motor Platoon as Support for my Grant Armoured Squadron, and use the Guards Motor Company card to make it into a Guards Motor Platoon?

Yes you can. Pay the cost for the Formation card as usual, but only apply the effect to the Unit.

What happens if the Formation card that I want to use with a Support Unit has a negative cost?

If the card has a negative cost (such as the British White Knees card), you do not get a discount since the price is for a whole Formation and you only have a single Unit, so you take the card at a cost of 0 points.

ALLIED SUPPORT

Can I use a Unit or Formation Command Card with an Allied Support Formation or Unit in my Force? As an example, could I take the above Guards Motor Platoon as an Allied Support Unit in my American Force?

Yes you can.

Can I use a Force Command Card like Pip Roberts with an Allied Support Formation in my American Force?

No. You can only use Force Command Cards with the Force you are fielding, in this case a US Force from Fighting First.

DESTROYED LEADERS

If a Unit Command Card gives the Unit Leader a bonus, does this still apply if the Unit Leader is Destroyed and replaced?

Yes. Any Unit Leader in that Unit gains that bonus.

What about Formation Commanders? Do they retain their bonus after being Destroyed?

Yes. The benefits to the Formation Commander from a Formation Command Card remain, even if the Formation Command Team is Destroyed and switches to another team.

RESERVES

How are Command Cards included in the Reserves rule?

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

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

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

SPECIFIC CARDS

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

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

The Fortify the Building card gives Infantry Teams in the building a 2+ Save. Does this apply to both sides?

Yes. Any Infantry Teams in the building, regardless of which side they are on, gain the 2+ Save.

FOG OF WAR CARDS

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

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

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

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

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

Yes they can.

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

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

When do you play Hidden Objective cards?

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

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

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

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

You must wait until your Starting Step to win.

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

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

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

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

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

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

One of the Precise Attack cards gives you points for destroying units with the same name. Does the name have to be exactly the same or do units like Panzer III Tank Platoon and Panzer III (Mixed) Tank Platoon both count?

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

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

Treat the cut-off point as 135 points.

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

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

MOVEMENT ORDER SUMMARY CARDS

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

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