

# MORE LESSONS FROM THE FRONT

With the arrival of the second edition of *Flames Of War* the old *Lessons From the Front* are no longer relevant. However, with a variety of changes in the new edition, there are a number of new questions players are asking. This document answers some of these questions.

## FLAMES OF WAR (2<sup>ND</sup> EDITION)

An important point to remember when reading the new rules is that the summary boxes contain condensed versions of the rule, not the actual rule (which often differ slightly from the actual rule in the interests of keeping the summary short). If you have any difficulty interpreting the summary box, read the main rule.

The following questions and answers should make the rules clearer in places. Page numbers in brackets are for the mini rulebook.

### Page 25 (4): Basing Your Miniatures

Are the basing guidelines a rule?

*Yes. The book uses brown boxes to highlight text in general. Although rules summaries are in brown boxes, not everything in a brown box is a rules summary. In this case, the rules are not given elsewhere, so cannot be a summary.*

### Page 26 (5): Fully Armoured

My Sd Kfz 231 armoured car has 6mm of armour on the roof, yet is rated as Top armour 0. Is it Fully-armoured?

*No. To be Fully-armoured a team must have a Top armour rating of 1 or 2. Armoured cars have vulnerable wheels and suspension so their Top armour rating is reduced to 0 to reflect this. Their Top armour rating means that they are rated as Open-topped Armoured Tank teams in the game to reflect their vulnerability.*

### Page 32 (10): How to Build an Army

Can I use units or warriors from one book with a force from another?

*No. Unless explicitly allowed in the book, a force must come from one book. Of course in a friendly game you can mix and match to fit a historical situation if your opponent agrees.*

### Page 50 (28): Independent Team's Transport

In the US Armored Rifle Company HQ, which transport belongs to which Independent team?

*The transport is allocated to the section, so either team may ride in either vehicle.*

### Page 69 (47): Armoured Vehicle Saves

The rule says that I add +1 to the armour rating if the range to all teams is over 16"/40cm. Does that mean I only need to get one team within 16"/40cm to avoid the penalty for the whole platoon?

*Technically, yes, that is what the rules say. However, what is interesting is that what was originally a simplification has become an oddity. This rule was written long, long ago to make cases where a platoon straddles the 16"/40cm range bracket simpler, they all count the same and you can just roll for them all at once.*

*Over time we moved away from the very basic platoon vs platoon shooting to the team vs platoon concept as this resolves a lot of silly situations such as a player driving a jeep into close range so that their guns sitting back at long range get better penetration! Unfortunately the rule as written doesn't support this and we didn't notice the issue when rewriting.*

*Since the game was first published we have played the way most people do, that is, roll to hit separately with teams at long and short range, and then roll saves separately depending on the range of the team scoring the hit. This makes far more sense and we would strongly recommend playing this way.*

### Page 101 (79): Pinning Down the Assault

The rules say that an Armoured vehicle can launch an assault while Pinned Down, but only Fully-armoured Tank teams do not fall back if they are Pinned Down by Defensive Fire. Is this right?

*Yes. An open-topped tank is still able to assault if pinned down as once they get close enough to the defenders, the enemy fire that was pinning them down tends to slacken. Unless the defenders can keep them inside their vehicles and unable to fight with their own fire, the open-topped tank will be able to charge home and fight.*

### Page 104 (82): Infantry Anti-tank Ratings

This rule gives the Anti-tank rating for Infantry teams in an assault, but the Anti-tank rating of Gun teams in an assault isn't given anywhere.

*Gun teams have an Anti-tank rating of 2 in assaults, just like Infantry teams.*

### Page 110 (88): Break Off

What happens to leaderless platoons that must Break Off. The rule requires them to remain In Command, but they have no Command team.

*They must attempt to remain within Command Distance of each other as they would if they had a Platoon Command team.*

### Page 121 (99): Artillery

The artillery summary mentions re-rolling ranging in rolls against teams moving at the double, but the rules don't have anything about it.

*This was an idea experimented with during development that was accidentally left in the summaries.*

### Page 137 (115): Aircraft

Some aircraft rules talk about measuring from the aircraft mounting point. What is this?

*It is the point on the base where the aircraft's mounting rod attaches to it.*

The aircraft summary mentions re-rolling ranging in rolls against teams moving at the double, but the rules don't have anything about it.

*This was an idea experimented with during development that was accidentally left in the summaries.*

### Page 143 (121): Original Target Destroyed

When you pick a new target for the aircraft when their original target was destroyed, do you have to reposition them and recheck the safety distance?

*No. They remain where they are.*

### Page 167 (137): Mounted Assault

I have an Armoured Panzergrenadier Platoon that is mounted in their half-tracks, but Pinned Down. Can I move it closer to the enemy?

*Yes you can. The half-tracks are Armoured vehicles, so they can move freely while Pinned Down. The Infantry teams inside are carried along for the ride. When the infantry dismount, they'll still be Pinned Down and still unable to move closer to the enemy though.*

Can they launch an assault?

*No. Only a platoon made up entirely of Armoured Tank teams can assault while Pinned Down. The platoon contains Transport teams, so it must fall back.*

If they were not Pinned Down and did assault, would they fall back if they were Pinned Down by Defensive Fire?

*Yes. Only platoons of Fully-armoured Tank teams can continue the assault if Pinned Down by Defensive Fire.*

If they only took one hit in Defensive Fire, but it Destroyed a half-track and Pinned Down the platoon, could they continue or must they fall back?

*They were Pinned Down by Defensive Fire, so they must fall back. Assaulting anti-tank guns in tin cans isn't a good idea.*

### Page 174 (140): Tally Ho!

The fluff text for the Tally Ho! rule talks about tanks with 2 pdr and 6 pdr guns, but there are no tanks listed in Afrika and Ostfront with the Tally Ho! rule and a 6 pdr gun.

*Correct. There are no tanks with both the Tally Ho! rule and a 6 pdr gun.*

### Page 181 (143): Tankodesantniki

Tankodesantniki are separate teams from their tanks, right?

*Yes. They have special rules to make modelling them easier if you do not want to dismount them and to allow them to co-operate with the tanks, but they are separate teams.*

The rules say that hits must be allocated to the tankodesantniki teams before their tanks in assaults. Does this include hits from defensive fire.

*No. The rule only applies to hits in assault combats, not to any shooting.*

Can I purchase more than one Tankodesantniki team per tank? If that is the case, what are the changes to the rules aside from the 3+ save going to 5+?

*No. The rules for having more than one on a tank simply allow for tank casualties making the riders have to double up.*

Do Tankodesantniki teams ignore Pinned Down results from enemy shooting as opposed to in Defensive Fire?

*They are Pinned Down as normal in both cases. They can ignore the rule preventing the company from continuing the assault if they are Pinned Down, but they are still Pinned Down.*

Can a Tankovy Company with Tankodesantniki launch an assault if it starts the Assault Step Pinned Down?

*No. Since it contains Infantry teams, it cannot launch an assault. However, if it was only Pinned Down by Defensive Fire, after it had launched its assault, it would not fall back, but would continue the assault.*

### Page 184 (146): Making Combat Attachments

Are attachments from Weapons platoons and the Company HQ on a team-by-team or squad basis?

*Both are on a team-by-team basis.*

How do I move my unattached HQ support weapons around the battlefield? They are a leaderless platoon and cannot move.

*Keep the 2iC Command team with them. That way you can join them in the Movement Step giving them a temporary Platoon Command team and allowing them to move.*

What if the 2iC is an infantry team and the HQ support weapons are mortars. If someone shoots the mortars, he can't join them can he as he is a different type of team.

*An Independent team can join any platoon at any time, so if you want to join them when shot at, you can. The rule you are referring to would not force them to join since they are a different type of team, but doesn't stop them from doing so voluntarily.*

Can I include HQ Support Weapons in a Kampfgruppe?

*Yes, Simply assign them to one of the Combat platoons and then include them in the Kampfgruppe.*

**Page 202 & 203 (156 & 157): Free-for-all and Encounter**

The player that finishes deploying first gets a +1 bonus on their roll to see who starts first. Do Independent teams count as deploying for this rule, or is it just platoons.

*Only count platoons for this rule, not Independent teams. The player that finishes deploying their platoons first gains the +1 bonus.*

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## AFRIKA

Some of these questions only apply to the first print run and are marked \*.

Be sure to download the corrections from the website if you have a copy from the first print run (check page 211, if the Bazooka team is not listed as Tank Assault 4, you have a copy from the first print run).

### Points Changes

Why have some units changed in points, but not all?

*Many points values were already correct for the new edition. While we attempted to bring the points values into line across all types of companies for the remaining units, we also attempted to minimise the changes to existing books. Where the change would have been small, we generally left the values the same.*

## GERMAN

**Page 25: Generalfeldmarshall Erwin Rommel**

Is Rommel a Warrior Tank team or a Warrior Transport team?

*Rommel travels in an Sd Kfz 250 half-track which is a Transport team, making him a Warrior Transport team.*

**Page 27: Panzerkompanie**

Is Schürzen now available to Panzer III L tanks in Tunisia?

*No. The company organisations now cover Italy as well as Africa. The new options are to cover the Italian campaigns and are not relevant to Africa.*

What about the 7.5cm PaK40 anti-tank guns in divisional support?

*Likewise, the option is for divisions in Tunisia, Sicily and Italy.*

If my company is based on the Tunisia/Sicily/Italy option, is it restricted to certain models of tank like 10. Panzerdivision?

*We did not include restrictions on the additional Tunisia/Sicily/Italy option. However, they had the same range of tanks as 10. Panzerdivision and it makes sense to use the same restrictions.*

**Page 252 (163): Quick Reference Sheet**

The Break Off summary says 'Move 4"/10cm from enemy.' Does this mean that they can only move 4"/10cm?

*No. The summary is merely reminding you to move at least 4"/10cm from the enemy. As stated on page 88, you may move up to your full movement distance.*

**Page 30: Pioneer Platoon**

Can the Pioneer Platoon have flame-throwers?

*No. They were not issued to Panzer battalion pioneer platoons.*

**Page 41: Grenadierkompanie\***

Can a Grenadierkompanie have an Assault troop as a Weapons Platoon in Afrika?

*No. Assault Troops were used in street fighting on the Eastern Front, not in the Mediterranean.*

## ITALIAN

**Page 71: 8 Million Bayonets**

Since I do not know the Skill rating of my troops when I deploy them, but must deploy in command, how far apart may I deploy?

*You may deploy as if your troops had the best Skill rating they could have. This may result in them being out of command once you roll for their ratings.*

**Page 73: Compagnia Carri**

Italian companies are allowed to take a German Artillery Battery as a Support choice. Can this be one of the division-specific options like the 15cm (Sf) Lorraine Schlepper?

*No. The units assigned to support the Italians were equipped with the standard weaponry.*

**Page 74: Self-propelled 75/18 Platoon\***

A Self-propelled 75/18 Platoon is listed as a Support choice, but the heading says Weapons Platoon.

*The heading in the middle of the page should be Support Platoons, not Weapons Platoons.*

## BRITISH

**Page 127: Royal Artillery**

What does the Command team in the HQ Troop do?

*This team acts as a 2iC Command team for this platoon only. If they join either Gun Troop, they become the Troop's Platoon Command team.*

### Page 134: Australian Battalions\*

Do Heavy Mortar Platoons supporting Australians pay +20 points for the HQ Section?

*No. Heavy Mortar Platoons are -20 points per Mortar Section. The cost of the HQ Section does not decrease.*

### Page 135: Divisional Cavalry Squadron\*

What type of company is a Divisional Cavalry Squadron?

*The type of company was left off. A Divisional Cavalry Squadron is a Tank Company.*

### Page 137: New Zealand Battalions

The New Zealand variant says you can take Light or Heavy Armoured Platoons, or Tank Platoons equipped with Sherman III tanks as New Zealand Platoons. Can you take other types of Tank Platoon as well?

*No. These are the only types of tanks that supported the New Zealand Division over this period.*

### Page 140 Indian Army Special Rules\*

The Indian Special Rule is “North-West Frontier”. However, this slightly differs from “Mountaineers” in the main rules.

*Afrika was completed before the Mountaineers rule in the main rules was written in its final form. The US Rangers’ No Obstacle Too Tough rule and the Commando’s Mind and Heart rule likewise differ. You should use the Mountaineer’s rule instead.*

### Page 207: British Arsenal

How come the M3 ‘Honey’ Stuart has No HE when the US one does, but the Churchill III has HE while the Soviet one doesn’t?

*British light tanks were expected to engage enemy tanks and so were not issued HE ammunition. On the other hand, Churchill tanks were expected to engage infantry and guns, so were issued the first batches of HE ammunition which was not sent to the Soviet Union until later in the war.*

The CS tanks often have ‘CS smoke’ as a direct fire attribute. Is this identical to plain ‘Smoke’?

*Yes.*

The British Kittyhawk has a To Hit number of 3+ for its MG’s while the US P40 Warhawk has a To Hit number of 2+.

*Correct. The British Kittyhawk had four machine-guns. The later models used by the USAAF had six guns. Few of the later models served with the RAF in the Mediterranean.*

## UNITED STATES

### Page 159: Recon Platoons

The limit on Recon Platoons is now 0 to 3 for Tank Companies. Wasn’t there only one such recon platoon per battalion, not three?

*Correct. However, armoured regiments grouped these into a regimental reconnaissance company. In Stars and Stripes there was no limit on these platoons. In Afrika the limit is three platoons.*

### Page 162: Truck-borne Company

Is the Truck-borne Company (a variant on an Armored Rifle Company) a Mechanised Company or an Infantry Company?

*It is a variant on the Armored Rifle Company which is a Mechanised Company, so it is a Mechanised Company.*

### Page 164: Armored Recon Platoon

The Portee rule talks about ‘Tank Teams’. However, the US Armored Recon Platoon’s 60mm mortars can be mounted in the jeeps as Portee. Does this then turn this particular jeep into a Tank Team?

*No. It is still a Transport team. The rule should refer to Tank and Transport teams.*

### Page 210: US Arsenal

The M1A1 75mm pack howitzer has Smoke but no Smoke Bombardment.

*Correct. They cannot parachute in enough smoke to fire a sustained smoke bombardment.*

# OSTFRONT

Some of these questions only apply to the first print run and are marked \*.

Be sure to download the corrections from the website if you have a copy from the first print run (check page 201, if the Il-2 Shturmovik is not listed as a Flying Tank, you have a copy from the first print run).

## Points Changes

Why have some units changed in points, but not all?

*Many points values were already correct for the new edition. While we attempted to bring the points values into line across all types of companies for the remaining units, we also attempted to minimise the changes to existing books. Where the change would have been small, we generally left the values the same.*

# GERMAN

## Page 39: Light Anti-tank Gun Platoon\*

Are the 5cm PaK38 guns counted as portees when mounted on their Sd Kfz 10 half-tracks?

*No. They are permanently mounted on a forward-facing hull mount and cannot dismount.*

## Page 41: Aufklärungsschwadron\*

Should an Aufklärungsschwadron have Aufklärungs Platoons and Armoured Car Platoons as Support choices?

*No. They are Combat and Weapons choices, so there is no need to take them as Support Choices.*

**Can an Armoured Aufklärungs Platoon make a mounted assault?**

Yes. They are just Armoured Panzergrenadier Platoons mounted in different half-tracks.

## Page 52: Luftwaffefeldkompanie\*

Does a Artillery Battery equipped with 12cm mortars need a Staff teams?

*No. Remove the staff team from any Artillery Battery equipped with 12cm sGW43 mortars.*

# HUNGARIAN

## Page 92: Mortar Platoon\*

Why does the Mortar Platoon have horse-drawn transport? They are man-packed guns and move at the same speed.

*Correct. They should be ignored as they are of no value.*

# ITALIAN

## Page 102: 8 Million Bayonets

Since I do not know the Skill rating of my troops when I deploy them, how far apart may I deploy?

*You may deploy as if your troops had the best Skill rating they could have. This may result in them being out of command once you roll for their ratings.*

# ROMANIAN

## Page 123: Mortar Platoon\*

Why does the Mortar Platoon have horse-drawn transport? They are man-packed guns and move at the same speed.

*Correct. They should be ignored as they are of no value.*

# SOVIET

## Inside Front Cover: Sample Army\*

The points for the Guards Rocket Mortar Battery seem odd.

*They are indeed. It should be 105 points for the Rocket Mortar Platoon.*

## Page 155: Kazachya Sotnya

Why is this a Mechanised Company rather than an Infantry Company, especially when a German Panzergrenadierkompanie mounted in trucks is still an Infantry Company.

*The Cossacks were normally used in offensives and rarely defended a fixed position as they lose most of their benefits when they do so. As a Mechanised Company, they get to make full use of their mobility against Infantry Companies.*

*The motorised Panzergrenadiers have greater strategic mobility in their trucks, but close to the front line and in rough terrain, they must leave their trucks and walk while the cavalry are still operating mounted.*

## Page 157: Cossack Anti-tank Rifle Platoon\*

The PTRD anti-tank rifles are Man-packed Gun teams with a 5+ save. When they mount up as Cavalry do they get the 3+ save for being Cavalry?

*Yes. They cannot shoot while mounted as cavalry, so they spread out an move fast like normal Cavalry teams.*

## Page 163: Mortar Company\*

Why does the Strelkovy Mortar Company have horse-drawn transport? They are man-packed guns and move at the same speed.

*Correct. They should be ignored as they are of no value.*

### Page 165: Tankovy Company

What sort of Tankovy Company can I take as a Support choice for my Strelkovy Batalon?

*Any Tankovy Company. You can take a Light, Medium, Heavy, or T-26 Tankovy Company.*

### Page 166: Artillery Battalion\*

Is the Artillery Battalion Corps Support as shown in the page heading?

*No. The page heading is incorrect. It is only support for a Strelkovy Batalon.*

### Page 199: Soviet Arsenal\*

The T-70 obr 42 is repeated, but the second one has wide tracks.

*The second one is the T-70 obr 43.*

In the organisation diagrams the anti-tank gun is called 45mm obr 1937, but in the arsenal it is 45 mm obr 1938.

*It should be 45mm obr 1937.*

The Tachanka is a Portee and an HMG Carrier. How does this work?

*The Tachanka doesn't really need to be an HMG Carrier since it does not carry an HMG team. It is a Portee that can dismount its weapon as a Maksim HMG team.*

The Aircraft section of the arsenals show a multi-weapon plane can use one Or the other, whereas the rulebook does not have the word Or. Is there any significance to this?

*None at all. In both cases the aircraft chooses which weapon they will use each turn that they attack.*

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## FLAMES OF WAR MINI RULEBOOK

Please note that the mini rulebook does not include rules for field engineering and street fighting. These are in the main rulebook as are not used in most games.

There are three changes between the free mini rule book and the hardback full rule book.

### Page 17: Moving in Buildings

The second bullet point should refer to any movement, not the Movement Step. The rule should read:

#### INFANTRY TEAMS

*Infantry teams may only enter a building through an opening such as a window or door. To enter a building a team must either:*

- start its movement adjacent to the opening, or*
- be able to reach an opening that had a friendly team start its movement adjacent to it.*

### Page 27: Command and Movement

The first paragraph only applies if the Command team actually moved. It does not have to move. The rule should read:

#### STAY TOGETHER

*A Platoon Command team that moves must end the Movement Step with at least half of the teams in their platoon (not counting Transport teams) In Command.*

### Page 58. Awkward Layout

The rule is incomplete. It should read:

*Tank teams with awkward layout cannot shoot their main weapon in the Shooting Step if they move in the Movement Step.*