



FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

LESSONS FROM THE FRONT

FREQUENTLY ASKED QUESTIONS

AUGUST 2025

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QUESTIONS AND ANSWERS ON FLAMES OF WAR

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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 & Wayne Turner, Game Designers

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.

MEASUREMENT

Is it possible for my team to be an exact distance from another team, say exactly 4"/10cm, so neither less than 4"/10cm or more than 4"/10cm?

If your team is the exact distance from another team it is within the distance bracket, such as 4"/10cm in this example. Your teams will always only be within 4"/10cm or further away than 4"/10cm.

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 he is in a Transport?

Yes. Whether a Formation Commander is in a Transport or not has no effect.

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.

If a Team is Out of Command, if it moves, it suffers a +1 penalty on its rolls To Hit when shooting. Does this +1 penalty apply to assaults as well?

No. The penalty for being Out of Command only applies to shooting.

What happens if my Formation does not have a Formation Commander?

If your Formation lacks a Formation Commander (whether because, like a Soviet Mixed Tank battalion, it can't

have one, or the Formation Commander has been Destroyed), it continues to fight on. It no longer benefits from Command Leadership re-rolls, but is otherwise unaffected.

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?

Yes it can Go to Ground. It doesn't have to Move further, and if it doesn't, it's Blitz Movement is ignored.

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.

I pass a Blitz Move movement order and move 4"/10cm, then I move at Tactical speed. Do I suffer the +1 to hit penalty?

No. The +1 to hit penalty only occurs if you fail a Blitz Move movement order, in which case it applies to your shooting whether you move or not.

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 Tank teams can easily move between Infantry teams if there is even a small gap as the infantry simply move to the edges of their base to let the tanks pass.

Can my models end their movement on top of other models?

No.

TRANSPORT

Are Transport Teams Tank Teams?

Yes. All Teams are either Tank, Infantry, Gun, or Aircraft Teams. Transport Teams are Tank Teams with additional capabilities.

My Formation HQ doesn't have Transports, but my Infantry Units do. Can the infantry teams of my Formation HQ ride in the Infantry Unit's transports?

Yes they can. If there is enough space in the Transports, the Formation HQ can squeeze in with the Infantry Unit.

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.

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).

Does the Unit Transport rule apply to the Formation HQ transports?

Yes. They must remain near the Formation Commander.

Can a Pinned Down infantry unit Mount their Transport?

Yes they can. However, they can't move towards visible enemy while doing so. That means that their Transports need to be behind them so they can fall back into them.

If an infantry unit is Mounted in Transports, does it remain Pinned Down?

Yes, it remains Pinned Down. However, this does not stop the Transports from moving towards the enemy, but when the infantry Dismount, they will have to do so away from the enemy if they are still Pinned Down.

Some infantry (such as Soviet Tankodesantniki) are allowed to Dismount to Charge into Contact in the Assault Step. Can they do this after the Tank they are riding moved at Dash Speed?

No. They have effectively moved at Dash Speed themselves, so cannot Charge into Contact.

What if the Tanks they were riding Moved more than 10"/25cm at Tactical Speed or used a Movement Order other than Follow Me?

Since that would stop them from Charging into Contact if they had done it, they cannot do so.

SHOOTING

Why does a heavy Gun team like an 8.8cm AA gun have a Moving ROF of 1 when it doesn't have a Tactical speed? *When it is Pinned Down it shoots using its Moving ROF rating, getting only one shot. Likewise, at the start of a Meeting Engagement, if the 8.8cm gun belongs to the first player, it will shoot as moving, i.e. using its Moving ROF, so it will get one shot in this case as well.*

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.

CONCEALMENT

Do the general Concealment rules for Tall terrain apply to Hills and Buildings? Is my tank concealed simply by being on a hill?

Hills and Buildings do not follow the rules for Tall Terrain as they have their own rules for Concealment.

Does a team need to be fully in or behind Short Terrain (such as a wall or hedge) to be Concealed? Is a team half behind Tall Terrain (such as a tree line or woods) Concealed?

Unlike with Buildings and Hills, teams must be entirely within or behind Short or Tall Terrain to be Concealed.

Does a team need to be fully in or behind Smoke to be gain the +1 To Hit penalty when shot at?

Teams must be entirely within or behind Smoke to gain its protection.

Infantry teams that are stationary in Flat Terrain are Concealed. Teams in Short Terrain are Concealed unless the team looking at them is on a Hill or other high ground. Is an Infantry

team that is stationary in Short Terrain Concealed to a team looking at it from a Hill?

Yes. While the Hill cancels the benefit of the Short Terrain (essentially making it the same as Flat Terrain), it doesn't make stationary Infantry teams any more visible. They are still Concealed.

Does Smoke provide Concealment?

No. Smoke has its own effects separate from Concealment, which is only provided by terrain.

GONE TO GROUND

Is there any benefit to having my teams Gone to Ground if I'm not Concealed?

No. Only teams that are Concealed benefit from the additional +1 to be hit (taking the bonus from +1 to +2) for being Gone to Ground.

So why can my teams be Gone to Ground in the middle of an open field? Suppose you have a tank behind a hedge. It doesn't want to shoot or move, so is Gone to Ground. To teams looking at it from across the hedge, it is Concealed, so gets the +2 bonus to be hit for being Concealed and Gone to Ground.

On the other hand, a team that is behind the hedge looking at it will see it sitting in the open in the middle of the field, without concealment. In this case, there is no benefit from being Gone to Ground, and the team shoots at it with no penalty.

Can my Tank teams be Gone to Ground?

Yes. Infantry, Gun, and Tank teams can all be Gone to Ground. In the case of a Tank team, this represents the crew finding the best concealment available and doing things like covering their tank in branches to make it harder to see.

LINE OF SIGHT

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

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

How high are hill on the table? Are they infinitely high, or can they be seen over?

The height of a hill is exactly the height it is modelled. If you are on a higher point you can see over them.

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 height of a hill is exactly the height it is modelled. The only way to know what you can see from that hill is to get down to the level of the model and see if there is a Line of Sight over the building or other intervening obstacle to the opposing team.

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

As per the rules, you place the Smoke Marker on the target team, in the building.

Can a Team on a hill or in the upper story of a building see over a Smoke Marker?

No. Teams beyond a Smoke Marker always benefit from the effect of the smoke. The only exception is Aircraft, which are only affected by Smoke Markers within 4"/10cm of the teams on the ground.

For a Tank team, Line of Sight is drawn from the weapon mount. What if I'm firing an MG that has no obvious weapon mount on the model?

In that case, draw the Line of Sight from the tank's main gun.

What if the Tank team has multiple MG mountings, such as a tank with a co-axial MG beside the main gun in the turret and a bow gun in the front of the hull?

Choose one of the weapon mountings and use that.

ROTATE TO FACE

Do all Teams need to rotate to face? What about Infantry teams that have an all-round field of fire?

All Teams, including Infantry teams, need to rotate to face their target.

The purpose of the rule is to make it look like your toy soldiers are actually shooting at their target, so they need to turn to face them.

How does this work when firing MG weapons on Tank teams?

Do not rotate the team to face if the only weapon firing is a Self-defence AA weapon, or the tank does not have a turret but the weapon is not Forward Firing. Otherwise, rotate the turret or team like a normal turreted or forward-firing team.

After rotating to face my target, other enemy teams are now in my field of fire. Can I shoot at them now?

No. You determine your field of fire before you pick your target. The rotation does not change this.

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.

DANGER CLOSE

Do Aircraft prevent other Aircraft from firing at targets near them?

No. Aircraft can shoot at targets within the Danger Close range of Aircraft from their own Unit

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 Is 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.

What if the transport vehicle was Destroyed by a Repeat Bombardment (which also requires any Infantry teams that it hits to re-roll successful Saves).

Yes. The Repeat Bombardment also forces the Passengers to re-roll their Infantry Saves.

MISTAKEN TARGET

You have to assign one of the hits from a shooting team to the team that it was targeting. Does this restriction also apply to the opponent when they use the Mistaken Target rule?

No. It is possible to use the Mistaken Target rule to swap hits between the target team and a team that had no hits assigned, resulting in the targeted team not having any hits on it.

BULLETPROOF COVER

Does an Infantry team need to be immediately behind a stone wall or similar bulletproof terrain to be in Bulletproof Cover?

No. So long as it is Concealed by the bulletproof terrain, it is in Bulletproof Cover and the opponent needs to make a Firepower test to Destroy it.

KILLING COMMANDERS

If my Formation Command team is Destroyed, but succeeds in switching to a Team from another Unit, does the Formation HQ Unit still exist?

Since the Formation HQ Unit is defined as the Formation Command team (and possibly other teams as well), and the Formation Commander still exists, the HQ Unit still exists.

If my Formation Commander was Destroyed, but switched to a Team from another Unit, does that Unit count the Team taken by the Formation Commander as being Destroyed?

No. That Team is simply is no longer part of the Unit. The Unit continues on with one less Team.

What if the Unit no longer has any Teams left because the Formation Commander switched to the last Team in the Unit? Is the Unit Destroyed?

A Unit that has no Teams left is not a Unit, so yes, it is Destroyed.

WRECKS

When multiple Armoured Tank teams get Destroyed in a small area, the resulting area of Wreckage can make it difficult to position Teams to Launch Assaults, Hold Objectives, or Repel Attacks. How do I handle this?

The best way to handle this is to move aside or remove a wreck to make space for your Team. When your Team moves away, place the wreck back where it came from. You can mark the position of the wreck by a base roughly the size of the wreck or a token

PINNED DOWN

Do hits when firing Smoke count towards the number of hits needed to Pin Down the target Unit?

No, they don't.

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. Smoke is in effect treated as Tall Terrain for the purpose of Line-of-Sight to Aircraft, meaning that an Anti-aircraft team or target within 4"/10cm will have the +1 penalty for shooting through Smoke .

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 aircraft, 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.

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.*

DANGER CLOSE

Do Aircraft prevent you from firing an Artillery Bombardment near them?

Yes. Pilots really don't like their own side firing explosive projectiles into their airspace.

RANGING IN

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.

Can a Transport team that is part of the Formation HQ Spot for an Artillery Bombardment?

No. An HQ Transport cannot Spot for an Artillery Bombardment.

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.

If I fail all my attempts to Range In with a One Use weapon, can I try again later?

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

The same applies with other artillery limitations such as the 30cm Nebelwerfer Command Card's three Bombardment limitation. If you don't actually fire the Bombardment, you don't use the ammunition.

My infantry unit has a mortar in it. Does the mortar lose its Ranged In marker when the other, non-Artillery, teams move?

No. Only remove the Ranged In marker if an Artillery team moves. Other teams can move without causing you to lose the Ranged In marker.

Infantry teams with Smoke Pots, such as Soviet Engineer Sappers, do not remove the Ranged In marker of mortars and other artillery in the unit when they move.

An Artillery Battery started with game with its Ranged In marker on the table. Does it force enemy teams to re-roll their Saves using the Repeating Bombardments rule on the first turn.

Yes it does. It is firing on its existing Ranged In marker, so it is a Repeated Bombardment.

I successfully Ranged In with an Artillery Battery on the first attempt. I then use the same Spotting Team to attempt to Range In a second Artillery Battery, succeeding straight away. What are the To Hit penalties for these Bombardments?

The first Battery was Ranged In on the Spotting Team's first attempt, so has no penalty. The second Battery was Ranged In on the Spotting Team's second attempt, so suffers the usual +1 To Hit penalty for Ranging In on the second attempt.

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?

No. You must use the first attempt for Ranging In the Repeat Bombardment.

My Spotting team is Ranging In two Repeat Bombardments, then attempting to Range In a third Artillery Battery. How does this work?

Each time they Range In uses up one of their attempts, so they'd use the first two attempts Ranging In the Repeat Bombardments (remembering that both Repeat Bombardments still count as having Ranged In on their first attempt, so have no penalty when rolling To Hit), leaving their third attempt to try to Range In the third Artillery Battery with a +2 To Hit if they succeed.

ARMOUR SAVES

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.

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.

Can a Team on a hill or in the upper story of a building see over a Smoke Screen from a Bombardment?

No. The only things that can see or be seen over a Smoke Screen are Aircraft, since nothing blocks Line of Sight to Aircraft.

Do Smoke Bombardments Pin Down target Units?

No, they do not.

Can I place a Smoke Screen to cover the weapon mounts of a Tank, but leave the front of the tank exposed so it cannot shoot, but I can shoot at it without penalty?

No. You cannot use a Smoke Screen to create a situation where you can shoot at a team but prevent it shooting back.

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.

I want to assault an enemy Team behind a hedge or wrecked tank. How close to the enemy Team do I need to be to launch the Assault?

There's no set distance for this. You must be able to move into Contact with the enemy Team by moving 4"/10cm or less. If there is nothing between the your Assaulting Team and the Team being charged, then your Assaulting Team would need to be within 4"/10cm of the enemy Team to Charge into Contact.

In the case where there is an obstacle physically preventing your Assaulting Team from actually touching the enemy Team, then your Assaulting Team would only need to be within 4"/10cm of the obstacle, since after moving 4"/10cm while Charging into Contact it would be in Contact with (as close as it can physically get to) the enemy Team.

Does that allow an Infantry team that is 4"/10cm behind another Infantry team that is already in Contact to Charge into Contact?

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

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.

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.

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.

DEFENSIVE FIRE

The reprinted (Late War) rulebook has a change to how Defensive Fire forces back Armoured Tank teams. The rule now reads:

If all the Assaulting teams are Armoured Tank teams, they only Fall Back if two or more of them (or all of them if fewer) are Bailed Out or Destroyed by Defensive Fire, regardless of the number of hits they take.

This means that all Armoured Tank teams, even those with Top Armour 0, require two vehicles to be Bailed Out or Destroyed to prevent them from assaulting.

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.

If one of my Infantry teams is already In Contact with an enemy Tank team, can I move a team less than 4"/10cm from that team out of Concealing Terrain and into Contact with the rear of my Infantry team and then use the Sneaking Up on Tanks rule to prevent the Tank from using Defensive Fire?

No. It's impossible to sneak up on a tank when another team has already charged into contact with it and alerted it to your presence.

If there is any doubt, move all the teams that are Sneaking Up on Tanks before moving any teams that are not.

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 weapons 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 team's base when it makes Contact with a defending team, then the team can shoot in Defensive Fire.

Can the team 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 team'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 team'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 within 8"/20cm 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"/20cm 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.

My Tank assaulted two Infantry teams, one inside a building and one outside. They destroyed the team that was outside. Have I won the assault since there are no more teams that they can Contact with a 4"/10cm move (since the building is Impassable to my Tank)?

Yes. There are no more teams that you can assault, so you have won the assault.

BREAKING OFF

I have two Units ready to launch assaults on an enemy Infantry unit. My first Unit assaults and is forced to Break Off. My other Unit is within 6"/15cm

of the victorious defending Infantry unit. Does it have to Break Off as well, or can it still launch its own assault?

Only Units that were part of the assault can be forced to Break Off. Since you cannot assault with two Units at the same time, your second Unit cannot have been part of the assault, so does not need to Break Off.

Unless the defenders Consolidate away from your second Unit (so that it can no longer Charge into Contact), it can launch its own assault once the first is over.

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. As the defender in the assault, all of your teams within 8"/20cm of an assaulting team are part of the assault. That makes your tanks part of the assault (and thus able to shoot in Defensive Fire) even though the assaulting tanks cannot directly attack them. So, 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.

Can I use my Teams to build a wall around an enemy Team to prevent it Breaking Off and force it to surrender?

No. If a Team is unable to Break Off due to its potential paths to safety being blocked by enemy Teams, move those enemy Teams by the minimum distance necessary to allow the Team to Break Off.

My Infantry Unit has to Break Off after being assaulted by a Tank. They are all in a Building, which is Impassable to the Tank, so do they have to run out of the building?

No. When Breaking Off, you must move until you are 6"/15cm from all Assaulting teams. However, if you are in, or enter a

place where no Assaulting teams could reach you with a 6"/15cm move due to Impassable Terrain, you do not need to move further away.

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.

CONSOLIDATION

Can an Infantry Unit that is Pinned Down Consolidate towards visible enemy teams?

Yes it can. The restriction against moving towards visible enemy teams while Pinned Down does not apply while Consolidating.

BUILDINGS

How should I handle multiple storey buildings?

The easiest way to handle it in the case of small buildings is just treat them as one space that can fit more Teams than a single-storey building.

If the building is particularly large, you might want to break it up into a series of rooms, treating each room as a separate building that can either be reached directly from the outside (although moving into an upstairs room from outside will not normally be possible) or from the rooms beside, above, or below it.

LAST STAND

I have a Unit that started the game with 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.

My unit had three tanks at the end of my last Movement Step and they were all In Command. My opponent shot two of them, leaving just one alive.

Are the two Destroyed tanks still In Command? Do they stop me from needing to take a Last Stand test?

They aren't In Command, they're dead! The unit only has one tank In Command, so needs to take a Last Stand test.

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.

Can Independent Teams be part of a Formation? Can you count them as Units to keep the Formation In Good Spirits?

No, they are never part of a Formation.

SPECIAL RULES

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 Commando Section as a Formation Support Unit. The Commando Troop Formation has Night Attack. If I have a Formation (such as a Rifle Company) that can Night Attack, can this Unit move out of the deployment area?

Yes. Since the Unit is from a Formation with Night Attack, it can advance with the main Night Attack Formation.

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 Spotting Team's 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.

The Artillery Bombardments are then resolved in the order in which they were Ranged In.

When I Range In additional Artillery Batteries using the Mike Target special rule, do they need to use the same Aiming Point?

No. They can use any valid Aiming Point.

Can I use the Mike Target special rule to Range In a Unit without that rule, such as a Mortar Platoon?

No. You can only use the Mike Target rule to Range In an Artillery Battery that also has the Mike Target rule.

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 using a Blitz Move order.

The Mounted Assault rule gives German half-tracks a bonus for their Passengers when assaulting. If the half-track is Bailed Out and the Unit fails its Counterattack roll, so has to Break

Off, can the Passengers dismount and Break Off, or are they stuck in the half-track and Destroyed?

A Bailed Out half-track cannot Break Off, so it is Destroyed. Passengers in a Transport that is Destroyed in an Assault are also Destroyed.

TANKODESANTNIKI & TANK ESCORTS

The Tankodesantniki and Tank Escorts rules allow Passengers to Dismount when Charging into Contact. Does this allow them to Charge into Contact at the same time as the Tank Unit they are riding?

No. The rule allows them to Dismount when Charging into Contact, but does not change the times when they can Charge into Contact.

Assaults are launched by one Unit at a time. If the Tank Unit launches an Assault, the Passengers remain aboard, unable to do anything. If the Passengers launch an Assault, they Dismount and Charge into Contact, leaving the Tanks behind to assault separately later.

Do the Tankodesantniki and Tank Escorts rules allow Passengers to Dismount when the Tank Unit Counterattacks?

No. The Passengers cannot Charge into Contact as they are not an Assaulting Unit (the only Assaulting Unit is the Tanks they are riding). Since they are not Charging into Contact, they cannot Dismount.

If a Tank Unit with Passengers that have the Tankodesantniki or Tank Escorts rule launches an Assault, can it be Forced Back by five Hits in Defensive Fire?

No. The Passengers are not an Assaulting Unit, only the Tank Unit is Assaulting. The Passengers are only along for the ride.

It is better to either dismount the Passengers in the Movement Step before the Tank Unit assaults, or use their special rule to Dismount and Charge with the Passengers before later assaulting with the Tank Unit, as being a Passenger on a Tank in an Assault is dangerous (since every defensive fire hit on a Tank will also hit all of its Passengers, and all passengers are Destroyed if the Tank is Destroyed).

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.

DEPLOYMENT

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.

HOLDING OBJECTIVES

Can I place an Objective partly under a building or a hedge?

No. An Objective must be placed flat on the table or on a piece of terrain. It cannot be placed under terrain.

The reprinted (Late War) rulebook has a change to how Holding Objectives works. The rule now reads:

You are Holding an Objective if you start your turn with a Tank, Infantry, or Gun team within 4"/10cm of an Objective, and end it with no opposing Tank, Infantry, or Gun teams within 4"/10cm of that Objective.

This is the same method of taking and Holding Objectives that was introduced in More Missions in 2017.

When do you check if a Unit is Holding an Objective? Can a Team that started the turn Bailed Out, but then Remounted Hold an Objective?

A Team triggers the Holding the Objective rule after you have Checked Victory Conditions. If its still there and not Bailed Out, then you've met the first criteria of starting the turn with a Team on the Objective. Now all you need to do to Hold the Objective is end the turn with no opposing teams within 4"/10cm of the Objective.

The Holding Objectives rule says that a Team that moved at Dash speed cannot take an Objective nor prevent the enemy from taking it. How does this work?

What it means is that an opposing Team that only came within 4"/10cm of the Objective in its turn by moving at Dash

speed cannot stop you from Holding the Objective in your turn. If you end your turn with no other enemy teams within 4"/10cm, you Hold the Objective.

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%.

If I have a Unit that counts as 0 points for Reserves (such as an FFI Platoon supporting a D-Day American force), how does this work?

You can have 60% of your points on table, so if the game is 100 points, you can have 60 points on table. Since this Unit is counted as 0 points, you can have it and 60 more points on table.

How do my troops arrive from Reserves? Can I just place them on the edge of the table and begin shooting?

Teams arriving from Reserve move on from the edge of the table. Simply pick a point on the table edge and measure their movement from there.

How does a Unit of Guns enter the table from Reserves if it doesn't have a Tactical speed?

It must move onto the table at Dash speed. In addition, some Gun teams have a Tactical speed that is too slow to allow them to move onto the table, so they too need to move at Dash speed.

If a Unit is unable to move at all (such as a Gun that has been converted to a Nest by a Command Card), it cannot move onto the table, so putting it in Reserve is equivalent to having it Left Out of Battle.

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

In a mission with Deep Reserves, you may only place one Battle Tank Unit 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 Late War, a Battle Tank Unit is one with Front Armour of 4 or more. In Mid War, a Battle Tank Unit is one with Front Armour of 3 or more. In Early War, a Battle Tank Unit is one with Top Armour 1 or 2 that is not a Transport. Regardless of their armour, Observer Teams are never Battle Tanks.

Are Formation HQ Units affected by the Deep Reserves special rule?

Yes. The restriction applies to all Units (apart from Observer Teams), regardless of their function.

My opponent has ended up with Infantry teams all along the area where my Reserves arrive, leaving no room for my Reserves to arrive without going within 2"/5cm of their teams. What happens to my Reserves?

Since the battlefield doesn't suddenly end at the edge of the table, the obvious solution is to move some of the opposing teams back just enough to allow the Reserves on to the table so that they can try to fight their way through the infantry.

STRATEGIC WITHDRAWAL

When in the Starting Step do I withdraw a Unit in a game of Rearguard? Can I still withdraw it if it failed a Last Stand Check?

Withdraw Units after Checking Victory Conditions. If a Unit is still on table at that point, you can withdraw it.

SPEARHEAD

A Spearhead Unit was deployed in No-Man's Land close to another Spearhead Unit, rather than moving there from its Deployment Area. Can other Units use the Spearhead rule to deploy near it?

Yes. The Spearhead rule does not remember how a Unit got where it is when deploying further Units.

When deploying a Unit in the area around a Spearhead Unit, what does the rule prohibiting placing the unit in a place that the Spearhead Unit cannot go mean?

Units deploying around the Spearhead Unit need to be able to move from the Spearhead Unit's location to their deployment location. So you can't deploy your Unit across impassable terrain like a river or cliff.

If my Spearhead Unit were armoured cars (which cannot enter a building), can I place an Infantry Unit in a building beside the Spearhead Unit?

Yes. Although the armoured cars cannot actually enter the buildings, infantry following their spearhead can deploy in the buildings.

MINEFIELDS

If a Team starts its Move in a Minefield (as opposed to moving into it), does it still need to roll a Skill test?

Yes. Any time a Team Move into, through, or out of a Minefield, it needs to roll a Skill test to avoid being Hit by it.

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.

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 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.

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.

NIGHT

Do I add +1 to the Score required To Hit for Night if shooting Defensive Fire in an Assault?

Yes.

CITY FIGHTING RULES

How does Smoke work when targeting city buildings?

Direct-fire smoke just affects one team in the building, and only as long as it remains in the same room.

Smoke Bombardments affect a single room (regardless of how many weapons are firing). Line of Sight in or out of that room is restricted to a maximum of 6"/15cm.

BUILDING FORCES

Before a game, you need to pick the Formations and Units that will make up your force.

POINTS LIMIT

If you are playing a pick-up game with a friend, you can agree to a points limit before the game. The total points value of all of your Units can be no more than the agreed amount. A force of say 50, 75, 100, 125, or even 150 points makes a great game.

As a guide a small 50-point game will be fairly quick to play, while a 100-point game will take a couple of hours. A bigger game is likely to take a whole afternoon or evening.

PICK A FORCE DIAGRAM

Once you have an agreed points limit, pick a Force Diagram from a book or on [Forces of War](#). Your chosen Force Diagram determines the Support options that you have available.

PICK FORMATIONS

Next pick your Formations. Your Force must contain at least one Formation, but you can field as many Formations as your points allow. You can take Formations from three sources: Formations in the same book, Formations in a different book, and Formations from Command Cards.

- *The most common place to take Formations from is the same book as your Force Diagram. This will usually produce a historically-themed force.*
- *You can also take Formations from other books for the same nationality in the same time period (Early War, Mid War, or Late War). This allows you to create less common forces without having every book duplicate all of the Formations found in other books or try out what-if combinations.*
- *Some Command Cards create new varieties of Formations. You can only use these Formations with the Force Diagram from the same book as the Command Card.*

You can take as many of a Formation as you like. The exception is that a Formation built using a Limited Command Card is limited to a single instance of that Formation.

COMPILATIONS

Compilations such as the North Africa book combine multiple books into a single volume. In this case, treat each nationality's part of the compilation as a separate book.

FIELDING A FORMATION

Each Formation is made up of an HQ Unit and a number of combat Units as displayed in the Formation diagram. The Units are grouped in black or grey boxes. You may only take one Unit from each box. You must field the HQ Unit and one Unit from each black box, and may field

one Unit from each grey box. All of these Units are part of the Formation.

BUILDING UNITS

Each Unit entry tells you the possible strengths and the cost for each of them. Choose a configuration of teams from the options available and pay the associated points. Units can also have options that can be added to the basic configurations. You can add any or all of the options at the associated cost. Some options cost a set number of points to take the option, while others have a cost for each Team affected.

SUPPORT

In addition to the Units in your Formations, you can add specialist Units as Support. These are things like reconnaissance, heavy tanks, and artillery that are held by the divisional commander and allocated out as needed. These Units are never part of any Formation, rather they support the entire Force.

There are four ways to get support for our force: Support Units, Formation Support, Allied Support, and Wildcards. One point to note is that while Support Units are very powerful additions to your force, they don't count towards Formation Last Stand tests. So if you run out of Units in your Formations, your Support Units will quit the field and the game is over.

SUPPORT UNITS

You can field one Unit from each box in the Support area of your Force Diagram. This may allow you to take multiples of the same Unit if they are in more than one box, or force you to choose between entries with a similar role in the same box.

As you may only select one Force Diagram for your force, regardless of how many Formations you have, you are limited by that Force Diagram as to the Support Units available.

FORMATION SUPPORT

Formation Support represents a higher commander reinforcing your Formations with additional Units from other Formations that aren't in your Force. Your infantry company may receive a tank platoon as an example. This is an easy way to get some support from a combat unit without needing to add an entire additional Formation to your force.

You can take any compulsory Units (other than the HQ Unit) from other Formations in your Force. You may only have one of each type of Unit as Formation Support, and only if you don't already have it in one of your Formations or as Support.

Even if a Unit is available as part of multiple Formations, you may only field one of that Unit in your Force. If you

want two of the same Unit, add their HQ Unit and make them into an extra Formation. This will give you more Command Leadership re-rolls and make your Force more resilient than just having a lot of separate Support units.

You cannot field two Units that differ only in the first part of the name, such as a M4 Sherman Tank Platoon and a Veteran M4 Sherman Tank Platoon, and that have the same equipment, differing only in their ratings. Another example would be the Universal Carrier and Desert Rats Universal Carrier Patrols. Although they are available in four different Formations, you can only take one of them as Formation Support.

You cannot take a Formation Support Unit from a Formation Diagram given in a Command Card.

ALLIED SUPPORT

Often allied forces fought side by side, and sometimes assisted each other. Good examples of this are the way British and American units cooperated in the Battle of Normandy.

You can take one compulsory Unit (other than the HQ Unit) from an Allied Formation as an Allied Support Unit, and one entire Allied Formation as an Allied Formation. You can only ever be supported by one Allied nation.

An Allied Unit or Formation obeys all the rules for its own nationality. It can only benefit from the Command Leadership of its own Formation Commander, and its Formation Commander cannot give Command Leadership to other Support Units. If all of your own Formations are Destroyed, your Force will break, even if you still have an active Allied Formation, since they are Support to your Force.

WILDCARDS

Some Units in books are Wildcards. This allows them to be used in the Wildcard slot on your Force Diagram. Your Force may include up to one of each Wildcard available to your nationality from the book you are fielding your Force from.

COMMAND CARDS

Command Cards add variety to the forces you can make, giving you access to less common forces in addition to the core forces in the book or on [Forces of War](#).

ADDING COMMAND CARDS TO YOUR FORCE

You can spend your points on command cards in the same way you would add units to your force from a book or on [Forces of War](#). Simply pay the required points and your force gains the command card.

Most command cards can be taken as many times as you like, paying the cost each time, gaining the stated benefits for a different unit or formation each time. The exceptions to this are Limited and Warrior cards. You may only have one of each Limited card and only a single Warrior card in your force.

FORCE, FORMATION, & UNIT CARDS

Command cards can be Unit, Formation, or Force cards. A Unit card must be assigned to a particular unit when you add it to your force. Its effect only applies to that unit. A Formation card must be assigned to a particular formation when you add it to your force. Its effect only applies to that formation. Force cards apply to your whole force. You must reveal which of these command cards you have and the units or formations they apply to when displaying your force.

COST PER UNIT OR TEAM

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 Fighting First 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.

Some Formation cards have a base cost for the card, then an additional cost per unit or team. These work in the same way in that you pay the normal cost for the unit, then the extra cost shown on the card.

FIXED COST CARDS

For cards that create a new unit, such as the D-Day: American FFI Platoon, you pay that cost and take the unit. If the size of the unit is not specified, then you can take it at full strength for that cost. Any options you want need to be paid for on top of this base price.

SUBSTITUTION CARDS

For cards that substitute one unit for another, such as the Avanti Stuka Support card, you pay the cost of the card (in this case 1 point). This then allows you to take a unit in

place of another (in this case, a German Ju 87 Stuka Dive Bomber Flight at 9 points, for a grand total of 10 points, instead of the CR.42 Falco Assault Section on your Force Diagram).

NEW FORMATION CARDS

Some Formation cards create new formations using existing units in new combinations. Pay the base cost of the card (if any), then create the new formation as normal. If the formation command unit is made up of individual teams from a unit card, they have the normal ratings of that unit, just a different organisation.

Units in the formation can use unit command cards that apply to its units as normal. As an example, an Armoured Fist New Zealand Divisional Cavalry card creates a formation of Honey Armoured Troops and Universal Carrier Patrols. You could use the Scout Tanks card to upgrade the Honey Units. The same applies to formation command units formed from individual teams. If a command card can be used with the unit they were formed from, it can be used with the formation command unit.

Formation cards that reference the new formation or have a generic type (such as Tank) that applies can be used with the formation.

COMMAND CARDS AND RESERVES

In missions with the Reserves rule, the type of command card determines whether or not it is included in the 60% of your force that can be on table.

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

The base points for a Formation card are included in the 60% of the force on table if any part of the formation is on the table as they are in effect in that case. If a Formation card has additional points per unit or per team, these are only included in the 60% of the force on table for the units on table as they are in effect in that case. The exception to this is that Formation cards with a negative value (such as the British White Knees card) are only part of the 60% of the force on table if all of the units that are affected by the card are on the table.

Unit cards are included in the 60% of the force on table if any part of the unit is included as they are in effect in that case. In the case of cards (such as Pakfront) that split a unit into independent teams, although each team is deployed and fights separately, if any team from the unit is on table, then the full points of the unit are on table. The points paid for the Unit cannot be divided amongst the teams, they are an indivisible whole.

LEAVING CARDS OUT

You can leave any cards that deploy extra stuff or that change the way things deploy out of the game (as long as they have a positive points cost). As an example, you could elect to leave the Gammon Bombs unit card out of the game to reduce the cost of your Parachute Platoon so that it can fit within the 60% of your force on the table. Likewise, you could leave your Lucky Force card out of the game, rather than including it in your force on the table.

However, cards that change the ratings of units, change their core weapons, or give them a special rule (such as Spearhead) must always be taken. So, you could not remove the 352nd Infantry Division, Eastern Front card from your Beach Defence Grenadiers and leave it out of the game, since it changes their ratings. Likewise, you cannot leave out Pakfront since it changes the movement of the unit by making it immobile.

STAT CHANGES

Cards that replace a unit's Motivation or Skill block by showing the new Motivation or Skill block completely remove the old ratings (including any specific ratings such as Remount and Assault) and replace them with the new ones. As an example, the D-Day: German 352nd Infantry Division, Eastern Front adds a specific rating for Rally to a Beach Defence Grenadier Platoon, changing it from the default Confident 4+ to Front Swine 3+. Conversely, the 3rd & 5th SS-Panzer Divisions, SS Panthers card replaces the Motivation of Confident 4+ and specific Last Stand of Third Reich 3+ with a blanket Fearless 3+.

In the same way, changes to the Motivation or Skill block do not change weapon-specific rules (such as Assault 5+ on a Panzerschreck team) unless explicitly stated.

Cards that only change a specific rating without displaying a Motivation or Skill block, such as White Knees which stating that the Skill rating is now 5+, do not change anything else. So, in the case of White Knees, the a unit that previously had Deadly Assault 3+ still has that. Again, these cards do not change weapon-specific rules.

Cards that specify the score required for a die roll, such as the D-Day: American Lafayette Poole card that says that his unit passes Follow Me orders on a 3+, are absolutes and always apply, regardless of underlying Skill, Motivation, or other ratings.

Cards like Armoured Flak Half-track that add Armour ratings to an Unarmoured Tank Team do not change anything else about the unit. So, unless otherwise stated, the Unarmoured special rule still applies.

MULTIPLE CARDS ON A UNIT

You may not modify the Motivation or Skill ratings or the To Hit number of a Unit with two different cards. However, you can add a card that changes other attributes to a unit that has modified ratings. As an example, you could modify the ratings of a German Sd Kfz 10/4 Light AA Platoon and also give it the Armoured Flak Half-tracks card to give its half-tracks armour. Likewise, you could add the Pioneer card which adds

a new ability to cross minefields and dig in to a Beach Defence Grenadier Platoon that had its ratings adjusted by the German 352nd Infantry Division, Eastern Front card.

BUILDING FORCES ACROSS BOOKS

You can only use command cards from the same book as your Force Diagram.

FORCE CARDS

You can only use Force cards from the same book as your Force Diagram. So, as an example, if you are fielding a force from Bagration: German, you can use the Lucky card from that book, but you cannot use the Old Minefields or Own Goal Force cards from D-Day: German.

A Force card that affects force-wide things, such as rolls for reserves, applies to the whole force, including formations and units from other books and Allied formations and units. A Force card that only affects part of the force (such as teams near formation commanders) does not affect formations, units, and teams from other books or any Allies.

FORMATION CARDS

You can only use Formation cards from the same book as your Force Diagram, and can only apply them to a formation from the same book. As an example, the 20th Panzer Division NCO Shortage card must be applied to a Panzergrenadier Company from Bagration: German. It could not be applied to one from D-Day: German.

You can only use Formation cards that create a new variety of formation (such as the Armoured Car Company card) if it is from the same book as your Force Diagram. An example of this would be the 653rd Heavy Tank Hunter Battalion card from Bagration: German. You could not use that card with a D-Day: German force for example.

You cannot use any Formation command cards on a formation taken from a different book than your Force Diagram.

You cannot apply a Formation command card to a Unit taken as a Formation Support Unit.

UNIT CARDS

You can only use Unit cards from the same book as your Force Diagram, and can only apply them to a unit from the same book. As an example, the Bagration: German 10.5cm Mountain Artillery card must be applied to a 10.5cm Artillery Unit from Bagration: German. It could not be applied to one from D-Day: German.

You cannot use any Unit command cards on a unit taken as formation support from a different book than your Force Diagram. As an example, you could field a D-Day: German Panzer IV Tank Platoon as formation support in a force built using the Bagration: German force diagram, but you could not add the Dug-In Panzer IV Platoon card to this unit.

If a Unit card makes a Unit into Independent teams (such as D-Day: German Pakfront that makes a Gun Unit into

separate Gun Nests), each Team becomes an Independent team, and as such is its own Unit.

CROSS-BOOK CARDS

The big exception to the requirement that cards be used with their own book are cards that specifically refer to another book. An example of this would be the Crocodile Support card in *D-Day: British*. Despite coming with that card pack, it is a *D-Day: American* card as shown by the card back, and can only be used with the *D-Day: American* force diagram.

A different example is the M4 Sherman Tanks card from *Bulge: American*. This card takes the characteristics from a unit card from *D-Day: American* and applies them to a *Bulge: American* unit. The resulting unit is a *Bulge: American* unit.

A final example would be the Romanian Allies cards from *Bagration: Axis Allies*. These cards allow German or Soviet Forces that otherwise would not be able to take Romanians as Allies to do so.

ALLIED SUPPORT

Allied formations and Allied formation support units can not use command cards. However, Allied units can be affected indirectly by cards such as Dietrich Von Saucken that re-roll failed Reserve rolls. As this roll is not tied to a particular unit or formation, it would be possible for a player to bring on a Romanian R-2 Tank Platoon from reserve after using Von Saucken's re-roll.

KEYWORDS

The following keywords describe how a command card is used.

BUILD

Build cards alter the way that a formation or unit is organised or change its basic rules.

FORCE

Force cards affect your entire force, regardless of which book they come from. The only exception is that they can not have any direct effect on Allied formations or units.

FORMATION (TYPE)

Formation command cards are assigned to a particular formation. If the formation is destroyed, the card is removed from play. If the Formation card lists a Type, the card can only be assigned to a formation of that Type.

If the Type refers to a specific formation (such as Beach Defence Grenadier Company), then it must be applied to that type of formation. Some Formation cards use the phrase 'any (type)' (such as any Tank Company). These cards must be applied to a formation that has that exact phrase in its formation name. In the case of 'any Tank Company', it could apply to a Panzer IV Tank Company or a Panther Tank Company (since both are named Tank Company), but could not be used with a StuG Assault

Gun Battery since that is an 'Assault Gun Battery, not a 'Tank Company', even though it is a formation of Tank units, and thus a Tank Formation.

This partial list of 'any (Type)' formations lists the formations can and cannot be used with them.

- American: any Rifle Company refers to Rifle Company, Green Rifle Company, Battle-Weary Rifle Company and similar variants on a Rifle Company. It does not refer to Armoured Rifle Company, Parachute Rifle Company, or Glider Rifle Company.
- American: any Tank Company refers to an M4 Sherman Tank Company, a Green M4 Sherman Tank Company, a Veteran M4 Tank Company, or an M5 Stuart Tank Company and its variants. It does not refer to an M10 or other Tank Destroyer Company.
- German: any Panzergrenadier Company refers to Panzergrenadier Company, Armoured Panzergrenadier Company, and variants like Brigade Panzergrenadier Company. It does not refer to Reconnaissance Company.
- German: any Tank Company refers to Panzer IV Tank Company, Panther Tank Company, StuG Tank Company, and Panzer IV/70 Tank Company. It does not refer to Tiger Heavy Tank Company, StuG Assault Gun Company, or Puma Armoured Car Company.

Cards that give a bonus to the formation commander apply as long as the formation has a formation command team, even if the original command team was destroyed.

LIMITED

Your force can only have one copy of each Limited card.

TITLE

Title cards represent particular real-life divisions as indicated above the card name. All Title cards in your force must have the same Title. You can have multiple copies of a Title card, or other Title cards with the same Title in your force, just not a card with a different Title.

If there are multiple cards with the same Title that can apply to your force, you must take all of them if you take any of them. An example of this is the *Bulge: German 12. Volksgrenadier* cards. If your infantry platoons are upgraded, then their weapons and anti-tank platoons must be as well.

UNIT (TYPE)

Unit command cards are assigned to a particular unit. If the unit is destroyed, the card is removed from play. If the Unit card lists a Type, the card can only be assigned to a unit of that Type.

If the Type refers to a specific unit (such as Churchill Armoured Troop), then it must be applied to that type of unit. If the Type refers to a formation (such as a T-34 Tank Battalion), then it must be applied to a unit from that formation.

Some Unit cards use the phrase 'any (type)' (such as any Tank Platoon). These cards must be applied to a unit that has that exact phrase in its unit name. In the case of 'any Tank Platoon', it could apply to a Panzer IV Tank Platoon or a Panther Tank Platoon (since both are Tank Platoons), but could not be used with a Puma Scout Troop since that is a 'Scout Troop', not a 'Tank Platoon', even though it is a unit of Tank teams, and thus a Tank Unit.

Cards that give a bonus to the unit leader apply as long as the unit has a unit leader, even if the original unit leader team was destroyed.

UPGRADE

A unit may only have one Upgrade assigned to it. This prevents incompatible equipment being assigned, such as DD swimming tanks fitted with mine-flails and flame-thrower trailers.

WARRIOR

Warrior cards add significant leaders and personalities to your force. Your force can only have one Warrior card.

TECHNICAL QUESTIONS

This section clarifies how some types of cards can be used.

RE-ROLLS

The Pure Luck, Lucky, Hail Mary, and similar cards allow you to re-roll a die. You cannot roll your opponent's dice,

so this card is limited to re-rolling your own dice. Cards giving a re-roll can only be used to re-roll a die during the actual play of the game. You cannot use it to re-roll a die before the first turn or to determine the characteristics of a unit using rules such as Tiger Ace or 8 Million Bayonets.

RESOLUTION ORDER

The Diversionary Tactics, Artillery Expert, and Reconnaissance by Combat cards allow both players to reposition the same Ranged In marker. In this case, Artillery Expert or Reconnaissance by Combat are 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.

MODELLING VARIANTS

Some command cards allow you to field your units as a different type of equipment, for example the 4.2-inch Chemical Mortars card allows an American player to field their Mortar Platoon with more firepower.

You can either field the normal models, just noting that they have the adjusted characteristics, or you can use [special order models](#) of the type they are being converted into. If you go with the special order models, they are based on the bases provided with them, even if they are different from the bases of the normal models.

BASING

SOVIET INFANTRY

The Rifle Company, Hero Rifle Company, Storm Group, and PTRD Anti-tank Company have 50mm mortar teams and PTRD AT rifle teams with three weapons mounted on a large base. What should I do if I have old 50mm mortar or PTRD AT rifle teams that are based differently?

You have a number of options:

- You could just keep using your old bases and space them out a bit more to match the new, larger bases.
- You could stick a large base under your existing base (or bases in the case of the 50mm mortars) to match the new basing.
- You could re-base the models on large bases.
- You could grab some of the awesome new sculpts and make some new weapons teams for your collection.

MOTORCYCLES

The Italians and Soviets have Command Cards that give Infantry Units motorcycles. How should I model this?

You have a number of options:

- The simplest option is to place the Command Card with the Unit to show your opponent that the Unit is mounted on motorcycles.
- If you are a modeller, you can purchase motorcycles from the Special Order range. As these are significantly larger than infantry, they are best based with two motorcycle and sidecar on a large base to replace a standard four-figure team on a medium base, or one motorcycle and sidecar on a medium base to replace a small two-figure team on a small base.

CAVALRY

Some nations have Command Cards that give Infantry Units horses as cavalry. How should I model this?

You have a number of options:

- The simplest option is to place the Command Card with the Unit to show your opponent that the Unit is mounted on horses.
- If you are a modeller, you can purchase cavalry figures from the Special Order range. As these are significantly larger than infantry on foot, they are best based with four cavalry figures on a large base to replace a standard four-figure team on a medium base, or two cavalry figures on a medium base to replace a small two-figure team on a small base.

Late-War Updates

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

BULGE: AMERICAN

COMMAND CARDS

1^{ER} DIVISION BLINDÉE ZOUAVES PORTÉE

The Zouaves Portée card only applies to Infantry Units in the Formation.

2ND INFANTRY DIVISION INDIAN HEAD

This does not change the points value or ratings of a Veteran M4 Sherman (late) Assault Gun Platoon that is part of the Formation.

76MM HYPER-VELOCITY AP

The 76mm Hyper-velocity AP card can also be used on the Veteran M4 Sherman (late) Tank Company HQ and the M4 Sherman (late) Tank Company HQ.

This is not an Upgrade card.

DAMNED ENGINEERS

This is a Limited card.

FRESH M18 TANK DESTROYERS

This can be used with an M18 Tank Destroyer Company or Platoon that is part of a D-Day: American Force.

Does the Fresh M18 Tank Destroyers card apply to the HQ and Security Sections as well?

No, the card only applies to the M18 Tank Destroyer Platoons in the Formation. Other Units retain the same points and ratings.

GEORGE S. PATTON JR.

This is a Formation card. Only Units from that Formation and Support Units can gain the Rally or Remount on 2+.

This card cannot be used with the 3rd Armoured Division 'Spearhead' card

GLIDER 37MM ANTI-TANK PLATOON

The Glider 37mm Anti-tank Platoon command card costs -1 point for one or two guns and -2 points for three guns.

M4 SHERMANS

This card replaces M4 Sherman (late 75mm) tanks in a Veteran M4 Sherman (late) Tank Company HQ with M4 Sherman (75mm) tanks from a Veteran M4 Sherman Tank Company HQ (LU159), those in a Veteran M4 Sherman (late) Tank Platoon with M4 Sherman (75mm) tanks from a Veteran M4 Sherman Tank Platoon (LU160),

those in an M4 Sherman (late) Tank Company HQ with M4 Sherman (75mm) tanks from an M4 Sherman Tank Company HQ (LU152), and those in an M4 Sherman (late) Tank Platoon with M4 Sherman (75mm) tanks from an M4 Sherman Tank Platoon (LU101).

M36B1 TANK DESTROYER PLATOON

This is not an Upgrade card.

SHERMAN CROCODILE FLAME TANK PLATOON

Should the Sherman Crocodile have the Flame Trailer rule instead of the Flame Tank rule like the British Crocodile?

Yes. Sherman Crocodiles cannot Charge into Contact and cannot Hold Objectives.

TANK DESTROYER HYPER-VELOCITY AP

The Tank Destroyer Hyper-Velocity AP card is used on the M18 Tank Destroyer Platoon, Veteran M10 Tank Destroyer Platoon, and 3-inch Tank Destroyer Platoon.

This is not an Upgrade card.

TANK TELEPHONES

This is not an Upgrade card.

D-DAY: AMERICAN

SPECIAL RULES

ROCKETS

The Rockets rules is the same as the Bombs rule on page 93 of the rulebook. Rockets do not need to re-roll successful To Hit rolls for having 1 or 2 weapons firing, and only the aircraft can Spot for their Bombardments.

UNITS

ARMOURED 57MM ANTI-TANK PLATOON

- 2x 57mm gun & 2x M3 half-track (.50 cal MG) 4 points
 - 3x 57mm gun 5 points
- Other options do not change points.*

VETERAN ARMOURED 57MM ANTI-TANK PLATOON

- 3x 57mm gun & 3x M3 half-track (.50 cal MG) 9 points
 - 3x 57mm gun 6 points
 - 2x 57mm gun 4 points
- Other options do not change points.*

ASSAULT BOAT SECTION & VETERAN ASSAULT BOAT SECTION

Flame-thrower team has Range 4"/10cm.

ARMOURED RIFLE COMPANY HQ & VETERAN ARMOURED RIFLE COMPANY HQ

This Unit has either one M3 half-track or two Jeeps.

COMMAND CARDS

4.2-INCH CHEMICAL MORTARS

You need to be able to field a Mortar Platoon (LU118), Parachute Mortar Platoon (LU127) or Ranger Mortar Platoon (LU136) in order to field a 4.2-inch Chemical Mortar Platoon. You do not need to actually field one of these Units.

CROCODILE SUPPORT (FROM D-DAY BRITISH)

This card is only used on the normal Rifle Company such as the Veteran Rifle Company.

DESERT VETERANS

HQ and Security Sections have an Assault rating of Scout 4+.

DIV ARTY, ALL IN!

The Bombardments are fired by four weapons.

FFI PLATOON & FTP PLATOON

When you use these cards, you get a Rifle Platoon (LU116 or see page 43 of D-Day: American). This can be at full strength or reduced strength, whichever you choose. You can add the options to this platoon if you wish, paying the usual points to upgrade them.

NORMAN 'DUTCH' COTA

If the assaulting Unit Falls Back from Defensive Fire, it goes back to the Charge Into Contact part of the assault, beginning a new assault.

SHERMAN DD

MGs Halted and Moving ROF is 1.

TOTAL AIR SUPERIORITY

If opposing players both take the Total Air Superiority command cards what happens when one player discards their card to use the Perfect Timing rule?

The player using Perfect Timing takes priority and their Aircraft will arrive on 3+ (instead of the usual 4+, or the 5+ imposed by their opponents Total Air Superiority command card) that turn.

BEACH DEFENCES

BUNKERS & NESTS

Bunkers and Nests are Gun teams in all respects (except for Turret Bunker Saves, see below). They are always Concealed.

When do I re-roll Firepower Test verses Bunkers and Nest in Assaults?

You will only be required to re-roll a Firepower Test verses a bunker in an Assault if Assaulting a Turret Bunker which has an Armour Save.

FRENCH TURRET BUNKER

The French Turret Bunker takes Armour Saves like an Armoured Tank team. That means that it can be Bailed Out like a Tank team rather than Pinned Down like a Gun team.

Likewise, in Assaults it is treated as an immobile Armoured Tank team, so will get an Armour Save and the assaulting team might need to pass a Firepower test if they are using a weapon like a Bazooka.

COMMAND CARD FORTIFICATIONS

The Beach defence fortification rules are specific to the massive concrete fortifications of the Normandy coastal defences. Command card field defences like those from the Pakfront card do not use these rules.

BULGE: BRITISH

UNITS

FROST'S PARACHUTE PLATOON

- 7x Bren Gun & SMLE rifle team,
1x PIAT anti-tank team 10 points
- 5x Bren Gun & SMLE rifle team,
1x PIAT anti-tank team 8 points

COMMAND CARDS

INNS OF COURT REGIMENT, THE DEVIL'S OWN

For the Matador Armoured Car Troop use the Matador Armoured Cars command card.

MATADOR ARMoured CARS

This card is used with either an Armoured Car Squadron or an Inns of Court Armoured Car Squadron. As it is a Limited card, it can be used with one or the other, but not both.

The Matador is also known as the AEC III armoured car.

D-DAY: BRITISH

SPECIAL RULES

FLAME TANK

Flame Tanks cannot Charge into Contact.

PETARD

A Petard ignores the Danger Close rule, but cannot fire a Bombardment if any friendly Infantry, Gun, or Tank Teams are under the Template.

UNITS

6 PDR ANTI-TANK GUN PLATOON

- 4x 6 pdr gun 10 points
- 2x 6 pdr gun 5 points

Other options do not change points.

PARACHUTE PLATOON, AIRLANDING PLATOON, COMMANDO SECTION, RIFLE PLATOON, DESERT RATS RIFLE PLATOON, MOTOR PLATOON, & DESERT RATS MOTOR PLATOON

2-inch Mortar can fire Smoke.

COMMAND CARDS

1ST CANADIAN PARACHUTE BATTALION, RELENTLESS

This card is used with a Parachute Company. It costs +2 points per Parachute Platoon.

6TH GUARDS TANK BRIGADE, INFANTRY TANKS

This card is used with a Churchill Armoured Squadron.

43RD (WESSEX) DIVISION, CAUTIOUS NOT STUPID

You can use this card after attempting to Rally a Unit, automatically Rallying it if it failed.

ARTILLERY GROUP ROYAL ARTILLERY, AGRA

This is not a Title card. It is with a regular Rifle Company or a Desert Rats Rifle Company.

STAN HOLLIS

Stan Hollis is a Warrior, Formation (any Rifle Company) card. The Formation Commander hits on 2+ in Assaults and Rallies on 2+. Any Unit from the Formation within 6"/15cm of the Formation Commander Rallies on 3+.

4.2-INCH MORTARS

You need to be able to field a 3-inch Mortar Platoon (LB109) in order to field a 4.2-inch Mortar Platoon. You do not need to actually field one of these Units.

BERLIN: GERMAN

SPECIAL RULES

NIGHT FIGHTERS

The wording in the rule on the back of the Clausewitz Panzersturm Company HQ and Clausewitz Panther (IR) Tank Company HQ cards are different from the Night Fighters rule in the book, which is correct?

The Night Fighters rule in the book or on [Forces of War](#) is correct. Other Formation's Units and Support Units in the Force cannot move out of their Deployment before Dawn breaks.

UNITS

PANZER BATTLE GROUP HQ

The Panzer IV/70 (7.5cm) tank-hunters in the Panzer Battle Group HQ cost is 12 points for two, but the same tanks with the same ratings in the Clausewitz Panzer IV/70 Tank-hunter Platoon cost 14 points for two, which is correct?

The Panzer Battle Group HQ Panzer IV/70s should cost 2x Panzer IV/70 for 14 points, and 1x Panzer IV/70 for 7 points.

Do Luftwaffe 8.8cm Heavy AA Platoon gun teams have Gun Shields?

Yes the Unit should have Gun Shield.

COMMAND CARDS

Are Railway guns Large Guns?

For the purpose of Ambush, No.

Railway guns can Ambush as if Concealed, but are they actually Concealed afterwards.

No. As they can only be placed on a railway line and within their own Deployment area they can be placed at least 4"/10cm from enemy Teams even if in the open.

As Gun Teams, can Railway Guns be in Foxholes at the start of the game?

Yes. This represents them being in static positions and protected by sandbags and other improvised protection. However, they are not Concealed by the Foxholes and only benefit from Bulletproof Cover.

TWIN 8.8CM RAILWAY AA GUN

How many Twin 8.8cm Railway AA Gun teams do I get?

This command car swaps one Luftwaffe 8.8cm AA Gun team for one Twin 8.8cm Railway AA Gun team for +5 points per two Gun teams. This is a one to one swap, it is just pointed in pairs because of how the points work out. The Twin 8.8cm Railway AA Gun team is still one team, it just has two weapons it can shoot.

1ST & 2ND MARINE-GRENADIER DIVISIONS ARTILLERY AND CAPTURED GUNS

According to Title command card rule I have to combine these two cards on my artillery, but the history text says

that 2nd Division had both 10.5cm howitzers and captured Soviet 12.2cm howitzers?

This is an exception to the Title rule. You must take either the Artillery command card (if you wish to take 10.5cm howitzers), or the Captured Guns command card (if you wish to take 12.2cm howitzers), but you are not required to take both cards.

HAN-ULRICH RUDEL

In a game where one player has the US Total Air Superiority command card while the other has taken Han-Ulrich Rudel, what does the German Player need to roll for their Aircraft Unit to arrive?

Total Air Superiority takes priority while in play and the German Aircraft will arrived on a 5+.

21CM NEBELWERFERS

The 21cm Nebewerfer rocket launcher has the Forward Firing rule, but does not have Smoke Bombardment rule.

30CM NEBELWERFERS

The 30cm Nebewerfer rocket launcher has the Forward Firing rule, but does not have Smoke Bombardment rule.

BULGE: GERMAN

UNITS

GRILLE (LATE) 15CM GUN PLATOON

This has Third Reich, Last Stand 3+.

RECONNAISSANCE (LATE) PLATOON

This does not have the Scout special rule.

SD KFZ 234 SS SCOUT TROOP

5cm gun has Range 28"/70cm.

HETZER FLAMMPANZER PLATOON

Add Hetzer (MG) weapon with Range 16"/40cm, Halted ROF 2, Moving ROF 2, Anti-tank 2, Firepower 6 and the Forward Firing special rule.

ALLIES

A force from Bulge: German may take Hungarian Allies.

COMMAND CARDS

106. PANZER BRIGADE FELDHERNHALLE, EXPERIENCED SP GUNS

- 3x Panzer IV/70 (Full Str)+11 points
- 2x Panzer IV/70 (Under Str)+7 points

This upgrades all Sd Kfz 251 transport attachments at no cost. Their Mounted Assault ratings do not change.

111. PANZER BRIGADE COURAGEOUS TANKS

Tank teams with SP Gun have Counterattack 5+.

12. VOLKSGRENADIERDIVISION VETERAN VOLKSGRENADIERS

The Volksgrenadier Company HQ is upgraded at no cost.

This does not apply to sMG42 Machine-gun and 8cm Mortar Platoons.

150. PANZERBRIGADE

This is a Limited card.

512. SCHWERE PANZERJÄGER ABTEILUNG, 2ND COMPANY

This does not apply to Panzer IV or StuG Tank Platoons.

LOOTED M8 ARMoured CARS

This is a Limited card.

HANS-PETER KNAUST

When the Formation Commander makes Range In attempts as a Spotting team, it and the Artillery Battery both count as having Skill 3+.

JOCHEN PEIPER

This card adds a Panther (late) tank team to the Formation HQ (in addition to the normal 1 or 2 Tiger II or Panther (late) tanks). At the start of the game, the Formation Commander must be mounted in this tank.

RECONNAISSANCE KAMPFGRUPPE

This is a Limited card.

SKORZENY'S COMMANDOS

150. PANZERBRIGADE

The HQ Unit is a Fallschirmjäger Company HQ (LG157) from D-Day: German. It may take the Panzerfaust option.

VOLKS 7.5CM ARTILLERY

The 7.5cm gun has the Forward Firing rule for both artillery and direct fire. It does not have the Brutal, Slow Firing, Smoke, or Smoke Bombardment rules.

VOLKS 8.8CM ARTILLERY

The 8.8cm gun does not have the Brutal, Forward Firing, Slow Firing, Smoke, or Smoke Bombardment rules.

21CM NEBELWERFERS

The 21cm Nebewerfer rocket launcher has the Forward Firing rule, but does not have Smoke Bombardment rule.

30CM NEBELWERFERS

The 30cm Nebewerfer rocket launcher has the Forward Firing rule, but does not have Smoke Bombardment rule.

BAGRATION: GERMAN

UNITS

SD KFZ 250 OP OBSERVATION POST

Road Dash speed is 32"/80cm and the Cross rating is 4+.

BAGRATION FORTIFIED CITY BATTLES

BUNKERS & NESTS

Bunkers and Nests are Gun teams in all respects (except for Turret Bunker Saves, see below). They are always Concealed.

When do I re-roll Firepower Test verses Bunkers and Nest in Assaults?

You will only be required to re-roll a Firepower Test verses a bunker in an Assault if Assaulting a Turret Bunker which has an Armour Save.

TANK TURRET BUNKER

Tank Turret Bunkers take Armour Saves like Armoured Tank teams. That means that they can be Bailed Out like a Tank team rather than Pinned Down like a Gun team.

Likewise, in Assaults it is treated as an immobile Armoured Tank team, so will get an Armour Save and the assaulting team might need to pass a Firepower test if they are using a weapon like a Bazooka.

COMMAND CARDS

3RD & 5TH SS-PANZER DIVISION, SS PANTHERS, SS PANZER IVs, & SS STUGS

These cards apply to Panther & Panzer IV SS Tank Company HQs, Panther & Panzer IV Tank Platoons, StuG SS Assault Gun Company HQ, and StuG SS Assault Gun Platoon.

3RD & 5TH SS-PANZER DIVISION, SS PANZERGRENADIERS

This card applies to Armoured Panzergrenadier Company HQ, Armoured Panzergrenadier Platoon, Panzergrenadier

Company HQ, Panzergrenadier Platoon, Reconnaissance Company HQ, & Reconnaissance Platoon.

3RD & 5TH SS-PANZER DIVISION, SS HEAVY WEAPONS

This card applies to Armoured sMG42 Machine-gun Platoon, sM34 Machine-gun Platoon, 8cm Mortar Platoon, 7.5cm Gun Platoon, 12cm Mortar Platoon, 15cm Gun Platoon, 7.5cm Tank-hunter Platoon, and 2cm Light AA Platoon.

3RD & 5TH SS-PANZER DIVISION, SS SP HEAVY WEAPONS

This card applies to Armoured 8cm Mortar Section, Armoured 7.5cm Gun Platoon, Grille 15cm Gun Platoon, Armoured Flame-thrower Platoon, Sd Kfz 10/4 Light AA Platoon, Reconnaissance 8cm Mortar Section, and Reconnaissance 7.5cm Gun Platoon

20TH PANZER DIVISION, NCO SHORTAGE

This card applies to all Armoured Panzergrenadier Company HQ, Armoured Panzergrenadier Platoon, Panzergrenadier Company HQ, and Panzergrenadier Platoon Units in an Armoured Panzergrenadier Company or a Panzergrenadier Company.

DIETRICH VON SAUCKEN

This is a Formation card. Only Units from that Formation and Support Units can gain the Tactics on 2+.

GEBIRGSJÄGER COMPANY

This card has the Title: Mountain Division.

JÄGER COMPANY

This card has the Title: Jäger Division.

KAMPFGRUPPE VON SAUCKEN, RESERVE GRENADIER

This is a Title card.

KAMPFGRUPPE VON SAUCKEN, SPERRVERBAND

This is a Title card. It is not Limited, so you can field multiple Sperrverband Panzergrenadier Platoons as Support Units. In a mission with Reserves, they all deploy on table.

PAKFRONT

This card can be used with any Gun Unit, including artillery and anti-aircraft guns. Units using this card cannot fire Artillery Bombardments or shoot at Aircraft. Pakfront Nests do not use the Beach Defences rules from the D-Day: American book.

This costs +2 points per Gun team, rather than +6 points for the Unit.

21CM NEBELWERFERS

The 21cm Nebewerfer rocket launcher has the Forward Firing rule, but does not have Smoke Bombardment rule.

30CM NEBELWERFERS

The 30cm Nebewerfer rocket launcher has the Forward Firing rule, but does not have Smoke Bombardment rule.

D-DAY: GERMAN

UNITS

PANZER IV TANK COMPANY HQ

This Unit has an additional Motivation rating of Protected Ammo: Remount 3+.

COMMAND CARDS

116TH PANZER DIVISION

GREYHOUND

All Units in this Formation lose Third Reich, and have a Last Stand rating of 5+ and a Tactics rating of 4+ for -1 point per Unit.

HEINZ DEUTSCH

This card is used with a Fallschirmjäger StuG Assault Gun Company.

MG NESTS

MG Nests do not use the Beach Defences rules from the D-Day: American book.

PAKFRONT

This card can be used with any Gun Unit, including artillery and anti-aircraft guns. Units using this card cannot

fire Artillery Bombardments or shoot at Aircraft. Pakfront Nests do not use the Beach Defences rules from the D-Day: American book.

This costs +2 points per Gun team, rather than +6 points for the Unit.

D-DAY: WAFFEN-SS

UNITS

STUG SS TANK COMPANY & STUG SS TANK PLATOON

MG is not Forward Firing.

PANZER IV SS TANK COMPANY HQ & STUG SS TANK COMPANY HQ

The third unit (a choice between a Panzer IV and a StuG SS Tank Platoon) is optional.

COMMAND CARDS

BEST INFANTRY & BEST FIREPOWER

Best Infantry upgrades an Armoured Panzergrenadier Platoon. Best Firepower upgrades their transport Sd Kfz 251 half-tracks separately, but at no additional cost. Their Mounted Assault ratings do not change.

ERNST BARKMANN

This card is used with a Panther SS Tank Platoon.

PAKFRONT

This card can be used with any Gun Unit, including artillery and anti-aircraft guns. Units using this card cannot fire Artillery Bombardments or shoot at Aircraft. Pakfront Nests do not use the Beach Defences rules from the D-Day: American book.

This costs +2 points per Gun team, rather than +6 points for the Unit.

BERLIN: SOVIET

COMMAND CARDS

SEARCHLIGHTS

Can the Searchlights be turned off at the start of the Soviet Player's first Turn? No. The Soviet Player must wait until their next Starting Step. The Searchlights are in play for at least the first turn.

Of course before the game begins you can choose to leave them out of the battle, but this would also require you to leave the Night Attack command card out of the battle as well.

BAGRATION: SOVIET

UNITS

ENGINEER-SAPPER COMPANY

You may choose which heavy weapons they replace their PPSH SMG teams with at the start of each game. Flame-throwers have Pinned ROF 2.

HERO SHOCK RIFLE COMPANY, RIFLE COMPANY, & STORM GROUP

Flame-thrower Team has Pinned ROF 2.

OT-34 FLAME-TANK COMPANY

Tactical Speed is 12"/30cm.

COMMAND CARDS

GUARDS RIFLES, GUARDS TANKS, HERO NAVAL INFANTRY BATTALION, & NAVAL INFANTRY BATTALION

These are Title cards and cannot be used with any other Title card.

PARTISAN BAND

Local Knowledge allows the Unit's Infantry teams to move at Cross-country Dash speed through all Terrain (apart from Impassable Terrain).

T-70 RECONNAISSANCE TANK COMPANY

Company HQ:

- 1x T-70

1 point

FORTRESS EUROPE: SOVIET

UNITS

M3 STUART TANK COMPANY

The M3 Stuart (37mm) is a Battle Tank, so counts towards the limit of one Tank or Aircraft Unit on table in a mission with Deep Reserves.

BAGRATION: AXIS ALLIES

SPECIAL RULES

ARMoured RESERVE

Tanks with Armoured Reserve are Battle Tanks for the purpose of the Deep Reserves and similar rules.

FINNISH COMMAND CARDS

LAPINSOTA, THE LAPLAND WAR

The first paragraph of the card is replaced with: All Infantry, Gun and Tank Units in your force have the following Characteristics for -1 point per Unit changed, depending on their Motivation rating (Units that already have a worse Counterattack remain the same):

This Force cannot have German Allies and cannot be Allied with a German Force.

LIGHT INFANTRY COMPANY, LIGHT INFANTRY PLATOON, LIGHT INFANTRY SMG PLATOON, PANZERFAUST CLOSE DEFENCE PLATOON, & 50MM MORTAR PLATOON

These have the Title: Light Infantry Company.

PANZER IV ARMoured PLATOON

This Unit does not have the Stormtroopers special rule.

HUNGARIAN UNITS

TOLDI II LIGHT TANK PLATOON

The Toldi (20mm) weapon has Halted ROF 3, Moving ROF 2,

CSABA ARMoured CAR PLATOON

Tactical speed is 10"/25cm. Terrain Dash speed is 10"/25cm. Cross-country Dash speed is 16"/40cm. Road Dash speed is 40"/100cm.

HUNGARIAN COMMAND CARDS

1ST CAVALRY DIVISION, HUSZAR SQUADRON & 75MM HUSZAR BATTERY

These have the Title: 1st Cavalry Division.

BORDER GUARD COMPANY, BORDER GUARD PLATOON

These have the Title: Border Guard.

MOTORISED RIFLE COMPANY

This has the Title: Motorised Rifles.

SECOND AND THIRD ARMIES, FRESH DIVISIONS

This is a Title card.

VOLUNTEER RIFLE COMPANY, VOLUNTEER RIFLE PLATOON

These have the Title: Volunteer Rifle Battalion.

ROMANIAN UNITS

100MM ARTILLERY BATTERY

Artillery Bombardment has the Smoke Bombardment rule. Direct Fire has the Smoke rule.

ROMANIAN COMMAND CARDS

CAVALRY SQUADRON, CAVALRY SCOUT TROOP, & CAVALRY 45MM ANTI-TANK PLATOON

These have the Title: Cavalry Division.

GUARD DIVISION

This card is used with the Rifle Company Title cards to get Unit Compositions and Weapons Characteristics.

Rifle Platoons in this Formation cost -1 point each compared to Motorised Rifle Platoons, but ZB30 MG teams become ZB30 MG & ZB24 rifle teams as found on the Rifle Company Rifle Platoon command card. Other Units cost +1 point each compared to the equivalent Unit in the Rifle Company command cards.

All Units with this Title have a Motivation rating of Fearless 3+ (including for Last Stand), Green 5+ (with Assault 4+, or 5+ if Guns or Heavy Weapons), and are Cautious 4+.

All Gun and Heavy Weapon teams in the Formation have Assault 5+.

MOUNTAIN RIFLE COMPANY, MOUNTAIN RIFLE PLATOON, MOUNTAIN 47MM INFANTRY GUN PLATOON, MOUNTAIN 75MM ARTILLERY BATTERY, & MOUNTAINEERS

These have the Title: Mountain Division.

RIFLE COMPANY, RIFLE COMPANY RIFLE PLATOON, RIFLE COMPANY WEAPON Platoons, RIFLE COMPANY ANTI-TANK Platoons, & RIFLE COMPANY 47MM INFANTRY GUN PLATOON

These have three Titles: Guard Division, Infantry Division, and Training Division. They can be used with whichever of these Titles you choose for your force.

TRAINING DIVISION

This has the Title: Training Division.

Rifle Platoons in this Formation cost -4 points each compared to Motorised Rifle Platoons. Other Units cost -1 point each compared to the equivalent Unit in the Rifle Company command cards.

All Units with this Title have a Motivation rating of Reluctant 5+ (including for Last Stand), Green 5+ (with Assault 6 if Guns or Heavy Weapons), and are Aggressive 3+.

All Gun and Heavy Weapon teams in the Formation have Assault 6.

Mid War Updates

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

NORTH AFRICA

This errata covers North Africa and all of its component books. Where possible North Africa has the corrected information, but the unit cards and command cards are unchanged.

AFRIKA KORPS

GERMAN UNITS

7.62CM TANK-HUNTER PLATOON

- 3x 7.62cm gun 15 points
- 2x 7.62cm gun 10 points

GERMAN COMMAND CARDS

AFRIKA KORPS: ARMoured CAR COMPANY

This is a Limited card.

AFRIKA KORPS: PIONEER

This card is used with the Afrika Rifle Company and the 90th Light Rifle Company.

AVANTI

ITALIAN SPECIAL RULES

GIGANTIC

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

GUN SHIELD

When applied to an Unarmoured Tank team, the Gun Shield rule functions exactly the same as for a Gun team.

ITALIAN UNITS

ASSAULT PIONEER PLATOON

Flame-thrower team has Pinned ROF 1.

WEAPONS PLATOON UNIT CARD

On the unit card, replace Breda MG & Carcano rifle team with Breda MG team with Halted ROF 3 and Moving ROF 2, and replace the 47mm gun with a 20mm anti-tank rifle as standard, with the option to add a 47mm gun for +2 points.

ITALIAN COMMAND CARDS

BLACKSHIRTS & LEGIONS OF ROME

These cards are Title cards that cannot be used with any other Title card.

CAPTURED 25 PDR ARTILLERY

Direct Fire Range is 24"/60cm.

LUIGI PASCUCCI

This card is used with the M14/41 Tank Company HQ and the P26/40 Heavy Tank Company HQ.

ARMoured FIST & DESERT RATS

BRITISH UNITS

3-INCH MORTAR SECTION & 3-INCH MORTAR PLATOON

Cross rating is Auto.

BRITISH COMMAND CARDS

6 PDR PORTEE

Portees do not use the Gun Shield rule.

ANZAC RIFLE COMPANY, BAGPIPER, GUARDS RIFLE COMPANY, INDIAN RIFLE COMPANY, SOUTH AFRICAN RIFLE COMPANY, & WHITE KNEES

These cards are Title cards that cannot be used with any other Title card.

GUARDS MOTOR COMPANY & INDIAN MOTOR COMPANY

These cards are Title cards that cannot be used with any other Title card.

SCOUT TANKS

Replace text with: 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 used with Honey Armoured Squadron HQ, Honey Armoured Troop, Crusader Armoured Squadron HQ, Crusader II Armoured Troop, Crusader II & III Armoured Troop.

SOFTSKIN TRANSPORT

Cross Country Dash speed is 14"/35cm.

FIGHTING FIRST

AMERICAN SPECIAL RULES

REAR-FIRING

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

UNIT TRANSPORT

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.

AMERICAN UNITS

M3 HALF-TRACK TRANSPORT

The Remount rating is 5+.

M3A1 ARMORED RECON PATROL

The Unit is defined on the M3A1 Armored recon Patrol card, and this gives Spearhead to the whole Unit, including any Jeeps in it.

M6 HEAVY TANK PLATOON

M6 (3-inch) Halted and Moving ROF is 2. M6 (37mm) Halted and Moving ROF is 2.

AMERICAN COMMAND CARDS

325TH GLIDER INFANTRY REGIMENT

This card is a Title card and cannot be taken with any other Title card. If taken, all eligible Units in the Formation must take this card.

ALWAYS PREPARED & NO MISSION TOO DIFFICULT

These cards have the Title: 1st 'Big Red One' Infantry Division.

JAMES GAVIN

This card is a Formation card used with a Parachute Rifle Company.

M3A1 ARMORED RECON COMPANY

Replace M3 Tank Platoon with M3 Stuart Tank Platoon.

OLD IRONSIDES, REGULARS BY GOD, & UNITY IS STRENGTH

These cards have the Title: 1st 'Old Ironsides' Armored Division.

EASTERN FRONT

This errata covers all Eastern Front books. Where possible Eastern Front has the corrected information, but the unit cards and command cards are unchanged.

ENEMY AT THE GATES

SOVIET FORMATIONS

MIXED TANK BATTALION

This Formation does not have a Formation Commander or an HQ Unit. It is just the same as any other Formation, it simply does not have an HQ Unit and cannot benefit from the presence of a Formation Commander.

SOVIET COMMAND CARDS

COSSACK REGIMENT & HERO COSSACK REGIMENT

These Units cannot have flame-throwers in their SMG Company or Hero SMG Company.

There are two incorrect references on the card. The corrected references are:

- 0-1 82mm Mortar Company (MS118)
- 0-1 76mm Anti-tank Company (MS117)

HERO NAVAL INFANTRY BATTALION, MILITIA BATTALION, & NAVAL INFANTRY BATTALION

These cards are Title cards and cannot be used with any other Title card.

SCOUT COMPANY

There are three incorrect references on the card. The corrected references are:

- 1 Hero Rifle Battalion HQ (MS120)
- 2-3 Scout Platoon (MS124)
- 0-2 BA-10 Armoured Car Platoon (MS128)

MOTOSIKILISTY

This card applies to any or all of the Scout Platoons in a Scout Company.

NIKOLAY RODIONOVICH ANDREYEV

This card is used with the KV-1 Tank Company, KV-1s Tank Company, and T-34 (Early) Tank Company.

RED BANNER

SOVIET FORMATIONS

T-34 HERO TANK BATTALION

Replace the third box with the following three options: a T-34 Hero Tank Battalion, a T-70 Hero Tank Battalion, or a Valentine Hero Tank Battalion.

SOVIET COMMAND CARDS

GUARDS AIRBORNE BATTALION

This card applies to the Rifle Battalion and Hero Rifle Battalion from Enemy at the Gates.

This card is 3 points, not 2 points.

GUARDS TANK BATTALION

This card is a Title card.

SU-122 MEDIUM SP REGIMENT

The HQ Unit uses a T-34 tank from the T-34 Tank Battalion HQ (MS136), but this tank Is Hit On 2+, unlike the SU-122 which are Is Hit On 3+.

You may alternatively use a T-34 tank from the T-34 Hero Tank Battalion HQ (MS140) for 8 points (which is hit on 3+).

SU-85 MEDIUM SP REGIMENT

The HQ Unit uses a T-34 tank from the T-34 Tank Battalion HQ (MS136), but this tank Is Hit On 2+, unlike the SU-85 which are Is Hit On 4+.

You may alternatively use a T-34 tank from the T-34 Hero Tank Battalion HQ (MS140) for 8 points (which is hit on 3+).

IRON CROSS

GERMAN SPECIAL RULES

PIONEERS

Teams from the Unit cross Minefields safely on a roll of 2+ (rather than their Skill of 3+). As usual, they may Automatically clear a Minefield using a Mine Clearing order in the turn after they move to within 2"/5cm of the Minefield marker.

GERMAN COMMAND CARDS

ARMoured CAR COMPANY

The structure of the Formation is:

- 1 HQ Unit of 1x Sd Kfz 221 (MG) armoured car from (MG223) for 1 point.
- 2-8 Sd Kfz 221 & 222 Light Scout Troop (MG223)
- 1-3 Sd Kfz 231 Heavy Scout Troop (MG224)
- 0-1 Panzergrenadier Platoon (MG210)
- 0-1 5cm Tank-Hunter Platoon (MG226)

CROATIAN RIFLE COMPANY, GEBIRGSJÄGER COMPANY, JÄGER COMPANY, LUFTWAFFE FIELD COMPANY, & SS-GRENADIER COMPANY

These cards are Title cards that cannot be used with any other Title card.

PANZER ACE

Cards that you gain via Panzer Ace that reference the Formation Commander are read as referencing the Panzer Ace Unit Leader and cards that reference the Formation HQ Unit are read as referring to the Panzer Ace Unit.

GHOST PANZERS

GERMAN SPECIAL RULES

BAZOOKA SKIRTS

A Tank team with Bazooka Skirts increases its Side armour to 5 against weapons with Firepower 5+ or 6.

GERMAN COMMAND CARDS

KÜBELWAGEN SCOUT CARS

All other Transport for this Unit is removed from the game.

MACHINE-GUN BUNKER

A Machine-gun Bunker is Forward Firing.

SS-PANZER COMPANY & SS-PANZERGRENADIER COMPANY

These cards have the Title: 2nd SS-Panzer Corps.

OTTO-ERNST REMER

Does Remer really make all Units in the Formation Motivation 3+? Does this include Remount and Counterattack for Open Transports and Open SP Guns?

Units in Remer's Armoured Panzergrenadier Company Formation have a Motivation 3+, but any Units that have a separate Remount and Counterattack rating retain that rating.

For example the Sd Kfz 251 Half-track retains its Open Transport Counterattack 6, Mounted Assault Counterattack 4+, and Open Transport Remount 5+. However, its Motivation Rating is 3+, improving its Last Stand.

The Armoured 7.5cm Gun Platoon would retain its Open SP Gun Counterattack 6, but would have all other Motivation ratings be 3+.

BRAVE ROMANIA**ROMANIAN UNITS****PIONEER PLATOON**

Flame-thrower team has Range 4"/10cm.

HUNGARIAN STEEL**HUNGARIAN UNITS****SHORT 75MM ANTI-TANK PLATOON**

Short 75mm gun has Range 24"/60cm.

ASSAULT PIONEER PLATOON

Flame-thrower team has Range 4"/10cm.

WHITE DEATH**FINNISH UNITS****MEDIUM ANTI-TANK PLATOON**

Short 75mm gun has Range 24"/60cm.

PIONEER PLATOON

Flame-thrower team has Range 4"/10cm.

THE PACIFIC

This errata covers The Pacific 1942-1943.

JAPANESE**SPECIAL RULES****JUNGLE CRAFT**

The Naval Infantry Units don't have a faster Terrain Dash, why is this?

The Jungle Craft rule only applies to the Imperial Army Infantry Units.

This rule in the book is informative. Any changes are already on the Unit stats on the card and shown in the book.

US MARINES**SPECIAL RULES****PIONEERS**

I see the Pioneer rule in on the Marine Engineer Assault Section and Naval Construction Platoon Unit Cards, but not in the special rules section.

It is similar to the rule on page 19 in the Japanese section and should read:

Pioneer Teams cross Minefields or Barbed Wire Entanglements safely on a one better improved Skill (or Tactics if better). If they remain in the Minefield and are not Pinned Down, they may clear the Minefield or Barbed Wire Entanglement automatically in their next turn.

So a Marine Engineer Assault Section crosses Minefields or Barbed Wire Entanglements on a 2+, and a Naval Construction Platoon on a 3+.

MARINE COMMAND CARDS**40MM ANTI-AIRCRAFT ARTILLERY****PLATOON & HEAVY ANTI-****AIRCRAFT ARTILLERY PLATOON**

What is the Gun Save of the Marine 40mm AA gun and the 90mm AA gun teams?

Both of these Gun Teams have a Gun Save of 4+.

AUSTRALIANS**AUSTRALIAN COMMAND CARDS**

Charles Anderson Warrior command card says he Hits on 2+ in Assaults, but the Rifle Company HQ Hits on 2+ in Assaults anyway, should this be different?

No. The benefit of this card is his 2+ Counterattack.

Jack French Warrior command card says he Hits on 2+ in Assaults, but the Rifle Platoon Hits on 2+ in Assaults anyway, should this be different?

No. The benefit of this card is his 2+ Counterattack.