

# FLAMES OF WAR QUICK REFERENCE SHEET

Steps	Score to Hit		Skill Test		Motivation Test		Check Company Morale If company is below half strength, pass a Motivation Test or lose the game.
	Target	Score Needed	Experience	Score Needed	Motivation	Score Needed	
1 Starting	Conscript	2+	Conscript	5+	Reluctant	5+	
2 Move	Trained	3+	Trained	4+	Confident	4+	
3 Shoot	Veteran	4+	Veteran	3+	Fearless	3+	
4 Assault							

## Starting Step

- 1 Check Company Morale
- 2 Check Victory Conditions
- 3 Deploy Ambushes
- 4 Call for Air Support
- 5 Roll for Reserves
- 6 Rally Pinned Down Platoons

- 7 Re-mount Bailed Out Vehicles
- 8 Free Bugged Down Vehicles
- 9 Remove Smoke Markers

## Company Command Team

Re-roll failed Motivation Tests if Company Command team joins.

## Rally Platoons

Pass a Motivation Test to rally a Pinned Down platoon.

## Free Bugged Down Vehicles

Pass a Skill Test to free a Bugged Down vehicle.

## Remount Vehicles

Pass a Motivation Test to remount a Bailed Out vehicle.

## Bugged Down Vehicles

May not move, shoot, or fight in assaults.

## Movement Step

- 1 Select a Platoon to Move
- 2 Move Teams in the Platoon
- 3 Select Next Platoon to Move

## Command Distance

Experience	Tanks	Others
Conscript	4"/10cm	2"/5cm
Trained	6"/15cm	4"/10cm
Veteran	8"/20cm	6"/15cm

Teams must be In Command at the end of their movement.

## Movement Distances

Mobility	Road	Cross-country	Rough
Fully-tracked	12"/30cm	12"/30cm	8"/20cm
Half-tracked and Jeeps	16"/40cm	12"/30cm	4"/10cm
Wheeled	16"/40cm	8"/20cm	4"/10cm
Cavalry Wagons	10"/25cm	8"/20cm	4"/10cm
Wagons	6"/15cm	6"/15cm	4"/10cm
Cavalry	10"/25cm	10"/25cm	10"/25cm
Infantry and Man-packed Guns	6"/15cm	6"/15cm	6"/15cm
Light Guns	4"/10cm	4"/10cm	4"/10cm
Medium and Heavy Guns	2"/5cm	2"/5cm	2"/5cm
Immobile Guns	can only move if towed		

## At the Double

Roll double the dice if target moved At the Double.

## Rough Terrain

Roll 2+ in Difficult Going or a Skill test in Very Difficult Going to avoid Bugging Down.

## Passengers

Dismount at the start of their movement or mount at the end of their movement.

## Shooting Step

- 1 Select the Shooting Platoon
- 2 Select the Target Platoon
- 3 Check that the Target is Valid
- 4 Check if Target is Concealed
- 5 Roll to Hit
- 6 Allocate Hits to Target Teams
- 7 Roll Saves for Hit Teams
- 8 Select Next Platoon to Shoot
- 9 Pin Down Platoons Hit 5 Times
- 10 Air Support
- 11 Check Platoon Morale

## Bailed Out Vehicles

Bailed Out vehicles may not move, shoot, or fight in assaults.

## Rate of Fire

ROF 1 if moved or will assault.  
ROF 1 if Pinned Down.

## Score to Hit

Target	Score Needed
Conscript	2+
Trained	3+
Veteran	4+

Add +1 to score needed if:

- Range is over 16"/40cm
- Concealed
- Gone to Ground
- ROF 1 weapon moving

## Roll Armour Save

Target player rolls and adds:

- Armour rating
- +1 if range is over 16"/40cm

If less than Anti-tank, roll Firepower Test to Destroy tank, otherwise crew Bail Out.

If equal to Anti-tank, roll Firepower Test to Bail Out tank.

If greater than Anti-tank, no effect.

## Pinned Down

Pinned Down by 5 hits. Infantry, guns and unarmoured vehicles may not move closer to the enemy.

## Roll Other Saves

Target	Score Needed
Infantry	3+
Guns	5+
Unarmoured Vehicles	5+
Passengers	5+

## Bulletproof Cover

If team is in Bulletproof Cover attacker must make a successful Firepower test to Destroy it.

## Platoon Morale

If below half strength and teams Destroyed or Bailed Out, pass a Motivation test or be Destroyed.

## Assault Step

- 1 Select the Assaulting Platoon
- 2 Charge into Contact
- 3 Conduct Defensive Fire
- 4 Roll to Hit
- 5 Roll Saves
- 6 Push into Enemy Positions
- 7 Has Assaulting Platoon Won
- 8 Counterattack or Breaks Off
- 9 Pin Down Defending Platoons
- 10 Consolidate or Breakthrough
- 11 Pin Down Assaulting Platoons
- 12 Select next Assaulting Platoon
- 13 Check Platoon Morale

## Tanks in Assaults

- Can't fire main guns at infantry.
- Make Bugging Checks each round if in Rough Terrain.
- Infantry must make Motivation Tests each round against tanks.

## Charge into Contact

Assaulting teams move up to 4"/10cm to contact the enemy.

## Conduct Defensive Fire

Any platoon with teams within 4"/10cm fires.

- Full ROF even if moved.
- No rotating outside field of fire.
- Tanks use Side armour for Saves.
- If assaulting platoon is Pinned Down, it falls back to starting positions, unless whole platoon is Armoured Tank teams.

## Roll to Hit

All assaulting teams within 2"/5cm of the enemy roll a Skill Test to hit.

## Roll Saves

Armoured vehicles use their Top armour. Infantry have Anti-tank 2.

## Push Into Enemy Positions

Occupy position of Destroyed team to cross obstacle.

## Has Assaulting Platoon Won

Win if no assaulted teams left fighting within 4"/10cm.

## Opponent Tests Motivation

Opponent makes Motivation Test to Counterattack or Break Off. If no teams hit, pass automatically unless assaulting Tank teams.

If fail Motivation Test, must Break Off.

## Counterattack

Assaulted platoons become assaulting platoons and Charge into Contact starting a new round.

Fight a new assault combat round starting with roll to hit.

## Break Off

All teams move 4"/10cm away from enemy. Any within 4"/10cm of assaulting teams are Destroyed.

## Pin Down Defending Platoons

All originally defending platoons are Pinned Down unless not hit.

## Consolidate or Breakthrough

Move victorious teams up to 4"/10cm to consolidate or launch a breakthrough assault. May only launch one breakthrough assault.

## Pin Down Attacking Platoons

All attacking platoons hit in assault combat are Pinned Down.

## Platoon Morale

If below half strength and teams Destroyed or Bailed Out, pass a Motivation Test or be Destroyed.

### Artillery

1. Select the Aiming Point
2. Roll to Range In on the Target
3. Position the Template
4. Roll to Hit
5. Roll Saves
6. Pin Down Hit Platoons

#### Select the Aiming Point

Aiming Point must be an enemy team.

### Roll to Range In on the Target

Spotting team must have Line of Sight to the Aiming Point. Three attempts to range in. Mortars re-roll first failed attempt.

#### Target Score Needed

Conscript	2+
Trained	3+
Veteran	4+

Add +1 to the score needed if:

- Concealed by woods
- Gone to Ground
- Company Command spotting

### Roll to Hit

Roll to hit all teams under or partly under the template.

#### Artillery Score Needed

Conscript	5+
Trained	4+
Veteran	3+

Add +1 to the score needed if:

- ranged on the second attempt.

Add +2 to the score needed if:

- ranged on the third attempt.

Add +1 to the score needed if:

- only one weapon firing.

### Number of Weapons

1 or 2	Re-roll hits
3 to 5	Normal
6 or more	Re-roll misses

### Roll Saves

Roll saves as for shooting, but use Top armour rating for vehicles.

### Pinned Down

One artillery hit = Pinned Down.

### Rocket Launchers

No to hit penalty for ranging in.

### Air Support

#### Starting Step

1. Roll for Air Support
2. Select the Aiming Point

#### Shooting Step

1. Conduct Anti-aircraft Fire
2. Roll to Range In on the Target
3. Roll to Hit Teams
4. Roll Saves
5. Pin Down all Hit Platoons
6. Aircraft Return to Base

#### Select the Aiming Point

Aiming Point must be an enemy team. Place lead aircraft 6"/15cm back, rest 6"/15cm diagonally back.

### Roll for Air Support

#### Level Air Support Pool

Priority	7 dice
Limited	5 dice
Sporadic	3 dice

Ground Attack arrives on 5+. Fighter Interception arrives on 6.

Reduce Air Support Pool by 1 after each attempt to call support.

### How Many Aircraft

Score	Number of Aircraft
1 or 2	1
3 to 5	2
6	3

### Conduct Anti-aircraft Fire

Roll one Skill Test to hit per ROF. Roll Firepower to Destroy per hit.

### Roll to Range In on the Target

Must abort if friendly team within 16"/40cm.

Three attempts to range in.

#### Target Score Needed

Conscript	2+
Trained	3+
Veteran	4+

Add +1 to the score needed if:

- Concealed by woods
- Gone to Ground

### Roll to Hit

Use aircraft weapon's To Hit rating.

Add +1 to the score needed if:

- ranged on the second attempt.

Add +2 to the score needed if:

- ranged on the third attempt.

### Number of Aircraft

1	Re-roll hits
2	Normal
3	Re-roll misses

### Roll Saves

Roll saves as for shooting, but use Top armour against bombs & rockets, Side armour against guns.

## UNITED STATES

**Automatic Rifles:** No +1 to hit for moving or Pinned Down. Re-roll misses in Defensive Fire unless Pinned Down.

**Dismounting MG's:** Dismount as M2.50 cal MG or LMG team.

**Excellent Communications:** Platoon commanders may spot for artillery.

**Hit 'em With Everything:** Observer can range in other batteries while calling All Guns Repeat!

**Mounting HMG's and LMG's:** Fire from side of half-track as MG.

**Stabilisers:** Shoot at full ROF when moving with a +1 penalty to hit.

**Tank Destroyers:** Use Cautious Movement, Disengage, and Break Off rules, and may be held off table.

**Time On Target:** Re-roll saves if artillery range in on first attempt.

**Truscott Trot:** Infantry moves 16"/40cm At the Double.

**Under Command:** Commanders have no +1 to range in if spotting.

## GERMANY

**Armoured Rocket Launcher:** Can Stormtrooper after firing.

**Mission Tactics:** Destroy another team within Command Distance instead of Platoon Command team.

**Mounted Assault:** Transports may Charge into Contact and fight as Tank team in first round. Passengers dismount to Counterattack.

**Kampfgruppe:** Create new platoon.

**Recoilless Guns:** Not Concealed if shooting. Cannot fire in buildings.

**Schürzen:** Extra 4+ save against side hits from Firepower 5+ or 6.

**Stormtroopers:** Pass a Skill Test to move 4"/10cm instead of assaulting.

**Stuka zu Fuss:** Start with 6 weapons. Lose 1 per failed range-in attempt.

**Tiger Ace:** Extra skills for Tigers.

## BRITISH

**British Bulldog:** Re-roll failed Motivation Tests to Counterattack.

**Carry On, Sergeant:** A leaderless platoon may still Counterattack.

**Eight-gun Batteries:** Each troop is a separate platoon both can use Staff team if within Command Distance.

**Night Attacks:** Infantry Company may attack at night.

**Mike Target:** Target re-rolls saves from All Guns Repeat!

**Rounds on the Ground:** If firing both Gun Troops, may re-roll misses or use a double-width template.

**Semi-indirect Fire:** Re-roll misses over 16"/40cm when stationary.

**Tally Ho!** No penalty for moving under 16"/40cm. Only turret facing matters for front or side shots.

**Tip and Run:** Skill Test to retire 4"/10cm if shot at instead of assault.

**Tow Hooks:** Can tow 6 & 17 pdr guns.

## VEHICLE MACHINE-GUNS

**Vehicle MG:** Range: 16"/40cm, ROF 3, Anti-tank 2, Firepower 6.

**.50 cal Vehicle MG:** Range: 16"/40cm, ROF 3, Anti-tank 4, Firepower 5+.

## SOVIET

**Big Battalions:** Bombardments with 9+ guns use double-wide template.

**Centralised Control:** Companies are platoons, battalions are companies.

**Hen and Chicks:** If any tank moves more than 6"/15cm none can shoot.

**Infiltration:** Scouts may Infiltrate up to 16"/40cm when attacking

**Komissar:** May Destroy a friendly team to re-roll Motivation Tests to

Rally, Counterattack, or Platoon Morale Check.

**Limited Vision:** Add +1 to hit when shooting to side or rear.

**Cupola:** No penalty for Limited Vision.

**Mixed Battalions:** Bombardment with 3 or more 122 mm howitzers is Anti-tank 4 and Firepower 4+.

**Quality of Quantity:** Company with 15 Infantry or Gun teams requires 10 hits to Pin Down.

**Roll Up the Guns:** Medium and Heavy Gun teams move as Light.

**Tankodesantniki:** SMG tank riders can fight from the tank's deck.

**Unarmed:** May not shoot. Re-roll hits in assaults.

## MOVEMENT

**Amphibious:** Water is Difficult Going.

**Fast Tank:** Moves 32"/80cm At the Double.

**Horse Artillery:** Fire at full ROF after unlimbering

**Light Tank:** Moves 16"/40cm on Roads or when going Cross Country.

**Mountaineers:** Can double across steep hills. Mountains are Difficult Going. Cliffs are Skill test to cross.

**Overloaded:** Bog Down on 1 or 2.

**Portee:** Vehicle's gun may dismount.

**Slow Tank:** Only moves 8"/20cm.

**Unreliable:** Breaks down on 1 if moving At the Double, or when Freeing from Bugged Down.

**Very Slow Tank:** Moves 6"/15cm.

**Wide Tracks:** Roll 4+ to immediately free from Boggling Down.

## SHOOTING

**Awkward Layout:** No move and fire.

**HMG Carrier:** Fire as MG when moving or HMG if stationary.

**Improvised Armour:** Extra 5+ save against Firepower 5+ or 6 weapons.

**No HE:** Can only hit vehicles.

**Passenger-fired Weapons:** Must have passengers mounted to fire.

**Protected Ammo:** Crew may re-roll to remount Bailed Out vehicles.

**Recoilless Guns:** Not Concealed if fired.

## ASSAULTS

**Tank Assault:** Gives Anti-tank rating in assaults.

**Improvised Tank Assault:** Teams are Destroyed if they roll a 1 to hit.