



FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

EARLY AND LATE WAR FLAMES OF WAR UPDATE

Flames Of War version 4 has been out for a while now, with lots of games played, and lots of feedback given to Battlefront. We've pondered the things players have been saying and are suggesting the following changes to the adjustments that the 1939-1941 and 1944-45 rulebook makes to version 3.

REDUNDANT TEAMS REBATE

The removal of command and staff teams from gun units, the reduction of the number of observers, and the breaking up of big companies have resulted in redundant teams in some forces.

For each team (including its transport if any) removed as a redundant team, you get the following points back as a discount on the unit.

Team	Fearless Veteran	Confident Veteran	Other
Gun Unit Command team*	10 points	10 points	5 points
Staff team*	10 points	10 points	5 points
Observer team*	10 points	10 points	5 points
Cavalry Rifle team	25 points	-	-
Pioneer SMG team	-	-	25 points
Rifle/MG team	-	-	15 points
Rifle team	20 points	-	15 points

**Transports carrying Gun Unit Command, Staff, and Observer teams do not give an additional rebate. These vehicles (whether armoured or not) do not make a significant difference to their passenger's points cost.*

Note: This changes the Redundant Teams rule on page 7.

DEEP RESERVES

While the rule in missions with Deep Reserves limiting players to one tank unit with Front Armour 3 or more on table works well for Mid War, it does not work as intended with the lighter armour of early war and the heavier armour of late war.

In Late War, the Deep Reserves rule changes to limit players to no more than one Unit with Front Armour 4 or more. This allows light vehicles like the Puma to be deployed on table.

In Early War, the Deep Reserves rule changes to limit players to no more than one Unit with Top Armour 1 or more. This catches all battle tanks, while leaving light vehicles deployed on table.

Note: This changes the Deep Reserves rule on page 96.

AIRCRAFT CANNONS

Players have been noting that aircraft cannon are much more effective in EW and LW under V4 than before. This is largely due to inflated AT values that worked with earlier versions, but no longer work under V4.

These tables adjust the Anti-tank and ROF values of aircraft cannon shown in the Version 3 arsenals for Version 4 to make them more compatible with the Mid-War values.

Arsenal Anti-tank	Adjusted Anti-tank
15	11
12	9
9	7
8	6
7	6
6	5
Arsenal To Hit	Adjusted ROF
2+	3
3+	2
4+	1

Note: This changes the Aircraft Weapons ROF rule on page 44.

EARLY AND LATE WAR FLAMES OF WAR UPDATE

AIRCRAFT BOMBS AND ROCKETS

Although artillery has been reduced to a maximum Anti-tank value of 3 in the Version 4 adjustments, the huge bombs dropped by aircraft can have Anti-tank 4 in Mid War.

This table adjusts the Anti-tank and Firepower values of some aircraft bombs and rockets to make them more compatible with the Mid-War values.

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

Note: This changes the Aircraft Weapons ROF rule on page 44.

ROCKET LAUNCHERS

Rocket launchers have gained considerably with the new rules with increased Firepower and the ability to repeat bombardments to make the enemy re-roll saves. This makes them worth much more than their pointed value.

Rocket Launchers do not use the adjusted Firepower rating from page 49 of the rulebook. They retain their arsenal Firepower as it is shown.

Note: This changes the Bombardment and Anti-tank Ratings rule on page 49.

STUKA ZU FUSS

In the conversion process, the Stuka zu Fuss rocket launcher gained an unplanned boost. The following reduces this back to a more reasonable level.

Replace the Stuka zu Fuss rule with the One Shot rule (which prevents the Unit from firing their rockets more than once per game).

As an exception, the FHH Mortar Platoon (page 27 of The Ardennes Offensive) replaces the Stuka zu Fuss rule with the Super Heavy Rockets rule (see page 38 of Special Rules and Warriors).

Note: This changes the Stuka zu Fuss rule on page 71.

LARGE INFANTRY UNITS

Large company-sized units can be hard to wear down. Previously the process of wearing them down was assisted by the possibility of them failing a Morale Check and vanishing once below half strength. Artillery is improved against them with the re-rolling of saves when under repeated bombardments, but this still leaves a long process of whittling them down with other weapons.

Since a US Rifle Platoon can be 12 teams strong and a US Armored Rifle Platoon is 14-strong as standard, increasing the point at which Units start making Last Stand tests will either catch units like these, or have very little effect.

A better idea is to reflect the duality of Soviet infantry units. They were either large, being full of recently-conscripted soldiers (even in 1944-45, units rebuilt themselves by dragooning liberated adult males and prisoners of war with no training), or the experienced rump left over after the first battle. The big conscripted units are easy to hit due to their lack of training, while the survivors quickly learn to take cover.

Soviet and Late-War Polish Infantry Units (other than Hero Units) are hit on a roll of 2+ if they start the game with more than one Platoon of the following types:

- Assault,
- Cavalry
- Infantry,
- Kazachiy,
- Motor Rifle,
- Partisan,
- Reinforcement,
- Reserve,
- Rifle,
- Sapper,
- Shtraf,
- Submachine-gun, or
- Tank-Rider.

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HEN AND CHICKS

The Hen and Chicks rule is intended to reflect the cumbersome nature of large, poorly-trained tank units, and the Soviet doctrine of rushing forward at high speed to close with the enemy by penalising them if they move at tactical speed rather than dashing. An alternative viewpoint reflects this unwieldiness by making them less able to take advantage of terrain, making them easier to hit.

The Hen and Chicks rule becomes, Tank Units are hit on a roll of 2+ if they start the game with more than one Platoon.

EARLY WAR SOVIET FORCES

Because neither the Large Infantry Units nor the Hen and Chicks modifications above change the score needed to hit Early-War Soviet forces, another approach is required to balance these forces.

Early War Soviet forces reduce the points total available as follows:

Points Level	Soviet Points Level
2000	1700
1750	1485
1500	1275
1250	1060
1000	850
750	635
500	425

For forces of other sizes, multiply the points level by 0.85 to get the Soviet points level.

UNIT TRANSPORTS

Transport Attachments have been spotted racing all over the table doing naughty things rather than supporting their own infantry platoon. The Unit Transports rule keeps them with the infantry they belong to.

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.