

GREAT WAR

WORLD WAR ONE BATTLES



FLAMES OF WAR
THE GREAT WAR MINIATURES GAME

THE GREAT WAR IN EUROPE



THE WAR TO END ALL WARS

At the turn of the 20th Century, European politics was highly competitive involving rapid colonization, advanced scientific progress, and massive military build-ups. The resulting friction made many fearful of war, so most nations entered into elaborate and secret treaty systems to protect themselves from their rivals. It was believed that if a nation went to war, they would be confronted by the might of their opponent's allies, and then back down or be quickly destroyed.

This system of secret treaties would be put to the test on 28 June 1914, when the Austrian Archduke Franz Ferdinand was assassinated in Sarajevo, Bosnia. The Austro-Hungarian Empire blamed Serbian terrorists for the assassination and declared war on Serbia. Serbia's close ally, Russia, then mobilized against Austria-Hungary, prompting Germany to follow suit in honour of its alliance with the Austro-Hungarian Empire. France then mobilised in defence of Russia, causing Germany to pre-emptively invade neutral Belgium to attack the French. This brought in the United Kingdom on the part of the Entente and the stage was now set for what many then called the War to End All Wars.

THE CENTRAL POWERS

When the diplomatic situation deteriorated into war in August 1914, Austria-Hungary and Germany honoured their treaty to form the Central Powers. They were also joined by the Ottoman Empire. In 1915, Bulgaria joined to exact revenge upon Serbia, Romania, and Greece for its losses in the previous Balkan wars.

Together the Central Powers fought the war in the east against Russia, in the south against the Balkan states, and in the west against the collective efforts of the Western allies.

THE TRIPLE ENTENTE (THE ALLIES)

The Triple Entente was established to oppose the Central Powers. The original members were Russia, France, and Great Britain. As the war ground on, the 'Entente' grew in to a general alliance of nations, known loosely as the Allies.

Belgium, Serbia, and Japan joined in 1914. By 1915, Italy, Greece, Romania, and Portugal also took up arms in the Entente. In 1917, Russia descended into civil war and dropped out of the war and in its place, the United States entered the fray.

GREAT WAR

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**This is a supplement for *Flames Of War*, the World War II miniatures game.
A copy of the rulebook for *Flames Of War* is necessary to fully use the contents of this book.**

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THE GREAT WAR

The Great War of 1914-18 was global in its reach. The large empires of the main European powers meant that conflicts occurred in places as diverse as East Asia, Africa, and off the coast of South America. Yet this global conflict would be decided by the mighty clashes upon the battlefields of Europe.

HOUSE OF CARDS

After Austrian Archduke Franz Ferdinand was assassinated in Sarajevo, Bosnia on 28 June 1914, an elaborate system of secret treaties and agreements unfolded. Russia backed Serbia, Germany backed Austria-Hungary, France honoured its agreement with Russia and declared war against Germany, which invaded Belgium to attack the French, which prompted the United Kingdom to declare war on Germany. During the following years, Bulgaria and the Ottoman Empire would join Germany and Austria-Hungary as a part of the Central Powers, while Italy and the United States would add their lots in with the Allies.

The initial clashes of the huge conscript armies led to devastating casualties at battles such as Mons, the Marne, Tannenberg, Lemberg, and Ypres. By the end of 1914, a stalemate had ensued, with fortified lines of trenches, manned by millions of troops, running from the North Sea to the Swiss border in the West, and from the Baltic Sea to the Romanian border in the East.

DEADLOCK

New technologies had changed the face of warfare and left the generals of both sides in a difficult position. Machine guns, magazine rifles, quick firing artillery, high explosive shells, and barbed wire had altered the traditional battlefield, while the industrial capacity of the modern world meant that vast armies could be supplied and sustained for years on end. From late 1914 through to 1917, the commanders grappled with the challenges that these developments provided.

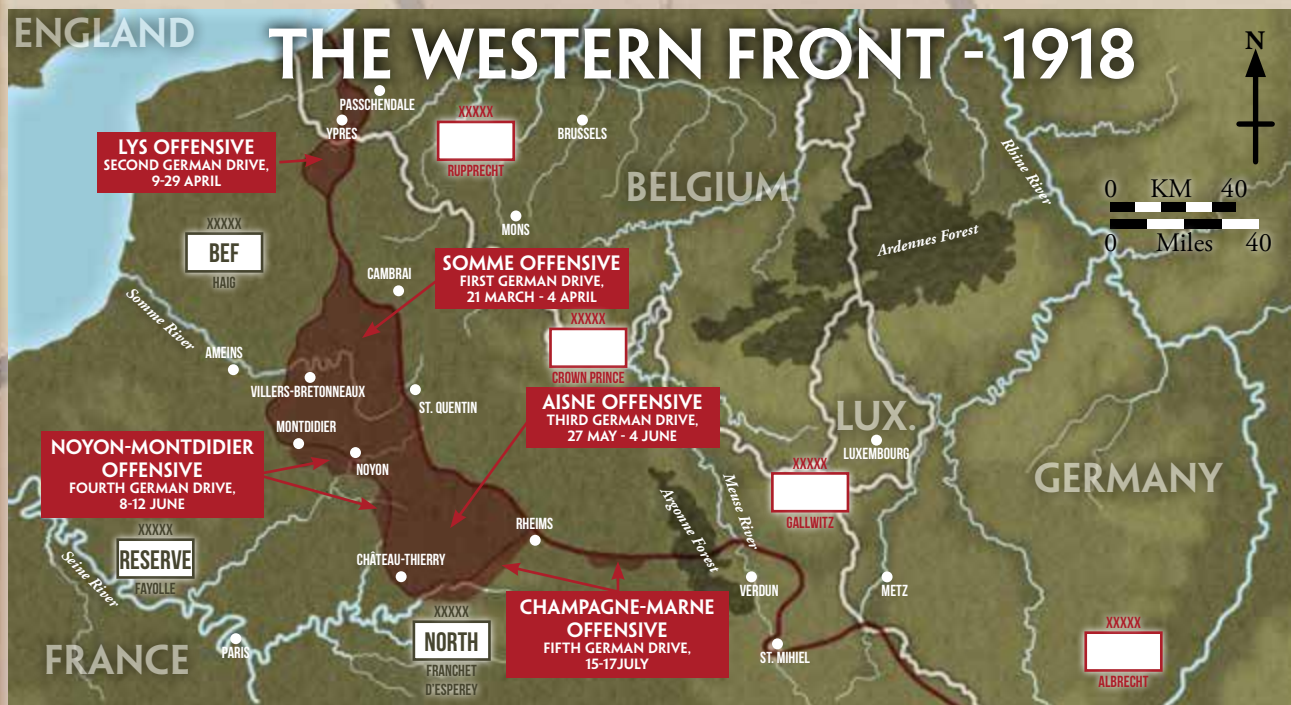
NEW TECHNOLOGY AND TACTICS

Innovative ways were devised to break the deadlock. In 1915, the Germans introduced poison gas onto the battlefield but, despite some initial success, countermeasures were soon put in place to reduce its impact. In 1916, the British used the first tanks at the battle of the Somme. These were mechanically unreliable and painfully slow but showed some positive signs for the future. Artillery tactics were changed, moving from week-long bombardments to accurate counter-battery and interdiction fire. Creeping barrages were developed that advanced in front of infantry moving to assault enemy positions. Infantry tactics were also changed, arming men with more squad automatic weapons and hand grenades, and working in small groups to fight their way forward using infiltration.

In November 1917 at Cambrai, the British launched a short, devastating bombardment and advanced with tanks employed en masse. The German line broke, but the British did not have the reserves ready to exploit their success. A quick German counterattack, preceded by an intense bombardment and new *Stosstruppen* (stormtroopers) units, recaptured much of the lost ground. The future of warfare had been revealed.

1918

The year 1918 opened with the Central Powers in their most favourable position since the beginning of the Great War. On the Eastern Front, Russia was defeated and rapidly dissolving into civil war. In the South, the Central Powers drove back the Italians decisively at Caporetto. On the Western Front, the French army was plagued with wide-scale mutinies and the British were recuperating after an exhausting offensive at Ypres.





Meanwhile, veteran German units, flush with victories won on the Eastern Front, were transferring to the west to prepare for a grand spring offensive. It was imperative that the German Army attack soon as the Allied blockade was biting deep at home, and the slowly arriving US army would soon negate any advantages that the Germans possessed.

KAISERSCHLACHT

The battle was not long in coming. Convinced that the British Expeditionary Force (BEF) was his primary adversary, General Erich Ludendorff, commander of the Kaiser's army, aimed to drive the French and British apart by attacking around the Somme where the two Allied armies met. Operation Michael, the first attack in what would become known as the *Kaiserschlacht* (Emperor's Battle), opened on 21 March 1918.

Elite *Stosstruppen* infiltrated the British lines aided by a heavy morning fog, while follow-up troops neutralised redoubts. The British Fifth Army, having only recently taken over their line from the French and with their defences unfinished, buckled under the pressure. The first day of the offensive brought an unparalleled success to the German army, but at a high cost amounting to some 40,000 men.

The success of the German offensive prompted the Allies to appoint an overall commander, the French Field Marshall Ferdinand Foch. This effectively defeated the German objective of dividing the British and French, and at the same time gave the Allies a unified strategic direction. Allied reinforcements were rushed to plug the gaps and by the beginning of April, Operation Michael ground to a halt.

Four days later, the Germans launched another offensive in the Ypres area against the BEF. Codenamed 'Georgette', this battle aimed to push the British back towards the English Channel and hopefully force them to evacuate. Despite some tense moments, the British line held.

Finally, in May, Ludendorff switched the direction of his attacks, and attacked the French army on the Aisne River. This assault broke through, and the German army reached the river Marne for the first time since 1914.

Time was running out for Germany to win the war as Allied resistance stiffened. By mid July, Ludendorff's offensives had cost the German army half a million casualties. Although the Germans had inflicted more losses on the Allies, the arrival of US troops in ever greater numbers was rapidly making up for this. Moreover, a good portion of the casualties had been sustained by the best German troops who had led the attacks.

ALLIED ATTACKS

The initiative on the Western Front now shifted to the Allies. On 18 July, the French launched the Second Battle of the Marne and pushed the German Army back from all of its May gains. This was followed by the British attack at Amiens in August. Finally, the Americans launched their first offensives around St Mihiel and in the Meuse-Argonne region, while the French pressed forward in Champagne.

The best of the German army was kept opposite the British, but they had no answer to the sophisticated attacking machine that the British Army had become. In September, the British Army broke through the *Siegfried Stellung*, known as the Hindenburg Line by the Allies. This imposing defensive position was taken surprisingly quickly, and the BEF advanced as far as Mons in Belgium, where they had first encountered the German Army in 1914.

THE END...

In the meantime, Germany's partners had fallen. Bulgaria surrendered on 29 September, followed by the Ottoman Empire on 30 October and then Austria-Hungary on 3 November. Germany, with its army defeated and facing strikes, mutinies, and hunger at home, asked for an armistice, which came into effect at the 11th hour of the 11th day of the 11th month, November 1918.

GREAT WAR RULES

Great War uses the following rules in addition to those found in the *Flames Of War* rulebook.

GREAT WAR TRENCH FIGHTING

Trenches are one of the most iconic features of the First World War. Trenches use all of the usual Entrenchment rules found in the rulebook (see page 215), with the following exceptions.

CROSSING TRENCHES

Trenches are deep and sometimes wide, making them formidable obstacles for early tanks.

Great War Trenches are rated as Difficult Going for Tank teams trying to cross them.

FIELDS OF FIRE

By 1918, both sides had digging trenches down to a science. Guns were integrated into the trenches so that their fields of fire interlocked and were mutually supporting.

When shooting or conducting Defensive Fire, teams can shoot over other friendly Infantry and Man-packed Gun teams that are in a Trench, whether or not the teams in the Trench have fired.

GREAT WAR GUNS

HMG BOMBARDMENTS

Machine-gun bombardments are a way of breaking up enemy advances across no-man's land or to help keep the defenders' heads down during attacks.

HMG teams can fire Bombardments. These are conducted in the same way as a normal Artillery Bombardment.

Since they have Anti-tank and Firepower ratings of '2', they cannot harm Armoured vehicles or teams in Bulletproof Cover, although they can still Pin Down target platoons with a Hit in the Bombardment.

TRENCH GUNS

Trench guns and mortars are specially designed to give the infantry their own close-support artillery. They are small enough to fit in trenches and light enough to be carried forward to assist in the assault.

Trench Guns can enter, cross, and be deployed in Trenches as though they were Man-packed guns.

Trench Guns use a medium base and face the long edge, like Man-packed gun teams.

GREAT WAR TANKS

Great War tanks were the world's first battle tanks. They ranged from large landships to small turreted tanks, similar in form to those we use today. These original tanks operate slightly different in *Great War Flames Of War*.

MOVEMENT RULES

PUSH IT

WWI tanks were notoriously unreliable. This was due to poor terrain, bad visibility, and the rudimentary engineering of the tank itself. However, many tanks had engineers or experienced crews to help get the most out of their vehicles.

When a Tank team that is not Bugged Down or Bailed Out completes its normal movement, it may roll a Skill Test to try and push the engine for a little more speed.

- *If the Tank team passes the Skill Test, the crew pushes the tank a bit more and it may move a further 2" / 5cm.*
- *Otherwise, the Tank team stops as normal.*

However, if you roll a 1 for this Skill Test, your tank suffers a mechanical break down. Landships immediately receive a Damage marker (see Landship Damage rules on page 7). All other tanks immediately become Bugged Down.

SLOW AND STEADY

Tanks of the Great War were built to help the infantry breakthrough. With that accomplished, they escorted the infantry onto the objectives.

Tank teams may not Move At The Double.

When moving through Rough Terrain or Slow Going, Tank teams reduce their Movement Distance to 4" / 10cm. The tank may still attempt to use the Push It rule to try and get a little more out of the engine, taking another Boggling Check if necessary.

ASSAULT RULES

SELF-DEFENCE MACHINE-GUNS

Many tanks, such as the mighty landships, are equipped with self-defence machine-guns that the drivers and other crew can use in an emergency.

A Self-defence MG may not shoot, it is purely defensive.

In assault combat, if a hit from an Infantry or Gun team is allocated to a Tank with an Self-defence MG, the team that scored the hit must take another Skill Test.

- *If they pass the second Skill Test, the assaulting team gets past the machine-gun to hit the Tank team and the Tank must take an Armour Save as normal.*
- *Otherwise, the machine-gun has stopped the assaulting team and they fail to score a hit against the Tank team.*

Damaged tanks may still use their Self-defence MGs, however Bailed Out tanks may not.

SHOOTING RULES

TANK WEAPONS

Great War tanks are festooned with machine-guns and heavy guns. The tank's slow and steady speed allows the gun crews to operate independently, engaging the enemy in all directions while constantly on the move.

Tank teams may fire all main guns and machine-guns at the same time, at either the same platoon or different enemy platoons. All weapons that may Shoot do so at their full ROF, even if they have moved.

SHOOTING AT TANKS

Mobile targets are difficult to hit under the best conditions, but add to that the fog of war, limited vision, heavy or immobile gun platforms, and clever tank commanders using zig-zag tactics, and it becomes even more difficult.

Reduce ROF by half (as shown in the ROF When Moving Table on page 91 of the rulebook) when shooting at a Tank team that is not Bugged Down, Bailed, or Damaged, unless the shooting team is an Infantry or Man-packed Gun team.

If the shooting team's ROF is 1, whether because it is moving, Pinned Down, or has a ROF 1 weapon, add +1 to the score needed hit the Tank team instead.

TANKS BREAKING OFF

Even if it's slow, the tank is practically invulnerable to infantry in close-combat.

If a Tank team that is not Damaged, Bugged Down, or Bailed Out when it Breaks Off from an Assault, the Tank team does not need to be more than 4" / 10cm from enemy teams for the assault to end, and the tank is not captured.



LANDSHIPS

Many early tanks were designed as massive landships with main guns and machine-guns covering the tank in all four directions. In *Flames Of War*, some tanks are Landships and use the rules below in addition to the Great War Tanks rules on pages 4 and 5.

MOVEMENT

LANDSHIPS THAT BOG DOWN

Landships can overcome obstacles through sheer force, however sometimes they can get hung up on terrain or fall into a crater.

When a Landship would become Bugged Down it is Damaged and receives a Damage marker instead.

ASSAULT

MOBILE FORTRESS

The machine-gun firepower of landships makes them devastating at close-quarters.

Mobile Fortresses, such as Mark IV female and A7V tanks, roll two dice in Assaults due to their large number of machine-guns.

SHOOTING

SHOOTING AT LANDSHIPS

Landships can withstand a lot of punishment and still keep fighting.

If a Landship is Destroyed by Shooting or an Artillery Bombardment, the shooting team immediately takes a second Firepower Test:

- *If it passes, the Landship is Destroyed outright.*
- *Otherwise, it is Damaged rather than Destroyed. Place a Damage marker on the Landship.*

If a Landship that is already Damaged is Destroyed, it is Destroyed outright with no further tests.

If a Landship needs to take multiple saves from an enemy platoon's shooting, take each save in turn, applying the result before taking the next save.

LANDSHIPS THAT ARE BAILED OUT

When a landship is not destroyed outright by a hit, its large crew can defend themselves at the same time as repairing the damage to get it back into the fight.

When a Landship would become Bailed Out it is Damaged and receives a Damage marker instead.



LANDSHIP DAMAGE & REPAIR

DAMAGED LANDSHIPS

Even while damaged, a landship is a dangerous beast.

A Landship that has one Damage marker cannot move, but can still shoot, and if assaulted, fight.

DAMAGED A SECOND TIME

The design of a landship is rugged and difficult for the enemy to destroy in combat.

If a Landship that is Damaged becomes Damaged a second time, it gains a second Damage marker.

A Landship that has two Damage markers cannot move, shoot, or fight in assaults.

DAMAGED A THIRD TIME

Landships are tough, but there is only so much a crew can take before they feel it may be safer somewhere away from their steel beast.

Each time a Landship that already has two Damage markers is Damaged again, take an immediate Motivation Test:

- If the test is passed, the damage is superficial and has no effect on the tank (do not place a third Damage marker).*
- If the test is failed, the crew decides that it's too dangerous to remain with their vehicle and it is Destroyed.*

REPAIRING DAMAGED LANDSHIPS

Most landships have an engineer on board to deal with repairing damage and restarting stalled engines.

During the Starting Step at the start of your turn, roll a Skill Test for each Damage marker on each Landship:

- If the test is successful, the crew repairs their vehicle. Remove the Damage marker.*
- If the test fails, the crew is still struggling to get the tank working, and you'll have to wait until the start of your next turn to roll again.*

If all Damage markers are repaired the Landship can now act as normal this turn.

DAMAGED LANDSHIPS IN ASSAULTS

With the crew distributed between different compartments, with little communication between them, the gunners often have little idea why the tank stopped, fighting on regardless.

In Assaults, a Landship that has one Damage marker:

- is not ignored for Tank Terror and prevents the Assaulting Platoon from winning the Assault if within 4"/10cm.*

In Assaults, a Landship that has two Damage markers:

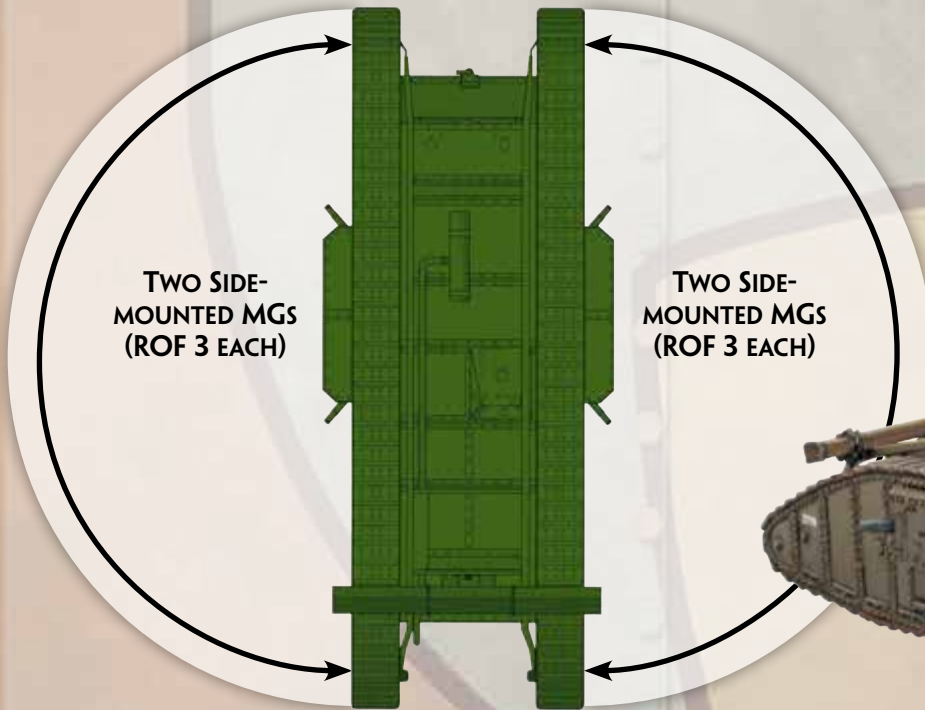
- is ignored for Tank Terror and does not prevent the Assaulting Platoon from winning the Assault if within 4"/10cm.*

DAMAGE CHART

DAMAGE TOKENS	EFFECT ON THE LANDSHIP			
	Move	Shoot	Launch an Assault	Fight in Assault
Number of Markers				
No Damage	✓	✓	✓	✓
1 Damage	✗	✓	✗	✓
2+ Damage	✗	✗	✗	✗

BRITISH TANK PROFILES

MARK IV FEMALE TANK



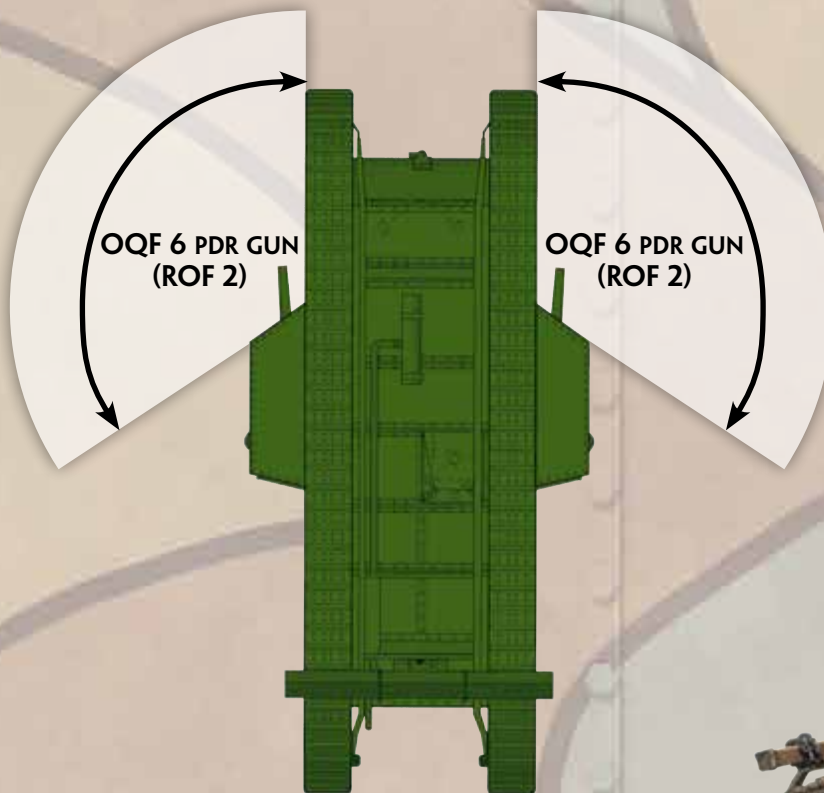
Mobility		
4"/10cm		

Front	Armour	
	Side	Top
1	1	1

Equipment and Notes
 Four Side-mounted MG, Landship, Mobile fortress, Self-defence MG, Wide tracks.



MARK IV MALE TANK



Mobility		
4"/10cm		

Front	Armour	
	Side	Top
1	1	1

Equipment and Notes
 Landship, Self-defence MG, Wide tracks.

OQF 6 PDR GUN

Range		
24"/60cm		

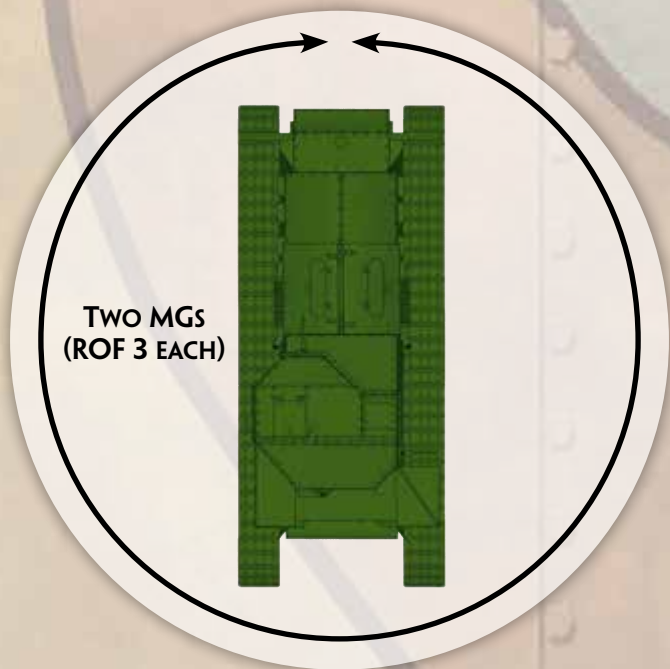
ROF	Anti-tank	Firepower
2	6	4+

Equipment and Notes
 Side mounted.



The Mark IV male tank had three Lewis machine-guns for self-defence. When enemy infantry got in too close, the driver would man the Lewis mounted in the drivers' compartment and the OQF 6 pdr gunners took up the ones mounted in the sponsons. Once the threat was dealt with, the crew returned to their posts and fought on.

MEDIUM TANK MARK A WHIPPET

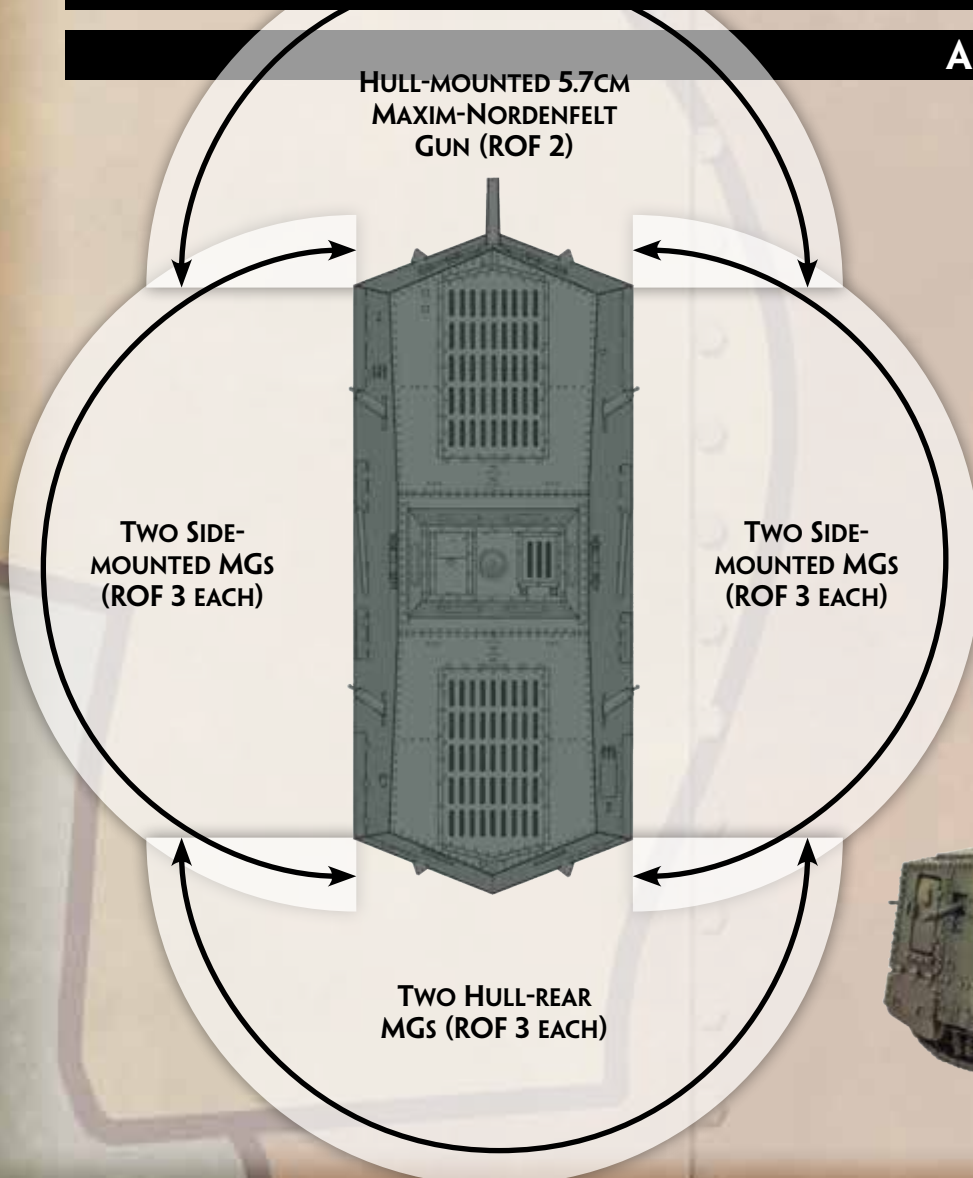


Mobility		
8"/20cm		
Front	Armour Side	Top
1	1	1
Equipment and Notes		

Two MG.



GERMAN TANK PROFILE



A7V TANK

Mobility		
6"/15cm		
Front	Armour Side	Top
2	1	1
Equipment and Notes		

Four Side-mounted MG, Two hull-rear MG, Landship, Mobile fortress, Overloaded, Self-defence MG.

5.7CM MAXIM-NORDENFELT GUN

Range		
24"/60cm		
ROF	Anti-tank	Firepower
2	6	4+
Equipment and Notes		

Hull mounted.



PANZERS GO TO WAR

VILLERS-BRETONNEUX, 1918

In late April 1918, Ludendorff was ready to resume the offensive with Amiens as the main objective. The key to this town was a small village positioned on the high ground above Amiens, called Villers-Bretonneux. The main effort of the German offensive against Amiens was directed at Villers-Bretonneux. The attack was led by three units of A7V tanks, known as *Sturm-Panzerkraftwagen Abteilung 1, 2, and 3* (or ATD 1, ATD 2, and ATD 3) totalling 13 tanks. Each ATD was paired with an assault division and assigned three objectives around Villers-Bretonneux.

The village itself was positioned in no-man's-land and had been lost to the British earlier in the Spring offensive. Anticipating the attack, the British assembled a force, including troops and tanks, to recapture it.

On the morning of 24 April 1918, the Germans opened fire with a preliminary bombardment, including gas attacks against the British artillery and reserve assembly areas. The bombardment succeeded in suppressing the enemy as the A7Vs trundled forward followed closely by *Stosstruppen* (shock troops) and regular infantry. Scores of British POWs were rounded up east of the town as the Germans advanced.

A thick fog helped the Germans advance on the British 8th Division, and soon the A7Vs were deep into enemy lines. The British had little answer to the German tanks that pressed on without remorse.

ARMoured FACE OFF

In concert with the infantry, the A7Vs of ATD 2 overcame their initial objectives and continued toward the main British line. As they neared, three British Mark IV tanks, two females and a male, approached and opened fire with ma-

chine-guns and 6-pdr guns. The lead A7V, *Nixe* (Mermaid), spotted the British tanks and quickly returned fire. The result was devastating as the A7V tore huge holes through the two female tanks with its 57mm main gun.

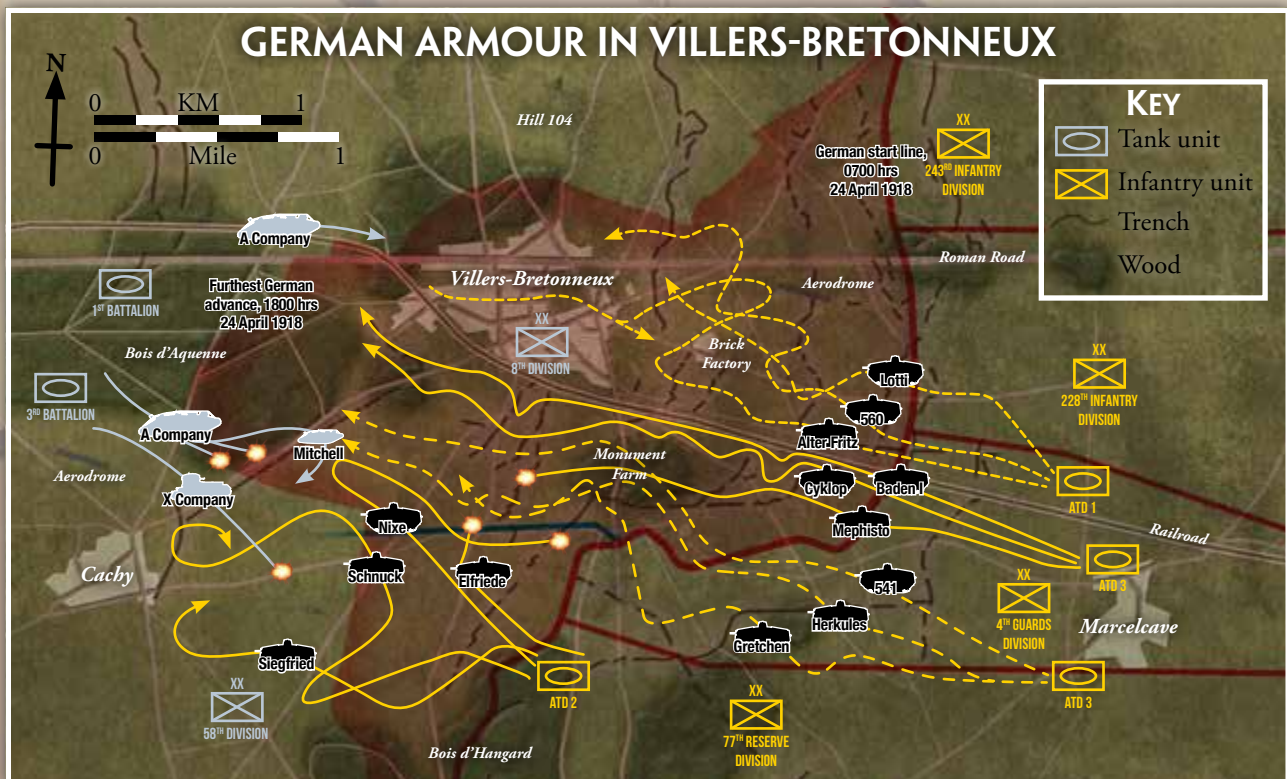
As the female tanks limped away, *Nixe* pressed on believing it had destroyed all three tanks. However, the male tank remained, using dips in the ground as cover and returning fire. After several near misses, the Mark IV landed three solid hits on *Nixe*. The German tank halted and the crew bailed out. The timely arrival of the A7Vs *Siegfried* and *Schnuck* forced the Mark IV to retire.

Moments later, the British sent forward seven Mark A Medium tanks, known as Whippets. These fast tanks were running amok through the German infantry left on its own as the A7Vs manoeuvred to battle the Mark IVs. *Siegfried* was in a good position to help and quickly knocked out two of the Whippets with its 57mm gun, putting an end to the British tank charge.

The Whippets retreated into the sights of *Schnuck*, which had arrived on the scene. The A7V knocked out another medium tank as did a German 77mm field gun. The three remaining Whippets limped back to the British lines.

By 1545 hours, the German attack had lost forward momentum as British heavy machine-guns stopped the German infantry. Without an assault to support, the A7Vs retired, and the fighting was over for the time being.

That evening, under the cover of darkness, an Australian counterattack finally recaptured Villers-Bretonneux, ending the German offensive against Amiens.





GERMAN PANZERS AT VILLERS-BRETONNEUX

STURM-PANZERKRAFTWAGEN ABTEILUNG 1

Abteilung 1 (or ATD 1) had seen combat earlier than Villers-Bretonneux, but their crews were still trying to come to grips with the new technology. The Abteilung was assigned to the 228th Infantry Division for the attack.



STURM-PANZERKRAFTWAGEN ABTEILUNG 2

Abteilung 2 (or ATD 2) was about to test their machines and engage in history's first tank versus tank duel. The Abteilung was assigned to the 77th Reserve Division for the attack.



STURM-PANZERKRAFTWAGEN ABTEILUNG 3

Abteilung 3 (or ATD 3) used the highest number of A7V tanks at Villers-Bretonneux. The Abteilung was assigned to the elite 4th Guards Infantry Division for the attack.



GERMAN SPECIAL RULES

A German *Infanteriekompanie* does not use any of the German special rules found in the *Flames Of War* rulebook, and instead uses the following special rule.

INFANTRIE VOR!

The German army is exceptionally well equipped with the latest technologies and tactics in warfare. The first major use of *Stosstaktik* (or Storm Tactics) was at Capretto in 1917, where the Germans successfully infiltrated and decisively defeated the Italians in north-eastern Italy. Following this victory, the *Stoss* troops were divided among the western divisions to teach their tactics and spread the word about infiltration tactics.

Historically, German troops have always been more aggressive and flexible than their opponents in order to gain major advantages. This, added with the new *Stoss* tactics, has given the German soldier an edge in combat. Quickly closing with the enemy means less time that they have to spend under enemy fire. All troops, from the regular infantryman to the elite stormtrooper, use rapid advance and tactical flexibility to take advantage of enemy weaknesses quickly and decisively.

Any German platoon with a Platoon Command team may attempt an *Infanterie Vor!* move in its Assault Step. Tank teams cannot make *Infanterie Vor!* moves.

Roll a Skill Test for each platoon:

- If the test is passed, the platoon treats the Assault Step as a Movement Step in which it can move up to another 4"/10cm, regardless of its normal movement distance.
- If the test is failed, the platoon cannot move any further this turn.

Either way, a platoon that attempts to make an *Infanterie Vor!* move cannot take any part in an assault in the same turn.

Although it is not the Movement Step, teams making an *Infanterie Vor!* move may Mount and Dismount as if it was the Movement Step.

platoons that are Pinned Down or have moved At the Double, and teams that are Bugged Down, cannot make *Infanterie Vor!* moves.

Immobile Gun teams and Gun teams that shot earlier in the turn cannot make an *Infanterie Vor!* move. Teams of any type that have fired an Artillery Bombardment cannot make an *Infanterie Vor!* move.

INFANTERIEKOMPANIE

(INFANTRY COMPANY)

INFANTRY COMPANY

HEADQUARTERS



HEADQUARTERS



Infanteriekompanie
HQ

13

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Your Company HQ must be either from a Reserve division (marked ) , or an Infantry division (marked ) . All other platoons with any of these symbols must be from the same division as your Company HQ.

SUPPORT PLATOONS

COMBAT PLATOONS

INFANTRY



Infanterie Platoon

13

INFANTRY



Infanterie Platoon

13

INFANTRY



Infanterie Platoon

13

WEAPONS PLATOONS

MACHINE-GUNS



Infanterie
Machine-gun Platoon

14

MACHINE-GUNS



Infanterie
Machine-gun Platoon

14

MACHINE-GUNS



Infanterie
Machine-gun Platoon

14

REGIMENTAL SUPPORT PLATOONS

TRENCH GUNS



Minenwerfer Platoon

14

Anti-tank Gun Platoon

15

ARMOUR



Panzer Platoon

15

ARMOUR



Panzer Platoon

15

INFANTRY



Infanterie Platoon

13

Stoss Platoon

16

INFANTRY



Infanterie Platoon

13

Stoss Platoon

16

TRENCH GUNS



Infantry Gun Platoon

16

ARTILLERY



Artillery Battery

18

Artillery Detachment

18



MOTIVATION AND SKILL

Reserve divisions are fresh units and are rated **Confident Trained**.

Infantry divisions have seen a lot of combat recently and are rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

RESERVE DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

INFANTRY DIVISION

HEADQUARTERS

INFANTERIEKOMPANIE HQ

HEADQUARTERS

Company HQ 25 points 30 points

Add Anti-tank Section with:

3 Anti-tank Rifle teams	135 points	180 points
2 Anti-tank Rifle teams	90 points	120 points
1 Anti-tank Rifle team	45 points	60 points

Add Flame-thrower Section with:

3 Flame-thrower teams	90 points	120 points
2 Flame-thrower teams	60 points	80 points
1 Flame-thrower team	30 points	40 points

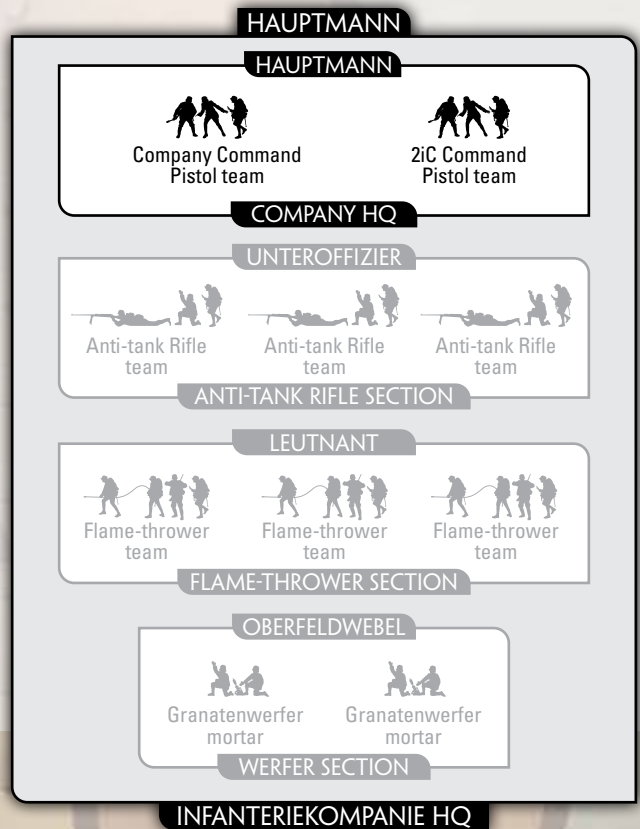
Add Werfer Section with:

2 Granatenwerfer teams	90 points	120 points
1 Granatenwerfer team	45 points	60 points

OPTIONS

- Replace Command Pistol teams with Command SMG teams for +5 points per team.
- Add up to one Sniper team for +60 points.

Excellent German technology has given us the tools we need to overcome the British tanks and trenches, including powerful anti-tank rifles, devastating flame-throwers, and more.



INFANTERIEKOMPANIE HQ

COMBAT PLATOONS

INFANTERIE PLATOON

PLATOON

HQ Section with:

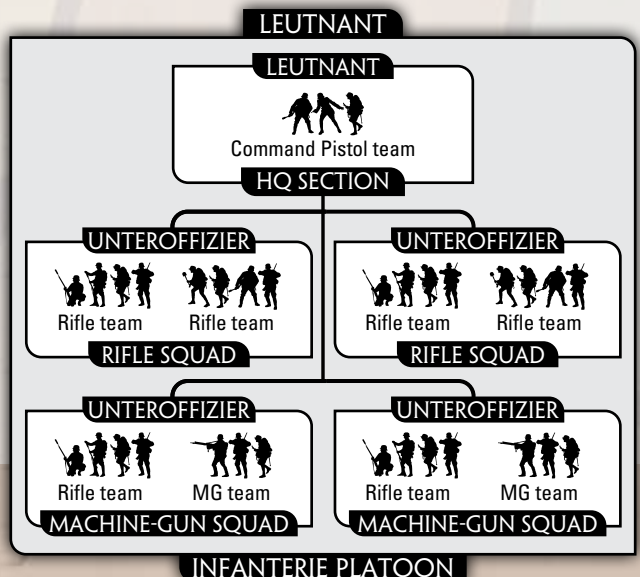
2 Rifle Squads and 2 Machine-gun Squads 150 points 195 points

2 Rifle Squads and 1 Machine-gun Squad 110 points 145 points

OPTIONS

- Replace Command Pistol team with a Command SMG team for +5 points.
- Replace up to one Rifle team with a Rifle Grenade team for +5 points.

The steadfast infantryman has been fighting this war for years. However, he is not alone. With tanks, stormtroopers, and special trench guns to help, the rifleman will claim victory.



INFANTERIE PLATOON



WEAPONS PLATOONS

INFANTRIE MACHINE-GUN PLATOON

PLATOON

HQ Section with:

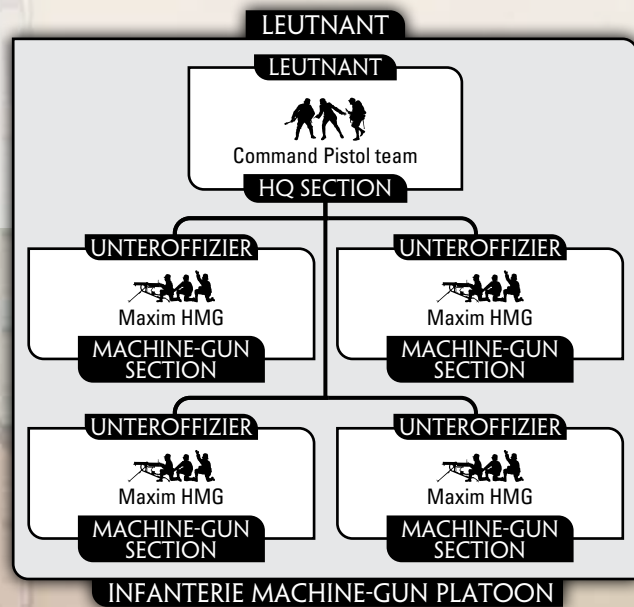


4 Maxim HMG	285 points	370 points
3 Maxim HMG	215 points	280 points
2 Maxim HMG	145 points	190 points

German Maxim HMG teams have an Anti-tank rating of 3 due to the use of armour-piercing ammunition.

In addition, an Infanterie Machine-gun Platoon may fire bombardments (see page 4).

The Maxim machine-gun has drastically changed how battles are fought. Now a small crew of men can put out a remarkable amount of fire. Multiply this across a whole platoon of these weapons and you have a unit capable of an immense rate of fire.



REGIMENTAL SUPPORT PLATOONS

MINENWERFER PLATOON

PLATOON

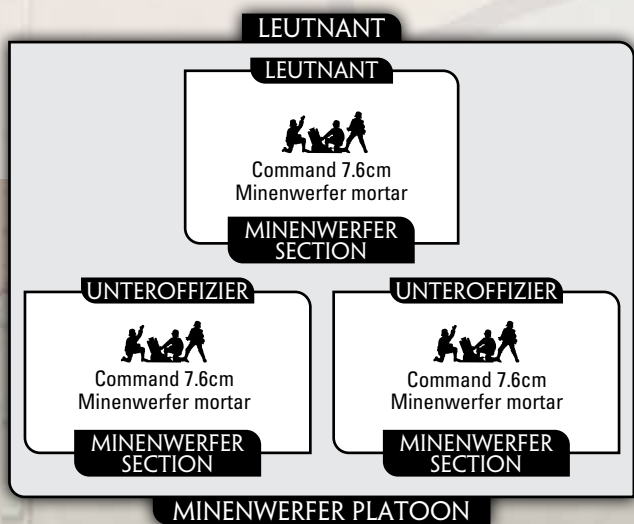


3 7.6cm Minenwerfer	390 points	510 points
2 7.6cm Minenwerfer	260 points	340 points
1 7.6cm Minenwerfer	130 points	170 points

Minenwerfer Sections operate as separate platoons, each with their own Command teams.

7.6cm Minenwerfer gun teams are Trench Guns (see page 4).

Infantry alone lack the firepower to dig out enemy troops and fortifications. To address this problem the German army employs the *Minenwerfer* (mine-thrower or mortar). Its high explosive shells are essential for knocking out enemy strong points. When British tanks are about, the *Minenwerfer* can be used to combat these beasts in an anti-tank role.





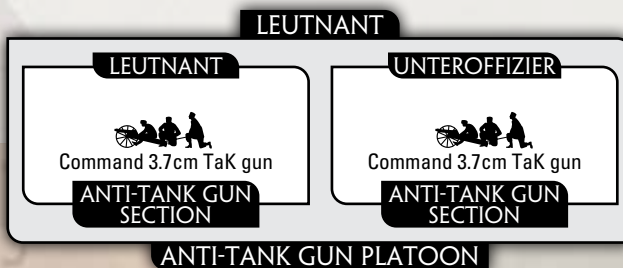
ANTI-TANK GUN PLATOON

PLATOON

2 3.7cm TaK	170 points	220 points
1 3.7cm TaK	85 points	110 points

Anti-tank Gun Sections operate as separate platoons, each with their own Command teams.

With British tanks on the prowl, the German army has developed several weapons to deal with them. One of these is the relatively light-weight 3.7cm TaK gun, built by Rheinmetall. It has the ability to penetrate enemy tanks' armour and



knock them out. It's low profile also makes it suitable to move across no-man's-land to support the infantry.



SUPPORT PLATOONS

PANZER PLATOON

PLATOON

3 A7V	855 points
2 A7V	570 points
1 A7V	285 points

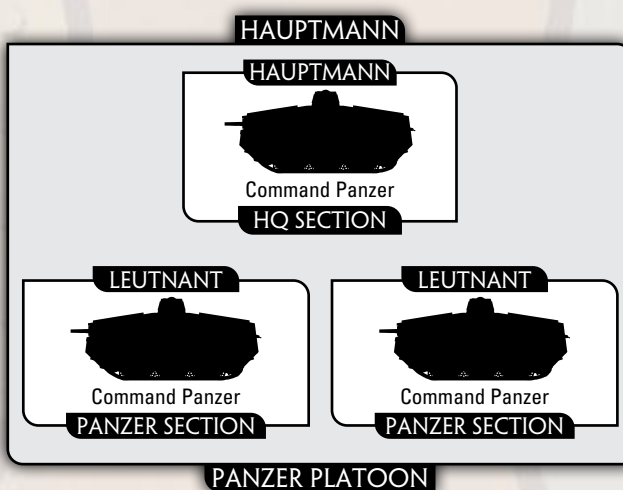
3 Beute Mk IV female	690 points
2 Beute Mk IV female	460 points
1 Beute Mk IV female	230 points

OPTIONS

- Replace any or all Beute Mk IV female tanks with Beute Mk IV male tanks for +30 points per tank.
- Replace any or all A7V tanks with Beute Mk IV female for -55 points or Beute Mk IV male tanks for -25 points per tank.

Panzer Sections operate as separate platoons, each with their own Command teams.

An Infanteriekompanie that includes a Panzer Platoon will Always Attack, unless it also includes an Artillery Battery, which will make it Always Defend..



A Panzer Platoon is rated
Confident Trained.



We have created our own panzers. Bristling with machine guns and a 57mm gun, the A7V is an impressive weapon with thicker armour and faster mobility than most British tanks. In addition, we use captured enemy tanks to take the fight back to their original owners.



STOSS PLATOON

PLATOON

HQ Section with:

2 Sturm Squads and
2 Machine-gun Squads **305 points**

2 Sturm Squads and
1 Machine-gun Squad **240 points**

OPTIONS

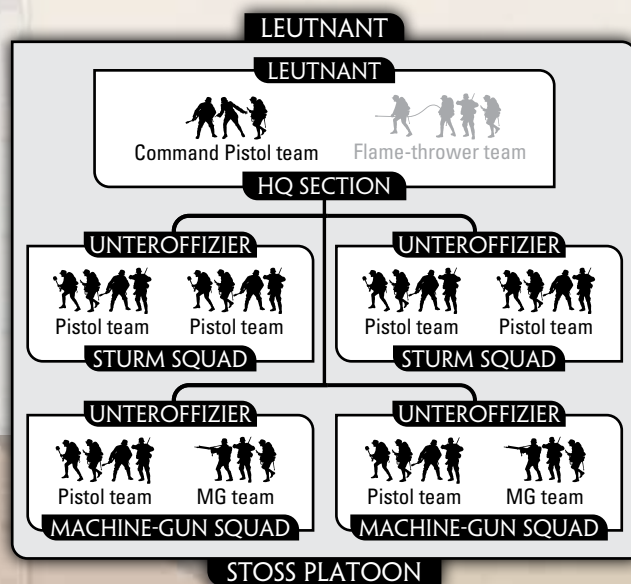
- Replace Command Pistol team with a Command SMG team for +5 points.
- Add a Flame-thrower team for +45 points.

A Stoss Platoon uses the Stosstaktik special rules on page 17.

Pistol and SMG teams in a Stoss Platoon are rated Tank Assault 3.

An Infanteriekompanie that includes a Stoss Platoon will Always Attack, unless it also includes an Artillery Battery, which will make it Always Defend.

Stoss Platoons are rated Fearless Veteran.



Stosstaktik places importance on combined arms warfare. Lead units are heavily equipped with sub-machine guns and grenades to clear trenches. They are then followed-up by regular infantry with light machine-guns for mobile firepower, and flame-throwers to knock out the strongpoints. It is the start of modern infantry tactics, and will pave the way for twentieth century warfare.

INFANTRY GUN PLATOON

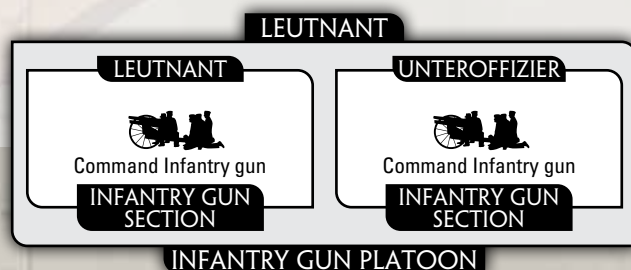
PLATOON

2 7.62cm Krupp IG	210 points	270 points
1 7.62cm Krupp IG	105 points	135 points

Infantry Gun Sections operate as separate platoons, each with their own Command teams.

7.62cm Krupp IG gun teams are Trench Guns (see page 4).

The 7.62cm Krupp infantry gun has outstanding accuracy and is lightweight, making it a favourite among the crews



that use it. It gives German infantry a weapon capable of destroying the targets that heavy artillery misses or attacking enemy tanks. This makes it a very versatile and essential part of an assault.

STOSSTACTIK

When the war stagnated into trench warfare, officers on both sides tried to break the stalemate. Various new weapons were tried: massed heavy artillery bombardments, poison gas, aircraft, and tanks. Yet the most effective change was not a new weapon, but a new tactic. A revolution in military thinking occurred, with the strict discipline and drill that had been required of infantry since the days of Frederick the Great giving way to newer, more flexible movement and tactics.

In the German army these tactics were called *Stosstaktik*, or shock tactics. They were to be carried out by *Stosstruppen* (shock troops). The aim of the *Stosstruppen* was to seek out weak points in the enemy lines and advance through them quickly in small groups. Enemy strongpoints would be bypassed in order to capture objectives in their rear.

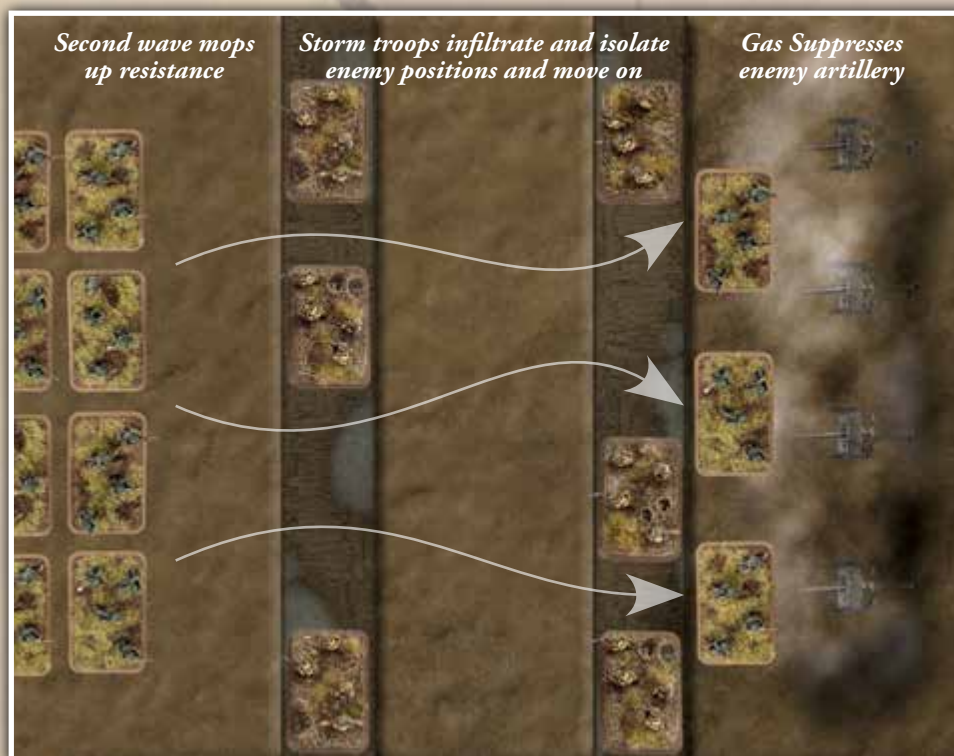
Shock tactics were first conceived in 1915 by *Hauptmann* (Captain) Willy Rohr, a career infantry officer. He realized that current assault tactics did not work. He reorganized his assault detachment into squad-sized assault groups, teaching them to move quickly and quietly using cover. Enemy trenches were rolled up in short rushes with grenades. The new tactics were tested in the Vosges Mountains, and they worked well.

Rohr began training more men in his tactics and the detachment was expanded into *Sturmbatallion Rohr* (Assault Battalion Rohr). The battalion took part in the initial attack at Verdun in 1916, successfully clearing the first line of French trenches.

Rohr's idea was adopted by his commander, Eighth Army General Hutier. Hutier added a short, sharp artillery bombardment before the assault. This would silence defenders and achieve tactical surprise. Detailed planning was reduced, and junior officers would be given more freedom to adapt tactics to the situation.

Through 1917, the new tactics continued to be used and adapted successfully. New units of *Stosstruppen* were raised and distributed across the front for major assaults.

Stosstaktik was used on a large scale during the 1918 Spring offensive. Entire divisions infiltrated and quickly overran the French and British trench lines, ending the stalemate that had lasted four years. Generals Hindenburg and Ludendorff are usually given the credit for planning this offensive, but none of it could have happened without Willy Rohr's new idea.



STOSSTACTIK SPECIAL RULES

TRENCH FIGHTERS

Few soldiers had the experience and skill in hand-to-hand combat as German *Stosstruppen*.

SMG and Pistol teams from a Stoss Platoon hit on a roll of 2+ in Assaults (instead of 3+).

STOSSTRUPPEN INFILTRATION

Stosstruppen tactics relied on infiltration to close with the enemy undetected. Once in position, the assault troops were ready to unleash hell on the enemy trenches.

If you are the Attacker and have deployed at least one Stoss Platoon on the table, then all of the Stoss and Infanterie Platoons in your force may make a Spearhead Deployment move (see page 261 of the rulebook).

MISSION TACTICS

Before battle, every stormtrooper is briefed on their mission and how it relates to the overall battle plan.

If a Stoss Platoon's Command team is Destroyed, another team takes over immediately. Remove any other Infantry team in the platoon that is within Command Distance of the Command team and replace it with the original Platoon Command team.

If there is no Infantry team within Command Distance, then the Platoon Command team is Destroyed and the platoon is left leaderless.

The original Platoon Command team can still use this rule while a Warrior team is leading the platoon and acting as its Command team, but the rule does not apply to the Warrior team.



ARTILLERY BATTERY

PLATOON

HQ Section with:



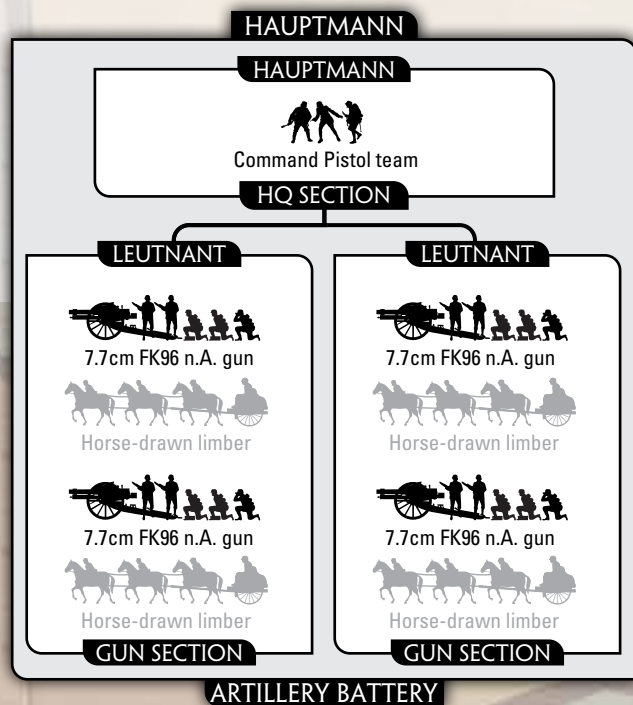
4 7.7cm FK96 n.A.	545 points	710 points
2 7.7cm FK96 n.A.	275 points	360 points

OPTION

- Add horse-drawn limbers for +5 points for the battery.

An Infanteriekompagnie that includes an Artillery Battery will Always Defend.

The armies of this Great War rely heavily on artillery to help prepare the enemy for an assault or to break up enemy attacks. The 7.7cm FK96 n.A. is a versatile field gun used all across the front. Its light weight makes it a very mobile gun compared to its competitors. With a variety of shells available, ranging from anti-tank to shrapnel rounds, this gun can be employed successfully in different combat situations. This gives commanders a valuable tool in both offensive and defensive operations.



ARTILLERY DETACHMENT

PLATOON



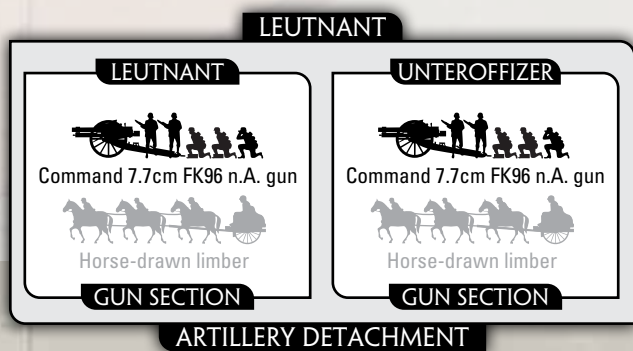
2 7.7cm FK96 n.A.	260 points	340 points
1 7.7cm FK96 n.A.	130 points	170 points

OPTION

- Add horse-drawn limbers for +5 points for the battery.

Gun Sections operate as separate platoons, each with their own Command teams.

The 7.7cm FK96 n.A. is relatively light enough to be useful as a rapid-response anti-tank detachment. Held just behind the lines in reserve, these guns could be called up to meet



British tanks. The gun is powerful and remains the best way to take out a tank permanently, but it can also be used to knock out enemy bunkers or gun positions.



GERMAN ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
A7V	6"/15cm	2	1	1	Four Side-mounted MG, Two hull-rear MG, Landship, Mobile fortress, Overloaded, Self-defence MG.
<i>5.7cm Maxim-Nordenfolt gun</i>	<i>24"/60cm</i>	2	6	4+	<i>Hull mounted.</i>
Beute Mark IV female	4"/10cm	1	1	1	Four Side-mounted MG, Landship, Mobile fortress Self-defence MG, Wide tracks.
Beute Mark IV male	4"/10cm	1	1	1	Landship, Self-defence MG, Wide tracks.
<i>OQF 6 pdr gun</i>	<i>24"/60cm</i>	2	6	4+	<i>Side mounted.</i>
<i>OQF 6 pdr gun</i>	<i>24"/60cm</i>	2	6	4+	<i>Side mounted.</i>

VEHICLE MACHINE-GUNS

<i>Vehicle MG</i>	<i>16"/40cm</i>	3	3	6
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INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Pistol team	4"/10cm	2	1	6	Full ROF when moving.
SMG team	4"/10cm	3	1	6	Full ROF when moving.
Rifle team	16"/40cm	1	2	6	
MG team	16"/40cm	3	2	6	ROF 2 when pinned down.
Rifle Grenade team	12"/30cm	2	1	4+	Can fire over friendly teams.
Anti-tank Rifle team	16"/40cm	1	4	5+	Tank Assault 3.
Flame-thrower team	4"/10cm	2	-	6	Flame-thrower.

ADDITIONAL TRAINING AND EQUIPMENT

Pistol and SMG teams in a Stoss Platoon are rated Tank Assault 3.

GUN TEAMS

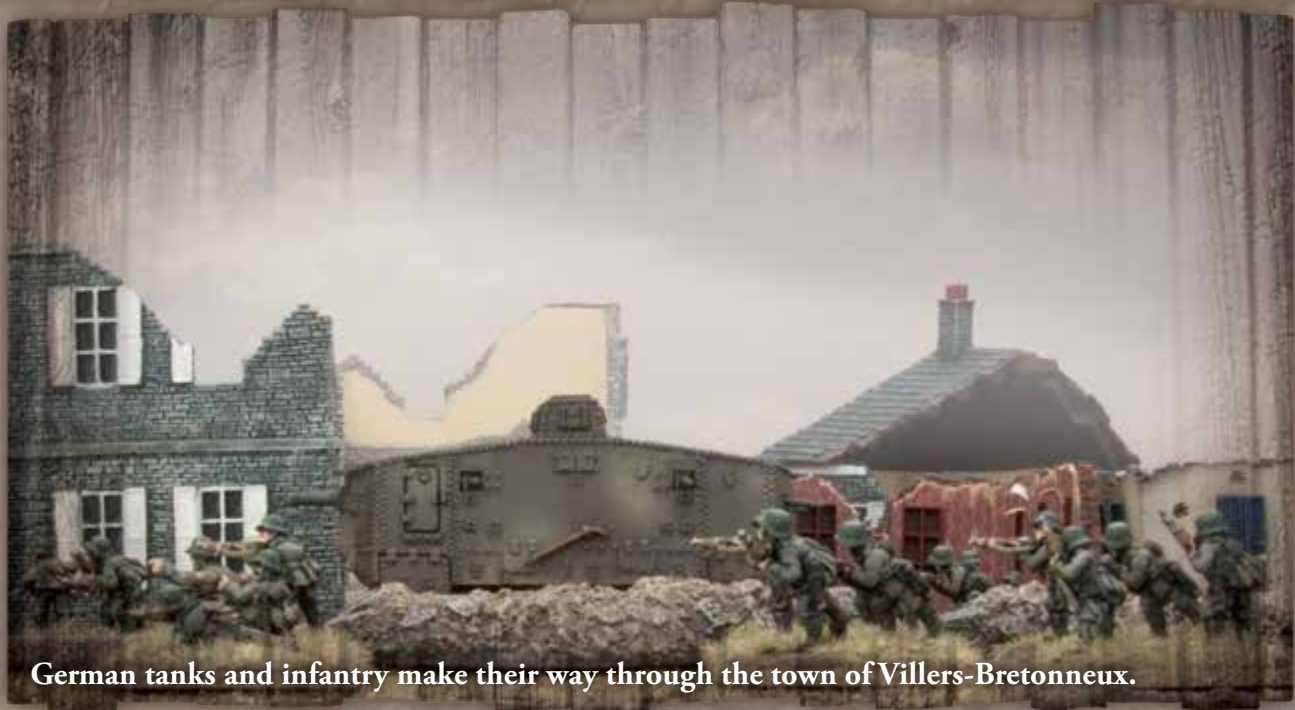
Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Maxim HMG	Man-packed	24"/60cm	6	3	6	ROF 3 when pinned down or moving.
Firing bombardments		40"/100cm	-	-	-	
Granatenwerfer mortar	Man-packed	16"/40cm	2	2	3+	Can fire over friendly teams, Minimum range 8"/20cm.
7.6cm Minenwerfer mortar	Light	32"/80cm	2	3	2+	Can fire over friendly teams, Minimum range 8"/20cm, Trench gun.
3.7cm TaK gun	Man-packed	24"/60cm	2	5	4+	No HE.
7.62cm Krupp IG gun	Light	16"/40cm	2	5	3+	Gun shield, Trench gun.
7.7cm FK96 n.A. gun	Heavy	24"/60cm	2	8	3+	Gun shield.
Firing bombardments		64"/160cm	-	3	6	

TRANSPORT TEAMS

Vehicle <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
Horse-drawn limber	Horse-drawn	-	-	-	

FORTIFICATIONS

Weapon	Range	ROF	Anti-tank	Firepower	Notes
HMG Pillbox	24"/60cm	6	3	6	ROF 3 when pinned down.
HMG Nest	24"/60cm	6	3	6	ROF 3 when pinned down.



German tanks and infantry make their way through the town of Villers-Bretonneux.



2nd Lieutenant Frank Mitchell's Mark IV male tank knocks out the A7V 'Nixe' in history's first tank versus tank dual.



The A7V 'Nixe' takes to the field and severely damages two Mark IV female tanks from A Company.



Fast Mark A 'Whippets' charge down fleeing infantrymen as the German force begins to retreat.

TAKING THE FIELD

VILLERS-BRETONNEUX, 1918

The German March offensive had come very close to shattering the British Expeditionary Force (BEF) and breaking through to the channel. However, the exhausted German divisions had been fought to a standstill, and the drive to Amiens was halted at Villers-Bretonneux on 5 April.

After a rest period of three weeks, the Germans resumed their offensive on the morning of the 24 April 1918. The attack intended to capture the ridge west of Villers-Bretonneux, which provided a dominating position overlooking Amiens, and the strategically important rail line that ran through it.

The German attack fell on the British 8th Division, which was considered one of the best in the BEF, and one of the first selected for an increased allotment of Lewis light machine-guns. The 8th Division had suffered heavily during the March battles, losing half of its infantry strength. To make up the numbers, it was reinforced with young and inexperienced troops.

THE BATTLE OPENS

Overnight on the 24 April, the 8th Division was subjected to the heaviest barrage ever experienced by its men, according to survivors. The barrage included mustard gas and created a heavy fog. Whilst the artillery barrage fell heaviest on the rear areas, the front line was mostly subjected to fire from short range trench mortars.

The German attack was carried out by four divisions, the 77th Reserve, 228th, 243rd, and 4th Guards Infantry Divisions. These were reinforced by the first concerted use of German tanks. Fourteen of the new German A7V tanks had been bought up to the line for use in the attack, and wherever the tanks were used the line crumbled. The Germans captured about 2400 prisoners from the 8th Division and an attack supported by five tanks further south against the 58th Division yielded similar results.

The British had expected the Germans to use tanks at some point and had developed plans to try and stop a German tank attack. These included sending forward detachments of field artillery guns, either singly or in pairs, and staging tank platoons close to the front lines. The III (Third) Corps defending Villers-Bretonneux had both at hand and despatched field guns and tanks to meet the German armour.

THE FIRST TANK BATTLE

Captain John Brown, MC, commanded a section of three tanks from A Company, 1st Battalion, 3rd Tank Brigade and moved forward with one Mark IV male and two Mark IV female tanks. Just before being ordered to the front line, Brown's tanks were caught in a gas attack, and many of the crew were partially disabled with swollen eyes. Still, they mounted up and moved into action through the German artillery barrage.

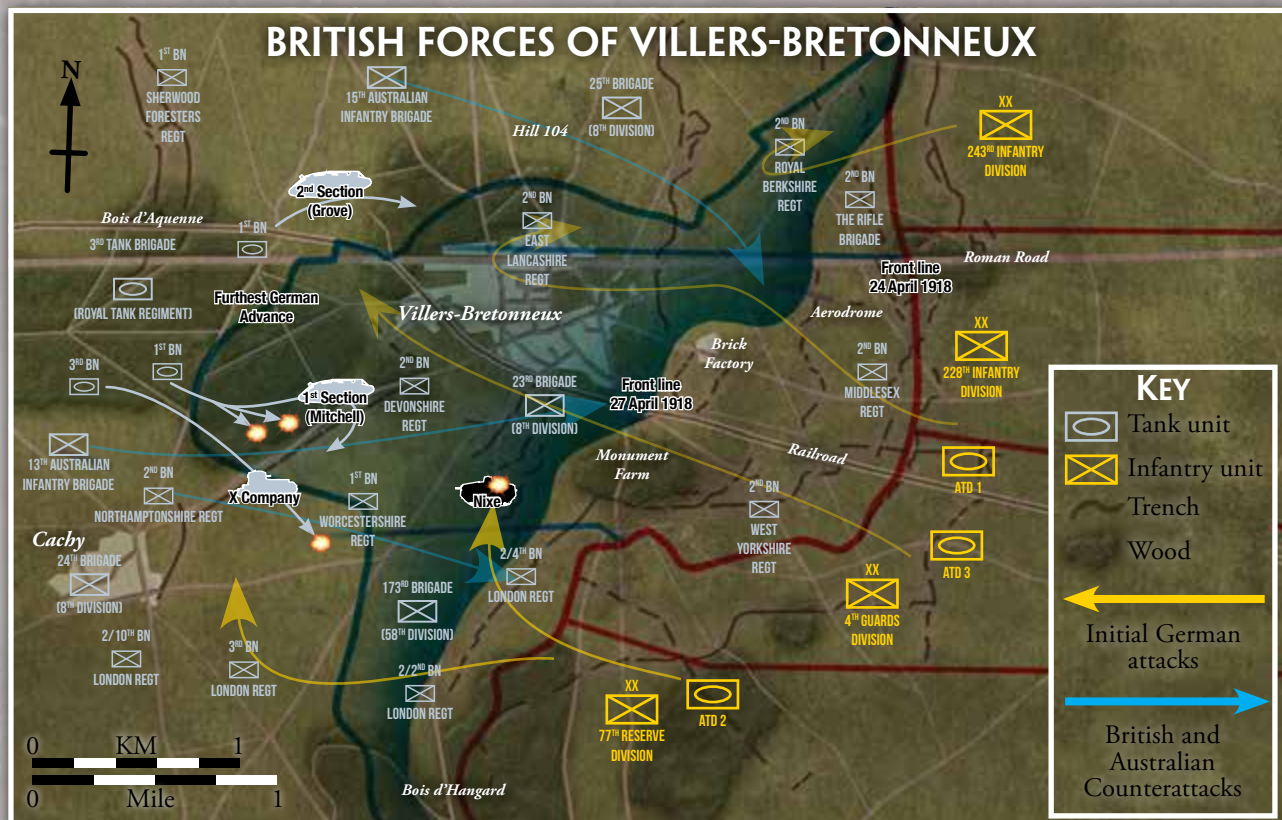
Second Lieutenant Frank Mitchell, MC, commanded the Mark IV male tank as it trundled into combat near the small village of Cachy. After crossing through the British trenches, the riflemen inside told Mitchell that there were German tanks about. Sure enough, moments later Mitchell spotted them through his vision port and a surge of excitement bounded through the crew as they prepared for history's first tank versus tank duel.

The three British Mark IVs moved closer to a German A7V named *Nixe*. Within a few moments Mitchell saw the two females get hit by the German tank's 57mm gun. Huge holes had been ripped through the sides and rear of the machine-gun-armed tanks and they slowly limped away. The A7V pressed on, apparently not seeing Mitchell's tank approaching.

Mitchell manoeuvred his tank so that he could engage the German A7V with his 6 pounder guns. His gunner was partially blinded from the gas attack earlier and after several shots, he hit the A7V three times. Mitchell saw the German crew bail out and two other German tanks quickly withdraw. The crew celebrated their victory with loud shouts that were barely heard over the din of their machine's engines.

Mitchell's crew turned around to return to their lines, having accomplished their mission. On its way back the tank was damaged by artillery fire and the crew bailed out, returning later to reclaim their tank.





THE RIDE OF THE WHIPPETS

As Mitchell's crew returned to their tank, he saw the charge of seven Whippet medium tanks of X Company, 3rd Battalion, 3rd Tank Brigade. With the German tanks quitting the field, the attacking infantry was left on its own. The machine-gun armed Whippets used their superior speed to ride down the German infantry.

The Whippets devastated the German attack, claiming to have inflicted at least 400 casualties before the surviving troops fled. Four Whippets were knocked out in the action by a combination of fire from German artillery, trench mortars, and the A7V tanks that had returned to the front.

SHORING UP THE LINE

Another section of A Company tanks supported a successful counter attack by the 8th Division, with one male and one female Mark IV. After inflicting casualties and helping the

2nd Battalion, Royal Berkshire Regiment and the 2nd Rifle Brigade to stabilise their line, both tanks were knocked out by German field guns.

Fearing a resumption of the German offensive, the British ordered two Australian brigades to immediately counter attack and retake the village. Both of the brigade commanders refused, stating that to attack in daylight across open fields would result in excessively heavy casualties. The attack was postponed to late that night and was conducted without artillery preparatory bombardment. The German defenders were caught unawares, and the counter attack achieved complete success with relatively few casualties.

Villers-Bretonneux marked the end of the German March Offensive, as well as the final turning point of the Great War. With the successful defence of this small French town, the Allied forces gained the strategic initiative and began the offensives that would see them finally end the war.

BRITISH SPECIAL RULES

A British Rifle Company does not use any of the British special rules found in the Flames Of War rulebook, and instead uses the following special rules.

BRITISH BULLDOG

Some 175 years ago, a French general remarked that the British troops his infantry attacked appeared to have taken root and be stuck to the ground. They refused to run away when other troops would have. Nothing has changed and British soldiers still have a reputation for tenacity and stubbornly refusing to give up ground that they have taken.

When British platoons test their Motivation to Counterattack in assaults, you may re-roll the die and apply the re-rolled result to all British platoons that failed on the original roll.

TRENCH FIGHTERS

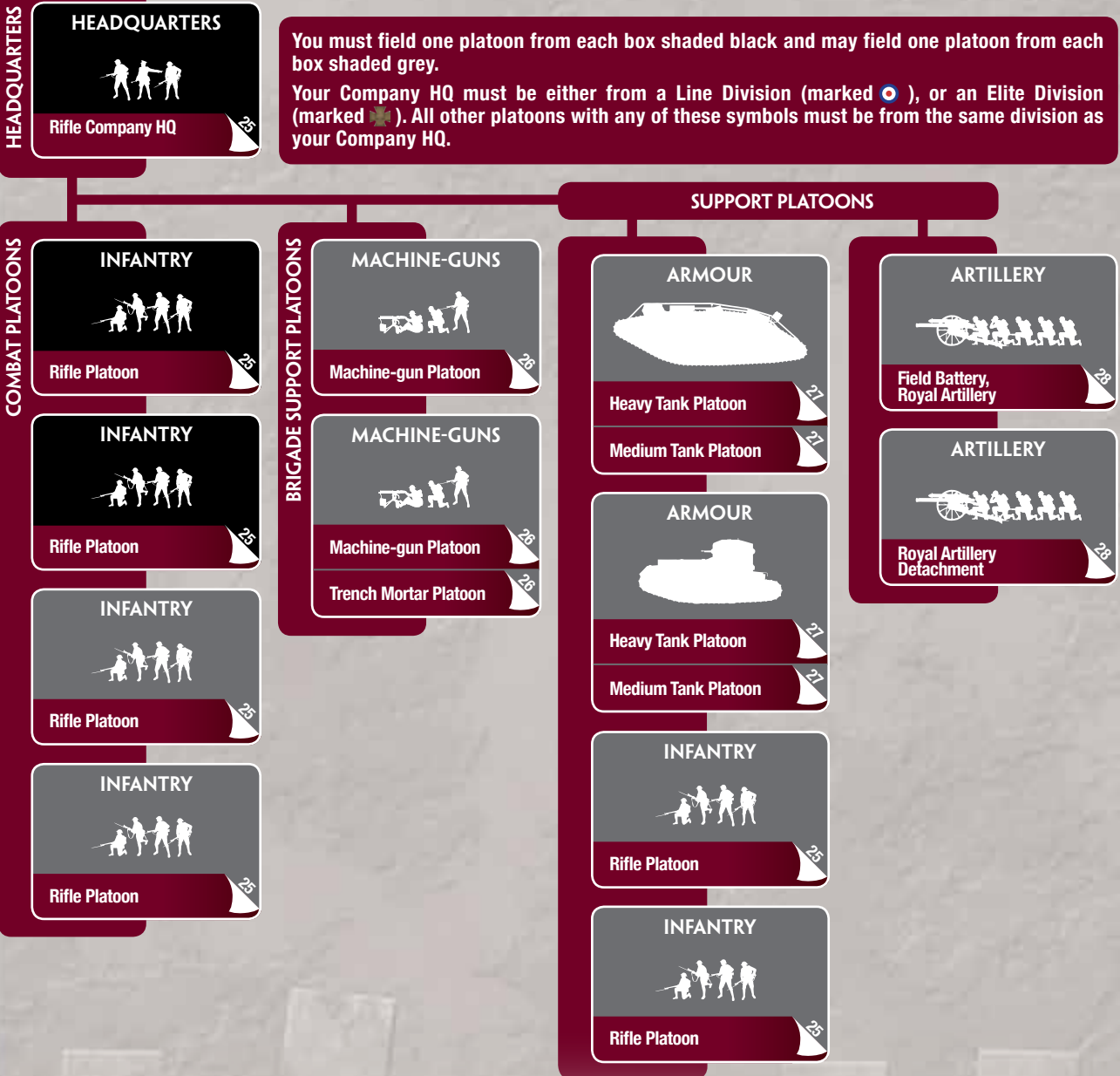
By 1918, the British army was the most aggressive and lethal assault force on the Western Front. Using bombers armed with hand-grenades, light-weight Lewis light-machine-guns, and fixed bayonets, British riflemen were unstoppable in hand-to-hand combat.

Rifle and Pistol teams from British Rifle Platoons (page 25) hit on a roll of 2+ in Assaults if they are Veterans (instead of 3+) or 3+ if they are Trained (instead of 4+).

Rifle Grenade and MG teams support the assault from behind the charge and therefore do not benefit from the Trench Fighters special rule.

RIFLE COMPANY

(INFANTRY COMPANY)





MOTIVATION AND SKILL

Two-thirds of the British divisions on the Western Front were mostly used for holding the front line. These Line Divisions are rated **Confident Trained**.

The rest were considered elite, proving themselves in offensive operations. They were usually called on when an attack was being prepared. These Elite Divisions are rated **Confident Veteran**.

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

LINE DIVISION

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN

ELITE DIVISION

HEADQUARTERS

RIFLE COMPANY HQ

HEADQUARTERS

Company HQ



25 points

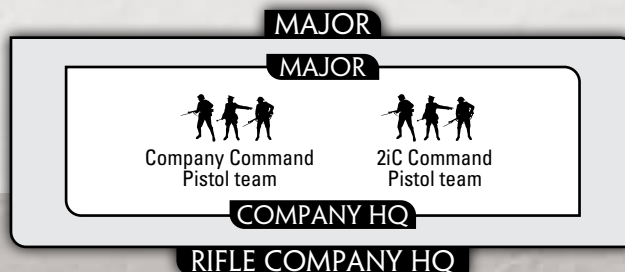


30 points

OPTION

- Add up to one Sniper team for +60 points.

After three long years of war, the British infantry are worn, but their courage has not dimmed. They can look to their officers to provide an example. The company's major will draw his revolver and lead the men forward, as he has always done, to glorious victory.



COMBAT PLATOONS

RIFLE PLATOON

PLATOON

HQ Section with:

2 Rifle Sections

170 points

225 points

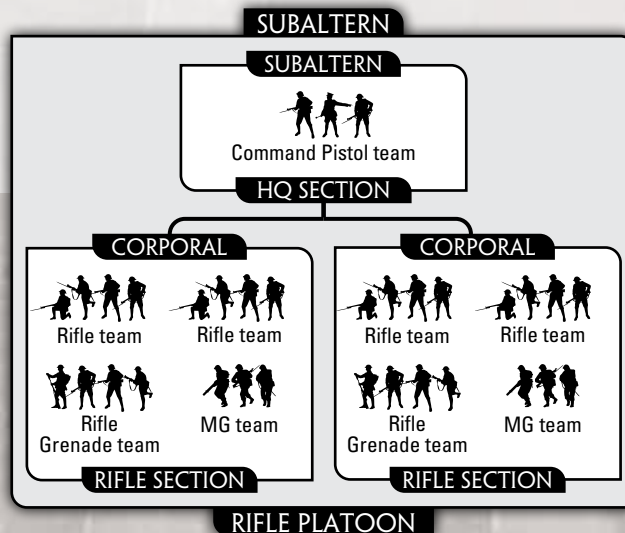
1 Rifle Section

95 points

120 points

Jerry has thrown everything at us – machine gun bullets at the Somme, shells at Verdun, and their vile poison gas at Ypres – but ‘Tommy’ has held firm. The traditional qualities of British infantry—courage, discipline and marksmanship—have stood them in good stead along with their trusty ‘303’ Enfield rifle.

Now, with Lewis light machine-guns, bombers, rifle grenades, and hard won experience, we are pushing the enemy back along the front. Our new recruits make up in dash what they may lack in experience. When the whistle blows, they will be ready to charge through the mud to the green fields beyond.





BRIGADE SUPPORT PLATOONS

MACHINE-GUN PLATOON

PLATOON

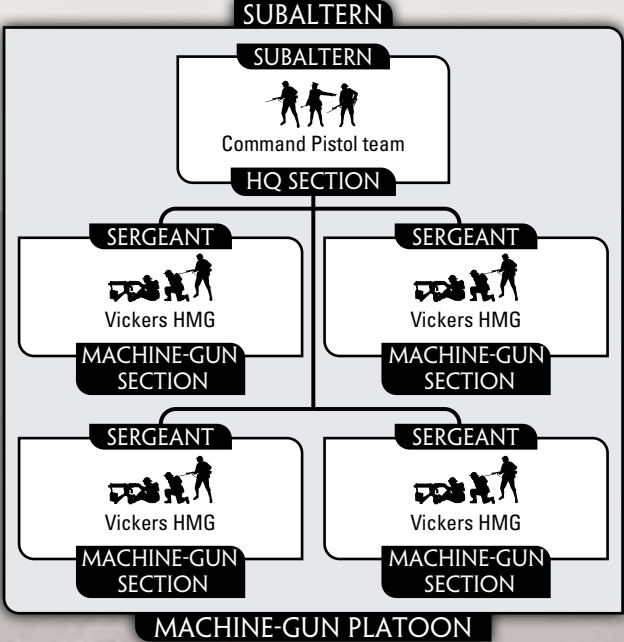
HQ Section with:



4 Vickers HMG	225 points	290 points
3 Vickers HMG	170 points	220 points
2 Vickers HMG	115 points	150 points

A Machine-gun Platoon may fire bombardments (see page 4).

If there is one weapon that the British infantryman trusts more than his 303, it is the Vickers machine gun. The modern Vickers is a symbol of British industry. Sturdy, with a tripod for accuracy and water-cooled for sustained fire, it is supremely reliable. The Vickers dominates the battlefield, warding off German attacks, and providing a tremendous base of fire for our men to advance under.



TRENCH MORTAR PLATOON

PLATOON

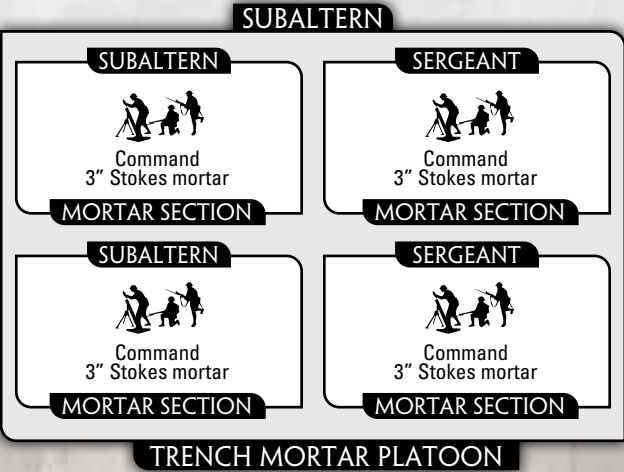


4 3" Stokes	280 points	360 points
3 3" Stokes	210 points	270 points
2 3" Stokes	140 points	180 points
1 3" Stokes	70 points	90 points

Mortar Sections operate as separate platoons, each with their own Command teams.

3" Stokes mortar teams are Trench Guns (see page 4).

Trench warfare has highlighted the need for the forward infantry to have heavy fire support with them to knock out enemy defences. The new Stokes mortar has been designed to do the job, and is just the ticket. It has good range, rate of fire, and firepower, thanks to its three-inch shell.



SUPPORT PLATOONS

HEAVY TANK PLATOON

PLATOON

4 Mark IV female	800 points	1040 points
3 Mark IV female	600 points	780 points
2 Mark IV female	400 points	520 points
1 Mark IV female	200 points	260 points

Replace any or all Mark IV female tanks with:

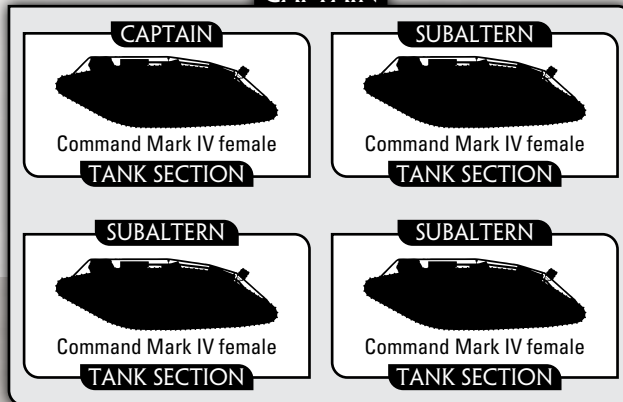
Mark IV male	+60 points	+80 points
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Tank Sections operate as separate platoons, each with their own Command teams.

A Rifle Company that includes a Heavy Tank Platoon will Always Attack, unless it also includes an Field Battery, Royal Artillery, which will make it Always Defend.

The British Army has applied its technological superiority to develop a new weapon—the tank—to achieve decisive

CAPTAIN



HEAVY TANK PLATOON

breakthroughs on the battlefield. A year on since their debut at Messines Ridge, the Mark IV version is now in full production, with improved armour and fire protection. The tanks are armed as either male (with two six-pounder guns) or female (with four machine guns) versions.

MEDIUM TANK PLATOON

PLATOON

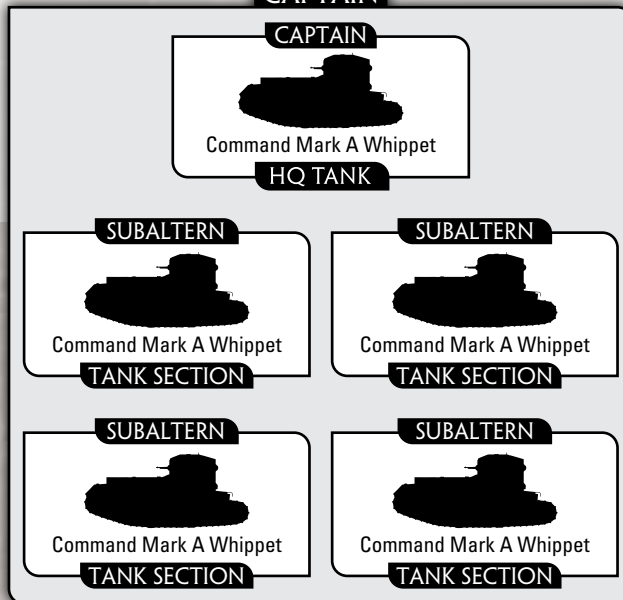
5 Mark A Whippet	650 points	850 points
4 Mark A Whippet	520 points	680 points
3 Mark A Whippet	390 points	510 points
2 Mark A Whippet	260 points	340 points
1 Mark A Whippet	130 points	170 points

Tank Sections operate as separate platoons, each with their own Command teams.

A Rifle Company that includes a Medium Tank Platoon will Always Attack, unless it also includes an Field Battery, Royal Artillery, which will make it Always Defend.

The latest development from British industry, the Whippet medium tank, is designed to follow up and exploit the breakthroughs that are made by the heavy tanks. The 8-mile-per-hour speed of the Whippet will enable it to surge ahead and complements the strength and firepower of the Mark IV.

CAPTAIN

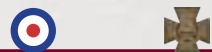


MEDIUM TANK PLATOON

FIELD BATTERY, ROYAL ARTILLERY

PLATOON

HQ Section with:



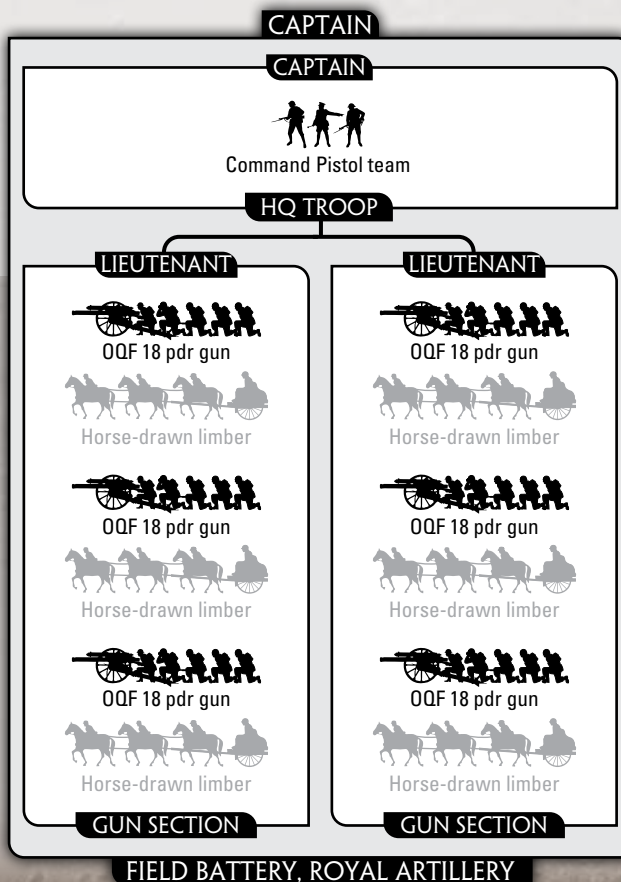
6 OQF 18 pdr	810 points	1055 points
3 OQF 18 pdr	425 points	555 points

OPTION

- Add horse-drawn limbers for +5 points for the battery.

A Rifle Company that includes a Field Battery, Royal Artillery will Always Defend.

The Ordnance Quick Firing 18 pounder (84mm) gun is our standard field piece and the backbone of the Royal Artillery. It fires a heavier shell than the French 75mm or German 77mm, and is accurate, reliable, and has good range. Combined with the well-trained crews of the Royal Artillery, the 18 pounder can out-shoot any foe.



ROYAL ARTILLERY DETACHMENT

PLATOON



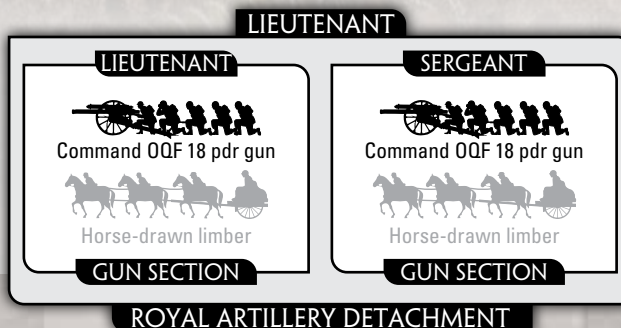
2 OQF 18 pdr	260 points	340 points
1 OQF 18 pdr	130 points	170 points

OPTION

- Add horse-drawn limbers for +5 points for the platoon.

Gun Sections operate as separate platoons, each with their own Command teams.

The OQF 18 pounder field gun is mobile for its size, which lends it to use by forward detachments. The Royal Artillery



are learning to operate in small units attached to the front line infantry to help deal with German tanks or offer direct fire to knock out enemy gun emplacements.



BRITISH ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
HEAVY TANKS					
Mark IV female	4"/10cm	1	1	1	Four Side-mounted MG, Landship, Mobile fortress, Self-defence MG, Wide tracks.
Mark IV male	4"/10cm	1	1	1	Landship, Self-defence MG, Wide tracks.
<i>OQF 6 pdr gun</i>	24"/60cm	2	6	4+	<i>Side mounted.</i>
<i>OQF 6 pdr gun</i>	24"/60cm	2	6	4+	<i>Side mounted.</i>
MEDIUM TANK					
Mark A Whippet	8"/20cm	1	1	1	Two MG.
VEHICLE MACHINE-GUNS					
<i>Vehicle MG</i>	16"/40cm	3	2	6	

INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Pistol team	4"/10cm	2	1	6	Full ROF when moving.
Rifle team	16"/40cm	1	2	6	
MG team	16"/40cm	3	2	6	ROF 2 when pinned down.
Rifle Grenade team	12"/30cm	2	1	4+	Can fire over friendly teams.

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
Vickers HMG	Man-packed	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
<i>Firing bombardments</i>		40"/100cm	-	-	-	
3" Stokes mortar	Light	24"/60cm	2	2	3+	Can fire over friendly teams, Minimum range 8"/20cm, Trench gun.
OQF 18 pdr gun	Heavy	24"/60cm	2	8	3+	Gun shield.
<i>Firing bombardments</i>		64"/160cm	-	3	5+	

TRANSPORT TEAMS

Vehicle <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour		Equipment and Notes
			Side <i>Anti-tank</i>	Top <i>Firepower</i>	
Horse-drawn limber	Horse-drawn	-	-	-	

FORTIFICATIONS

Weapon	Range	ROF	Anti-tank	Firepower	Notes
HMG Pillbox	24"/60cm	6	2	6	ROF 3 when pinned down.
HMG Nest	24"/60cm	6	2	6	ROF 3 when pinned down.



GREAT WAR MISSIONS

MISSION SPECIAL RULES

PRELIMINARY BOMBARDMENT

Before a major attack the defender is subjected to a bombardment from every gun and howitzer available.

All defending platoons on the table start the game Pinned Down.

CRATERED GROUND

Preliminary bombardments leaves the battlefield a moon-scape of cratered ground.

Stationary Infantry and Man-packed Gun teams count as in Bullet-proof Cover while in Cratered terrain.

OVERWHELMING FORCE

An assault company can rely on the rest of their battalion following up to push further into the trenches.

When an Attacking platoon that is entirely made up of Infantry or Man-packed Gun teams is Destroyed, the Attacker may return it to play at the start of their next turn, representing a fresh platoon arriving to take over.

In the Starting Step after an Attacking platoon is Destroyed, but before Company Morale Checks, the platoon may be returned to play. The returning platoon is deployed anywhere in the Attacker's Deployment Area.

The new platoon starts at the original strength of the Destroyed platoon. Only teams that are actually part of the platoon return in the new platoon. All Attachments, Warriors, and Independent Teams Destroyed with the platoon are permanently lost and do not return.

You do not need to wait for an Attacking platoon to be Destroyed. In your Starting Step, immediately before taking Company Morale Checks, you may elect to Destroy any or all Attacking platoons that are below half-strength. You may immediately bring the Destroyed platoons back again.

Treat the returning platoon as a totally new platoon. The old platoon still counts as being Destroyed for Company Morale Checks. If a platoon is Destroyed multiple times, it counts as multiple platoons being Destroyed.

New platoons do not add to the force's overall platoons for determining Victory Points.

TRENCH RESERVES

Trenches link the front line with the reserve area, allowing for reinforcements to get forward quickly and safely.

When a platoon arrives from Reserves, the owning player rolls a die to determine from which communication trench it will arrive. The mission map shows which trench the platoon will use for each roll. On a roll of 5 or 6, it will arrive anywhere along the owning player's table edge.

A platoon arriving from Reserves at a trench, arrives anywhere along the table edge within 6"/15cm of either side of the trench.

Sometimes there is not enough room in the trenches to bring on a whole platoon from reserve. In this case the remainder of the platoon will queue up in the communications trench, ready to come forward.

A platoon may leave teams off the table when it arrives from Reserves. These may enter the table from Reserves (automatically) in the same location as the rest of the platoon in subsequent turns.

FLANK ASSAULT

During a breakthrough, successful assaulting battalions would help adjacent ones clear their objectives to help widen the gap that had been created. These flank attacks helped the main assault push through difficult enemy positions.

In the Through Mud and Blood mission, the attacker must divide their force into two assaults: the Main Assault and the Flank Assault.

The Main Assault must include at least half of all of the attacker's platoons, which must include at least half of all of the attacker's Infantry platoons (those platoons containing only Infantry teams).

The Flank Assault must include at least one platoon, but no more than half of the total number of attacking platoons.



STRATEGIC RESERVES

TANKS

Tanks are rare and precious things and were not placed where the enemy's initial bombardments can hit them. When a force is placed on the defensive, most of its tanks are withdrawn and held well back, ready to counterattack the enemy.

The defender must hold all Armoured vehicles in Reserves (see page 268 of the rulebook).

HEAVY MACHINE-GUNS

Heavy machine-guns are integrated into the front as well-concealed nests or hardened pillboxes. A reserve of heavy machine-guns could be brought up if needed.

The defending player may replace all of the HMG teams in any or all of their platoons with HMG bunkers. To do this the defender replaces:

- one HMG team for an HMG Nest, or
- three HMG teams for an HMG Pillbox

Doing this removes all other teams in the platoon from the game.

These Bunkers are Area Defences (see page 262 of the rulebook) and must be placed in the defenders Deployment Area at the start of the game before deployment.

Any HMG teams not replaced with HMG Nests or Pillboxes must be held in Reserves.

GUNS AND ARTILLERY BATTERIES

Guns are deployed forward in well-protected positions to deal with the incoming enemy assault.

The defending player may place any or all Light, Medium, Heavy, or Immobile Gun teams in Gun Pits.

All Command Gun teams and any artillery batteries Deployed in Gun Pits or Trenches begin the game on the table.

All other platoons or batteries with Light, Medium, Heavy, or Immobile Gun teams must be held in Reserves.

ALL REMAINING PLATOONS

The remainder of the defender's force is divided between the front line and the second line reserve. When the attack strikes the front, the reserves are committed to reinforce the defenders.

After all Tanks, Heavy Machine-guns, and Guns have been allocated to either be Deployed on the table or to be held in Reserves, at least half of all remaining platoons must be held in Reserves.





DECIDING WHO ATTACKS

New tactics and technology lead the way during Great War offensives. Meanwhile, the presence of an artillery battery this close to the front line means that your orders are to protect it at all costs.

A force that includes a German Artillery Battery (page 18) or a British Field Battery, Royal Artillery (page 28) Always Defends against all other companies, no matter what other platoons are in the same force.

All other forces that include Stoss Platoons (page 16) or any Tank teams Always Attack.

Otherwise, use the normal Deciding Who Attacks procedure found on page 257 of the rulebook.

GREAT WAR TABLE SIZE

Company-sized assaults were conducted on a narrow front to concentrate firepower against the defender's position.

Great War Missions are played on a 4'x4' (120cm x 120cm) table.

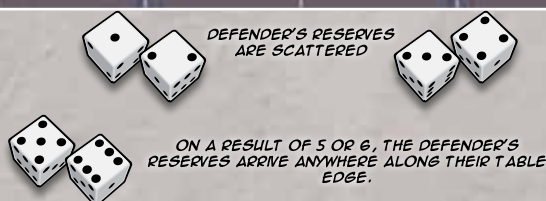
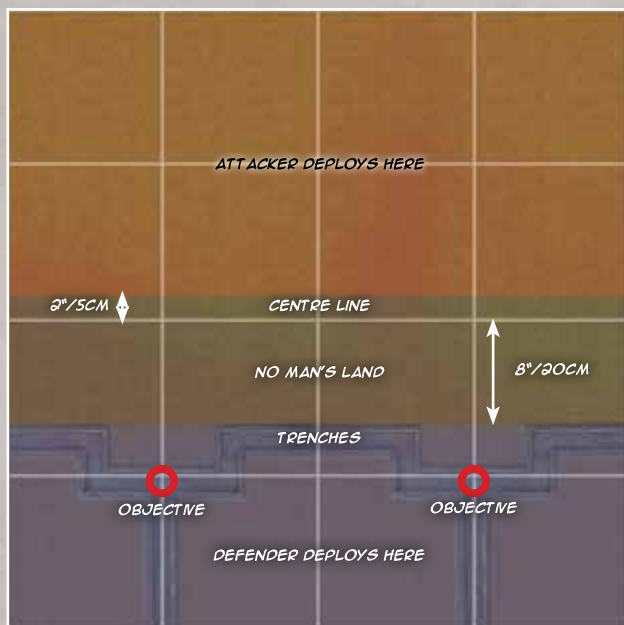
PLACING TRENCHES

Some missions use Trench Lines. The mission map will show you how to set up the trenches. When placing Trench Lines, you and your opponent may have to move or take away terrain to make room for them.



THE BIG PUSH

(DEFENSIVE BATTLE)



The Great War on the Western Front was dominated by set-piece attacks against well-prepared trench positions.

YOUR ORDERS

ATTACKER

You have been training for weeks in preparation for the big push. Fighting mock battles over an exact copy of the terrain you will fight over today. A massive barrage will lead your attack and you must punch through and blast open the enemy's defences.

DEFENDER

It has been quiet on the front for a few weeks, apart from the odd raid, and you suspect the enemy is up to something. You wait ready to repel any attack on your positions and to counterattack so that they don't gain any ground.

MISSION SPECIAL RULES

The Big Push uses the **Cratered Ground** (page 30), **Overwhelming Force** (page 30), **Preliminary Bombardment** (page 30), **Reserves** (page 268 of the rulebook), **Strategic Reserves** (page 31), and **Trench Reserves** (page 30) special rules.

PREPARING FOR BATTLE

1. The defending player chooses which table edge they will defend. Their Deployment Area is the part of this half of the table more than 8"/20cm from the centre line. The attacking player will attack from the other table half.
2. The defender now places the Trench Lines as shown and places up to six Barbed Wire Entanglements to span the table anywhere within No Man's Land.
3. The Objectives are the intersections between the front-line trench and the communications trenches running to the rear.
4. The defending player uses the Strategic Reserves rule to determine the platoons held in Reserves at the start of the game. These will arrive using the Trench Reserves special rule.
5. The defender Deploys their remaining platoons.
6. The attacking player's Deployment Area is their half of the table, excluding the area within 2"/5cm of the centre line. The attacker now Deploys all of their platoons.
7. Both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams, starting with the defending player.

BEGINNING THE BATTLE

1. All defending platoons are Pinned Down from the Preliminary Bombardment (see page 30).
2. The entire table is Cratered Ground (see page 30).
3. The attacking player has the first turn.

ENDING THE BATTLE

The battle ends when either:

- the attacker starts any of their turns from turn six having Taken any of the Objectives, or
- the defender starts any of their turns from turn six with no attacking teams in the defender's trenches.

DECIDING WHO WON

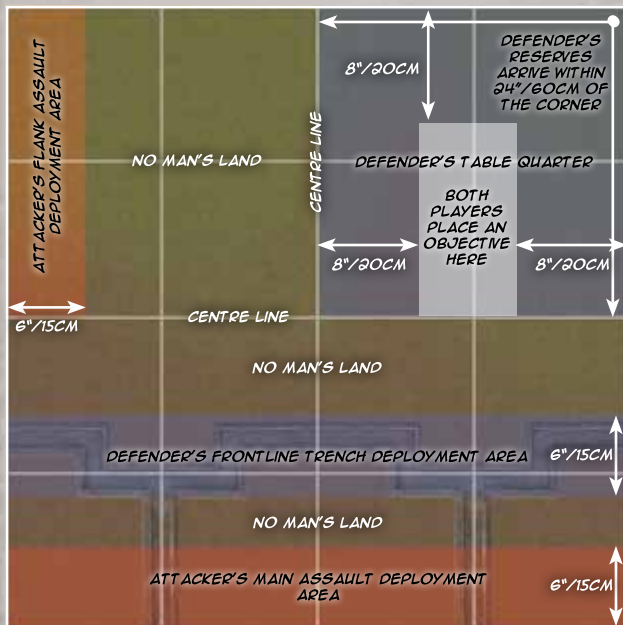
The attacker wins if the game ended because they have Taken an Objective. They have broken the defence and forced the enemy to fall back to the second line.

Otherwise the defender wins. The attack has been beaten off. Now they must prepare their counter-stroke.

Calculate your Victory Points using the Victory Points Table on page 275 of the rulebook.

THROUGH THE MUD AND BLOOD

(MOBILE BATTLE)



The forward trenches are taken, and the attacker pushes on. The fate of the operation hangs in the balance!

YOUR ORDERS

ATTACKER

Your forces have cleared the enemy's forward positions, and you are now poised to press into the second trench lines using the enemy's communication trenches for cover. To your left, your comrades have accomplished their assault and are turning in to meet yours. Join forces to secure the objective and push on to the green fields beyond.

DEFENDER

The enemy has broken through our forward trench line. The survivors and second-line troops are ready to slow them down long enough for your reserves to march forward and block the incoming attack.

MISSION SPECIAL RULES

Through the Mud and Blood uses the **F flank Assault** (page 30), **Reserves** (page 268 of the rulebook), and **Strategic Reserves** (page 31) special rules.

PREPARING FOR BATTLE

1. Mark the centre of the table so that the table quarters are obvious to both players.
2. The defending player chooses a table quarter as their Deployment Area for any Artillery Batteries in their force. Then the attacking player chooses an adjacent table quarter where their flank assault will be Deployed.
3. In the remaining table half, place Trench Lines as shown above. The defender now deploys all HMG nests or pillboxes in their force in the Frontline Trench Deployment Area, within 6"/15cm of the front of the trench line.
4. Starting with the defender, both players now place one Objective each in the defender's table quarter so that it is more than 8"/20cm of the table edges and more than 8"/20cm from the table centre line running parallel with the attacker's flank assault table edge.
5. The defender determines which platoons are Deployed on the table using the Strategic Reserves special rule. Platoons arriving from Reserves will do so within 24"/60cm of the corner of the defender's table quarter.
6. All of the defender's Artillery Batteries may be Deployed in the Defender's table quarter. All remaining platoons are Deployed in the Frontline Trench Deployment Area.
7. The area within 6"/15cm of the nearest table edge that runs parallel to the trenches is the Attacker's Main Assault Deployment Area. The area within 6"/15cm of the table edge opposite the defender's table quarter is the Attacker's Flank Assault Deployment Area.

8. The attacker now Deploys their force using the Flank Assault special rule (page 30).
9. Both players now Deploy any Warrior teams that are not part of a platoon and all Independent teams, starting with the defending player.

BEGINNING THE BATTLE

1. The defending player has the first turn.

ENDING THE BATTLE

The battle ends when either:

- the attacker has Taken any of the Objectives at the start of their turn, or
- the defender starts any of their turns from turn six with no attacking teams within 12"/30cm of an Objective.

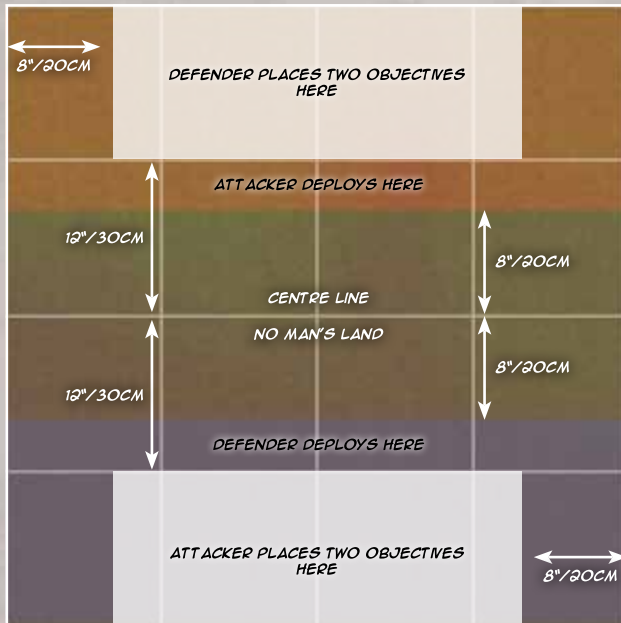
DECIDING WHO WON

The attacker wins if the game ended because they have Taken an Objective. They have broken the front line and opened a way to the green fields beyond. Otherwise the defender wins. The attack has been repelled, allowing the defenders to plan a counterattack to gain back any lost ground.

Calculate your Victory Points using the Victory Points Table on page 275 of the rulebook.

THE GREEN FIELDS BEYOND

(FAIR FIGHT)



The objective of the 'Big Push' is to get through the enemy's trenches and into the open fields beyond.

YOUR ORDERS

ATTACKER

Your forces have broken through the enemy trenches. The enemy must be ruthlessly crushed before they can reoccupy their lost trenches! Seize your objectives before the enemy seizes one of their own.

DEFENDER

The enemy has broken through. Your company must launch an immediate counterattack to regain our lost trenches. Capture one of your Objectives before the enemy can take one of theirs.

MISSION SPECIAL RULES

The Green Fields Beyond uses the **Meeting Engagement** special rule (see page 264 of the rulebook).

PREPARING FOR BATTLE

- Both players roll a die. The player with the higher score chooses a table edge to attack from. The other player defends from the opposite table edge.
- Starting with the attacking player, both players place two Objectives on the opponent's side of the table. The Objectives must be at least 12"/30cm from the centre line of the table and may not be placed within 8"/20cm of the side table edges.
- Each player's Deployment Area is their own half of the table, excluding the area within 8"/20cm of the table centre line. Both players, starting with the attacking player, alternate Deploying their platoons.
- Both players, starting with the attacking player, now Deploy any Warrior teams that are not part of a platoon and all Independent teams.

BEGINNING THE BATTLE

- Both players now roll a die. The player who finished Deploying their platoons first adds +1 to their roll. The player with the higher result has the first turn. In the event of a tie roll again.

ENDING THE BATTLE

The battle ends when:

- a player starts their turn having Taken either of the Objectives that they have placed in the enemy Deployment Area.

DECIDING WHO WON

The player that took their Objective has secured a key piece of terrain on the field, forcing the enemy onto the defensive and winning the day.

Calculate your Victory Points using the Victory Points Table on page 275 of the rulebook.

If neither side won use the There Are No Draws rule (see page 275 of the rulebook) to determine their Victory Points.



THE GREAT WAR BATTLEFIELD

Battlefields of the Great War varied from the classic mud of Flanders to the pristine green fields beyond the touch of war. Here are a few guidelines for constructing a unique Great War battlefield.

TRENCHES

Perhaps the most iconic symbol of World War I is the trench. Starting from simple slit trenches and developing into elaborate trench networks such as the Hindenburg Line, the science of entrenchment was king of the battlefield.

Trenches follow all of the usual Entrenchments rules found in the rulebook (see page 4 and page 215 of the rulebook).

Teams assaulting into Trenches use the Push into Enemy Positions rule (page 160 of the rulebook).

BARBED WIRE

Like trenches, endless lines of barbed wire are an essential part of the Great War battlefield.

Barbed Wire Entanglements use all of the usual Barbed Wire Entanglements rules found in the rulebook (see page 227).

MUDDY GROUND

The 1918 Spring Offensives encountered some wet weather, producing patches or whole battlefields of mud (though not on the same scale as 1916 and 1917).

You can either designate patches of your battlefield as Muddy or choose to call the whole battlefield Muddy.

Muddy terrain is Slow Going to all teams.

SHATTERED WOODS

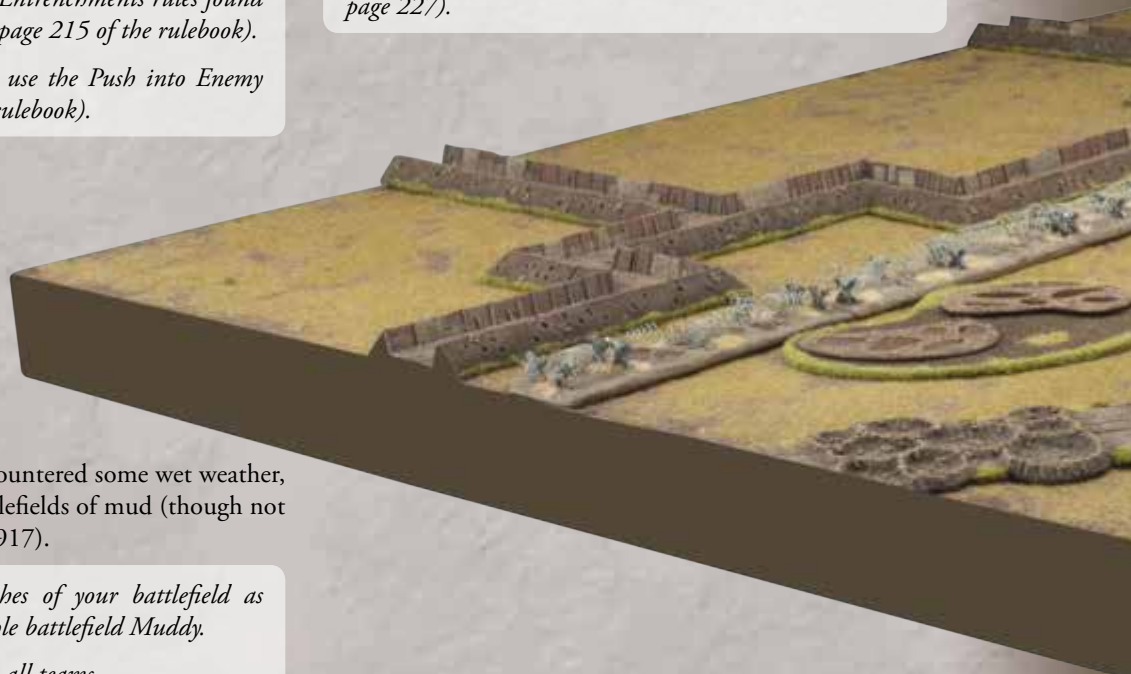
Many battlefields had some woods that were utterly destroyed by shelling and fighting or cleared to provide a field of fire for machine-guns. These woods still provide some cover.

Shattered Woods are Slow Going for all teams trying to pass through. A Shattered Wood is not a normal wood. Instead, Infantry and Man-packed gun teams inside a Shattered Wood are Concealed.

RUINED VILLAGES

Many battlefields were fought over strategically important villages. Some of those villages have been shelled into oblivion, creating an ideal battlefield for infantry.

A Ruined Village uses the normal rules for ruins and buildings found in the rulebook.



SMALL CRATERS

Mortars, collapsed trenches, and bombing have created numerous craters for advancing infantry and supporting weapons to engage the enemy with relative safety.

In missions that use the Crated Ground special rule (page 30), use small craters to show that the ground is cratered.

In other games, Small Craters are Slow Going. Stationary Infantry, Man-packed, and Trench gun teams are Concealed and in Bullet-proof Cover while they are within a Small Crater.

LARGE CRATERS

Your battlefield may be scarred by huge craters left over from previous battles, preliminary bombardments, or undermining. These can pose serious problems for tanks, while offering sanctuary for advancing infantry.

Large Craters are Difficult Going

Infantry and Gun teams are Concealed and in Bullet-proof Cover while they are within a Large Crater.



TO THE GREEN FIELDS BEYOND

Contrary to popular belief, not all battles were fought in Flanders' muddy fields. Indeed, most battlefields in 1918 were fought on ground untouched by war and were thus relatively intact.



This is a supplement for Flames Of War, the World War II Miniatures Game.
 A copy of the rulebook for *Flames Of War* is necessary to use the contents of this book.



Mark IV Male Tank (GBBX01)



Mark IV Female Tank (GBBX01)

Code	Description
BB132	Barbed Wire
BB144	Craters
BB182	Trenchline System
BB183	Shattered Battlefields
BB184	Large Craters & Ruined House

GGEAB01	Biltz's Battlegroup
GBRAB01	Mitchell's Marauders

GBBX01	Mark IV Tank (x2)
GBR080	Mark A Whippet Tank
GBR571	OQF 18 pdr (x2)
GBR702	HQ & Rifle Platoon
GBR704	Machine-gun Platoon
GBR705	Trench Mortar Platoon

GGBX01	A7V Tank (x2)
GGE560	7.62cm Krupp IG (x2)
GGE570	7.7cm FK gun (x2)
GGE701	Infanteriekompagnie HQ
GGE702	Infanterie Platoon
GGE704	Infanterie Machine-gun Platoon
GGE705	Regimental Support Platoons
GGE706	Stoss Platoon



Mark A Whippet (GBR080)



A7V Tank (GGBX01)

Designed in New Zealand
Printed in United Kingdom

Product Code *WI322-SUP*

Flames Of War website and discussion forum:
<http://www.FlamesOfWar.com>

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