

CITY FIGHTING



FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

CITY FIGHTING

City battles took many forms during the war. Often, the battle was fought and won in the outskirts of the city where the terrain favoured tank warfare. However, sometimes the battle had to be fought and decided in the city centre. You can play both of these types of battles in *Flames Of War*, and we will cover each of them in the following pages.

BATTLES AT THE CITY OUTSKIRTS

A *Flames Of War* game set in the outskirts of the city will look and play like a normal game. The terrain is spread out, tanks can still operate normally, with infantry supporting mobile troops by securing the occasional fortified building that stands in the way.

The missions are standard with clear objectives and room to manoeuvre to get there. Rather than occupy them, attackers and defenders alike tended to use city buildings to screen incoming fire and channel enemy forces into kill zones.

To play these sorts of battles on your *Flames Of War* table, follow the guidelines in this section.

TABLE SIZE

A *Flames Of War* game set in the outskirts of the city is typically played on 6'x4' (180cm x 120cm) tables with some city terrain, such as a few large buildings, lots of houses, railways, and streets leading into the city centre.

TERRAIN IN OUTSKIRTS BATTLES

Play these games using all of the normal terrain rules, using the handy Terrain Chart on page 43 of the rulebook to define the features on your table.

CITY BUILDINGS IN OUTSKIRTS BATTLES

In outskirts battles, treat City Buildings simply as Buildings (see Buildings on page 43 of the rulebook). This means that City Buildings are Impassable (except through Doors, Windows, and other Openings), block Line of Sight, and give Bullet-proof Cover to Teams hiding behind them.



To avoid confusion and keep things simple, all measurements for movement and shooting should be horizontal, just the distance on the tabletop ignoring any vertical component.

Line of Sight is still checked using WYSIWYG (What You See Is What You Get), so if there's a clear line between two teams, they can see each other. If one of the teams is in an elevated position, then they will be able to see and be seen over lower terrain as usual.

When Charging into Contact, the Assaulting teams move as close as they could get to a Defending team as usual. An Assaulting team is In Contact with teams above or below them if it would be In Contact with them if they were on the same level.

The building wall stops the Assaulting Team from touching the Defending Teams, so they halt at the wall, but are still in Contact as the Assaulting team is as close as they can get to the Defending team.

Ignore the vertical distance when Charging into Contact, so the Assaulting Team is In Contact with this team.

The Assaulting Team would be closer to this Team if it moved into the City Building, so is not In Contact with it.



BATTLES IN THE INNER CITY

If the skirmishes in the suburbs fail to decide the fate of a city, the fight rages on into the built-up urban areas within. Here the battle is fought in brutal, relentless close quarters combat.

BATTLES IN THE INNER CITY

When armies were forced into street fighting, the game changed and the toll was high. Often, whole companies or battalions of infantry were focused entirely on a single building, clearing rooms one-by-one with specialist equipment, like submachine-guns and flame-throwers. Tanks, while still quite powerful, were not as critical to success as the infantry in the rubble-strewn streets. Still, their high-calibre guns were essential for knocking out machine-gun nests and strongpoints that hold up the assault troops.

The following section offers some rules that you can use to recreate these desperate urban fights.

TABLE SIZE

City fighting chewed up a huge amount of troops in very small areas. Multi-storey city buildings and rubble terrain drastically decreased the ground a company could hold or take, making achievable tactical objectives a matter of a building or two, rather than miles or kilometres.

In *Flames Of War*, this means the battlefield your company-sized formations are fighting over is a smaller area than usual. The terrain will be rough, and city buildings add a whole new dimension to the battlefield, with new tactical options and challenges.

From both story and gameplay points of view, tabletop inner city battles should use up to 4' x 4' (120cm x 120cm)

of table space to keep the focus on a few critical buildings. You can simply use a portion of your normal 6'x4' (180cm x 120cm) table to play your games, or use a smaller table instead.

MAMAYEV KURGAN

The Mamayev Kurgan was a steep and rocky hill that dominated the Stalingrad landscape. If you want to add a similar hill to your city battle, treat it as a Steep Hill (see Hills on page 43 of the rulebook). Of course, other parks and hills are also appropriate terrain in city landscapes.

INCOMPLETE BUILDINGS

Walls and corners that do not make a complete City Building are considered free-standing walls. Therefore, they are treated simply as Exterior Walls (see Buildings on page 43 of the rulebook).

CITY BUILDINGS

Whether it's a tractor factory, a chemical plant, a grain elevator, or a block of apartments, large multi-storey buildings take centre stage in urban combat. Whole battles rage within the four walls of a single building as the troops fight room-to-room to capture these critical buildings.

City Buildings are a major part of inner city battlefields in *Flames Of War*. These buildings are much larger than your typical houses or town buildings. The following pages offer some rules for city buildings on your urban table.

BOULEVARDS

Boulevards are wide streets in cities that are divided by tramlines, footpaths, or tree lines down the centre of the roadway. This is a good way to add some linear terrain and some cover for your troops crossing wide city streets.

TANKS AND GUNS IN CITY BUILDINGS

Tanks and Large Gun Teams cannot deploy or move into a City Building.

Other Gun teams can deploy on the ground floor of a City Building, but cannot move once positioned and cannot deploy on upper floors.



CITY STREETS

City Streets are rubble-strewn and damaged, so Teams move across them at Tactical or Terrain Dash only.

Digging into streets requires a lot of hard work and time, making it impractical to do so during the battle. Teams cannot Dig In or start the game in Foxholes on City Streets.

RUBBLE

Rubble is Difficult Terrain for Movement and Short Terrain for determining concealment. It also provides Bulletproof Cover for Teams completely inside it. See Buildings on page 43 of the rulebook.

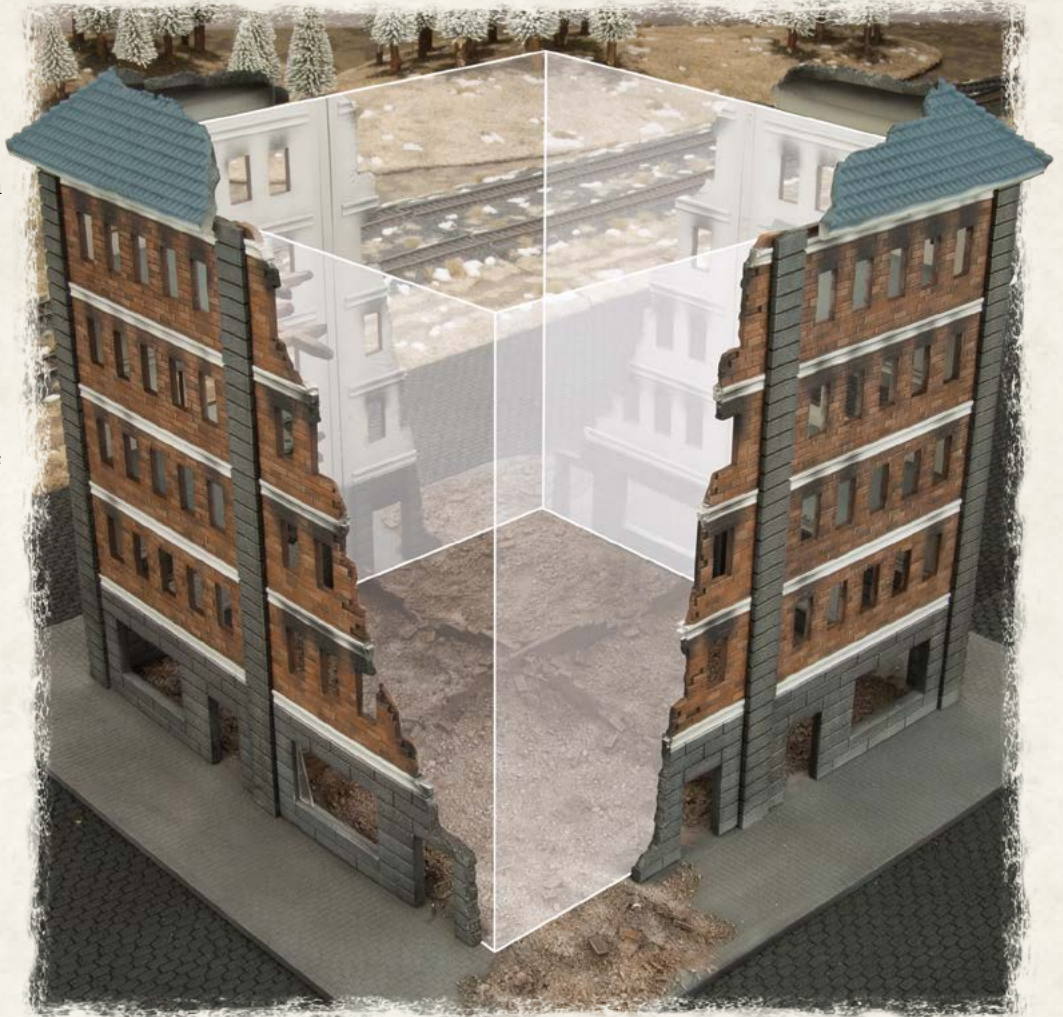
ANATOMY OF A CITY BUILDING

CITY BUILDINGS

Imagine the City Building is complete with four walls and the model on the table is a cut-away representation so that you can see inside and have easy access to the troops.

Teams up along the outline of the Building benefit from the protection of walls as though they were there.

City Buildings block Line of Sight through them, regardless of the shape of the Building's walls.



INTERIOR WALLS & ROOMS

A City Building has one or more Rooms. Rooms should be between 4"/10cm and 6"/15cm across.

Rooms should be marked out by interior walls inside the City Building shown clearly on the ground floor.

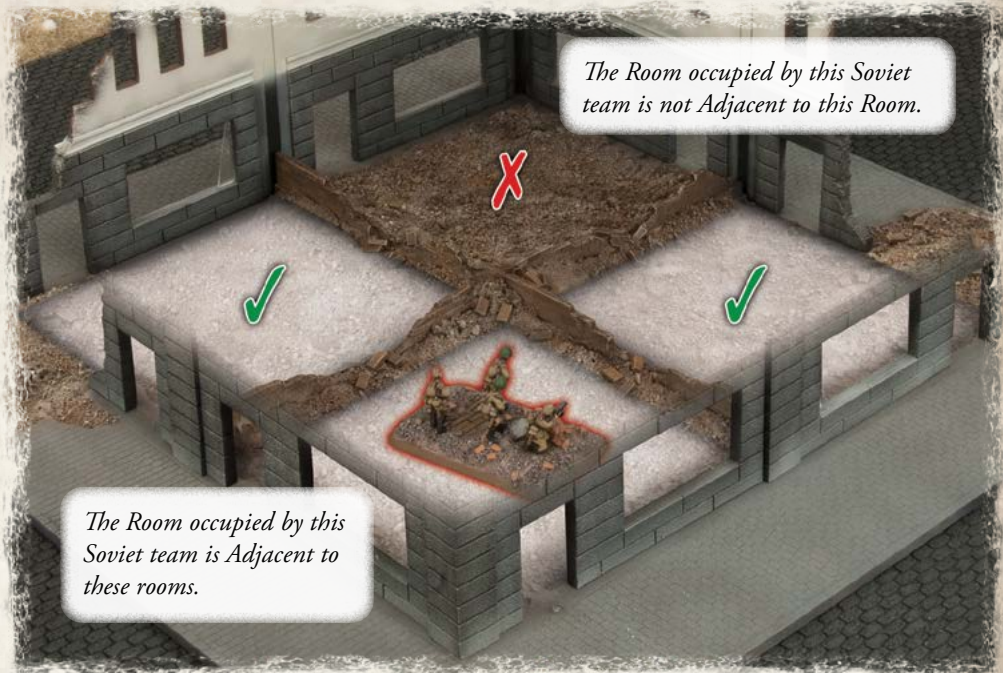
The ground floor, and all floors directly above it, are one Room.

In this example, the City Building has a total four Rooms.



ADJACENT ROOMS

Rooms are Adjacent to each other if they share a common wall. Rooms located diagonally across a corner are not Adjacent to each other.



UPPER LEVELS

The upper levels whole or partial floors that have space to hold one or more Teams above the ground floor. These levels allow you to add more troops into a Room than could normally fit on the ground floor.



MOVING IN CITY BUILDINGS

OCCUPYING A ROOM

The main difference about fighting in City Buildings is how Teams occupy Rooms.

Once a Team has moved completely in a Room (it can't stop halfway in), the whole Room is now occupied. Measure all distances to and from the edge of the Room rather than the Teams in it. For instance, this means:

- Teams outside the Building cannot move within 2"/5cm of a Room occupied by the enemy,
- Teams move Room-to-Room rather than a measured distance.

MOVING BETWEEN ROOMS

Once a Team has moved into a Room, any further Movement within the Room is free, including up and down floors (although it still counts as Movement) and can be done while Pinned Down.

A Team cannot enter and exit a Room in the same Step.

MOVING NEAR THE ENEMY INSIDE CITY BUILDINGS

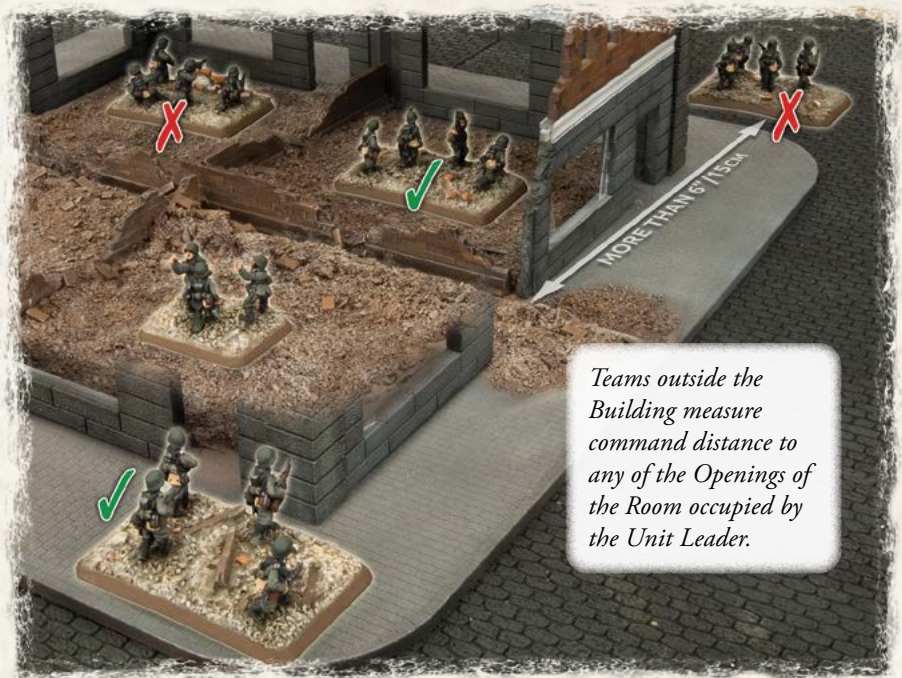
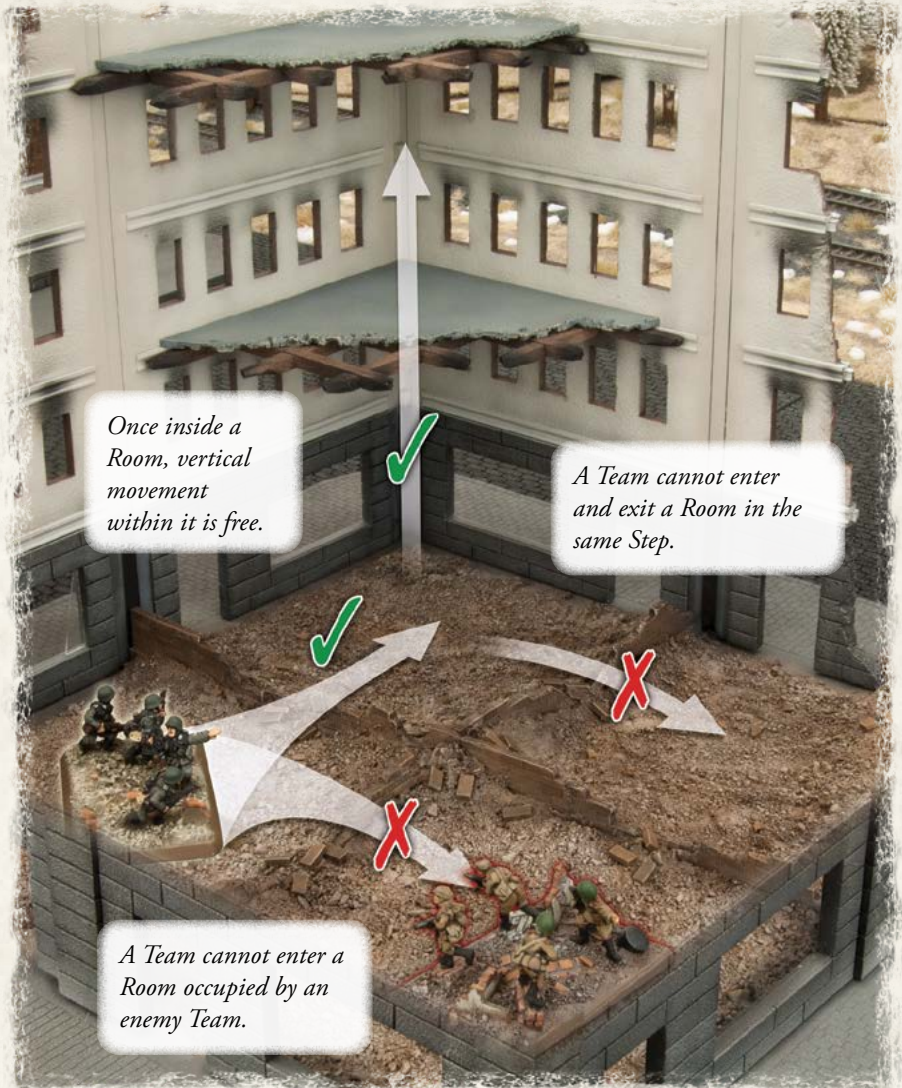
Teams cannot enter a Room occupied by the enemy, but can move freely in Rooms Adjacent to enemy-occupied Rooms.

IN COMMAND

A Team is In Command if it ends its Move with its Unit Leader in the same or an Adjacent Room.

Unit Leaders outside the City Building measure command distance as normal to the Rooms occupied by the Unit's Teams.

Unit Leaders inside the City Building measure command distance to Teams outside as normal, measuring from any Opening in the external walls of that Room.



SHOOTING IN CITY BUILDINGS

Teams in a City Building are always Concealed and in Bulletproof Cover, even for Defensive Fire.

SHOOTING INTO BUILDINGS

If a Team has range and Line of Sight to an Opening into a Room in a City Building, it has range and Line of Sight to every Team in that Room. Otherwise, there is no Line of Sight into a City Building.

SHOOTING OUT OF BUILDINGS

All Infantry Teams in a Room can shoot out of any Opening in that Room. Gun Teams must have their front Adjacent to an Opening in an external wall to shoot out of the Building. Only Teams entirely in front of the wall containing the Opening are in its Field of Fire.

SHOOTING IN A BUILDING

Infantry Teams have Range and Line of Sight to all Teams in an adjacent Room, but not in Rooms that are not Adjacent.

All Teams are fighting at point-blank ranges and therefore the target player cannot use the Mistaken Target rule.

BOMBARDMENTS

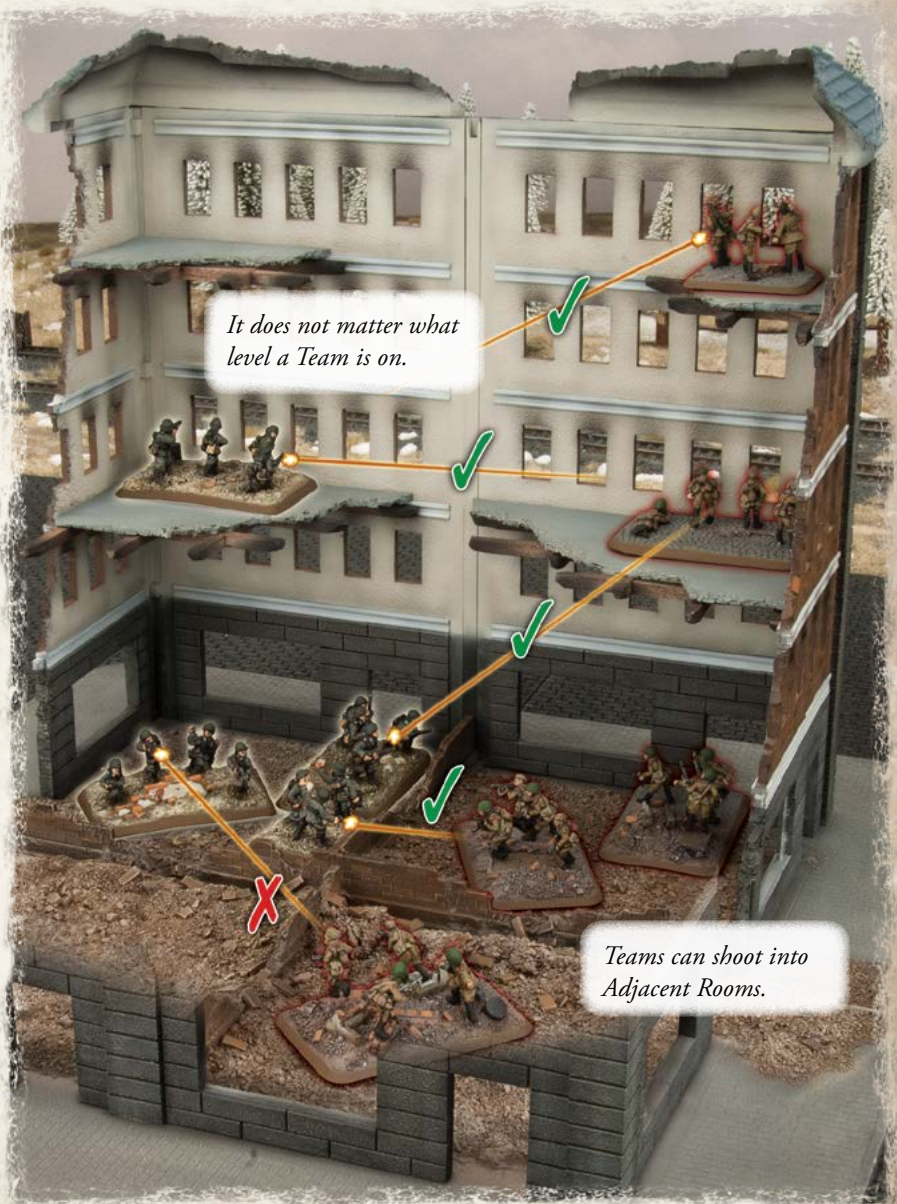
If a bombardment's Aiming Point is outside of Buildings, ignore all Teams inside Buildings during the bombardment. Likewise, ignore all Teams outside a Building if the Aiming Point is inside the Building.

Instead of placing a template when an artillery bombardment hits a Room, roll to hit all Teams in that Room as though they are all under the template. If firing a Salvo, increase the area targeted by including all Adjacent Rooms.

You may not bombard a Room that is adjacent to a Room containing friendly Teams.

BRUTAL WEAPONS

When a weapon that has the Brutal special rule hits a Team in a Room, in addition to its normal effects, roll a die and add the result to the number of hits scored by the weapon. All of the hits from a Brutal weapon must be assigned to Teams in the same Room.



ASSAULTING FROM OUTSIDE CITY BUILDINGS

When Assaulting a City Building from outside, conduct the Assault as normal. Assaulting Teams Charge Into Contact with Openings in the City Building. Once In Contact with

the Opening, they are In Contact with all enemy Teams in the Room. Only Teams in the Room being Assaulted can shoot Defensive Fire.

ASSAULTING FROM INSIDE CITY BUILDINGS

ASSAULTING & CONTESTED ROOMS

The Assaulting player chooses one or more enemy-held Rooms Adjacent to Rooms held by the Assaulting Unit. These are the Contested Rooms.

The Rooms occupied by the Assaulting Unit are the Assaulting Rooms. All of their Teams in the Assaulting Rooms that can Charge into Contact become Assaulting Teams.

IN CONTACT

All Teams in Adjacent Assaulting Rooms and Contested Rooms are In Contact with each other.



DEFENSIVE FIRE

Only Teams in Contested Rooms may conduct Defensive Fire and can only hit Teams in an Adjacent Assaulting Room.

Teams in an Assaulting Room always benefit from Concealment and Bulletproof Cover in Defensive Fire even though Assaulting Teams cannot normally be in Bulletproof Cover.



CLEARING OUT A CONTESTED ROOM

If the Assaulting Unit destroys all Defending Teams in a Contested Room, the Assaulting player immediately wins the Contested Room.

The Assaulting Unit may immediately move any or all Assaulting Teams from Adjacent Assaulting Rooms into the Contested Room.

Once all Assaulting Teams have finished moving into the Room, it is no longer a Contested Room.

When Counterattacking, the Assaulting teams (originally the Defending teams) cannot occupy an Assaulting Room in this manner.

CHECK IF THE ASSAULT IS OVER

The Assaulting Unit has won if all Assaulting and Contested Rooms have no Defending Teams in them.

If the Assaulting Unit has not won, the Defending Units must Test to Counterattack as normal.



The Soviet player can move Assaulting Teams from any level into an empty Contested Room, which is no longer Contested.

BREAKING OFF FROM CONTESTED ROOMS

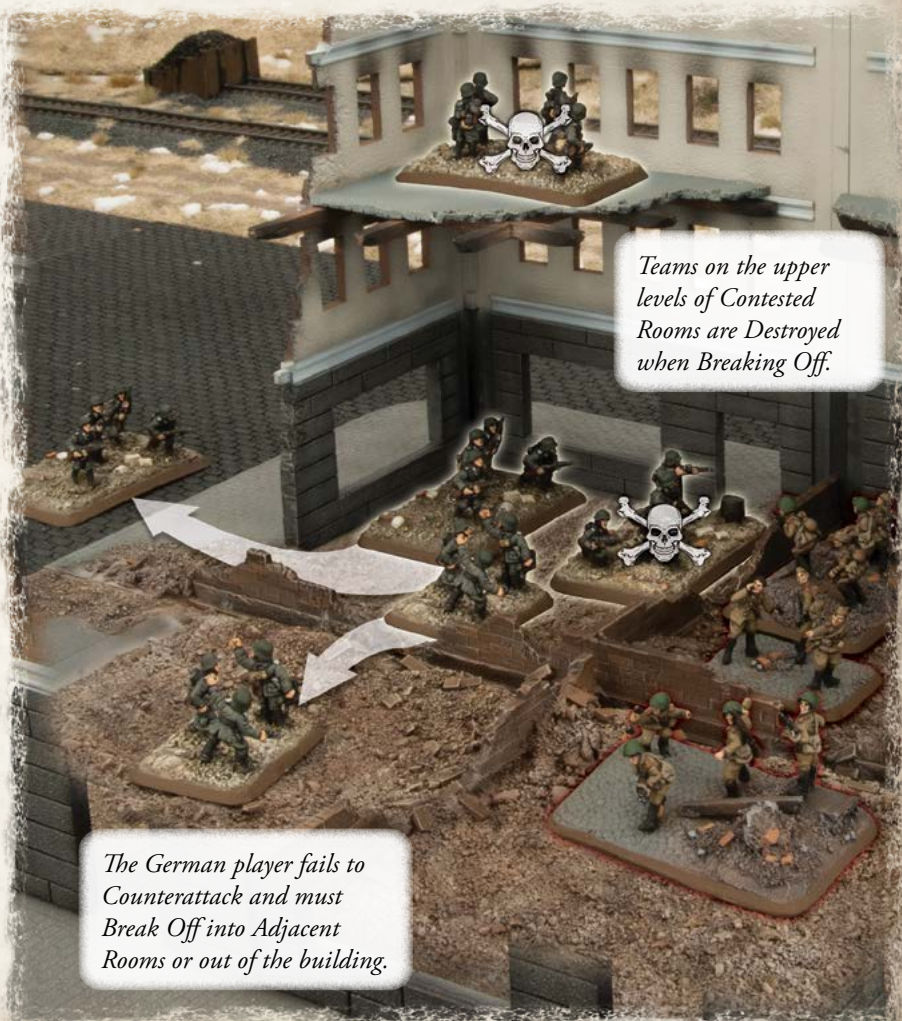
When Breaking Off, Teams in a Contested Room must exit the Contested Room either by moving into an empty or friendly Adjacent Room or by leaving the building and getting more than 6"/15cm away from the Contested Room.

All Gun Teams and Infantry Teams not on the ground floor are immediately Destroyed rather than Breaking Off.

Only the Contested Room is at risk in an Assault, so if Teams in an Assaulting Room are forced to Break Off, they remain in place rather than being forced to leave their Room.

CONSOLIDATING

The victorious Unit may Move its Teams into Contested Rooms from Adjacent Rooms or from 4"/10cm outside the Building.



Teams on the upper levels of Contested Rooms are Destroyed when Breaking Off.

The German player fails to Counterattack and must Break Off into Adjacent Rooms or out of the building.

URBAN ASSAULT MISSIONS

On the following pages, you will find a pair of missions designed to represent some of the legendary fights in Stalingrad, such as the Red October factory, Pavlov's House, and more. The first mission is based on the many chemical, tractor, and steel factories in the northern districts of Stalingrad. Here, Soviet defenders stubbornly held on, forcing the Germans to take them out room-by-room.

The second mission represents a desperate free-flowing fight for a pair of apartment buildings. With both sides fully reinforced, they need to capture the other's outpost in order to secure the boulevard.

These missions use the Across the Volga and Outpost Reserve rules found on the next page.

THE FACTORY

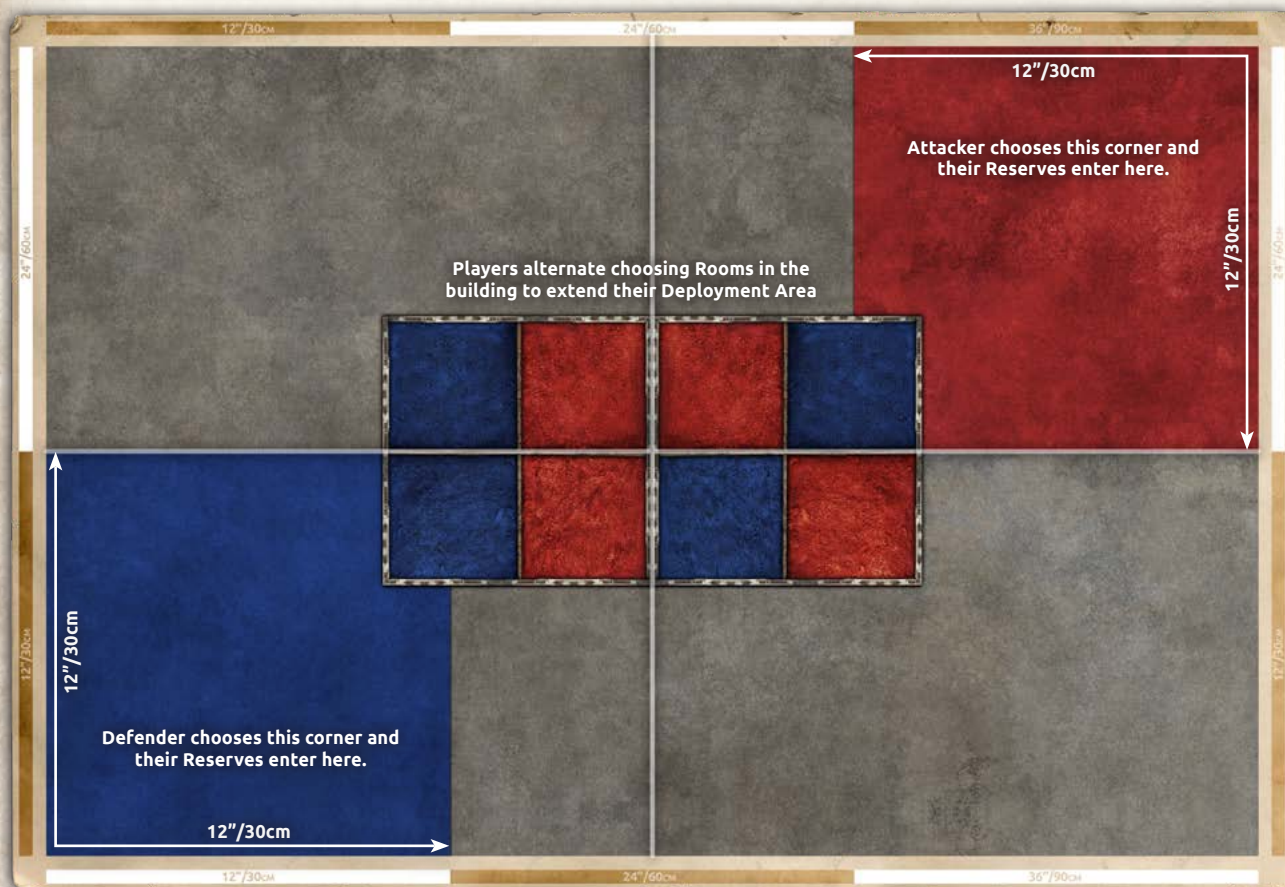


Table size is 2' x 3' (60cm x 90cm)

SPECIAL RULES

- Across the Volga (both players)
- Meeting Engagement (both players)
- Immediate Outpost Reserves (both players)

SETTING UP

Place a double-sized City Building (or two City Buildings next to each other) in the middle of the table.

All terrain is Rubble apart from the Building.

Roll to see who is the Attacker.

DEPLOYMENT

Both players, starting with the Attacker, choose their forces to be placed on the table using the Immediate Outpost Reserves rule.

The Attacker chooses a table corner for their Reserves to arrive from. These arrive along the table edges within 12"/30cm of the chosen corner.

The Defender takes the opposite corner on a diagonal.

Deployment areas for both players are the 12"/30cm square in their chosen corners, excluding the area occupied by the City Building

Starting with the Attacker, players alternate choosing Rooms in the City Building. These Rooms extend each player's Deployment Areas.

Starting with the Attacker, players alternate placing Units in their Deployment Area. Teams in the City Building may be placed Out of Command.

Roll a die to determine who has the first turn.

WINNING THE GAME

A player wins the game if, at any time after turn six, they end their turn with at least one friendly team and no enemy teams in the City Building.

URBAN ASSAULT MISSION SPECIAL RULES

ACROSS THE VOLGA

During Deployment, Artillery Units can be placed off the table and fire Artillery Bombardments from there. When they arrive from Reserves, they can either immediately start firing bombardments from off the table or be placed on table as normal.

Units with both artillery and other types of weapons can choose which teams will be left off table as an Artillery Attachment, and which will fight on the table. If the part of the Unit on table is Destroyed, the Artillery Attachment is also Destroyed. Artillery can not be targeted while off the table.

Teams on the table cannot fire Artillery or Smoke Bombardments.

Ignore Artillery off the table when determining if your Unit or Formation is in Good Spirits.

When firing Bombardments from off the table, your Artillery batteries can Spot from any point along the table edges of your Deployment Area.

OUTPOST RESERVES

The player may not deploy more than 40% of the agreed points total for the game on the table. The remainder must be held in Reserve.

THE BOULEVARD

Table size is 2' x 3' (60cm x 90cm)

SPECIAL RULES

- Across the Volga (both players)
- Meeting Engagement (both players)

SETTING UP

Set up the City Buildings as shown.

All terrain is Rubble apart from the City Buildings.

Roll to see who is the Attacker.

The Attacker picks a long table edge to attack from.

The Defender defends from the opposite table edge.

Both players, starting with the Attacker, place an Objective in one of the Rooms of the City Building on the opposite table half.

Then both players, starting with the Attacker, places another Objective anywhere on their opponent's half of the table, no closer than 8"/20cm of the centreline.

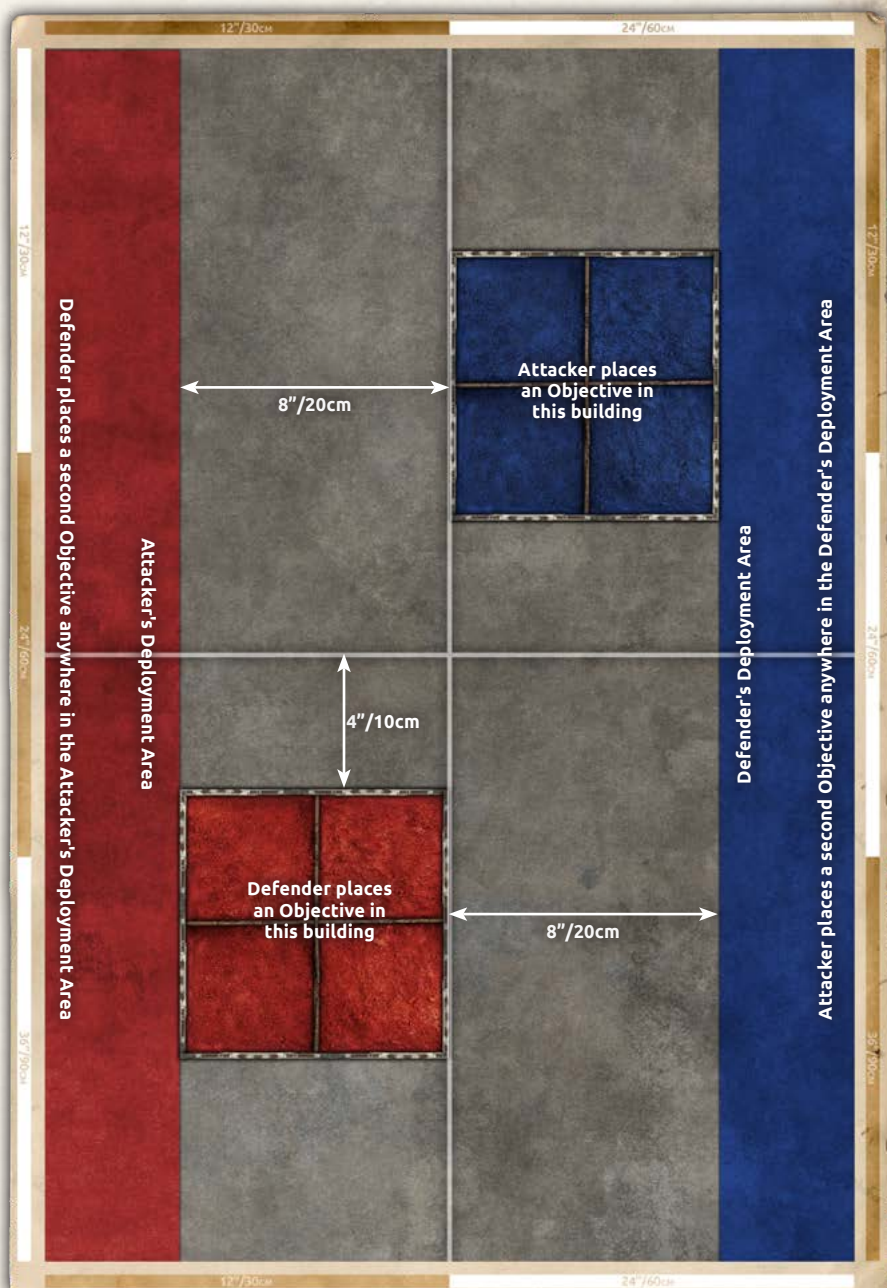
DEPLOYMENT

Both players, starting with the Attacker, take turns placing Units more than 8"/20cm from the centreline or in the City Building in their table half until all of their Units are deployed.

Roll a die to determine who has the first turn.

WINNING THE GAME

A player wins the game if they Hold either of the two Objectives that they placed in their opponent's side of the table.



THE HOUSE

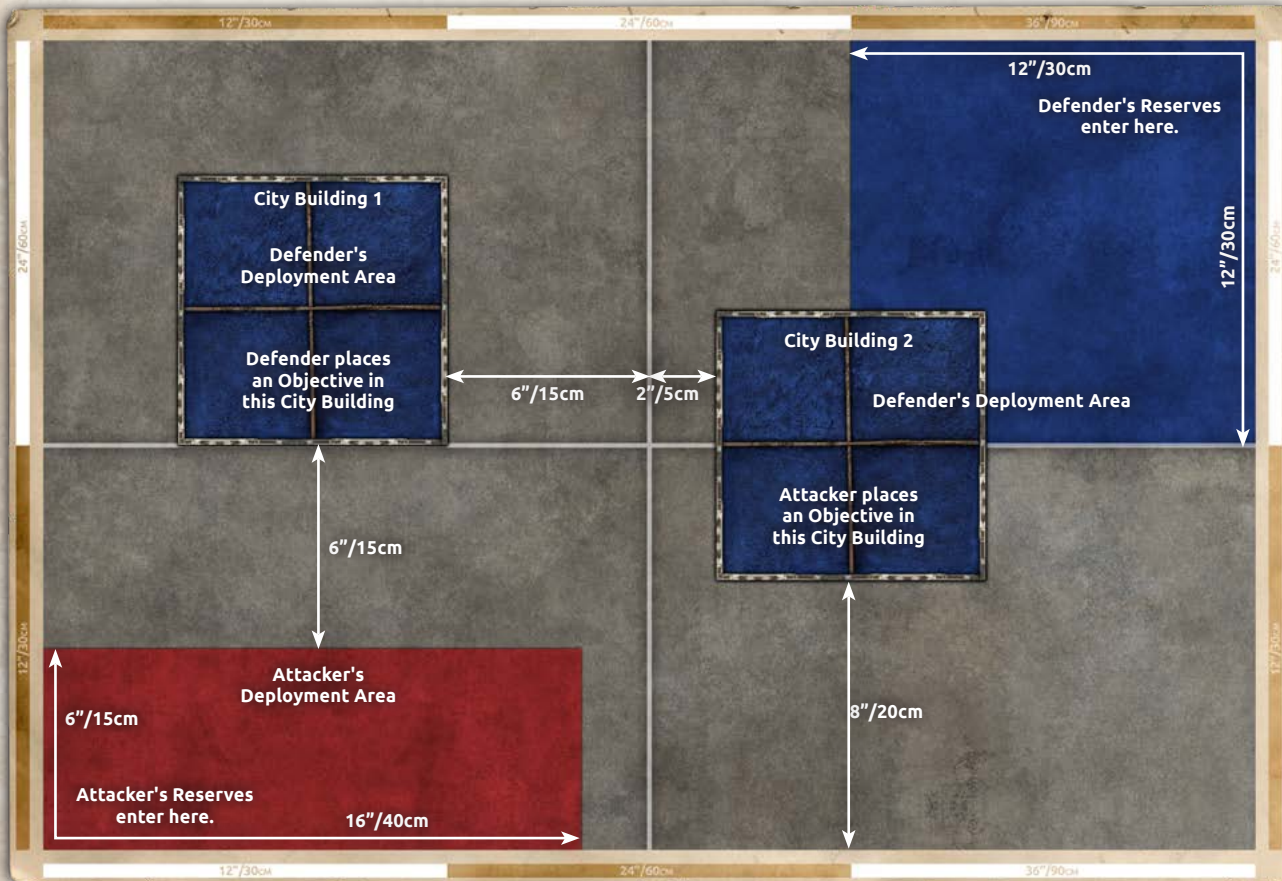


Table size is 2' x 3' (60cm x 90cm)

SPECIAL RULES

- Across the Volga (both players)
- Immediate Reserves (Attacker)
- Immediate Outpost Reserves (Defender)

SETTING UP

Set up the table as shown above. All terrain is Rubble apart from the City Buildings.

Roll to see who is the Attacker.

Defender places an Objective in one of the Rooms of Building 1.

The Attacker places an Objective in one of the Rooms of Building 2.

DEPLOYMENT

The Defender chooses their forces to be placed on the table using the Immediate Outpost Reserve rule.

The Attacker then chooses 60% of their Force to be their assault troops with the rest held in Immediate Reserve.

The Attacker's Deployment Area is no closer than 6"/15cm of Building 1 and up to 16"/40cm along the long edge of the table. Their Reserves arrive along either table edge of their Deployment Area.

In addition to Buildings 1 and 2, the Defender's Deployment Area is the 12"/30cm square in the opposite corner. Their Reserves arrive along either table edge of their Deployment Area.

Artillery that is not in Reserve starts with a Ranged In marker placed in Line Of Sight of the player's reserves edge.

The Defender places their Units in their Deployment Area. Teams in the City Buildings may be placed Out of Command.

The Attacker places their Units in their Deployment Area.

The Attacker has the first turn.

WINNING THE GAME

A player wins the game if, at any time after turn six, they end their turn with friendly Teams in both City Buildings and no enemy Teams in either, or holding a Room with an Objective.

THE SQUARE

Table size is 2' x 3' (60cm x 90cm)

SPECIAL RULES

- Across the Volga (both players)
- Delayed Scattered Outpost Reserves (Defender)

SETTING UP

Set up the table as shown. All terrain is Rubble apart from the City Building.

A fountain or similar Short, Bullet-proof terrain feature stands in the middle of the table between the Building and the Attacker's table edge.

Roll to see who is the Attacker.

Both players (starting with the Defender) place an Objective in one of the Rooms of the City Building. An Objective cannot be placed in the same Room as another Objective.

DEPLOYMENT

The Defender's Deployment area includes the half of the table with the Building and up to 4"/10cm from the front of the City Building.

The Attacker's deployment area starts 12"/30cm from the City Building.

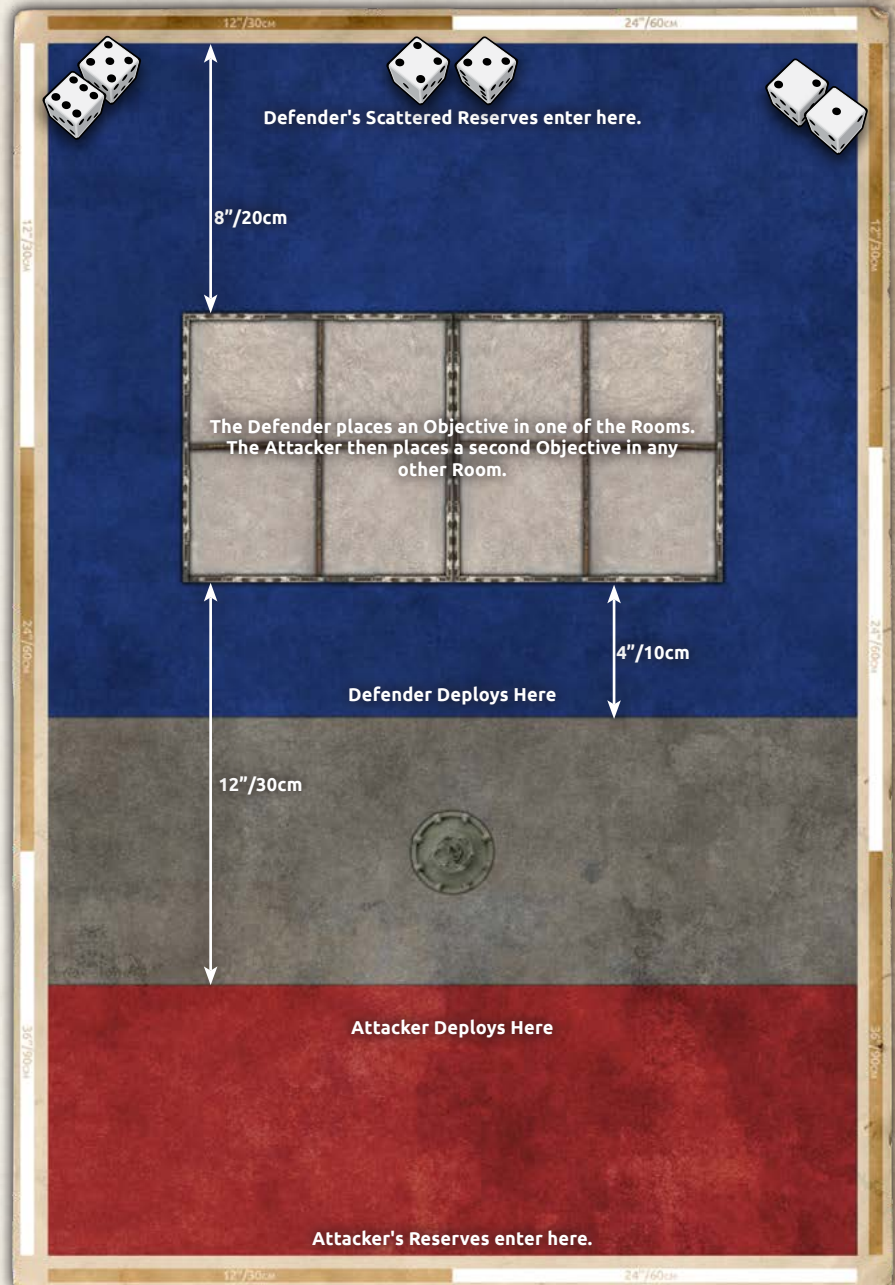
The Defender chooses their Units to be placed on the table using the Delayed Outpost Reserve rule.

Artillery that is not in Reserve starts with a Ranged In marker placed in Line Of Sight of the player's reserves edge.

The Defender places their Units in their Deployment Area. Teams in the City Building may be placed Out of Command.

The Attacker then sets up their entire Force no closer than 12"/30cm from the City Building.

The Attacker has the first turn.



WINNING THE GAME

A player wins the game if, at any time after turn six, they end their turn with

friendly Teams in the City Building and no enemy Teams in either, or holding the Room with an Objective.