

Flames of War / Great War

German Formations

Infanteriekompanie

GAPO

✠
Reserve Infantry Company
✠

**Company HQ:**

2x Pistol team            25 pts

Upgrade Pistol Teams:  
SMG team            +5 pts ea

Add:

0-3 ATR team            +45 pts ea  
0-3 FT team            +30 pts ea  
0-2 Granatenwerfer    +45 pts ea  
0-1 sniper team        +60 pts ea

Special Rules

**Slow Firing** – add 1 to the score to hit if the team is moving or pinned down

**Pinning** – any hit will pin infantry, gun or unarmored tank teams

**Formation:**  
1x Company HQ  
0-3x Infantry MG platoon

2-3x Infantry platoon  
0-1x Minenwerfer or ATG platoon


GAPO

✠
Reserve Infantry Company
✠

Motivation

Confident    4+  
Follow Me    3+

**Infantry Formation**



Hit on 3+

Skill

Trained    4+

Save

Infantry    3+

Tactical  
8"

Terrain Dash  
8"

Xcountry Dash  
12"

Road Dash  
12"

Cross  
auto

	Range	Halted	Moving	AT	FP	Notes
Pistol team	4"	2	2	1	6	
SMG team	4"	3	3	1	6	
ATR team	16"	1	1	4	5+	slow firing, TA 3
Flamethrower	4"	2	2	2	1+	hits top armor, pinning
Granatenwerfer	16"	2	1	2	3+	-1 to hit in CC, min range 8"

GAPO

✠
Regular Infantry Company
✠

**Company HQ:**

2x Pistol team            30 pts

Upgrade Pistol Teams:  
SMG team            +5 pts ea

Add:

0-3 ATR team            +60 pts ea  
0-3 FT team            +40 pts ea  
0-2 Granatenwerfer    +60 pts ea  
0-1 snpier team        +60 pts ea

Special Rules

**Slow Firing** – add 1 to the score to hit if the team is moving or pinned down

**Pinning** – any hit will pin infantry, gun or unarmored tank teams

**Formation:**  
1x Company HQ  
0-3x Infantry MG platoon

2-3x Infantry platoon  
0-1x Minenwerfer or ATG platoon


GAPO

✠
Regular Infantry Company
✠

Motivation

Confident    4+  
Follow Me    3+

**Infantry Formation**



Hit on 4+

Skill

Veteran    3+

Save

Infantry    3+

Tactical  
8"

Terrain Dash  
8"

Xcountry Dash  
12"

Road Dash  
12"

Cross  
auto

	Range	Halted	Moving	AT	FP	Notes
Pistol team	4"	2	2	1	6	
SMG team	4"	3	3	1	6	
ATR team	16"	1	1	4	5+	slow firing, TA 3
Flamethrower	4"	2	2	2	1+	hits top armor, pinning
Granatenwerfer	16"	2	1	2	3+	-1 to hit in CC, min range 8"



## Sniper Team

### Sniper

*bought as part of a company HQ*

### Special Rules

**Expert Shot** – may re-roll to hit, and any hit will pin down the target

**Sniper's Hide** – always held in ambush, may ambush from own deployment zone or no man's land and must be in concealing terrain.

**Perfectly Camouflaged** – team is always concealed and gone to ground in bulletproof cover. May not fire if within 4" of friendly troops.

**Driven Off** – if destroyed, roll d6, on a 4+ team is eliminated, if not team can re-deploy from ambush the following turn.



## Sniper Team

### Motivation

Confident 4+

### Independent team



### Hit on 4+

### Skill

Veteran 3+

### Save

Infantry 3+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
-	-	-	-	-

	Range	Halted	Moving	AT	FP	Notes
Sniper rifle	16"	1	-	0	4+	expert shot

## Reserve Infantry Platoon

### Infanterie Platoon:

Pistol team +  
6x rifle team  
2x MG team 150 pts

Pistol team +  
5x rifle team  
1x MG team 110 pts

Upgrade Pistol team:  
SMG team +5 pts ea

Upgrade 0-1 Rifle team:  
Rifle grenade team +5 pts

### Special Rules

**Slow Firing** – add 1 to the score to hit if the team is moving or pinned down

## Reserve Infantry Platoon

### Motivation

Confident 4+  
Follow Me 3+

### Skill

Trained 4+

### Infantry Unit



Hit on 3+

### Save

Infantry 3+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross auto
8"	8"	12"	12"	auto

	Range	Halted	Moving	AT	FP	Notes
Pistol team	4"	2	2	1	6	
SMG team	4"	3	3	1	6	
Rifle team	16"	1	1	2	6	slow firing
MG team	16"	3	2	2	6	
Rifle grenade team	12"	2	1	1	4+	

## Regular Infantry Platoon

### Infanterie Platoon:

Pistol team +  
6x rifle team  
2x MG team 195 pts

Pistol team +  
5x rifle team  
1x MG team 145 pts

Upgrade Pistol team:  
SMG team +5 pts ea

Upgrade 0-1 Rifle team:  
Rifle grenade team +5 pts

### Special Rules

**Slow Firing** – add 1 to the score to hit if the team is moving or pinned down

## Regular Infantry Platoon

### Motivation

Confident 4+  
Follow Me 3+

### Skill

Veteran 3+

### Infantry Unit



Hit on 4+

### Save

Infantry 3+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross auto
8"	8"	12"	12"	auto

	Range	Halted	Moving	AT	FP	Notes
Pistol team	4"	2	2	1	6	
SMG team	4"	3	3	1	6	
Rifle team	16"	1	1	2	6	slow firing
MG team	16"	3	2	2	6	
Rifle grenade team	12"	2	1	1	4+	

## Reserve Infanterie HMG Platoon

### Infanterie HMG Platoon:

4x Maxim HMG team 285 pts  
 3x Maxim HMG team 215 pts  
 2x Maxim HMG team 145 pts

### Special Rules

**Armor Piercing Ammo** – AT rating reflects the use of armor piercing ammunition

## Reserve Infanterie HMG Platoon

### Motivation

Confident 4+  
 Follow Me 3+

### Infantry Unit



Hit on 3+

### Skill

Trained 4+

### Save

Infantry 3+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross auto
8"	8"	12"	12"	auto

	Range	Halted	Moving	AT	FP	Notes
HMG team	24"	6	3	3	6	
<i>bombarding</i>	40"	ARTILLERY	-	-	-	

## Regular Infanterie HMG Platoon

### Infanterie HMG Platoon:

4x Maxim HMG team 370 pts  
 3x Maxim HMG team 280 pts  
 2x Maxim HMG team 190 pts

### Special Rules

**Armor Piercing Ammo** – AT rating reflects the use of armor piercing ammunition

## Regular Infanterie HMG Platoon

### Motivation

Confident 4+  
 Follow Me 3+

### Infantry Unit



Hit on 4+

### Skill

Veteran 3+

### Save

Infantry 3+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross auto
8"	8"	12"	12"	auto

	Range	Halted	Moving	AT	FP	Notes
HMG team	24"	6	3	3	6	
<i>bombarding</i>	40"	ARTILLERY	-	-	-	

## Reserve Minenwerfer Platoon

### Minenwerfer Platoon:

3x Minenwerfer team	390 pts
2x Minenwerfer team	260 pts
1x Minenwerfer team	130 pts

### Special Rules

**Separate Batteries** – the platoon deploys together, but from then each individual team acts as a separate unit

## Reserve Minenwerfer Platoon

### Motivation

Confident	4+
Follow Me	3+

### Infantry Unit



### Hit on 3+

### Skill

Trained	4+
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### Save

Lt Gun	3+
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<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross auto</u>
8"	8"	12"	12"	auto

	Range	Halted	Moving	AT	FP	Notes
Minenwerfer team	32"	2	1	3	2+	min range 8"

## Regular Minenwerfer Platoon

### Minenwerfer Platoon:

3x Minenwerfer team	510 pts
2x Minenwerfer team	340 pts
1x Minenwerfer team	170 pts

### Special Rules

**Separate Batteries** – the platoon deploys together, but from then each individual team acts as a separate unit

## Regular Minenwerfer Platoon

### Motivation

Confident	4+
Follow Me	3+

### Infantry Unit



### Hit on 4+

### Skill

Veteran	3+
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### Save

Lt Gun	3+
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<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross auto</u>
8"	8"	12"	12"	auto

	Range	Halted	Moving	AT	FP	Notes
Minenwerfer team	32"	2	1	3	2+	min range 8"

## Reserve AT Gun Platoon

### AT Gun Platoon:

2x 3.7cm TaK team 170 pts  
1x 3.7cm TaK team 85 pts

### Special Rules

**Separate Batteries** – the platoon deploys together, but from then each individual team acts as a separate unit

**No HE** – adds 1 to hit infantry or gun teams

## Reserve AT Gun Platoon

### Motivation

Confident 4+  
Follow Me 3+

### Skill

Trained 4+

### Infantry Unit



Hit on 3+

### Save

Infantry 3+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross auto
8"	8"	12"	12"	auto

	Range	Halted	Moving	AT	FP	Notes
3.7cm TaK	24"	2	1	5	4+	no HE

## Regular AT Gun Platoon

### AT Gun Platoon:

2x 3.7cm TaK team 220 pts  
1x 3.7cm TaK team 110 pts

### Special Rules

**Separate Batteries** – the platoon deploys together, but from then each individual team acts as a separate unit

**No HE** – adds 1 to hit infantry or gun teams

## Regular AT Gun Platoon

### Motivation

Confident 4+  
Follow Me 3+

### Skill

Veteran 3+

### Infantry Unit



Hit on 4+

### Save


Infantry 3+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross auto
8"	8"	12"	12"	auto


	Range	Halted	Moving	AT	FP	Notes
3.7cm TaK	24"	2	1	5	4+	no HE



Stosskompanie



## Stoss Company



**Company HQ:**

2x Pistol team      35 pts

Upgrade Pistol Teams:  
SMG team      +5 pts ea

Add:

0-3 FT team      +50 pts ea  
0-1 sniper team      +50 pts ea

**Special Rules**

**Pinning** – any hit will pin infantry, gun or unarmored tank teams


**Trench Fighter** – +1 to hit in assault

**Infiltration** – all infanterie and stoss platoons may use spearhead deployment if attacking


**Night Attack** – may make a night attack in a mission where the defender has minefields. Only units from formations that have night attack may move out of their deployment area before morning breaks

**Formation:**  
1x Company HQ  
0-2x Stoss MG platoon

2-3x Stoss platoon  
0-1x Stoss Minenwerfer platoon



## Stoss Company



**Motivation**

Fearless      3+  
Follow Me      2+

**Infantry Formation \* Infiltration**  
**Night Attack**

**Hit on 4+**

**Skill**

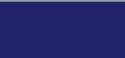
Veteran      3+

**Save**

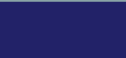
Infantry      3+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
8"	8"	12"	12"	auto

	Range	Halted	Moving	AT	FP	Notes
Pistol team	4"	2	2	1	6	trench fighter
SMG team	4"	3	3	1	6	trench fighter
Flamethrower	4"	2	2	2	1+	hits top armor, pinning



## Stoss Platoon



**Stoss Platoon:**

7x pistol team +  
2x MG team      305 pts

6x pistol team +  
1x MG team      240 pts

Upgrade 0-1 Pistol team:  
SMG team      +5 pts ea

Add:

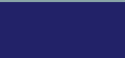
0-1 FT team      +50 pts ea

**Special Rules**

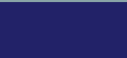
**Pinning** – any hit will pin infantry, gun or unarmored tank teams

**Trench Fighter** – +1 to hit in assault

**Spearhead** – when placed on the table during deployment the unit may immediately move at tactical or dash speed, as long as it remains >16" from an enemy team it is not concealed from, the enemy deployment area or any objective outside your deployment area; or within 8" of any enemy team. The area within 8" of the spearhead team is now part of your deployment area.




## Stoss Platoon



**Motivation**

Fearless      3+  
Follow Me      2+

**Infantry Unit**



**Hit on 4+**

**Skill**

Veteran      3+

**Save**

Infantry      3+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
8"	8"	12"	12"	auto

	Range	Halted	Moving	AT	FP	Notes
Pistol team	4"	2	2	1	6	trench fighter, TA 3
SMG team	4"	3	3	1	6	trench fighter, TA 3
MG team	16"	3	2	2	6	
Flamethrower	4"	2	2	2	1+	hits top armor, pinning

## Stoss HMG Platoon

### HMG Platoon:

2x Maxim HMG team 210 pts  
 1x Maxim HMG team 105 pts

### Special Rules

**Armor Piercing Ammo** – AT rating reflects the use of armor piercing ammunition

## Stoss HMG Platoon

### Motivation

Fearless 3+  
 Follow Me 2+

### Infantry Unit



### Hit on 4+

### Skill

Veteran 3+

### Save

Infantry 3+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross auto
8"	8"	12"	12"	auto

	Range	Halted	Moving	AT	FP	Notes
HMG team	24"	6	3	3	6	
<i>bombarding</i>	40"	ARTILLERY	-	-	-	

## Stoss Minenwerfer Platoon

### Minenwerfer Platoon:

3x Minenwerfer team 570 pts  
 2x Minenwerfer team 380 pts  
 1x Minenwerfer team 190 pts

### Special Rules

**Separate Batteries** – the platoon deploys together, but from then each individual team acts as a separate unit

## Stoss Minenwerfer Platoon

### Motivation

Fearless 3+  
 Follow Me 2+

### Infantry Unit



### Hit on 4+

### Skill

Veteran 3+

### Save

Lt Gun 3+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross auto
8"	8"	12"	12"	auto

	Range	Halted	Moving	AT	FP	Notes
Minenwerfer team	32"	2	1	3	2+	min range 8"

Support Units

0-2x Panzer Platoon

0-2x Infanterie platoon or Stoss platoon

0-1x Infantry Gun platoon

0-1x Artillery battery or Artillery detachment

## Regular Infanteriekompanie Support Choices



0-2x Panzer Platoon

0-2x Infanterie platoon or Stoss platoon

0-1x Infantry Gun platoon

0-1x Artillery battery or Artillery detachment

## Reserve Infanteriekompanie Support Choices



## Stoss kompanie Support Choices

0-2x Panzer Platoon

0-1x Anti-tank Gun platoon

0-1x Infanterie platoon

0-1x Infanterie platoon or Stoss platoon

0-1x Infantry Gun platoon

0-1x Artillery detachment



## Panzer Platoon – A7V

### Panzer Platoon:

3x A7V 855 pts  
 2x A7V 570 pts  
 1x A7V 285 pts

#### Replace any A7V:

Beute Mk IV female -55 pts ea  
 Beute Mk IV male -25 pts ea

(see Beutepanzer card for stats)

### Special Rules

**Separate Sections** – the platoon deploys together, but from then each individual team acts as a separate unit

**Hull Mounted**– may only target teams fully in front of the unit

**Self-Defense MG** – enemy infantry and gun teams must re-roll hits in assault

**Push It**– requires a skill test to dash move, failing on a 1 adds a damage counter

**Mobile Target**– -1 to be hit unless bailed out or damaged

**Mobile Fortress** – rolls 2d6 in assaults

**Landship** – if it would be destroyed roll 2<sup>nd</sup> FP test, pass = destroyed, fail = damaged. Bail out results add a damage. 1 damage = cannot move, 2 = cannot fight, move or shoot. 3<sup>rd</sup> damage causes motivation test. May repair each damage marker on skill test in starting step.

## Panzer Platoon – A7V

### Motivation

Confident 4+  
 Follow Me 3+

### Skill

Trained 4+

Tank Unit \* Self-Defense MG  
 Push It \* Mobile Target  
 Landship \* Mobile Fortress



### Hit on 3+

### Armor

Front 2  
 Side 1  
 Top 1

	Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
A7V	8"	8"	12"	12"	4+

	Range	Halted	Moving	AT	FP	Notes
A7 5.7cm gun	24"	2	2	6	4+	hull-mounted
A7 MGs	16"	6	6	3	6	each side and rear

## Panzer Platoon – Beutepanzer

### Panzer Platoon:

3x Beute Mk IV female 690 pts  
 2x Beute Mk IV female 460 pts  
 1x Beute Mk IV female 230 pts

#### Replace any Mk IV female:

Beute Mk IV male +30 pts ea

### Special Rules

**Separate Sections** – the platoon deploys together, but from then each individual team acts as a separate unit

**Side Mounted**– may only target teams fully in front of the side of the unit

**Self-Defense MG** – enemy infantry and gun teams must re-roll hits in assault

**Push It**– requires a skill test to dash move, failing on a 1 adds a damage counter

**Mobile Target**– -1 to be hit unless bailed out or damaged

**Mobile Fortress (Female)** – rolls 2d6 in assaults

**Landship** – if it would be destroyed roll 2<sup>nd</sup> FP test, pass = destroyed, fail = damaged. Bail out results add a damage. 1 damage = cannot move, 2 = cannot fight, move or shoot. 3<sup>rd</sup> damage causes motivation test. May repair each damage marker on skill test in starting step.

## Panzer Platoon – Beutepanzer

### Motivation

Confident 4+  
 Follow Me 3+

### Skill

Trained 4+

Tank Unit \* Self-Defense MG  
 Push It \* Mobile Target \* Landship



### Hit on 3+

### Armor

Front 1  
 Side 1  
 Top 1

	Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross
Mk IV	6"	6"	8"	8"	2+

	Range	Halted	Moving	AT	FP	Notes
2x OQF 6-pdr	24"	2	2	6	4+	side-mounted
Female MGs	16"	6	6	3	6	each side

## Reserve Infantry Gun Platoon

### Infantry Gun Platoon:

2x 7.62cm Krupp IG 210 pts  
 1x 7.62cm Krupp IG 105 pts

### Special Rules

**Separate Batteries** – the platoon deploys together, but from then each individual team acts as a separate unit

**Gun Shield** – team counts in bulletproof cover if shot at front in front of their base. Offers no protection against bombardments, or if the team moved at the dash.

## Reserve Infantry Gun Platoon

### Motivation

Confident 4+  
 Follow Me 3+

### Skill

Trained 4+

### Infantry Unit



Hit on 3+

### Save

Infantry 3+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross auto
8"	8"	12"	12"	auto

	Range	Halted	Moving	AT	FP	Notes
7.62cm Krupp IG	16"	2	1	5	3+	gun shield

## Regular Infantry Gun Platoon

### Infantry Gun Platoon:

2x 7.62cm Krupp IG 270 pts  
 1x 7.62cm Krupp IG 135 pts

### Special Rules

**Separate Batteries** – the platoon deploys together, but from then each individual team acts as a separate unit

**Gun Shield** – team counts in bulletproof cover if shot at front in front of their base. Offers no protection against bombardments, or if the team moved at the dash.

## Regular Infantry Gun Platoon

### Motivation

Confident 4+  
 Follow Me 3+

### Skill

Veteran 3+

### Infantry Unit



Hit on 4+

### Save

Infantry 3+

Tactical	Terrain Dash	Xcountry Dash	Road Dash	Cross auto
8"	8"	12"	12"	auto

	Range	Halted	Moving	AT	FP	Notes
7.62cm Krupp IG	16"	2	1	5	3+	gun shield



## Reserve Artillery Battery

### Artillery Battery:

4x 7.7cm FK96 n.A. 545 pts  
 2x 7.7cm FK96 n.A. 275 pts

Add horse-drawn limbers:  
 one per gun +5 pts

### Special Rules

**Gun Shield** – team counts in bulletproof cover if shot at front in front of their base. Offers no protection against bombardments, or if the team moved at the dash.

## Reserve Artillery Battery

### Motivation

Confident 4+  
 Follow Me 3+

### Skill

Trained 4+

### Gun Unit



Hit on 3+

### Save

Infantry 3+

	<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross</u>
gun	2"	2"	4"	6"	5+
Limber	6"	6"	6"	8"	5+

	<u>Range</u>	<u>Halted</u>	<u>Moving</u>	<u>AT</u>	<u>FP</u>	<u>Notes</u>
7.7cm FK96	24"	2	1	8	3+	gun shield
<i>bombarding</i>	64"	ARTILLERY		2	4+	

## Regular Artillery Battery

### Artillery Battery:

4x 7.7cm FK96 n.A. 710 pts  
 2x 7.7cm FK96 n.A. 360 pts

Add horse-drawn limbers:  
 one per gun +5 pts

### Special Rules

**Gun Shield** – team counts in bulletproof cover if shot at front in front of their base. Offers no protection against bombardments, or if the team moved at the dash.

## Regular Artillery Battery

### Motivation

Confident 4+  
 Follow Me 3+

### Skill

Veteran 3+

### Gun Unit



Hit on 4+

### Save

Infantry 3+

	<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross</u>
gun	2"	2"	4"	6"	5+
Limber	6"	6"	6"	8"	5+

	<u>Range</u>	<u>Halted</u>	<u>Moving</u>	<u>AT</u>	<u>FP</u>	<u>Notes</u>
7.7cm FK96	24"	2	1	8	3+	gun shield
<i>bombarding</i>	64"	ARTILLERY		2	4+	

## Reserve Artillery Detachment

### Artillery Detachment:

2x 7.7cm FK96 n.A. 260 pts  
 1x 7.7cm FK96 n.A. 130 pts

Add horse-drawn limbers:  
 one per gun +5 pts

### Special Rules

**Separate Batteries** – the platoon deploys together, but from then each individual team acts as a separate unit

**Gun Shield** – team counts in bulletproof cover if shot at front in front of their base. Offers no protection against bombardments, or if the team moved at the dash.

## Reserve Artillery Detachment

### Motivation

Confident 4+  
 Follow Me 3+

### Gun Unit



Hit on 3+

### Skill

Trained 4+

### Save

Infantry 3+

	<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross</u>
gun	2"	2"	4"	6"	5+
Limber	6"	6"	6"	8"	5+

	Range	Halted	Moving	AT	FP	Notes
7.7cm FK96	24"	2	1	8	3+	gun shield
<i>bombarding</i>	64"	ARTILLERY		2	4+	

## Regular Artillery Detachment

### Artillery Detachment:

2x 7.7cm FK96 n.A. 340 pts  
 1x 7.7cm FK96 n.A. 170 pts

Add horse-drawn limbers:  
 one per gun +5 pts

### Special Rules

**Separate Batteries** – the platoon deploys together, but from then each individual team acts as a separate unit

**Gun Shield** – team counts in bulletproof cover if shot at front in front of their base. Offers no protection against bombardments, or if the team moved at the dash.

## Regular Artillery Detachment

### Motivation

Confident 4+  
 Follow Me 3+

### Gun Unit



Hit on 4+

### Skill

Veteran 3+

### Save

Infantry 3+

	<u>Tactical</u>	<u>Terrain Dash</u>	<u>Xcountry Dash</u>	<u>Road Dash</u>	<u>Cross</u>
gun	2"	2"	4"	6"	5+
Limber	6"	6"	6"	8"	5+

	Range	Halted	Moving	AT	FP	Notes
7.7cm FK96	24"	2	1	8	3+	gun shield
<i>bombarding</i>	64"	ARTILLERY		2	4+	