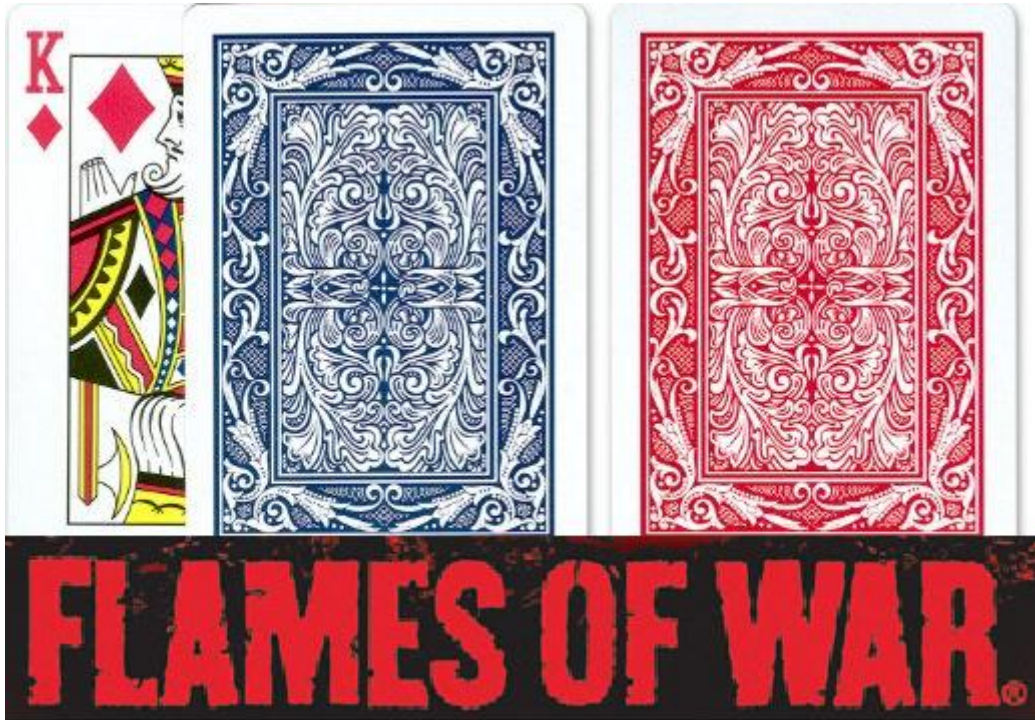


# Flames of Cards




Flames of Cards is a team based way to play Flames of War in a new, exciting and totally unbalanced way. Players are divided into two teams where each team is led by a General. The General is responsible for using player victories and buying either Battle Point Cards or Player Cards. Player Cards have wacky effects that can significantly aid your players in combat and Battle Point Cards are used to decide winners and losers of the campaign. The idea of the campaign is to have less focus on individual players scoring as much points as possible and instead try to have two teams compete against each other. The **Player Cards** and **Battle Point Cards** are standard 52 card decks in two colors (red and blue).


## Quick rundown of how it works


Use two 52 card decks, a **blue** and a **red**. Divide the players in an Axis Team and an Allied Team. At the start of the campaign, draw 1 **Player Card** per player and hand them over to each General. A player is assigned a **Player Card** from his General and must show his card when presenting his army unless the cards say otherwise. Cards are assigned before the players know who they will face. After each win, the General can buy two new cards. These can be **Battle Point Cards** from the Red Deck or **Player Cards** from the Blue Deck. **Battle Point Cards** remain face down until the final scoring phase. The team which scores the most Battle Points after a fixed set of games, wins the campaign.


## Battle Point Cards (Red deck)

After drawing a **Battle Point Card**, it must remain face down until the Scoring Phase begins. To set up the deck, put the amount of cards in the brackets below in a **Battle Points Cards** pile and shuffle it. For each player victory, the General may draw two cards. Both cards drawn may be **Battle Points Cards**. Set up the pile as follows:

Diamonds 1 Points (9 Cards) 

Hearts 1 Points (9 Cards) 

Spades 3 Points (9 Cards) 

Clubs 5 Points (6 Cards) 

Remember that some Player Cards (Jack, Queen, King) allow the players who uses them to draw a **Battle Points Card**.

## Scoring Phase

Scoring is done after all allocated games are played. Turn the **Battle Points Cards** face up and count the battle points. The team with most Battle Points wins the campaign.

## What to bring

Each player should bring an 1500 points army and an extra observer team, the observer will have the same rating as your company HQ. There are also some extra units in the Player Cards that need to be brought along for the game, the General must make sure that his team brings the correct units. The game organizer should bring a print out of this and two decks of 52 cards (a red and a blue one).

## Special Rules

Everybody loves special rules and this rule set will use four of them. The **Reinforced Company** and **Armored Assault** rules are intended to punish overly optimized companies, and the **Reconnaissance by Force** rule is there to even out hopeless matchups.

### Reinforced Company

Most company sized formations in WW2 did not have all the best divisional support assets allocated to them. Hogging up all the goodies means someone on your side is left without.

*Any company with more support platoons than combat and weapons platoons is a **Reinforced Company**. Any company with heavy artillery and/or tank destroyers counts also as a Reinforced Company. Reinforced Companies affect the scoring in the campaign in a bad way. For each Reinforced company in a team, the team must remove one Battle Point Card face down during the scoring phase.*

## Armored Assault

Tanks are usually used in breakthroughs or mobile operations and not static defense. An infantry company that masses vehicles is usually expected to go forward.

*An Infantry Company with more Tank Teams than opposing Infantry Company will be the attacker. An Mechanized Company with more Tank Teams than Opposing Mechanized Company will be the attacker. Do not roll off to determine attacker and defender in this case, just count the number of tank teams on each side. A Tank Team with front armor 8 or more counts as two Tank Teams.*

## Reconnaissance by Force

Your force is tasked by probing the enemys disposition by attacking with considerable strength. Hopefully the enemy will be forced to reveal his strength and you can fall back with the data. However if a breakthrough is achieved your forces are unable to exploit it.

*One player per team may conduct Reconnaissance by Force. The General decides who will conduct it after players are matched against their opponents but before a battle begins. It means that whoever wins the battle that player draws one card less then usual.*

# The Player Cards (Blue Deck)

## 2. PLAYER CARD - DEFENDED POSITION.

Certain positions must be defended at all costs. Your men pick up the shovels and start digging.

*Your army becomes a fortified company. You receive two minefields and either two HMG nests or two booby traps. Vehicle platoons may be deployed in tank pits. Any vehicle not deployed in fortifications must start in reserve and be the last platoon to arrive.*

## 3. PLAYER CARD - PRELIMINARY BOMBARDMENT.

A lucky artillery strike takes out the enemy Battalion HQ and chaos reigns. The enemy force has a good chance of disintegrating.

*Your opponent's army start the game with D3 platoons pinned down and bailed out. You may choose which ones. This happens after Recon moves.*

## 4. PLAYER CARD - WEATHER EFFECTS.

Sometimes battles are fought in awful weather. Heavy overcasts means no air support is available and rains or freezing temperatures can make life on the ground miserable. Before the deploying, roll a D6 and apply the chart below:

### 1-3 Muddy Ground

*Vehicles moving in open ground may move up to 20cm just like at night. They can move faster if they wish but must then make bogging checks for difficult going. No player may use flying units during the battle.*

### 4-6 Hard Ground

*The ground is frozen or very hard to dig into. Reroll successful Dig In rolls. Your units don't start Dug In even in Missions with Prepared Positions because it's 1944 and life sucks. Unless they are deployed in buildings of course. No player may use flying units during the battle.*

## 5. PLAYER CARD - TIME OF DAY.

Roll a D6 dice and look up the charts below.

- 1-2 Dawn
- 3-4 Dusk
- 5-6 Night Battle

## 6. PLAYER CARD - WAR ON DRUGS.

Real war is done with real drugs and this explains why Amphetamine and Methamphetamine saw such heavy use in World War 2. Even pure as Virgin Mary western allies were stacked with go pills (the British used 72 million amphetamine pills during the war- God Save the Queen!). You are the lucky commander of a company high as kites. However being all drugged up as Al Pacino in the ending scenes of Scarface can lead to underestimating opponents and tactical disasters.

- *Your opponent must score at least 6 hits to make your infantry platoons fall back in assaults. Whenever one of your assaulting platoons are forced to Fall Back by Defensive fire, immediately roll a Motivation test. If the test is passed the platoon must carry out a new assault. Your opponent shoots again in Defensive Fire.*
- *Bailed out tank teams can still fight in assaults and are not ignored for Platoon Morale Checks or tank terror.*
- *Your opponent can place one platoon in immediate ambush.*

## 7. PLAYER CARD – SMOKE.

Command has recognized troublesome enemy positions in your sector and assigned you extra smoke screens.

*One of your artillery platoons is equipped with smoke rounds for the duration of the game. If your artillery already has smoke, you gain one extra smoke bombardment per game that is made by an off table artillery battery with 6 guns. You make pick any point on the table for this bombardment and Range In is automatic. Bring the extra observer team for this artillery battery.*

## 8. PLAYER CARD - BATTLE CHAOS.

It is said no plan survives contact with the enemy. Sometimes soldiers and equipment can go missing and you can never be sure where the enemy will attack. Your combat hardy troops have been replaced with reserves that are scraped from the bottom of the barrel.

*If the mission uses reserves then your opponent must divide his forces into 2 halves. You decide which halve will be in reserve. Your opponent **cannot** use one national special rule during this game. Choose which one.*

## 9. PLAYER CARD – MASKIROVKA.

The higher command plays a master ruse on the enemy, attacking him where he is weakest.

*Two of your units may use the spearhead rule if you attack in this mission. If you do not attack, you can redeploy two units unit during recce moves. Your opponent **cannot** use one national special rule during this game. Choose which one.*

**10. PLAYER CARD - TACTICAL GENIUS.** 

Pick up one objective you deployed. You may move it 30 cm in any direction. It still has to be in the opponent's deployment area and follow the rules for objective placement during the mission. This is done just before recon moves.

**JACK PLAYER CARD - TANK SUPPORT.** 

A lost platoon of tanks arrives from the mist and aids your company in battle. You get a platoon of:

Axis **4 Panzer IV** (Confident/Trained)  
Western Allies **4 Sherman M4** 75mm (Confident/Trained)  
Soviets **2 IS-2 1943 with DshK** (Fearless/Trained)

After playing this card, draw a **Battle Points Card**. *The Tank Support card can be given to another player in your team at the start of the deployment, before the game begins.*

**QUEEN PLAYER CARD – INFANTRY.** 

A lost platoon of infantry arrives from an unexpected direction and aids your company in battle. Depending on your nations you get:

Axis **Grenadiers Platoon** (confident/veteran) with Panzerfaust  
Western Allies **US Rifle Platoon** (confident/trained)  
Soviet **Strelkovy company** with 8 stands, Commissar, HMG (confident/trained)

After playing this card, draw a **Battle Points Card**. *The Infantry Support card can be given to another player in your team at the start of the deployment, before the game begins.*

**KING PLAYER CARD – ARTILLERY.** 

You receive divisional artillery support during the entire mission. Roll a dice, you either get:

1-3 Medium Artillery AT4 Fp4+, 8 Guns  
4-6 Heavy Artillery AT5 Fp2+ 4 Guns

The guns fire as trained. Use your extra observer to fire from this battery. After playing this card, draw a **Battle Points Card**. *The Artillery Support card can be given to another player in your team at the start of the deployment, before the game begins.*

**ACE PLAYER CARD – AIR SUPPORT.** 

The flyboys swoop in, drop some bombs and are off to drinking and medals. Higher command sends them out to whoever they think needs them most.

*You get limited air support during this battle. Use what is suitable for your nation. If your company already has Air Support then add three more dice to it. The air support card can be given to another player in your team at the start of the deployment, before the game begins.*

# FAQ

Q: How is “Your opponent **cannot** use a national special rule during this game” supposed to play out?

A: Well, use the path of least resistance and always avoid removing teams. That pisses people off. For example, a tank destroyer platoon could be deployed on the table without security section, commissars could be a warrior rifle team and so on. I may make a list of special rules that are lost in the future, maybe.

Keep also in mind that this card effect doesn't negate the opponents [Player Card](#) Effect.

Q: What counts as a win?

A: Use the standard Deciding the Winner rules from page 275 in the rulebook.

## *Bro Tips*

There are some things we found out during a one day 3 game playtest that I want to share.

1. Make sure that the General on each side reads the Rule Set and understands when cards are handed out, what they do and how he can get new ones.
2. Compositions of teams is important, don't have veteran players on one team and noobs on another. This also applies to forming a team where players have bad rules knowledge or borrow armies that they can't play that well. A team that wins a lot of games will get much more powerful.
3. Consider handing out a Card to a team per every second loss to mix things up a little.
4. I would recommend skipping Fortified Companies and limit armies from the 3 Hard Back Compilations (Italy, France and Red Bear/Grey Wolf) to avoid ridiculous matchups.
5. Consider keeping a track of victory points to match the best players against each other.