



TANK ACES

FLAMES OF WAR.

THE WORLD WAR II MINIATURES GAME

TANK ACES

It's funny just how dark dense fog can be and how its colour is noticeably different than the smoke of a destroyed tank hull. Second Lieutenant Hugh Anderson stared at what was once his platoon commander's tank. All he could see was the smoke as the fog obscured the tank itself. The dark grey smoke seemed to dance in between the fog reminding everyone that they are among the dead. If it wasn't for the noise of gunfire and the charred remains of tanks sliding in and out of view of Hugh's periscope, he could almost believe that he and the crew of his tank "Sloppy Joe" were truly alone in this misty world.

The world seemed to slow down as the tank advanced forward. Hugh could hear every cylinder in the engine fire as the tank moved ever onward into the fog. The radio perked up. He heard something but he did not quite understand it, it was repeating with much more urgency. Hugh snapped out of his trance, and the world sped up.

"Lieutenant Anderson? Are you still with us, sir?" It was Sergeant Douglas on the line. Hugh grew up with the man in northern Idaho. Their fathers had been miners and knowing that was their future, the two swore they would get out of Idaho if it were the last thing they did. They enlisted on 8 December 1941, the day after America had entered the war.

"Yes Sergeant, we are still here," responded Anderson. "Keep on your guard. All tanks try to regroup at my location."

It took a moment but three Sherman tanks were able to find their way to rendezvous with Hugh's

tank north of the French village of Arracourt.

"Okay follow me," Anderson ordered. "Drive slow and keep your eyes sharp."

Hugh opened the turret hatch and poked his head out hoping that he could see better through the thick fog. Suddenly Hugh saw what he was looking for in the distance to his right. The silhouettes of four tanks crept slowly through the fog. As they moved toward the left their formless profiles sharpened and Hugh quickly identified them as German Panther tanks. They were moving away and luckily they had not spotted the Sherman tanks. Hugh quickly assigned the targets to his comrades.

"Douglas, you take the one on the right. Westerfield, the one on the left" Anderson ordered through the radio. "I'll focus on the two in the middle. After destroying your targets, fire at will."

Hugh closed the hatch and barked out the order to open fire. Three panthers exploded at once with each tank scoring direct hits. The fourth Panther froze. It didn't have enough time to start turning its turret when Anderson's tanks unleashed a second volley against the survivor and destroyed it. Hugh flipped on the radio.

"That's how its done my friends good work," said Anderson. "Now let's regroup and try to find the rest of our company."



Tank Aces is an escalating campaign that focus on the tank battles around Nancy, France (18-29 September 1944). The main battle took place around the quiet small village of Arracourt, east of the large city of Nancy. The campaign battles will focus on the tanks' combat. You must fight through fog, mud, and blood to achieve full victory.

Tank Aces is not your typical campaign. In the beginning you are a platoon commander, in charge of a few tanks. Cut off and surrounded in the ubiquitous thick fog of the Arracourt battlefield, you form a force to take the fight to the enemy. Now that you are in charge of this mission you must compete it with all the zeal you can muster.

You are not alone, you have an excellent crew, including a gunner and a driver who are talented and can aid you, as the tank commander, to complete your mission. You can choose to rely on one or both of them—a well balanced crew will be able to defeat any foe.

During the campaign you will be composing a story with your tank crew and fighting through the tank battles of the Lorraine earning medals, new skills, and ranks during your epic journey of becoming the best tank ace in the world! Watch as your small tank force grows into a larger and more elite company. As you learn to rely on your crew you will find that little will stand in your way to victory.

WHAT IS AN ESCALATION CAMPAIGN?

An escalation campaign is different from a normal campaign where players use the same points throughout the event. Instead, an escalation campaign starts at a small point level and works its way up to higher levels at the beginning of each campaign turn. In the first turn you will command a 500-point force, then in the second campaign turn you will receive 700 points and in the final turn you will get up to 900 points.

The escalation format is ideal for new players to learn tank basics without the complicated presence of infantry and guns. It is also a great opportunity for veteran players to start a new tank force with plenty of time between turns to get their vehicles painted up and ready for combat. Tank Aces gives all players the chance to have a look at tanks from a new angle.

GETTING STARTED

Tank Aces includes the campaign rules, a fold-out map found in the back of this book, and campaign documents such as company and results sheets. The campaign documents can be found at the back of this book on pages 118 and 119, but you can also download them from our website: www.FlamesOfWar.com.

Once you have read through these materials it's time to select your favourite tank company and head to the battlefields of the Lorraine to do your part for victory!

PART 1: THE CAMPAIGN

After a few hours of trying, Hugh finally made contact with HQ and reported his action against the four Panthers earlier that day. His battalion commander, Lieutenant Colonel Abrams was pleased and gave Anderson a field promotion to First Lieutenant with orders to collect the remains of his company.

But Anderson's victory was short lived. News came over the radio that the Germans had launched another attack near the area where Anderson's tanks had destroyed the four Panthers. Orders came through for Hugh's platoon to join Lieutenant Colonel Creighton Abrams' task force and return to his former hunting grounds to make sure Arracourt didn't fall to the Germans.

The fog was not as thick as it was earlier in the morning, but a thin haze still lingered. As Hugh pushed forward, he met up with a Sergeant Meyer's Sherman from Hugh's C Company, and Lieutenant Lindsay's Stuart light tank from D Company. The two had become lost in the morning fog and had been fighting together as they tried to find their units, knocking out two Panthers and a Panzer IV on the way.

As Hugh's column pressed on to Arracourt, panicked radio messages filled Hugh's headphones. The fight was already underway. He ordered his column off the road to take a shortcut he had discovered earlier. Hopefully he'll be able to hit them in the flank.

The tanks stormed through pockets fog until they reached a clearing. It felt a bit like they were like jumping from room to room as they went. At the edge of the clearing Hugh could make out two Panzer IVJ tanks and a Panther moving towards Arracourt and firing on the American defenders there.

"Right," Hugh kicked his driver's seat from his own position in the turret. "Stevens! See them there to the right?"

"I see them, sir."

"Good! Full speed," Hugh didn't want to miss this opening. "Let's put Sloppy Joe to the test!" Anderson then turned to his loader, "Riggs, make sure we're ready to fire on my mark."

"Yes, sir!" Riggs slammed a 76mm shell into the breech.

"Thompson," Hugh called out to his gunner. "Target the Panther first. Fire!"

Sparks flew up from the German tank as it took a direct hit right behind the turret. Hugh could see the Panther's turret was jammed, but the tank was not fully disabled. Riggs tossed another round into the breech.

"Fire!"

A massive plume of smoke and fire erupted from the tank. The two Panzer IVs, not knowing where Hugh's fire was coming from, reversed into the clearing. Before Anderson could give the order to fire, the two German tanks exploded. A small infantry platoon with two bazookas stood up in the tall grass. One of the riflemen smiled and waved up towards Hugh before disappearing into the fog.

"Move us forward Stevens," ordered Hugh. "And make sure we don't run over any friendly troops."

"Yes, sir!"



THE BATTLEFIELDS OF NANCY

Hitler wanted the war in the west to be settled as quickly as possible. If he could inflict a decisive blow to force the Western Allies to the peace table, the Soviets would have to follow suit and Germany would be able to dictate terms. So he started to plan his strategy for the final few months of 1944. The resulting battles took place from the rural farming communities of the Lorraine to the forested areas of the Ardennes.

In the Lorraine the German offensive clashed with the advance of Patton's Third Army, which had been unchecked in gaining ground since Operation Cobra in late July. These two forces fought each other to a standstill after some of the largest tank battles on the western front. The battles focused on the fortified cities of Metz, Nancy, and Dompierre. But it was at vicinity of Nancy where the Lorraine campaign would focus, and it is here where your crew will meet the enemy in *Tank Aces*.

In *Tank Aces*, the battlefields of Nancy are broken up into three routes based on the advance of the US 4th Armored Division. The first is the route of Combat Command A north of Nancy to Arracourt. The second is the route of Combat Command B around the southern outskirts of Nancy. The final route is the advance of Combat Command R in the south toward Lunéville. Players fight battles in these areas to help their side win the campaign.

THE CAMPAIGN MAP

The campaign map shows the area where players will fight the battles over Nancy. It has three Axes of Attack through which players will fight toward victory.

WHAT IS A ROUTE?

The battles for Nancy were essentially fought over three major routes: Combat Command A's Route, Combat Command B's Route, and Combat Command R's Route. The *Tank Aces* campaign map is divided into these three paths and each are called a Route.

WHAT IS AN AREA?

Each Route has three Areas, one for each campaign turn.

HOW THE CAMPAIGN WORKS

The *Tank Aces* campaign is played over three campaign turns. The length of time for each turn is up to the campaign organizer. A turn could last a week or two, or whatever amount of time that works best for your group.

During a campaign turn, players meet to play games in the areas associated with that campaign turn. Players may play any number of games with their Tank Ace during a campaign turn.

Players cannot play in areas that do not match the current turn. Players record the results of each game they play and report them to the campaign organizer.

Once a campaign turn is complete, all of the Areas associated with that campaign turn are locked down and no further games can be played in those Areas. The campaign organizer totals up the number of wins for both sides to determine who won the Area. The side with the most victories wins the Area and scores that area's Campaign Points.

The campaign now moves on to the next turn and players may now play games in any Area associated with the new turn.

The campaign concludes at the end of the third campaign turn. The campaign organizer now totals up the number of Campaign Points won by each side. The side with the most points wins the campaign.





PLAYING THE CAMPAIGN

Games for each campaign turn can be played at any time during that campaign turn. Players can meet whenever they like to fight for the control of Nancy.

BLUE VERSUS BLUE

If there are not enough Axis or Allied players to match up together it is perfectly normal to match up two players from the same side. The player who won the die roll to choose the Route plays for their side, and the other player represents the opposition.

STEP ONE: CHOOSE A ROUTE

There are three Routes to choose from. The first is Combat Command A's Route north of Nancy. The second is Combat Command B's Route around the city. The third is Combat Command R's Route south of Nancy.

When two players are ready to play a *Tank Aces* campaign game they first have to determine who gets to choose which Route they will be using for that game. Both players roll a die. The player with the highest score decides which Route the game will be fought over. In the event of a tie, simply roll again until there is a winner.

STEP TWO: PLAY A TANK ACES BATTLE

Once the Route has been selected, both players play the Scrapyard mission starting on page 106. Once that has been sorted out, it's time to start rolling dice and moving miniatures!

STEP THREE: RECORD RESULTS

When you have completed your game, fill out a result sheet (page 150) and turn it into the campaign organizer. Make sure that you report:

- *The date of the game,*
- *what Area you were fighting in,*
- *which side won,*
- *which campaign turn you are playing,*
- *both players' names*
- *both players' Tank Aces' names, and*
- *experience points earned by both players' Tank Aces.*

Once your results have been turned in, you are free to play another game, either in the same Area or somewhere else, if you fancy a change. Each win moves your side closer to victory, so your team will benefit more for each game you play.

TANK ACES RESULTS SHEET			
DATE: 5/1/12		CAMPAIGN TURN (circle one)	
AREA: DIEULOUARD		TURN 1 500 POINTS	TURN 2 700 POINTS
VICTORIOUS SIDE (circle one)		TURN 3 900 POINTS	
ATTACKER		DEFENDER	
NAME	Wayne Turner	NAME	VICTOR PESCH
TANK ACE NAME	Fritz Meier	TANK ACE NAME	HAL CATT
EXPERIENCE EARNED	1	EXPERIENCE EARNED	1/1/1
SIDE (circle one)	AXIS	SIDE (circle one)	ALLIES

A copy of the Tank Aces Results Sheet can be photocopied from page 119 of this book or downloaded from our website: www.FlameOfWar.com.

WINNING AN AREA

At the end of each campaign turn, the Campaign Organizer totals up all of the Allied and Axis victories in each Area. The side with the most number of victories in each Area wins that Area.

At the end of the campaign turn, if no battles occurred in an Area or if there is an equal amount of Axis and Allied victories in that Area, the Allied side automatically wins it, as the Axis have failed to stop the advance of the Allies in that area.

Once a campaign turn is complete all of the Areas associated with that campaign turn are locked down and no further games can be played in those Areas.

The campaign now moves on to the next turn and players now play games in any Area associated with the new turn. The campaign concludes at the end of the third campaign turn.

CAMPAIGN POINTS

When a side wins an Area they are awarded Campaign Points. These are added to their side's Campaign Points grand total. This total is kept by the campaign organizer.

Each area is worth a certain amount of Campaign Points. As the campaign progresses the areas are worth more points. During the first turn, each area is worth one point, in the second turn they are worth two points each, and in the third turn they are worth three points each.

ENDING THE CAMPAIGN

At the conclusion of the third campaign turn the organiser and players have a choice. They can either end the campaign there or fight a big grand finale battle for Arracourt.

If players choose to end the campaign after the third campaign turn, total up how many Campaign Points each side has won. The side with the most wins the *Tank Aces* campaign.

If players would like to fight a grand finale battle, play the Out of the Fog mission on page 110.

The side that wins the Out of the Fog mission adds the Victory Points they have won to their overall total.

The side with the highest number of Campaign Points wins the Tank Aces campaign. Use the winning side's total and consult the victory table below to see how the story of your campaign has ended.

CAMPAIGN POINTS



ALLIES



AXIS

18+

STRATEGIC VICTORY

You weathered the attacks from the German forces and were even able to take land as well. You have furthered the victory in Europe and the way into Germany is open. Berlin or bust!

STRATEGIC VICTORY

You have broken the Allied lines and wedged your way into France. Your stunning success have disheartened the Allies severely and the time has come for Hitler to deliver the killing blow in the Ardennes!

14-17

MAJOR VICTORY

You have held your ground and soon you will be reinforced to take the war into Germany. You have done well during this fight and victory is just around the corner.

MAJOR VICTORY

You have weakened the Allies' ability to strike at us. Though we have not destroyed the Americans completely, you have kept alive the hope of victory.

10-13

TACTICAL VICTORY

You have held off the German's offensive but at great cost. We won this day but the war will take a lot longer to fight. We will press on, so we can claim victory and honour our fallen brothers.

TACTICAL VICTORY

Through heavy loses we have won the field. Patton's army has been humbled, but now we must take stock of what we have traded for victory. With luck, the coming winter offensive should made good on our efforts and sacrifices.

HISTORICAL RESULT

German and American armoured spearheads clashed in the battlefields of the Lorraine. The American Third Army was the first to act, crossing the Moselle River and striking out for Arracourt. The Germans altered their offensive slightly and hit the 4th Armored Division. What resulted were some of western front's largest tank battles. Highly professional American tankers fought with green German troops equipped with Germany's best equipment.

When the dust settled, the Americans had not only crushed the German attack, but had managed to claim territory and destroy a good number of enemy tanks and supplies. The historical result of the Tank Aces would have been an Allied Strategic Victory. Can you and your allies uphold this outcome or will you change history?

PART 2 : YOUR TANK ACE

Anderson's tank clanked into the village and by chance met up with the bazooka teams that took down the two Panzer IVs in the clearing earlier that day. Their smiles had faded as new orders were delivered to hold the village to the last man. After a brief moment the infantrymen waved good-bye and were off to hold a building in the perimeter from the expected German attack. Hugh could tell the tankers wanted to join them.

"Steady on, men," said Hugh to his crew. "We'll find our next target sooner than we like."

Just to be safe, Hugh had Riggs put a live round into the breach to make sure they were ready at a moment's notice. Private Thompson nodded and moved a few ammo rounds towards Riggs who was prepping his gun.

Hugh ordered Stevens forward and the tank lunged into motion, tracks clanking and squeaking as they rolled through the streets. The mist formed pockets as Sloppy Joe moved between them. Silent and horrible scenes of the previous days' fighting dotted the landscape as the tank wound through the streets.

It happened so quickly—Sloppy Joe lurched to the left as a German shell tore through the side and hit Thompson's ready ammo. A fire, then an explosion, rocked the tank, rattling the crew all about inside. Hugh was in shock. He stood up

and just stared at the hole that was now in his tank—it was so alien to him.

"Sir we need to get out of here!" Stevens yelled, helping Hugh recover his senses.

Anderson looked away from the damage and saw Riggs' broken body. The man's eyes were cold and empty. Suddenly the body began to move and Anderson saw that Thompson was trapped underneath, his leg bleeding. Hugh had moments before the flames in the turret erupted into an inferno when it reached the rest of the ammo. He and Stevens lifted Thompson out of the tank. Jackson, the crew's bow gunner, was there to pull Thompson free.

Hugh was the last to leave the tank. When his head emerged he saw that the tank was on fire. He turned watching Stevens, Jackson, and Thompson running towards the nearest building for cover, German machine-gun fire nipping at their heels. Anderson dashed after them, diving into the open doorway at the last second as Sloppy Joe exploded into a ball of flame and shrapnel.

The crew pulled themselves together. A medic had seen Thompson being dragged to the building and came to see to him. All Hugh could think about was that he needed to find another tank and get back out there.

The most exciting aspect of *Tank Aces* is creating your own *Flames Of War* warrior, called a Tank Ace. During the campaign, you follow your warrior's story as he fights his way through the twisted metal of the Arracourt battlefields.

When the campaign begins, your Tank Ace and his crew have been cut off from their comrades during a great tank battle. Your Ace gathers the few tanks he can find in the dense fog and muddy terrain of the battlefield and takes command of the motley collection of vehicles to complete missions.

As the campaign progresses, your Tank Ace gathers more tanks and equipment from the chaos of the battlefield and adds them to his force.

CHARACTERISTICS

If your force has a Company Command team, then that team becomes your Tank Ace, replacing the normal Company Command team.

If your force does not have a Company Command team, chose one of your Combat Platoons' Command Teams

to become your Tank Ace, replacing the platoon's normal Command team.

In both cases, the Ace retains the ratings and vehicle of the vehicle it replaced. A Tank Ace is a Warrior and follows all of the normal rules about warriors found on page 68 in the rulebook.

NO WARRIORS OR TIGER ACE SKILLS

In *Tank Aces* you cannot take normal *Flames Of War* warrior teams. Similarly, *Tank Aces* ignores German Tiger Ace Skills. Instead you will create your own warrior called a Tank Ace.

PLAYING GAMES

Your ace may play any number of games during a campaign turn. The more games they play the more experience they will earn, making them better Tank Aces.





EARNING MEDALS AND EXPERIENCE

Your Tank Ace fights alongside your company earning medals, getting promotions, and gaining abilities.

In turn one, your Tank Ace must fight with what he can muster. It's not much, but it's enough to get the job done. As he continues through the campaign he will earn experience points, which you can use to award him medals. Medals will give him special abilities.

Keep track of these points on your Tank Aces Company Sheet as shown below. When your Ace fills all of the boxes leading up to a medal he may select a skill from the Tank Aces Abilities list on pages 96 to 103.



Each player's Ace earns experience during every game they play. After each game, use the table below to see how many points your Ace has earned.

Qualification	Experience Points Earned
Playing the Game	1 point
Have more tanks left	2 points
Ace Survives	1 point
Highest Kill Count	2 points

Playing the Game: Both players' Aces learn something from the battle no matter what happens! Each player scores one Experience Point just for playing the game.

Having More Tanks Left: If you have more operational tanks (ones not Bugged Down, Bailed Out, or Destroyed) than your opponent, you earn two Experience Points at the end of the game.

Ace Survives: Surviving an ordeal by combat will improve your Ace's combat skills. If your ace survives the game, you earn one Experience Point at the end of the game.

Highest Kill Count: The more tanks your men kill the better! If your force has Destroyed more tanks than your opponent, you earn two Experience Points at the end of the game.





KILL RINGS

As your Ace racks up his kills, you'll mark his success on the Ace's Tank Barrel found on your Company Sheet and the Tank Aces Campaign Map next to your name.

Each time your Ace Destroys an enemy Tank team, add one Kill Ring to your Tank Barrel as shown below. For every five Kill Rings scored, your Ace receives a bonus three Experience Points after deciding who won the game.

NOTE

*Because bonus experience points earned from Kill Rings are counted **after** the game, ignore these bonus points when determining which player has won the Scrapyard Mission (see page 113).*

PROMOTIONS

As the campaign rages on, your Ace has demonstrated his combat and leadership skills. This has been recognised by headquarters, which has promoted your Ace and given him more resources.

At the start of each campaign turn all Tank Aces are promoted to the next rank. As a result, they immediately earn two bonus experience points towards their next medal. Immediately record these experience points on your Tank Aces Company Sheet.

You will see that the sheet already has the first two experience points marked. This represents your Ace taking command of your company in the first campaign turn.

These are in addition to any XP points earned regularly in your games. For each set of five kills

3xp 3xp 3xp 3xp 3xp 3xp

ABILITY
 Just Needs a few Fixes

ABILITY
 Looking for a new location

ABILITY

ABILITY

ACE OF ACES

YOUR COMPANY

TANK COMPANY
US TANK COMPANY

TANK COMPANY
HEADQUARTERS
1x M4A3 (LATE) 76mm

COMBAT PLATOONS
5x M4A3 (LATE) SHERMAN TANKS
2x M4A3 (76mm), 2x M4A3 (LATE), 1x M4A3

MOTIVATION CONFIDENT
SKILL VETERAN

CAMPAIGN TURN POINTS		
T1 - 500 PTS	T2 - 700 PTS	T3 - 900 PTS
	140pts	
490pts		
	560pts	

A copy of the Tank Aces Company Sheet can be photocopied from the inside back cover of this book or downloaded from our website: www.FlameOfWar.com.



SELECTING ABILITIES

When your Ace earns a medal, you can select an Ability from the Tank Aces Ability List. These abilities give your Ace special rules to use in the game.

Abilities are split into three different categories: Command, Support, and Specialist. Abilities from these categories are linked together. For example, command abilities give your Ace the ability to control his force better, support abilities gives your company extra resources to use, and specialist abilities hone your Ace's tank into a single hard-hitting power house of a tank.

During the first turn of the campaign you can select abilities from any of the categories. As the campaign progresses, the abilities become better. These advanced abilities require that your Ace have certain basic abilities before he can select more advanced ones.

There are all sorts of ways your Ace can go with his abilities. You can specialise him in one of the categories, or put

together a combination. The choice is up to you and how you would like to develop your Tank Ace.

Once you have selected your Ability, you cannot change it. Abilities stay with your Ace throughout the campaign and cannot be lost or taken away.

Your Ace may have up to four regular abilities during the campaign. He will also earn a fifth Ace of Aces ability that he can use in the final battle of the campaign.

NOTE

You do not have to select an Ability straight away when your Ace earns a medal. You can choose to wait until another campaign turn or two to select one or spend them all at once.



TURN 1 ABILITIES



The battle of Arracourt has erupted with chaos and confusion as American and German tank forces clash in the thick morning fog. Your company has become fragmented and lost in the fighting, but you've managed to stay close to your company commander. Suddenly, an anti-tank round smashes into your company commander's tank. With that, you're on your own as you collect the survivors and press on!

Whenever your Ace earns a medal during the first campaign turn, you may select one of the following Command, Support, or Specialist Abilities.

COMMAND ABILITIES FOR CAMPAIGN TURN 1

You are now in charge of what is left of your tank company. Will you be the leader your men need most right now? The ability to command others has always been one of your strongest traits, and now you have the chance to prove yourself in combat. What kind of leader will you be?

FORGED BY FIRE

As you take command of your troops they can see that your command style was born in the fires of combat. You have the mind and the will to lead these men in battle.

Your Ace may re-roll any failed attempts to remount his own or any other Bailed Out tank that is within 8"/20cm of your Ace's tank.

JUST NEEDS A FEW TWEAKS

As a mechanic you know everything there is to know about your engine. When given your tank to command, you found several key areas that could be tweaked to increase its speed.

Your Ace's normal movement is increased by an additional 4"/10cm.

CLOAK OF DARKNESS

Using the night to position a select group of tanks at key locations can be the key to victory. Cloaked in darkness you will be able to catch the enemy unawares.

You may hold your Ace and one other tank team from one of your HQ, Combat or Weapons platoons in Immediate Ambush (see page 267 of the rulebook).



SUPPORT ABILITIES FOR CAMPAIGN TURN 1

Ask any leader in a war and they will tell you that resource management is critical to success. Whether it is a well planned supply convoy, using your specialist troops with precision, or an expertly placed ambush, this will spell victory for your tank force. Use your manage your resources well and victory will be yours for the taking.

THE ELEMENT OF SURPRISE

The element of surprise has been the best advantage since we used sticks and stones to make war. Using that ace up your sleeve at the right moment will give you an edge.

Once per game, at the start of any of your turns, you may make an instant ambush of two Bazooka teams (each: Range: 8"/20cm, ROF: 1, Anti-tank: 10, Firepower 5+).

These teams follow the normal ambush rules (see page 266 of the rulebook). Teams must be deployed within 4"/10cm of each other. Immediately after the Shooting Step, these teams are removed from play.

ENGINEER TRAINING

Coming from the Combat Engineers, you've been inexplicably placed in command of a tank company. However, being trained in field recovery and engineering tasks, you are able to teach your comrades a thing or two about getting unstuck and negotiating minefields.

All of the tanks from your HQ and Combat platoons count as both recovery vehicles and Mine Flail tanks (see pages 45 and 226 of the rulebook).

FLEXIBLE FIGHTER

You have always trusted your gut and you know that a plan always needs to be changed depending on the situation. Being flexible is your advantage in combat.

Once per turn during your Starting Step, you may discard one of your Tactical Edges to randomly select a new one from the discard pile.

Tactical Edges discarded in this way cannot be used for their effect. They go directly to the discard pile without coming into play.



THE ELEMENT OF SURPRISE

SPECIALIST ABILITIES FOR CAMPAIGN TURN 1

You were promoted for one reason and one reason only: your talents. You have shown yourself to not only be resourceful but talented in using your abilities in battle. I wouldn't be surprised to see this field promotion made official if you keep up the good work.

PRIOR EXPERIENCE

Being a gunner before being promoted, you know what it is like. You know how to run a crew to maximise your gunner's talents. Also, it doesn't hurt that you have one of the best gunners in the company.

Your Ace may re-roll one failed To Hit roll during each Shooting Step.

NUMBER CRUNCHER

Being a math professor before volunteering for the tank force, you never thought that your mathematical genius would be as useful, but firing a tank is just simple trigonometry.

The range of your Ace's main gun is increased by +4"/10cm.

MAKE IT WORK

Sometimes you need something that you cannot necessarily get. Having a man who knows how to make things work with what you have can be a large asset.

Your Ace's tank is now equipped with Wide Tracks.

TURN 2 ABILITIES

You've been piecing together a small tank force from tanks lost in the fog. You've managed to fight your way through the enemy's screen and into the happy hunting grounds beyond. Your gunners are having a field day as they open fire on unsuspecting targets.

Whenever your Ace earns a medal during the second campaign turn, you may select one of the following Command, Support, or Specialist Abilities. Remember, you may also select Abilities from the previous turn instead.

COMMAND ABILITIES FOR CAMPAIGN TURN 2

As a commander you learned quickly to exploit your strengths and limit your weaknesses. Some commanders have mastered the ability to win the loyalty of the men under them. Others count on their speed to be where they are needed to sway the battle, while some rely on their combat training to dictate what time of day favours their attack. Knowing your strengths and weakness is half the battle. The other half is knowing your opponent's weaknesses.

SHIELDED BY COURAGE

Your legend grows. After your last battle a witness stated that you charged as if you never knew the meaning of fear, protected by courage alone.

If your Ace moves directly toward an enemy tank team that it can see and it is not Concealed when it ends its movement, its Front Armour is increased by 1 until the beginning of your next Starting Step.

To take this Ability your Ace must have the ability: **Forged By Fire.**

LOCATION, LOCATION, LOCATION

Sometimes being at the right place at the right time can win you a battle without having to fire a shot.

Your Ace, and any tank or platoon he joins, may use the attempt to move rather than Shoot. Roll a Skill Test for your Ace.

- *If successful, your Ace and any Tank team or Platoon he has joined may move an additional 4"/10cm.*
- *Otherwise the Ace and the Tank teams or Platoon that he has joins remains where it is.*

Whether or not the test is successful, your Ace and any Tank team or Platoon he has joined may not Shoot in the Shooting Step.

To take this Ability your Ace must have the ability: **Just Needs A Few Tweaks.**

BRIGHTEST BEFORE THE DAWN

Knowing when to fight is half the battle. You have been trained in night fighting and you know how to take advantage of limited sight and mobility.

You may choose to fight the battle at Dawn (see pages 272-273 of the rulebook) or in the Fog (see page 115).

Your Ace may always see 24"/60cm at night or in the fog.

To take this Ability your Ace must have the ability: **Cloak Of Darkness.**



BRIGHTEST BEFORE THE DAWN

SUPPORT ABILITIES FOR CAMPAIGN TURN 2

I see that you have done well in your first few battles. I am glad to see that you have organized your resources well. A well planned ambush or the use of pioneering equipment to overcome obstacles is just the thing our forces needed for victory in the field. Keep up the hard work and maybe you will be given a full company to command one day.

DID YOU EXPECT.... THIS?

A good ambush will allow small forces take on enemies twice their size.

Once per game, at the start of any of your turns, you may make an instant ambush of two medium anti-tank gun teams (each: Range: 24"/60cm, ROF: 3, Anti-tank: 10, Firepower 4+).

These teams follow the normal ambush rules (see page 266 of the rulebook). Teams must be deployed within 4"/10cm of each other. Immediately after the Shooting Step, these teams are removed from play.

To take this Ability your Ace must have the ability: **The Element Of Surprise.**

WE'VE GOT A BRIDGE FOR THAT!

After a few battles you are becoming an able tank commander but you are still an engineer at heart. You see problems like an engineer and you solve them like one.

At the start of the game you may mount an Assault Bridge (see page 226 of the rulebook) on any or all of tanks from your HQ and Combat platoons.

Until the bridge is placed, a tank with an Assault Bridge may not Shoot.

At the start of any step, your tanks may permanently discard the Assault Bridge and fight as normal.

To take this Ability your Ace must have the ability: **Engineer Training.**

FORCE THEIR HAND

Being flexible in a combat situation means your opponents lose some advantages. It forces them to make hasty decisions. Either way you come up on top.

Once per game during your Starting Step, you may exchange one of your unused Tactical Edges for one selected at random from your opponent.

To take this Ability your Ace must have the ability: **Flexible Fighter.**

SPECIALIST ABILITIES FOR CAMPAIGN TURN 2

You have really started to prove your worth. Without your set of skills the battles you have fought and won would all have been losses. Your bravery and skill have made you an effective asset to our cause, but don't let that go to your head. The enemy is still out there and they are preparing to put your skills to the test.

SPRAY AND PRAY

Movement normally compromises a tank's rate of fire. But with you and your gunner calculating shots while on the move comes second nature.

Your Ace may move and shoot with full ROF

To take this Ability your Ace must have the ability: **Prior Experience.**

EASY MATH

Being able to find out the trajectory needed for complex shots makes you able to eliminate threats easier. The math is easy; you can do these sums in your head.

Your Ace may ignore Concealment when shooting at an enemy team.

To take this Ability your Ace must have the ability: **Number Cruncher.**

RESOURCEFUL

Being resourceful can easily translate into combat situations. Using camouflage and finding cover in the open is one of your traits that your crew appreciates the most.

As long as your Ace has not moved more than 6"/15cm, it is always Concealed, even if it is in the open.

To take this Ability your Ace must have the ability: **Make It Work.**

TURN 3 ABILITIES

You've been given command of your little task force and now its time to launch a large attack on the enemy's flank. Gather your men and tanks and get ready for battle!

Whenever your Ace earns a medal during the third campaign turn, you may select one of the following Command, Support, or Specialist Abilities. Remember, you may also select Abilities from the previous turns instead.

COMMAND ABILITIES FOR CAMPAIGN TURN 3

You are doing well. You have been promoted to a full company commander. Now your force has grown in size almost two-fold. The trick will be to not lose what you have learned while restructuring your company. A leader must be able to be flexible in and out of battle.

INSPIRING COMMANDER

Those who follow courageous and brave men turn out to be courageous and brave in their own right. Your men follow your example, striving to earn the right to be counted among your comrades.

If your Ace Destroys an enemy Tank team, all of your tanks within 8"/20cm of your Ace may re-roll up to one failed To Hit roll during the same Shooting Step.

To take this Ability your Ace must have the ability: **Shielded By Courage.**

PUNCH IT!

You think you can still get more speed out of your crate. When the need is great enough your men will be ready to push their engines to the red line.

Your Ace and any platoon he has joined may attempt to push their tanks' engines to the red line. Roll a die for each tank.

- *On a result of 4+ the tank may move an additional 4"/10cm.*
- *On any other result, the tank engine burns out and the tank becomes Bugged Down.*

To take this Ability your Ace must have the ability: **Location, Location, Location.**

NIGHT RIDER

You and your men studied the maps and the land so you can move at night without hindrance. Any advantage you can get in battle should be exploited.

Tank teams from your Combat Platoons may move as normal speed while moving at night or in the fog and may also move At The Double.

To take this Ability your Ace must have the ability: **Brightest Before The Dawn.**



LEND A HAND

SUPPORT ABILITIES FOR CAMPAIGN TURN 3

You have really impressed us! You have used half of the resources to secure victory compared to what others have used. Your company is well stocked and able to fight. The higher command is so impressed that we are promoting you to the rank of company commander and we will be reinforcing your numbers.

HIT AND RUN

Your superiors are quite impressed with what you have been given so far, and now they want to see what you can do with more. The fear of your ambushes is guaranteed to keep your enemies awake at night.

Once per game, at the start of any of your turns, you may make an instant ambush of two heavy anti-tank gun teams (each: Range: 32"/80cm, ROF: 2, Anti-tank: 13, Firepower 3+).

These teams follow the normal ambush rules (see page 266 of the rulebook). Teams must be deployed within 4"/10cm of each other. Immediately after the Shooting Step, these teams are removed from play.

To take this Ability your Ace must have the ability: **Did You Expect... THIS?**

AIN'T NOTHIN' BUT A THING

Your men are taking to your engineer training. They are becoming better engineers just as you are becoming a better tanker. In the end, you will be something wholly new: an engineer tank company.

Any Tank Team from your HQ and Combat platoons automatically pass Skill Checks to free themselves from being Bugged Down.

In addition, Tank Teams from your HQ and Combat platoons automatically pass Motivation Tests to cross minefields.

To take this Ability your Ace must have the ability: **We've Got A Bridge For That.**

TAKING THE EDGE

You know how to take an advantage and fly with it. You are able to see and take advantage of tactical edges better than any other fighter.

After deployment, but before the game begins, you may move the Tactical Edge closest to your Ace up to 4"/10cm directly toward your Ace.

If one or more players have this ability and are trying to move the same Tactical Edge, each must roll a die. The player with the highest result may move the Tactical Edge towards their Ace.

To take this Ability your Ace must have the ability: **Force Their Hand.**

SPECIALIST ABILITIES FOR CAMPAIGN TURN 3

Your abilities have had a profound impact on your troops and your commanders. You have been promoted to a company commander. Your focused talents have not gone unnoticed and your men are beginning to trust your interesting style of command. Though you and your tank are only one crew, your abilities as a team are starting to sway the outcome of whole battles. Keep it up and we may soon have the enemy against the ropes.

LEND A HAND

During important moments in battle being able to lay down round after round can tilt the scales of battle in your favour. At these times even your driver helps man the gun by shifting ammo up into the turret.

If your Ace has not moved in the Movement Step, it receives +1 to its Rate of Fire.

To take this Ability your Ace must have the ability: **Spray And Pray.**

TIME TO THINK

Moving and shooting can be difficult, but when you do not need to move, finding your targets is almost automatic since it gives you time to think.

If your Ace has not moved in the Movement Step, it may re-roll all failed To Hit rolls during the Shooting Step.

To take this Ability your Ace must have the ability: **Easy Math.**

I KNOW A GUY WHO KNOWS A GUY

You use contacts in the steel industry to find armour plates for your tank. Adding more armour to certain weak points will make your tank more durable and tougher.

The Front and Side Armour ratings of your Ace's tank are increased by +1.

To take this Ability your Ace must have the ability: **Resourceful.**

ACE OF ACES



SPEED DEMON

After the third and last campaign turn there is still one more battle to be fought and won. Your Ace will fight along side other Aces in the Out of the Fog mission. Depending on how well your side did in the campaign, you will be tasked to either attack or defend against the enemy's Aces in the coming battle. No matter which task your Ace is given, he is well prepared for the fight to come!

COMMAND ACE OF ACES ABILITIES

The final test is before you and your orders are quite clear. The enemy will try to break our forces. We must band together and fight them off. Use your abilities as an inspiring leader to lead your men into victory before the day is lost.

BIRTH OF THE LEGEND

You know you are just a tank commander and you never asked to be idolised as your men seem to do. But you know the kind of leader your men need and you will do anything for them.

Your Ace may re-roll failed Armoured Saves.

To take this Ability your Ace must have the ability:
Inspiring Commander.

SPEED DEMON

With the grace of a dancer and the determination of salmon returning to their spawning pools, you fix your mind on the need for speed.

Your Ace may move up to twice his normal movement. This move does not count as having moved At the Double, but your Ace may not Shoot this turn or move At the Double.

To take this Ability your Ace must have the ability:
Punch It!

NIGHT OWL

Night time is like a second home for you and your men. You know how to move through the night like an owl, keeping your eyes open to catch your pray.

Your HQ, Combat, and Weapons platoons may roll two dice and chose the best result when rolling to determine the distance they can see at night or in the fog.

To take this Ability your Ace must have the ability:
Night Rider.



PROBLEM SOLVER

SUPPORT ACE OF ACES ABILITIES

The day you've been working towards has come. It is time to crush the last bit of resistance of the enemy tank force. The outcome of this battle could easily spell victory for either side. The sheer amount of resources being dedicated to this battle is staggering, but I know you know how to manage yourself in combat. This is the battle that counts, so don't let us down!

BUSHWACKED!

You have placed fear in the hearts of your enemies. They never know where you will strike and how hard you will hit them. It is time to step up your game and show them that nowhere is safe.

You may use the Element of Surprise, Did You Expect... THIS?, and Hit And Run Abilities twice per game rather than the usual once per game.

To take this Ability your Ace must have the ability: **Hit And Run.**

ENGINEER COMPANY

Your commanders have noticed how you have transformed your tank company to be more of an assault engineer company. Instead of getting upset they've embraced it, giving you some more equipment.

Your Ace may place up to three Minefields or two Anti-tank Obstacles anywhere within No-man's Land or your Deployment Area during the time you would normally place fortifications.

To take this Ability your Ace must have the ability: **Ain't Nothin' But A Thing.**

WINDS OF FATE

Your plans seem to always succeed. Weaknesses in your opponents' strategies are presenting themselves as if fate was guiding them to you.

Your Ace begins this game with one of each the six Tactical Edges.

To take this Ability your Ace must have the ability: **Taking The Edge.**



WINDS OF FATE

SPECIALIST ACE OF ACES ABILITIES

If there is any day for you to shine brightest it is today, our darkest of days. Our biggest fight is ahead of us and this single battle may be the key to winning or losing this war. It is then fitting that we leave our fates in the talented hands of you and your crew and the company of tanks that follow you. May your achievements shine bright as a beacon of victory to our men! God speed.

TEAMWORK

Your crew works like clockwork. Moving and shooting is a fluid movement of perfect timing. There is no crew that works more efficiently than yours.

Your Tank Ace's Rate of Fire is increased by +1.

To take this Ability your Ace must have the ability: **Lend A Hand.**

PROBLEM SOLVER

Being able to hit is not always as important as knowing where to hit the target. After the battles you fought you know not only how to get more out of your gun but you know how to hit them where it hurts the most.

The range of your Ace's main gun is increased by a further +4"/10cm. In addition, your Ace may re-roll failed Firepower Tests.

To take this Ability your Ace must have the ability: **Time To Think.**

CUSTOM AMMO

Modifying ones tank is not as hard as most tank crews think. Using your contacts from the milling industry you have been able to secure a large supply of custom-made anti-tank shells.

The Anti-tank rating of your Ace's tank is increased by +2.

To take this Ability your Ace must have the ability: **I Know A Guy Who Knows A Guy.**

PART 3 : YOUR FORCE

"Lieutenant Anderson," a messenger interrupted Hugh's thoughts. "You are needed at division HQ immediately. General Patton has personally requested your presence."

Hugh had seen Patton before during general addresses to the troops but never one on one. Still, he was not star struck with the man like many of the other troops. Some spoke of Patton as if he was a godlike leader and without him the Germans would have won the war long ago. But Hugh knew the real truth; it was the American army that was winning the war for Patton not the other way around. Yes, a good battle plan gets you started in the right direction but it is the dedication of the troops who bear the brunt of this war that really win victories. It's the infantryman, artilleryman, pilot and tanker that are the true sword that severs victory from Germany's grasp. Still, Anderson did respect the general and what he did for his men.

As Hugh entered the command post General Patton greeted him. After a smart salute Patton addressed him.

"Ah, Lieutenant Anderson." Patton cut right to business. "You know that we have lost Captain Elmers, your CIC, in the last battle. After your recent actions, I am appointing you as his replacement." Patton walked over to his maps.

"Thank you sir," replied Hugh. "I won't let you down."

"I don't believe you will," said the General. "Eisenhower has tied our hands in this battle. He has ordered us to halt our advance while that damned Montgomery gets priority on supplies for his little operation in Holland."

Patton slammed his fist on the table. "This war will never be won if we slow down our advance!"

With that out of his system, Patton straightened himself up and took a breath.

"But that is not why I wanted to bring you in here," he continued. "I believe that the Germans will not let us regroup, in fact I expect they will attack us while we wait for Eisenhower to make up his mind whether we should be attacking toward or retreating from Victory. I need you and your company to hold off those Krauts and their counter attacks at Arracourt."

After spending an hour going over maps and possible counter attacks, Hugh started to change his mind about Patton. Maybe he was more than an ordinary man. Perhaps he was blessed by God himself to protect the free world from the evil that threatened it?

Whatever the case may be, Anderson left the meeting filled with confidence and orders from Patton giving him the pick of any tank from the replacement depot.

Not surprisingly, Tank Aces is all about tanks. The battlefields around Arracourt were wide open expanses with rolling hills—ideal tank country! The battle turned on which side could manoeuvre best and take advantage of the terrain. Tanks were key players in the battles, leaving the mopping up operations to the infantry.

BUILDING YOUR FORCE

At the beginning of the campaign, each player must choose a Tank Company to play during the whole course of the campaign. Players cannot use Mechanised, Infantry, or Fortified companies in *Tank Aces*. The one exception is that a player may field a Tank Destroyer Company found on page 32 in *Tank Aces*, even though it is a Mechanised Company.

When building your force, you do not have to purchase compulsory platoons. Treat all black boxes in the Company diagram as grey boxes instead. However, you must always choose at least one platoon from your HQ, Combat, or Weapons platoons.

When the campaign starts you will have access to HQ, Combat, and Weapons platoons. As the campaign progresses, you will gain access to the rest of your Company Diagram.

NOTE

Your force does not need to be one that fought at Arracourt. You may bring whatever Late-war tank company you would like to play!

STAND BY YOUR MEN

Once the campaign has begun, you are free to change the composition of your force, however you cannot change your Tank Company. For example, you cannot change your force from a US Tank Company to a British Armoured Squadron.

If your company diagram has variants, you must chose one and stay with that through the campaign. For example, you cannot change from a Tank Company from the 4th Armored Division to one from the 7th Armored Division.

You may, however, change what platoons you take in your company. Your force must also contain your Tank Ace and you must follow the campaign turn rules for building your force.

YOUR FORCE IN CAMPAIGN TURN 1

You may spend up to 500 points on your company with Company HQ, Combat, and Weapons Platoons.

You can take any platoon listed as Company HQ, Combat or Weapons Platoons. However you cannot take Support Platoons at this stage in the campaign.

YOUR FORCE IN CAMPAIGN TURN 2

You may spend up to 700 points on your company with Company HQ, Combat, Weapons, and Support Platoons.

YOUR FORCE IN CAMPAIGN TURN 3

You may spend up to 900 points on your company with Company HQ, Combat, Weapons, and Support Platoons.

FIELDING YOUR FORCE IN CAMPAIGN TURNS 1 AND 2

For the most part, *Tank Aces* forces during the first two campaign turns operate as normal *Flames Of War* forces with the following exceptions:

INDEPENDENT OPERATIONS

In *Tank Aces*, all Tank Teams become Warrior teams. This means that your Tank teams operate independently from each other and do not have to remain in command.

Like normal Warrior teams, Tank teams use the Joining Platoons rule (see page 68 of the rulebook) to form temporary platoons. This can be useful in the case of Stormtroopers, or speeding up the Shooting Step, etc. Also like normal Warrior teams, Tank teams join each other when targeted by enemy shooting (see page 74 of the rulebook.)

TANK TEAMS ONLY

All teams that are not Tank Teams (ie Infantry, Gun, or Transport teams) are removed from your force before the game begins, leaving only Tank Teams.

For example, if you purchase an Armored Field Artillery Battery, you will only field the platoon's M7 Priest HMC and the Observer M4 Sherman OP Tank Teams during a *Tank Aces* game. The platoon's Command Carbine team,

Staff team, and M2 half-track are removed from play and completely ignored for the purposes of *Tank Aces*.

FIRING MIXED BOMBARDMENTS

When Artillery Teams with a combination of different Artillery weapons join up to fire a bombardment, remember to use the Mixed Bombardments rule on page 131 of the rulebook.

NO MORALE CHECKS

No player will be required to take Company or Platoon Morale Checks in the first two campaign turns of *Tank Aces*.

YOUR TANK ACE

Choose one tank from your HQ or Combat Platoons to be your Tank Ace. Feel free to change your Ace's tank from game to game so long as it remains one from your HQ or Combat platoons.

Company Command teams become normal tanks and may not do anything Company Command teams can normally do. Instead your Tank Ace and whatever tank he is commanding becomes your force's Company Command team and may offer re-rolls as normal.

FIELDING YOUR FORCE FOR THE REST OF THE CAMPAIGN

As the campaign reaches its climax, more and more forces are join in the fight and soon its back to business as usual.

NORMAL OPERATIONS

In the third turn of *Tank Aces*, your company operates as a normal *Flames Of War* force. All teams and platoons operate in their usual way.

YOUR TANK ACE

Like in Turns 1 and 2, choose one tank from your HQ or

Combat Platoons to be your Tank Ace. That tank is removed from the platoon it was originally a part of and becomes a Warrior team (see page 68 of the rulebook). Feel free to change your Ace's tank from game to game so long as it remains one from your HQ or Combat platoons.

Company Command teams become normal tanks and may not do anything Company Command teams can normally do. Instead your Tank Ace and whatever tank he is commanding becomes your force's Company Command team and may offer re-rolls as normal.



PART 4 : PLAYING GAMES

"There they are," Hugh pointed into the distance.
"Right on cue."

Hugh watched as three panzers led a column of German troops slowly creeping towards Arracourt, just as Patton had predicted. What they didn't know is that Sloppy Joe II and his task force were prepared for their attack.

He let the German tanks come to within 75 yards before picking up his radio.

"Ambush team, Fire!" He yelled. Only a fraction of a second later two 57mm anti-tank guns well-concealed in the heavy bushes opened fire and cut down two of the Panzer IV tanks. The surviving tank made a hasty retreat but was destroyed before it could reach safety by hail of Bazooka fire from the side and rear.

Fourteen Panther tanks took over the German attack. However, once again Patton and Anderson had planned for this. A third ambush from towed Tank Destroyer guns unleashed hell on the unsuspecting Germans, the 3" guns wiping out a platoon before they even knew what hit them. The German column was in complete disarray, with turrets pointing in any which direction trying to find where the attack was coming from. It was time!

"All tanks move in and finish them off!" ordered Anderson through the radio.

Like a pack of wolves, the American tanks and tank destroyers bounded towards their prey, firing their guns in one long howl until the enemy was destroyed down to the last tank.

Now that you know about your Tank Ace and your force, it's time to get out there and add kill rings to your tank barrel!

GAMES IN TURNS 1 AND 2

In the first two campaign turns of *Tank Aces* you will play the Scrapyard Mission for all of your games. This mission is a straight-up tank brawl where your objective isn't about capturing ground, but rather to be the last man standing!

To keep things fresh from game to game, there are several factors that change things up. The first random factor is Tactical Edges. These are special objective markers that give the player that captures them special re-rolls that they can use at any point. The second random factor is the game's deployment areas. There are three different deployment arrangements, each offering players a challenge to overcome.

When you are ready to play a game in Turns 1 or 2, simply follow these steps to generate your game:

Step 1: Deploy Tactical Edges (see page 107)

Step 2: Roll for Deployment Areas (see page 108)

Step 3: Play the Scrapyard Mission (see page 109)

GAMES IN TURN 3

In the third turn the size of your force will return you to playing normal *Flames Of War* games with regular missions. If your group is having fun with the Scrapyard Mission and would like to keep playing it, feel free to extend the second turn a bit longer before moving on to the third turn.

THE FINAL GAME

When the campaign reaches the end of Turn 3, the campaign organiser might put together one final mission to celebrate the end of the event. Here all of the Tanks Aces will meet for one last battle to find out which of them is the Ace of Aces!

TABLE SIZE

Before setting anything up, you have to find out the size of your battlefield. The battles start small and increase over time as the campaign progresses.

Turn 1: 4' x 4' (120cm x 120cm)

Turn 2: 6' x 4' (180cm x 120cm)

Turn 3: 6' x 4' (180cm x 120cm)



STEP 1: DEPLOY TACTICAL EDGES

Tactical Edges are special objectives that award players with small bonuses for whoever gets to them first. They can be used to give yourself a boost or make your opponent have to try something again.

There are six different Tactical Edges, each represented by a Tactical Edge token (as seen below):



LETTERS FROM HOME



The mail bag has arrived and the men are anxious to hear from friends and family back home. The only question is, could it be good or bad news?

Discard this Objective to make one player re-roll a Motivation Test.

FIELD MANUALS



You've memorised the field manual. This can give you some good advice, but other times it's painfully obvious that the guy writing it should get out from behind his desk!

Discard this Objective to make one player re-roll a Skill Test.

AMMO DUMP



You and your men have stocked up at an ammo dump. But you do have to wonder just how long those shells have been sitting in the rain...

Discard this Objective to make one player re-roll a Firepower Test.

EXPERIMENTAL OPTICS



A few maintenance guys were tinkering with your gunner's sight. Should you be happy or worried?

Discard this Objective to make one player re-roll a To Hit roll.

ARMOUR PLATES



Your tank has come out of the workshop with a nice new plate of armour added according to your specifications. But those weld lines look a bit spotty...

Discard this Objective to make one player re-roll an Armour Save.

VISIT FROM THE GENERAL



Top brass are visiting this afternoon and your unit looks great—all except for Private Kowalski, whose tie is a bit crooked.

Discard this Objective to make one player re-roll any one die result.

ALTERNATIVES TO TOKENS

If you do not have a set of Tactical Edge tokens you can download a set from our website: www.FlamesOfWar.com.

After cutting them out fix them to some card or place them under a few objectives from your collection.

DEPLOYING TACTICAL EDGES

You and your opponent have no idea what Tactical Edges are out there! Take all six Tactical Edges, place them face-down, and mix them up. Then randomly select four to be used in this game, but keep them face down!

Before any dice are rolled to generate your Deployment Area, randomly assign two Tactical Edges to each player. Without peeking at what they are, each player takes turns placing them face-down anywhere on the table. Tactical Edges cannot be placed within 8"/20cm from the table edges or other Tactical Edges.

All of the Tactical Edges stay face-down during the game. The two unused Tactical Edges remaining are placed out of play.

TAKING TACTICAL EDGES

A player Takes a Tactical Edge in the same way they Take normal Objectives (see page 258 of the rulebook). Only teams from HQ and Combat platoons can Take Tactical Edges.

When a player Takes a Tactical Edge, it is removed from the table and kept by that player. A player does not have to reveal what the Tactical Edge is until they wish to spend it.

USING TACTICAL EDGE

A player can spend the Tactical Edge at any point in the game to immediately gain its effect. The Tactical Edge's re-roll result is final and cannot be re-rolled. Once used, the Tactical Edge is placed out of play.

RE-ROLLING RE-ROLLS

Tactical Edge are unique in that they can be used to re-roll a re-rolled result, but they cannot be used to re-roll a result due to another Tactical Edge.

STEP 2 : ROLL FOR DEPLOYMENT AREAS

The Scrapyard Mission uses a random generator to determine each game's deployment areas. There are three types of deployment areas: Corners, Halves, and Checkerboard.

Corners presents players with a situation where they are the spearhead of two attacking forces. They've met in the middle and a clash of arms is imminent. The flanks are wide open for the taking.

Halves represents two opposing forces cautiously moving toward each other on a wide front. Flanks are secure, but all of that can change as tanks use their mobility to parry enemy thrusts and attempt to envelop the enemy.

Checkerboard games simulate the fact that two opposing forces have become intermingled in the dense early-morning fog. As the morning sun burns off the fog, a confused battle line is revealed and a sudden and fierce battle will ensue!

ROLL FOR YOUR DEPLOYMENT AREAS

Once you have deployed your Tactical Edges on the table, it's time to roll for your Deployment Areas. Roll a die and consult the table below to determine your Deployment Areas arrangement:

Result	Deployment Area
1-2	Corners
3-4	Halves
5-6	Checkerboard



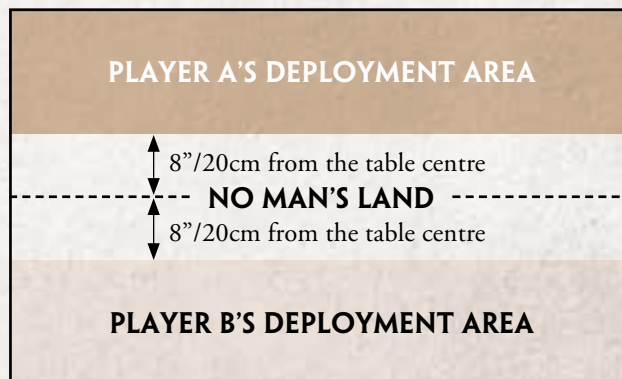
CORNERS: OR

During a Corners game, the table uses the following Deployment Areas:



HALVES: OR

During a Halves game, the table uses the following Deployment Areas:



CHECKERBOARD: OR

During a Checkerboard game, the table uses the following Deployment Areas:



PLAY THE SCRAPYARD MISSION

The special tokens have been placed and you know your deployment arrangement. Now it's time to play!

STEP 3 : THE SCRAPYARD MISSION

YOUR ORDERS

The Scrapyard Mission is a straight-up tank brawl. It's all about adding kill rings to your tank barrel!

MISSION SPECIAL RULES

The Scrapyard Mission uses the following special rules:

Meeting Engagement: (see page 264 of the rulebook)

Close Quarters: *No team can be Gone To Ground during a Tank Aces game.*

Fast and Brutal: *At the start of the attacker's turn seven, before anything else, roll a die.*

- *On a result of 4+ the battle continues,*
- *Otherwise the battle ends.*

If the battle continues, at the start of the attacker's turn eight, before anything else, roll a die.

- *On a result of 5+ the battle continues,*
- *Otherwise the battle ends.*

If the battle continues, at the start of the attacker's turn nine, before anything else, roll a die.

- *On a result of 6 the battle continues,*
- *Otherwise the battle ends.*

At the start of the attacker's turn ten the battle ends if it has not already.

PREPARING FOR BATTLE

1. Deploy Tactical Edges (see page 107).
2. Roll for Deployment Areas (see page 108).
3. Both players roll a die. The player with the highest result is the attacker and chooses their Deployment Area. The other player Defends from the other Deployment Area.
4. Starting with the attacker, both players alternate Deploying their teams in their respective Deployment Areas.

BEGINNING THE BATTLE

1. Starting with the attacker, both players make Reconnaissance Deployment moves for any Recce teams they have on the table.
2. 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 either:

- *a player begins their turn with all of their Tank teams Destroyed, or*
- *the battle ends using the Fast and Brutal special rule.*

DECIDING WHO WON

Both players tally up the experience points they have earned and add them to their Tank Aces Company Sheet. The player who earned the highest number of experience points during this game wins.



OUT OF THE FOG

No sooner had the dust settled from Anderson's last battle, than new orders arrived. This was it: the big push to meet the enemy head on. Intelligence reported that enemy reinforcements were on the way to blunt our spearhead. What the enemy didn't know was that the division was committing its entire force to completely crush their desperate attack.

As the Sloppy Joe II moved into the jump-off position, Hugh cursed under his breath when the thick fog resettled over the battlefield. He switched on his radio.

"Keep close," he instructed his company. "And try to keep visual contact with each other. Make damn sure it's the enemy we are shooting at!"

At the prearranged time, all of the division's tanks lurched forward to meet the enemy. Three hours had passed and Hugh was getting anxious. They should have made contact with the enemy by now, but the fog was denser than it had ever been. At one point the Sloppy Joe II almost hit another Sherman tank going the other way.

"Must be confused," said Stevens aloud.

"Maybe," replied Hugh. "I'll get a status report from HQ."

After a few minutes on the radio Hugh found out that no one reported contact with the enemy. They were nowhere to be found, and now Hugh and the other company commanders were scattered all over the countryside.

"Alright we must have had faulty Intel," Anderson radioed his tank commanders. "I'm not seeing a damned th—"

An explosion cut him off, it sounded like a mine detonation. Another went off and Hugh saw one of his company tanks explode.

"We are in the middle of a mine field!" yelled Anderson into the radio. "Everyone, pull back!"

As Sloppy Joe II reversed, Hugh saw the tank that must have set off the first explosion. It looked odd, mangled, and covered in smoke. Just then the wind started to pick up and the morning sun began to burn off the fog. As the veil of mists receded, Hugh realized that the tank wasn't a Sherman after all, but rather a Panther! Anderson snapped up his radio.

"The enemy is here!" he exclaimed. "They've mixed in with us. We only just missed them in the fog."

Suddenly cannon fire rang out from all corners of the battlefield as friend and foe finally realised what was going on. From his vantage point Hugh could see the battlefield, now clear as day with Shermans and Panthers completely intertwined like a gigantic checkerboard.

Looking around at the crew of Sloppy Joe II, Hugh called out, "Alright men, it's time to show them what we've got. Mr. Stevens, once more into the breach!"

PLAYING THE MISSION

The Out of the Fog mission brings together all of the Tank Aces that have fought throughout the campaign to play a grand finale battle.

CAMPAIGN FINALE

The Out of the Fog mission is the last game in the *Tank Aces* campaign. Leading up to this point, you and your allies have been fighting hard for each area on the campaign map. Your side may have established a good lead in points over your opponents or perhaps you are short a few points. Either way, the Out of the Fog mission gives you one final chance to add Campaign Points.

IT'S A SOCIAL GAME!

The Out of the Fog mission is designed to be played with a group of friends. Unlike other *Flames Of War* missions, this one is not meant to be perfectly balanced. This game encourages players to get together and simply have fun as they take their Aces on one last mission.

Gather all of the Tank Aces you can and set a date for the Out of the Fog mission. There will be plenty of action for everyone and you will need each other to ensure victory.

STRATEGIC EVENTS

When playing the Out of the Fog mission, strategic events will impact the battlefield. These events add an extra dimension to the mission and will bring flavour to your game.

These events will have an impact on your game. You will encounter everything from being carpet bombed to driving into a hidden minefield, and more.

GET OUT THERE!

You Tank Ace waits eagerly to complete his combat mission. Best not keep him waiting, there's not a moment to lose!



SETTING UP AND RUNNING THE MISSION

At the end of the campaign players meet for this final battle, known as the Out of the Fog mission.

PLAYERS & ARMY SIZE

The final battle can be fought with 2-8 players. If you would like to play the game with more people, simply add more table space or run a second parallel game.

Players can decide on any point level for the final battle using all of the special rules from the third campaign turn. However, be aware of the time it might take if you take large armies. Players should stick to about 900 points per player.

TIME

The mission runs on a timer so it is very important to first establish a set end time for the game and then keep the game moving swiftly to make sure everyone has a fun and fair game. You will probably need half an hour plus an extra half an hour for every 900 points on a side.

THE BATTLEFIELD

The table size depends on the number of players and the chosen army size. Use the following chart to determine the optimal table size for your game.

500 POINTS (PER PLAYER)

Players	Table	Approx. Time
2	4'x4' (120cm x 120cm)	30-45 minutes
4-8	6'x4' (180cm x 120cm)	1-2 hours

700-900 POINTS (PER PLAYER)

Players	Table	Approx. Time
2-4	6'x4' (180cm x 120cm)	1-2 hours
6-8	12'x4' (360cm x 120cm)	2½-3½ hours

SPECIAL RULES

The Out of the Fog mission uses the **Command Post**, **Meeting Engagement** (see page 264 of the rulebook), **New Mount**, **Personal Business**, **Reserves** (see page 268 of the rulebook), and **Strategic Events** special rules.

NEW MOUNT

Over the course of the campaign, your Tank Ace's luck has become legendary! When he gets a tank shot out from under him, he just commandeers another and returns to the fight.

When your Tank Ace is Destroyed, he is removed from the table, but that's not the last of him!

Your Tank Ace automatically arrives from Reserve at the start of your next turn.

PERSONAL BUSINESS

News and rumours of enemy Tank Aces operating in the area have given your Ace a little incentive to show off his skills.

When your Tank Ace Destroys an enemy Tank Ace, you score a bonus 1 Victory Point for your side.

COMMAND POST

It's important to establish a command post to make sure that your force can get orders from you and defeat the enemy. If it gets overrun, you'll need to establish a new one!

At the beginning of the game, each player is assigned a 24" / 60cm square Deployment Area. In the very centre of this square is an Objective. This behaves in every way like a normal Objective, except that it also serves as a Command Post for whichever player holds it.

While you hold a Command Post, your Reserves arrive along the 24" / 60cm length of that Objective's table edge (see the mission map). Note that this means if you hold multiple Objectives, your Reserves may arrive at any of those Objectives' table edges.

If you lose control of all of your Command Posts, you must choose another one held by one of your allied players. Their Command Post now doubles as yours, meaning your Reserves now arrive along that player's table edge instead of your own.

STRATEGIC EVENTS

At the beginning of Attacking side's turn, a Strategic Event may occur. Both sides roll a die. The side with the highest result chooses one of their players to roll another die:

- *If the result is a 6, a Strategic Event occurs at that player's Command Post (see page 111).*
- *Otherwise, move to the next player on the left and roll another die and so on until either all players have rolled a die or a Strategic Event has occurred.*

If everyone has rolled and no player rolls a 6, then no Strategic Events occur this turn.

If a Strategic Event occurs, choose a player to roll another die and consult the Strategic Events table below to determine what event has happened.

Once the Strategic Event has been resolved, play resumes as usual.



CARPET BOMBING

The droning noise of a hundred heavy bombers looms overhead. Within moments, the whistle of bombs plummeting to earth give you a hint that you are in the wrong place at the wrong time!

Position a Devastating Bombardment template (12" x 12" or 30cm x 30cm) centred on this square's Objective. The template should be square with the table edges.

All teams caught under the template are hit by bombs with Anti-tank 5 and Firepower 1+.



V2 ROCKET ATTACK

German V1 and V2 rockets have been zooming overhead for a few weeks now, but it wasn't until today that you realise that the rocketeers seem to aiming a bit closer to home than you'd like!

All teams within 12"/30cm of this Objective are hit by a V2 blast with Anti-tank 4 and Firepower 1+.



FORGOTTEN FUEL DEPOT

While moving between firing positions, you and your men discover a small stash of fuel. You waste no time tipping the precious fuel into your thirsty tanks!

All Tank teams within 12"/30cm of this Objective may immediately move an additional 4"/10cm.



HIDDEN MINEFIELD

The battle has been raging for awhile, but suddenly tanks start hitting mines that weren't there a moment ago! Perhaps there are some sneaky engineers in the area?

During this turn, all teams within 24"/60cm of this Objective must roll a Skill Check before they move. If successful, the team moves as normal. However, if it fails the Skill Test, a mine explodes and hits the team with Anti-tank 3 and Firepower 4+.

Hidden Minefield ends at the beginning of the Attacker's next turn.



FOG

A thick fog has gripped the battlefield. Can you and your men make better use of the weather than your opponents?

Fog covers the table. Use the Fog rules found on page 115. If this Strategic Event occurs again before the fog dissipates naturally according to the Fog rules, the fog immediately dissipates.



FIERCE FIGHT

News of the battle and the terrible noise have reached the headquarters of both sides. The battle must be won, and they're sending you help straight away.

All players select one platoon held in Reserve, which immediately arrives on the table.

HIDDEN DEPLOYMENT

The fog is so thick, you have absolutely no idea how the enemy is deployed! However, they don't know your force's positions either.

Each player draws a map of their square showing where they will deploy their remaining platoons with as much accuracy as possible. Carefully map each team's facing as well.

Feel free to share your maps with your allies, but be careful not to reveal your plans to the enemy!

Once all players have finished their maps, everyone reveals them and deploy their forces as described by their map.

REMEMBER!

This is meant to be a fun and sociable game, so try to be as honest as possible when deploying your troops!

OUT OF THE FOG MISSION



The Out of the Fog mission uses the **Command Post**, **Hidden Deployment**, **Meeting Engagement** (see page 264 of the rulebook), **New Mount**, **Personal Business**, **Reserves** (see page 268 of the rulebook), and **Strategic Events** special rules.

YOUR ORDERS

ATTACKERS AND DEFENDERS

The field is covered in fog as your spearhead force moves out. You lose visual contact with your comrades in the thick morning mist. You wave at formless silhouettes in the fog who kindly return your salutation. As the fog dissipates, you quickly realise that the tanks you heard were not your friends at all! The enemy's force has passed through your own. You must not panic as you try to find your comrades and secure victory!

PREPARING FOR BATTLE

1. Decide on a start and ending time for the game.
2. The side with the most Campaign Points is the attacker while the side with fewer Campaign Points is the defender. If both sides have an equal amount of Campaign Points, both sides roll a die. The side with the highest result is the attacker.
3. Evenly divide the table into squares as shown on the map above and assign one player to each square. The attacking side chooses one of the squares for one of its players. The remaining squares then alternate between the sides as shown on the map above.
4. Place one Objective in the very centre of each square. This Objective becomes the Command Post for the player assigned to that square.
5. Every player nominates at least half of their platoons to be held off the table in Reserve.
6. Each player deploys their force using the Hidden Deployment special rules on page 112.

7. Platoons held in reserve will arrive in their owning player's square using the Command Post special rule.

BEGINNING THE BATTLE

1. Starting with the Defending players, both sides make Reconnaissance Deployment moves for any Recce Platoons they have on the table.
2. Both sides nominate a player to roll a die. The defending side adds +1 to their roll. The side with the highest result has the first turn. In the event of a tie roll again.

ENDING THE BATTLE

The battle ends as soon as both sides have had the same number of turns and the agreed upon ending time has passed.

If the game has reached a critical moment and both sides want to see what happens next, give each player another turn or two to find out.

DECIDING WHO WON

At the start of a side's turn when you normally check for victory conditions that side earns one Victory Point for each Command Post that it holds.

The side with the most Victory Points at the end of the game wins the Out of the Fog mission.

FIGURING OUT CAMPAIGN POINTS

Step one: At the end of the game both sides tally up their total number of Victory Points they have earned.

Step two: Subtract the losing side's total Victory Points from the winning sides total.

Step three: The remaining points are the number of Campaign Points the winning side adds to their overall Campaign Points total (see page 91).

ARRACOURT BATTLEFIELDS

The Lorraine area of France is shaped by rivers, the Meuse, the Moselle, and the Saar, all of which run northward, cutting across the path of any invading army. These rivers and the many streams running into them carve valleys into the rolling hills, and support rich farmlands.

Quaint whitewashed, red-roofed villages run along the ridges, overlooking crop fields, vineyards, and cattle pastures. A network of tracks links the villages, with main roads linking the larger villages.

Sky lines are broken with lines of scattered trees and bushes forming a boundary between two adjacent fields, and larger woods running the length of a ridge line.

Overall, the Lorraine is almost perfect tank country—aside from the dead ground behind the next ridge of the rolling hills and the thick morning fogs of a wet autumn.

VINEYARDS

THE AREA AROUND METZ IS FAMED FOR ITS MOSELLE WINES. THE VINEYARDS ARE DIFFICULT GOING AND CONCEAL TROOPS WITHIN THEM.

PLOUGHED FIELDS

FIELDS PLOUGHED FOR AUTUMN CROPS ARE SLOW GOING.

VILLAGES

THE VILLAGES AROUND ARRACOURT TEND TO BE SMALL, BUT ONLY A FEW KILOMETRES APART, ALLOWING THE FARMERS TO WALK TO THEIR FIELDS. THE ARCHITECTURE OF THE LORRAINE TENDS TOWARDS BLOCKY AND UNIMAGINATIVE TWO-STOUREY WHITEWASHED, RED-ROOFED HOUSES BUILT SIDE-BY-SIDE ALONG THE MAIN ROAD OF THE VILLAGE.

ROADS & TRACKS

IN THE EASY ROLLING TERRAIN AROUND ARRACOURT, ROADS RUN LONG AND STRAIGHT, FOLLOWING THE VALLEYS AND CROSSING RIDGES AT LOW POINTS TO LINK VILLAGES TOGETHER. AS WELL AS THE ROADS, A NETWORK OF TRACKS CRISSCROSS THE COUNTRY-SIDE. TRACKS ARE CROSS-COUNTRY TERRAIN.

STREAMS AND RIVERS

THE LORRAINE IS DRAINED BY INNUMERABLE STREAMS AND RIVERS FLOWING INTO THE MOSELLE AND MEUSE. STREAMS ARE DIFFICULT GOING WITH SLOW GOING FORDS WHERE TRACKS CROSS. RIVERS ARE WIDER THAN STREAMS, AND ARE VERY DIFFICULT GOING. FORDS ACROSS RIVERS ARE DIFFICULT GOING, BUT ROADS CROSS BY BRIDGES.

The area around Arracourt has not changed a lot since the battles of September 1944, so Google Maps (especially Street View) and other modern mapping programs are great for getting a good feel for the battlefield.

ROLLING HILLS

THE ROLLING HILLS AND RIDGES AROUND ARRACOURT ARE GENERALLY GENTLE AND SLOW GOING, WITH TRACKS FOLLOWING THE EASIER ROUTES TO SPEED UP TRAVEL.

WOODS

THE TERRAIN AROUND ARRACOURT IS MOSTLY WIDE OPEN, BUT IS BROKEN IN PLACES BY LARGE OAK WOODS. THESE WOODS ARE DIFFICULT GOING AND TEND TO BE FOUND ON THE TOPS OF HILLS AND ALONG RIDGES.

OPEN GROUND

THE PASTURE OF THE LORRAINE IS CROSS-COUNTRY TERRAIN. AS THE AUTUMN TURNED TO WINTER, THE CONTINUOUS RAINS MADE SOME AREAS MUDDY. YOU COULD, FOR A CHANGE, MAKE SOME OF THE OPEN GROUND SLOW GOING, BUT BE AWARE THAT THIS WILL LEAD TO A SLOWER AND LONGER GAME.

TREE LINES

ASIDE FROM THE LARGER WOODS, TREES ARE ALSO FOUND GROWING IN TREE LINES SEPARATING FIELDS. THESE LOW TREES AND BUSHES ARE DIFFICULT GOING LINEAR TERRAIN.

FIGHTING IN THE FOG

After the war Patton wrote, 'I hope that in the final settlement of the war, the Germans retain Lorraine. I can imagine no greater burden than to be the owner of this nasty country where it rains every day and where the whole wealth of the people consists in assorted manure piles.'

While this may be unfair to Lorraine, it is to a degree understandable given the wet and rainy weather through much of the Autumn of 1944. Combined with the generally warm weather, this produced thick fog on the mornings when it wasn't actually raining! This created difficulties for both sides in the Arracourt battles, with units passing in the fog without seeing each other.

If you wish to incorporate fog into your battles, you can use the Dawn and Night Fighting rules on pages 272 and 273 of the rulebook. The following rules are suggestions for customising these rules for fog.

MOVING IN FOG

While it is easy enough to follow a road in foggy conditions (provided you don't drive too fast), cross-country movements are constantly slowed by unexpected obstacles.

Moving in fog is the same as moving at night, except that teams may move at their normal Cross-country speed on Roads and Tracks, instead of being limited to 8"/20cm.

SHOOTING IN FOG

Gun flashes are visible from quite far away at night, but fog blankets everything, making visibility at long distances impossible. On the other hand, unlike night where things can be indistinct at quite short ranges, enemy tanks looming out of the fog are clearly silhouetted against the grey fog.

Shooting in fog is the same as shooting at night, except that the rolled visibility distance applies whether or not the enemy fired their weapons. Furthermore, fog does not Conceal teams seen through it.

ABILITIES QUICK REFERENCE

COMMAND ABILITIES

TURN

1

FORGED BY FIRE

Your Ace may re-roll any failed attempts to remount his own or any other Bailed Out tank that is within 8"/20cm of your Ace's tank.

JUST NEEDS A FEW TWEAKS

Your Ace's normal movement is increased by an additional 4"/10cm.

CLOAK OF DARKNESS

You may hold your Ace and one other tank team in Immediate Ambush.

TURN

2

SHIELDED BY COURAGE

If your Ace moves directly toward an enemy tank team its Front Armour is increased by 1.

LOCATION, LOCATION, LOCATION

Your Ace may move an additional 4"/10cm instead of shooting if it passes a Skill Check.

BRIGHTEST BEFORE THE DAWN

You may make the game happen at Dawn. Your Ace can always see 24/60cm during night time.

TURN

3

INSPIRING COMMANDER

If your Ace Destroys an enemy Tank team, all of your nearby tanks may re-roll up to one failed To Hit roll.

PUNCH IT!

Your Ace may attempt to get your tanks to move an additional 4"/10cm, but if they fail a roll of 4+ they become Bugged Down instead.

NIGHT RIDER

Tank teams from your Combat Platoons may move at normal speed while moving at night or in the fog and may also move At The Double.

BIRTH OF A LEGEND

SPEED DEMON

NIGHT OWL

SUPPORT ABILITIES

TURN

1

THE ELEMENT OF SURPRISE

Once per game you may ambush with two Bazooka teams.

ENGINEER TRAINING

All of the tanks from your HQ and Combat platoons count as both recovery vehicles and Mine Flail tanks.

FLEXIBLE FIGHTER

Once per turn during your Starting Step, you may discard one of your Tactical Edges to randomly select a new one from the discard pile.

TURN

2

DID YOU EXPECT... THIS?

Once per game you may ambush with two medium anti-tank guns.

WE'VE GOT A BRIDGE FOR THAT!

Your tanks are equipped with Assault Bridges.

FORCE THEIR HAND

Once per game during your Starting Step, you may exchange one of your unused Tactical Edges for one selected at random from your opponent.

TURN

3

HIT AND RUN

Once per game you may ambush with two heavy anti-tank guns.

AIN'T NOTHIN' BUT A THING

Your tanks pass all tests required to free them selves from being Bugged Down and to cross minefields.

TAKING THE EDGE

After deployment, but before the game begins, you may move the Tactical Edge closest to your Ace up to 4"/10cm directly toward your Ace.

BUSHWACKED!

ENGINEER COMPANY

WINDS OF FATE



SPECIALIST ABILITIES

TURN

1

PRIOR EXPERIENCE

Your Ace may re-roll one failed To Hit roll during each Shooting Step.

NUMBER CRUNCHER

The range of your Ace's main gun is increased by +4"/10cm.

MAKE IT WORK

Your Ace's tank is now equipped with Wide Tracks.

TURN

2

SPRAY AND PRAY

Your Ace may move and shoot with full ROF.

EASY MATH

Your Ace may ignore Concealment when shooting at an enemy team.

RESOURCEFUL

As long as your Ace has not moved more than 6"/15cm, it is always Concealed, even if it is in the open.

TURN

3

LEND A HAND

If your Ace has not moved in the Movement Step, it receives +1 to its Rate of Fire.

TIME TO THINK

If your Ace has not moved in the Movement Step, it may re-roll all failed To Hit rolls during the Shooting Step.

I KNOW A GUY WHO KNOWS A GUY

The Front and Side Armour ratings of your Ace's tank are increased by +1.

TEAMWORK

PROBLEM SOLVER

CUSTOM AMMO



TANK ACES RESULTS SHEET

DATE			CAMPAIGN TURN (circle one)		
AREA			TURN 1 500 POINTS	TURN 2 700 POINTS	TURN 3 900 POINTS
VICTORIOUS SIDE (circle one)	AXIS	ALLIES			

ATTACKER			DEFENDER		
NAME			NAME		
TANK ACE NAME			TANK ACE NAME		
EXPERIENCE EARNED			EXPERIENCE EARNED		
SIDE (circle one)	AXIS	ALLIES	SIDE (circle one)	AXIS	ALLIES

TANK ACES RESULTS SHEET

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ATTACKER			DEFENDER		
NAME			NAME		
TANK ACE NAME			TANK ACE NAME		
EXPERIENCE EARNED			EXPERIENCE EARNED		
SIDE (circle one)	AXIS	ALLIES	SIDE (circle one)	AXIS	ALLIES

TANK ACES RESULTS SHEET

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ATTACKER			DEFENDER		
NAME			NAME		
TANK ACE NAME			TANK ACE NAME		
EXPERIENCE EARNED			EXPERIENCE EARNED		
SIDE (circle one)	AXIS	ALLIES	SIDE (circle one)	AXIS	ALLIES

A copy of these sheets can be downloaded from our website: www.FlamesOfWar.com

