

OLD IRONSIDES

Flames Of War has come a long way since *Old Ironsides* was printed. Since then we have released *Stars and Stripes* incorporating the many suggestions that players have made.

Obviously we don't want to make all our US Armored Forces players go out and buy a new book, so we gathered all of the changes we made to US Armored Forces in *Stars and Stripes*

into a file that you can print out and paste in to your existing copy of *Old Ironsides*.

Most of the changes are subtle rewording of existing special rules with a couple of new special rules. On top of that, a few force composition restrictions have been dropped and a couple of vehicle and weapon characteristics updated.

Time On Target, Special Rules, page 10

If a Field, Armored Field, or Parachute Field Artillery Battery with a Staff team ranges in on their first attempt, they can fire a TOT bombardment. Every team hit by a TOT bombardment re-rolls successful saves in the first turn of the bombardment as they scramble for cover and batten down the hatches.

Tank Company HQ, page 11
(place below points box)

Your company must include at least one Tank Platoon equipped with the same type of tank as the Company HQ.

Mortar Platoon, page 12

Platoon	
HQ Section with	
3 Mortar Sections	125 points
2 Mortar Sections	90 points
Options	
<ul style="list-style-type: none"> Arm any or all M4 81mm MMC half-tracks with a .50 cal AA MG for +5 points per vehicle. 	

Machine-gun Platoon, page 18

Platoon	
HQ Section with	
2 Machine-gun Sections	120 points
1 Machine-gun Section	70 points
Option	
<ul style="list-style-type: none"> Add Bazooka teams for +15 points per team. 	

Tank Destroyers, page 22

- Within 6"/15cm of any infantry team from the platoon (whether mounted in its jeep or not),

Armored Recon Platoons, page 27

2 or 3 Armored Recon Platoons

Armored Recon Platoons are organised as shown on page 26. Before the game begins, a player may elect to operate the Recon Sections of their Armored Rifle Platoons as separate platoons. If they do so, one of the Carbine teams in the Recon Section becomes a command team and the section counts as a separate platoon in every respect except that they deploy together and count as a single platoon for Ambushes and Reserves. The Assault Gun Section, if present, joins the platoon formed from the HQ Section.

Weapons Platoon, page 18
(paste over machine-gun picture)

The Truscott Trot

Long-distance speed marches were a major feature of an infantryman's training. Some officers like General Truscott of the Third Infantry Division trained their troops so hard that they dubbed speed marching the 'Truscott Trot'.

All this practice paid off for the Third during Patton's drive to Palermo during the Sicily campaign. The men of the Third Infantry Division marching on foot were able to keep pace with the neighbouring Second Armored Division!

US Infantry teams move 16"/40cm instead of the normal 12"/30cm when moving At the Double.

Assault Gun Platoon, page 18

0 to 1 Assault Gun Platoon

The Assault Gun Platoons are also the same as those of the tanks. The organisation is shown on page 13.

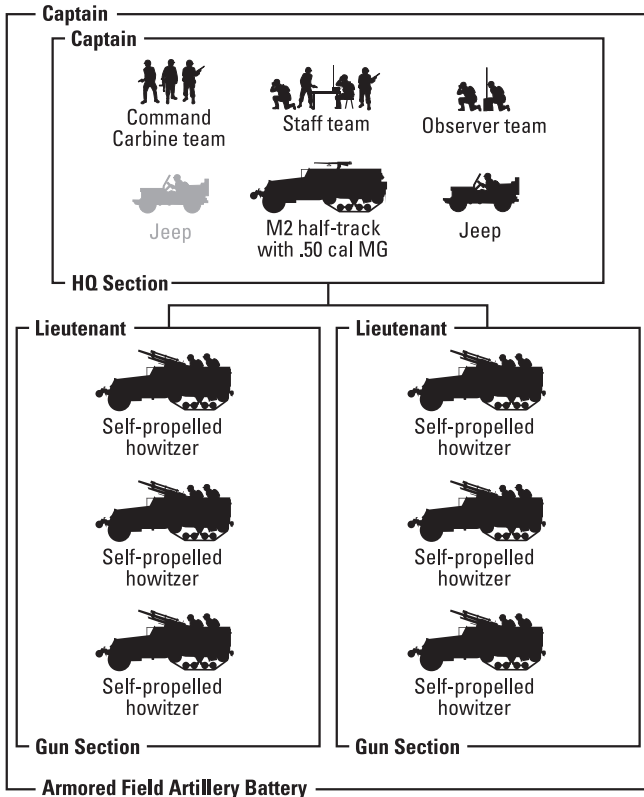
Seek, Strike, and Destroy, page 22

Self-propelled Anti-tank Platoons use the Command Distance, Cautious Movement, Disengage, and Break Off rules on page 19 to 21 to reflect their stealthy tactics. Self-propelled Anti-tank Platoons count as reconnaissance platoons for the purpose of these rules. In addition, since the tank destroyers select their firing positions with retreat in mind, Self-propelled Anti-tank Platoons may disengage if they fired in their own turn.

Instructions

Print this file at the highest quality that you can. You may want to take it to a specialist print shop if you do not have a high-quality printer.

Carefully cut out one item at a time with sharp scissors. Check the position and size of the item in your book, then once you are satisfied, apply a light coating of glue to the back and place it in the book. Repeat until you have finished updating your copy of *Old Ironsides*.



Awkward Layout, page 28

Due to the danger to the driver when firing, half-tracks with awkward layouts cannot shoot their main weapon in the Shooting step if they move more than 2"/5cm in the Movement step.

Hit 'em With Everything You've Got

When a US observer team places a request for fire, the artillery battalion fire direction centre assesses its priority and assigns all available artillery batteries to fire the mission. This ensures that the battalion's artillery resources are used in the most efficient manner.

An observer team from a Field, Armored Field, or Parachute Field Artillery Battery may range in any battery of these types on the table, although they can only range in one battery at a time. They are not restricted to requesting fire from their own battery.

Additionally, when these observers have ranged in one battery and order an All Guns Repeat! bombardment on the same target point in a subsequent turn, they may attempt to range another battery on the same point while continuing to control the battery firing the All Guns repeat bombardment.

Next turn the Observer team can order both batteries to fire All Gun's Repeat! bombardments and add another, and so on. Roll to hit with each battery separately.

These observer teams cannot request fire from any form of Mortar, Cannon or Assault Gun Platoons.

Jeeps

Historically jeeps were only expected to carry the driver and two passengers. A team of four soldiers was split over two jeeps. If jeeps were in short supply though, they would all squeeze into a single vehicle.

In Flames Of War you can model a Jeep team as either one or two vehicles. Either way they count as a single transport team and only one of them may be armed. Both models must stay together and count as a single target for shooting. If one is Destroyed, both are. Basing both vehicles together helps to show this.

Infantry teams carried as passengers in Jeeps (including light mortar teams) can fire their weapons while mounted. If the Jeep moved, the passengers count as moving.

Ronson

Sherman tanks had a terrible reputation for burning when hit. Their crews called them 'Ronsons' since in the words of the cigarette lighter advertisement they 'light first time'. The German nickname was simply, 'Tommy Cooker'.

The opposing player re-rolls any failed Firepower tests to Bail Out or Destroy an M4 or M4A1 Sherman tank. Do not re-roll Firepower rolls for hits from aircraft bombs or rockets.

Platoon

HQ Section with

- 2 Sections of T19 105mm HMC **430 points**
- 1 Section of T19 105mm HMC **235 points**

- Arm any or all T19 105mm HMC half-tracks with a .50 cal AA MG for +5 points per vehicle.

- 2 Sections of M7 Priest **465 points**
- 1 Section of M7 Priest **255 points**

Options

- Add Jeep for command team at no cost.
- Replace any Jeeps with M2 half-tracks for +5 points per half-track.
- Arm any or all unarmed Jeeps or M2 half-tracks with an AA MG for +10 points per vehicle.

Ending The Battle, page 53

ENDING THE BATTLE

The battle ends when either:

Platoon

HQ Section with

- 1 Recon Section **235 points**
- No Recon Section **120 points**

Options

- Replace one Carbine team per section with a Bazooka team at no cost.
- Replace one Bazooka team with an M3 37mm gun at no cost.
- Add T30 75mm HMC assault gun for +40 points or M8 Scott HMC assault gun for +70 points.
- Arm the T30 75mm HMC with a .50 cal AA MG for +5 points.



Since sneaking off the table without being located is vital to this mission, you need to keep track of which of your recce teams have been hit. You can do this by either writing a roster of your recce troops and crossing them off as they are hit, or placing a counter beside teams as they are hit. If a vehicle carrying passengers is hit, then all of the passengers are also located and count as having been hit for the purposes of this rule.

Automatic Rifles

The US Army is equipped with the M1 Garand self-loading rifle, M1 Carbine, and the Browning Automatic Rifle (BAR) giving their infantry intense short-range firepower and allowing them to maintain their rate of fire while moving.

Rifle and Carbine teams do not suffer the usual +1 to hit penalty for firing a ROF 1 weapon while moving or Pinned Down.

When not Pinned Down, Rifle and Carbine teams reroll all failed rolls to hit in Defensive Fire during assaults.

Light Guns

Some guns are small and light enough to be easily moved by their crews without a vehicle.

Light guns can be man-handled at a speed of 4"/10cm per turn on Road or Cross-country.

Pioneer

Combat engineers are not trained to assault tanks, but they do have large supplies of explosives, making them very effective when they do.

Pioneer teams have an Anti-tank rating of 3 in assaults.

Poor HE

The 3in anti-tank gun is an excellent anti-tank weapon, but has poor high-explosive (HE) rounds limiting its performance against infantry, guns, and trucks.

Reduce the Firepower rating of 3in anti-tank guns to 4+ against unarmored targets.

Self-defence Anti-aircraft Guns

Many US vehicles carry machine-guns for self-defence against aircraft.

Self-defence anti-aircraft guns can only shoot at aircraft that are attacking their own platoon.

Small Guns

Small guns have a low profile and are easily concealed, even in open terrain.

Small guns that are Entrenched (see page 47 of the Flames Of War rulebook) and neither moved nor shot in their turn, count as being Concealed and Gone to Ground, even if they are in the open.

Vehicle	Summary Page, page 63	Half-tracked	1	0	0	0	75mm howitzer
T30 75mm HMC	Half-tracked	1	0	0	0	75mm howitzer	
M3 75mm GMC	Half-tracked	1	0	0	0	Short 75mm tank gun.	
M10 3in GMC	Fully-tracked	4	2	0	0	3in anti-tank gun, .50 cal AA MG.	
Carbine team		8"/20 cm	1	1	1	M1 carbine, Automatic rifles.	
Rifle team		16"/40 cm	1	2	6	M1 Garand rifles and BAR's, Automatic rifles.	
Gun Teams, page 31							
M2 .50 cal MG		16"/40 cm	3	4	6	Man-packed, Small gun, Light gun.	
M1 81mm mortar		40"/100 cm	-	-/1	3+/6	Man-packed, Mortar, Smoke, Small gun.	
M3 37mm gun		24"/60 cm	3	7	5+	Gun shield, Small gun.	
M2 .50 cal AA gun		24"/60 cm	4	4	6	Turntable, Anti-aircraft, Immobile.	
GMC 2 1/2-ton truck							
	Wheeled	-	-	-	-	6 passengers.	
Tank Teams, page 30							
T30 75mm HMC	Half-tracked	1	0	0	0	75mm howitzer.	
M3 75mm GMC	Half-tracked	1	0	0	0	Short 75mm tank gun.	
M10 3in GMC	Fully-tracked	4	2	0	0	3in anti-tank gun, .50 cal AA MG.	
Infantry Teams, page 31							
Carbine team		8"/20 cm	1	1	6	M1 carbine, Automatic rifles.	
Rifle team		16"/40 cm	1	2	6	M1 Garand rifles and BAR's, Automatic rifles.	
Gun Teams, page 31							
M2 .50 cal MG		16"/40 cm	3	4	6	Man-packed, Small gun, Light gun.	
M1 81mm mortar		40"/100 cm	-	-/1	3+/6	Man-packed, Mortar, Smoke, Small gun.	
M3 37mm gun		24"/60 cm	3	7	5+	Gun shield, Small gun.	
Transport Teams, page 31							
GMC 2 1/2-ton truck	Wheeled	-	-	-	-	6 passengers.	

Major General Ernest N Harmon, page 56

CHARACTERISTICS

Harmon is a Warrior and a Higher Command team rated as Fearless Trained.

Harmon is always mounted in a Jeep. He can join any Tank or Armored Rifle Company for +50 points.

SPECIAL RULES

Old Gravel Voice: At the start of the Shooting step Harmon may attempt to rally one platoon within 6"/15cm.

- If the platoon is Pinned Down, roll a Motivation test. If it is successful, the platoon rallies and is no longer Pinned Down.
- Any Bailed Out vehicles in the platoon take a Motivation test and if successful remount immediately.

Get Moving: Each turn one platoon that is not Pinned Down and is within 6"/15cm of Harmon may attempt to move at the end of the Movement step after all other movement. Roll a die. On a roll of 4+ the platoon may move a further 4"/10cm. All of the normal rules apply for this movement. The platoon may still shoot after making this extra move.

Follow Me: Harmon and his jeep seem to live a charmed life. If Harmon's Jeep is hit by the enemy, immediately roll a die.

- On a score of 4+ his luck saves him, ignore the hit.
- On any other roll, determine the effect of the hit as normal, including rolling the usual 5+ Transport Save. If the Jeep is Destroyed, so is Harmon.

Reconnaissance Rules, page 20

(paste the following three pages over pages 19 to 21)

RECONNAISSANCE RULES

These Reconnaissance rules replace those given on page 62 of the *Flames Of War* rulebook. Any force built from this Intelligence Handbook *must* use these rules. Any other force may *either* use these rules *or* the ones in the rulebook at the player's discretion. Whichever the player chooses, they must use the same set of rules for their entire force.

A player using these rules must have a copy with them, and must allow their opponent to read it before the game.

Reconnaissance platoons (rece platoons for short) are a commander's eyes and ears. They push out in front of an advancing army to discover where the enemy is planning to stand and fight, and find gaps where they can be bypassed without engaging them. In defence, rece platoons keep the enemy from learning your plans while gathering information about when and where any attack will come.

A rece platoon is any platoon noted as such. All teams in a rece platoon are considered to be rece teams. Teams attached to a rece platoon are not rece teams unless they are attached from another rece platoon.

COMMAND DISTANCE

Only the most independent troops displaying the highest levels of initiative are selected for reconnaissance work.

Rece platoons increase their Command Distance allowing them to operate in more dispersed formations than regular troops. See page 44 of the *Flames Of War* rulebook for more on command distances and their effects.

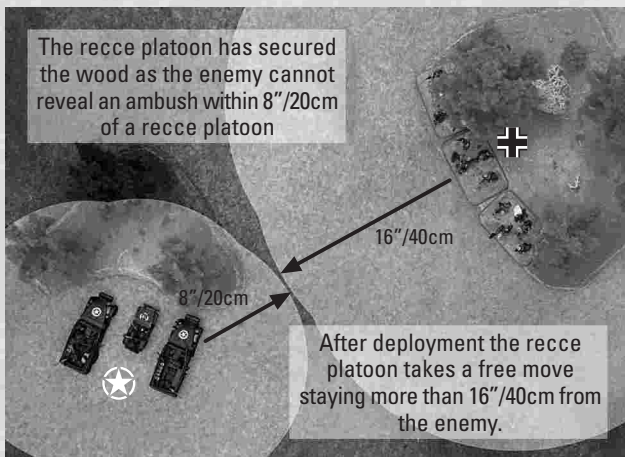
Experience	Command Distance
Conscript	4"/10cm
Trained	6"/15cm
Veteran	8"/20cm

RECONNAISSANCE DEPLOYMENT

Well before the start of any battle the rece troops start working their way forward searching out the enemy.

After all deployment, but before the game begins, you may move any rece teams deployed on the table up to their normal movement in any direction. This movement may not be At the Double, and the rece teams must remain more than 16"/40cm from all enemy teams.

If a rece platoon has attachments or passengers from a non-rece platoon, they may not make a reconnaissance deployment move.



If both sides have rece troops, the defender makes their reconnaissance deployment move before the attacker.

AVOID AMBUSHES

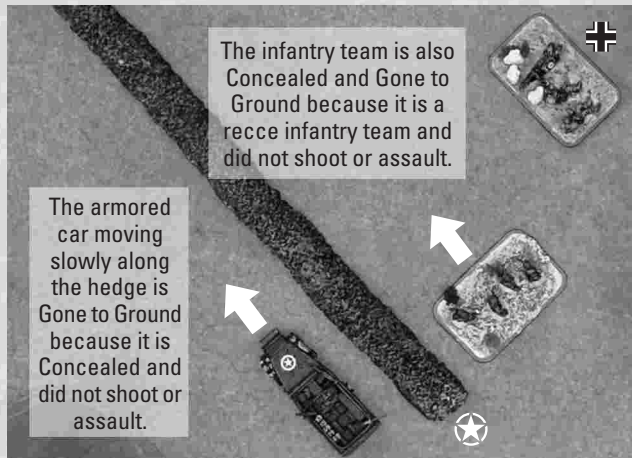
One of the vital roles of rece platoons is scouting enemy ambushes before they are sprung.

The enemy may not reveal teams from ambush within 8"/20cm and line of sight of your rece team unless the rece team moved At the Double last turn.

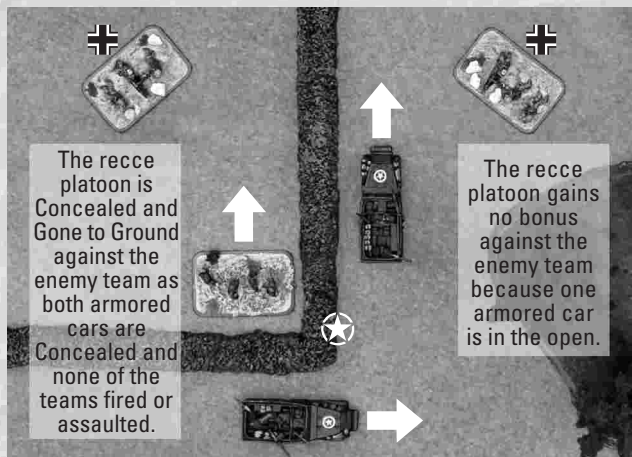
CAUTIOUS MOVEMENT

Rece platoons are trained to make the best use of any concealment, even when on the move.

Rece teams are considered to be Gone To Ground in the opponent's following turn if they are Concealed, and did not move At the Double, shoot, or assault in their own turn, or fire at aircraft this turn.



Rece Infantry teams that do not move At the Double, shoot, or assault in their own turn or fire at aircraft this turn are considered Concealed, and therefore Gone To Ground.



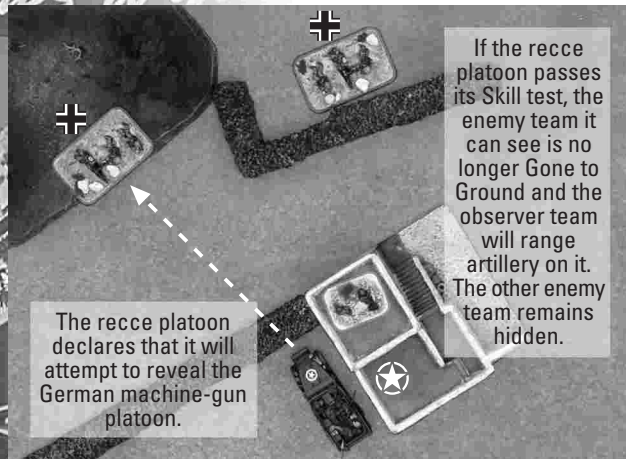
EYES AND EARS

Reconnaissance platoons are trained in careful observation and notice the smallest tell-tale signs of enemy troops.

A recon platoon that is not Pinned Down and does not move may attempt to reveal one enemy platoon that is Gone To Ground and within 16"/40cm and line of sight of at least one recon team in the platoon.

At the start of the Shooting step, roll a Skill test to reveal the enemy platoon. If it is successful, any enemy teams from that platoon in line of sight of the recon platoon do not count as Gone To Ground for the remainder of the turn.

A recon platoon attempting to reveal an enemy platoon does not count as having shot, but cannot move, shoot, or assault this turn.



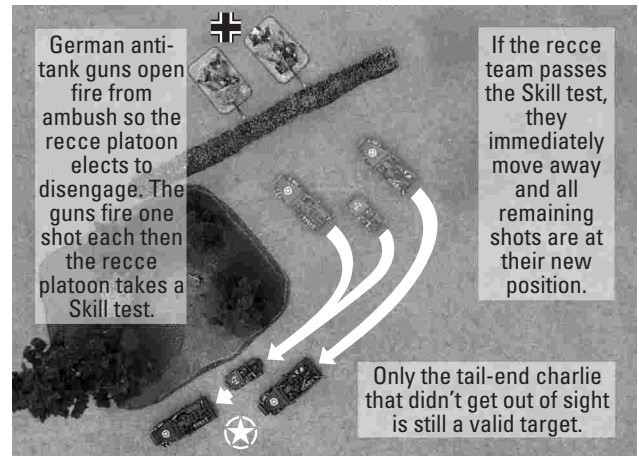
If you wish a recon platoon to disengage, you must declare your intention to do so at the point an enemy platoon fires, but before any dice are rolled. If you do so, each team shooting at the recon platoon then fires one shot at the platoon in its current position.

The recon platoon now has a chance to get away. Make a Skill test for the platoon to see if they can escape before the full weight of the enemy's fire hits them.

- If successful, all eligible recon teams in the platoon may immediately disengage and move up to their normal movement away from the enemy teams shooting at them. All other teams in the platoon remain where they were. Some teams may elect not to disengage if their current position is secure.
- If unsuccessful, the recon platoon remains in its original position and the firing platoon may fire their remaining shots.

All remaining shots from the weapons that fired and any shots from other weapons the platoon is firing, are fired at the recon platoon in its new position. If the whole recon platoon managed to get out of range or line of sight of the enemy, the remaining shots automatically miss.

Disengaging does not prevent a team from being considered Gone To Ground under the Cautious Movement rule. Teams cannot move At the Double when disengaging.



DISENGAGE!

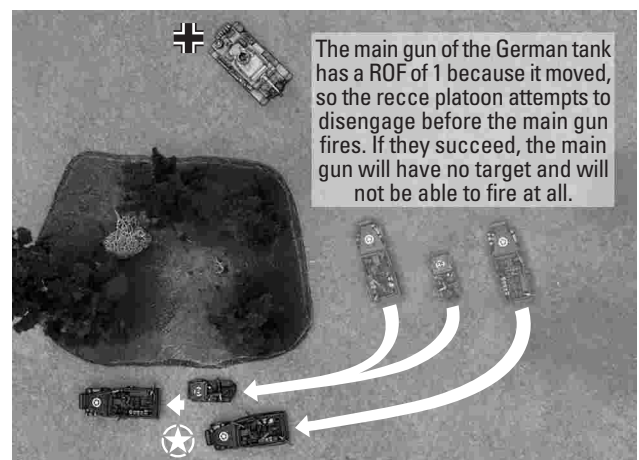
When fired upon, recon platoons may attempt to use their speed and training to evade before serious damage is done.

Recon platoons may attempt to disengage when fired on in the enemy Shooting Step as long as they did not move At the Double, shoot, or assault in their previous turn, or fire at aircraft this turn.



Disengaging From ROF 1 Weapons

Weapons that only fire one shot (either because they have ROF 1 or because they moved), do not fire before the recon platoon attempts to disengage. They must wait and fire at the recon platoon in its final position. If whole recon platoon manages to get out of range or line of sight, all of the ROF 1 weapons' shots automatically miss.



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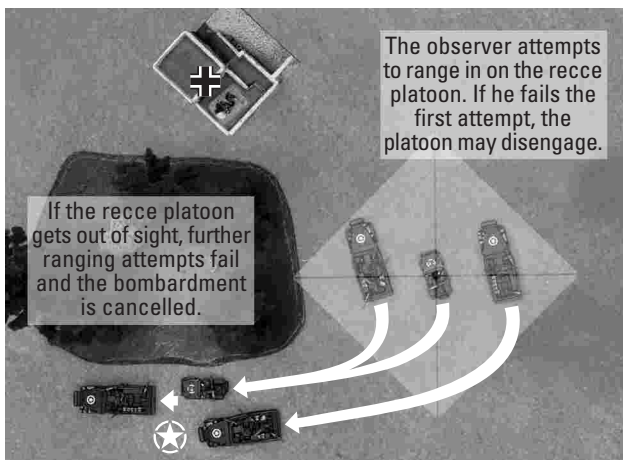
Disengaging From Artillery Bombardments

Skilled reconnaissance platoons do not wait around for an artillery bombardment to fall, but attempt to disengage when the first ranging shots land.

Rece platoons may disengage if they have a team under an artillery template when an observer attempts to range in. The observer makes their first ranging attempt before the rece platoon takes its Skill test to disengage. Observers attempting to range in mortars re-roll their first failed ranging roll before the rece platoon attempts to disengage.

If the first ranging attempt is successful, the rece platoon may not attempt to disengage.

If the platoon does disengage and the observer was ranging in on a team from the rece platoon, the observer makes their second and third ranging attempts on the rece platoon in its new position. If the entire rece platoon has managed to get out of range or line of sight, the artillery bombardment is cancelled.



No Disengaging From Air Attacks

Air attacks happen so fast that, like any unit, the rece platoon's best hope is simply to take cover, hoping to survive the attack and continue once the aircraft have gone.

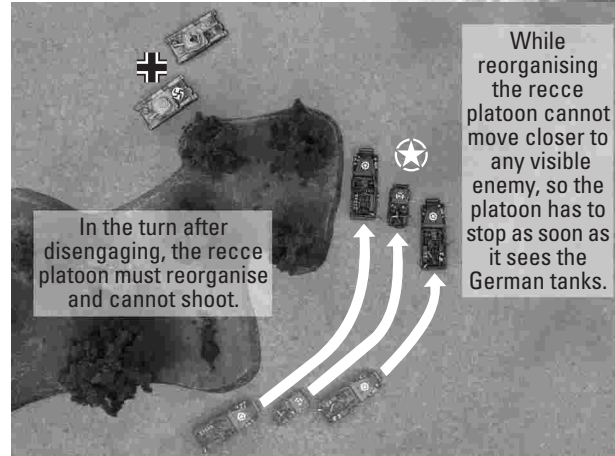
Rece platoons may not disengage from aircraft attacks, and do not break off after the attack.

Only Disengage Once

A rece platoon may only attempt to disengage once in any Shooting step. If a rece platoon is fired on by multiple enemy platoons, it may choose which platoon it will attempt to disengage from.

Reorganisation

Rece teams that disengage need to reorganise themselves after their abrupt retreat and may not shoot or attempt to reveal enemy platoons using the Eyes and Ears rule in their next turn, nor may they move closer to any enemy within their line of sight. Other teams in the rece platoon may continue to operate as normal.



Soldiers in the United States Army between the ages of 17 and 32, may apply for the Medal of Honor for the Infantry. This program is provided by War Department Circulars 262 and 270. Ask your Commanding Officer for details.

BREAK OFF

Rece platoons are trained to collect information, not to engage in prolonged firefights. If enemy fire is too strong a rece platoon may break off and attempt a different approach.

If any rece team fails an Armor, Infantry, Gun, Transport, or Passenger save in the opponent's Shooting step (even if the team that failed the save is unharmed), the rece platoon must take a Motivation test at the end of the Shooting step.

- If successful, the rece platoon elects to stand and fight it out.
- If unsuccessful, every rece team in the platoon that has not already Disengaged must move up to its normal movement away from all enemy platoons shooting at it before Reorganising next turn as if the whole platoon had Disengaged. A surrounded rece team that breaks off will not move, but must still Reorganise.

Infantry and Gun teams in Bulletproof Cover never break off. They remain in their positions and fight on.

