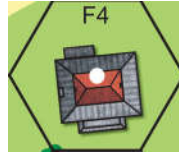




Poland in Flames (BFP5)

1. Multi-Material Buildings (MMB)¹: Multi-Material Buildings are buildings comprised of different materials that would qualify as wood and stone in ASL terms. MMBs are depicted with a gray outline and a brown interior. Board BFP Q F4 is an example of a Multi-Material Building. MMBs have a stone ground level and all upper levels are wooden, and are treated as buildings except as modified or clarified herein.

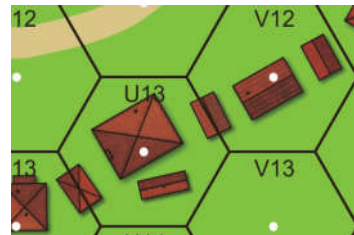


1.1 TEM: Units in a ground level Location receive stone TEM, while units in an upper level receive wooden TEM to all types of attacks. No Gun may set up in an upper level building Location of a MMB, even if Fortified.

1.2 Rubble/Spreading Fire: The ground level is considered stone and the upper level wooden for Rubble/Flame purposes. If an upper level Location is rubbled it is wooden, as would be any Falling Rubble. If the ground level is rubbled, a stone rubble counter is placed in that Location. A Spreading Fire DR uses stone/wooden based on the Location that would be affected.

1.3 Victory Conditions: MMBs are not considered stone buildings for victory purposes unless modified by a special rule. However, the ground level Locations of a MMB are considered stone Locations.

2. Hexside Buildings: Some hexsides contain small buildings that are straddled by other, non-connecting buildings. Such hexside buildings and those in the straddling hexes are considered Single Story Houses (B23.21), and do not create extra buildings or Locations for Victory Conditions. An example is the hexside of board BFP DW-6 V12-U13. Controlling both V12 and U13 constitutes Controlling two buildings.



2.1 Movement: Bypass movement by any unit is NA along a hexside with a hexside building.

2.2 LOS: LOS is affected normally. If rubble is placed in either/both of the two hexes, the hexside is considered Rubble for LOS purposes.

3. Polish Units

3.1 Polish MMC are similar to Allied Minor MMC and are identified by their unique two tone color. All Allied Minor rules (A25.9) and DRM apply except as modified herein.

3.2 Elite and First Line MMC do not suffer the +1 PAATC DRM.



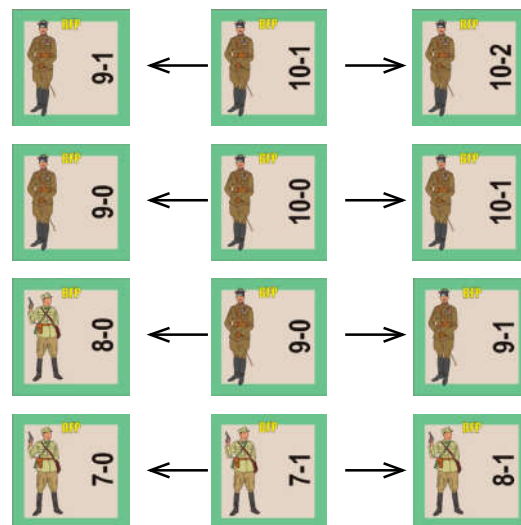
3.3 Elite and First line squads have Assault Fire (A7.36) and their broken side Morale printed one higher than typical Allied Minor MMC.



3.4 Assault Engineers²: The Polish 4-5-8/2-4-8s represent Assault Engineer MMC. These are identifiable by the demolition charge in the upper left corner of the counter. These counters have all the capabilities of Assault Engineers (H1.22) and Sappers (B28.8), and the increased smoke exponent number is printed on the counters.



3.5 SMC⁵: The Poles have several new leader types (10-1, 10-0, 9-0, 7-1) depicted in PiF and are normal leaders in all respects. These new leaders are never considered part of the normal Battle Hardening (A15.3) and/or ELR Replacement (A19.13) chain [EXC: per below if part of the initial OB] and are not available through Leader Creation (A18.1). Thus, these leaders are only available if part of the initial scenario OB. If one of these leaders Battle Hardens or fails ELR, replace it as follows.



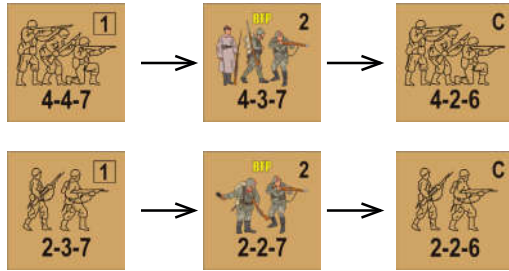
Once replaced, these leaders are no longer part of the chain. For example, a 9-0 Battle Hardens and becomes a 9-1. If it subsequently fails ELR, it then becomes an 8-1 and not a 9-0. Conversely, if the 9-1 Battle Hardens again it becomes a 9-2.



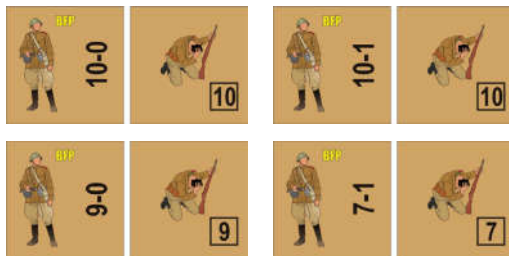
4. Russian Units



4.1 Russian Second Line MMC³: PiF contains Russian 4-3-7 Second Line squads (broken side morale 6), with a 2-2-7 HS (broken side morale 5). These units only come into play for Battle Hardening/ELR failure purposes if there is a Second Line squad as part of the Russian OB or by special rule. The chain is as follows:

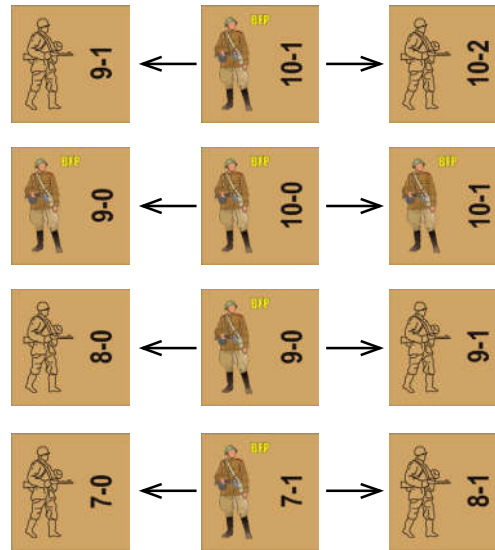


4.2 Assault Engineers: The Russian 4-5-8/2-4-8s represent Assault Engineer MMC. These are identifiable by the demolition charge in the upper left corner of the counter. These counters have all the capabilities of Assault Engineers (H1.22) and Sappers (B28.8), and the increased smoke exponent number is printed on the counters.



4.3 SMC⁵: The Russians have several new leader types (10-1, 10-0, 9-0, 7-1) depicted in PiF and are normal leaders in all respects (10-0 and 9-0 are not Commissars, and can be distinguished by the absence of “Com” in the rank designation of the leader’s name). These new leaders are never considered part of the normal Battle Hardening (A15.3) and/or ELR Replacement (A19.13) chain [EXC: per below if part of the initial OB] and are not available through Leader Creation (A18.1). Thus, these leaders are only available if part of the initial scenario OB.

If one of these leaders Battle Hardens or fails ELR, replace it as follows:



Once replaced, these leaders are no longer part of the chain. For example, a 10-0 Battle Hardens and becomes a 10-1. If it subsequently fails ELR, it then becomes a 9-1 and not a 10-0. Conversely, if the 10-1 Battle Hardens again it becomes a 10-2.

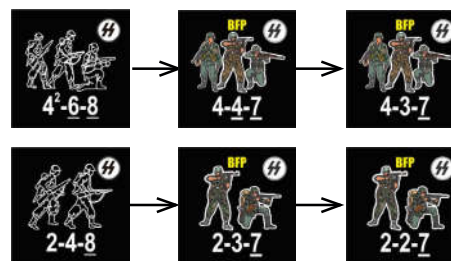
5. German SS Units



5.1 Second Line MMC: The SS have a 4-4-7 squad (broken side morale 8), with a 2-3-7 HS (broken side morale 7). These units are Elite (A1.25) even though listed as Second Line and are SS for all purposes.



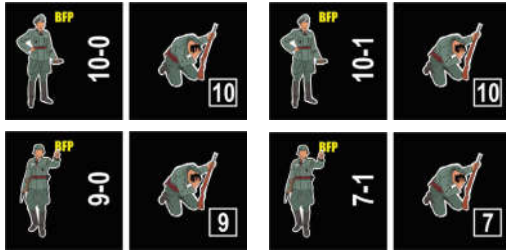
5.2 SS Green MMC⁴: The SS have a 4-3-7 Green squad (broken side morale 7), with a 2-2-7 HS (broken side morale 6). These units are considered SS (A25.11) except as amended herein. Green SS MMC are not considered Elite, and are subject to all the provisions of (A19.2) for Green Troops, and (A19.3) for Inexperienced Personnel [EXC: A19.35].



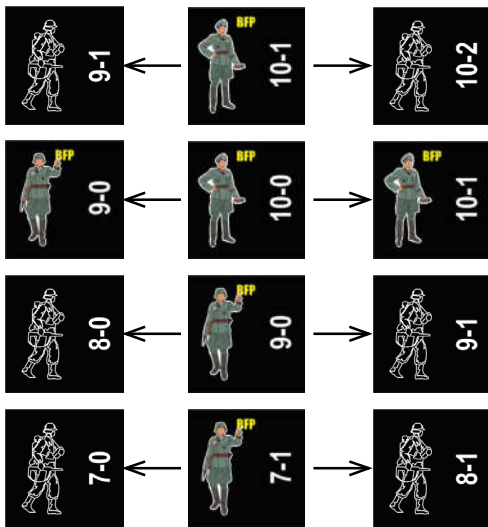
5.3 MMC Replacement: Not all SS formations were of the highest quality. When a Special Rule dictates an ELR ≤ 4 (A19.132), non-crew and non-Assault Engineer MMC are



subject to Replacement per above, and units that Battle Harden follow the reverse of this order. Assault Engineer MMC retain an ELR of 5 with underlined morale. A 4-3-7 that fails ELR is replaced by two broken HS. A 2-2-7 that fails ELR is Disrupted.



5.4 SMC⁵: The SS have several new leader types (10-1, 10-0, 9-0, 7-1) depicted in PiF and are normal leaders in all respects. These new leaders are never considered part of the normal Battle Hardening (A15.3) and/or ELR Replacement (A19.13) chain [EXC: per below if part of the initial OB] and are not available through Leader Creation (A18.1). Thus, these leaders are only available if part of the initial scenario OB. If one of these leaders Battle Hardens or fails ELR, replace it as follows:



Once replaced, these leaders are no longer part of the chain. For example, a 7-1 Battle Hardens and becomes an 8-1. If it subsequently fails ELR, it then becomes an 8-0 and not a 7-1. Conversely, if the 8-1 Battle Hardens again it becomes a 9-1.

Poland In Flames Footnotes:

1. Multi-Material Buildings: Many buildings are constructed of different materials that would vary in the scale of ASL. They have been added to increase variety, but kept simple to not add any elaborate rules.

2. Polish Assault Engineers: Polish infantry divisions were authorized an engineer battalion, but these were not necessarily what would be considered assault engineers. However, each infantry regiment was authorized an engineer platoon that was more similar to an assault force. Regardless, these counters in general represent better trained and equipped Polish units, and should be represented sparingly.

3. Russian Second Line MMC: We decided not to make them part of the normal Battle Hardening/ELR Replacement chain unless they were included in the initial OB. This was in part to simplify and not confuse other, already published scenarios. A special rule could be used to include them in the chain.

4. German Green MMC: The initial SS formations were mainly comprised of guards and police. Although these units are sparingly used in scenarios, they can be generated through ELR Replacement. These counters can also be used to represent concentration camp guard units brought to the front line. Due to both a lack of weapons and training, the squads do not have Spraying Fire capability.

5. SMC: It was easier to make these new leaders not part of the Battle Hardening/ELR Replacement chain and thus should not confuse players as to whether or not to use them in other scenarios where they are not part of the initial OB.