

YOUR NEW ARMY

START HERE

This booklet is all about helping you build and play with your new *Flames Of War* army as soon as possible. The contents of this guide will help you with:

- Assembling your models (overleaf)
- Understanding unit cards
- Navigating the rulebook
- Playing your first game
- Painting your models, and
- What to do next...

TANK TRAINING COMPANY

- Tank Training Company HQ:**
1x Panther (Late) (7.5cm) 12 points
- Panzer IV (Late) Tank Training Platoon:**
3x Panzer IV (7.5cm) 10 points
- Hetzer Tank-Hunter Training Platoon:**
3x Hetzer (7.5cm) 8 points
- Panther (Late) Tank Training Platoon:**
2x Panther (Late) (7.5cm) 15 points
- Panzer II Tank Training Platoon:**
3x Panzer II (2cm) 2 points
- Tiger II Tank Training Platoon:**
2x Tiger II (8.8cm) 36 points
- Wespe Artillery Battery:**
3x Wespe (10.5cm) 9 points
- Panzergrenadier Training Platoon:**
7x MG42 team with Panzerfaust 8 points
- Total:** 100 points

UNIT CARDS

Unit and Formation cards play a key role in *Flames Of War*. Use the cards corresponding to the various components of your Force for quick reference as you play the game and to build your force.

The front of the card is used during your game as a handy reference for the Unit's statistics, such as movement, armour value, any weapons that it may have as well as other useful information.

The back side of the card is primarily used to help build your Force as it provides information on the how many models are in the unit and their points cost. It also includes a short summary of any special rules the Unit may have.



For a full description of how unit cards work go pages 28 through 31 in the rulebook.



QUICK START

Flames Of War is a rich and complex game, but at its heart lie some fairly simple concepts. Once you have learned these, you can start playing the game, and then add more depth and variety to your games later.

Rather than reading the entire rulebook and trying to get to grips with it in one go, start by reading the Quick Start guide on pages ii through ix of the rulebook. Once you have done this grab a friend and put some of your new models on the table and have a game. For your first time out we suggest playing the Annihilation mission on page 105 of the rulebook.

PAINTING YOUR MODELS

The *Flames Of War* hobby includes not only assembling your models and playing games with friends but also painting your miniatures. There is a complete range of *Flames Of War* paints specially designed for painting World War II models, as well as extensive painting guides on:

- www.FlamesOfWar.com/LateWar
- The *Colours Of War* painting guide, available from the *Flames Of War* website or your local retailer.



WHAT'S NEXT?

Once you've played a few games and have a solid grasp of the rules you will find yourself wanting to expand your Force with new units. *Flames Of War* has the rules and models to cover almost anything you can think of, and more, and is available both online and in your local gaming store.

To start, look at your Force Card (included in this box) to see what other units you can add to your army. Then you can either purchase a pack of *Berlin: German Unit Cards* or the *Berlin: German* book. The card pack is the best option if you prefer to use reference cards whilst gaming, whilst the book will give you all the information on your army in one easy to reference place. Alternatively, you can always buy both if you prefer.



It's easy to expand your army, as all box sets come with complete units and unit cards, to start expanding your force we would suggest adding:

Triple 15mm FlaK Training Platoon:
Dual-purpose Sd Kfz 251/21 anti-aircraft halftracks mount triple 15mm MG151/15 cannon originally produced for fighter aircraft. This weapon gives it a very high rate of fire.



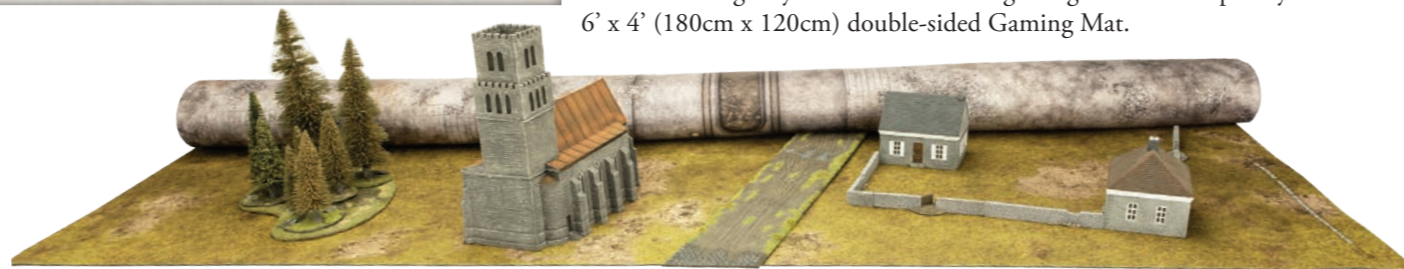
Sd Kfz 234 Heavy Scout Troop:
Two armoured cars, one with a 2cm gun that can take care of enemy infantry, and a second one with a 7.5cm anti-tank gun that can knock out all but the heaviest enemy tanks.



8.8cm Heavy AA Platoon:
The dreaded '88' has put fear in to the hearts of allied tankers. It is still just as lethal and provides a low points cost option for commanders looking to defend an objective.



From here you can continue to expand your army with any number of options.



Next you can enhance your entire gaming experience with fantastic pre-painted terrain from Battlefield in a Box. These 3D elements make great centrepieces for your gaming table and will give your forces something to fight over. Complete your table with the 6' x 4' (180cm x 120cm) double-sided Gaming Mat.

Finally you can join the global *Flames Of War* Community at our *Flames Of War* Late War portal at WWW.FLAMESOFWAR.COM/LATEWAR

and visit the Official discussion group at FACEBOOK.COM/GROUPS/FLAMESOFWARGAME



GERMAN STARTER FORCE



START HERE

GETTING STARTED

TANK TRAINING COMPANY

PANTHER (LATE)
HEAVY TANK TRAINING COMPANY HQ

PANTHER (LATE)
TRAINING PLATOON

MOTIVATION: **CONFIDENT 4+** (Counterattack 5+)
SKILL: **GREEN 5+**
IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: **FRONT 10**, SIDE & REAR 5, TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	2+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Panther (late 7.5cm)	40"/100cm	2	1	14	3+	
Panther (late MGs)	16"/40cm	4	4	2	6	

PANTHER (LATE)

Despite weighing as much as an Allied heavy tank, and having the front armour to match, the Panther has the mobility of a medium tank. Its long 7.5cm KwK42 gun (nearly twice as long as the American M4 Sherman tank's gun) can penetrate almost any tank in existence.



Check out the Flames Of War website for instructions on how to build: **JAGDPANTHER**

- OPTIONAL PARTS
- PANTHER (LATE 7.5CM)

PANZER IV
TRAINING PLATOON

MOTIVATION: **CONFIDENT 4+** (Protective Armour Retention 3+)
SKILL: **GREEN 5+**
IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: **FRONT 6**, SIDE & REAR 3, TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	16"/40cm	18"/45cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Panzer IV (7.5cm)	32"/80cm	2	1	11	3+	
Panzer IV (MGs)	16"/40cm	4	4	2	6	

PANZER IV

The Panzer IV mounts an effective 7.5cm gun, although with a shorter barrel than the Panther. Because of this, it needs to get closer to knock out the heavier types of Allied tanks. Its speed and armour are a match for British and US medium tanks.



HETZER
TRAINING PLATOON

MOTIVATION: **CONFIDENT 4+** (Counterattack 5+)
SKILL: **GREEN 5+**
IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: **FRONT 7**, SIDE & REAR 3, TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	16"/40cm	20"/50cm	5+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Hetzer (7.5cm)	32"/80cm	2	1	11	3+	Forward Firing, Overworked
Hetzer (MG)	16"/40cm	2	2	2	6	Forward Firing

HETZER

Hetzers came out of the necessity to add more tank-hunters to the German army and was a smart combination, pairing up the older Panzer 38t chassis with the reliable 7.5cm gun used on the Jagdpanzer IV. The tank's small size made it easier to conceal than larger vehicles, making it an excellent choice for ambushes.



PANZER II
TRAINING PLATOON

MOTIVATION: **CONFIDENT 4+**
SKILL: **GREEN 5+**
IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: **FRONT 3**, SIDE & REAR 1, TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	16"/40cm	18"/45cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Panzer II (2cm)	20"/50cm	2	1	5	5+	
Panzer II (MG)	16"/40cm	3	3	2	6	

PANZER II

The Panzer II invaded France, pushed the Russians back during Operation Barbarossa and fought versus the Allies in the deserts of North Africa. It may not be up to a stand-up fight versus enemy tanks any more but it can still hunt enemy recon and infantry with its 2cm gun.



TIGER II
TRAINING PLATOON

MOTIVATION: **CONFIDENT 4+**
SKILL: **GREEN 5+**
IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: **FRONT 16**, SIDE & REAR 8, TOP 2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	16"/40cm	18"/45cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Tiger II (8.8cm)	48"/120cm	2	1	17	3+	
Tiger II (MGs)	16"/40cm	4	4	2	6	

TIGER II

A Tiger II can easily spoil the plans of even the most confident enemy tank commander. Their firepower will wreak havoc way beyond their numbers. They excel in either an offensive or defensive role. Although slow, they can turn the tide in their favour in any tank battle.



WESPE
ARTILLERY BATTERY

MOTIVATION: **FEARLESS 3+** (Counterattack 6)
SKILL: **VETERAN 3+** (Assault 5+)
IS HIT ON: **CAREFUL 4+**

ARMOUR: **FRONT 1**, SIDE & REAR 1, TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Wespe (10.5cm) or Direct Fire	72"/180cm	1	1	9	2+	Forward Firing, Smoke Bombardment, Slow Firing, Slow Firing, Smoke
Wespe (MG)	16"/40cm	3	2	2	6	

WESPE

The Wespe self-propelled howitzer is armed with the same 10.5cm howitzer as the towed field batteries. However, being built on a modified tank chassis gives it the added advantage of mobility as well as firepower making it ideal for supporting armoured counterattacks.



PANZERGRENIADIER
TRAINING PLATOON

MOTIVATION: **CONFIDENT 4+**
SKILL: **GREEN 5+**
IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: **FRONT 1**, SIDE & REAR 1, TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
MG42 team or Panzerfaust anti-tank	16"/40cm	3	2	2	6	Limited 2, Slow Firing
Panzerschreck anti-tank team	8"/20cm	1	1	11	5+	Assault 6, Slow Firing

PANZERGRENIADIER TRAINING PLATOON

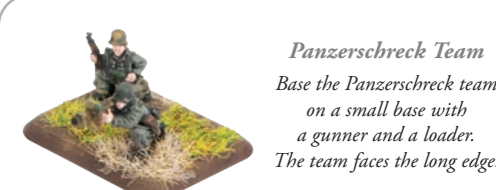
Armoured panzer grenadier platoons can deliver an incredible amount of firepower. With half-tracks to carry ammunition, the infantry have plenty of machine-guns. The half-tracks give fire support with even more machine-guns. Between them they shut down the enemy defensive fire under a hail of bullets.



Command Team
Base the Command team on a small base with an Officer, NCO and rifleman as a runner. The team faces the long edge.



Infantry Team
MG42 teams of a Panzer Grenadier Platoon combine a machine-gunner armed with an MG42 light machine-gun, with an NCO or rifleman, and two more rifleman armed with K98 rifles. You may swap one of the K98 rifleman for a Panzerfaust.



Panzerschreck Team
Base the Panzerschreck team on a small base with a gunner and a loader. The team faces the long edge.

FOR STEP-BY-STEP ASSEMBLY GUIDES GO TO WWW.FLAMESOFWAR.COM/LATEWAR