

YOUR NEW ARMY

START HERE

This booklet is all about helping you build and play with your *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...

BRITISH ARMoured BATTLE GROUP

Sherman Armoured Squadron HQ:	8 points
2x Sherman (75mm) Tanks	
Sherman Armoured Troop:	
2x Sherman (75mm) and 1x Firefly (17 pdr) Tanks	13 points
Stuart Recce Patrol:	
3x Stuart (37mm) Tanks	6 points
Churchill Tank Troop:	
3x Churchill (6pdr) Tanks	12 points
Motor Platoon:	
Full Strength	7 points
Universal Carrier Patrol:	
3x Universal Carriers	2 points
25 pdr Field Troop:	
4x 25 pdr Guns	14 points
M10 Self Propelled Guns:	
4x M10 (17 pdr) Self-propelled Guns	18 points
	80 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 pick 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 army 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:

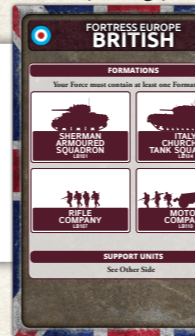
- www.FlamesOfWar.com/LateWar
- The *Colours Of War* painting guide, available from the *Flames Of War* website or your local retailer.



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 *Fortress Europe* Unit Cards or the *Fortress Europe* 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:

Priest Field Troop: There is no such thing as too much artillery and the Priest self-propelled gun gives you a mobile option that can move up and engage targets with direct fire just when you need it.



Kittyhawk Fighter Bomber: You can run, but you cannot hide from the Royal Air Force. These nimble little aircraft can drop 500 lb bombs with deadly precision, or strafe troops caught in the open.



The D-Day: British book: (instore Feb 2020) will allow you to add further options to your army including the fast and deadly Cromwell tank, and the Red Devils, the British Paras that jumped inwto Normandy on D-Day and Operation Market Garden ("A Bridge Too Far").

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 visiting the Official discussion group at FACEBOOK.COM/GROUPS/FLAMESOFWARGAME



BRITISH STARTER FORCE



START HERE

GETTING STARTED

BRITISH ARMOURED BATTLE GROUP

FIREFLY
SHERMAN ARMOURED TROOP

MOTIVATION: **CONFIDENT 4+**
Counterattack 3+

SKILL: **TRAINED 4+**

IS HIT ON: **CAREFUL 4+**

ARMOUR: 6

FRONT: 4
SIDE & REAR: 4
TOP: 1

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
Firefly (17 pdr)	36"/90cm	2	1	14	3+	No HE
Firefly (MG)	16"/40cm	3	3	2	6	

SHERMAN
ARMOURED TROOP

MOTIVATION: **CONFIDENT 4+**
Counterattack 3+

SKILL: **TRAINED 4+**

IS HIT ON: **CAREFUL 4+**

ARMOUR: 6

FRONT: 4
SIDE & REAR: 4
TOP: 1

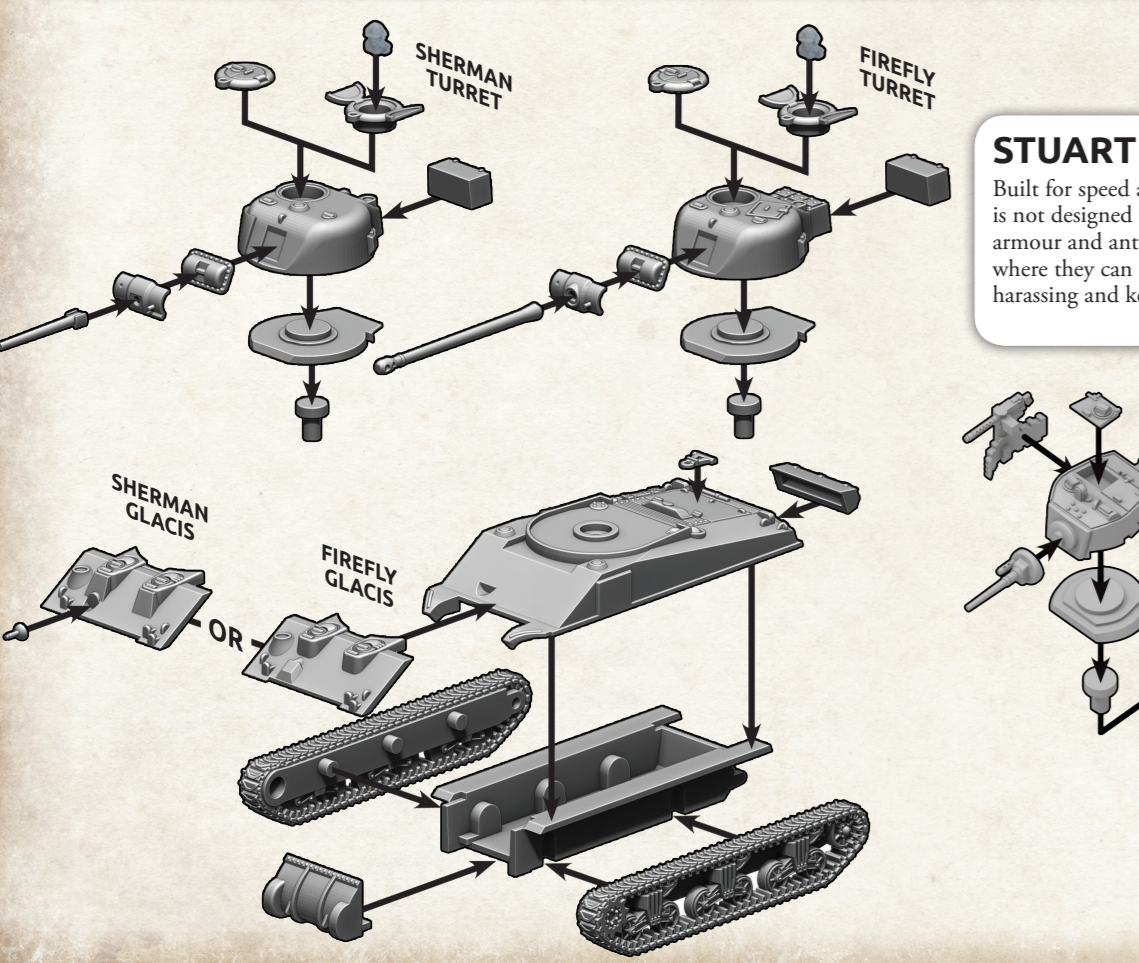
TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Sherman (75mm)	28"/70cm	2	1	10	3+	Smoke
Sherman (MGs)	16"/40cm	4	4	2	6	

Firefly

SHERMAN TANK

It was the British who gave the American-built Sherman tank its name, when they started fielding them en masse during World War II. Rolling into combat for the first time in Normandy, the Sherman Firefly was the first British tank capable of defeating the heavy German tanks with its powerful 17 pdr gun.

STUART
RECCE PATROL

MOTIVATION: **CONFIDENT 4+**
Counterattack 5+

SKILL: **TRAINED 4+**
Scout Assault 5+

IS HIT ON: **CAREFUL 4+**

ARMOUR: 4

FRONT: 3
SIDE & REAR: 3
TOP: 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
12"/30cm	14"/35cm	24"/60cm	28"/70cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Stuart (37mm)	24"/60cm	2	1	7	4+	Overworked
Stuart (MGs)	16"/40cm	5	5	2	6	Self-defence AA

CHURCHILL
ITALY ARMOURED TROOP

MOTIVATION: **CONFIDENT 4+**
Counterattack 3+

SKILL: **TRAINED 4+**

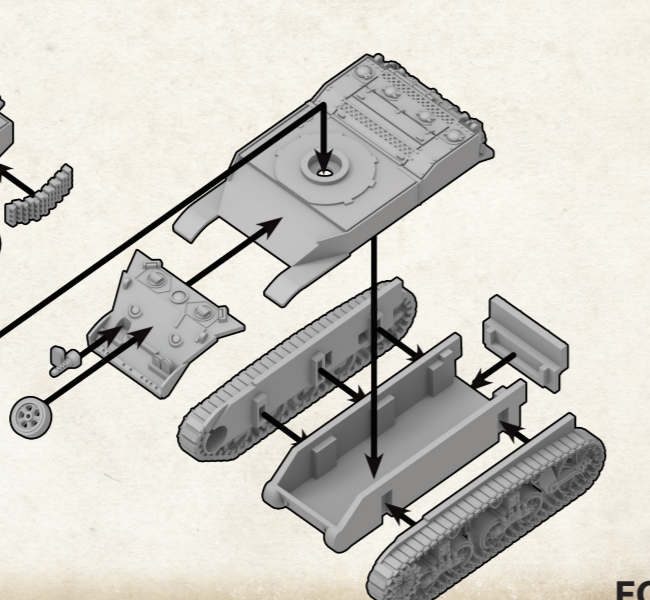
IS HIT ON: **CAREFUL 4+**

ARMOUR: 8

FRONT: 7
SIDE & REAR: 7
TOP: 2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	10"/25cm	14"/35cm	14"/35cm	2+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Churchill IV (6 pdr)	28"/70cm	2	1	10	4+	
Churchill IV (MGs)	16"/40cm	4	4	2	6	



25 PDR FIELD TROOP

MOTIVATION: **FEARLESS 3+**
Large Gun Assault 4+

SKILL: **VETERAN 3+**
Assault 4+

IS HIT ON: **CAREFUL 4+**

ARMOUR: 4


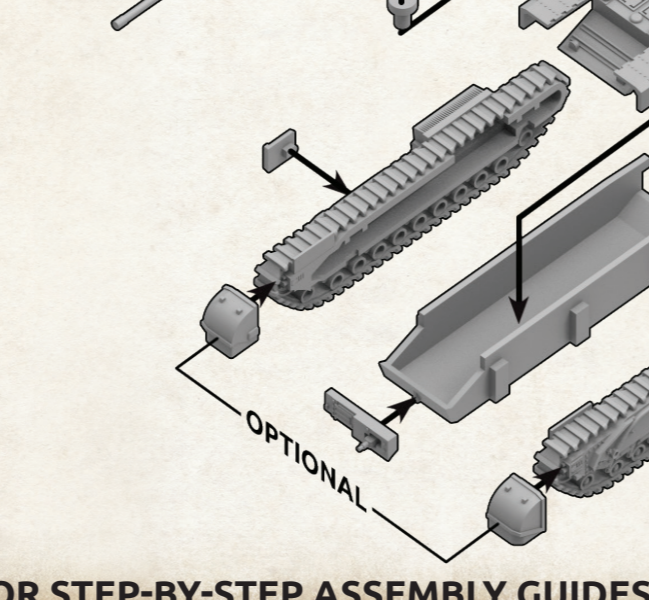
FRONT: 4
SIDE & REAR: 4
TOP: 6

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
-	2"/5cm	4"/10cm	4"/10cm	6

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
25 pdr gun	80"/200cm	1	1	10	5+	Assault 4+, Slow Firing
PIAT anti-tank	8"/20cm	1	1	10	5+	Assault 4+, Overhead Fire, Slow Firing, Smoke
2-inch mortar	16"/40cm	1	1	2	4+	

25 PDR GUN

The 25pdr gun fought from 1940 to the end of the war. It proved excellent in both an artillery and anti-tank role, the turntable allowing the gun to be traversed at speed to engage enemy tanks.

UNIVERSAL CARRIER PATROL

MOTIVATION: **CONFIDENT 4+**
Scout Counterattack 6

SKILL: **TRAINED 4+**
Scout Assault 5+

IS HIT ON: **CAREFUL 4+**

ARMOUR: 1


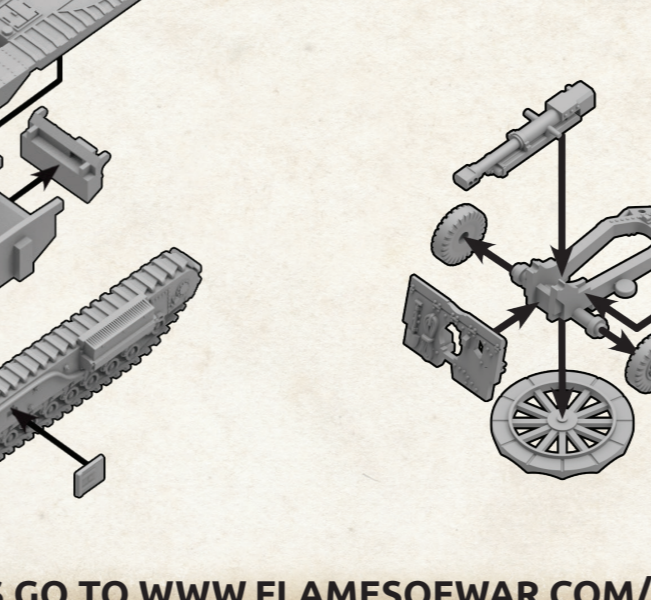
FRONT: 0
SIDE & REAR: 0
TOP: 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Universal Carrier (MG)	16"/40cm	3	3	2	6	Forward Firing
OPTIONAL Boys AT rifle	20"/50cm	1	1	4	5+	Forward Firing, Slow Firing

UNIVERSAL CARRIER

Carrier Platoons give your troops their own scouting force to locate the enemy, protect its flanks, or find sneaky routes forward that the enemy hasn't guarded. Carriers might look like miniature tanks and are good at beating up infantry, but they are lightly armed and armoured, so don't get too bold with them when facing real tanks.

M10 SP ANTI-TANK TROOP

MOTIVATION: **CONFIDENT 4+**
Counterattack 6

SKILL: **TRAINED 4+**
Assault 5+

IS HIT ON: **CAREFUL 4+**

ARMOUR: 5

FRONT: 2
SIDE & REAR: 2
TOP: 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	18"/45cm	20"/50cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M10 (17 pdr)	36"/90cm	2	1	14	3+	No HE
M10 (3-inch)	36"/90cm	2	1	12	3+	No HE
M10 (50 cal MG)	20"/50cm	3	2	4	5+	Self-defence AA


UNIT LEADER

Base the Motor Platoon Unit Leader on a small base with an NCO and a rifleman. The team faces the long edge.



BREN GUN TEAM

Base the Bren Gun teams of a Motor Platoon on a medium base. Teams combine a gunner armed with a Bren light machine-gun, an NCO, and two riflemen armed with Lee Enfield rifles. The team faces the long edge.



PIAT AND 2-INCH MORTAR TEAMS

Base these teams on a small base with a rifleman loader. The team faces the long edge.



25 PDR GUN

Base these guns on large bases facing the short edge. Each gun has a gunner, an NCO, and three crewmen.



GETTING STARTED

Assemble your infantry teams by gluing the figures into the holes on a base of the right size with Super glue. There are usually several figures with each type of weapon, so you can create variety in your teams. It doesn't matter which mix of figures you put in each team, as long as the mix of weapons is right. Visit the product spotlight on the *Flames Of War* website: www.FlamesOfWar.com/LateWar for a more detailed guide.