

# 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...

## GERMAN PANZER KAMPFGRUPPE

Panzer IV Tank Company HQ:	11 points
2x Panzer IV (7.5cm) Tanks	
Panzer IV Tank Platoon:	16 points
3x Panzer IV (7.5cm) Tanks	
Tiger Tank Platoon:	26 points
2x Tiger (8.8cm) Tanks	
Armoured Panzer Grenadier Platoon:	18 points
Full strength with 4 Sd Kfz 251 Halftracks	
StuG Assault Gun Platoon:	17 points
3x StuG (7.5cm) Assault Guns	
15cm Nebelwefer Battery:	9 points
3x 15cm Nebelwerfers	
8.8cm Heavy AA Platoon:	6 points
2x 8.8cm AA Guns	
<b>TOTAL</b>	<b>103 points</b>

## 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](http://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 *D-Day: German Unit Cards* or the *D-Day: 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:

**Puma Scout Troop:** This light armoured vehicle packs one heck of a punch thanks to its 5cm cannon and is able to knock out Sherman and T-34 tanks from the front. Plus it can scout the way ahead for your army.



**Fallschirmjäger Infantry:** The Fallschirmjäger (Paratroopers) have been diving in to combat from the first days of the war, these highly trained and well equipped paratroopers truly deserve the nickname of Diving Eagles.



**Sd Kfz 250 Scout Troop:** Scouts lead the way for the rest of the army, finding the weak points so the armour can punch through. Sd Kfz 250 half-tracks get the job done.



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](http://WWW.FLAMESOFWAR.COM/LATEWAR)

and visiting the Official discussion group at [FACEBOOK.COM/GROUPS/FLAMESOFWARGAME](https://FACEBOOK.COM/GROUPS/FLAMESOFWARGAME)



# GERMAN

## STARTER FORCE



# START HERE



# GERMAN PANZER KAMPFGRUPPE

**PANZER IV TANK PLATOON**

MOTIVATION: **CONFIDENT 4+** (Threat Rank: Last Stand 3+)  
**CAREFUL 4+** (IS HIT ON)

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

SKILLS: **VETERAN 3+** (Special: Assault)

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
Panzer IV (7.5cm)	32"/80cm	2	1	11	3+	
Panzer IV (MGs)	16"/40cm	4	4	2	6	

**TIGER TANK PLATOON**

MOTIVATION: **CONFIDENT 4+** (Threat Rank: Last Stand 2+)  
**CAREFUL 4+** (IS HIT ON)

ARMOUR: FRONT 9, SIDE & REAR 8, TOP 2

SKILLS: **VETERAN 3+** (Special: Assault)

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
Tiger (8.8cm)	40"/100cm	2	1	14	3+	
Tiger (MGs)	16"/40cm	4	4	2	6	

**STUG ASSAULT GUN PLATOON**

MOTIVATION: **FEARLESS 3+** (Threat Rank: Last Stand 3+)  
**CAREFUL 4+** (IS HIT ON)

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

SKILLS: **VETERAN 3+** (Special: Assault)

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
StuG (7.5cm)	32"/80cm	2	1	11	3+	Forward Firing
StuH (10.5cm)	24"/60cm	1	1	10	2+	Brutal, Forward Firing, HEAT, Slow Firing, Smoke
StuG & StuH (MG)	16"/40cm	3	2	2	6	

**PANZERGRENADEIER PLATOON**

MOTIVATION: **CONFIDENT 4+** (Threat Rank: Last Stand 3+)  
**CAREFUL 4+** (IS HIT ON)

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

SKILLS: **VETERAN 3+** (Special: Assault)

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	16"/40cm	3	2	2	6	
Panzerfaust anti-tank	4"/10cm	1	1	12	5+	Limited 1, Slow Firing
Panzerschreck anti-tank	8"/20cm	1	1	11	5+	Assault 4+, Slow Firing

**SD Kfz 251 HALF-TRACK TRANSPORT**

MOTIVATION: **CONFIDENT 4+** (Threat Rank: Last Stand 6+)  
**CAREFUL 4+** (IS HIT ON)

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

SKILLS: **VETERAN 3+** (Special: Assault)

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

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Sd Kfz 251 (MGs)	16"/40cm	4	4	2	6	Self-defence AA
Sd Kfz 251 (3.7cm)	24"/60cm	2	1	6	4+	Forward Firing

**15cm NEBELWERFER BATTERY**

MOTIVATION: **CONFIDENT 4+** (Threat Rank: Last Stand 3+)  
**CAREFUL 4+** (IS HIT ON)

ARMOUR: FRONT 4, SIDE & REAR 4, TOP 4

SKILLS: **VETERAN 3+** (Special: Assault)

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
2"/5cm	2"/5cm	4"/10cm	6"/15cm	5+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
15cm Nebelwerfer	64"/160cm	2	4+		5+	Forward Firing, Greater Gun/Shell/Deployment

**8.8cm HEAVY AA PLATOON**

MOTIVATION: **CONFIDENT 4+** (Threat Rank: Last Stand 3+)  
**CAREFUL 4+** (IS HIT ON)

ARMOUR: FRONT 4, SIDE & REAR 4, TOP 4

SKILLS: **VETERAN 3+** (Special: Assault)

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

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
8.8cm AA gun	40"/100cm	2	1	14	3+	Self-defence AA

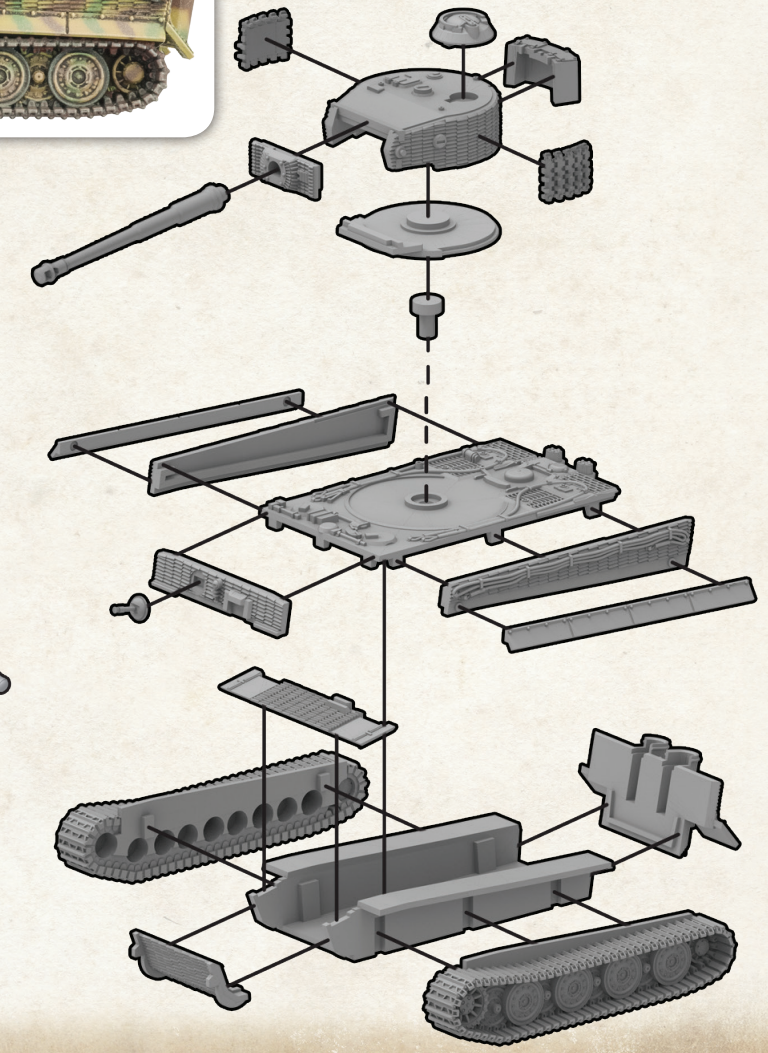
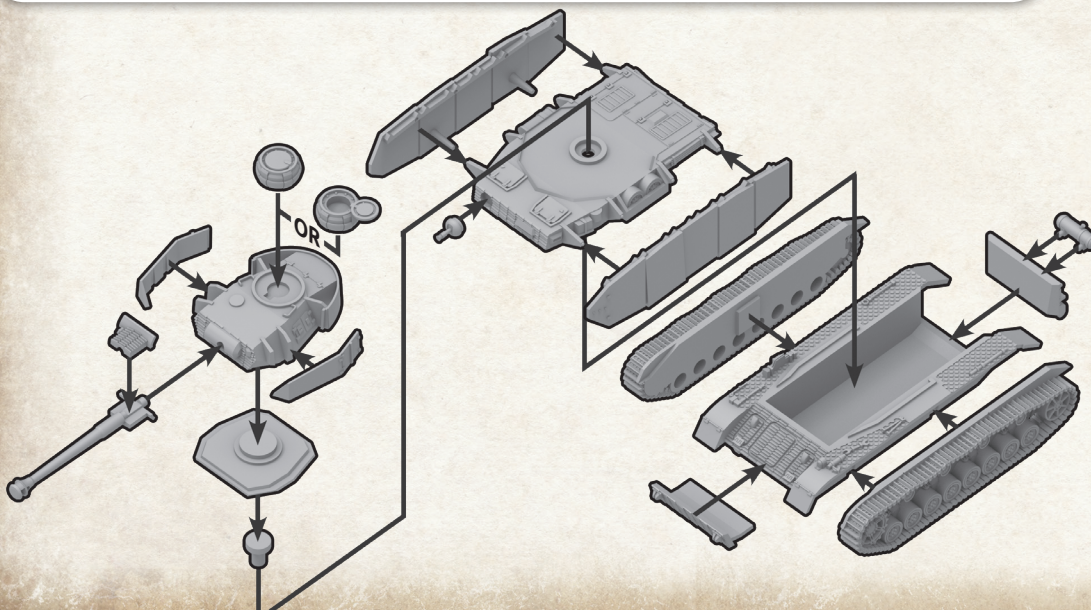
## TIGER (8.8CM) TANK

Tiger No other tank caused more angst among Allied soldiers, while also stiffening the spine of the Germans. Enemy infantry panicked at the words, and their tankers simply ran away.



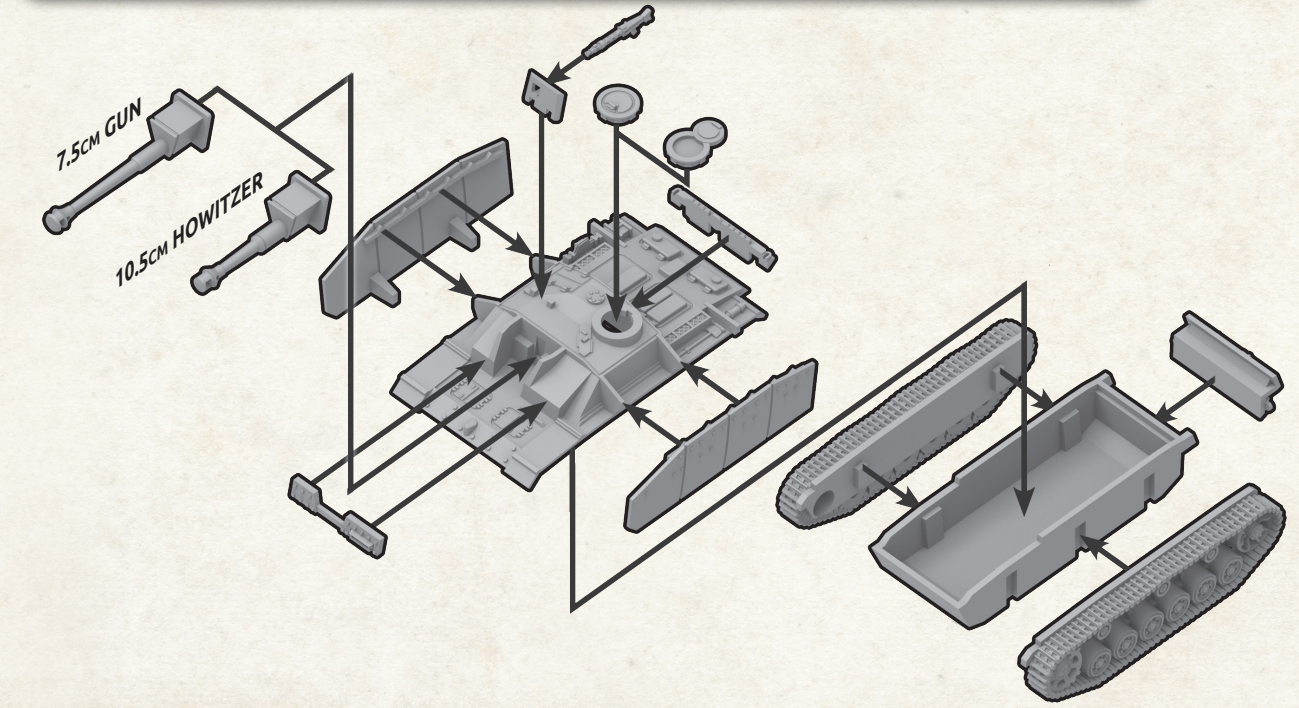
## PANZER IV (7.5CM) TANK

The Panzer IV has the distinction of having served throughout the course of the entire war. The long 7.5cm version served from the battles of Kursk through to the end of the war and was more than capable of taking on enemy Sherman and T-34 tanks.



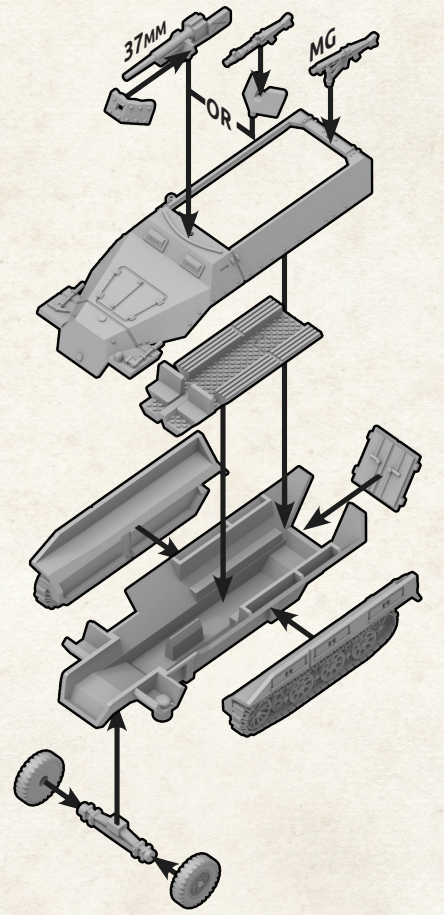
## STUG (7.5CM) ASSAULT GUN

StuG assault guns have a low profile allowing them to lurk in hiding and hit the enemy in deadly firepower. Like the Panzer IV, the late model of StuG assault guns are uparmoured and upgunned to deal with enemy medium tanks.



## PANZER GRENADEIER PLATOON

Panzergranadiers were able to support the tanks using armoured Sd Kfz 251 half-tracks. These allowed them to drive onto the battlefield and get in much closer to the action before dismounting.



## BASING YOUR TROOPS

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](http://www.FlamesOfWar.com/Latewar) for a more detailed guide.

### 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.



### Panzerschreck Team

Base these weapons on small base facing the long edge. These teams have the gunner and his weapon, and assistant gunner or loader.



### Infantry Teams

MG42 teams of a Panzergranadier Platoon combine a machine-gunner armed with an MG42 light machine-gun, with an NCO or rifleman, and two more riflemen armed with K98 rifles.



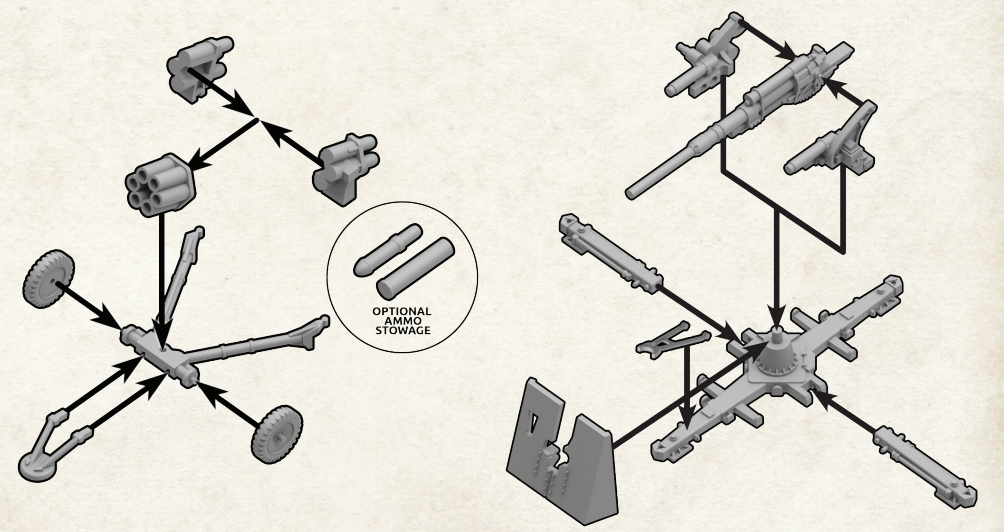
### 15cm Nebelwerfer Rocket Launchers

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



## 8.8CM AA GUNS

The Flak36 8.8cm gun, or more commonly called the 88, was originally developed as an anti-aircraft gun. The high rate-of-fire and powerful shell was deadly to all but the heaviest enemy armour.



GETTING STARTED

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