

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...

CRUSADER ARMoured SQUADRON

- Crusader Armoured Squadron HQ:**
1x Crusader II (2 pdr) 5 points
2x Crusader CS (3-inch) 5 points
- Crusader II & III Armoured Troop:**
1x Crusader II (2 pdr) 7 points
2x Crusader III (6 pdr) 7 points
- Grant Armoured Troop:**
3x Grant (37mm & 75mm) 18 points
- Valentine II & VIII Armoured Troop**
2x Valentine II (2 pdr) 13 points
1x Valentine VIII (6 pdr) 13 points
- Churchill III Armoured Troop**
3x Churchill III (6 pdr) 33 points
- 25 Pdr Field Troop:**
4x 25 pdr gun 14 points
- Daimler Armoured Car Troop:**
2x Daimler (2 pdr) 3 points
1x Dingo 93 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 to 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/NorthAfrica
- 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 *Armoured Fist* Unit Cards or the *North Africa* 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:

The TOG 2*: The TOG 2* was designed to counter the new style of German blitzkrieg style of armoured warfare, it carried a massive 17 pdr gun capable of destroying any tank.



17/25 Pdr Anti-tank Troop: The 17/25 pdr combined the trusty 25 pdr gun carriage with the powerful 17 pdr tank killing gun. Perfect for digging in and ambushing unsuspecting panzers.



Rifle Platoon: The tanks may get the glory but the stubborn British infantry are the best way to dig out enemy infantry, or hold on to 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* Mid War portal at WWW.FLAMESOFWAR.COM/NORTHAFRICA

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

FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

ARMoured FIST

BRITISH FORCES IN NORTH AFRICA 1942-43



START HERE

CRUSADER ARMOURED SQUADRON

CRUSADER
ARMOURED SQUADRON HQ

MOTIVATION: **CONFIDENT 4+**
Right Another Day
Last Stand 5+

SKILL: **TRAINED 4+**
Solo No Tactics 5+

IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: FRONT 3, SIDE & REAR 2, TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
14"/35cm	14"/35cm	20"/50cm	24"/60cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	ANTI-TANK POWER	NOTES
Crusader II (2 pdr)	24"/60cm	2	1	7	4+	No HE
Crusader CS (3-inch) or Direct Fire	32"/80cm	2	1	4	4+	Smoke Bombardment
Crusader II & CS (MG)	16"/40cm	2	1	5	3+	Smoke
Crusader II & CS (MG)	16"/40cm	3	3	2	6	

CRUSADER II & III
ARMOURED TROOP

MOTIVATION: **CONFIDENT 4+**
Right Another Day
Last Stand 5+

SKILL: **TRAINED 4+**
Solo No Tactics 5+

IS HIT ON: **AGGRESSIVE 3+**

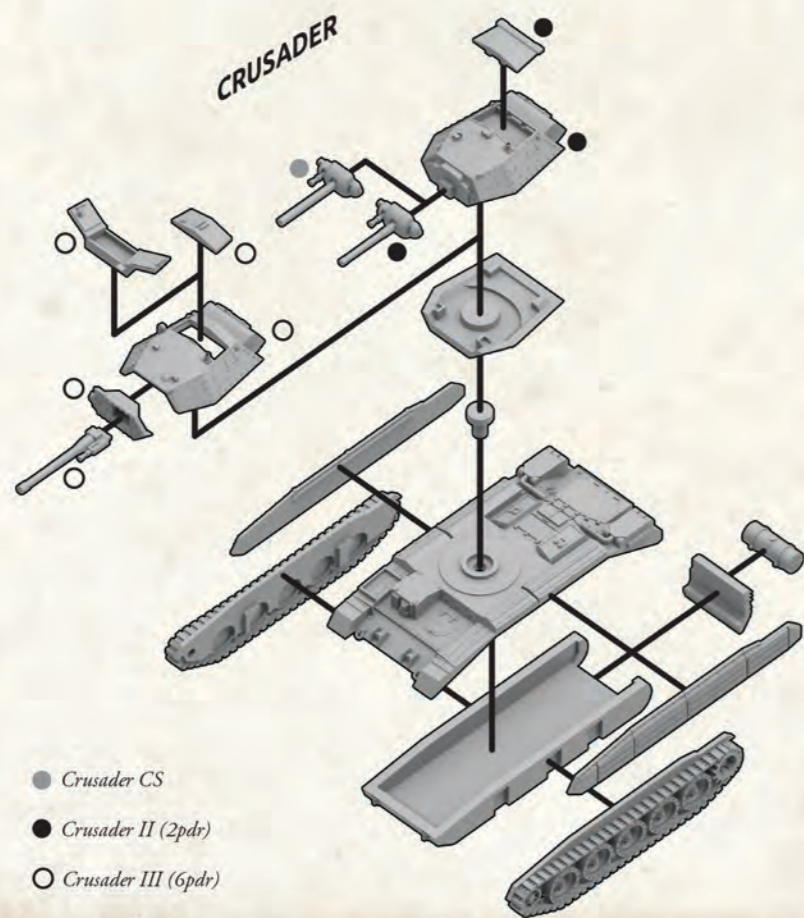
ARMOUR: FRONT 3, SIDE & REAR 2, TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
14"/35cm	14"/35cm	20"/50cm	24"/60cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	ANTI-TANK POWER	NOTES
Crusader II (2 pdr)	24"/60cm	2	1	7	4+	No HE
Crusader III (6 pdr)	28"/70cm	2	1	9	4+	No HE, Overworked
Crusader II & III (MG)	16"/40cm	3	3	2	6	

CRUSADER

Crusader squadrons embody the dash and daring of the British cavalry. Fast and manoeuvrable but not as heavily armoured as the enemy panzers, they use speed and cover to protect themselves. They excel at scouting enemy positions or protecting the flanks of the regiment while their heavy cousins, the Grants, engage the enemy head on.



- Crusader CS
- Crusader II (2pdr)
- Crusader III (6pdr)

GRANT

British armoured regiments were delighted to receive the new American-made M3 Grant tank, which gave them a tank with a gun as good as those on the German panzers, with armour to match. Rushed into service to meet the urgent need for a 75mm-armed tank. The main gun was mounted in a hull sponson because no American tank plants could cast a turret big enough for it.



GRANT
ARMOURED TROOP

MOTIVATION: **CONFIDENT 4+**
Right Another Day
Protected Ammo Remover 3+

SKILL: **TRAINED 4+**

IS HIT ON: **CAREFUL 4+**

ARMOUR: FRONT 5, SIDE & REAR 4, TOP 1

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

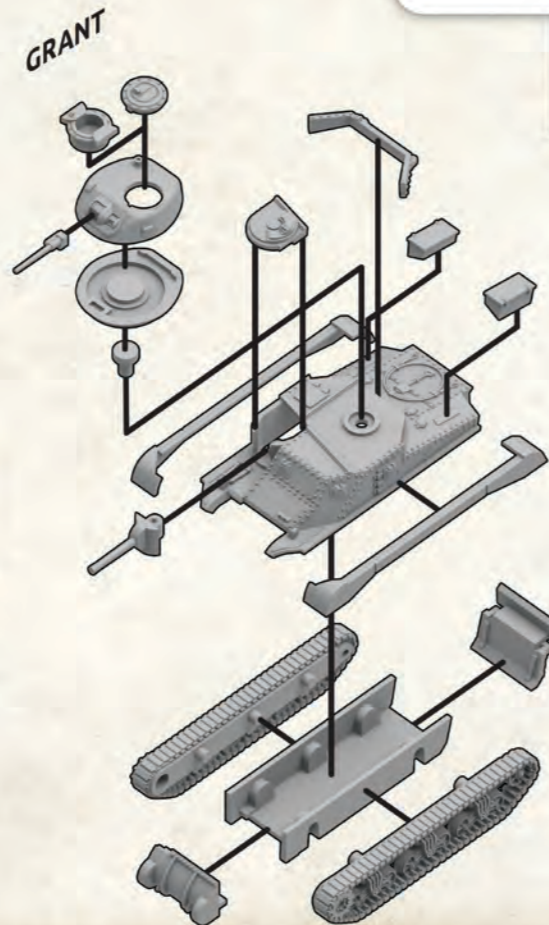
WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	ANTI-TANK POWER	NOTES
Grant Hull (75mm)	24"/60cm	2	1	9	3+	Forward Firing, Smoke
Grant Turret (37mm)	24"/60cm	2	1	7	4+	Secondary Weapon
Grant (MG)	16"/40cm	3	3	2	6	

VALENTINE

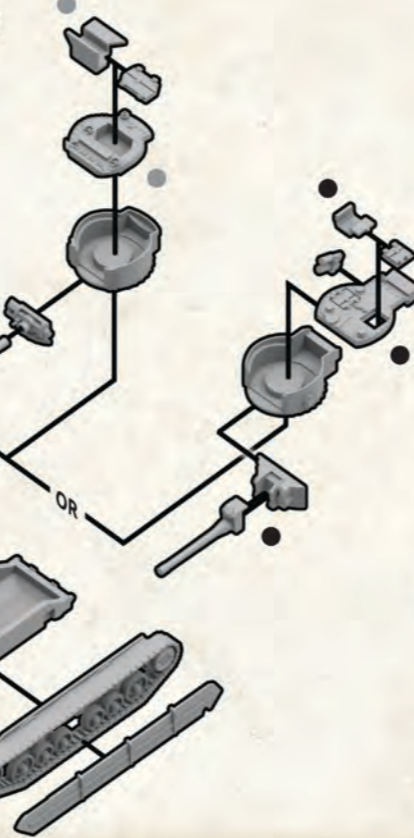
The Valentine was designed as a cheaper alternative to the old Matilda infantry tank. Weighing in at just 17 tonnes, it was faster and almost as heavily armoured, though it retained the same light 2 pdr gun. Its biggest improvement was its mechanical reliability. The Valentines of 23 Armoured Brigade crossed North Africa on their own tracks, fighting all the way.



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



- Valentine II
- Valentine VIII
- Optional



- Churchill III
- Churchill CS

VALENTINE II & VIII
ARMOURED TROOP

MOTIVATION: **CONFIDENT 4+**

SKILL: **TRAINED 4+**

IS HIT ON: **CAREFUL 4+**

ARMOUR: FRONT 6, SIDE & REAR 5, TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	10"/25cm	14"/35cm	16"/40cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	ANTI-TANK POWER	NOTES
Valentine II (2 pdr)	24"/60cm	2	1	7	4+	No HE, Overworked
Valentine II (MG)	16"/40cm	3	3	2	6	
Valentine VIII (6 pdr)	28"/70cm	2	1	10	4+	No HE, Overworked

CHURCHILL III
ARMOURED TROOP

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

SKILL: **TRAINED 4+**

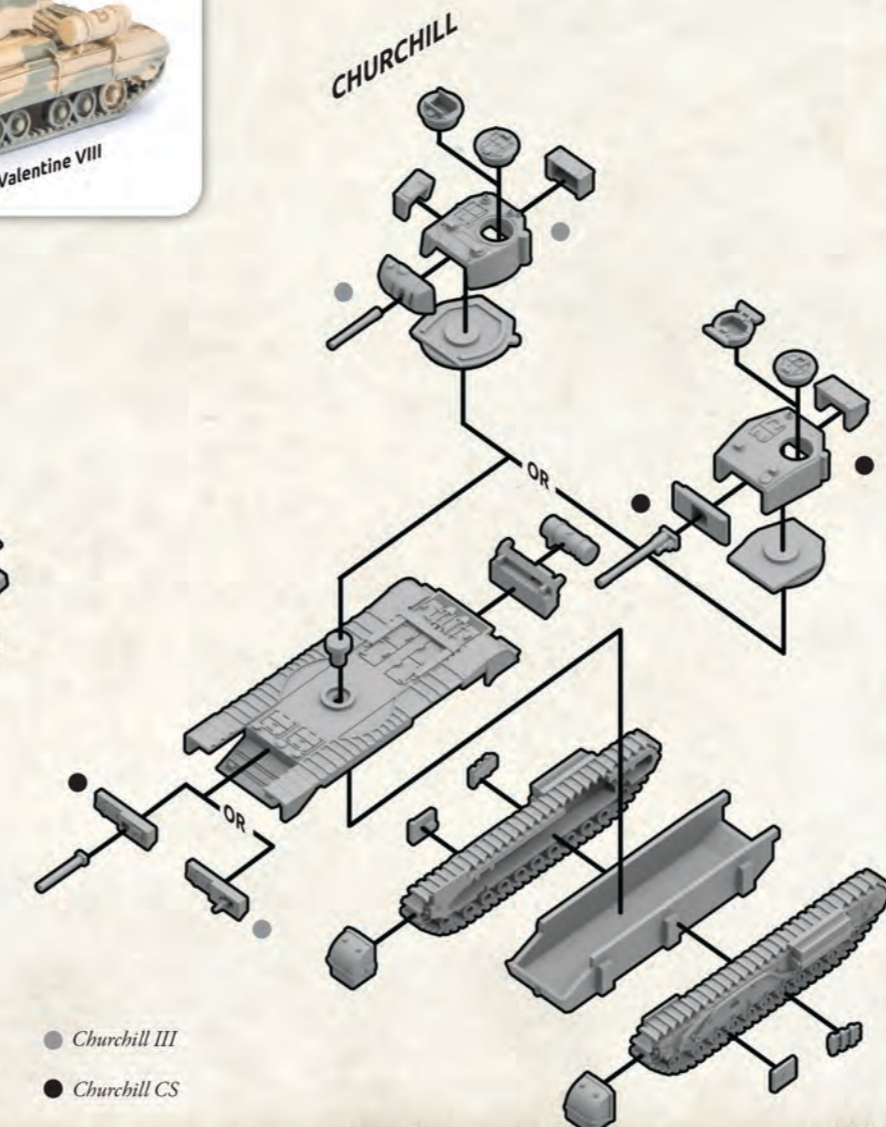
IS HIT ON: **CAREFUL 4+**

ARMOUR: FRONT 8, 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	ANTI-TANK POWER	NOTES
Churchill III (2 pdr)	28"/70cm	2	1	10	4+	
Churchill III (MGs)	16"/40cm	4	4	2	6	

CHURCHILL



CHURCHILL III

Designed to be protected against any anti-tank gun in existence, the Churchill proved nigh on unstoppable in battle, shrugging off hits from German anti-tank guns and climbing terrain the Germans thought impassable to tanks. Armed with a 6 pdr gun it was capable of knocking out all but the heaviest enemy panzers.



25 PDR FIELD TROOP

MOTIVATION: **FEARLESS 3+**
Solo Assault 4+

SKILL: **VETERAN 3+**

IS HIT ON: **CAREFUL 4+**

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

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

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	ANTI-TANK POWER	NOTES
25 pdr gun or Direct Fire	80"/200cm	2	1	9	3+	Smoke Bombardment
25 pdr gun or Direct Fire	24"/60cm	2	1	9	3+	Smoke

25 PDR GUN

The versatile Quick-Firing 25 pdr entered service just before the war began, and remains the main British field gun and howitzer throughout the desert war. Its main ammunition is an 11.5kg (25lb) 87.6mm high-explosive shell, with solid armour piercing rounds also available.



DAIMLER
ARMOURED CAR TROOP

MOTIVATION: **CONFIDENT 4+**
Solo Counterattack 6, Last Stand 5+

SKILL: **VETERAN 3+**

IS HIT ON: **CAREFUL 4+**

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

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	10"/25cm	14"/35cm	36"/90cm	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	ANTI-TANK POWER	NOTES
Daimler (2 pdr)	24"/60cm	2	1	7	4+	No HE, Overworked
Daimler & Dingo (MG)	16"/40cm	3	3	2	6	

DAIMLER

The Daimler armoured car was the latest model to be fielded by the British in the desert. Armed with the same 2 pdr anti-tank gun as the cruiser and infantry tanks, the Daimler was more than capable of dealing with enemy armoured cars.



DINGO

The little Dingo scout cars led the advance, poking their noses into potential trouble spots and ambushes, covered by the guns of the bigger armoured cars concealed and waiting behind. If the enemy took the bait, shooting at the Dingo, it would race back while the armoured cars tackled whatever it stirred up.

