

# 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...

### M14/41 TANK COMPANY

M14/41 Tank Company HQ:	2 points
1x M14/41 (47mm)	
M14/41 Tank Platoon:	9 points
4x M14/41 (47mm)	
Semovente SP Battery:	20 points
5x Semovente (75mm)	
47mm Anti-Tank Platoon:	8 points
4x 47mm Gun	
88mm Anti-Tank Battery:	24 points
4x 88mm Gun	
100mm Howitzer Battery:	12 points
4x 100 mm Howitzer	
<b>Total</b>	<b>75 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 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](http://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 *Avanti* 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:

### Semovente 90 Battery:

The Semovente 90 Battery combines a powerful tank killing gun with an armoured and mobile chassis. Enemy tanks cannot hide from this hunter.



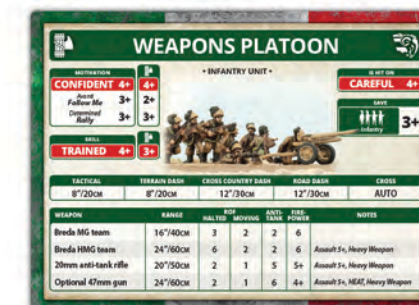
### AB41 Armoured Car Platoon:

Armoured Cars are perfect addition to an army, helping friendly units to move into good positions before the game starts thanks to their Spearhead move.



### Bersaglieri Weapons Platoon:

The Bersaglieri are some of the best Italian infantry and their Weapons Platoon is a great defensive option with a mix of weapons suitable for any occasion.



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

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

# FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

# AVANTI

ITALIAN FORCES IN NORTH AFRICA 1942-43



# START HERE

GETTING STARTED



# M14/41 TANK COMPANY

### M14/41 TANK COMPANY HQ

**MOTIVATION**  
**CONFIDENT** 4+  
*Follow Me* 3+  
*Disoriented & Protected* 2+  
*Remount* 2+  
**TRAINED** 4+  
*Mounted* 5+  
*Tactics* 4+

**IS HIT ON**  
**CAREFUL** 4+

**ARMOUR**  
 FRONT 3  
 SIDE & REAR 2  
 TOP 1

TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
12"/30cm	16"/40cm	18"/45cm	4+

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M14/41 (47mm)	24"/60cm	2	1	6	4+	HEAT	
M14/41 (MG)	16"/40cm	6	6	2	6	Self-defence AA	

### SEMOVENTE SP BATTERY

**MOTIVATION**  
**FEARLESS** 3+  
*Spot* 3+  
*Counterattack* 5+  
*Determined & Protected* 2+  
*Remount* 2+  
**TRAINED** 4+  
*Spot* 5+  
*Assault* 5+  
*Squad Tactics* 5+  
*Tactics* 5+

**IS HIT ON**  
**CAREFUL** 4+

**ARMOUR**  
 FRONT 4  
 SIDE & REAR 2  
 TOP 1

TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
12"/30cm	16"/40cm	18"/45cm	4+

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Semovente (75mm)	60"/150cm	ARTILLERY	2	4+	4+	Forward Firing	
or Direct Fire	20"/50cm	2	1	8	3+	Forward Firing, HEAT	
Semovente (MG)	16"/40cm	3	3	2	6	Self-defence AA	

### 88MM ANTI-TANK BATTERY

**MOTIVATION**  
**FEARLESS** 3+  
*Spot* 3+  
*Assault* 5+  
**TRAINED** 4+  
*Spot* 5+  
*Assault* 5+

**IS HIT ON**  
**CAREFUL** 4+

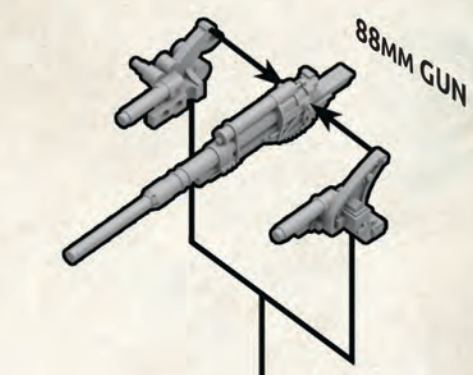
**ARMOUR**  
 FRONT 4  
 SIDE & REAR 2  
 TOP 1

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

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
88mm AT gun	40"/100cm	2	1	14	3+	Self-defence AA	

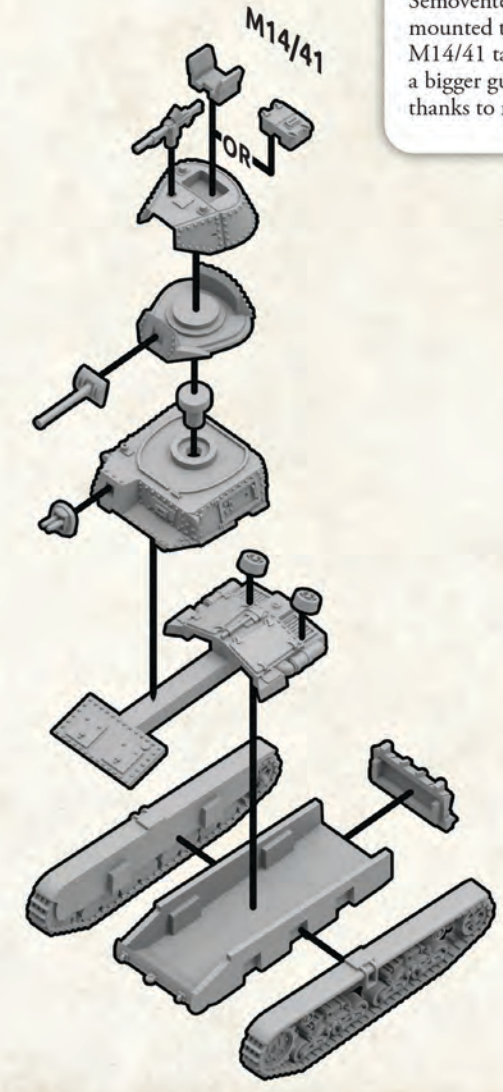
### 88MM GUN

The 88mm anti-aircraft gun is accurate out to a range of several kilometres, giving it the ability to knock out tanks beyond the range at which they can reply, and fires high-velocity 88mm armour piercing rounds can penetrate any tank in service.


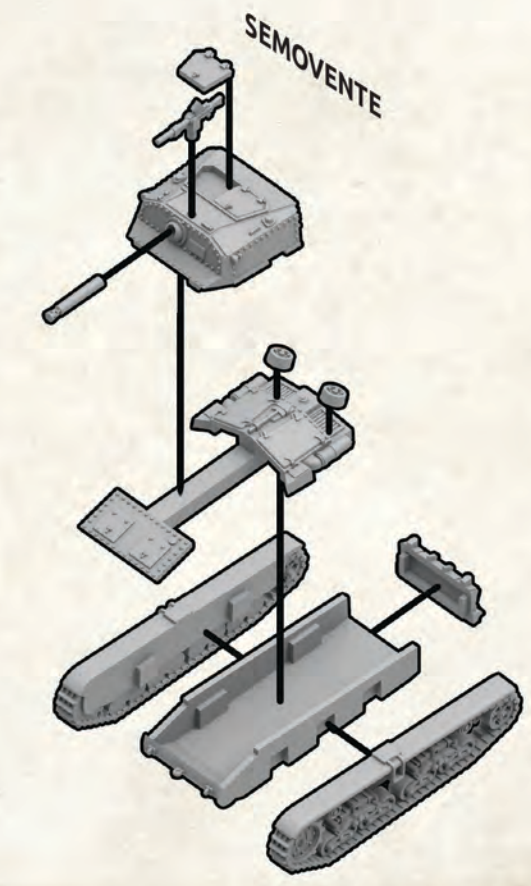
### M14/41

The reliable M14/41 medium tank was the core of the Italian armoured corps for the Battles of Gazala, AlamEl Halfa, and El Alamein in 1942. It is an excellent weapon against enemy infantry carrying plenty of machine-guns to keep the enemy pinned down while it moves into position, and an effective high explosive round for engaging anti-tank guns.

### SEMOVENTE

Italy was quick to follow Germany's lead in creating assault guns mounting large guns in turretless self-propelled mountings. The first of these, the Semovente (semovente meaning self-propelled), mounted the 75mm howitzer on the chassis of the M14/41 tank. Not only did the Semovente mount a bigger gun, it was also more heavily armoured, thanks to no longer needing a turret.

### 100MM HOWITZER BATTERY

**MOTIVATION**  
**FEARLESS** 3+  
*Spot* 3+  
*Assault* 5+  
**TRAINED** 4+  
*Spot* 5+  
*Assault* 5+

**IS HIT ON**  
**CAREFUL** 4+


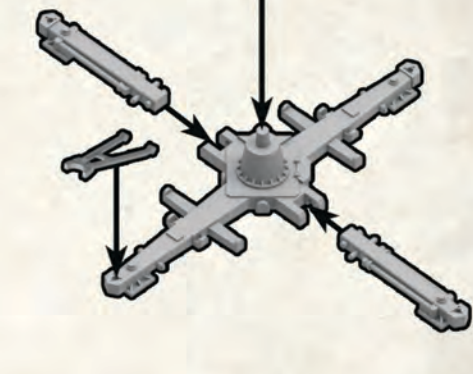
**ARMOUR**  
 FRONT 4  
 SIDE & REAR 2  
 TOP 1

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

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
100mm howitzer	72"/180cm	ARTILLERY	3	3+	3+	Forward Firing, Smoke Bombardment	
or Direct Fire	16"/40cm	1	1	9	2+	Steady, Forward Firing, Slow Firing, Smoke	

### 100MM HOWITZER

The 100mm howitzer has the range to drop an artillery bombardment wherever needed on the battlefield and its 13.8kg (30.4 lb) shell can deliver enough explosive to dig infantry and guns out of their fortifications or destroy any tanks that come too close.

### 47MM ANTI-TANK PLATOON

**MOTIVATION**  
**CONFIDENT** 4+  
*Follow Me* 3+  
*Disoriented* 3+  
*Rally* 3+  
**TRAINED** 4+  
*Heavy Weapon* 5+  
*Assault* 5+

**IS HIT ON**  
**CAREFUL** 4+


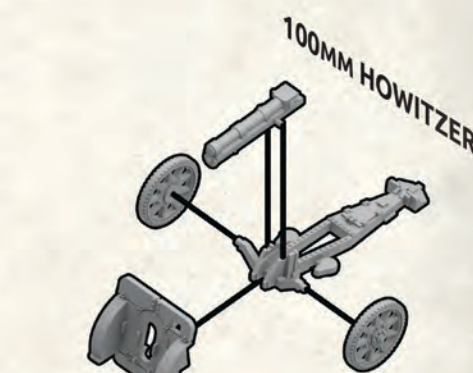
**ARMOUR**  
 FRONT 3  
 SIDE & REAR 2  
 TOP 1

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

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
47mm gun	24"/60cm	2	1	6	4+	HEAT	

### 47MM GUN

The light 47/32 gun is small and mobile, allowing it to accompany infantry on the attack or be easily hidden in defence. It is effective against enemy machine-guns and light tanks, knocking out these threats to the infantry it protects.

FOR STEP-BY-STEP ASSEMBLY GUIDES GO TO [WWW.FLAMESOFWAR.COM/NORTHAFRICA](http://WWW.FLAMESOFWAR.COM/NORTHAFRICA)