

# 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...

## SOVIET TANK SHOCK GROUP

- T-34 Tank Battalion HQ: 3 points
- 1x T-34 (76mm) Tanks: 5 points
- T-34 Tank Company: 15 points
- 5x T-34 (76mm) Tanks: 5 points
- KV-1s Guards Heavy Tank Company: 12 points
- 3x KV-1s (76mm) Tanks: 23 points
- SU-85 Tank-Killer Battery: 8 points
- 4x SU-85 Self-Propelled Guns: 66 points
- Katyusha Guards Rocket Battery: 8 points
- 4x Katyusha Rocket Launchers

## 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 *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.

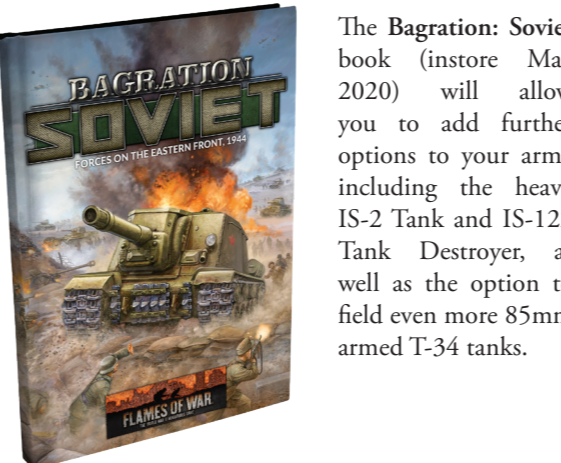


It's easy to expand your army, as all box sets come with complete units and unit cards, to start expanding your force we would suggest adding:

**Lend-lease Tanks:** Many American and British designed tanks were given to the Soviets to stop the German hordes. Valentine tanks are an excellent choice to support your force with the good gun and excellent armour.

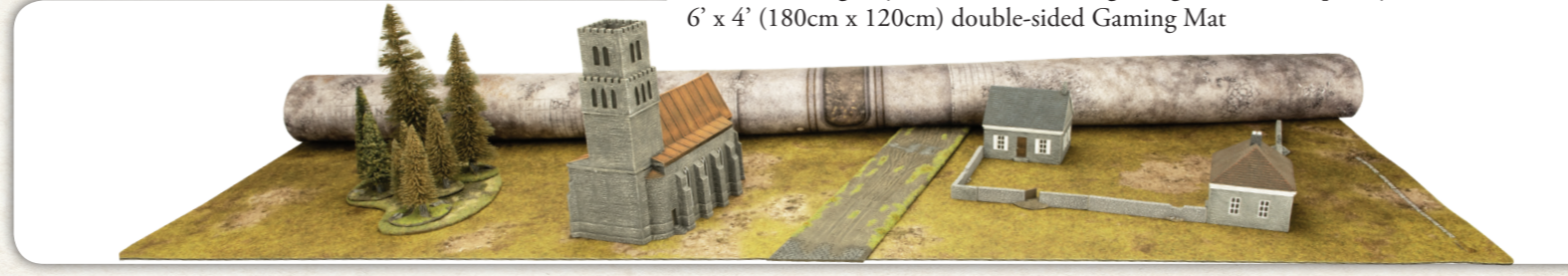


**T-34 Tanks:** One of the best tanks of the war, the T-34 is versatile and can be upgraded in late war to use the excellent 85mm gun. You can never have too many.



The **Bagration: Soviet** book (instore May 2020) will allow you to add further options to your army including the heavy IS-2 Tank and IS-122 Tank Destroyer, as well as the option to field even more 85mm armed T-34 tanks.

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)



# SOVIET STARTER FORCE



# START HERE

GETTING STARTED



# SOVIET TANK SHOCK GROUP

**T-34**  
HERO TANK COMPANY  
• TANK UNIT •

MOTIVATION: **CONFIDENT 4+** (Heavy Gun Counterattack)  
SKILL: **TRAINED 4+** (Cruel Tactics)  
IS HIT ON: **AGGRESSIVE 3+**

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

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
12"/30cm	16"/40cm	24"/60cm	28"/70cm	2+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
T-34 (76mm)	24"/60cm	2	1	9	3+	Overworked
T-34 (85mm)	28"/70cm	2	1	12	3+	
T-34 (MGs)	16"/40cm	4	4	2	6	



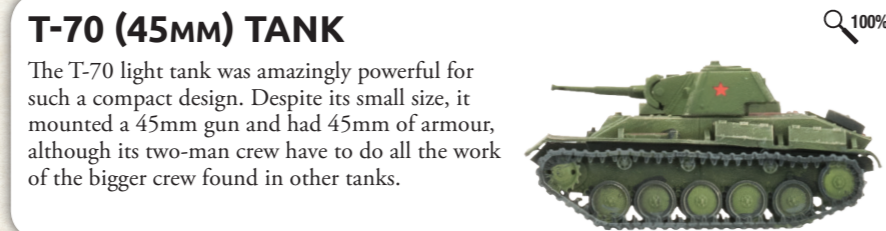
**T-70**  
HERO TANK COMPANY  
• TANK UNIT •

MOTIVATION: **CONFIDENT 4+** (Cruel Tactics)  
SKILL: **TRAINED 4+** (Cruel Tactics)  
IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: FRONT 4, SIDE & REAR 2, 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	FIRE POWER	NOTES
T-70 (45mm)	20"/50cm	1	1	7	4+	Overworked
T-70 (MG)	16"/40cm	3	3	2	6	



**SU-85**  
TANK-KILLER BATTERY  
• TANK UNIT •

MOTIVATION: **FEARLESS 3+** (Heavy Gun Counterattack)  
SKILL: **VETERAN 3+** (Cruel Assault)  
IS HIT ON: **CAREFUL 4+**

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

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	16"/40cm	24"/60cm	28"/70cm	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
SU-85 (85mm)	28"/70cm	2	1	12	3+	Forward Firing



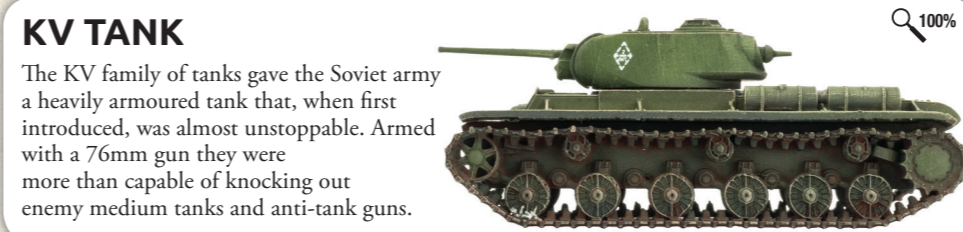
**KV-1S**  
GUARDS HEAVY TANK COMPANY  
• TANK UNIT •

MOTIVATION: **CONFIDENT 4+** (Heavy Gun Counterattack)  
SKILL: **TRAINED 4+** (Cruel Tactics)  
IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: FRONT 7, SIDE & REAR 6, TOP 2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	2+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
KV-1s (76mm)	24"/60cm	2	1	9	3+	
KV-1s (MGs)	16"/40cm	4	4	2	6	



**KV-1**  
GUARDS HEAVY TANK COMPANY  
• TANK UNIT •

MOTIVATION: **CONFIDENT 4+** (Heavy Gun Counterattack)  
SKILL: **TRAINED 4+** (Cruel Tactics)  
IS HIT ON: **AGGRESSIVE 3+**

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

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	14"/35cm	14"/35cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
KV-1 (76mm)	24"/60cm	2	1	9	3+	Overworked
KV-1 (MGs)	16"/40cm	4	4	2	6	



**KV-8**  
FLAME-TANK COMPANY  
• TANK UNIT •

MOTIVATION: **CONFIDENT 4+** (Heavy Gun Counterattack)  
SKILL: **TRAINED 4+** (Cruel Tactics)  
IS HIT ON: **RECKLESS 2+**

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

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	14"/35cm	14"/35cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
KV-8 (76mm)	20"/50cm	2	1	7	4+	Overworked
KV-8 (MGs)	16"/40cm	3	3	2	6	Forward Firing

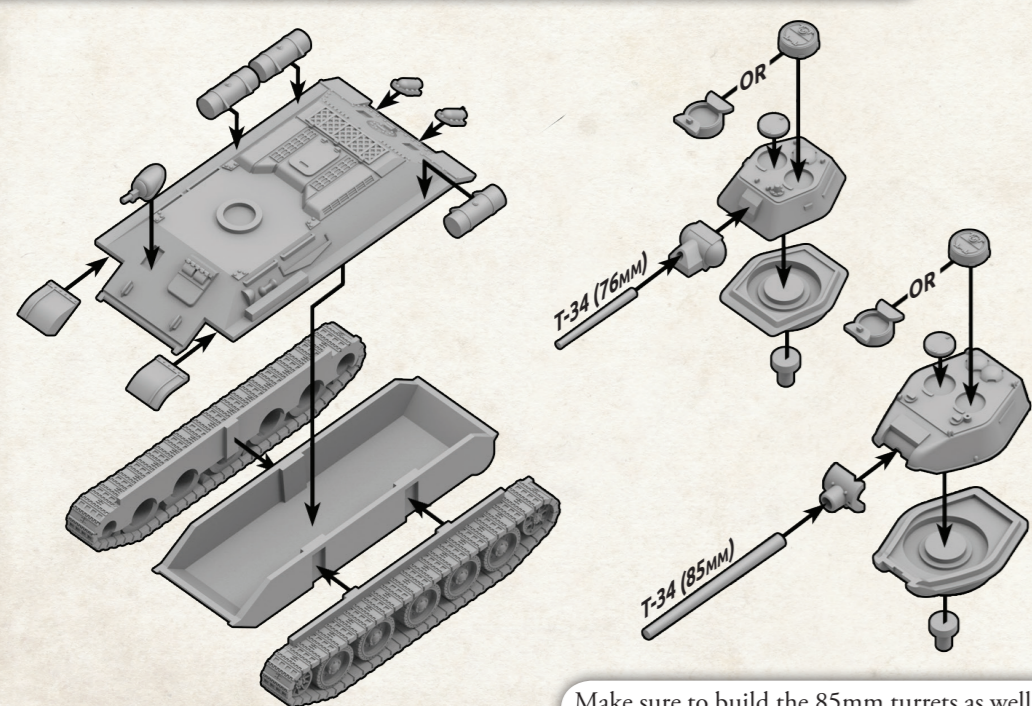
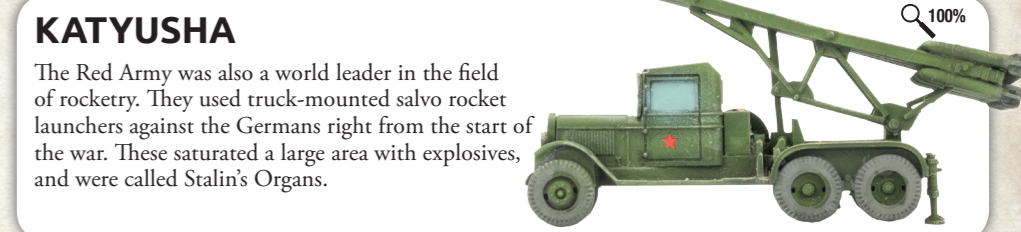
**KATYUSHA**  
GUARDS ROCKET BATTERY  
• UNARMoured TANK UNIT •

MOTIVATION: **FEARLESS 3+** (Heavy Gun Counterattack)  
SKILL: **TRAINED 4+** (Cruel Tactics)  
IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: FRONT 5

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	10"/25cm	28"/70cm	5+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
BM-13-16 rocket launcher	64"/160cm	SALVO	2	4+	4+	Forward Firing



Make sure to build the 85mm turrets as well so you can swap between versions in later books.

