

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...

DAK PANZER COMPANY

Panzer III Tank Company HQ: 1x Panzer III (short 5cm)	5 points
Panzer III Tank Platoon: 1x Panzer III (short 5cm) 2x Panzer III (long 5cm)	19 points
Panzer III Tank Platoon: 3x Panzer III (uparmoured)	24 points
Panzer IV Tank Platoon: 2x Panzer IV (short 7.5cm) 2x Panzer IV (long 7.5cm)	32 points
5cm Tank-hunter Platoon: 3x 5cm guns	12 points
8.8cm Heavy AA Platoon: 2x 8.8cm AA gun	12 points
10.5cm Artillery Battery: 4x 10.5cm howitzer	14 points
	118 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 *Afrika Korps* 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:

Tiger Heavy Tank Platoon: The German Tiger was the tank that every Allied soldier feared and with good reason. Heavy armour and a powerful gun meant it dominated the battlefield.



Marder (7.62cm) Tank-Hunter Troop: These mobile tank hunters are capable of knocking out any enemy armour and are capable of moving around the table to counter enemy thrusts.



Sd Kfz 221 & 222 Light Scout Troop: Recon units are invaluable at finding enemy troops and can assist your anti-tank units to find a good ambush site thanks to their spearhead rule.



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

afrika korps

GERMAN FORCES IN THE DESERT 1942-43



START HERE

DAK PANZER COMPANY

PANZER III

TANK COMPANY HQ

MOTIVATION
CONFIDENT 4+
 Third Rank
 Last Stand 3+
 Protected Ammo
 Remount 3+

IS HIT ON
CAREFUL 4+

ARMOUR
 FRONT 5
 SIDE & REAR 3
 TOP 1

SKILL
VETERAN 3+

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

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-TANK POWER	NOTES
Panzer III (7.5cm)	24"/60cm	2	1	9	3+	HEAT	
Panzer III (short 5cm)	24"/60cm	2	1	8	4+		
Panzer III (long 5cm)	28"/70cm	2	1	9	4+		
Panzer III (MGs)	16"/40cm	4	4	2	6		

PANZER III

TANK PLATOON

MOTIVATION
CONFIDENT 4+
 Third Rank
 Last Stand 3+
 Protected Ammo
 Remount 3+

IS HIT ON
CAREFUL 4+

ARMOUR
 FRONT 5
 SIDE & REAR 3
 TOP 1

SKILL
VETERAN 3+

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

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-TANK POWER	NOTES
Panzer III (7.5cm)	24"/60cm	2	1	9	3+	HEAT	
Panzer III (short 5cm)	24"/60cm	2	1	8	4+		
Panzer III (long 5cm)	28"/70cm	2	1	9	4+		
Panzer III (MGs)	16"/40cm	4	4	2	6		

PANZER III (UPARMOURED)

TANK PLATOON

MOTIVATION
CONFIDENT 4+
 Third Rank
 Last Stand 3+
 Protected Ammo
 Remount 3+

IS HIT ON
CAREFUL 4+

ARMOUR
 FRONT 6
 SIDE & REAR 3
 TOP 1

SKILL
VETERAN 3+

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

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-TANK POWER	NOTES
Panzer III (long 5cm)	28"/70cm	2	1	9	4+		
Panzer III (MGs)	16"/40cm	4	4	2	6		

PANZER IV

TANK PLATOON

MOTIVATION
CONFIDENT 4+
 Third Rank
 Last Stand 3+
 Protected Ammo
 Remount 3+

IS HIT ON
CAREFUL 4+

ARMOUR
 FRONT 5
 SIDE & REAR 3
 TOP 1

SKILL
VETERAN 3+

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

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-TANK POWER	NOTES
Panzer IV (short 7.5cm)	48"/120cm	ARTILLERY	2	4+			
Panzer IV (long 7.5cm)	32"/80cm	2	1	10	3+		Smoke
Panzer IV (MGs)	16"/40cm	4	4	2	6		

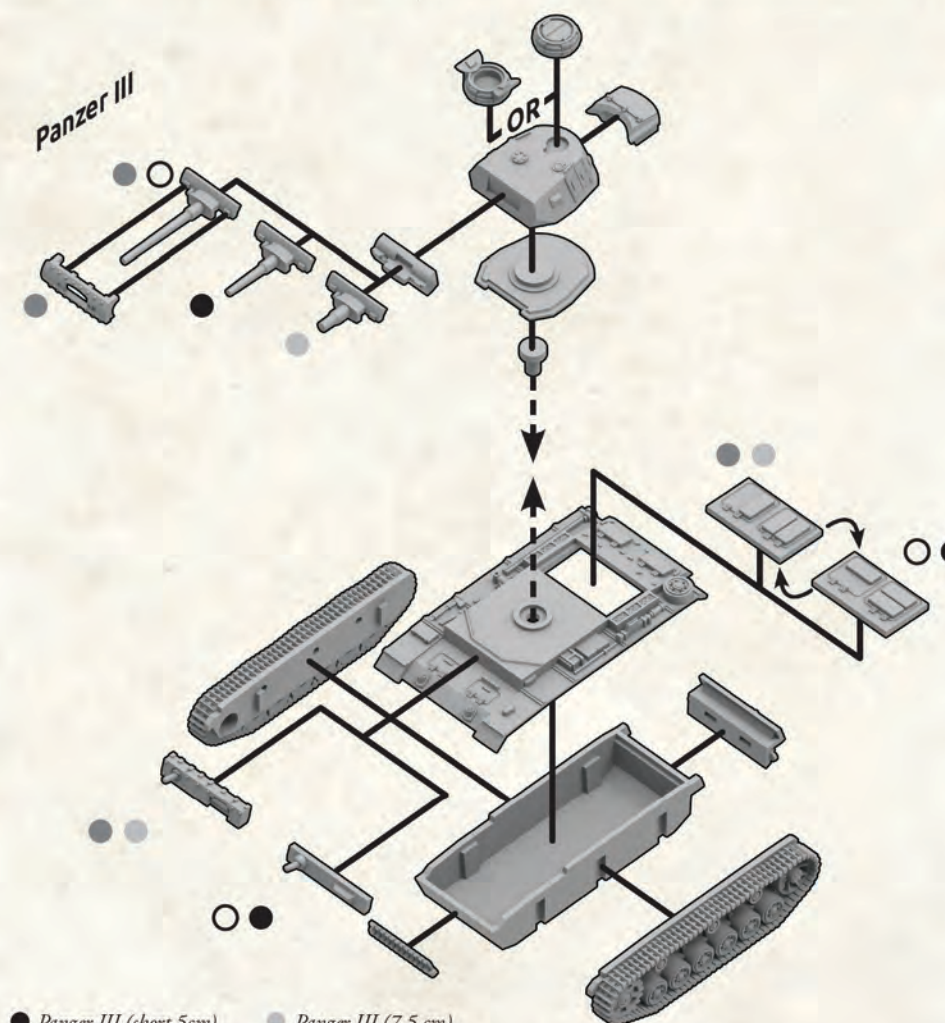
PANZER IV

The Panzer IV equips one company in each tank battalion. Its role is to provide heavy fire support for the lighter Panzer III tanks of the other companies. Initially the companies had two platoons of short-barrelled Panzer IV tanks as artillery support. As the battles of North Africa progressed, long-barrelled versions arrived, replacing the artillery support role with a heavy anti-tank capability.

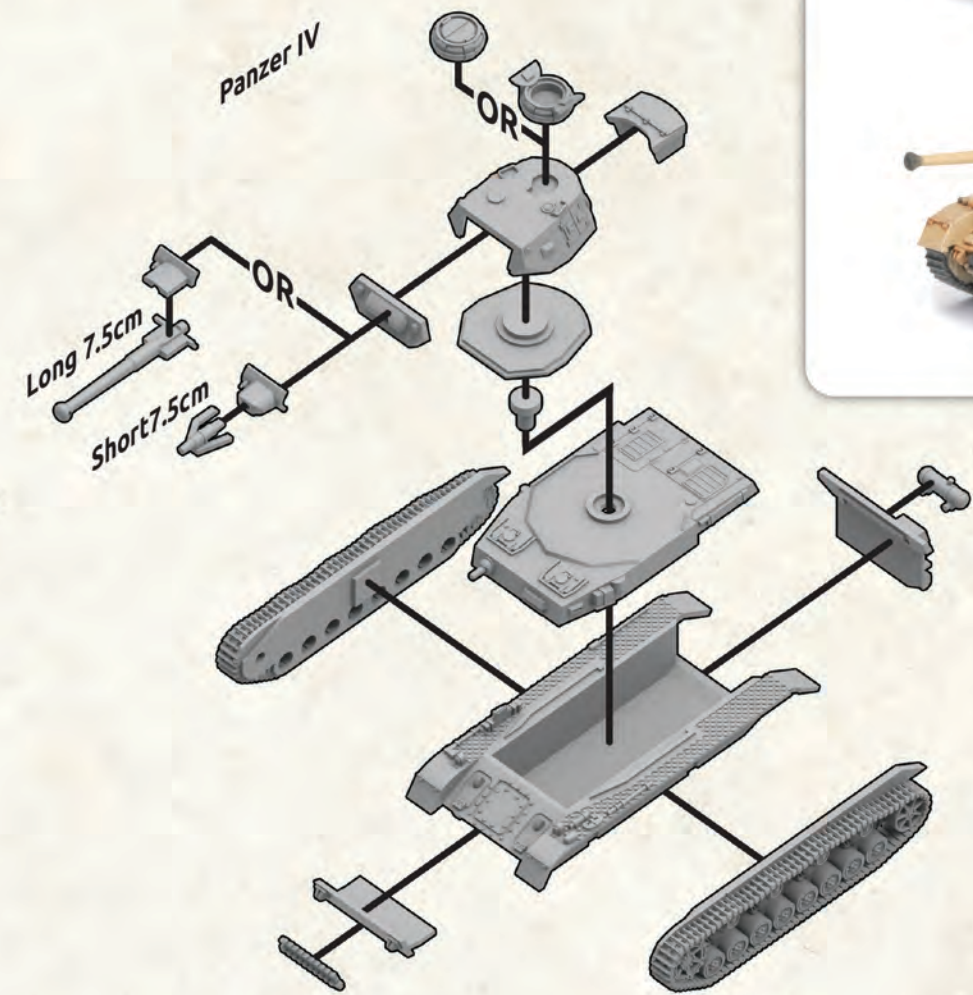


PANZER III

The Panzer III is Germany's standard tank, making up over two-thirds of their tank strength. It has good mobility, is well armoured, and is armed with an effective 5cm (2-inch) gun. Manned by veteran crews that are confident in their abilities and Germany's eventual victory, they are capable of defeating just about any tank in the world.



- Panzer III (short 5cm)
- Panzer III (7.5 cm)
- Panzer III (long 5cm)
- Panzer III (Up-armoured)



8.8CM HEAVY AA PLATOON

MOTIVATION
CONFIDENT 4+
 Third Rank
 Last Stand 3+

IS HIT ON
CAREFUL 4+

ARMOUR
 FRONT 4+

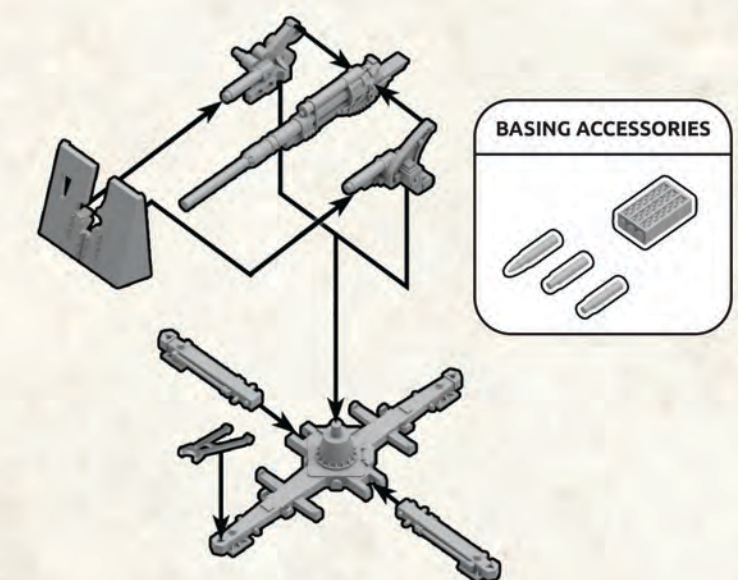
SKILL
VETERAN 3+
 Gun Assault 4+

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

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

8.8CM AA GUN

The German Army appreciated the heavy 8.8cm FlaK36 anti-aircraft gun as an anti-tank gun. It's ability to knock out any tank at long range was far more interesting to front-line soldiers than its ability to protect their supply lines from Allied bombing raids. These units were so effective that Allied tank crews soon started referring to any effective anti-tank gun as an '88'.



5CM TANK-HUNTER PLATOON

MOTIVATION
CONFIDENT 4+
 Third Rank
 Last Stand 3+

IS HIT ON
CAREFUL 4+

ARMOUR
 FRONT 3+

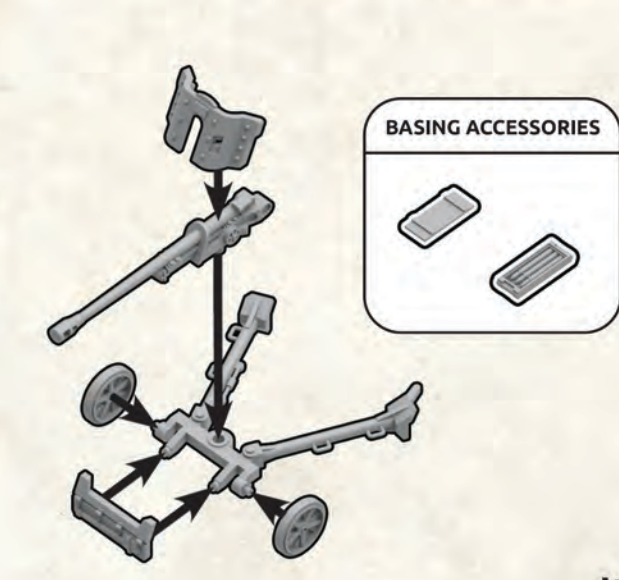
SKILL
VETERAN 3+
 Gun Assault 4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10cm	4"/10cm	6"/15cm	8"/20cm	3+

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-TANK POWER	NOTES
5cm gun	28"/70cm	2	1	9	4+	Forward Firing	

5CM GUN

The 5cm PaK38 anti-tank gun was an excellent weapon with its high rate of fire and its low profile. These guns, when deployed in an ambush or concealing terrain, were capable of devastating enemy tank formations whilst being very difficult to eliminate.



10.5CM ARTILLERY BATTERY

MOTIVATION
CONFIDENT 4+
 Third Rank
 Last Stand 3+

IS HIT ON
CAREFUL 4+

ARMOUR
 FRONT 4+

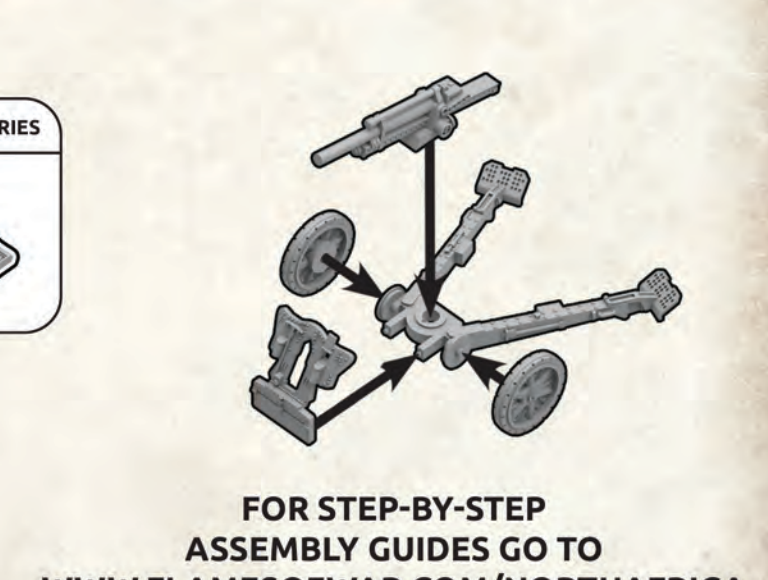
SKILL
VETERAN 3+
 Gun Assault 4+

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

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-TANK POWER	NOTES
10.5cm leFH18 howitzer or Direct Fire	72"/180cm or 24"/60cm	ARTILLERY	3	3+			Forward Firing Smoke Bombardment Shield Forward Firing Slow Firing Smoke

10.5CM HOWITZER

The 10.5cm leFH18 light field howitzer is the standard German artillery piece, supporting their attacks and helping drive off enemy counterattacks. Firing a heavier shell than the British 25 pdr gun, it is correspondingly more effective, although less versatile in the anti-tank role.



GETTING STARTED

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