

# ARMIES OF LATE-WAR

FORCES FROM 1944-45



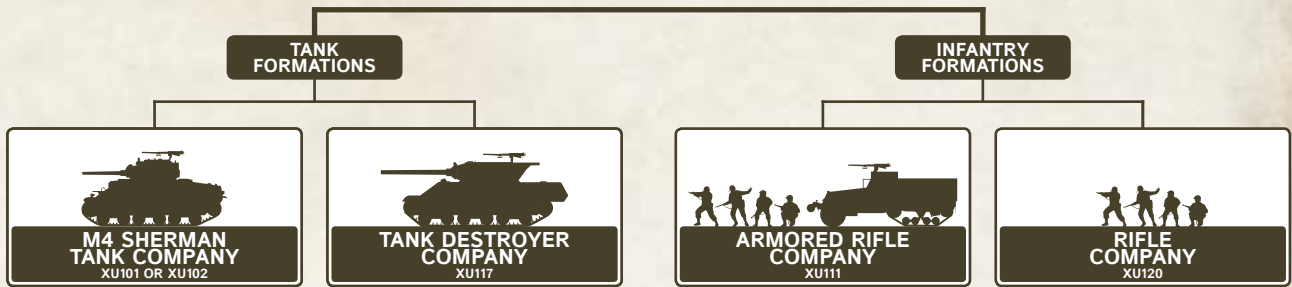
**FLAMES OF WAR**  
THE WORLD WAR II MINIATURES GAME

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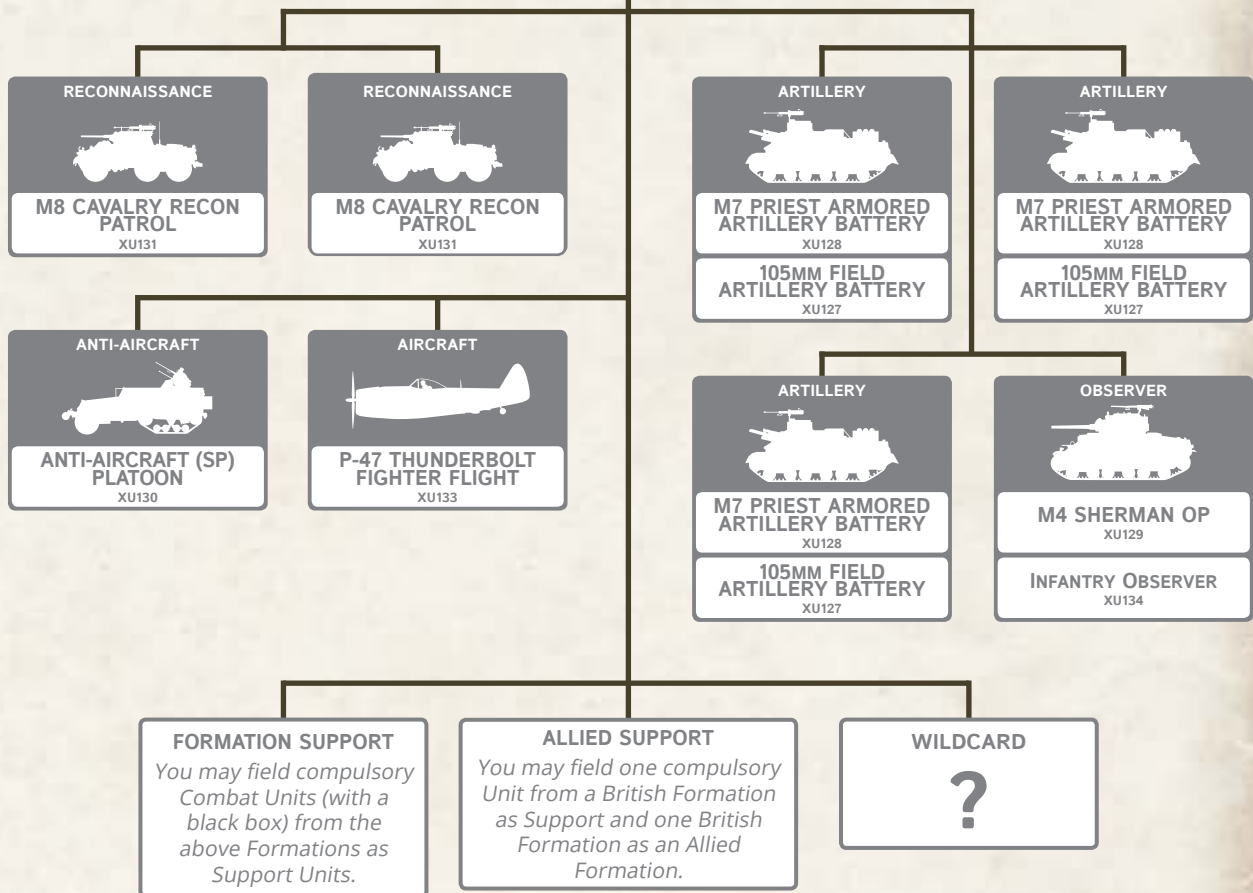
# US FORCE

Your Force must contain at least one Formation, and may contain as many Formations as you like.



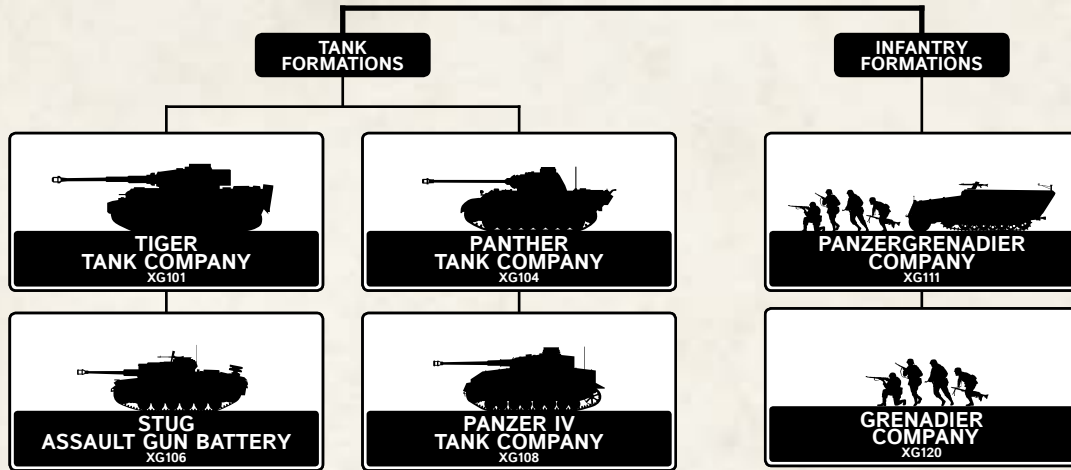
## US SUPPORT UNITS

You may field one Support Unit from each box.



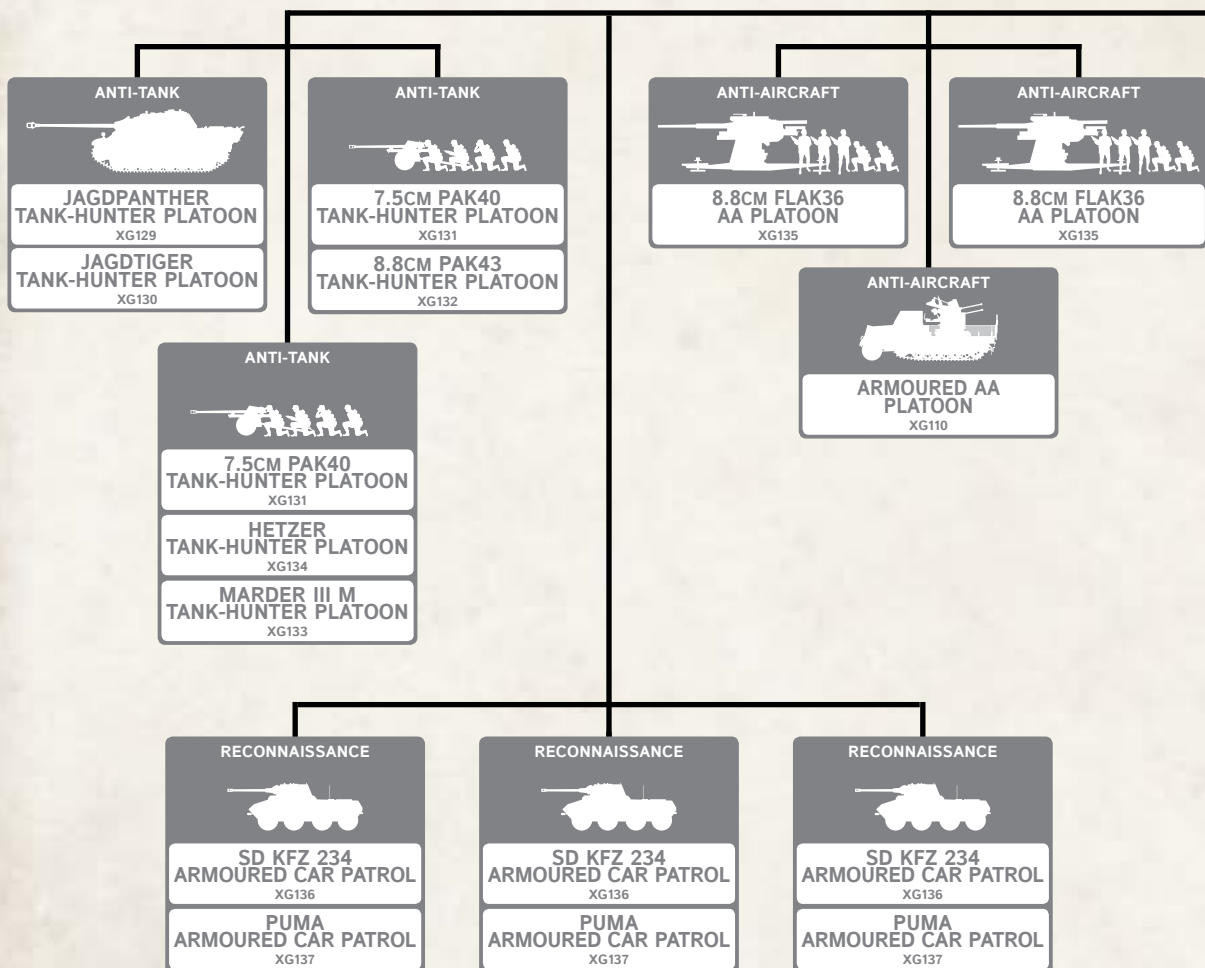
# GERMAN FORCE

Your Force must contain at least one Formation, and may contain as many Formations as you like.



## GERMAN SUPPORT UNITS

You may field one Support Unit from each box.



GERMAN FORCE



## GERMAN SPECIAL RULES

The following special rules are characteristic of German forces, reflecting their own style of equipment, tactics, and approach to battle. Special rules that apply to a variety of nations can be found on page 118.

### SCHÜRZEN

A Tank Team with Schürzen increases their Side armour to 5 against weapons with Firepower 5+ or 6.

### STORMTROOPERS

A German Unit may attempt a second Movement Order after succeeding in its first Movement Order. The second Movement Order must be different from the first.

### MOUNTED ASSAULT

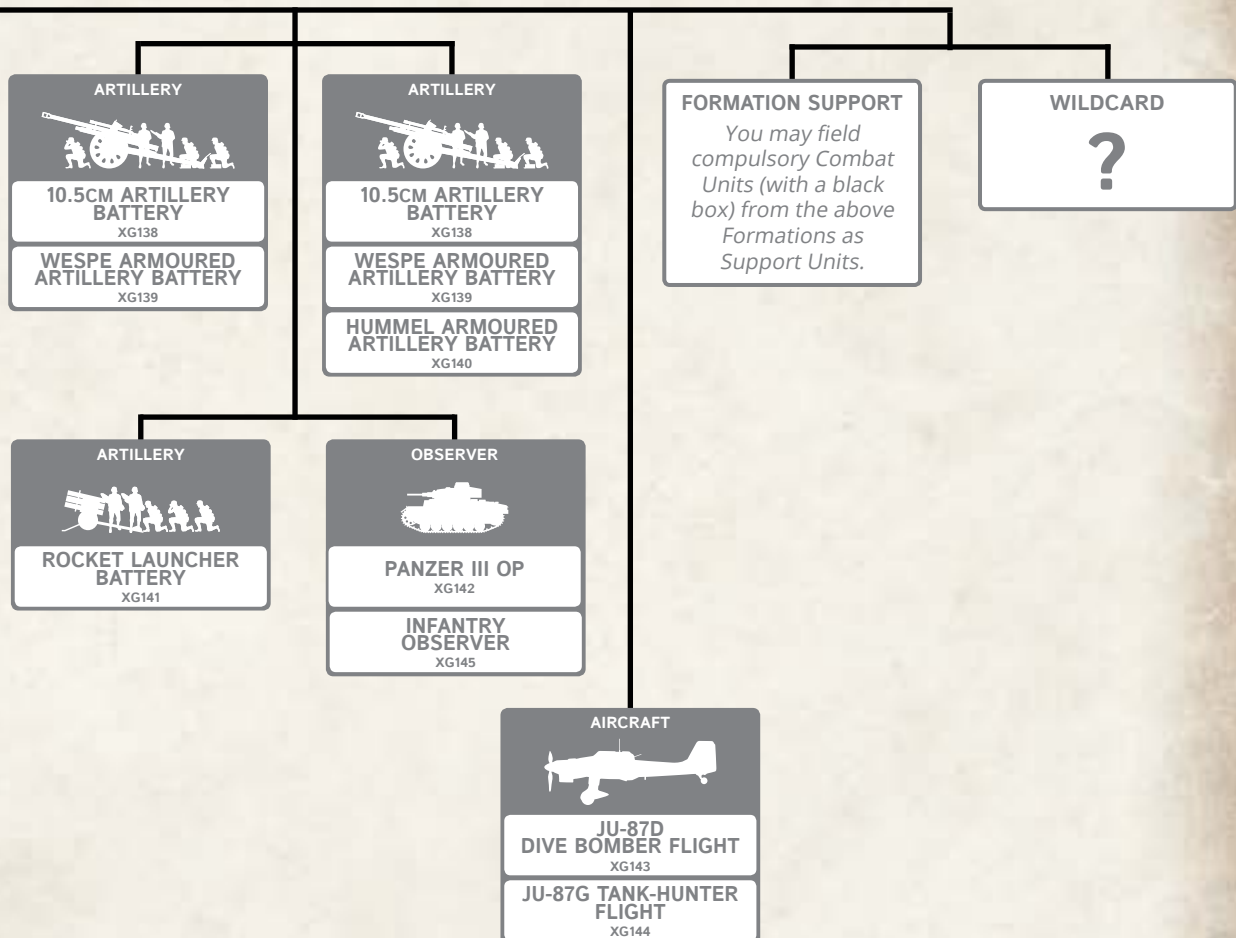
An Armoured Transport Team carrying Infantry Teams with the Mounted Assault rule as Passengers may Charge into Contact and Counterattack in Assaults. The Transport rolls an additional die To Hit in Assaults for each such Infantry Team it is carrying.

### TIGER ACE

A Unit with Tiger Ace has a better Last Stand.

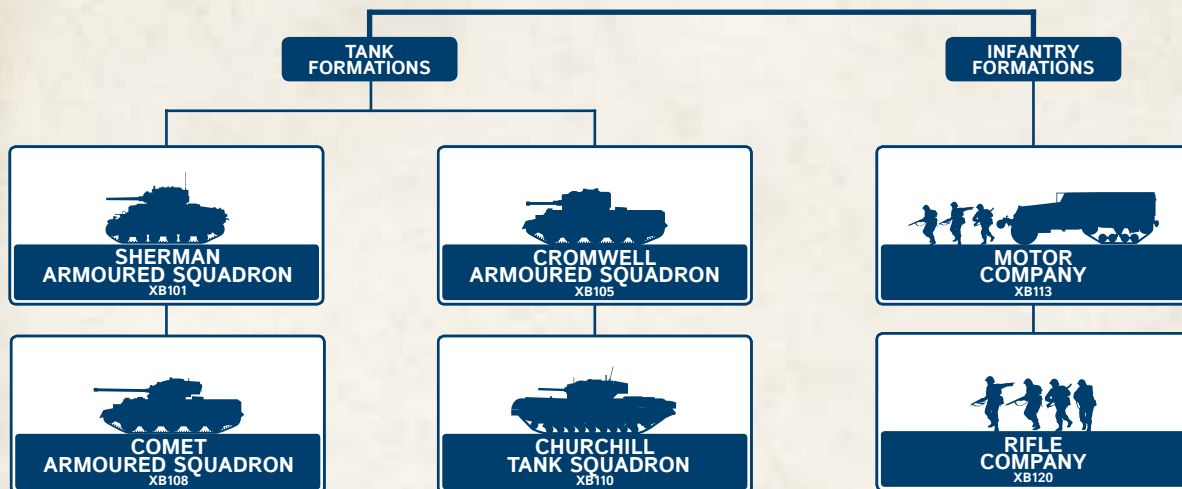
A Unit with Tiger Ace has a better Blitz Move rating.

A Formation Commander Tank Team with Tiger Ace re-rolls any failed roll to hit when shooting their main gun.



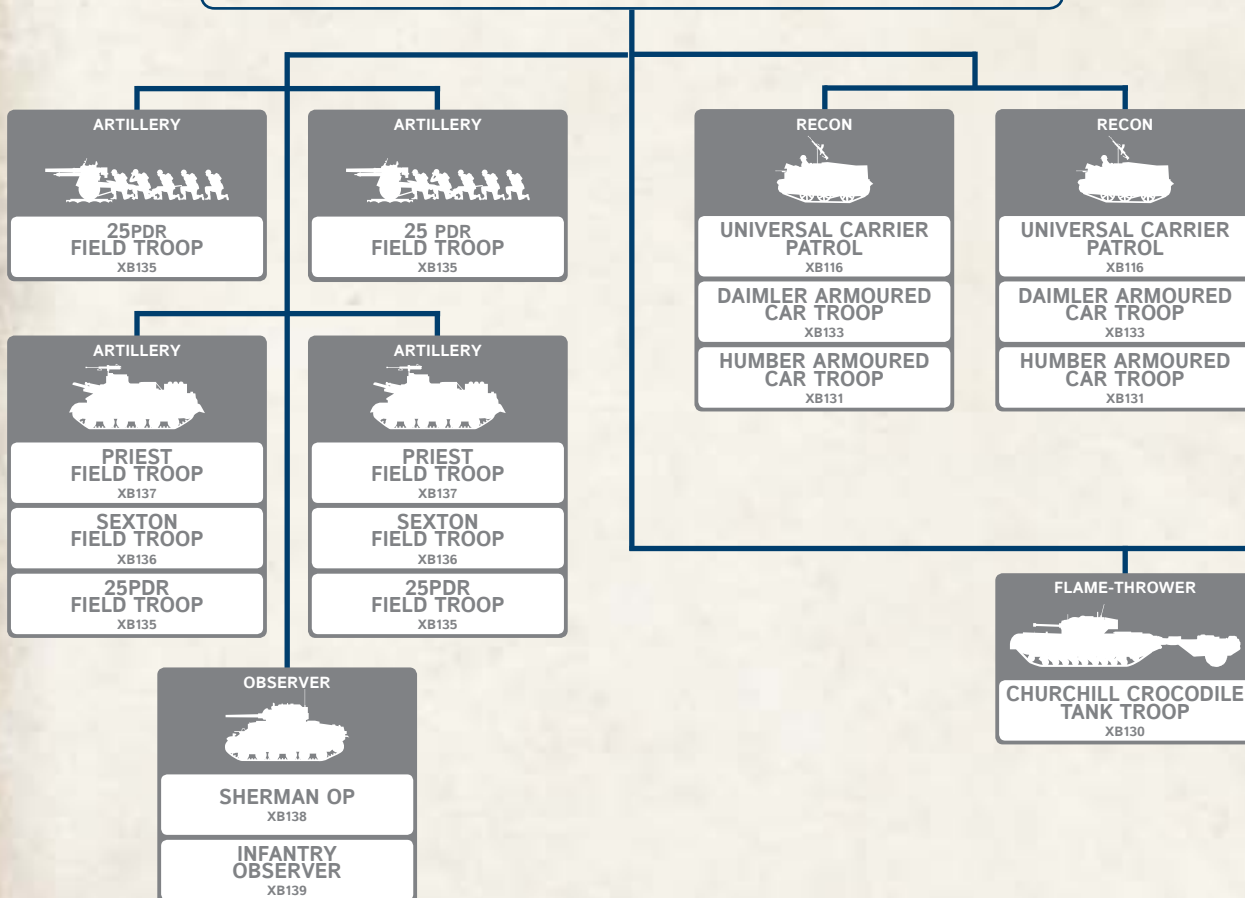
# BRITISH FORCE

Your Force must contain at least one Formation, and may contain as many Formations as you like.



## BRITISH SUPPORT UNITS

You may field one Support Unit from each box.





## BRITISH SPECIAL RULES

The following special rules are characteristic of British forces, reflecting their own style of equipment, tactics, and approach to battle. Special rules that apply to a variety of nations can be found on page 118.

### BRITISH BULLDOG

Units with British Bulldog have a better Counterattack rating.

### MIKE TARGET

When a Spotting Team successfully Ranges In an Artillery Unit with Mike Target, they may immediately roll to Range In another Artillery Unit. If successful, the second Artillery Unit is treated as Ranging In on the same attempt as the first.

### HMG CARRIER

A Vickers HMG Team that started the turn as a Passenger in a MG Transport may fire the carrier's hull-mounted vehicle machine-gun as a Vickers HMG team at their full ROF of 6 and a range of 24"/60cm as long as the vehicle does not move. However when moving, the weapon is reduced to the usual ROF 3 and 16"/40cm range of a vehicle hull-MG.

While firing the machine-gun as a Vickers HMG team, it counts as the vehicle's Main Gun.

The Vickers HMG team that fires cannot Dismount in the same turn, except to escape the destruction of their vehicle.

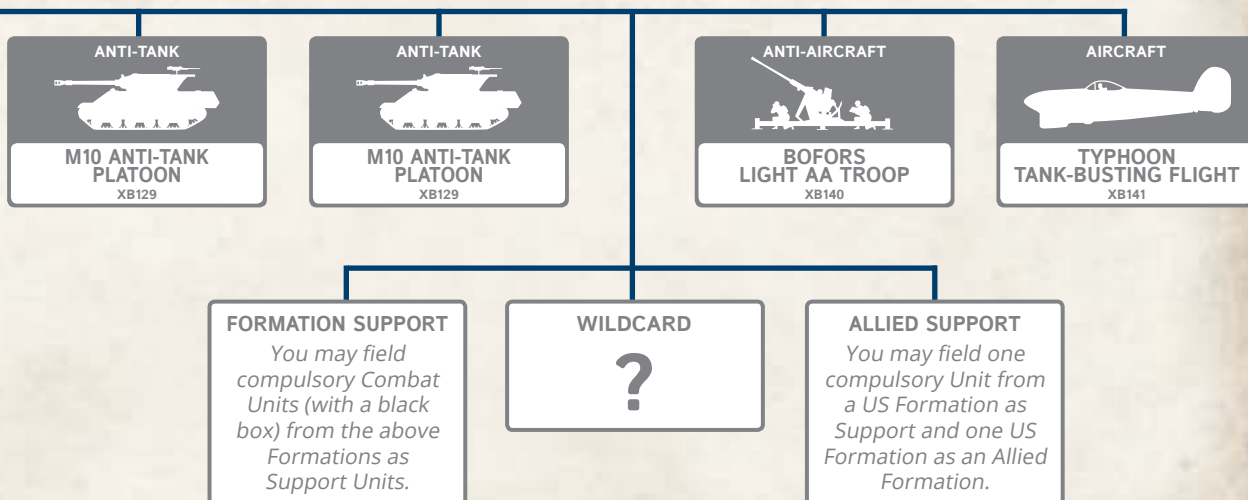
### NIGHT ATTACK

A player commanding a force containing a Motor Company or Rifle Company may elect to make a Night Attack in a mission where the defender has Minefields. If they do so, Night Fighting Dawn rules (see page 113 of the rulebook) are in effect at the start of the game.

Units from Formations with the Night Attack rule can move freely from the start of the game. British Units from other Formations or Support may not move out of their Deployment Area until morning breaks.

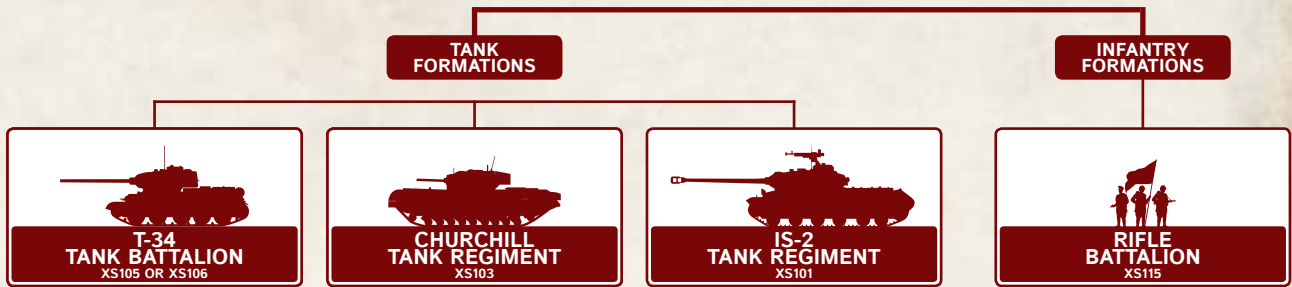
### SEMI-INDIRECT FIRE

Weapons capable of Semi-indirect Fire that did not move in the Movement Step may re-roll failed rolls To Hit when targeting a Team more than 16"/40cm away.



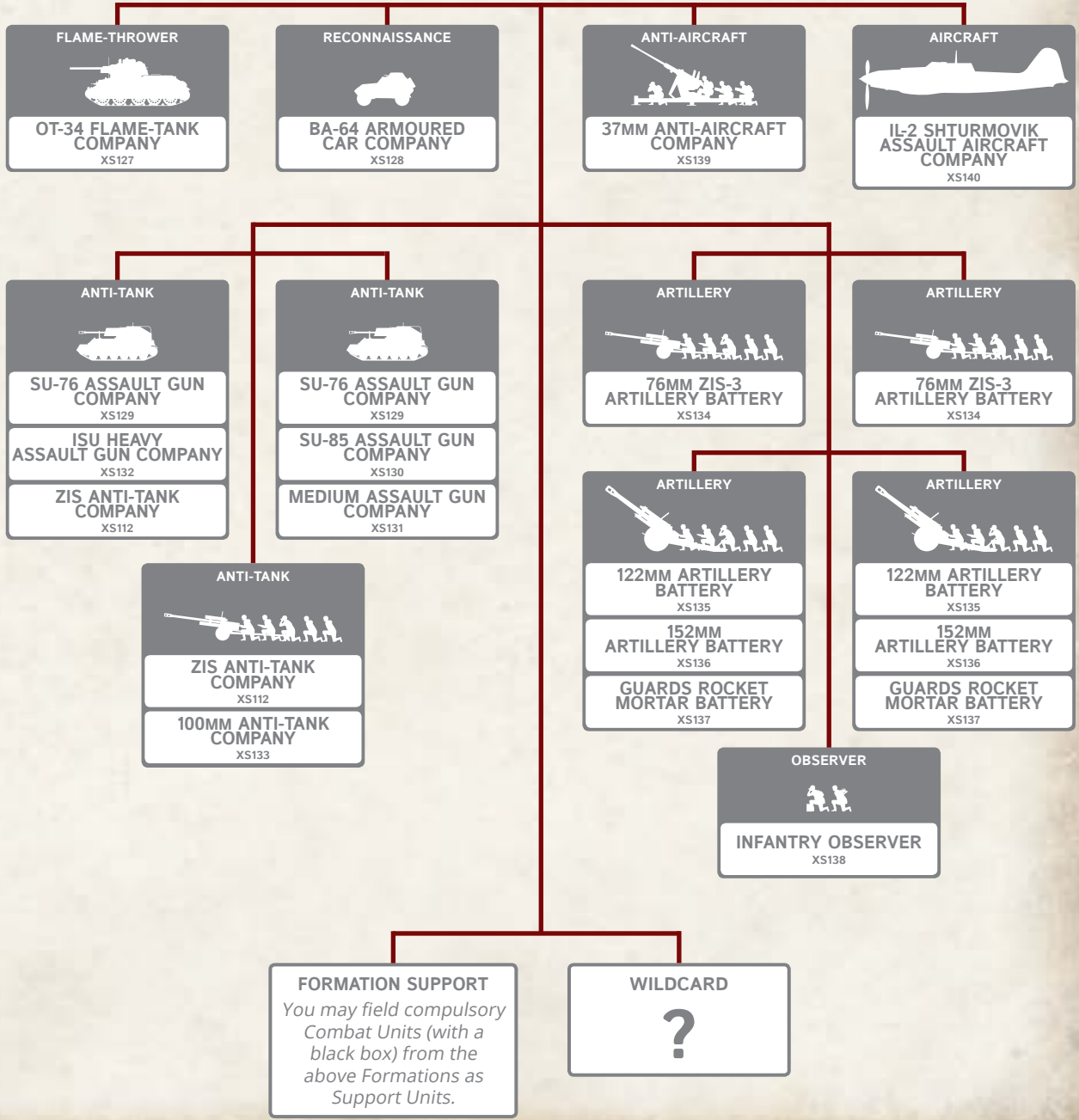
# SOVIET FORCE

Your Force must contain at least one Formation, and may contain as many Formations as you like.



## SOVIET SUPPORT UNITS

You may field one Support Unit from each box.



SOVIET FORCE





As 1944 began, the British and American forces in Great Britain were preparing for their return to France in the D-Day landings. At the same time the Armies in Italy looked towards Rome, planning the battles that would capture the first Axis capital to fall in the war.

While the Western Allies planned, the Red Army was fighting the brutal battles that would take them from Leningrad to the borders of Poland clearing the Motherland of the Fascist invaders.

*Armies of Late-War* contains the US, German, British, and Soviet forces involved in these dramatic campaigns to liberate Europe. These give you everything you need to field these forces in a *Flames Of War* game, including the up-gunned M4 Sherman (76mm) and Firefly VC tanks, the powerful M36 Jackson tank destroyer, the speedy Cromwell tank, the deadly Churchill Crocodile flame-tank, the M16 with its quadruple .50 cal machine-guns, the lethal Jagdpanther, the massive Tiger and Jagdtiger, the up-gunned T-34/85 medium tank, and the powerful IS-2 heavy tank with its 122mm gun capable of

### INSIDE YOU WILL FIND:

- **Background on the war in Europe from January 1944 until its end in 1945.**
- **Build a US M4 Sherman Tank Company, Tank Destroyer Company, Armored Rifle Company, or Rifle Company.**
- **Build a German Tiger Tank Company, Panther Tank Company, StuG Assault Gun Battery, Panzer IV Tank Company, Panzergrenadier Company, or Grenadier Company.**
- **Build a British Sherman Armoured Squadron, Cromwell Armoured Squadron, Comet Armoured Squadron, Churchill Tank Squadron, Motor Company, or Rifle Company.**
- **Build a Soviet T-34 Tank Battalion, Churchill Tank Regiment, IS-2 Tank Regiment, or Rifle Battalion.**
- **A detailed basing and painting guide to help you prepare your troops for combat.**

A copy of the *Flames Of War* rulebook is necessary to use the contents of this book.

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