

# 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...

For a full description of how unit cards work go pages 28 through 31 in the rulebook.



## M4 SHERMAN FORWARD DETACHMENT

- Forward Detachment HQ: 2 points
- 2x PPSH SMG team: 2 points
- Hero M4 Sherman (76mm) Tank Company: 20 points
- 4x M4 Sherman (76mm): 20 points
- Guards Hero Motor Rifle Company: 10 points
- 7x DP MG team: 10 points
- 1x Komissar team: 10 points
- 2x Maksim HMG team: 10 points
- Hero T-70 Tank Company: 3 points
- 3x T-70 (45mm): 3 points
- Hero SU-76 Light SP Battery: 12 points
- 3x SU-76 (76mm): 12 points
- ZSU M17 Anti-Aircraft Platoon: 3 points
- 3x ZSU M17: 3 points
- SU-100 Tank-Killer Company: 19 points
- 3x SU-100 (100mm): 19 points
- Katyusha Guards Rocket Battery: 4 points
- 2x Katyusha: 4 points
- 73 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.



## 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 *Berlin: Soviet* Unit Cards or the *Berlin: Soviet* 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:

**Sherman Tank Company:** One unit of Shermans is a great place to start, but a second unit will allow you to weather some casualties and still have enough tanks to get the job done!



**IS-2 (Late) Guards Heavy Tank Company:** Shermans will get the job done versus most opponents but sometimes you need a little heavy armour. The IS-2 can push up through the middle of an enemies defences and its 122mm gun can solve a lot of issues too!



**BA-64 Armoured Card Platoon:** Recon is an invaluable aid in any army and can expand your deployment area giving your tanks and infantry a head start when it comes to getting close to the enemy. BA-64's are excellent value for points.



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



# SOVIET STARTER FORCE



# START HERE



# M4 SHERMAN FORWARD DETACHMENT

**M4 SHERMAN (76MM)**  
TANK COMPANY

MOTIVATION **CONFIDENT 4+**  
Not One Step Back  
Last Stand 3+

IS HIT ON **AGGRESSIVE 3+**

ARMOUR  
FRONT 7  
SIDE & REAR 4  
TOP 1

SKILL **GREEN 5+**

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

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M4 Sherman (76mm)	36"/90cm	2	1	12	3+	No HE
M4 Sherman (50 cal AA MG)	20"/50cm	3	2	4	5+	Self-defence AA
M4 Sherman (MGs)	16"/40cm	2	2	2	6	

**M4 SHERMAN**  
TANK COMPANY

MOTIVATION **CONFIDENT 4+**  
Not One Step Back  
Last Stand 3+

IS HIT ON **AGGRESSIVE 3+**

ARMOUR  
FRONT 7  
SIDE & REAR 4  
TOP 1

SKILL **GREEN 5+**

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

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M4 Sherman (late) (75mm)	28"/70cm	2	1	10	3+	
M4 Sherman (late) (50 cal AA MG)	20"/50cm	3	2	4	5+	Self-defence AA
M4 Sherman (late) (MGs)	16"/40cm	2	2	2	6	

**T-70**  
TANK COMPANY

MOTIVATION **CONFIDENT 4+**  
Not One Step Back  
Last Stand 3+

IS HIT ON **AGGRESSIVE 3+**

ARMOUR  
FRONT 4  
SIDE & REAR 2  
TOP 1

SKILL **GREEN 5+**

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-76**  
LIGHT SP BATTERY

MOTIVATION **CONFIDENT 4+**  
Not One Step Back  
Last Stand 3+

IS HIT ON **AGGRESSIVE 3+**

ARMOUR  
FRONT 4  
SIDE & REAR 1  
TOP 0

SKILL **TRAINED 4+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
SU-76 (76mm) or Direct Fire	72"/180cm	2	1	9	3+	Forward Firing

**ZSU M17**  
ANTI-AIRCRAFT PLATOON

MOTIVATION **CONFIDENT 4+**  
Not One Step Back  
Last Stand 3+

IS HIT ON **AGGRESSIVE 3+**

ARMOUR  
FRONT 1  
SIDE & REAR 0  
TOP 0

SKILL **TRAINED 4+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	10"/25cm	16"/40cm	32"/80cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
ZSU M17 (Quad .50 cal MG)	20"/50cm	5	3	4	5+	Dedicated AA

**KATYUSHA**  
GUARDS ROCKET BATTERY

MOTIVATION **FEARLESS 3+**

IS HIT ON **AGGRESSIVE 3+**

ARMOUR  
FRONT 1  
SIDE & REAR 0  
TOP 0

SKILL **TRAINED 4+**

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				2	4+

**SU-100**  
TANK-KILLER BATTERY

MOTIVATION **FEARLESS 3+**

IS HIT ON **CAREFUL 4+**

ARMOUR  
FRONT 7  
SIDE & REAR 5  
TOP 1

SKILL **VETERAN 3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	5+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
SU-100 (100mm)	32"/80cm	1	1	15	2+	Forward Firing, Slow Firing

**FORWARD DETACHMENT**  
MOTOR RIFLE

MOTIVATION **FEARLESS 3+**

IS HIT ON **CAREFUL 4+**

ARMOUR  
FRONT 7  
SIDE & REAR 5  
TOP 1

SKILL **VETERAN 3+**

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

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
PPSh SMG team	4"/10cm	3	3	1	6	Pinned/ROF
optional Panzerfaust anti-tank	4"/10cm	1	1	12	5+	Assault 3+

**HERO MOTOR RIFLE COMPANY**

MOTIVATION **CONFIDENT 4+**

IS HIT ON **AGGRESSIVE 3+**

ARMOUR  
FRONT 7  
SIDE & REAR 5  
TOP 1


SKILL **VETERAN 3+**

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


WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
DP MG team	16"/40cm	2	2	2	6	
optional Maksim HMG	24"/60cm	6	2	2	6	Assault 4+, Heavy Weapon
optional PTRD anti-tank rifle	16"/40cm	4	2	5	5+	Assault 4+, Heavy Weapon, No HE

**M4 SHERMAN**

The Soviets preferred the diesel Shermans as their Soviet built tanks were also diesel-powered. Consequently, they were the largest user of the M4A2 with 76mm gun. Its characteristics were comparable to those of the T-34/85, making it a very effective tank.

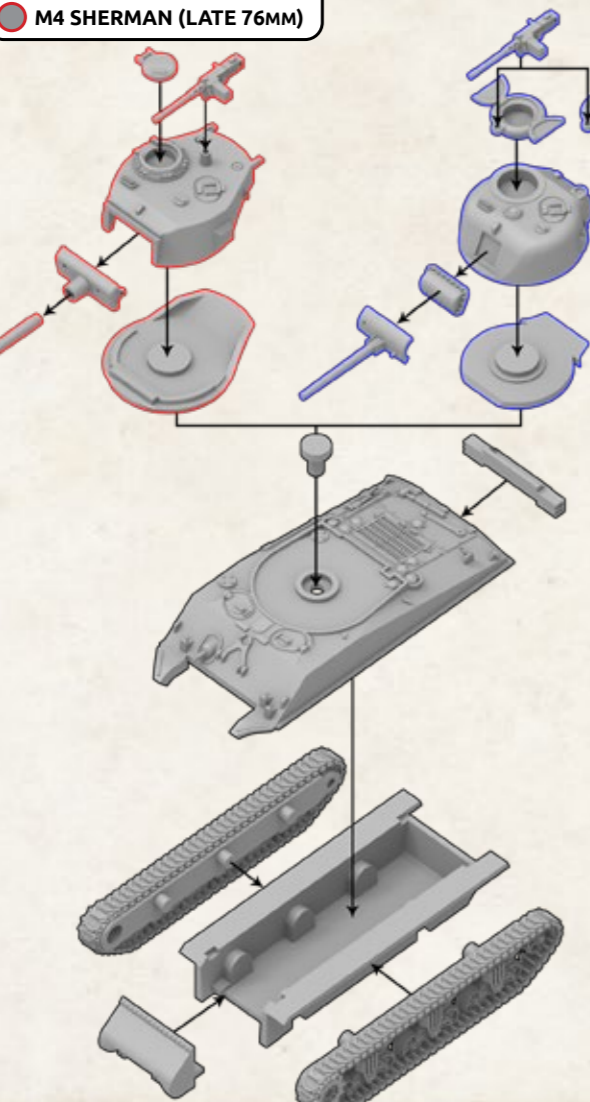


76mm




75mm

**M4 SHERMAN (LATE 75MM)**  
**M4 SHERMAN (LATE 76MM)**




**T-70**

The T-70 light tank was amazingly powerful for such a compact design. Despite its small size, it mounted a 45mm gun and had 45mm of armour, although its two-man crew have to do all the work of the bigger crew found in other tanks.



**SU-76**

The SU-76M assault guns of the assault gun companies are a vital part of any tank or mechanised corps. The Red Army assault gunners are always close by to provide support and covering fire for the assault forces.




**ZSU M17**

The ZSU M17 MGMC lend-lease half-tracks were fitted with quad .50 cal machine-guns. These light anti-aircraft weapons were often enough to deter the few remaining German tank-busting aircraft that roamed the skies over the front.




**KATYUSHA**

The Red Army was also a world leader in the field of rocketry. They used truck-mounted salvo rocket launchers against the Germans right from the start of the war. These saturated a large area with explosives, and were called Stalin's Organs.



**SU-100**

The SU-100 self-propelled gun was the successor to the SU-85. It was based on a similar, but not identical, chassis mounting a 100mm D-10S gun. This excellent gun could penetrate 162mm of armour at 500 meters and 150mm at 1000 meters range.



**HERO MOTOR RIFLE COMPANY & FORWARD DETACHMENT HQ**

Soviet infantry are the backbone of the army. Their unrelenting assaults were relied upon to push the German army back time and time again. Hero units represent the survivors of previous attacks with the most skilful, cunning, or lucky having survived to see another day.

**Unit Leader & HQ Teams**  
Unit Leader and HQ teams are based on a small base, facing the long edge. Each base should have three figures.

**Komissar Team**  
Komissar teams are based on a small base, facing the long edge. Each base should have two figures.

**Maksim HMG Teams**  
Maksim HMG teams are based on a medium base facing the long edge. These teams have the gunner and his weapon along with two assistant gunners or loaders.

**DP MG and M1891 Rifle Teams**  
DP MG and M1891 teams are based on a medium base with four figures, facing the long edge. Evenly spread figures with machine-guns throughout the platoon.



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

GETTING STARTED

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