

# 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.



## US COMBAT COMMAND

Veteran M4 Sherman Tank Company HQ: *	9 points
2x M4 Sherman (75mm) Tanks	
Veteran M4 Sherman Tank Platoon: *	13 points
3x M4 Sherman (75mm) Tanks	
Veteran M5 Stuart Tank Platoon: *	7 points
3x M5 Stuart (37mm) Tanks	
M10 3-inch Tank Destroyer Platoon:	18 points
4x M10 (3-inch) Self-Propelled Guns	
M7 Priest Armored Artillery Battery:	8 points
3x M7 Priest (105mm) Self-Propelled Guns	
Armored Rifle Platoon: *	19 points
Full Strength with 5 M3 Halftracks	74 points

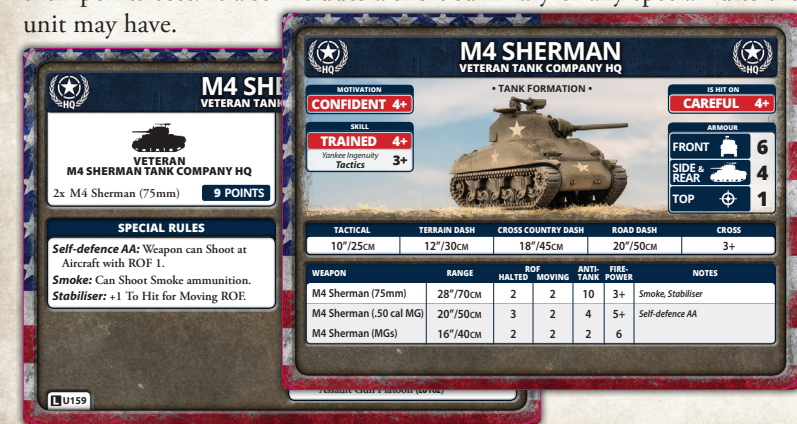
\* Contains cards for regular and Veteran Units

## 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.



## 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 Late War V4 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 *D-Day: American* Unit Cards or the *D-Day: American* 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.

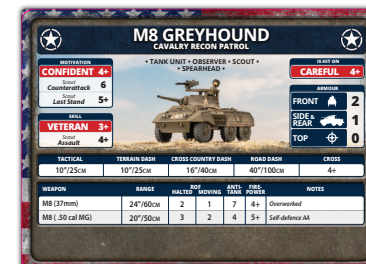


It's easy to expand your army, as all box sets come with complete units and unit cards, to start expanding your force we would suggest adding:

**M4 Sherman Tank Platoon:** One of the most reliable tanks of World War 2, the M4 Sherman fought on every late war battlefield and is an excellent choice for any American force. You can never have too many Shermans.



**M8 Cavalry Recon Patrol:** Recon units provide the intelligence the rest of the army needs to do their job, leading the way as the tip of the spear they still have enough firepower to take care of themselves.



**Paratrooper Infantry:** The Screaming Eagles of the 101<sup>st</sup> Airborne dropped from the skies on D-Day and Operation Market Garden. This band of brothers doesn't know defeat.



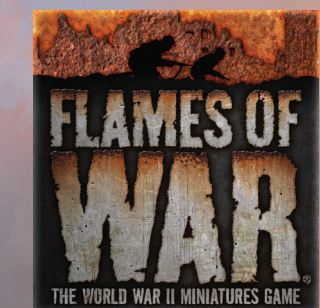
From here you can continue to expand your army with any number of options.

Next you can enhance your entire gaming experience with fantastic pre-painted terrain from *Battlefield in a Box*. These 3D elements make great centre-pieces 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)



# AMERICAN STARTER FORCE



# START HERE

GETTING STARTED



# US COMBAT COMMAND

### M4 SHERMAN (76MM) VETERAN TANK PLATOON

**MOTIVATION** CONFIDENT 4+  
**IS HIT ON** Protected Ammo Removal 3+

**SKILL** TRAINED 4+  
 Nonlethal Ingenuity Tactics 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-POWER	NOTES
M4 Sherman (76mm)	36"/90cm	2	2	12	3+	3+	No HE
M4 Sherman (.50 cal MG)	20"/50cm	3	2	4	5+	5+	Self-defence
M4 Sherman (MGs)	16"/40cm	2	2	2	2	6	

### M4 SHERMAN VETERAN TANK COMPANY HQ

**MOTIVATION** CONFIDENT 4+  
**IS HIT ON** CAREFUL 4+

**SKILL** TRAINED 4+  
 Tank Ingenuity Tactics 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-POWER	NOTES
M4 Sherman (75mm)	28"/70cm	2	2	10	3+	3+	Smoke, Stabiliser
M4 Sherman (.50 cal MG)	20"/50cm	3	2	4	5+	5+	Self-defence AA
M4 Sherman (MGs)	16"/40cm	2	2	2	2	6	

### M5 STUART VETERAN TANK PLATOON

**MOTIVATION** CONFIDENT 4+  
**IS HIT ON** CAREFUL 4+

**SKILL** TRAINED 4+  
 Tank Ingenuity Tactics 3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	24"/60cm	28"/70cm	3+

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M5 Stuart (37mm)	24"/60cm	2	2	7	4+	4+	Stabiliser
M5 Stuart (MGs)	16"/40cm	5	5	2	2	6	Self-defence AA

### M7 PRIEST ARTILLERY BATTERY

**MOTIVATION** CONFIDENT 4+  
**IS HIT ON** AGGRESSIVE 3+

**SKILL** VETERAN 3+  
 SP Gun Assault 6

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-POWER	NOTES
M7 Priest (105mm)	72"/180cm	1	1	9	3+	3+	Forward Firing, Smoke Bombardment, Braked Forward Firing, Slow Firing, Smoke
M7 Priest (.50 cal MG)	20"/50cm	3	2	4	5+	5+	Self-defence AA

### M10 TANK DESTROYER PLATOON

**MOTIVATION** CONFIDENT 4+  
**IS HIT ON** CAREFUL 4+

**SKILL** TRAINED 4+  
 SP Gun Assault 5+

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-POWER	NOTES
M10 (3-inch)	36"/90cm	2	1	12	3+	3+	No HE
M10 (.50 cal MG)	20"/50cm	3	2	4	5+	5+	Self-defence AA

### ARMoured RIFLE PLATOON

**MOTIVATION** CONFIDENT 4+  
**IS HIT ON** AGGRESSIVE 3+

**SKILL** TRAINED 4+  
 Infantry 3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	14"/35cm	14"/35cm	AUTO

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M1 Garand rifle team	16"/40cm	1	1	2	6	6	
M1919 LMG team	16"/40cm	5	2	2	6	6	Assault 5+, Heavy Weapon
M1 Bazooka team	8"/20cm	1	1	10	5+	5+	Assault 5+, Slow Firing
60mm mortar	32"/80cm	ARTILLERY	1	4+	4+	4+	Assault 5+, Heavy Weapon

### M3 HALF-TRACK TRANSPORT

**MOTIVATION** CONFIDENT 4+  
**IS HIT ON** AGGRESSIVE 3+

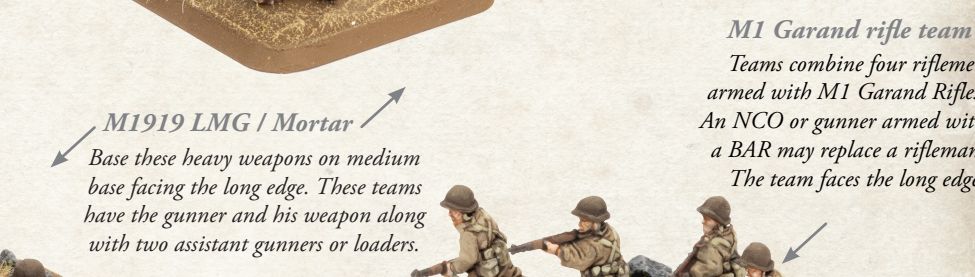
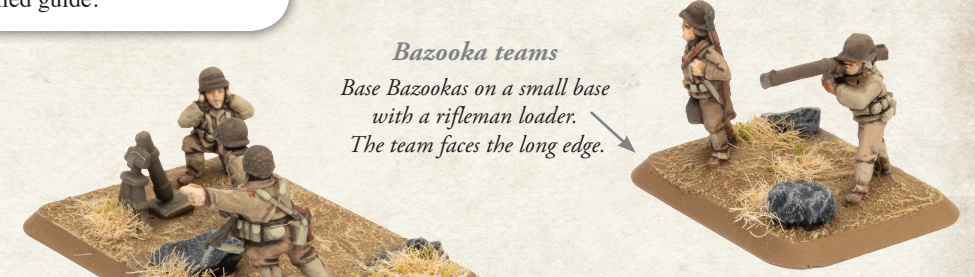
**SKILL** TRAINED 4+  
 Infantry 3+

TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	18"/45cm	32"/80cm	4+

RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
20"/50cm	3	2	4	5+	5+	Self-defence AA
16"/40cm	3	3	2	6	6	Self-defence AA
16"/40cm	1	1	2	6	6	MG Transport

### BASING YOUR INFANTRY

Assemble your infantry teams by gluing the figures into the holes on a base of the right size with Super glue. There are usually several figures with each type of weapon, so you can create variety in your teams. It doesn't matter which mix of figures you put in each team, as long as the mix of weapons is right. Visit the product spotlight on the *Flames Of War* website: [www.FlamesOfWar.com/Latewar](http://www.FlamesOfWar.com/Latewar) for a more detailed guide.



M4 Sherman (76mm)

### M4 SHERMAN TANK

The standard M4 Sherman tank is the best tank for the coming breakout. Its speed and reliability will outmanoeuvre enemy strongpoints and lead the way to victory. The newer 76mm armed versions will be invaluable for punching through the heavy armour of enemy Panther tanks.

M5 STUART (37MM) TANK

The M5 Stuart (37mm) can scout on the flanks and move rapidly to exploit breakthroughs, using its manoeuvrability and speed to counteract its lack of firepower.

M7 PRIEST (105MM) SP GUN

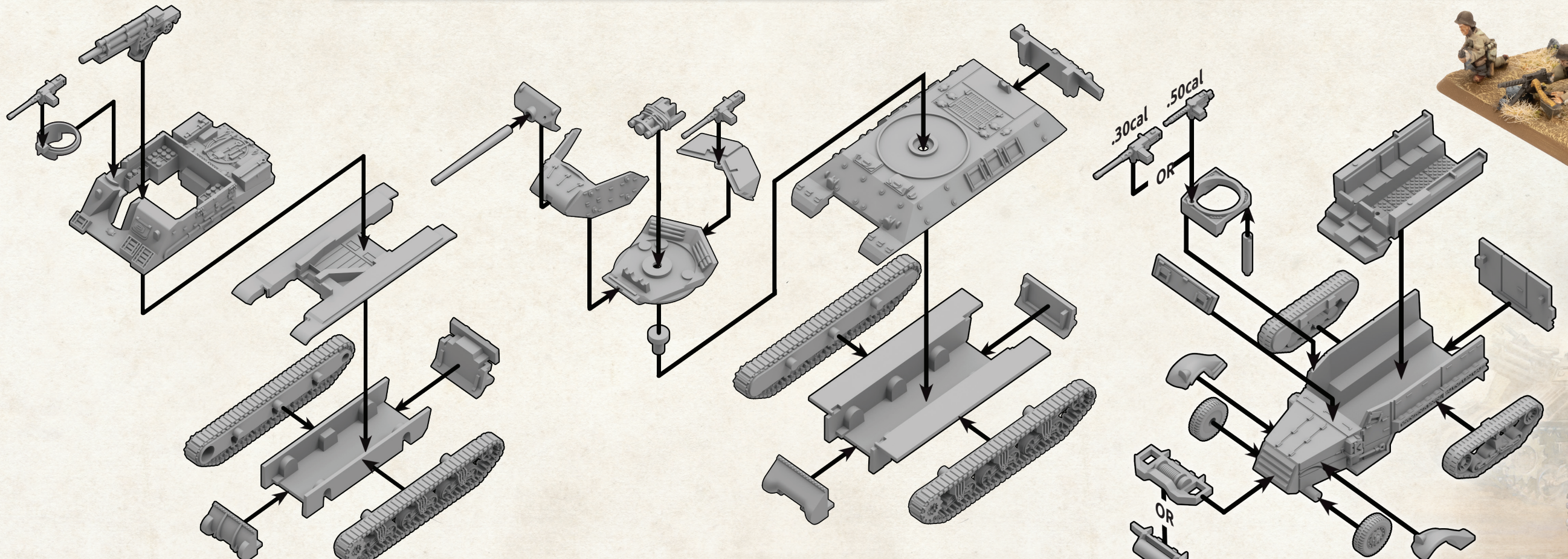
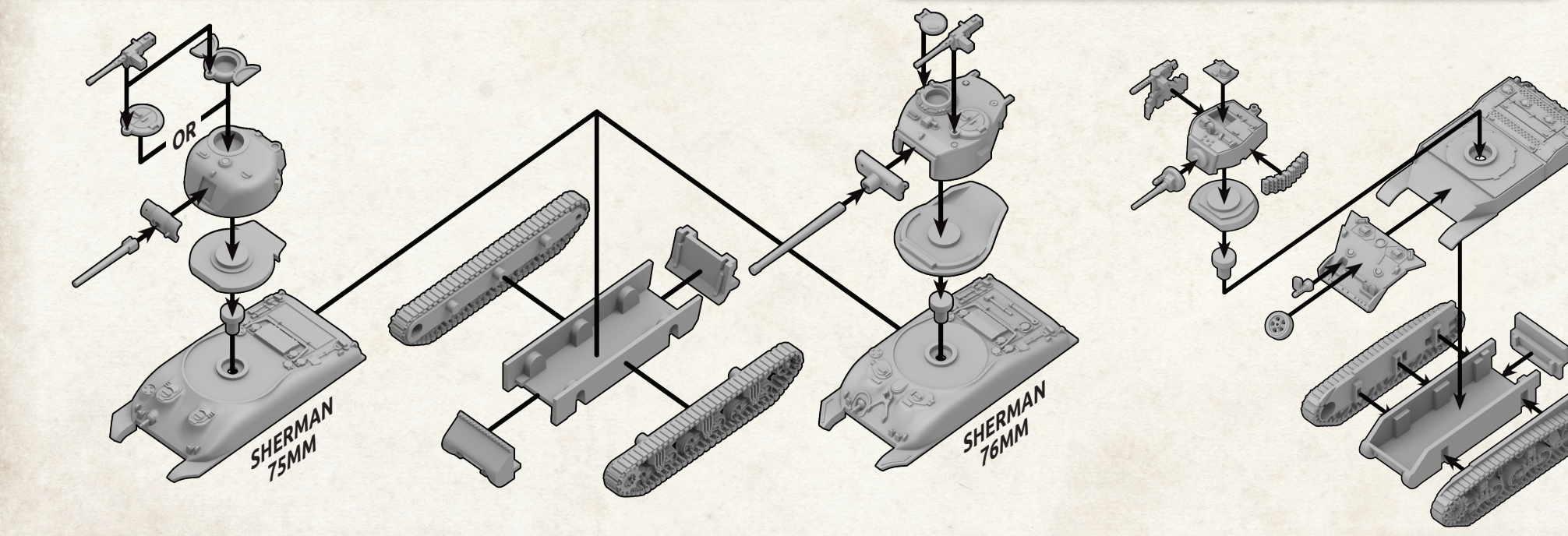
The M7 Priest Self-Propelled Artillery Gun is an essential arm of American combat commands. They followed the advance and gave immediate support when needed.

M10 3-INCH TANK DESTROYER

M10 (3-inch) tank destroyers provide commanders with an essential tool to defeat the heavy armour of German Panther and Tiger tanks. Seek, Strike and Destroy is the motto of these veteran crews.

ARMoured RIFLE PLATOON

Each armoured rifle platoon is an army unto itself. It supports its infantry with heavy weapons such as the excellent 60mm mortar, Bazookas and the M1919 light machine-gun. These will guarantee that your troops will not only make it to their objective, but also hold it against enemy counterattacks.



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

GETTING STARTED

GETTING STARTED