

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...

SPEARHEAD FORCE

Veteran M4 Sherman (Late) Tank Company HQ: 2x M4 Easy Eight (76mm)	15 points
Veteran M4 Sherman (Late) Tank Platoon: 2x M4 Easy Eight (76mm) 1x M4 Jumbo (76mm)	22 points
M26 Pershing Tank Platoon: 2x M26 Pershing (90mm)	19 points
Veteran M24 Chaffee Tank Platoon: 4x M24 Chaffee (75mm)	15 points
Bastogne Parachute Rifle Platoon: 7x M1919 & M1 Garand Rifle teams 1x M1 Bazooka team 1x 60mm Mortar team	15 points
M4 Sherman (Calliope) Tank Platoon: 3x M4 Sherman (Calliope)	8 points
M8 Greyhound Cavalry Recon Patrol: 2x M8 Greyhound (37mm) 1x Jeep (MG) 1x Jeep (60mm)	5 points
	99 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 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
- 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 *Bulge: American Unit Cards* or the *Bulge: 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 (Late) Platoon:
There is no American tank more iconic than the M4 Sherman. Tough, reliable and with good tactics capable of taking out even the heaviest enemy armour.



M18 Tank Destroyer Platoon:
Seek, strike, destroy. This is the motto of the Tank Destroyer units and they live up to their name! The M18 combines speed and firepower to be in the right place at the right time.



M15 & M16 AAA Platoon:
Nicknamed the "Meat Chopper", the M16 (and M15) are incredibly effective against infantry and aircraft thanks to their mix of 37mm guns and 0.50 cal machine-guns.



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

and visit the Official discussion group at FACEBOOK.COM/GROUPS/FLAMESOFWARGAME



AMERICAN STARTER FORCE



START HERE

SPEARHEAD FORCE

M4 SHERMAN (LATE) TANK COMPANY HQ

2x M4 Sherman (late 75mm) 9 POINTS

M4 EASY EIGHT (76MM) OPTION
 • Replace any or all M4 Sherman (late 75mm) with M4 Easy Eight (U184) for +2 points each.

M4 SHERMAN (LATE 76MM) OPTION
 • Replace any or all M4 Sherman (late 75mm) with M4 Sherman (late 76mm) for +1 point each.

JUMBO OPTION
 • Replace up to one M4 Sherman (late 75mm) with M4 Jumbo (75mm) (U184) for +2 points, or M4 Jumbo (76mm) (U184) for +3 points.

M4 SHERMAN (LATE) TANK COMPANY HQ

MOTIVATION	IS HIT ON
CONFIDENT 4+	CAREFUL 4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	18"/45cm	20"/50cm	2+

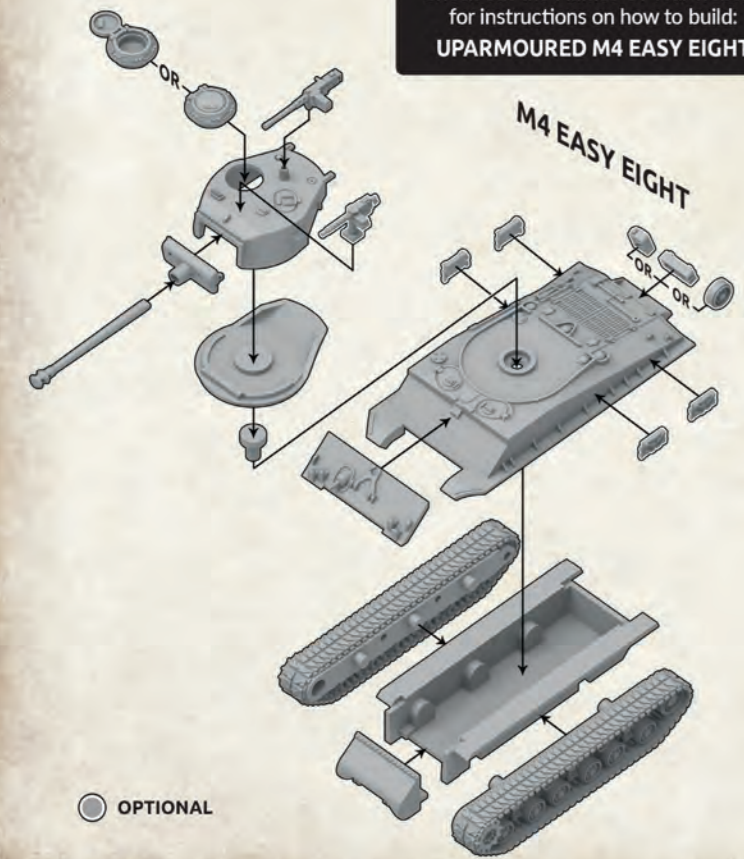
WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
M4 Sherman (75mm)	28"/70cm	2	2	10	3+	Smoke, Stabiliser
M4 Sherman (76mm)	36"/90cm	2	2	12	3+	No HE, Stabiliser
M4 Sherman (50 cal MG)	20"/50cm	3	2	4	5+	Self-defence AA
M4 Sherman (MG)	16"/40cm	2	2	2	6	

M4 EASY EIGHT (76MM)

The M4A3E8, better known as the Easy Eight, marked the pinnacle in the Sherman design. Essentially the same as the M4 76mm Sherman (late), the Easy Eight model introduced a new track and suspension system – the Horizontal Volute Suspension System (HVSS, for short) – which improved the tank's off-road performance on the battlefields of France and Germany. This tank would continue to serve in the US Army until 1955.



Check out the Flames Of War website for instructions on how to build: **UPARMoured M4 EASY EIGHT**



M4 JUMBO VETERAN TANK

MOTIVATION: CONFIDENT 4+ (Protected Ammo Removal 3+), CAREFUL 4+ (IS HIT ON). SKILL: TRAINED 4+ (Vehicle Ingenuity Tactics 3+).

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	16"/40cm	18"/45cm	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
M4 Jumbo (75mm)	28"/70cm	2	2	10	3+	Smoke, Stabiliser
M4 Jumbo (76mm)	36"/90cm	2	2	12	3+	No HE, Stabiliser
M4 Jumbo (50 cal MG)	20"/50cm	3	2	4	5+	Self-defence AA
M4 Jumbo (MG)	16"/40cm	2	2	2	6	

M4 JUMBO

Fears of having to break through the German Siegfried Line led to the development of the M4A3E2 assault tank. The late M4A3 chassis was used with extra armour added all around. Its sheer bulk led to the nickname: "Jumbo".

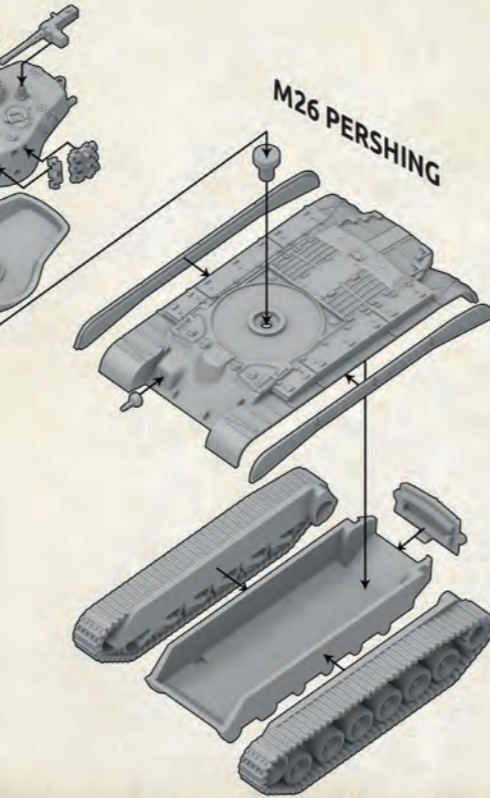


M26 PERSHING

The T26/M26 Pershing was the outcome of a series of prototype designs for replacing the M4 Sherman. The M26 was a 42-tonne vehicle, armed with an M3 90mm gun, like the Germans' '88', started life as a heavy anti-aircraft gun, but was found to have excellent anti-tank capabilities.



Check out the Flames Of War website for instructions on how to build: **T26 SUPER PERSHING**



M24 CHAFFEE VETERAN TANK PLATOON

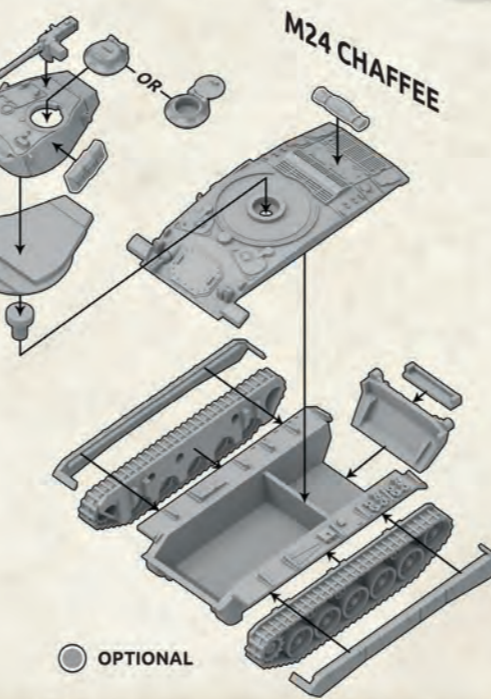
MOTIVATION: CONFIDENT 4+ (Protected Ammo Removal 3+), CAREFUL 4+ (IS HIT ON). SKILL: TRAINED 4+ (Vehicle Ingenuity Tactics 3+).

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
12"/30cm	14"/35cm	20"/50cm	28"/70cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
M24 Chaffee (75mm)	28"/70cm	2	2	10	3+	Smoke, Stabiliser
M24 Chaffee (50 cal MG)	20"/50cm	3	2	4	5+	Self-defence AA
M24 Chaffee (MG)	16"/40cm	2	2	2	6	

M24 CHAFFEE

The M24 Chaffee light tank had greater mobility than the M5 Stuart, combined with a more powerful 75mm gun, allowing it to serve in its roles to provide reconnaissance, protection of flanks, covering force, as well as direct assault or support by fire.



T34 CALLIOPE ON M4 SHERMAN

The T34 Calliope rocket launcher could fire 60 4.5-inch M8 rockets, capable of saturating an area with a rain of high-explosive.



M4 SHERMAN (CALLIOPE) TANK PLATOON

MOTIVATION: CONFIDENT 4+ (SP Gun Counterattack 6), CAREFUL 4+ (IS HIT ON). 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	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
M4 Sherman (Calliope)	48"/120cm	SALVO	2	5+	Salvo	
M4 Sherman (MG)	16"/40cm	4	4	2	6	

M8 GREYHOUND CAVALRY RECON PATROL

MOTIVATION: CONFIDENT 4+ (Counterattack 6), CAREFUL 4+ (IS HIT ON). SKILL: VETERAN 3+ (Sound Assault 4+).

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	10"/25cm	16"/40cm	40"/100cm	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
M8 (37mm)	24"/60cm	2	1	7	4+	Overworked
M8 (.50 cal MG)	20"/50cm	3	2	4	5+	Self-defence AA

M8 GREYHOUND CAVALRY RECON PATROL

Cavalry patrols operate over large areas of ground, constantly reporting on German positions, testing and securing bridges, and making contact with local resistance groups. The information collected by these patrols is transmitted using the cavalry's powerful radios to help guide the tanks, 'Armored Doughs', and infantry into the best positions for attack.



FOR STEP-BY-STEP ASSEMBLY GUIDES GO TO WWW.FLAMESOFWAR.COM/LATEWAR

BASTOGNE PARACHUTE RIFLE PLATOON

MOTIVATION: FEARLESS 3+ (No. Last Stand 2+), CAREFUL 4+ (IS HIT ON). SKILL: VETERAN 3+ (Infantry 3+).

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	14"/35cm	16"/40cm	AUTO

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

BASTOGNE PARACHUTE RIFLE PLATOON

Already veterans of the Normandy and Market Garden campaigns, the paratroopers of the 501st, 502nd, and 506th Parachute Infantry Regiments are well used to fighting while surrounded. A Bastogne Parachute Rifle Company has some of the most experienced troops in the US Army. They have excellent motivation, making them very reliable, and their superior training gives them flexibility in the field to ensure victory.



M1 Bazooka Team (x 2)
 Base Bazooka teams with the gunner on a small base with a rifleman. The team faces the long edge.



60mm Mortar Team (x 1)
 Base the 60mm Mortar teams on medium base facing the long edge. These teams have the gunner and his mortar along with two assistant gunners or loaders.

M1919 and M1 Garand rifle team (x 6)
 Base M1919 and M1 Garand rifle teams on a medium base facing the long edge. Teams have four miniatures, with an NCO and M1919 machine-gun on every second base.



M1919 LMG team (x 2)
 Base the M1919 LMG team on a medium base facing the long edge. These teams have the gunner and his machine-gun along with two assistant gunners or loaders.