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.

DESERT RATS SQUADRON	
Cromwell Armoured Squadron HQ:	
1x Cromwell (75mm) Tank	5 points
Cromwell Armoured Troop:	
2x Cromwell (75mm) and 1x Firefly (17 pdr) Tanks	13 points
Cromwell Armoured Troop:	
2x Cromwell (75mm) and 1x Firefly (17 pdr) Tanks	13 points
Desert Rats Stuart Recce Patrol:	
4x Stuart (37mm) Tanks	8 points
Desert Rats Universal Carrier Patrol:	
3x Universal Carriers (MG)	2 points
Parachute Platoon:	
Full Strength	11 points
Crocodile Flame-tank Platoon:	
3x Crocodile (75mm & Flame-thrower) Tanks	21 points
M10 Self Propelled Guns:	
2x M10 (17 pdr) Self-propelled Guns	9 points
25 pdr Field Troop	
4x 25 pdr Guns	14 points
	96 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 ix 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 in:

- 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: British* Unit Cards or the *D-Day: British* 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:

Daimler Armoured Car Troop: All the firepower in the world is only useful when you know where to direct it. The reconnaissance troops will find the enemy and then harass them as they try to advance across the battlefield.

Priest Field Troop: There is no such thing as too much artillery and the Priest self-propelled gun gives you a mobile option that can move up and engage targets with direct fire just when you need it.

Typhoon Fighter Flight: You can run, but you cannot hide from the Royal Air Force. These heavily armed aircraft fire high explosive rockets with deadly precision, or strafe troops caught in the open with their 20mm cannons.

From here you can continue to expand your army with any number of options.
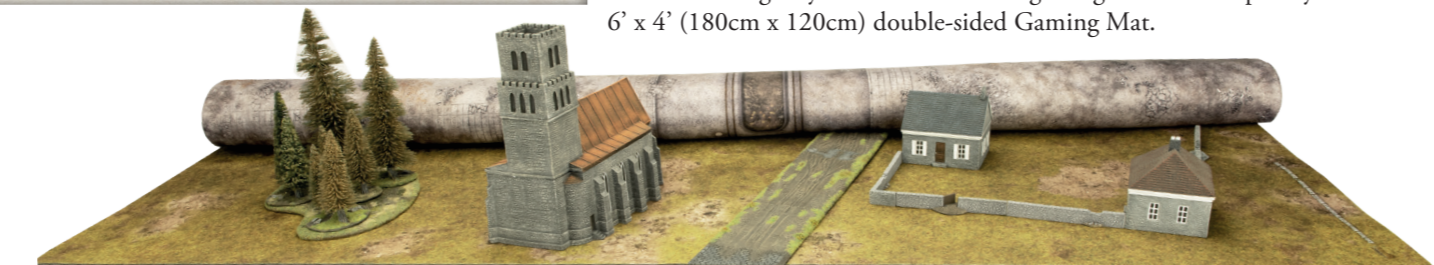
Next you can enhance your entire gaming experience with fantastic pre-painted terrain from Battlefield in a Box. These 3D elements make great centrepieces for your gaming table and will give your forces something to fight over. Complete your table with the 6' x 4' (180cm x 120cm) double-sided Gaming 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 visiting the Official discussion group at
FACEBOOK.COM/GROUPS/FLAMESOFWARGAME

BRITISH
STARTER FORCE

START HERE

DESERT RATS SQUADRON

CROMWELL TANK
The Cromwell was the next step in the British tank development. Fast, and armed with a 75mm main gun, the Cromwell tank was one of the best tanks the British produced. The Cromwell tank entered front-line service with the Allied invasion of Normandy in June 1944.

FIREFLY TANK
Sherman Firefly tanks paired the reliable American Sherman hull, with the outstanding British 17 pdr gun. Rolling into combat for the first time in Normandy, the Sherman Firefly was the first British tank capable of defeating the heavy German tanks in one-on-one fight.

STUART TANK
Built for speed and maneuverability, the Stuart tank is not designed to fight head-to-head with enemy armour and anti-tank guns, but to seek the flanks where they can act like the cavalry of old, harassing and keeping the enemy off balance.
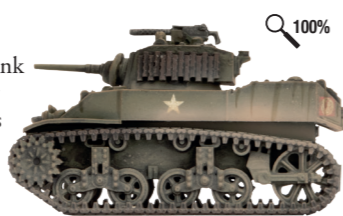
CROCODILE FLAME-TANK
The Churchill Crocodile flame-throwing tank was one of the most feared allied tanks in Normandy. Its thick hide made sure that its crew remained safe from even the heaviest German guns as they closed to deliver their deadly cargo.

Check out the Flames Of War website for instructions on how to build:
CHURCHILL ARMOURED TROOP AVRE ASSAULT SECTION
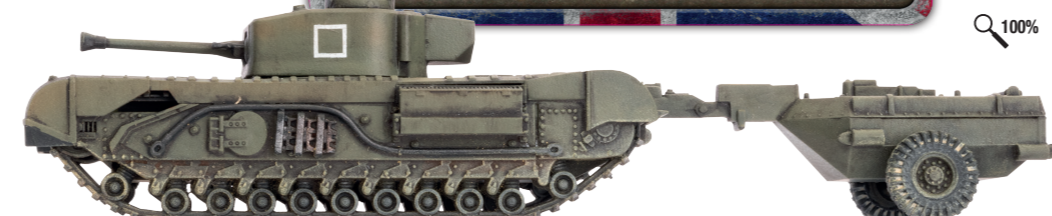
25 PDR GUN
The 25pdr gun fought from 1940 to the end of the war. It proved excellent in both an artillery and anti-tank role, the turntable allowing the gun to be traversed at speed to engage enemy tanks.
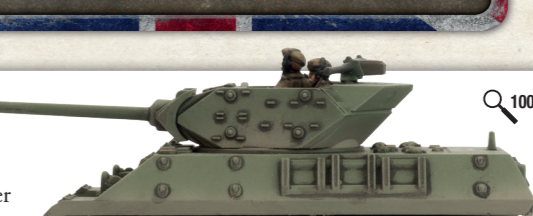
UNIVERSAL CARRIER
Carrier Platoons give your troops their own scouting force to locate the enemy, protect its flanks, or find sneaky routes forward that the enemy hasn't guarded. Carriers might look like miniature tanks and are good at beating up infantry, but they are lightly armed and armoured, so don't get too bold with them when facing real tanks.

M10 TANK DESTROYER
The M10 (17 pdr) self-propelled gun was a British variant of the American M10 tank destroyer armed with the powerful British Ordnance QF 17 pounder anti-tank gun in place of the US standard 3" gun. This upgrade allowed the M10 to face off against the heaviest German Panzers.

PARACHUTE OR AIRLANDING PLATOON
The paras' mission on D-Day was to land and secure the flanks to protect the seaborne forces on the beach from heavy artillery fire and prevent German armoured counterattacks.

BASING YOUR TROOPS
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* for a more detailed guide.
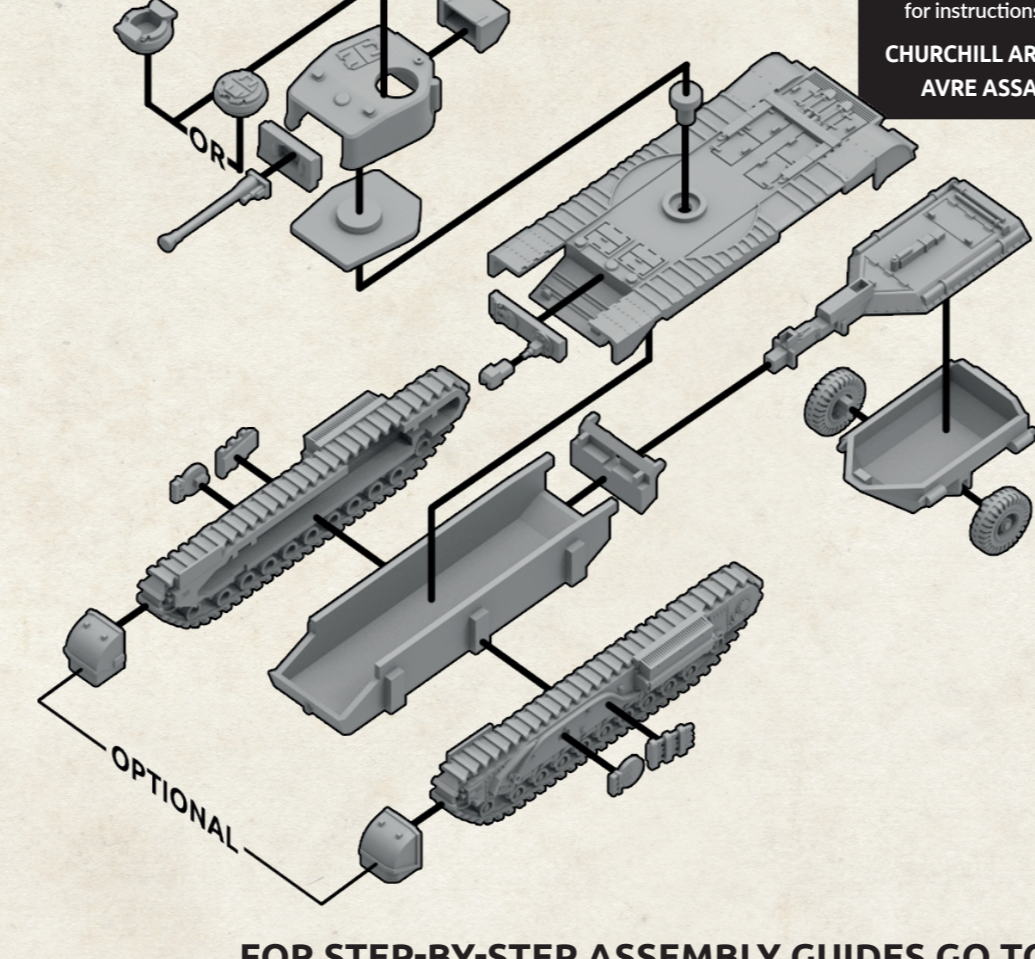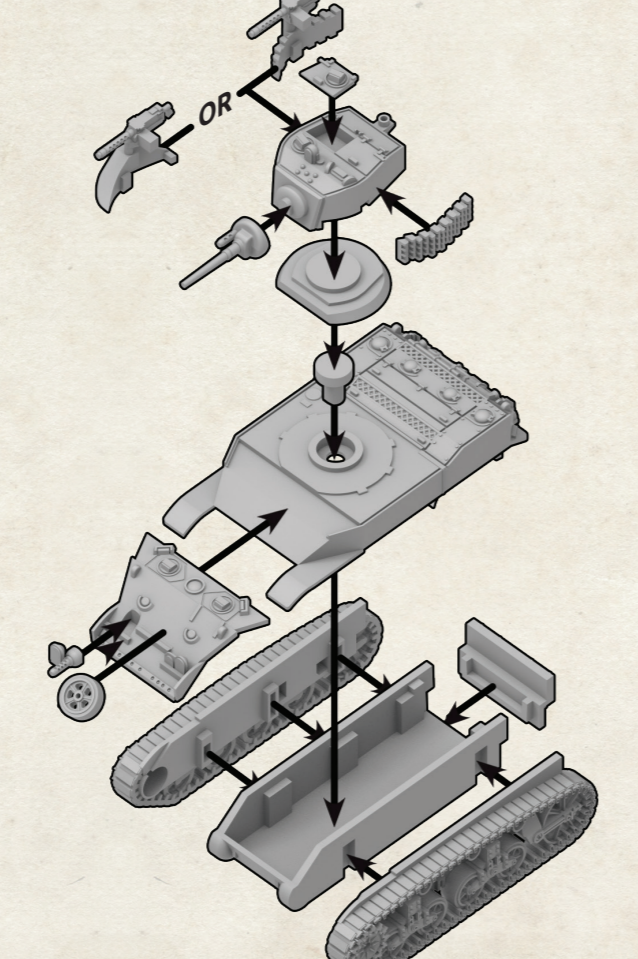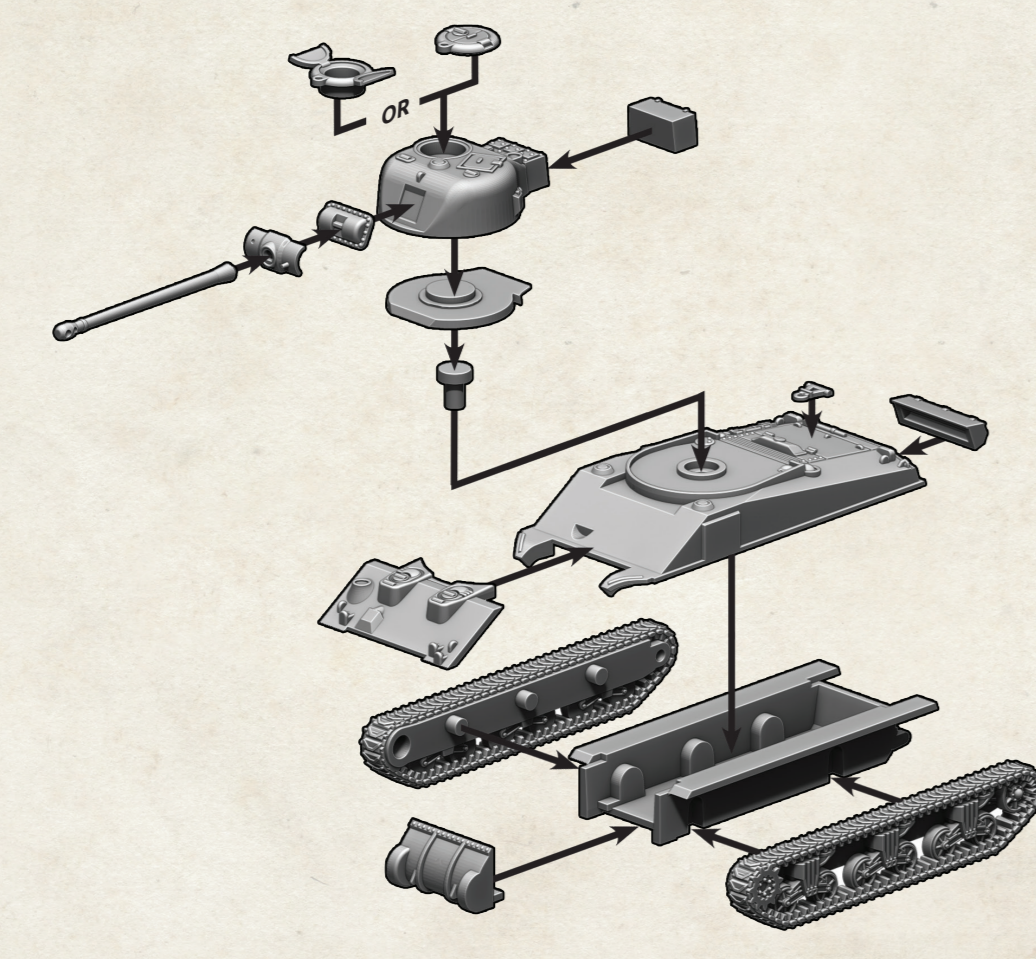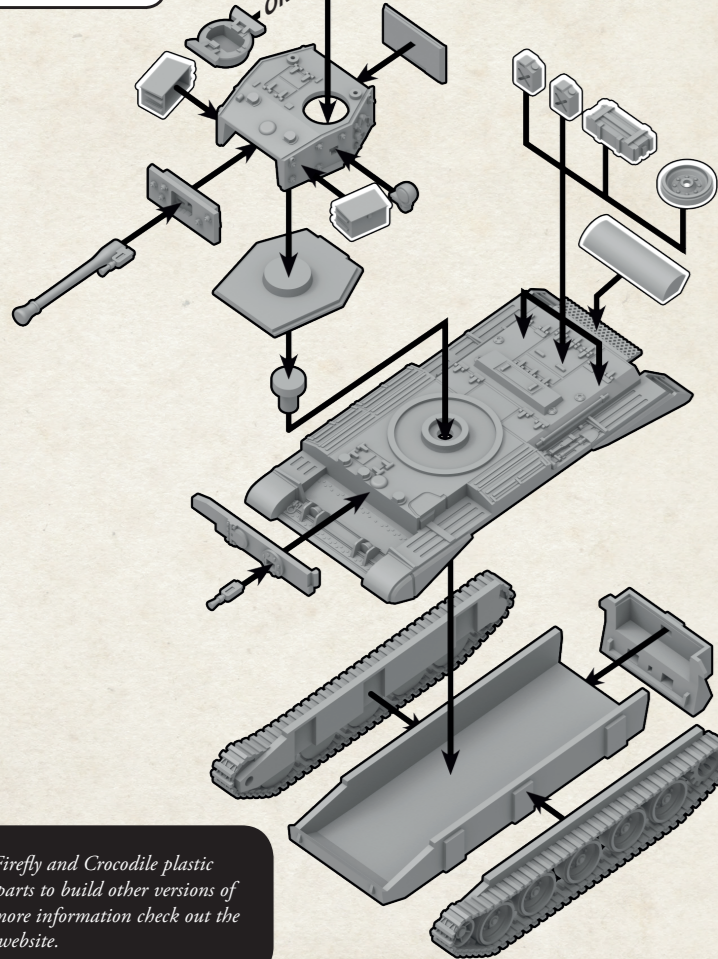
Unit Leader (x 1)
Unit Leader teams are based on a small base, facing the long edge. Each base should have three figures.

Bren Gun & SMLE Rifle teams (x 6)
Bren Gun & SMLE Rifle teams are based on a medium base with four figures, facing the long edge. Evenly spread figures with machine-guns throughout the platoon.
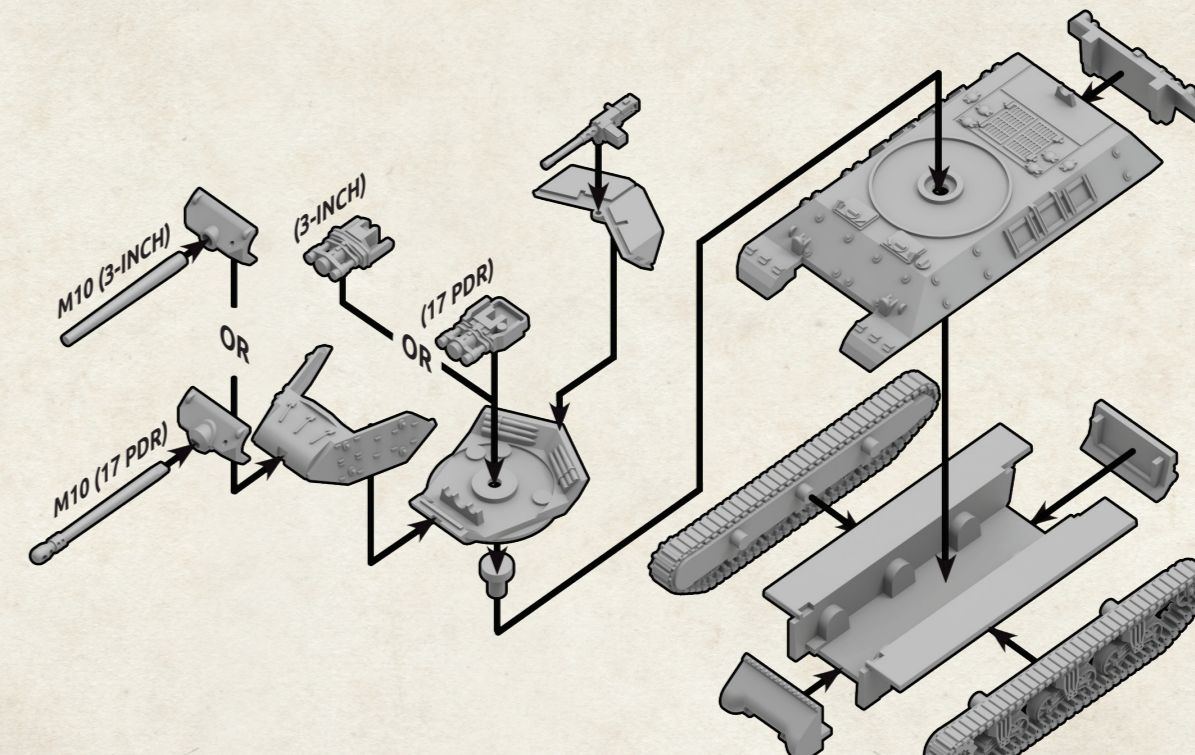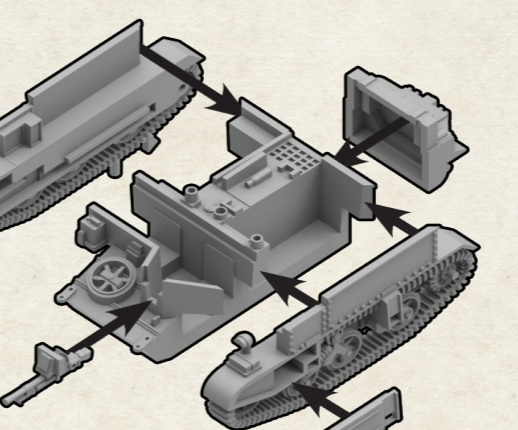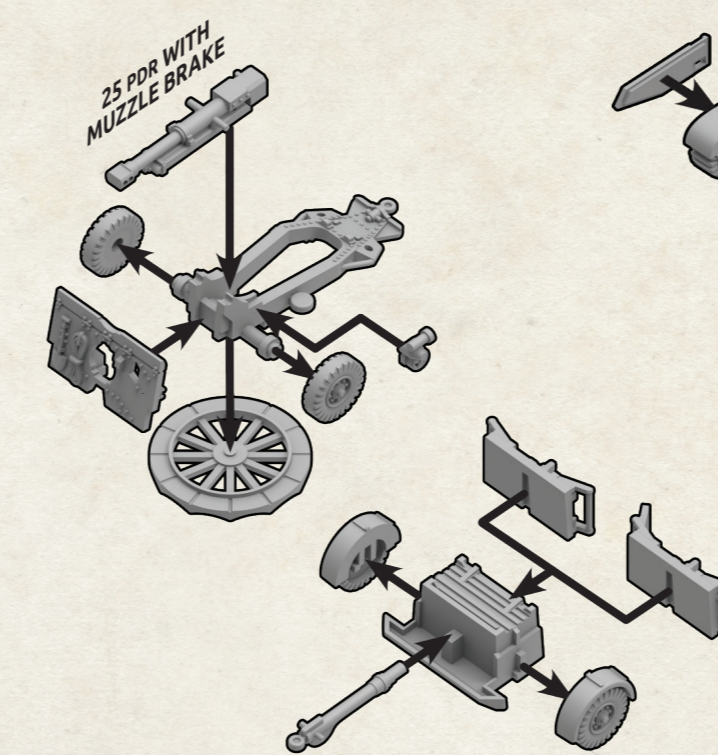
PIAT & 2-inch Mortar teams (x 1 each)
PIAT teams and 2-inch Mortar teams are mounted on a small base facing the long edge. Base a gunner with his weapon and one additional figure.

25 pdr Gun (x 4)
Base these guns on large bases facing the short edge. Each gun has five crewmen.

The Cromwell, Firefly and Crocodile plastic frames contains parts to build other versions of these tanks, for more information check out the Flames of War website.

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

OR

25 PDR WITH MUZZLE BRAKE

OPTIONAL

M10 (3-INCH)

(3-INCH)

(17 PDR)

M10 (17 PDR)