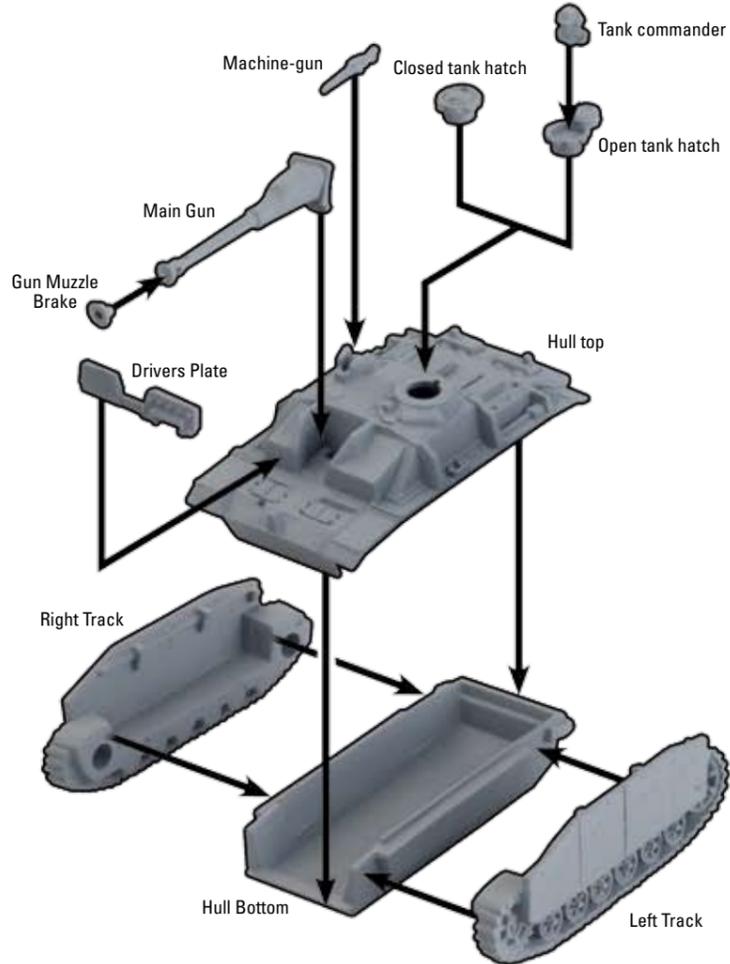
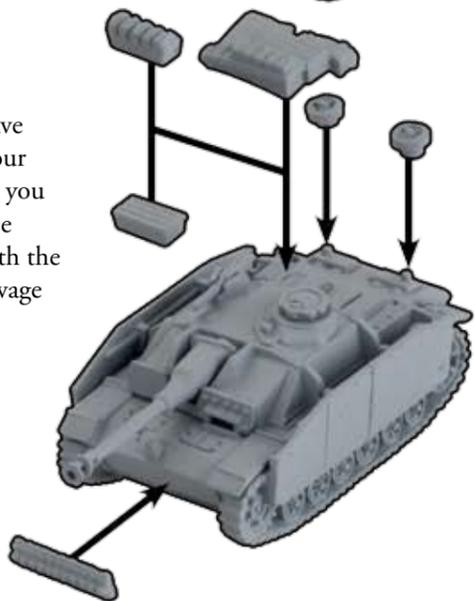


# ASSEMBLING YOUR German Grenadierkompanie

## STUG G ASSAULT-GUN



Once you have assembled your assault-guns, you can customise each tank with the optional stowage provided.



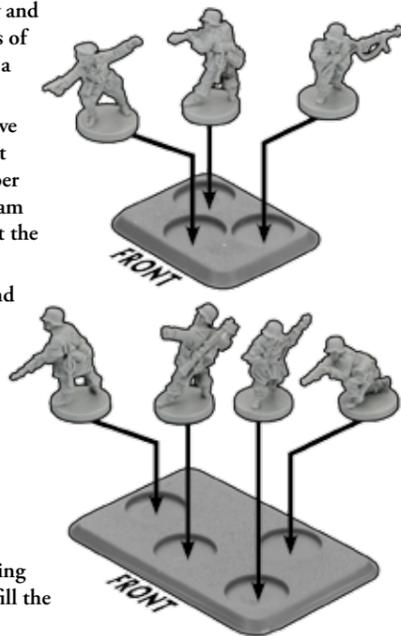
Cut the pieces off the frame and remove any mould lines and excess plastic using a file or modelling knife. Use Poly Cement or Superglue to glue the pieces together.

In *Flames Of War*, infantry and guns are formed into teams of 2-5 men, and live or die as a team.

The bases in *Open Fire!* have holes in them, simply select a base with the same number of holes as figures in the team you are assembling and slot the miniatures in.

As a general rule, Command teams have 3 figures on a small base and Rifle/MG teams have either 4 or 5 figures on a medium base, as shown in their platoon diagram.

Pak40 anti-tank guns go on the large bases, these bases have extra holes in them to give you more posing variety, as well as plugs to fill the spare holes.



### HAUPTMANN

O PF N O PF N

Company Command Panzerfaust SMG team (3 hole small base)

### UNTEROFIZIER

PS PS PS PS

Panzerschreck team (4 hole medium base)

## GRENADIERKOMPANIE HQ

It does not matter which base you use for each team, as all of the bases has a unique hole arrangement.

When putting figures onto small or medium bases, they should face one of the long edges of the base.

The Pak40 anti-tank guns should face the short edge of their base.

### UNTEROFIZIER

N R MG MG R

Rifle/MG team (5 hole medium base)

### UNTEROFIZIER

N MG MG R R

Rifle/MG team (5 hole medium base)

### UNTEROFIZIER

N MG MG R R

Rifle/MG team (5 hole medium base)

### UNTEROFIZIER

R R R R

Rifle/MG team (4 hole medium base)

### UNTEROFIZIER

R R R R

Rifle/MG team (4 hole medium base)

### UNTEROFIZIER

R R R R

Rifle/MG team (4 hole medium base)

## GRENADIER SQUAD

### LEUTNANT

O RO N

Command Panzerfaust SMG team (3 hole small base)

### UNTEROFIZIER

Gun shield, Gun, Gun trail, \* This gun crew straddles the left gun trail

## ANTI-TANK GUN PLATOON

### HQ SECTION

### UNTEROFIZIER

GC GC GC\* GC

7.5cm PaK40 anti-tank gun

### ANTI-TANK SECTION

### ANTI-TANK SECTION

GC GC GC\* GC

7.5cm PaK40 anti-tank gun

The easiest way to build your force is to cut the miniatures off the sprue and lay them over their picture in the diagram to sort them out, then glue them on to their bases.

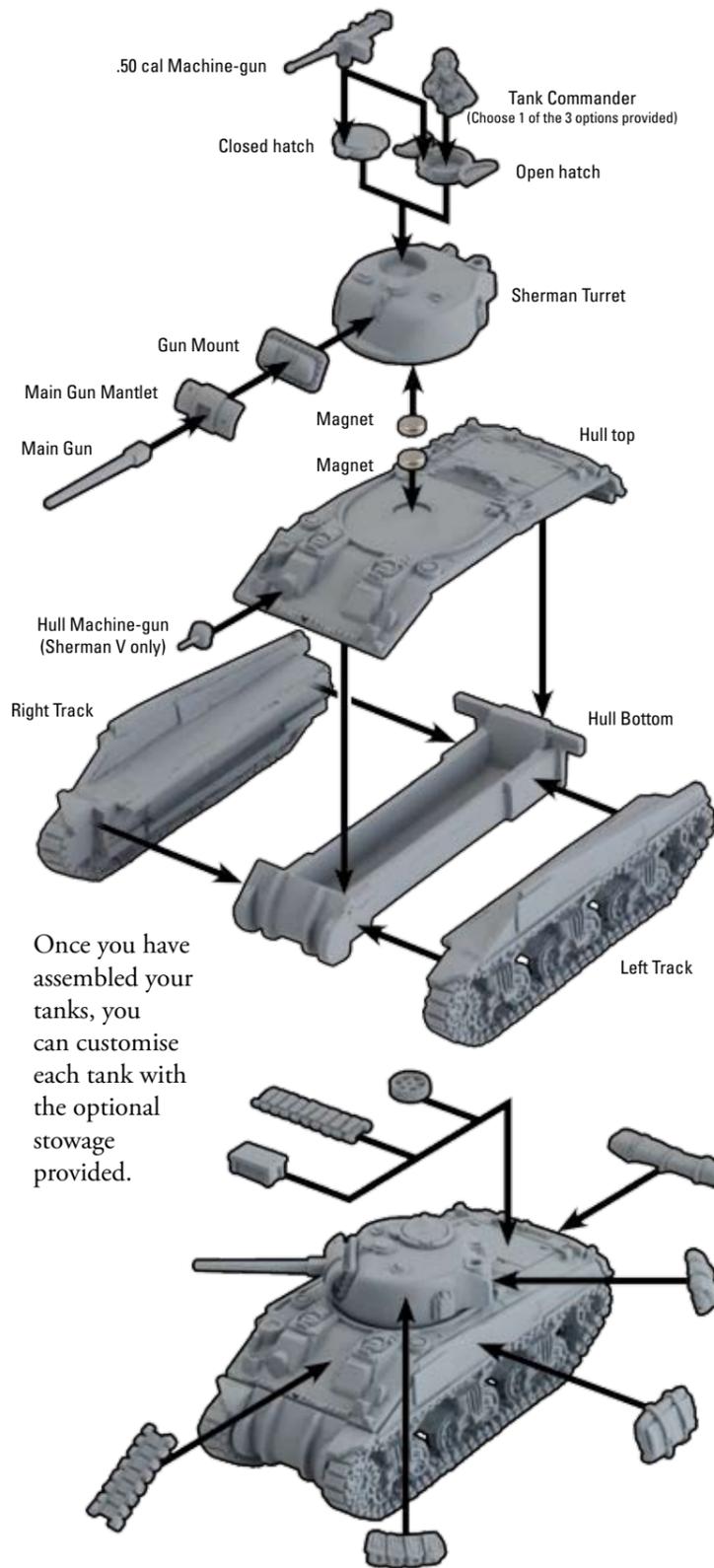
You can also re-arrange the bases however you like by swapping miniatures with the same codes between bases.

- |                     |                            |
|---------------------|----------------------------|
| O = Officer         | N = NCO                    |
| RO = Radio Operator | R = Rifleman               |
| PF = Panzerfaust    | MG = Machine-gunner/loader |
| PS = Panzerschreck  | GC = Gun crew              |

# ASSEMBLING YOUR BRITISH ARMoured SQUADRON

Cut the pieces off the frame and remove any mould lines and excess plastic using a file or modelling knife. Use Poly Cement or Superglue to glue the pieces together. Glue a magnet to the bottom of the Sherman Turret and the Sherman Hull Top to allow the turret to move freely during the game. You may find it useful to mark the magnets to ensure that they are attracted to each other once glued to the tank.

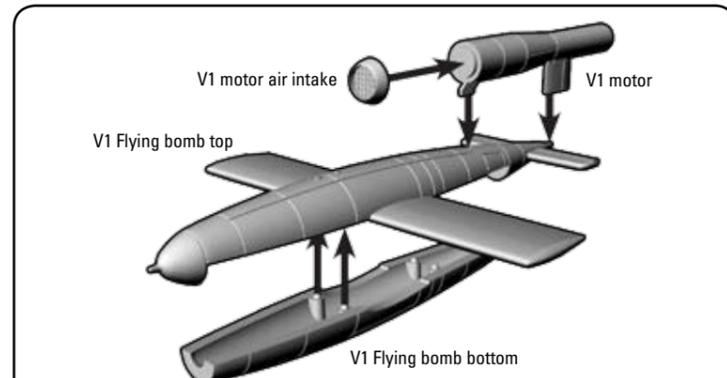
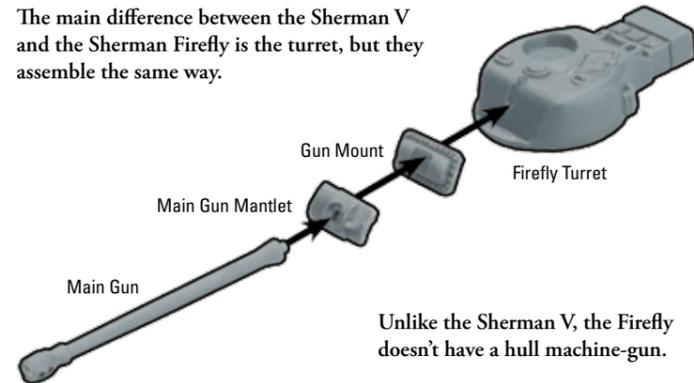
## SHERMAN V TANK



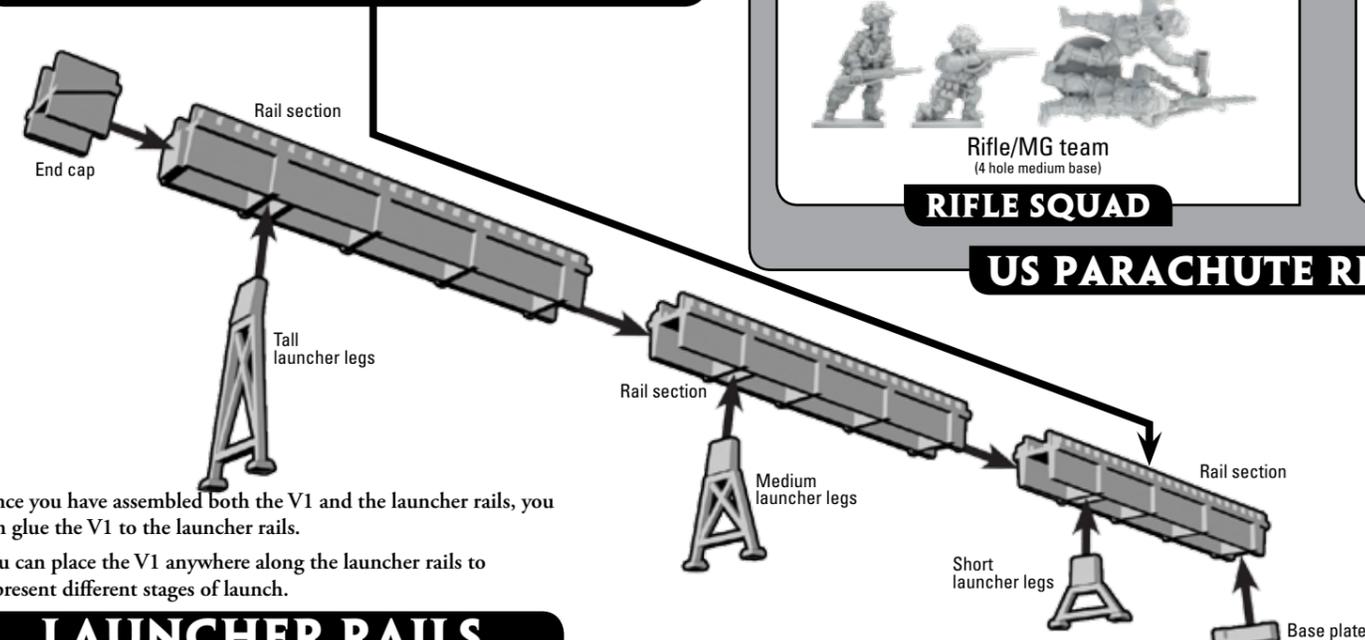
Once you have assembled your tanks, you can customise each tank with the optional stowage provided.

## SHERMAN FIREFLY TANK

The main difference between the Sherman V and the Sherman Firefly is the turret, but they assemble the same way.



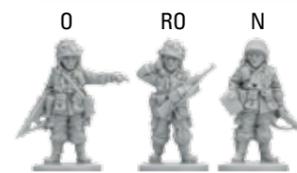
## V1 FLYING BOMB



Once you have assembled both the V1 and the launcher rails, you can glue the V1 to the launcher rails. You can place the V1 anywhere along the launcher rails to represent different stages of launch.

## LAUNCHER RAILS

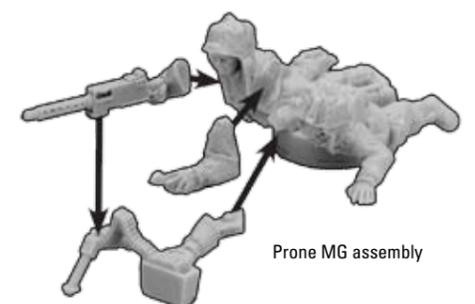
### LIEUTENANT



Command SMG team (3 hole small base)

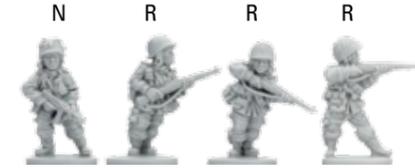
### HQ SECTION

### SERGEANT



Prone MG assembly

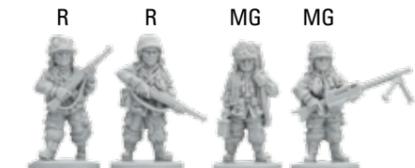
### SERGEANT



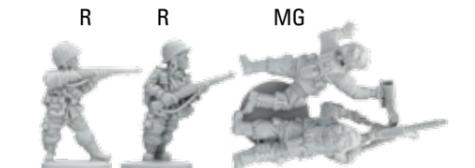
Rifle/MG team (4 hole medium base)



Rifle/MG team (4 hole medium base)



Rifle/MG team (4 hole medium base)



Rifle/MG team (4 hole medium base)

### RIFLE SQUAD

### RIFLE SQUAD

### SERGEANT

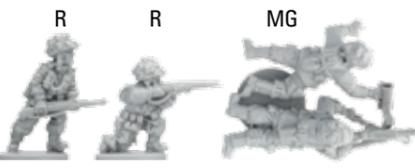


Rifle/MG team (4 hole medium base)

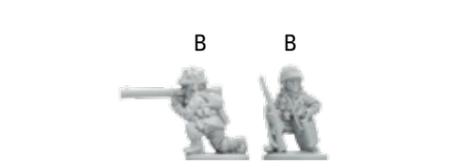
### CORPORAL



60mm mortar team (4 hole medium base)



Rifle/MG team (4 hole medium base)



Bazooka team (2 hole small base)

### RIFLE SQUAD

### MORTAR SQUAD

## US PARACHUTE RIFLE PLATOON

To make your US Parachute Rifle platoon simply cut miniatures off the frame and use the above diagram to arrange them on their bases.

You can also arrange the bases however you like by swapping miniatures with the same codes between bases.

- O = Officer
- RO = Radio Operator
- N = NCO
- R = Rifleman
- MG = Machine-gunner/loader
- M = Mortar/Crewmen
- B = Bazooka gunner/loader