

BASING YOUR ARMY

Battlefront Miniatures packages *Flames Of War* products to give you everything you need to assemble your force as quickly and accurately as possible. Our blisters and box sets are packaged to give you all of the options available to build your army.

HOW TO BASE DIFFERENT TYPES OF UNITS

Every army organises its platoons differently, and the organisation diagrams reflect this. For example, a Panzergrenadier Squad in a Gepanzerte Panzergrenadier Platoon is comprised of nine men split into two teams, one of four soldiers and one of five, yet a Panzergrenadier Squad in a motorised Panzergrenadier Platoon has eight men split into two teams of four soldiers, while a US Rifle Platoon has squads of twelve men split into three teams of four soldiers.

Of course, units in combat rarely maintain their theoretical strength. We reflect this by allowing you to take fewer squads. You could also show this by changing the number of soldiers in each team or otherwise varying your bases from these guidelines to achieve the look you want.

INFANTRY TEAMS

The fundamental building blocks of an infantry platoon are the various types of infantry teams. The most common ones are shown below with a brief description of their function and organisation.

COMMAND TEAMS



A Command team is made up of an officer, an NCO and a rifleman on a small base. There are often options to upgrade your Command team with a different weapon. To do so, simply replace the rifleman with the chosen upgrade. You can see an example of this on the following page.

RIFLE TEAMS



Rifle teams are the basic form of infantry. All the miniatures in a rifle team will normally be armed with rifles. Some squads may have a single machine-gun, but its effect is diluted by the number of rifles in the squad. Base your rifle teams on a medium base.

RIFLE/MG TEAMS



Rifle/MG teams are organised like rifle teams, except that every squad of two teams has a machine-gun. Base Rifle/MG teams on a medium base with the second base normally modelled with a crew-fed machine-gun.

MG TEAMS



MG teams are better armed than Rifle/MG teams. Every MG team has a machine-gun. Base MG teams with a crew-fed machine-gun and two to three riflemen on a medium base.

SMG TEAMS



Some nations equipped entire platoons with submachine-guns. SMG teams are made up of miniatures armed exclusively with submachine-guns. Base SMG teams on a medium base.

ASSAULT RIFLE TEAMS



Assault rifle teams are usually an upgrade option. An Assault Rifle team is made up of miniatures armed exclusively with assault rifles. Base Assault Rifle teams on a medium base.

PIONEER TEAMS



A Pioneer team retains the normal characteristics and basing of its type, e.g. a Rifle team on a medium base, and gains combat engineering characteristics and abilities such as an increased anti-tank rating in assault and the ability to clear mines and demolish fortifications.

LIGHT MORTAR TEAMS



Light Mortar teams are made up of a miniature armed with a light mortar and a loader on a small base.

KOMISSAR TEAMS



The Soviet Army relied on political officers to keep the soldiers of the Red Army motivated for battle. A Komissar team is modelled with a komissar and a rifleman on a small base.

LIGHT ANTI-TANK TEAMS



Light Anti-tank teams are infantry teams made up of a miniature armed with a weapon like a Bazooka or PIAT and a loader on a small base.

ANTI-TANK TEAMS



Anti-tank teams are infantry teams armed with two crew-fed anti-tank rifles or *Panzerschreck* rocket launchers. Base them on a medium base.

PLATOON DIAGRAMS

Each platoon diagram indicates the required squads and teams you must have to make that unit combat-worthy. Troops in black are the core of the unit. Troops in grey are optional supporting weapons and vehicles that you can add to give them more punch or mobility. Many platoons also include options allow you to improve the equipment or capabilities of some of the teams. The platoon entry will also list the special rules that the platoon follows.

Each platoon entry in a *Flames Of War* book reflects the historical make-up of the platoon, and tells you how to base the blister or box set that represents that particular unit. The following example shows a platoon of Panzergrenadiers and how to assemble it using the contents of *GBX09 Panzergrenadier Platoon*.

THE PLATOON ENTRY FROM THE BOOK

GEPANZERTE PANZERGRENADIER PLATOON

PLATOON

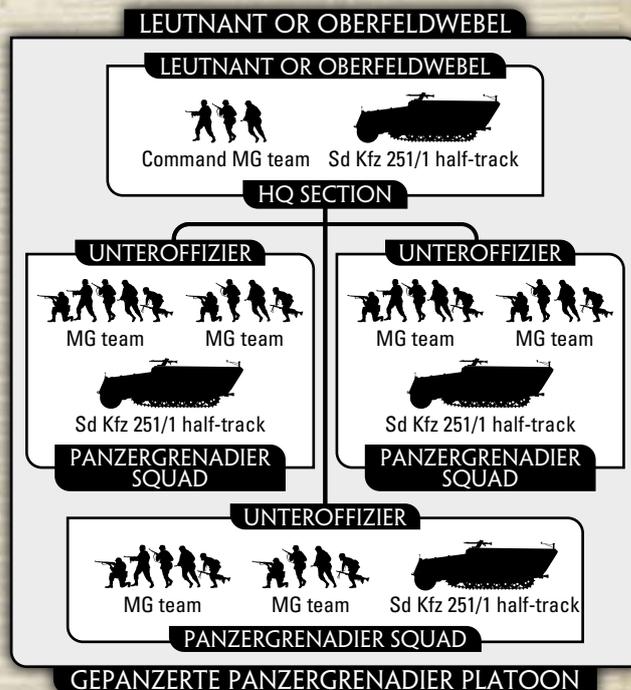
HQ Section with

3 Panzergrenadier Squads	275 points
2 Panzergrenadier Squads	200 points

OPTIONS

- Replace the Command MG team with a Command Panzerknacker SMG team for +5 points or a Command Panzerfaust SMG team for +10 points.
- Replace Sd Kfz 251/1 half-track in HQ Section with a Sd Kfz 251/10 (3.7cm) half-track at no cost.

Gepanzerte Panzergrenadier Platoons may use the Mounted Assault special rule.



BUILDING THE PLATOON

