FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME
OPEN DAY
2019
In June 2019, Battlefront will be bringing Flames Of War Late-War to V4, beginning at D-Day.

V4 Late-War is a journey we will be on for the next 4 years as we cover the major campaigns of Late-War, unveiling the great weapons of war for each book as they appeared on the battlefield and taking players step-by-step through the climactic final stages of the Second World War.

With a great selection of starter sets, books, army deals, and new models, there is plenty for everyone to look forward to.

**Fury**

**HIT THE BEACH**

**Fortress Europe**

**4x Army Deals**

**D-Day 2019**

**American**

**German**

**British**

**Waffen-SS**

**Colours Of War**
AMERICAN PARATROOPERS
LMG & Bazooka Teams Preview

FLAMES OF WAR
PARACHUTE RIFLE COMPANY

Contains:
26x Infantry Teams
4x Unit Cards
2x Thompson SMG Teams
4x M1 Bazooka Teams
4x M1919 LMG Teams
2x 60mm Mortars
14x M1919 and M1 Garand Rifle Teams

For more information visit www.FlamesOfWar.com/products. Enter the product code found on this box. Select the first product that matches your code. Click on the Spotlight button for an assembly guide.

1:100 SCALE

Models supplied unpainted and require assembly. Scenery, glue and paint not included. Contents may vary from those shown.
SEPT 2019
D-DAY: GERMAN FORCE

Your force must contain at least one Formation from this Force Diagram, and may contain as many Formations as you like.
You may also include Formations from any German or Waffen SS book.

GERMAN SUPPORT UNITS

You may field one Support Unit from each box.

[Diagram showing various units and formations for a German force on D-Day]

FORMATION SUPPORT
You may field any German Combat Unit (with a single black band only) on or after D-Day (see Formation as Support Units...)

[Diagram continues with more detailed units and formations]
FALLSCHIRMJÄGER COMPANY

You must field the Formation HQ and one Combat Unit from each subbox. You may also field one Combat Unit from each gray box.

FALLSCHIRMJÄGER COMPANY HQ

INFANTRY

OPTIONS
- Equip MG42 and K98 rifle teams with Panzergrenadier anti-tank teams for +2 points each.
- Add up to two MG42 HTMG teams for +2 points each.
- Add up to two Panzergrenadier anti-tank teams for +2 points each.

FALLSCHIRMJÄGER PLATOON

OPTIONS
- Equip MG42 and K98 rifle teams with Panzergrenadier anti-tank teams for +2 points each.
- Add up to two MG42 HTMG teams for +2 points each.
- Add up to two Panzergrenadier anti-tank teams for +2 points each.

While Allied air superiority prevents the Fallschirmjäger (pronounced Fallschirm-yaeger) from escaping from the sky like the right wouldn’t on their backs, show their troops will face the 600K that typically dives the Amstetten critical positions such as Carnage and St. US, delaying their breakout for critical weeks.

Fallschirmjäger rifle platoons are larger than normal rifle platoons so allow for expected punching casualties on landing. This added manpower gives them greater resiliency in prolonged ground operations. The capitol de corps of the Fallschirmjäger together with their extra troopers per squad make them the toughest and most feared German light infantry.
GERMAN
FALLSCHIRMJÄGER
Officers & NCOs Preview

52 SCULPTS IN RANGE

FLAMES OF WAR.
German Fallschirmjäger
Specialist Weapons Preview

Flames of War
**PANTHER TANK COMPANY HQ**

You must build the Panzer Company HQ and one Combat Unit from each black box. You may also build one Combat Unit from each grey box.

**PANTHER TANK PLATOON**

A fully equipped panzer division has a limitation of Panther tanks, and our battalion is 50% stronger than an Allied tank battalion. However, attention is hard to hold, so the number available quickly drops, and in a couple of weeks, the armour can replace the latter casualties.

**PANTHER (7.5cm): Features**

**WELL-ARMOURED:** The Panther has thick sloped hull front armour and a well armoured turret. However, to keep its weight down, its side armours are not as thick. German tactical decisions for the use of the Panther thus emphasised the importance of tank protection.

**FAST:** Despite its size and power, the Panther is faster than most Allied tanks, and with its powerful engine and smooth track, can cross almost any obstacle.
The light reconnaissance company is organized along the same lines as a panzer reconnaissance company. The biggest difference is that they are mounted in the smaller Sd Kfz 250 half-track. While this is often small enough to avoid detection, they need extra men in many of them.

If they do get into a full fight, this can prove to be a blessing as the Sd Kfz 250 half-track is as heavily armed as the panzer reconnaissance’s bigger Sd Kfz 251, meaning that they have nearly twice the firepower.

**RECONNAISSANCE COMPANY HQ**

2x Sd Kfz 250/3 (MG) team
2x Sd Kfz 250/3 (MG) half-track team

**Options**
- Equip Sd Kfz 250/3 teams with Panzerfett anti-track fire for +2 points.

**RECONNAISSANCE PLATOON**

7x MG42 team
7x Sd Kfz 250 (MG) half-track team
5x MG42 team
5x Sd Kfz 250 (MG) half-track team
7x MG42 team
7x Sd Kfz 250 (MG) half-track team

**Options**
- Equip MG42 teams with Panzerfett anti-track fire for +2 points.
- Replace one Sd Kfz 250 (MG) half-track with Sd Kfz 250 (3.7cm) half-track at no cost.

The User Leader is one of the MG42 teams, and is mounted on a small half-track (see page 77).

**RECONNAISSANCE!**

**Features**

**Sd Kfz 250/10:** The Sd Kfz 250/10 half-track is a smaller version of the panzer reconnaissance’s Sd Kfz 251, carrying a single MG42 team. Although slower than its bigger cousin, the Sd Kfz 250 has much shorter range, limiting its ability to cross-attack.

**Sd Kfz 251:** The smaller and slower speed of the Sd Kfz 250 makes it much easier to overlook. Ideal for reconnaissance operations where covering fire can be delivered while the team is moving.

**Reconnaissance Half-Tracks:** The Sd Kfz 250/10 half-track has the same firepower as the bigger Sd Kfz 251 version, while releasing the speediness of the smaller chassis.

**Reconnaissance Half-Tracks:** Better in the rear, more German armored cars based on small 4-wheeled chassis that lack cross-country capability. The new half-track Sd Kfz 250/10 is more armored and faster in action.

**Puma Armoured Cars:** Similar in size and design, Germany experimented with heavy armored cars. The result is the Sd Kfz 250/3 Puma eight-wheeled armored car. Armed with the same 7.5cm gun as on the half-tracks, it also has a smaller 3.7cm anti-tank gun.

**SD Kfz 250/3 (MG)**

**Role:** Scout

**Armor:** Front Armour: 1 A

**Armament:**
- 7.5cm gun
- MG42

**Engines:** 6

**Smoke**
- Mounted Assault

**SD Kfz 250 (10cm)**

**Role:** Artillery

**Armor:** Front Armour: 1

**Armament:** 10.5cm gun

**Engines:** 6

**Smoke**
- Mounted Assault

**SD Kfz 250 (7.5cm)**

**Role:** Assault Gun

**Armor:** Front Armour: 1

**Armament:** 7.5cm gun

**Engines:** 6

**Smoke**
- Mounted Assault

**SD Kfz 250 (2cm)**

**Role:** Scout

**Armor:** Front Armour: 1

**Armament:** 2cm gun

**Smoke**
- Mounted Assault

**SD Kfz 250 (5cm)**

**Role:** Scout

**Armor:** Front Armour: 1

**Armament:** 5cm gun

**Smoke**
- Mounted Assault

**SD Kfz 253 (7.5cm)**

**Role:** Scout

**Armor:** Front Armour: 1

**Armament:** 7.5cm gun

**Smoke**
- Mounted Assault

The small Sd Kfz 250 half-track is fast and well-armed to make reconnaissance work, although its short wheelbase limits its ability to operate in rocky terrain.
SD KFZ 250 (7.5 cm)

SD KFZ 250 (8 cm) MORTAR

SD KFZ 250 (MG)

8.8 cm ANTI-TANK GUN
BRITISH PARATROOPERS
Officers & NCOs Preview

39 SCULPTS IN RANGE

FLAMES OF WAR
BRITISH PARATROOPERS
Riflemen Preview

FLAMES OF WAR
BRITISH
PARATROOPERS
Specialist Weapons Preview
PLASTIC GUNS

40mm BOFORS

17 POUNDER
SS FORCES ARE AGGRESSIVE

**Old Hand:**
Units from this Formation whose Unit Leader is within 6”/15 cm of this Formation Commander have Tactics 3+.

*Special Rules*
- **Old Hand:** Units from this Formation whose Unit Leader is within 6”/15 cm of this Formation Commander have Tactics 3+.
- **Stormtroopers:** Unit may attempt a second, different, Movement Order after succeeding in its first Movement Order.
D-Day Hobby League is a three-month league for new and returning Flames Of War players alike.

Lots of unique prizes not available anywhere else!
**Hobby League Timeline**

**The Hobby League**
The main purpose of the Hobby League is to help players build a new Late War Flames Of War force in time for the On Table Top Global Campaign, that will start at the end of the league.

This three month league will reward players for hitting hobby goals, so that at the end of the league they will have a fully painted 100 point Flames Of War army ready to go for the On Table Top Global Campaign.

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**Global Online Campaign**
During the Hobby League players earn achievements that they can spend on Tactical Edge cards at the end of the league. These cards will be used during games played in the On Table Top D-Day Global Campaign, that will have players all around the world participating in a massive interactive campaign where each game you play will affect the outcome of the war.

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**Get a Head Start!**
Fury. Hit the Beach. and the Late-war Army deals come out sale in June, so you can get a head start planning, collecting, assembling and painting your army.

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**50 Point Tournament**
Late July or early August, celebrate finishing the first half of your army with a small tournament, complete with prizes unique to the Hobby League pack.

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**Bloody Omaha Card Campaign**
In August we will release the Bloody Omaha card campaign set.

In this campaign players will be recreating the battle of Normandy, storming the beach and pushing through the French countryside. The campaign can be played with 2 or more players over a series of weeks or months. During the campaign players will play a series of Flames Of War games, creating a custom Warrior team who will attempt to lead their forces to victory.

Use this as a standalone campaign, or feel free to integrate the Bloody Omaha Card Campaign into your Hobby League.

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**D-Day: Beach Assault Mission Terrain Pack**
September sees the release of the D-Day Beach Assault Mission Terrain pack that comes with terrain and missions that you can integrate into your hobby league. Since players will have a lot of their army painted by now, try running those at 75+ points.

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**100 Point Tournament**
As the end of the Hobby League nears players complete 100 point armies against each other. In a final, winter takes all tournament for the second set of unique Hobby League prizes.

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**On Table Top** is an inclusive and welcoming team of hobbyists, painters, and wargamers, exploring all that’s fantastic about our hobby! We have previously run very successful global online campaigns with them for Flames Of War and are looking forward to working with them again on our D-Day Campaign. Check out their website:

[www.ONTABLETOP.com](http://www.ONTABLETOP.com)
We have troops that have been cut off behind enemy lines, our mission is to break through the enemy's defenses and rescue our wayward brothers. This is not going to be an easy task. The enemy has had time to set up considerable defenses, so we need to hit them hard before they can strengthen their position further. Our target is a hill in the middle of their position. A hard charge will allow us to breakthrough the enemy's lines and link up with our stranded troops.

Place a hill in the middle of the objective area. Winner randomly selects a Tier 2 reward and loser randomly selects a Tier 1 reward.

**SPECIAL SETUP INSTRUCTIONS**

**BEHIND THE LINES**

**REWARDS**

**SIDE MISSION**

We requisitioned a box of German teller mines, and just in time it would seem! Let’s put them to good use and seed a minefield where the enemy least expects one to and give them a nasty surprise. Discard to place a single minefield token during the Setting Up phase.

**EFFECT**

**MINES**

**REWARD - TIER 1**

**REWARD - TIER 1**

**SIDE MISSION**

Rank does not take away a soldier’s desire to fight alongside his men in the assault. You live for the feeling of an unpinned grenade in your hand, with only moments until that grenade bursts into shrapnel. You want to be in the assault with a few grenades and your trusty sharpened entrenching tool. To this day no one has ever asked you why you have notches carved in the handle of your entrenching tool. Probably because they are afraid of the answer...

Your Infantry Ace may re-roll his failed skill checks to Hit in Assaults.

**INFANTRY ACE ABILITY**

**ASSAULT MONSTER - LEVEL 4**

**HEAVY ASSAULT**

**ASSAULT MONSTER - LEVEL 1**

**MISSION**

**BEHIND THE LINES**

**SIDE MISSION**

**ACHIEVEMENT**

**ASSAULT MONSTER - LEVEL 1**

The Bloody Omaha Ace Campaign is a narrative-driven system where players get to create their own heroes and fight on the beaches of Normandy and beyond.
D-Day is in full swing. Paratroopers are landing behind enemy lines. Over 160,000 men are hitting the beaches of Normandy. The German Atlantic Wall will be a tough nut to crack. D-Day will be hard fought. Get ready to liberate Europe, or defend its shores!

THIS SET CONTAINS:

1x 16”/40cm x 48”/120cm Beach Mat
5x Cardboard Punch-out Sheets
10x Defence Unit Cards
1x Mission and Rules Booklet
TOURNAMENTS

EVENTS.BATTLEFRONT.CO.NZ

- Designed to help tournament organisers to spread the word about coming events
- Gives players a tool to easily search or browse for coming events
- **COMING SOON:** organisers that log events will be able to gain free access to Forces for a 30 day period to assist with list checking and verification
WE ARE COMING ON THE JOURNEY WITH YOU!

BIG FOUR OF LATE-WAR

A FLAMES OF WAR JOURNEY

AMERICAN GERMAN BRITISH SOVIET

Follow our progress on Instagram @BIGFOUROFLATEWAR
MORE MID-WAR
DEATH FROM ABOVE
MID-WAR GERMAN & ITALIAN AIRBORNE FORCES
OUT NOVEMBER 2019
ALL AMERICAN
MID-WAR US AIRBORNE AND RANGERS

OUT
NOVEMBER 2019
MID WAR JOURNEY

Over the next few years, in between our Late War releases we have a schedule packed full of exciting Mid War releases that will keep the Mid War period fresh and exciting.

Here we have the Mid War Journey: a road map you can use to get a general view of what’s to come in Mid War.

Each release comes with a set of Unit Cards and Command Cards.
PLASTIC CHALLENGER
PLASTIC

CHALLENGER
PLASTIC M109

AND THE MLRS!
This is essentially *Team Yankee Early War* that adds ‘Checkpoint Charlie’ to *Fate of a Nation* and ‘Nam, and combines them into a single wargaming period.
ANY QUESTIONS?