CONTENTS

Building Your Army .......................... 1

GERMAN FORCES .......................... 2
Panzerkompanie (Tank Company) .............. 2
Grenadierkompanie (Infantry Company) ...... 4
German Arsenal ............................. 11
German Painting Guides ...................... 12

BRITISH FORCES .......................... 14
Armoured Squadron .......................... 14
British Arsenal .............................. 19
British Painting Guides ....................... 20

AMERICAN FORCES ....................... 22
Tank Company ............................... 22
US Arsenal .................................. 27
US Painting Guides ......................... 28

SOVIET FORCES .......................... 30
Tankovy Company (Tank Company) .......... 30
Soviet Arsenal .............................. 37
Soviet Painting Guides ...................... 38

SUPPORT PLATOON RULES ................ 40

ABOUT THIS BOOK

Now that you’ve got the Open Fire! basics down, it’s time to recruit more troops to help you on the battlefield. In this book, you will find some new forces to try out, many of which you can get started on using the forces provided in this set!

In the following pages you will find five forces to collect, including two for the Germans and one each for the British, Americans, and Soviets. Use these forces to explore the battlefields of World War II on your tabletop using the rules from Open Fire!
BUILDING YOUR ARMY

The intelligence briefings in this booklet show you how to build your army.
The company diagram for your force tells you which platoons you can choose from. Each box represents a platoon that is available to your company.
The black boxes show compulsory platoons, so this British Armoured Squadron must take:
- an Armoured Squadron HQ and
- two Armoured Platoons.
The grey boxes show additional platoons that you can add to this core. For example you could add:
- two more Armoured Platoons
- a Light Tank Platoon
- an Anti-tank Platoon (SP), Royal Artillery
- Air Support

PAGE REFERENCE
Each platoon or company box will have a page number. Use this to find the platoon and its points value.

BUILDING A FORCE
To build a force, simply agree on a points limit with your opponent and add platoons until you reach this limit. This should ensure that you and your opponent have equivalent forces.

Armoured Platoon

1x Sherman V Tank and 1x Firefly VC Tank

- Command Sherman V tank
- Firefly VC tank
- 140 points

OR

2x Cromwell IV Tanks

- Command Cromwell IV tank
- Cromwell IV tank
- 130 points

OR

2x Comet Tanks

- Command Comet tank
- Comet tank
- 210 points

3x Tanks

- 3x Sherman V tanks
- 195 points
- 3x Cromwell IV tanks
- 195 points
- 3x Comet tanks
- 195 points

4x Tanks

- 4x Sherman V tanks
- 250 points
- 4x Cromwell IV tanks
- 260 points
- 4x Comet tanks
- 420 points

BUILDING A PLATOON
Each platoon has a points value and often has options for fielding it at different strengths. Like the Company Diagram, the tanks that are shaded black are compulsory for this platoon, while grey ones are optional. The points for the platoon are found in a tab at the bottom.

Using the example above, I’d like to take a platoon with Sherman tanks. I must take one Sherman V tank and one of the powerful Firefly VC tanks for 140 points. I can then add up to two more Sherman V tanks for an additional 55 points each.
BUILDING YOUR COMPANY
You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

TANK COMPANY HQ

2X PANZER IV H
- Company Command
  Panzer IV H
- 2IC Command
  Panzer IV H
160 POINTS

2X STUG G
- Company Command
  StuG G
- 2IC Command
  StuG G
170 POINTS

2X PANTHER G
- Company Command
  Panther G
- 2IC Command
  Panther G
350 POINTS

SUPPORT Platoons

ARMOUR
- Panzer Platoon
- Panzer Platoon

ARMOUR
- Panzer Platoon
- Panzer Platoon

ARMOUR
- Heavy Tank Platoon

ARTILLERY
- Artillery Battery

ANTI-AIRCRAFT
- Heavy Anti-aircraft
  Gun Platoon

RECONNAISSANCE
- Armoured Car Platoon

INFANTRY
- Grenadier Platoon

TRANSPORT
- Half-track Platoon

AIRCRAFT
- Air Support
## Combat Platoons

### Panzer Platoon

**2x Panzer IV H Tanks**
- Command Panzer IV H
- Panzer IV H
- **160 Points**

**3x Tanks**
- Panzer IV H
- **240 Points**

**4x Tanks**
- Panzer IV H
- **320 Points**

**5x Tanks**
- Panzer IV H
- **400 Points**

**OR**

**2x StuG G Tanks**
- Command StuG G
- StuG G
- **170 Points**

**3x Tanks**
- StuG G
- **255 Points**

**4x Tanks**
- StuG G
- **340 Points**

**5x Tanks**
- StuG G
- **425 Points**

**OR**

**2x Panther G Tanks**
- Command Panther G
- Panther G
- **350 Points**

**3x Tanks**
- Panther G
- **525 Points**

**4x Tanks**
- Panther G
- **700 Points**

**5x Tanks**
- Panther G
- **875 Points**

### Panzer IV H

- **Armament**: 7.5cm KwK40 gun, Co-ax MG, Hull MG
- **Top Armour**: 1
- **Front Armour**: 6
- **Movement**: 12"/30cm
- **Side Armour**: 3
- **Schürzen**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>AT</th>
<th>FP</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>7.5cm KwK40 gun</td>
<td>32'780cm</td>
<td>2</td>
<td>11</td>
<td>3+</td>
<td></td>
</tr>
</tbody>
</table>

### StuG G

- **Armament**: 7.5cm StuK40 gun, Hull MG
- **Top Armour**: 1
- **Front Armour**: 7
- **Movement**: 12"/30cm
- **Side Armour**: 3
- **Schürzen**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>AT</th>
<th>FP</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>7.5cm StuK40 gun</td>
<td>32'780cm</td>
<td>2</td>
<td>11</td>
<td>3+</td>
<td>Hull-mounted</td>
</tr>
</tbody>
</table>

### Panther G

- **Armament**: 7.5cm KwK42 gun, Co-ax MG, Hull MG
- **Top Armour**: 1
- **Front Armour**: 10
- **Movement**: 12"/30cm
- **Side Armour**: 5

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>AT</th>
<th>FP</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>7.5cm KwK42 gun</td>
<td>32'780cm</td>
<td>2</td>
<td>14</td>
<td>3+</td>
<td></td>
</tr>
</tbody>
</table>
BUILDING YOUR COMPANY
You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.
**GRENADIER PLATOON**

1x GRENADIER SQUAD
- Command Panzerfaust
- SMG team
- Rifle/MG team

2x SQUADS
- Rifle/MG team

3x SQUADS
- Rifle/MG team

**120 POINTS**

**165 POINTS**

**WEAPONS PLATOONS**

**GRENADIER MACHINE-GUN PLATOON**

2x MG42 MACHINE-GUNS
- Command MG42 HMG
- MG42 HMG

4x MACHINE-GUNS
- MG42 HMG
- MG42 HMG

**60 POINTS**

**120 POINTS**

**MG42 HMG**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>AT</th>
<th>FP</th>
</tr>
</thead>
<tbody>
<tr>
<td>MG42 HMG</td>
<td>24”/60cm</td>
<td>6</td>
<td>2</td>
<td>6</td>
</tr>
</tbody>
</table>

**Movement**

6”/15cm

**Notes**

ROF 3 when Pinned Down or moving.
GRENADIER MORTAR PLATOON

2x 8CM GW34 MORTARS

- Command
- 8cm GW34 mortar

50 POINTS

GRENADIER ANTI-TANK GUN PLATOON

2x ANTI-TANK GUNS

- Command
- 7.5cm PaK40 gun

100 POINTS

7.5CM PAK40 ANTI-TANK GUN

- 7.5cm PaK40 gun

- Movement 4"/10cm

ARMAMENT

- 8.8cm KwK36 gun
- Co-ax MG
- Hull MG

TIGER I E

- Top Armour: 2
- Side Armour: 8
- Movement: 8"/20cm
- Front Armour: 9

KÖNIGSTIGER

- Top Armour: 2
- Side Armour: 8
- Movement: 8"/20cm
- Front Armour: 15

ARMAMENT

- 8.8cm KwK43 gun
- Co-ax MG
- Hull MG

WEAPON RANGE / ROF / AT / FP

- 8.8cm KwK36 gun 40"/100cm 2 13 3+

Notes

- Gun shield.

Movement

8"/20cm

Notes

- Artillery (see page 40).

Notes

- Artillery (see page 40).
SUPPORT PLATOONS

HEAVY TANK PLATOON

1x Tiger I E Tank

Command Tiger I E

175 POINTS

2x Tanks

Tiger I E

350 POINTS

3x Tanks

Tiger I E

525 POINTS

4x Tanks

Tiger I E

700 POINTS

OR

1x Königstiger Tank

Command Königstiger

300 POINTS

2x Tanks

Königstiger

600 POINTS

3x Tanks

Königstiger

900 POINTS

4x Tanks

Königstiger

1200 POINTS

OR

1x Jagdpanther Tank

Command Jagdpanther

225 POINTS

2x Tanks

Jagdpanther

450 POINTS

3x Tanks

Jagdpanther

675 POINTS

4x Tanks

Jagdpanther

900 POINTS

OR

2x StuH42 Tanks

Command StuH42

170 POINTS

3x Tanks

StuH42

255 POINTS

4x Tanks

StuH42

340 POINTS

JAGDPANTHER

Armament

8.8cm PaK43 gun, Hull MG

Movement

12"/30cm

Front Armour

10

Side Armour

5

Weapon

Range

ROF

AT

FP

Notes

8.8cm PaK43 gun

40"/100cm

2

16

3+

STUH42

Armament

10.5cm StuH42 gun, Hull MG

Movement

12"/30cm

Front Armour

7

Side Armour

3 Schürzen

Top Armour

1

Weapon

Range

ROF

AT

FP

Notes

10.5cm StuH42 gun

32/780cm

2

10

2+ Hull-mounted
Find out more about armoured cars as well as some rules about how to add reconnaissance to your games.

http://www.FlamesOfWar.com/OpenFire/UnitRules

Find out more about half-tracks as well as some rules about how to transport your troops over the battlefield.

http://www.FlamesOfWar.com/OpenFire/UnitRules
HEAVY ANTI-AIRCRAFT GUN PLATOON

1X 8.8CM FLAK36 GUN

Command 8.8cm Flak36 gun

80 POINTS

8.8CM FLAK36 GUN

Movement
Immobile

Weapon Range ROF AT FP
8.8cm KwK36 gun 40'/100cm 3 13 3+

Notes
Gun shield.

ARTILLERY BATTERY

2X 10.5CM LEFH18 HOWITZERS

Command 10.5cm leFH18 howitzer
10.5cm leFH18 howitzer

90 POINTS

10.5CM LEFH18 HOWITZER

Movement
Immobile

Weapon Range ROF AT FP
10.5cm leFH18 howitzer 72'/180cm 1 4 4+

Notes
Artillery (see page 40), Gun shield.

OR

2X 15CM SFH18 HOWITZERS

Command 15cm sFH18 howitzer
15cm sFH18 howitzer

140 POINTS

15CM SFH18 HOWITZER

Movement
Immobile

Weapon Range ROF AT FP
15cm sFH18 howitzer 80'/200cm 1 5 2+

Notes
Artillery (see page 40).

4X HOWITZERS

10.5cm leFH18 howitzer

180 POINTS

OR

4X HOWITZERS

15cm sFH18 howitzer

280 POINTS

Notes
Artillery (see page 40).
**Air Support**

1x Ju 87D Stuka

100 Points

**Ju 87D Stuka**

**Aircraft Rules**

Find out how to use aircraft in *Open Fire* on page 41.
### TANK Teams

<table>
<thead>
<tr>
<th>Name</th>
<th>Movement Range</th>
<th>Front Range</th>
<th>Armour Side</th>
<th>Top Firepower</th>
<th>Equipment and Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Panzer IV H</td>
<td>12&quot;/30cm</td>
<td>32&quot;/80cm</td>
<td>6</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>7.5cm KwK40 gun</td>
<td></td>
<td></td>
<td>11</td>
<td>3+</td>
<td>Co-ax MG, Hull MG, Schürzen.</td>
</tr>
<tr>
<td>StuG G</td>
<td>12&quot;/30cm</td>
<td>32&quot;/80cm</td>
<td>7</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td>7.5cm StuK40 gun</td>
<td></td>
<td></td>
<td>11</td>
<td>3+</td>
<td>Hull MG, Schürzen.</td>
</tr>
<tr>
<td>Panther G</td>
<td>12&quot;/30cm</td>
<td>32&quot;/80cm</td>
<td>10</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td>7.5cm KwK42 gun</td>
<td></td>
<td></td>
<td>14</td>
<td>3+</td>
<td>Co-ax MG, Hull MG.</td>
</tr>
</tbody>
</table>

### Heavy Tanks

<table>
<thead>
<tr>
<th>Name</th>
<th>Movement Range</th>
<th>Front Range</th>
<th>Armour Side</th>
<th>Top Firepower</th>
<th>Equipment and Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tiger I E</td>
<td>8&quot;/20cm</td>
<td>40&quot;/100cm</td>
<td>9</td>
<td>8</td>
<td>2</td>
</tr>
<tr>
<td>8.8cm KwK36 gun</td>
<td></td>
<td></td>
<td>2</td>
<td>13</td>
<td>3+</td>
</tr>
<tr>
<td>Königstiger</td>
<td>8&quot;/20cm</td>
<td>40&quot;/100cm</td>
<td>15</td>
<td>8</td>
<td>2</td>
</tr>
<tr>
<td>8.8cm KwK43 gun</td>
<td></td>
<td></td>
<td>2</td>
<td>16</td>
<td>3+</td>
</tr>
<tr>
<td>Jagdpanther</td>
<td>12&quot;/30cm</td>
<td>40&quot;/100cm</td>
<td>10</td>
<td>5</td>
<td>1</td>
</tr>
<tr>
<td>8.8cm PaK43 gun</td>
<td></td>
<td></td>
<td>2</td>
<td>16</td>
<td>Hull MG, Schürzen.</td>
</tr>
<tr>
<td>StuH42</td>
<td>12&quot;/30cm</td>
<td></td>
<td>7</td>
<td>3</td>
<td>1</td>
</tr>
<tr>
<td>10.5cm StuH42 gun</td>
<td>32&quot;/80cm</td>
<td></td>
<td>2</td>
<td>10</td>
<td>Hull MG, Schürzen.</td>
</tr>
</tbody>
</table>

### Armoured Cars

<table>
<thead>
<tr>
<th>Name</th>
<th>Movement Range</th>
<th>Front Range</th>
<th>Armour Side</th>
<th>Top Firepower</th>
<th>Equipment and Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sd Kfz 222 (2cm)</td>
<td>12&quot;/30cm</td>
<td>16&quot;/40cm</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>2cm KwK38 gun</td>
<td></td>
<td></td>
<td>3</td>
<td>5</td>
<td>5+</td>
</tr>
<tr>
<td>Sd Kfz 234/1</td>
<td>12&quot;/30cm</td>
<td>16&quot;/40cm</td>
<td>3</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>2cm KwK38 gun</td>
<td></td>
<td></td>
<td>3</td>
<td>5</td>
<td>5+</td>
</tr>
<tr>
<td>Sd Kfz 234/2 Puma</td>
<td>12&quot;/30cm</td>
<td>24&quot;/60cm</td>
<td>3</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>5cm KwK39 gun</td>
<td></td>
<td></td>
<td>2</td>
<td>9</td>
<td>4+</td>
</tr>
</tbody>
</table>

### Half-Tracks

<table>
<thead>
<tr>
<th>Name</th>
<th>Movement Range</th>
<th>Front Range</th>
<th>Armour Side</th>
<th>Top Firepower</th>
<th>Equipment and Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sd Kfz 251/1</td>
<td>12&quot;/30cm</td>
<td></td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

### GUN Teams

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Movement Range</th>
<th>Front Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>MG42 HMG</td>
<td>6&quot;/15cm</td>
<td>24&quot;/60cm</td>
<td>6</td>
<td>2</td>
<td>6</td>
<td>ROF 3 when pinned down or moving.</td>
</tr>
<tr>
<td>8cm GW34 mortar</td>
<td>6&quot;/15cm</td>
<td>24&quot;/60cm</td>
<td>2</td>
<td>2</td>
<td>3+</td>
<td>Artillery (see page 40).</td>
</tr>
<tr>
<td>7.5cm PaK40 gun</td>
<td>4&quot;/10cm</td>
<td>32&quot;/80cm</td>
<td>2</td>
<td>12</td>
<td>3+</td>
<td>Gun shield.</td>
</tr>
<tr>
<td>8.8cm Flak36 gun</td>
<td>Immobile</td>
<td>40&quot;/100cm</td>
<td>3</td>
<td>13</td>
<td>3+</td>
<td>Gun shield.</td>
</tr>
<tr>
<td>10.5cm leFH18 howitzer</td>
<td>Immobile</td>
<td>72&quot;/180cm</td>
<td>1</td>
<td>4</td>
<td>4+</td>
<td>Artillery (see page 40), Gun shield.</td>
</tr>
<tr>
<td>15cm sFH18 howitzer</td>
<td>Immobile</td>
<td>80&quot;/200cm</td>
<td>1</td>
<td>5</td>
<td>2+</td>
<td>Artillery (see page 40).</td>
</tr>
</tbody>
</table>

### INFANTRY Teams

<table>
<thead>
<tr>
<th>Team</th>
<th>Movement Range</th>
<th>Front Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rifle/MG team</td>
<td>6&quot;/15cm</td>
<td>16&quot;/40cm</td>
<td>2</td>
<td>2</td>
<td>6</td>
<td>Full ROF when moving.</td>
</tr>
<tr>
<td>Panzerfaust SMG team</td>
<td>6&quot;/15cm</td>
<td>4&quot;/10cm</td>
<td>3</td>
<td>1</td>
<td>6</td>
<td>Tank Assault 6. Cannot shoot in the</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4&quot;/10cm</td>
<td>1</td>
<td>12</td>
<td>5+</td>
<td>Shooting Step if moved in the Movement Step.</td>
</tr>
<tr>
<td>Panzerschreck team</td>
<td>6&quot;/15cm</td>
<td>8&quot;/20cm</td>
<td>2</td>
<td>11</td>
<td>5+</td>
<td>Tank Assault 5.</td>
</tr>
</tbody>
</table>

### AIRCRAFT

<table>
<thead>
<tr>
<th>Aircraft</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ju 87D Stuka</td>
<td>6&quot;/15cm</td>
<td></td>
<td>5</td>
<td>1+</td>
<td>Aircraft (see page 41).</td>
</tr>
</tbody>
</table>
GERMAN PAINTING GUIDE

All colour names and codes given are from the range of Flames Of War paints, available from the online store and Flames Of War Stockists. More comprehensive painting and modelling guides can be found on our website, www.FlamesOfWar.com.

All the colours you need to paint your Germans can be found in the Quartermasters Paint Set and the German Infantry Paint Set.

You will also find that the Flames Of War range of spray paints makes your basecoating step very easy.

THE V1 ROCKET

Follow the German tank painting guide to paint the V1 Rocket launcher rails. Not all Launcher rails were camouflaged, so feel free to leave that step out.

For the V1 itself, paint the upper surfaces Heer Green, and the lower surfaces Whitewash.
Undercoat the model with Panther Yellow. Flames Of War spray cans are ideal for undercoating, but you can also use a large brush to apply several thinned-down coats of normal acrylic paint.

Apply Rommel Shade, thinned down with water. This will settle into the recesses and around raised detail, to create shadows and give the tank definition. When the wash is dry, drybrush the tank with Panther Yellow, lightened with a little Dry Dust, to add highlights.

Add camouflage using Boot Brown and Army Green. Use a small drybrush, with most of the paint wiped off, to apply colour a little at a time with a jabbing or scrubbing motion. Paint the tracks Oxide Red.

Drybrush the tracks Dark Gunmetal. Paint the tool handles Battlefield Brown and the tool heads Dark Gunmetal. You can use decals to add markings.
Armoured Squadron

Building Your Company
You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Armoured Squadron HQ

Armoured Platoon

Company Command
Sherman V tank

2iC Command
Sherman V tank

110 Points

Armoured Platoon

Company Command
Cromwell IV tank

2iC Command
Cromwell IV tank

130 Points

Armoured Platoon

Company Command
Comet

2iC Command
Comet

210 Points

Support Platoons

Anti-Tank

Anti-tank Platoon (SP), Royal Artillery

Reconnaissance

Scout Platoon

Transport

Half-track Platoon

Artillery

Field Battery, Royal Artillery

Aircraft

Air Support

Infantry

Rifle Platoon

Parachute Rifle Platoon
COMBAT PLATOONS

ARMOURED PLATOON

1X SHERMAN V TANK AND 1X FIREFLY VC TANK

Command Sherman V tank
Sherman V tank

140 POINTS

Firefly VC tank

OR

3X TANKS
Sherman V tank

195 POINTS

4X TANKS
Sherman V tank

250 POINTS

Command Sherman V tank

OR

2X CROMWELL IV TANKS

Command Cromwell IV tank
Cromwell IV tank

130 POINTS

Cromwell IV tank

OR

2X COMET TANKS

Command Comet tank
Comet tank

210 POINTS

Comet tank

3X TANKS
Comet tank

315 POINTS

4X TANKS
Comet tank

420 POINTS

SHERMAN V

Armament
M3 75mm gun, Co-ax MG, Hull MG

Top Armour
1

Side Armour
4

Front Armour
6

Movement
12"/30cm

Weapon Range ROF AT FP Notes
M3 75mm gun 32"/80cm 2 10 3+ None

SHERMAN FIREFLY VC

Armament
OQF 17 pdr gun, Co-ax MG

Top Armour
1

Side Armour
4

Front Armour
6

Movement
12"/30cm

Weapon Range ROF AT FP Notes
OQF 17 pdr gun 32"/80cm 2 15 3+ No HE
WEAPONS PLATOONS

Light Tank Platoon

2x Stuart V Tanks

Command Stuart V tank
Stuart V tank

70 POINTS

3x Tanks

Stuart V tank

105 POINTS

4x Tanks

Stuart V tank

140 POINTS

Find out more about recce vehicles as well as some rules about how to add reconnaissance to your games.

http://www.FlamesOfWar.com/OpenFire/UnitRules

STUART V

Armament
M6 37mm gun, Co-ax MG, Hull MG

Movement
16"/40cm

Top Armour
1

Side Armour
2

Front Armour
4

Weapon Range ROF AT FP Notes
M6 37mm gun 24"/60cm 2 7 4+  

M10C 17 pdr SP

Armament
OQF 17 pdr gun

Movement
12½/30cm

Top Armour
0

Side Armour
2

Front Armour
4

Weapon Range ROF AT FP Notes
OQF 17 pdr gun 32½/80cm 2 15 3+ No HE

SUPPORT PLATOONS

Anti-Tank Platoon (SP), Royal Artillery

2x M10 3" SP Tanks

Command M10 3" SP
M10 3" SP

110 POINTS

4x Tanks

M10 3" SP

220 POINTS

OR

2x M10C 17 PDR SP Tanks

Command M10C 17 pdr SP
M10C 17 pdr SP

140 POINTS

4x Tanks

M10C 17 pdr SP

280 POINTS

Find out more about recce vehicles as well as some rules about how to add reconnaissance to your games.

http://www.FlamesOfWar.com/OpenFire/UnitRules
**Scout Platoon**

- **3x Universal Carriers**
  - Command Universal Carrier
  - Universal Carrier
  - Universal Carrier
  - **60 Points**

Find out more about universal carriers as well as some rules about how to add reconnaissance to your games.

http://www.FlamesOfWar.com/OpenFire/UnitRules

---

**Rifle Platoon**

- **1x Rifle Squad**
  - Command Rifle/MG team
  - PIAT team
  - Light Mortar team
  - 140 Points

- **2x Squads**
  - 110 Points

- **3x Squads**
  - 140 Points

Find out more about universal carriers as well as some rules about how to add reconnaissance to your games.

http://www.FlamesOfWar.com/OpenFire/UnitRules

---

**Half-track Platoon**

- **2x M5 Half-tracks**
  - Command M5 half-track
  - M5 half-track
  - 40 Points

- **3x Half-tracks**
  - 60 Points

- **4x Half-tracks**
  - 80 Points

Find out more about half-tracks as well as some rules about how to transport your troops over the battlefield.

http://www.FlamesOfWar.com/OpenFire/UnitRules
**Field Battery, Royal Artillery**

**2x 25 Pdr Guns**
- Command QF 25 pdr gun
- QF 25 pdr gun

**4x Guns**
- QF 25 pdr gun
- QF 25 pdr gun

**OR**

**2x Sexton Tanks**
- Command Sexton Self-propelled gun
- Sexton Self-propelled gun

**4x Tanks**
- Sexton Self-propelled gun
- Sexton Self-propelled gun

**OQF 25 Pdr Gun**
- **Armament**
  - OQF 25 pdr gun
- **Movement**
  - Immobile

**Sexton Self-Propelled Gun**
- **Armament**
  - OQF 25 pdr gun, MG
- **Top Armour**
  - 0

**Air Support**
- **Typhoon**
  - 1x Typhoon

**Aircraft Rules**
Find out how to use aircraft in *Open Fire!* on page 41.

**Typoon**
- **Movement**
  - 12"/30cm

**Weapon**
- **Range**
  - 80"/200cm
- **ROF**
  - 2
- **AT**
  - 4
- **FP**
  - 5+
- **Notes**
  - Artillery, Gun shield

**Weapon**
- **Range**
  - 80"/200cm
- **ROF**
  - 2
- **AT**
  - 4
- **FP**
  - 5+
- **Notes**
  - Artillery, Hull mounted

**Weapon**
- **Range**
  - 67"/15cm
- **ROF**
  - 2
- **AT**
  - 6
- **FP**
  - 3+
- **Notes**
  - Aircraft
# BRITISH ARSENAL

## TANK TEAMS

<table>
<thead>
<tr>
<th>Name</th>
<th>Weapon</th>
<th>Movement Range</th>
<th>Front ROF</th>
<th>Armour Side Anti-tank</th>
<th>Top Firepower</th>
<th>Equipment and Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>LIGHT TANKS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Stuart V</td>
<td>M6 37mm gun</td>
<td>16”/40cm</td>
<td>4</td>
<td>2</td>
<td>1</td>
<td>Co-ax MG, Hull MG.</td>
</tr>
<tr>
<td></td>
<td>M3 75mm gun</td>
<td>24”/60cm</td>
<td>2</td>
<td>7</td>
<td>4+</td>
<td></td>
</tr>
<tr>
<td><strong>MEDIUM TANKS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sherman V</td>
<td>M3 75mm gun</td>
<td>12”/30cm</td>
<td>6</td>
<td>4</td>
<td>1</td>
<td>Co-ax MG, Hull MG.</td>
</tr>
<tr>
<td></td>
<td>M3 75mm gun</td>
<td>32”/80cm</td>
<td>2</td>
<td>10</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td>Firefly VC</td>
<td>OQF 17 pdr gun</td>
<td>12”/30cm</td>
<td>6</td>
<td>4</td>
<td>1</td>
<td>Co-ax MG.</td>
</tr>
<tr>
<td></td>
<td>OQF 75mm gun</td>
<td>32”/80cm</td>
<td>2</td>
<td>10</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td>Cromwell IV</td>
<td>OQF 17 pdr gun</td>
<td>16”/40cm</td>
<td>6</td>
<td>4</td>
<td>1</td>
<td>Co-ax MG, Hull MG.</td>
</tr>
<tr>
<td></td>
<td>OQF 75mm gun</td>
<td>32”/80cm</td>
<td>2</td>
<td>10</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td>Comet</td>
<td>OQF 77mm gun</td>
<td>16”/40cm</td>
<td>8</td>
<td>4</td>
<td>1</td>
<td>Co-ax MG, Hull MG.</td>
</tr>
<tr>
<td></td>
<td>OQF 77mm gun</td>
<td>32”/80cm</td>
<td>2</td>
<td>14</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td><strong>SELF-PROPELLED TANKS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>M10C 17 pdr SP</td>
<td>OQF 17 pdr gun</td>
<td>12”/30cm</td>
<td>4</td>
<td>2</td>
<td>0</td>
<td>Co-ax MG.</td>
</tr>
<tr>
<td></td>
<td>OQF 25 pdr gun</td>
<td>32”/80cm</td>
<td>2</td>
<td>15</td>
<td>3+</td>
<td>No HE.</td>
</tr>
<tr>
<td>M10 3” SP</td>
<td>M7 3” gun</td>
<td>12”/30cm</td>
<td>4</td>
<td>2</td>
<td>0</td>
<td>Co-ax MG.</td>
</tr>
<tr>
<td></td>
<td>M7 3” gun</td>
<td>32”/80cm</td>
<td>2</td>
<td>12</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td>Sexton</td>
<td>OQF 25 pdr gun</td>
<td>12”/30cm</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>MG.</td>
</tr>
<tr>
<td></td>
<td>OQF 25 pdr gun</td>
<td>80”/200cm</td>
<td>2</td>
<td>4</td>
<td>5+</td>
<td>Artillery (see page 40), Hull mounted.</td>
</tr>
<tr>
<td><strong>RECONNAISSANCE TANK</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Universal Carrier</td>
<td></td>
<td>12”/30cm</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>Co-ax MG.</td>
</tr>
<tr>
<td><strong>HALF-TRACKS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>M5 half-track</td>
<td></td>
<td>12”/30cm</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>MG.</td>
</tr>
</tbody>
</table>

## INFANTRY AND GUN TEAMS

<table>
<thead>
<tr>
<th>Infantry Team</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rifle/MG team</td>
<td>16”/40cm</td>
<td>2</td>
<td>2</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>Light Mortar team</td>
<td>16”/40cm</td>
<td>1</td>
<td>1</td>
<td>4+</td>
<td>Can fire over friendly teams.</td>
</tr>
<tr>
<td>PIAT team</td>
<td>8”/20cm</td>
<td>1</td>
<td>10</td>
<td>5+</td>
<td>Tank Assault 4.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Gun Team</th>
<th>Movement</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>OQF 25 pdr gun</td>
<td>Immobile</td>
<td>80”/200cm</td>
<td>2</td>
<td>4</td>
<td>5+</td>
<td>Artillery (see page 40), Gun shield</td>
</tr>
</tbody>
</table>

## AIRCRAFT

<table>
<thead>
<tr>
<th>Aircraft</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Typhoon</td>
<td>6”/15cm</td>
<td>2</td>
<td>6</td>
<td>3+</td>
<td>Aircraft (see page 41).</td>
</tr>
</tbody>
</table>

## US PARATROOPER INFANTRY & GUN TEAMS

<table>
<thead>
<tr>
<th>Infantry Team</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rifle/MG team</td>
<td>16”/40cm</td>
<td>2</td>
<td>2</td>
<td>6</td>
<td>Tank Assault 3.</td>
</tr>
<tr>
<td>Bazooka team</td>
<td>8”/20cm</td>
<td>1</td>
<td>10</td>
<td>5+</td>
<td>Tank Assault 4.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Gun Team</th>
<th>Movement</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>M2 60mm mortar</td>
<td>Man-packed</td>
<td>24”/60cm</td>
<td>2</td>
<td>1</td>
<td>3+</td>
<td>Artillery (see page 40).</td>
</tr>
</tbody>
</table>
All colour names and codes given are from the range of Flames Of War paints, available from the online store and Flames Of War Stockists. More comprehensive painting and modelling guides can be found on our website, www.FlamesOfWar.com.

All the colours you need to paint your British can be found in the Quartermasters Paint Set and the British Paint Set.

You will also find that the Flames Of War range of spray paints makes your basecoating step very easy.

- **Black**
  - Boots

- **Dark Gunmetal**
  - Gun metal, tool heads

- **Battlefield Brown**
  - Rifle wood, tool handles

- **Tommy Green**
  - Webbing, pouches

- **European Skin**
  - Exposed flesh

- **Army Green**
  - Battlefield Brown
  - Hessian Strips

- **Battledress Brown**
  - British tunic, pants

- **Firefly Green**
  - Painted metal

- **For metal helmets**

- **Battlefield Brown**
  - Rifle wood, tool handles
Undercoat your model with Firefly Green. Flames Of War spray cans are ideal for undercoating, but you can also use a large brush to apply several thinned-down coats of normal acrylic paint.

Paint the tracks Battlefield Brown, and paint the rubber road wheels Black. Optionally, you can also paint the tools and machine-gun Black, to make them stand out later.

Apply Monty Shade, thinned down with water. This will settle into the recesses and around raised detail, to create shadows and give the tank definition. When the wash is dry, drybrush the tank with Firefly Green, lightened with a little Tommy Green.

Drybrush the tracks Dark Gunmetal, using a small drybrush. Paint the tool handles Battlefield Brown and the machine gun and tool heads Dark Gunmetal. You can use decals to add markings.
Building Your Company

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

Tank Company HQ

- 130 POINTS
  - 2x M4A3 (late) Sherman
    - Company Command M4A3 (late) Sherman
    - 2IC Command M4A3 (late) Sherman

- 180 POINTS
  - 2x M4A3 (76mm) Sherman
    - Company Command M4A3 (76mm) Sherman
    - 2IC Command M4A3 (76mm) Sherman

- 70 POINTS
  - 2x M5A1 Stuart
    - Company Command M5A1 Stuart
    - 2IC Command M5A1 Stuart

Support Platoons

- Armoured
  - Tank Platoon
  - Heavy Tank Platoon
  - Assault Gun Battery

- Anti-Tank
  - Tank Destroyer Platoon
  - Field Artillery Battery
  - Air Support

- Infantry
  - Rifle Platoon
  - Parachute Rifle Platoon

- Reconnaissance
  - Cavalry Recon Platoon

- Artillery
  - Field Artillery Battery

- Transport
  - Half-track Platoon
COMBAT PLATOONS

TANK COMPANY

2x M4A3 (LATE) SHERMAN TANKS

Command M4A3 (late) Sherman

M4A3 (late) Sherman

130 POINTS

2x M4A3 (76MM) SHERMAN TANKS

Command M4A3 (76mm) Sherman

M4A3 (76mm) Sherman

180 POINTS

2x M5A1 STUART TANKS

Command M5A1 Stuart

M5A1 Stuart

70 POINTS

THE SHERMAN

M4A3 (LATE) SHERMAN

Armament

M3 75mm gun, Co-ax MG, Hull MG

Top Armour 1

Front Armour 7

Movement 12"/30cm

Side Armour 4

Weapon Range ROF AT FP Notes

M3 75mm gun 32"/80cm 2 10 3+

M4A3 (76MM) SHERMAN

Armament

M1 76mm gun, Co-ax MG, Hull MG

Top Armour 1

Front Armour 7

Movement 12"/30cm

Side Armour 4

Weapon Range ROF AT FP Notes

M1 76mm gun 32"/80cm 2 13 3+

M5A1 STUART

Armament

M6 37mm gun, Co-ax MG, Hull MG

Top Armour 2

Front Armour 4

Movement 16"/40cm

Side Armour 2

Weapon Range ROF AT FP Notes

M6 37mm gun 24"/60cm 2 7 4+

M26 PERSHING

Armament

M3 90mm gun, Co-ax MG, Hull MG

Top Armour 6

Front Armour 10

Movement 12"/30cm

Side Armour 6

Weapon Range ROF AT FP Notes

M3 90mm gun 32"/80cm 2 14 3+
## Heavy Tank Platoon

1x M26 Pershing Tank

- Command M26 Pershing

210 points

OR

1x T26E4 Super Pershing Tanks

- Command T26E4 Super Pershing

260 points

## Assault Gun Battery

2x M8 Scott Tanks

- Command M8 Scott HMC
- M8 Scott HMC

80 points

OR

2x 105mm Sherman Tanks

- Command M4A3 (105mm) Sherman
- M4A3 (105mm) Sherman

100 points

## M8 Scott HMC

- M1A1 75mm Howitzer, Co-ax MG
- Top Armour: 0
- Side Armour: 2
- Front Armour: 3
- Movement: 16"/40cm

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>AT</th>
<th>FP</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>M1A1 75mm Howitzer</td>
<td>16&quot;/40cm</td>
<td>2</td>
<td>6</td>
<td>3+</td>
<td></td>
</tr>
</tbody>
</table>

## M4A3 (105mm) Sherman

- M4 105mm Howitzer, Co-ax MG, Hull MG
- Top Armour: 1
- Side Armour: 4
- Front Armour: 7
- Movement: 12"/30cm

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>AT</th>
<th>FP</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>M4 105mm Howitzer</td>
<td>24&quot;/60cm</td>
<td>1</td>
<td>9</td>
<td>2+</td>
<td></td>
</tr>
</tbody>
</table>
American paratroopers are excellently trained and battle hardened. They are rated as Fearless Veteran.

### Tank Destroyer Platoon

<table>
<thead>
<tr>
<th>Option</th>
<th>Component</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td><strong>2x M10 3in GMC Tanks</strong>&lt;br&gt;Command M10 3in GMC</td>
<td>120 points</td>
</tr>
<tr>
<td>OR</td>
<td><strong>4x TANKS</strong>&lt;br&gt;M10 3in GMC</td>
<td>240 points</td>
</tr>
<tr>
<td>2.</td>
<td><strong>2x M36 90mm GMC Tanks</strong>&lt;br&gt;M36 90mm GMC</td>
<td>140 points</td>
</tr>
<tr>
<td>OR</td>
<td><strong>4x TANKS</strong>&lt;br&gt;M36 90mm GMC</td>
<td>280 points</td>
</tr>
</tbody>
</table>

### Cavalry Recon Platoon

<table>
<thead>
<tr>
<th>Component</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>2x M8 Greyhound Armoured Cars</strong>&lt;br&gt;Command M8 Greyhound</td>
<td>60 points</td>
</tr>
<tr>
<td>OR</td>
<td><strong>4x ARMORED CARS</strong>&lt;br&gt;M8 Greyhound</td>
</tr>
</tbody>
</table>

Find out more about M8 Greyhounds as well as some rules about how to add reconnaissance to your games.


### Rifle Platoon

<table>
<thead>
<tr>
<th>Option</th>
<th>Component</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td><strong>1x Rifle Squad</strong>&lt;br&gt;Command Rifle team</td>
<td>110 points</td>
</tr>
<tr>
<td>OR</td>
<td><strong>2x Squads</strong>&lt;br&gt;Rifle team</td>
<td>155 points</td>
</tr>
<tr>
<td>2.</td>
<td><strong>3x Squads</strong>&lt;br&gt;Rifle team</td>
<td>155 points</td>
</tr>
<tr>
<td>OR</td>
<td><strong>Bazooka team</strong></td>
<td></td>
</tr>
</tbody>
</table>

### Parachute Rifle Platoon

<table>
<thead>
<tr>
<th>Option</th>
<th>Component</th>
<th>Points</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.</td>
<td><strong>1x Rifle Squad</strong>&lt;br&gt;Command Rifle/MG team</td>
<td>205 points</td>
</tr>
<tr>
<td>OR</td>
<td><strong>2x Squads</strong>&lt;br&gt;Rifle/MG team</td>
<td>265 points</td>
</tr>
<tr>
<td>2.</td>
<td><strong>3x Squads</strong>&lt;br&gt;Rifle/MG team</td>
<td>265 points</td>
</tr>
<tr>
<td>OR</td>
<td><strong>M2 60mm mortar</strong>&lt;br&gt;Bazooka team</td>
<td></td>
</tr>
</tbody>
</table>
**US SUPPORT PLATOONS**

**HALF-TRACK PLATOON**

2x M3 Half-tracks

- Command M3 Half-track
- M3 Half-track

**FIELD ARTILLERY BATTERY**

2x M7 Priests

- Command M7 Priest
- M7 Priest

OR

3x Tanks

- M7 Priest
- M7 Priest
- M7 Priest

OR

4x Tanks

- M7 Priest
- M7 Priest
- M7 Priest
- M7 Priest

OR

6x Tanks

- M7 Priest
- M7 Priest
- M7 Priest
- M7 Priest
- M7 Priest
- M7 Priest

**M2A1 105MM HOWITZER**

- Movement: Immobile
- **Weapon Range ROF AT FP**
  - M2A1 105mm howitzer: 72”/180cm 1 4 4+

**M1 155MM HOWITZER**

- Movement: Immobile
- **Weapon Range ROF AT FP**
  - M1 155mm howitzer: 88”/220cm 1 5 2+

**P-47 THUNDERBOLT**

- **Weapon Range ROF AT FP Notes**
  - Bombs: 6715m 1 5 1+ Aircraft.

Find out more about half-tracks as well as some rules about how to transport your troops over the battlefield.


Notes

- Artillery (see page 40), Gun shield.
- Artillery (see page 40), Gun shield.
## US ARSENAL

### TANK TEAMS

<table>
<thead>
<tr>
<th>Name</th>
<th>Movement Range</th>
<th>Front Range</th>
<th>Armour Side</th>
<th>Top Armour</th>
<th>Equipment and Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>TANKS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>M5A1 Stuart</td>
<td>16&quot;/40cm</td>
<td>4</td>
<td>2</td>
<td>1</td>
<td>Co-ax MG, Hull MG.</td>
</tr>
<tr>
<td>M6 37mm gun</td>
<td>24&quot;/60cm</td>
<td>2</td>
<td>4</td>
<td>4+</td>
<td></td>
</tr>
<tr>
<td>M4A3 (late) Sherman</td>
<td>12&quot;/30cm</td>
<td>7</td>
<td>4</td>
<td>1</td>
<td>Co-ax MG, Hull MG.</td>
</tr>
<tr>
<td>M5 75mm gun</td>
<td>32&quot;/80cm</td>
<td>2</td>
<td>10</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td>M4A3 (76mm) Sherman</td>
<td>12&quot;/30m</td>
<td>7</td>
<td>4</td>
<td>1</td>
<td>Co-ax MG, Hull MG.</td>
</tr>
<tr>
<td>M1 76mm gun</td>
<td>32&quot;/80cm</td>
<td>2</td>
<td>13</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td>M26 Pershing</td>
<td>12&quot;/30cm</td>
<td>10</td>
<td>6</td>
<td>2</td>
<td>Co-ax MG, Hull MG.</td>
</tr>
<tr>
<td>M3 90mm gun</td>
<td>32&quot;/80cm</td>
<td>2</td>
<td>14</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td>T26E4 Super Pershing</td>
<td>8&quot;/20cm</td>
<td>13</td>
<td>6</td>
<td>2</td>
<td>Co-ax MG, Hull MG.</td>
</tr>
<tr>
<td></td>
<td>40&quot;/100cm</td>
<td>2</td>
<td>16</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td><strong>ASSAULT GUNS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>M8 Scott HMC</td>
<td>16&quot;/40cm</td>
<td>3</td>
<td>2</td>
<td>0</td>
<td>Co-ax MG.</td>
</tr>
<tr>
<td>M1A1 75mm howitzer</td>
<td>16&quot;/40cm</td>
<td>2</td>
<td>6</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td>M4A3 (105mm) Sherman</td>
<td>12&quot;/30cm</td>
<td>7</td>
<td>4</td>
<td>1</td>
<td>Co-ax MG, Hull MG.</td>
</tr>
<tr>
<td>M4 105mm howitzer</td>
<td>24&quot;/60cm</td>
<td>1</td>
<td>9</td>
<td>2+</td>
<td></td>
</tr>
<tr>
<td><strong>SELF-PROPELLED ANTI-TANK</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>M10 3in GMC</td>
<td>12&quot;/30cm</td>
<td>4</td>
<td>2</td>
<td>0</td>
<td>Co-ax MG.</td>
</tr>
<tr>
<td>M7 3&quot; gun</td>
<td>32&quot;/80cm</td>
<td>2</td>
<td>13</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td>M36 90mm GMC</td>
<td>12&quot;/30cm</td>
<td>4</td>
<td>2</td>
<td>0</td>
<td>Co-ax MG.</td>
</tr>
<tr>
<td>M3 90mm howitzer</td>
<td>32&quot;/80cm</td>
<td>2</td>
<td>14</td>
<td>3+</td>
<td></td>
</tr>
<tr>
<td><strong>SELF-PROPELLED ARTILLERY</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>M7 Priest</td>
<td>12&quot;/30cm</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>MG.</td>
</tr>
<tr>
<td>M2A1 105mm howitzer</td>
<td>72&quot;/180cm</td>
<td>1</td>
<td>4</td>
<td>4+</td>
<td>Artillery (see page 40), Gun shield.</td>
</tr>
<tr>
<td><strong>ARMoured CAR</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>M8 Greyhound</td>
<td>12&quot;/30cm</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>Co-ax MG.</td>
</tr>
<tr>
<td>M6 37mm gun</td>
<td>24&quot;/60cm</td>
<td>2</td>
<td>7</td>
<td>4+</td>
<td></td>
</tr>
<tr>
<td><strong>HALF-TRACKS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>M3 half-track</td>
<td>12&quot;/30cm</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>MG.</td>
</tr>
</tbody>
</table>

### INFANTRY TEAMS

<table>
<thead>
<tr>
<th>Team</th>
<th>Movement Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rifle team</td>
<td>16&quot;/40cm</td>
<td>1</td>
<td>2</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>Rifle/MG team</td>
<td>16&quot;/40cm</td>
<td>2</td>
<td>2</td>
<td>6</td>
<td>Paratrooper Rifle/MG teams are rated Tank Assault 3.</td>
</tr>
<tr>
<td>Bazooka team</td>
<td>8&quot;/20cm</td>
<td>1</td>
<td>10</td>
<td>5+</td>
<td>Tank Assault 4.</td>
</tr>
</tbody>
</table>

### GUN TEAMS

<table>
<thead>
<tr>
<th>Team</th>
<th>Movement Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>M2 60mm mortar</td>
<td>6&quot;/15cm</td>
<td>2</td>
<td>1</td>
<td>3+</td>
<td>Artillery (see page 40).</td>
</tr>
<tr>
<td>M2A1 105mm howitzer</td>
<td>72&quot;/180cm</td>
<td>1</td>
<td>4</td>
<td>4+</td>
<td>Artillery (see page 40), Gun shield.</td>
</tr>
<tr>
<td>M1 155mm howitzer</td>
<td>88&quot;/220cm</td>
<td>1</td>
<td>5</td>
<td>2+</td>
<td>Artillery (see page 40), Gun shield.</td>
</tr>
</tbody>
</table>

### AIRCRAFT

<table>
<thead>
<tr>
<th>Aircraft</th>
<th>Movement Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>P-47 Thunderbolt</td>
<td>6&quot;/15cm</td>
<td>1</td>
<td>5</td>
<td>1+</td>
<td>Aircraft (see page 41).</td>
</tr>
</tbody>
</table>
All colour names and codes given are from the range of *Flames Of War* paints, available from the online store and *Flames Of War* Stockists. More comprehensive painting and modelling guides can be found on our website, [www.FlamesOfWar.com](http://www.FlamesOfWar.com).

All the colours you need to paint your Americans can be found in the *Quartermasters Paint Set* and the *US Paint Set*. You will also find that the *Flames Of War* range of spray paints makes your basecoating step very easy.
Undercoat your tanks with Sherman Drab. Flames Of War spray cans are ideal for undercoating, but you can also use a large brush to apply several thinned-down coats of normal acrylic paint.

Apply Bradley Shade, thinned down with water. This will settle into the recesses and around raised detail to create shadows and give the tank definition. When the wash is dry, drybrush the tank with Sherman Drab, lightened with Military Khaki.

Paint the tracks Battlefield Brown, and paint the rubber road wheels Black. Optionally, you can also paint the machine-guns and tools Black, to make them stand out later.

Drybrush the tracks Dark Gunmetal, using a small drybrush. Paint the tool handles Battlefield Brown and the machine gun and tool heads Dark Gunmetal. You can use decals to add markings.
BUILDING YOUR COMPANY
You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

TANKOVY COMPANY HQ

**HEADQUARTERS**

- **2x T-34 obr 1942**
  - Company Command
  - T-34 obr 1942
  - 2IC Command
  - T-34 obr 1942

**OR**

- **2x T-34/85 obr 1944**
  - Company Command
  - T-34/85 obr 1944
  - 2IC Command
  - T-34/85 obr 1944

120 POINTS

**SUPPORT PLATOONS**

**ARMOUR**

- Tankovy Platoon
- Tankovy Platoon
- Tankovy Platoon
- Tankovy Platoon

**ANTI-TANK**

- Assault Gun Platoon
- Assault Gun Platoon
- Assault Gun Platoon
- Anti-tank Platoon

**ANTI-TANK**

- Heavy Assault Gun Platoon
- Heavy Assault Gun Platoon
- Heavy Assault Gun Platoon
- Anti-tank Platoon

**ARMOUR**

- Heavy Tank Platoon
- Heavy Tank Platoon
- Heavy Tank Platoon
- Heavy Tank Platoon

**ARTILLERY**

- Rocket Launcher Battery
- Rocket Launcher Battery
- Rocket Launcher Battery
- Artillery Battery

**ARTILLERY**

- Artillery Battery
- Artillery Battery
- Artillery Battery
- Artillery Battery

**INFINITY**

- Strelkovy Platoon
- Strelkovy Platoon
- Strelkovy Platoon
- Strelkovy Platoon

**AIRCRAFT**

- Air Support
- Air Support
- Air Support
- Air Support

160 POINTS
**Tankovy Platoon**

**2x T-34 OBR 1942 Tanks**

- Command T-34 obr 1942
- T-34 obr 1942
- 120 points

**3x Tanks**

- T-34 obr 1942
- 180 points

**4x Tanks**

- T-34 obr 1942
- 240 points

**5x Tanks**

- T-34 obr 1942
- 300 points

**OR**

**2x T-34/85 OBR 1944 Tanks**

- Command T-34/85 obr 1944
- T-34/85 obr 1944
- 160 points

**3x Tanks**

- T-34/85 obr 1944
- 240 points

**4x Tanks**

- T-34/85 obr 1944
- 320 points

**5x Tanks**

- T-34/85 obr 1944
- 400 points

**T-34 OBR 1942**

- Armament: 76mm F-34 gun, Co-ax MG, Hull MG
- Top Armour: 1
- Front Armour: 6
- Side Armour: 5
- Movement: 12"/30cm

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>AT</th>
<th>FP</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>76mm F-34 gun</td>
<td>32&quot;/80cm</td>
<td>2</td>
<td>9</td>
<td>3+</td>
<td></td>
</tr>
</tbody>
</table>

**T-34/85 OBR 1944**

- Armament: 85mm D-5T gun, Co-ax MG, Hull MG
- Top Armour: 1
- Front Armour: 7
- Side Armour: 5
- Movement: 12"/30cm

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>AT</th>
<th>FP</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>85mm D-5T gun</td>
<td>32&quot;/80cm</td>
<td>2</td>
<td>12</td>
<td>3+</td>
<td></td>
</tr>
</tbody>
</table>
### Heavy Tank Platoon

**IS-2 OBR 1943**
- **Armament:** 122mm D-25T gun, Co-ax MG
- **Top Armour:** 2
- **Front Armour:** 11
- **Side Armour:** 8
- **Movement:** 8"/20cm
- **Weapon Range:** 32"/80cm
- **ROF:** 1
- **AT:** 15
- **FP:** 2+
- **Notes:**

**ISU-122**
- **Armament:** 122mm D-25S gun
- **Top Armour:** 2
- **Front Armour:** 9
- **Side Armour:** 7
- **Movement:** 8"/20cm
- **Weapon Range:** 32"/80cm
- **ROF:** 1
- **AT:** 15
- **FP:** 2+
- **Notes:**

**ISU-152**
- **Armament:** 152mm ML-20S gun
- **Top Armour:** 2
- **Front Armour:** 9
- **Side Armour:** 7
- **Movement:** 8"/20cm
- **Weapon Range:** 32"/80cm
- **ROF:** 1
- **AT:** 13
- **FP:** 1+
- **Notes:** Hull mounted
### Heavy Assault Gun Platoon

**1x ISU-152 Tank**
- **Command ISU-152**
- Points: 100

- **OR**
- **1x ISU-122 Tank**
- **Command ISU-122**
- Points: 110

### Assault Gun Platoon

**2x SU-85M Tank**
- **Command SU-85M**
- **SU-85M**
- Points: 180

- **OR**
- **2x SU-100 Tank**
- **Command SU-100**
- **SU-100**
- Points: 210

---

**SU-85M**
- **Armament**
  - 85mm D-5S gun
- **Movement**
  - 8”/20cm
- **Front Armour**
  - 9
- **Side Armour**
  - 5
- **Top Armour**
  - 1
- **Weapon**
  - 85mm D-5S gun
  - **Range** 32”/80cm
  - **ROF** 2
  - **AT** 12
  - **FP** 3+
  - **Notes** Hull mounted

**SU-100**
- **Armament**
  - 100mm D-10S gun
- **Movement**
  - 8”/20cm
- **Front Armour**
  - 9
- **Side Armour**
  - 5
- **Top Armour**
  - 1
- **Weapon**
  - 100mm D-10S gun
  - **Range** 40”/100cm
  - **ROF** 1
  - **AT** 16
  - **FP** 2+
  - **Notes** Hull mounted
ANTI-TANK PLATOON

2x 57mm ZIS-2 GUNS

Command 57mm ZIS-2
57mm ZIS-2

75 POINTS

150 POINTS

STRELKOVY PLATOON

1x RIFLE PLATOON

Command Rifle/MG team
Rifle/MG team
Rifle/MG team
Rifle/MG team
Rifle/MG team

115 POINTS

2x PLATOONS

Rifle/MG team
Rifle/MG team
Rifle/MG team
Rifle/MG team
Rifle/MG team
Rifle/MG team
Rifle/MG team
Rifle/MG team

215 POINTS

3x PLATOONS

Rifle/MG team
Rifle/MG team
Rifle/MG team
Rifle/MG team
Rifle/MG team
Rifle/MG team
Rifle/MG team
Rifle/MG team

315 POINTS
### SOVIET SUPPORT PLATOONS

**57mm ZIS-2 Gun**
- **Range**: 32'/80cm
- **ROF**: 2
- **AT**: 11
- **FP**: 4+
- **Notes**: Gun shield

**76mm ZIS-3 Gun**
- **Range**: 32'/80cm
- **ROF**: 2
- **AT**: 9
- **FP**: 3+
- **Notes**: Gun shield

**122mm OBR 1938 Howitzer**
- **Range**: 80'/200cm
- **ROF**: 1
- **AT**: 4
- **FP**: 3+

**152mm OBR 1943 Howitzer**
- **Range**: 80'/200cm
- **ROF**: 1
- **AT**: 5
- **FP**: 2+

**Artillery Battery**

**2x 76mm ZIS-3 Guns**
- **Command**: 76mm ZIS-3
- **Range**: 32'/80cm
- **ROF**: 2
- **AT**: 11
- **FP**: 4+
- **Notes**: Gun shield
- **Points**: 60

**2x 122mm OBR 1938 Guns**
- **Command**: 122mm obr 1938
- **Range**: 80'/200cm
- **ROF**: 1
- **AT**: 4
- **FP**: 3+
- **Notes**: Artillery (see page 40), Gun shield.
- **Points**: 75

**2x 152mm OBR 1943 Guns**
- **Command**: 152mm obr 1943
- **Range**: 80'/200cm
- **ROF**: 1
- **AT**: 5
- **FP**: 2+
- **Notes**: Artillery (see page 40), Gun shield.
- **Points**: 95

---
ROCKET LAUNCHER BATTERY

<table>
<thead>
<tr>
<th>2x BM-13-16 Katyusha Launchers (50 points)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Command BM-13-16 Katyusha</td>
</tr>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>4x Launchers (100 points)</th>
</tr>
</thead>
<tbody>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>6x Launchers (150 points)</th>
</tr>
</thead>
<tbody>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>8x Launchers (200 points)</th>
</tr>
</thead>
<tbody>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
<tr>
<td>BM-13-16 Katyusha</td>
</tr>
</tbody>
</table>

BM-13-16 KATYUSHA

Movement
12”/30cm

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>AT</th>
<th>FP</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>BM-13-16 Katyusha</td>
<td>64”/160cm</td>
<td>2</td>
<td>2</td>
<td>4+</td>
<td>Artillery</td>
</tr>
</tbody>
</table>

AIR SUPPORT

<table>
<thead>
<tr>
<th>1x Il-2 Shturmovik (100 points)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Il-2 Shturmovik</td>
</tr>
</tbody>
</table>

IL-2 SHTURMOVIK

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>AT</th>
<th>FP</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bombs</td>
<td>6’/1.5cm</td>
<td>1</td>
<td>5</td>
<td>1+</td>
<td>Aircraft</td>
</tr>
</tbody>
</table>

AIRCRAFT RULES

Find out how to use aircraft in Open Fire! on page 41.
### TANK TEAMS

<table>
<thead>
<tr>
<th>Name</th>
<th>Weapon</th>
<th>Mobility</th>
<th>Front</th>
<th>Armour</th>
<th>Top</th>
<th>Equipment and Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>TANKS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>T-34 obr 1942</td>
<td>76mm F-34 gun</td>
<td>12'/30cm</td>
<td>6</td>
<td>5</td>
<td>1</td>
<td>Co-ax MG, Hull MG.</td>
</tr>
<tr>
<td>T-3/85 obr 1943 &amp; obr 1944</td>
<td>85mm D-3T gun</td>
<td>12'/30cm</td>
<td>7</td>
<td>5</td>
<td>1</td>
<td>Co-ax MG, Hull MG.</td>
</tr>
<tr>
<td><strong>HEAVY TANKS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>IS-2 obr 1943</td>
<td></td>
<td>8'/20cm</td>
<td>10</td>
<td>8</td>
<td>2</td>
<td>Co-ax MG.</td>
</tr>
<tr>
<td>122mm D-25T gun</td>
<td></td>
<td>32'/80cm</td>
<td>1</td>
<td>15</td>
<td>2+</td>
<td></td>
</tr>
<tr>
<td>IS-2 obr 1944</td>
<td></td>
<td>8'/20cm</td>
<td>11</td>
<td>8</td>
<td>2</td>
<td>Co-ax MG.</td>
</tr>
<tr>
<td>122mm D-25T gun</td>
<td></td>
<td>32'/80cm</td>
<td>1</td>
<td>15</td>
<td>2+</td>
<td></td>
</tr>
<tr>
<td><strong>ASSAULT GUNS</strong></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>SU-85M</td>
<td>85mm D-3S gun</td>
<td>8'/20cm</td>
<td>9</td>
<td>5</td>
<td>1</td>
<td>Hull-mounted.</td>
</tr>
<tr>
<td>SU-100</td>
<td>100mm D-105 gun</td>
<td>8'/20cm</td>
<td>9</td>
<td>5</td>
<td>1</td>
<td>Hull-mounted.</td>
</tr>
<tr>
<td>JSU-122</td>
<td>122mm D-25S gun</td>
<td>8'/20cm</td>
<td>9</td>
<td>7</td>
<td>2</td>
<td>Hull-mounted.</td>
</tr>
<tr>
<td>JSU-152</td>
<td>152mm ML-20S gun</td>
<td>8'/20cm</td>
<td>9</td>
<td>7</td>
<td>2</td>
<td>Hull-mounted.</td>
</tr>
</tbody>
</table>

### GUN TEAMS

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Mobility</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>57mm ZIS-2 gun</td>
<td>4'/10cm</td>
<td>32'/80cm</td>
<td>3</td>
<td>11</td>
<td>4+</td>
<td>Gun shield.</td>
</tr>
<tr>
<td>76mm ZIS-3 gun</td>
<td>4'/10cm</td>
<td>32'/80cm</td>
<td>2</td>
<td>9</td>
<td>3+</td>
<td>Gun shield.</td>
</tr>
<tr>
<td>122mm obr 1938 howitzer</td>
<td>Immovable</td>
<td>80'/200cm</td>
<td>1</td>
<td>4</td>
<td>3+</td>
<td>Artillery (see page 40), Gun shield.</td>
</tr>
<tr>
<td>152mm obr 1943 howitzer</td>
<td>Immovable</td>
<td>80'/200cm</td>
<td>1</td>
<td>5</td>
<td>2+</td>
<td>Artillery (see page 40), Gun shield.</td>
</tr>
<tr>
<td>BM-13-16 Katyusha</td>
<td>12'/30cm</td>
<td>64'/160cm</td>
<td>2</td>
<td>2</td>
<td>4+</td>
<td>Artillery (see page 40).</td>
</tr>
</tbody>
</table>

### INFANTRY TEAMS

<table>
<thead>
<tr>
<th>Team</th>
<th>Mobility</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Weapons and Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rifle team</td>
<td>6'/15cm</td>
<td>16'/40cm</td>
<td>1</td>
<td>2</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>Rifle/MG team</td>
<td>6'/15cm</td>
<td>16'/40cm</td>
<td>2</td>
<td>2</td>
<td>6</td>
<td></td>
</tr>
<tr>
<td>SMG team</td>
<td>6'/15cm</td>
<td>4'/10cm</td>
<td>3</td>
<td>1</td>
<td>6</td>
<td>Full ROF when moving.</td>
</tr>
</tbody>
</table>

### AIRCRAFT

<table>
<thead>
<tr>
<th>Aircraft</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Il-2 Shтурмовик</td>
<td>6'/15cm</td>
<td>1</td>
<td>5</td>
<td>1+</td>
<td>Aircraft (see page 41).</td>
</tr>
</tbody>
</table>
SOVIET PAINTING GUIDE

All colour names and codes given are from the range of Flames Of War paints, available from the online store and Flames Of War Stockists. More comprehensive painting and modelling guides can be found on our website, www.FlamesOfWar.com.

All the colours you need to paint your Soviets can be found in the Quardermasters Paint Set and the Soviet Paint Set.

You will also find that the Flames Of War range of spray paints makes your basecoating step very easy.

- **Tankovy Green**
  - Painted metal

- **European Skin**
  - Exposed flesh

- **Artillery Red**
  - Epaulette piping

- **Military Khaki**
  - Satchel

- **Dark Gunmetal**
  - Gun metal, tool heads

- **Motherland Earth**
  - Rifle wood, tool handles

- **Comrade Khaki or Military Khaki**
  - Uniform

- **Greatcoat Grey**
  - Greatcoats, bedrolls & backpacks

- **Black**
  - Boots, Belt
Undercoat your tanks with Tankovy Green. Flames Of War spray cans are ideal for undercoating, but you can also use a large brush to apply several thinned-down coats of normal acrylic paint.

Apply Zhukov Shade, thinned with water. This will settle into the recesses and around raised detail, to create shadows and give the tank definition. When the wash is dry, drybrush the tank with Army Green.

Paint the tracks Battlefield Brown, and paint the rubber road wheels Black. Optionally, you can also paint the tools and machine-gun Black, to make them stand out later.

Drybrush the tracks Dark Gunmetal, using a small drybrush. Paint the tool handles Motherland Earth and the machine gun and tool heads Dark Gunmetal. You can use decals to add markings.
So, you’ve played a few games of *Open Fire!*, and you’re looking into expanding your collection. You will find several new units to play with, including artillery and aircraft. Here are the rules for those new units.

**ARTILLERY**

Some tanks and guns are equipped as artillery. In the arsenal you will see that they have the Artillery ability listed in their notes. This means that the team can use the following rule:

A team with the Artillery rule may Shoot over friendly teams and terrain pieces, so long as at least one team in the platoon can see the target.

When shooting at enemy tanks, teams with the Artillery rule hit Top Armour instead of the usual Front or Side Armour.

**SHOOTING WITH ARTILLERY**

Because one of the German 10.5cm howitzers can see the Shermans rolling down the road the entire platoon can shoot at them without needing to draw Line Of Sight.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>10.5cm leFH18 howitzer</td>
<td>727/180cm</td>
<td>1</td>
<td>4</td>
<td>4+</td>
</tr>
</tbody>
</table>

Unlike most weapons, Artillery attacks are resolved against a target's Top Armour.

**FIREPOWER TEST**

1 to 3 | 4 to 6

- 5 or more: No Effect
- 4: No Effect
- 3: Bailed Out
- 2 or less: Destroyed
Ground attack aircraft played an important role in World War II, and they will also help you on the battlefield as well! Aircraft are treated like any other team with the following rule:

Aircraft don’t start the game on the table. Instead, at the beginning of each of your turns, roll a die to see if your aircraft arrives on the battlefield this turn.

- On a result of 5 or more, your aircraft arrives on the table.
- On any other result, your aircraft has not arrived this turn and you will have to try again next turn.

If your aircraft arrives, your opponent can try to shoot it down by rolling another die. If they roll a 6, they have shot down your aircraft and it doesn’t arrive this turn (a new plane will be available next turn).

If the aircraft survives, you may place it anywhere on the table and shoot its weapon as normal. Like artillery, when shooting at enemy tanks, aircraft hit Top Armour instead of the usual Front or Side Armour.

At the end of your turn, your aircraft flies back to base to re-fuel and re-arm. You will have to roll again next turn to see if it arrives.

### Roll for Aircraft

![Image of a die being rolled](image1)

At the start of the British player’s turn, he successfully rolls a 5 which means his aircraft will arrive.

The German player attempts to stop the attack by rolling to shoot the plane down. They fail to roll a 6, so the aircraft arrives.

### Aircraft Shooting

A lone Panzer IV H makes a juicy target for the British Typhoon. The British player places his aircraft in firing range.

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Range</th>
<th>ROF</th>
<th>Anti-tank</th>
<th>Firepower</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rockets</td>
<td>6”/15cm</td>
<td>2</td>
<td>6</td>
<td>3+</td>
</tr>
</tbody>
</table>

During his shooting step, the British player shoots with his aircraft just like any other team.

### Firepower Test

Unlike most teams, aircraft attacks are resolved against a target’s Top Armour.

<table>
<thead>
<tr>
<th>Top Armour</th>
<th>Die Roll</th>
<th>7 or more</th>
<th>5 or less</th>
<th>3 to 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>+</td>
<td></td>
<td>No Effect</td>
<td>Bailed Out</td>
<td>No Effect</td>
</tr>
<tr>
<td>1</td>
<td>+</td>
<td>No Effect</td>
<td>Bailed Out</td>
<td>Destroyed</td>
</tr>
</tbody>
</table>

During his shooting step, the British player shoots with his aircraft just like any other team.

Firepower Test

1 or 2

3 to 6
WHERE TO NEXT?

You’ve opened the box, assembled the figures and pitched your men against each other in battle. Where to next? While the Open Fire! box contains everything you need to learn and play your first games of Flames Of War, there is much more to discover.

OPEN FIRE!
If you want a casual gaming experience or want to focus on collecting and painting miniatures, then Open Fire! has a lot more to offer.

FLAMES OF WAR
If you want to dive into a complete rule set and field historical forces that perform just like their real-life counterparts, then Flames Of War is the game for you.

KEEP FIGHTING THE GOOD FIGHT
Add American and Soviet forces and expand your collection of German and British equipment by picking up one of our many Open Fire! kits. The great thing about these models is that when you decide to make the transition to Flames Of War you can take all your models with you.

GET A BATTLEFIELD PROMOTION!
You’ve completed your training and you’ve fought your first battles with the Open Fire! set. Now you’re ready to command a full Flames Of War force!

GET THE FLAMES OF WAR DIGITAL APP!
Download our free app and expand your Open Fire! forces into full Flames Of War armies. Our app will give you access to:
- FREE army lists
- National special rules
- Unique Warriors to lead your men into battle
- Everything you need to field these armies in Flames Of War!

GET THE FLAMES OF WAR RULEBOOK
The inexpensive Flames of War rulebook builds on what you’ve learned with Open Fire! and adds many new layers and challenges to your game, such as national-specific rules, elite warriors to lead your men, reconnaissance and artillery bombardment rules, new missions, and more!