

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.



COMET ARMOURED SQUADRON

Comet Armoured Squadron HQ: 1x Comet (77mm) Tank 2x Cromwell CS (95mm) Tanks	19 points
Comet Armoured Troop: 3x Comet (77mm) Tanks	21 points
Chaffee Recce Patrol: 3x Chaffee (75mm) Tanks	10 points
Challenger Armoured Troop: 4x Challenger (17 pdr) Tanks	28 points
Kangaroo Rifle Platoon: Full Strength	11 points
Archer Anti-tank Troop: 2x Archer (17 pdr) Tank Destroyers	9 points
Sexton Field Troop: 2x Sexton (25 pdr) Self-propelled Guns	6 points
	104 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 ii 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 on:

- 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 *Bulge: British* Unit Cards or the *Bulge: 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.



Crusader AA Troop:

The German Luftwaffe isn't as strong as it used to be but it is comforting to have some support just in case they turn up, plus the twin 20mm Oerlikon anti-aircraft guns will make short work of infantry.



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 visit the Official discussion group at FACEBOOK.COM/GROUPS/FLAMESOFWARGAME

START HERE



COMET ARMOURED SQUADRON

COMET
ARMOURED TROOP

CONFIDENT 4+
Armour/Armour 3+

SKILL
TRAINED 4+

IS HIT ON CAREFUL 4+

FRONT 7
SIDE & REAR 5
TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
12"/30cm	14"/35cm	24"/60cm	28"/70cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	DEFS. POWER	NOTES
Comet (77mm)	36"/90cm	2	1	14	3+	
Comet (MGs)	16"/40cm	4	4	2	6	

COMET
ARMOURED SQUADRON HQ

CONFIDENT 4+
Armour/Armour 3+

SKILL
TRAINED 4+

IS HIT ON CAREFUL 4+

FRONT 7
SIDE & REAR 5
TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
12"/30cm	14"/35cm	24"/60cm	28"/70cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	DEFS. POWER	NOTES
Comet (77mm)	36"/90cm	2	1	14	3+	Smoke
Comet (MGs)	16"/40cm	4	4	2	6	

COMET

11th Armoured Division now have a tank capable of taking on the Germans head-to-head. The Comet is a genuine all-rounder. Comet armoured troops can apply maximum firepower against any type of target, be it a Tiger heavy tank, an '88' anti-tank gun, or a nest of infantry armed with Panzerfaust 'bazookas'.



100%

CROMWELL CS

The Cromwell CS retains the speed and manoeuvrability of the standard version but replaces the 75mm gun with a powerful 95mm howitzer that could fire high explosive rounds.



100%

CHAFFEE

The Americans have supplied small numbers of their latest Chaffee light tanks to the British. The Chaffee mounts a 75mm gun giving it the firepower of a medium tank while retaining the speed and mobility of its predecessor.



100%

CHALLENGER

The Challenger carried a 17 pdr anti-tank gun in an enlarged turret mounted on a modified Cromwell tank chassis. It is an excellent anti-tank weapon, capable of knocking out any enemy tank on the battlefield and with enough speed to out manoeuvre all but the fastest enemies.



100%

ARCHER

The Archer is much more mobile than the towed 17 pdr and small enough to be easy to hide. These features make it a great weapon for protecting the infantry from enemy tanks when dug in and holding ground.



100%

RAM KANGAROO
TRANSPORT

CONFIDENT 4+
Armour/Armour 3+

SKILL
TRAINED 4+

IS HIT ON CAREFUL 4+

FRONT 7
SIDE & REAR 5
TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	DEFS. POWER	NOTES
Bren Gun & SMLE Rifle team	16"/40cm	2	1	2	6	
PIAT anti-tank team	8"/20cm	1	1	10	5+	Attach 4+, Slow Firing
2-inch mortar team	16"/40cm	1	1	2	4+	Attach 4+, Overhead Fire, Slow Firing, Smoke

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.

KANGAROO RIFLE PLATOON

Advancing through enemy artillery fire right into the teeth of the enemy machine-guns, the infantry were delivered to close range, where they dismounted for the final assault to clear the enemy from the objective. The Kangaroos' machine-guns helped suppress the enemy machine-guns to ensure the success of the infantry assault.

Unit Leader

Unit Leader teams are based on a small base, facing the long edge. Each base should have three figures.



Bren Gun & SMLE Rifle teams

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

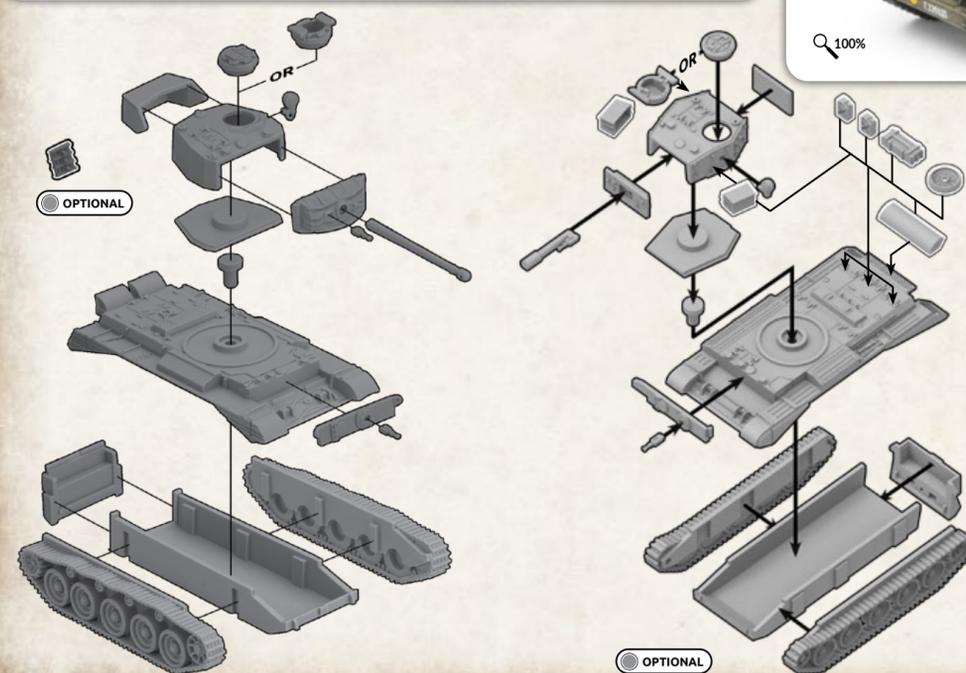
PIAT teams and 2-inch Mortar teams are mounted on a small base facing the long edge. Base a gunner with his weapon and one additional figure.



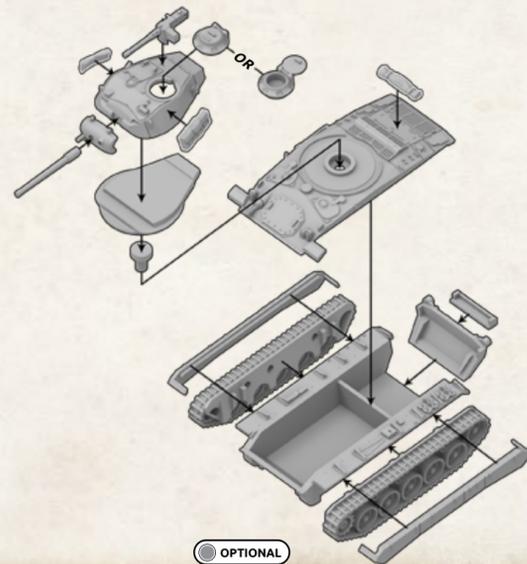
Ram Kangaroo Transport

Check out the Flames Of War website for instructions on how to build:

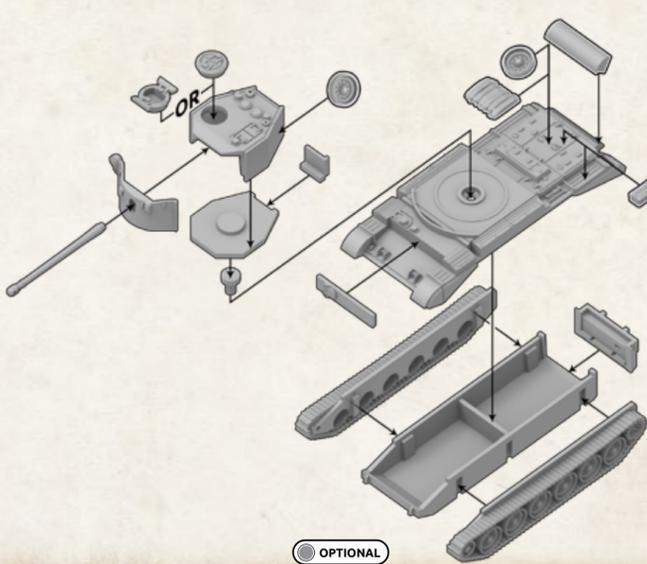
RAM (6PDR)



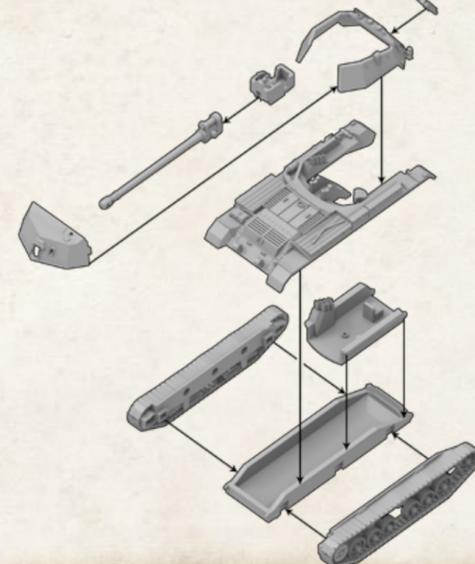
OPTIONAL



OPTIONAL



OPTIONAL



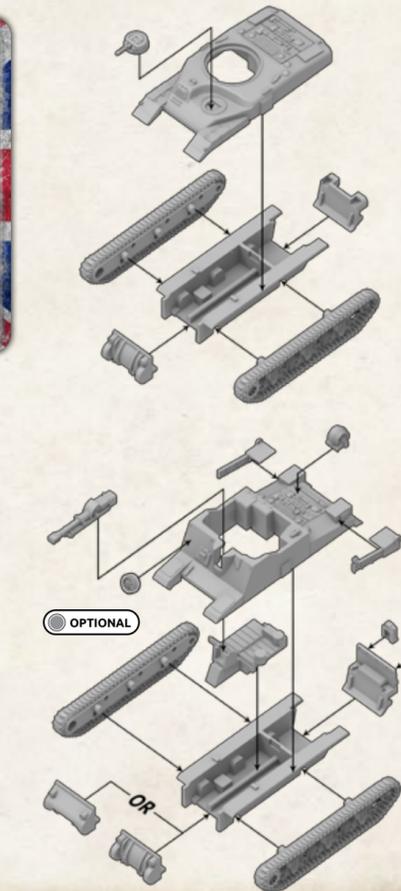
SEXTON

The Sexton self-propelled gun mounts a 25 pdr artillery piece on a Canadian-built Ram chassis. Its mobility and armour make it ideal for supporting armoured operations where it can bombard or smoke-screen troublesome anti-tank guns, freeing the tanks to keep on with their attack.



100%

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



OPTIONAL

GETTING STARTED