

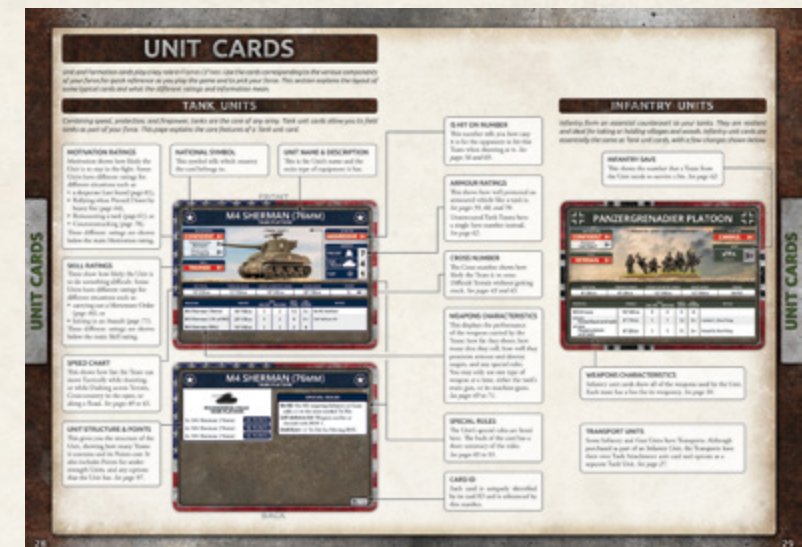
YOUR NEW ARMY

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.



HEAVY TANK-HUNTER KAMPEGRUPPE

- Jagdpanther Tank-Hunter Company HQ:** 12 points
 - 1x Jagdpanther (8.8cm)
- Jagdpanther Tank-Hunter Platoon:** 24 points
 - 2x Jagdpanther (8.8cm)
- Hornisse Tank-Hunter Platoon:** 16 points
 - 2x Hornisse (8.8cm)
- Ostwind AA Tank Platoon:** 6 points
 - 2x Ostwind (3.7cm)
- Brigade Armoured Panzergrenadier Platoon:** 10 points
 - 7x MG42 team with Panzerfaust
 - 4x Sd Kfz 251 (MG) half-track
- Brigade Panzer IV Tank Platoon:** 10 points
 - 3x Panzer IV (7.5cm)
- Hummel Artillery Battery:** 12 points
 - 3x Hummel (15cm)
- Puma Scout Troop:** 4 points
 - 2x Puma (5cm)

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: German* Unit Cards or the *Bulge: German* 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:

Tiger II Tank Platoon:

The Tiger II is one of the biggest and nastiest cats on the battlefield and sometimes you just need a tank that can kill everything and is almost invulnerable.



Brigade Armoured FlaK Platoon:

With plenty of tank killers in the list already, the Brigade Armoured FlaK Platoon gives you additional 15mm or 2cm cannons, capable of knocking out enemy light armor, infantry and aircraft.



Hetzer Flammpanzer Platoon:

Hetzer tanks armed with flamethrowers are perfect for clearing enemy infantry from the objective and supporting your Panzergrenadiers.



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

GETTING STARTED



GERMAN

STARTER FORCE

START HERE

JAGDPANTHER

TANK-HUNTER PLATOON

MOTIVATION
CONFIDENT 4+
Counterattack 5+
Last Stand 3+

SKILL
VETERAN 3+
Assault 4+

IS HIT ON
FRONT 9
SIDE 5
REAR 1
TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH
10"/25cm	14"/35cm	20"/50cm	24"/60cm

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	ENTR. FIRE	POWERS	NOTES
Jagdpanther (8.8cm)	48"/120cm	2	1	17	3+		Forward Firing
Jagdpanther (MG)	16"/40cm	3	3	2	6		Forward Firing

JAGDPANTHER

TANK-HUNTER COMPANY HQ

MOTIVATION
CONFIDENT 4+
Counterattack 5+
Last Stand 3+

SKILL
VETERAN 3+
Assault 4+

IS HIT ON
FRONT 9
SIDE 5
REAR 1
TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH
10"/25cm	14"/35cm	20"/50cm	24"/60cm

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	ENTR. FIRE	POWERS	NOTES
Jagdpanther (8.8cm)	48"/120cm	2	1	17	3+		Forward Firing
Jagdpanther (MG)	16"/40cm	3	3	2	6		Forward Firing



Alternatively you can also build:
PANTHER (LATE 7.5cm)

HEAVY TANK-HUNTER KAMPFGRUPPE

HORNISSE

TANK-HUNTER PLATOON

MOTIVATION
CONFIDENT 4+
Counterattack 6
Last Stand 3+

SKILL
VETERAN 3+
Assault 5+

IS HIT ON
FRONT 2
SIDE 1
REAR 0
TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	18"/45cm	20"/50cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	ENTR. FIRE	POWERS	NOTES
Hornisse (8.8cm)	48"/120cm	2	1	17	3+		Forward Firing
Hornisse (MG)	16"/40cm	3	2	2	6		



HORNISSE
The Hornisse mounts the same devastating 8.8cm gun as the Jagdpanther and is capable of destroying any Allied tank at range. However, unlike the heavier Jagdpanther it only has enough armour to protect the crew from enemy small arms fire rather than enemy tanks.

HUMMEL

ARTILLERY BATTERY

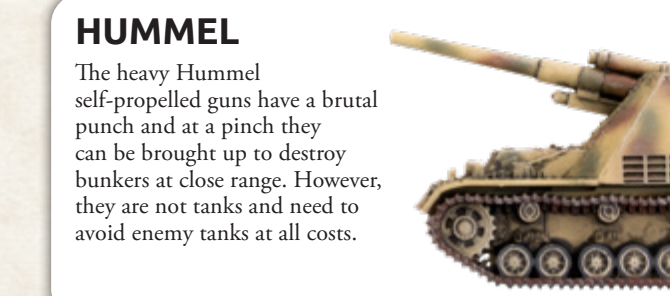
MOTIVATION
FEARLESS 3+
Counterattack 6

SKILL
VETERAN 3+
Assault 5+

IS HIT ON
FRONT 2
SIDE 1
REAR 0
TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	18"/45cm	20"/50cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	ENTR. FIRE	POWERS	NOTES
Hummel (15cm)	80"/200cm	1	-	11	AUTO		Brutal, Forward Firing
Hummel (MG)	16"/40cm	3	2	2	6		



HUMMEL
The heavy Hummel self-propelled guns have a brutal punch and at a pinch they can be brought up to destroy bunkers at close range. However, they are not tanks and need to avoid enemy tanks at all costs.

OSTWIND

AA TANK PLATOON

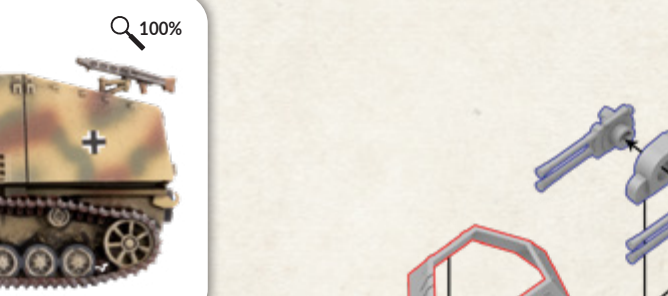
MOTIVATION
CONFIDENT 4+
Counterattack 6
Last Stand 3+

SKILL
VETERAN 3+
Assault 5+

IS HIT ON
FRONT 4
SIDE 3
REAR 0
TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	ENTR. FIRE	POWERS	NOTES
Ostwind (3.7cm)	24"/60cm	3	2	7	4+		Dedicated AA



OSTWIND

The Ostwind (East Wind) has been designed as a successor to the Wirbelwind. It is fitted with a similar but not identical, hexagonal turret armed with a 3.7cm FlaK43 anti-aircraft gun. Its turret gives it improved armoured protection over the Wirbelwind, while the 3.7cm AA gun gives it better range and hitting power than the quad 2cm AA guns of its predecessor.



Alternatively you can also build:
WIRBELWIND (QUAD 2cm)

PANZER IV

BRIGADE TANK PLATOON

MOTIVATION
RELUCTANT 5+
Last Stand 4+
Reinforced Armour 4+

SKILL
TRAINED 4+

IS HIT ON
FRONT 6
SIDE 3
REAR 3
TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	ENTR. FIRE	POWERS	NOTES
Panzer IV (7.5cm)	32"/80cm	2	1	11	3+		
Panzer IV (MGs)	16"/40cm	4	4	2	6		

PANZER IV

The Panzer IV mounts an effective 7.5cm gun, although with a shorter barrel than the Panther. Because of this, it needs to get closer to knock out the heavier types of Allied tanks. Its speed and armour are a match for British and US medium tanks.



PUMA

SCOUT TROOP

MOTIVATION
RELUCTANT 5+
Last Stand 4+
Reinforced Armour 4+

SKILL
VETERAN 3+
Assault 4+

IS HIT ON
FRONT 3
SIDE 1
REAR 0
TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	36"/90cm	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	ENTR. FIRE	POWERS	NOTES
Puma (5cm)	28"/70cm	2	1	9	4+		
Sd Kfz 234 (2cm)	20"/50cm	3	2	5	5+		Self Defence AA
Puma & Sd Kfz 234 (MG)	16"/40cm	3	3	2	6		

PUMA

The Sd Kfz 234/2 Puma was one of the best armoured cars fielded by any nation during World War II. With good speed and mobility, it also mounts the effective 5cm KwK 39 L/60 gun which can successfully engage Allied medium armour in favourable conditions.



PANZERGRENADIER PLATOON

BRIGADE ARMOURD

MOTIVATION
RELUCTANT 4+
Last Stand 4+

SKILL
TRAINED 4+

IS HIT ON
FRONT 3
SIDE 1
REAR 0
TOP 0

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

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	ENTR. FIRE	POWERS	NOTES
MG42 team or Panzerfaust anti-tank	4"/10cm	1	1	12	5+		Limited 2, Slow Firing

SD Kfz 251 HALF-TRACK

TRANSPORT

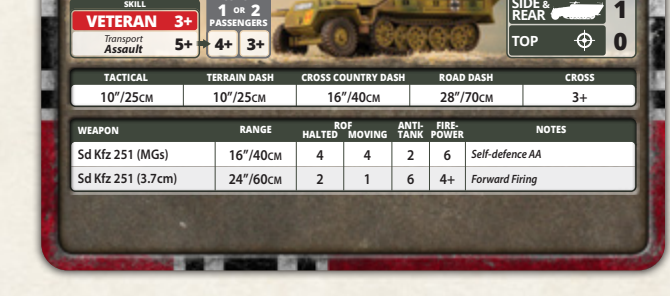
MOTIVATION
CONFIDENT 4+
Counterattack 6

SKILL
VETERAN 3+
Assault 5+

IS HIT ON
FRONT 1
SIDE 1
REAR 0
TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	10"/25cm	16"/40cm	28"/70cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	ENTR. FIRE	POWERS	NOTES
Sd Kfz 251 (MGs)	16"/40cm	4	4	2	6		Self defence AA
Sd Kfz 251 (3.7cm)	24"/60cm	2	1	6	4+		Forward Firing



BRIGADE ARMOURD PANZERGRENADIER PLATOON

Armoured panzergradier platoons can deliver an incredible amount of firepower. With half-tracks to carry ammunition, the infantry have plenty of machine-guns. The half-tracks give fire support with even more machine-guns. Between them they shut down the enemy defensive fire under a hail of bullets.

BASING YOUR TROOPS

Assemble your infantry teams by gluing the figures into the holes on a base of the right size with super glue or plastic cement. 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.

Command Team
Base the Command team on a small base with an Officer, NCO and rifleman as a runner. The team faces the long edge.

Infantry Team
MG42 teams of a Panzergradier Platoon combine a machine-gunner armed with an MG42 light machine-gun, with an NCO or rifleman, and two more riflemen armed with K98 rifles. You may swap one of the K98 riflemen for a Panzerfaust.



SD Kfz 251 HALF-TRACK

Panzergradiers were able to support the tanks using armoured Sd Kfz 251 half-tracks. These allowed them to drive onto the battlefield and get in much closer to the action before dismounting.



GETTING STARTED

OPTIONAL PARTS
JAGDPANTHER (8.8CM)
PANTHER (LATE 7.5CM)
INFRARED EQUIPMENT

OPTIONAL PARTS
WIRBELWIND (QUAD 2CM)
OSTWIND (3.7CM)

OPTIONAL PARTS
WIRBELWIND (QUAD 2CM)
OSTWIND (3.7CM)

OPTIONAL PARTS
WIRBELWIND (QUAD 2CM)
OSTWIND (3.7CM)

OPTIONAL PARTS

OPTIONAL PARTS

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