

# 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...

### M3 LEE TANK COMPANY

- M3 Lee Tank Company HQ: 2x M3 Lee (short 75mm) 10 points
  - M3 Lee Tank Platoon: 3x M3 Lee (short 75mm) 15 points
  - M4 Sherman Tank Platoon: 3x M4 Sherman (75mm) 24 points
  - M3 Stuart Tank Platoon: 3x M3 Stuart (37mm) 6 points
  - M10 Tank Destroyer Platoon: 4x M10 (3-inch) 32 points
  - M7 Priest Artillery Battery: 3x M7 Priest (105mm) 11 points
  - M3 Stuart OP Observation Post: 1x M3 Stuart OP 1 point
  - T28E1 37mm AAA Platoon: 2x T28E1 (37mm & .50 cal) 3 points
- 102 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.



For a full description of how unit cards work go to pages 28 through 31 in the rulebook.



## 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/NorthAfrica](http://www.FlamesOfWar.com/NorthAfrica)
- 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 *Fighting First* Unit Cards or the *North Africa* 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:

**M6 Heavy Tank Platoon:** The M6 would have first seen combat versus the German Tiger in Tunisia where their heavy armour and powerful 3-inch guns would have made them a dangerous opponent.



**Armored Rifle Platoon:** The 'blitz doughs' in their halftracks carry more firepower than any other infantry unit in the world with a mix of rifles, machine-guns, mortars and bazookas.



**Armored Recon Patrol:** The Armored Recon Patrol is the perfect addition to an army, helping friendly units to move into good positions before the game starts thanks to their Spearhead move.



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* Mid War portal at [WWW.FLAMESOFWAR.COM/NORTHAFRICA](http://WWW.FLAMESOFWAR.COM/NORTHAFRICA)

and visit the Official discussion group at [FACEBOOK.COM/GROUPS/FLAMESOFWARGAME](https://FACEBOOK.COM/GROUPS/FLAMESOFWARGAME)



# START HERE



# M3 LEE TANK COMPANY

### M3 LEE TANK COMPANY HQ

MOTIVATION: **CONFIDENT 4+**  
 SKILL: **GREEN 5+**  
 IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: FRONT 5, SIDE & REAR 4, TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M3 Lee Hull (short 75mm)	24"/60cm	2	2	9	3+	Forward Firing, Smoke, Stabiliser
M3 Lee Hull (long 75mm)	28"/70cm	2	2	10	3+	Forward Firing, Smoke, Stabiliser
M3 Lee Turret (37mm)	24"/60cm	2	1	7	4+	Secondary Weapon

### M3 LEE

The M3 Lee has one of the best guns available, capable of tackling most German panzers. Gunners have managed to score kills at ranges of up to 2500 yards. Later production runs mount the longer, even more powerful M3 version of the 75mm gun. Adding to the firepower, the smaller 37mm is a useful back-up weapon for engaging softer targets.



### M3 LEE TANK PLATOON

MOTIVATION: **CONFIDENT 4+**  
 SKILL: **GREEN 5+**  
 IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: FRONT 5, SIDE & REAR 4, TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M3 Lee Hull (short 75mm)	24"/60cm	2	2	9	3+	Forward Firing, Smoke, Stabiliser
M3 Lee Hull (long 75mm)	28"/70cm	2	2	10	3+	Forward Firing, Smoke, Stabiliser
M3 Lee Turret (37mm)	24"/60cm	2	1	7	4+	Secondary Weapon
M3 Lee (MGs)	16"/40cm	4	4	2	6	Self-defence AA

### M4 SHERMAN TANK PLATOON

MOTIVATION: **CONFIDENT 4+**  
 SKILL: **GREEN 5+**  
 IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: FRONT 6, SIDE & REAR 4, 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	FIRE-POWER	NOTES
M4 Sherman (75mm)	28"/70cm	2	2	10	3+	Smoke, Stabiliser
M4 Sherman (.50 cal MG)	20"/50cm	3	2	4	5+	Self-defence AA
M4 Sherman (MGs)	16"/40cm	2	2	2	6	

### M4 SHERMAN

The M4 Medium Tank—best known by the nickname 'Sherman' given to it by the British—is the most famous American tank, operated in large numbers by the US and their allies across all theatres. Over the course of the war there will be numerous variants, changing the engine and suspension, adding more armour and bigger guns, but all with the same tall, solid shape.



### M3 STUART TANK PLATOON

MOTIVATION: **CONFIDENT 4+**  
 SKILL: **GREEN 5+**  
 IS HIT ON: **RECKLESS 2+**

ARMOUR: FRONT 3, SIDE & REAR 2, TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
12"/30cm	16"/40cm	24"/60cm	28"/70cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M3 Stuart (37mm)	24"/60cm	2	2	7	4+	Stabiliser
M3 Stuart (MGs)	16"/40cm	5	5	2	6	Self-defence AA

### M3 STUART

The M3 Stuart was mechanically reliable, and even though it had lighter armour and a smaller gun than the latest German panzers, its small size and high speed made it well suited to probing enemy defences and fighting a free-wheeling and tactical style of moving battle.



### M3 STUART OP OBSERVATION POST

MOTIVATION: **CONFIDENT 4+**  
 SKILL: **TRAINED 4+**  
 IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: FRONT 3, SIDE & REAR 2, TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	16"/40cm	24"/60cm	28"/70cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
M3 Stuart OP (37mm)	24"/60cm	1	1	7	4+	
M3 Stuart OP (MGs)	16"/40cm	5	5	2	6	Self-defence AA

### M10 3-INCH

The most potent weapon the US Army has in Tunisia for dealing with enemy tanks is the M10 tank destroyer, officially named the M10 3-inch Gun Motor Carriage. It has one job: to stalk and destroy enemy tanks, breaking up the focused armoured attacks for which the German panzer divisions have become famous.



### M10 3-INCH TANK DESTROYER PLATOON

MOTIVATION: **CONFIDENT 4+**  
 SKILL: **TRAINED 4+**  
 IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: FRONT 5, SIDE & REAR 2, 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	FIRE-POWER	NOTES
M10 (3-inch)	36"/90cm	2	1	12	3+	No HE
M10 (.50 cal MG)	20"/50cm	3	2	4	5+	Self-defence AA

### M7 PRIEST ARTILLERY BATTERY

MOTIVATION: **CONFIDENT 4+**  
 SKILL: **TRAINED 4+**  
 IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: FRONT 3, SIDE & REAR 1, 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	FIRE-POWER	NOTES
M7 Priest (105mm)	72"/180cm	ARTILLERY	3	3+	Forward Firing, Smoke Bombardment	
M7 Priest (.50 cal MG)	20"/50cm	3	2	4	5+	Self-defence AA

### M7 PRIEST

While towed artillery is fine for the infantry divisions, an armoured force requires a good self-propelled artillery piece which can keep up with the tanks as they advance. It was nicknamed 'Priest' because of the pulp-like appearance of its machine-gun mounting ring.



### T28E1 37MM AAA PLATOON

MOTIVATION: **CONFIDENT 4+**  
 SKILL: **GREEN 5+**  
 IS HIT ON: **AGGRESSIVE 3+**

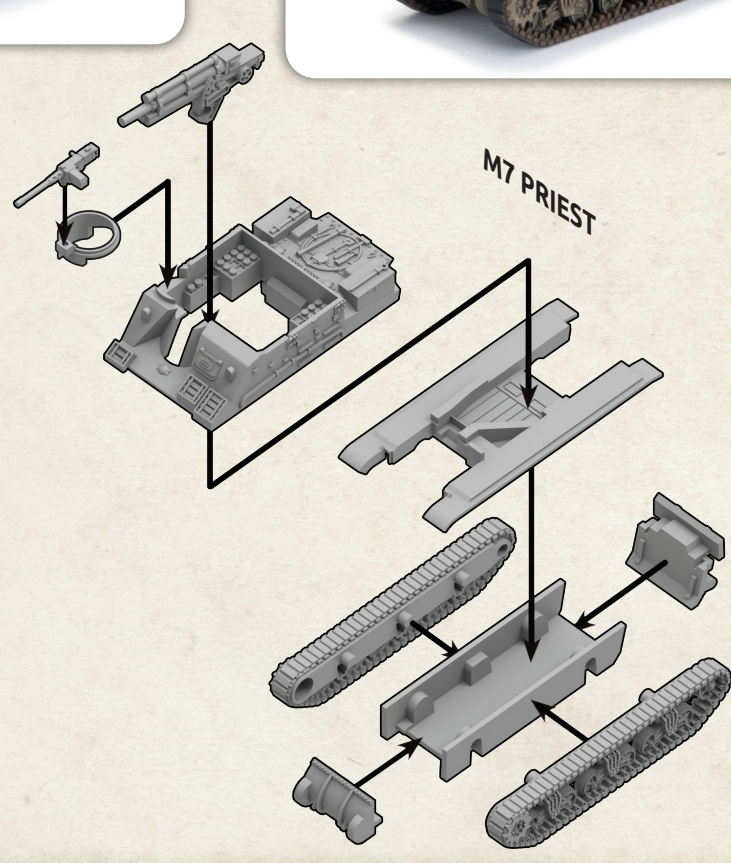
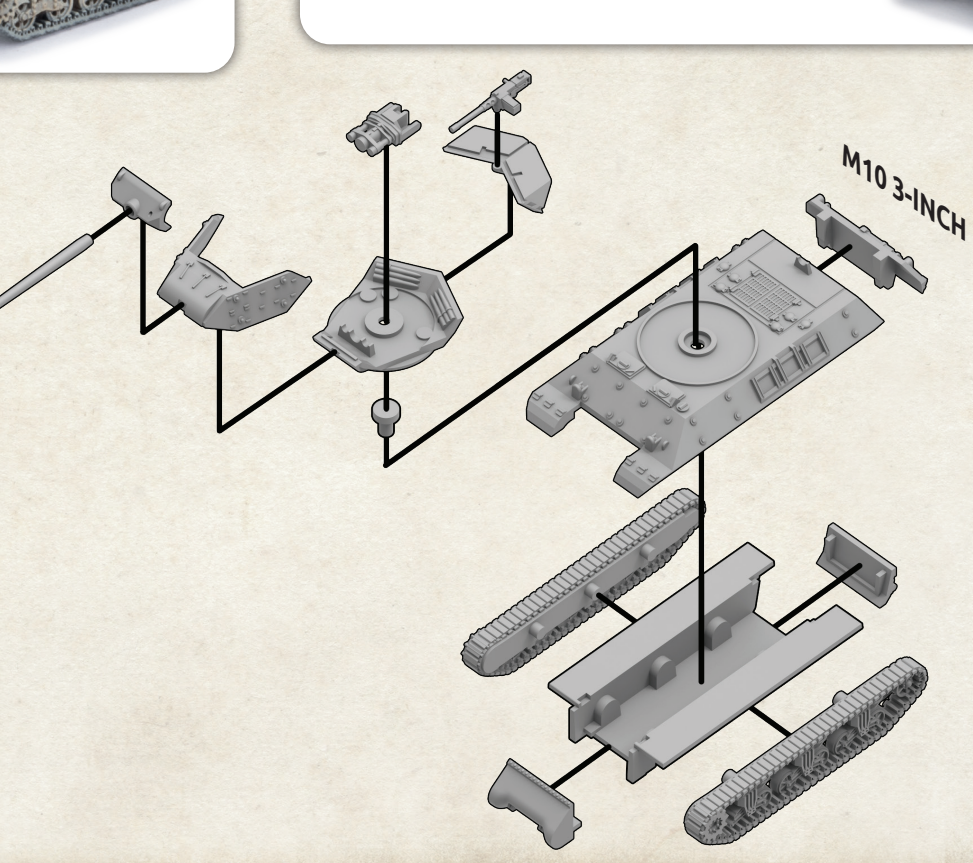
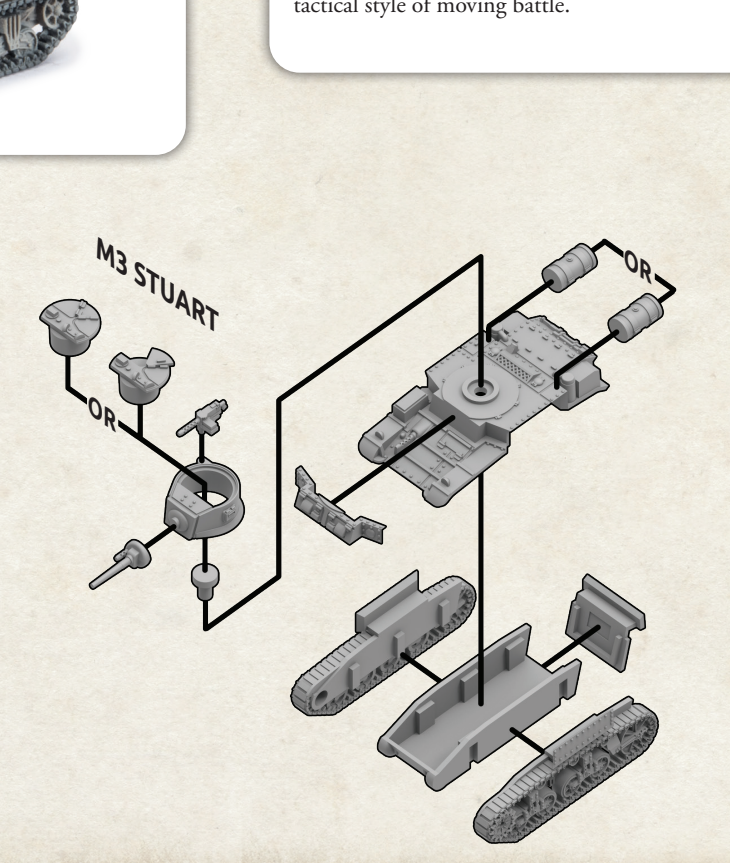
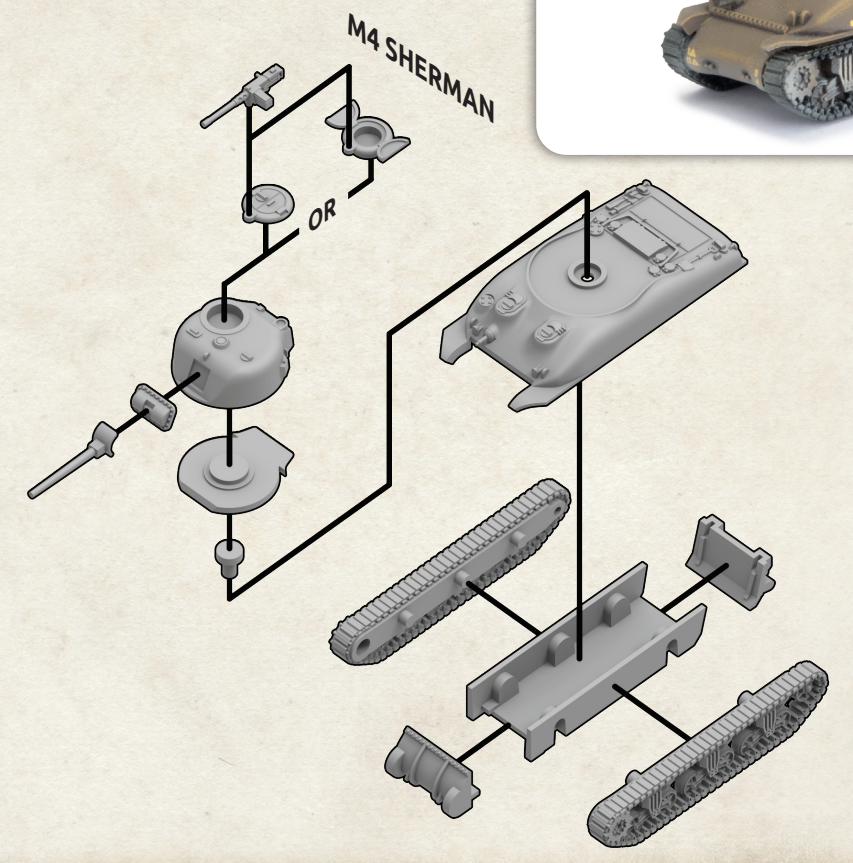
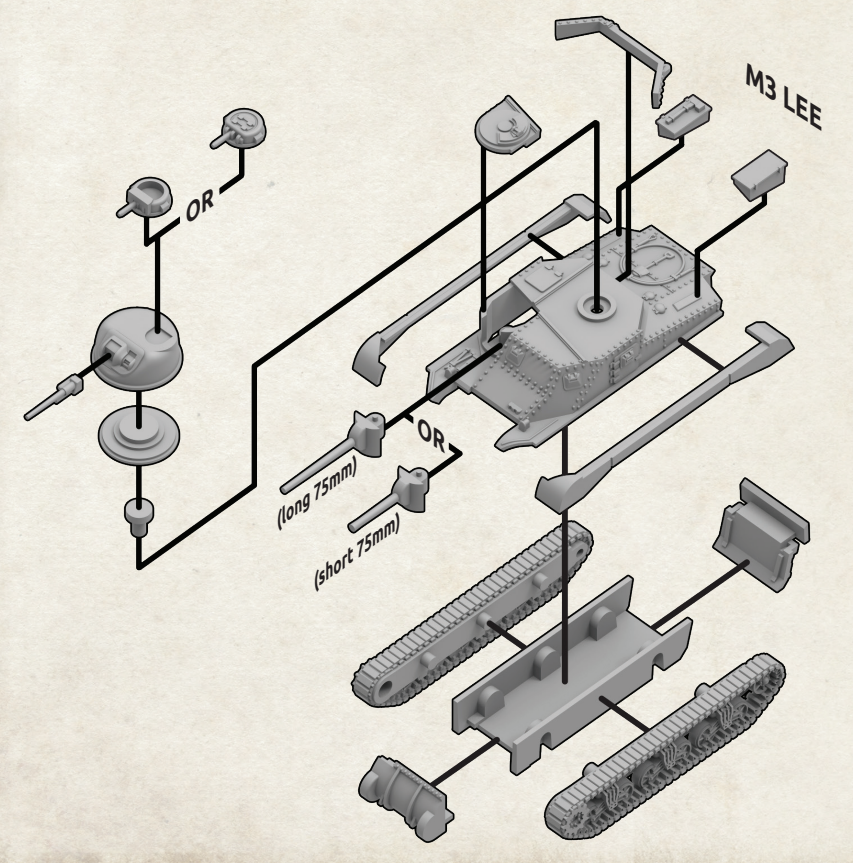
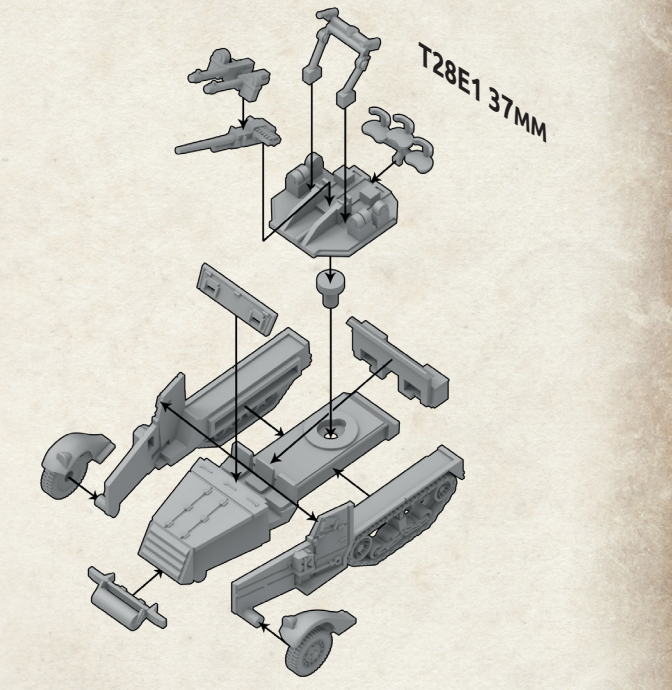
ARMOUR: FRONT 4, TOP 4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	10"/25cm	16"/40cm	32"/80cm	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
T28E1 (37mm & .50 cal)	20"/50cm	4	2	5	4+	Dedicated AA

### T28E1 37MM

The T28E1 was designed to give the armored divisions mobile anti-aircraft support. It features a 37mm M1 anti-aircraft gun and two Browning .50-calibre machine guns, on a rotating platform, mounted on an M3 half-track chassis. As well as giving units their own self-propelled anti-aircraft artillery, the T28E1 can also provide additional infantry support, mowing down soft ground targets.



FOR STEP-BY-STEP ASSEMBLY GUIDES GO TO [WWW.FLAMESOFWAR.COM/NORTHAFRICA](http://WWW.FLAMESOFWAR.COM/NORTHAFRICA)