

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.



WAFFEN-SS PANTHER KAMPEGRUPPE

Panther SS Tank Company HQ:	20 points
2x Panther (7.5cm) Tanks	
Panther SS Tank Platoon:	26 points
3x Panther (7.5cm) Tanks	
Tiger SS Tank Platoon:	25 points
2x Tiger (8.8cm) Tanks	
SS Reconnaissance Platoon:	9 points
5x MG42 team	
5x Kd Kfz 250 (MG) halftrack	
8.8cm Tank-Hunter Platoon:	9 points
2x 8.8cm gun	
Puma SS Scout Troop:	4 points
2x Puma (5cm)	
Sd Kfz 250 SS Scout Troop:	2 points
2x Sd Kfz 250/9 (2cm)	
1x Sd Kfz 250 (MG)	
Total	95 points

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 *D-Day: Waffen-SS* Unit Cards or the *D-Day: Waffen-SS* 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:

Panzer IV SS Tank Platoon: The Panzer IV has the distinction of having served throughout the course of the entire war. The long 7.5cm version served from the battles of Kursk through to the end of the war and was more than capable of taking on enemy Sherman and T-34 tanks.



StuG SS Tank Platoon: StuG assault guns have a low profile allowing them to lurk in hiding and hit the enemy in deadly firepower. Like the Panzer IV, the late model of StuG assault guns are uparmoured and upgunned to deal with enemy medium tanks.



15cm SS Nebelwerfer Battery: The six-barrelled 15cm Nebelwerfer rocket launcher terrified Allied soldiers, delivering six screaming rockets per launcher and scattering rockets each packed with 31.8 kg (70 lb) of high-explosives across a wide area.



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



Waffen-SS STARTER FORCE



START HERE

55 PANTHER
SS TANK COMPANY HQ

MOTIVATION: * TANK FORMATION * STORMTROOPERS * OLD HAND *
FEARLESS 3+ **AGGRESSIVE 3+**

SKILL: **VETERAN 3+**

IS HIT ON: **CAREFUL 4+**

ARMOUR: FRONT 9, SIDE & REAR 5, TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	2+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Panther (7.5cm)	40"/100cm	2	1	14	3+	
Panther (MGs)	16"/40cm	4	4	2	6	

55 TIGER
SS TANK PLATOON

MOTIVATION: * TANK UNIT * STORMTROOPERS *
SS TIGER 2+ **CAREFUL 4+**

SKILL: **VETERAN 3+**

IS HIT ON: **CAREFUL 4+**

ARMOUR: FRONT 9, SIDE & REAR 8, TOP 2

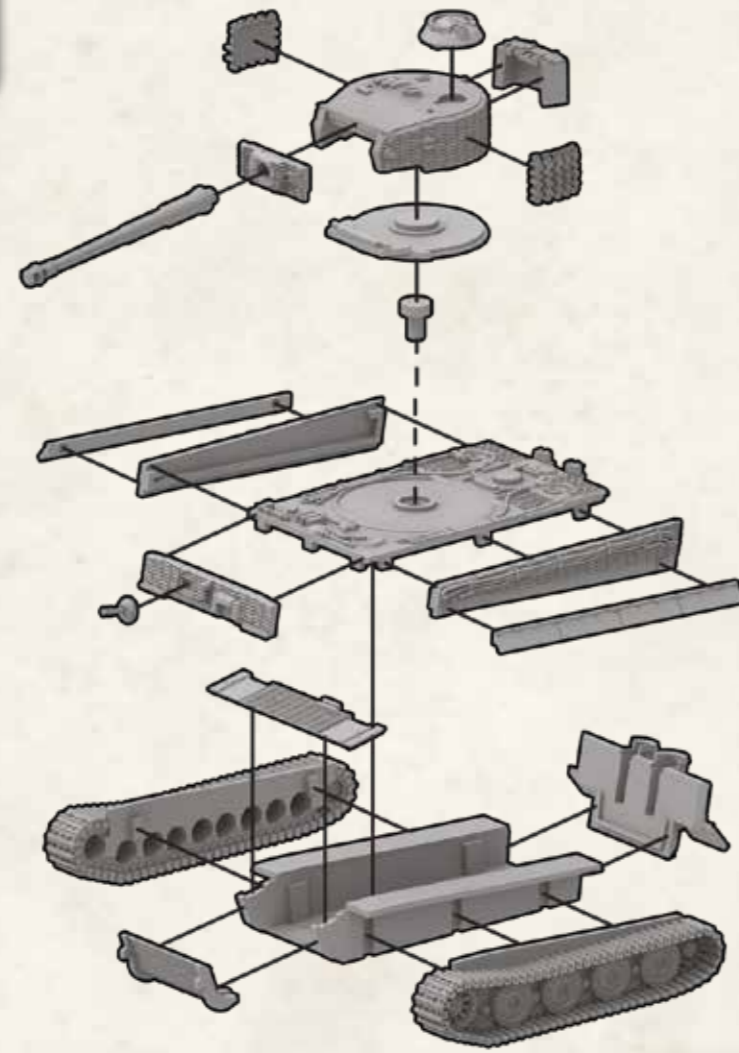
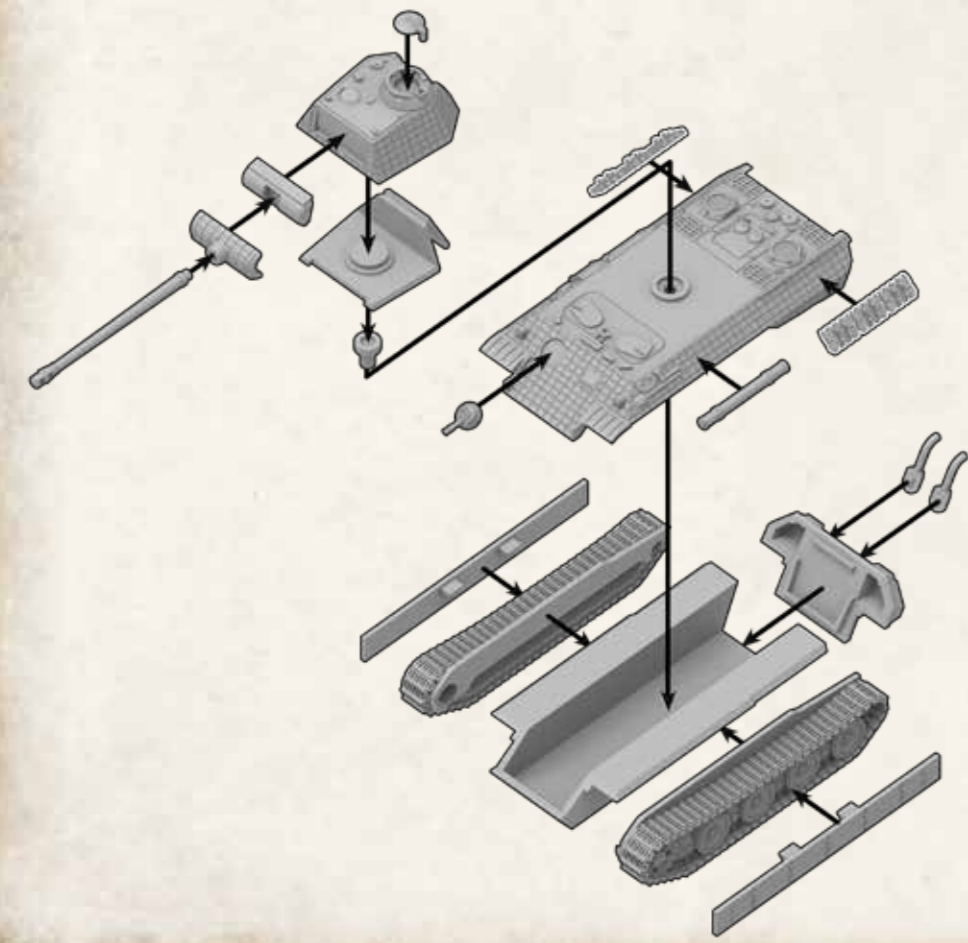
TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	2+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Tiger (8.8cm)	40"/100cm	2	1	14	3+	
Tiger (MGs)	16"/40cm	4	4	2	6	

TIGER (8.8CM) TANK
 Tiger! No other tank caused more fear among Allied soldiers, while also stiffening the spine of the Germans. Enemy infantry panicked at the words, and their tanks simply ran away.



PANTHER (7.5CM) TANK
 The Panther was the second most common tank in Normandy, forming the first tank battalion of most SS panzer divisions. Its long 7.5cm gun could penetrate any Allied tank with ease, while they found its thick, well sloped armour impossible to penetrate.



WAFFEN-SS PANTHER KAMPFGROUPE

55 PUMA
SS SCOUT TROOP

MOTIVATION: * TANK UNIT * SCOUT * SPEARHEAD * STORMTROOPERS *
FEARLESS 3+ **AGGRESSIVE 3+**

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	36"/90cm	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Puma (5cm)	28"/70cm	2	1	9	4+	
Puma (MG)	16"/40cm	3	3	2	6	

55 SD KfZ 250
SS SCOUT TROOP

MOTIVATION: * TANK UNIT * SCOUT * SPEARHEAD * STORMTROOPERS *
FEARLESS 3+ **AGGRESSIVE 3+**

SKILL: **TRAINED 4+**

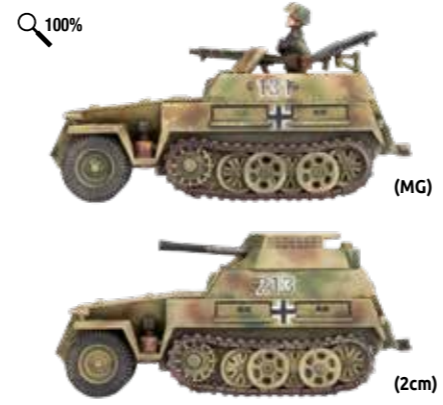
IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: FRONT 1, SIDE & REAR 1, TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	32"/80cm	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Sd Kfz 250/9 (2cm)	20"/50cm	3	2	5	5+	Self-defence AA
Sd Kfz 250 & 250/9 (MG)	16"/40cm	3	3	2	6	Self-defence AA

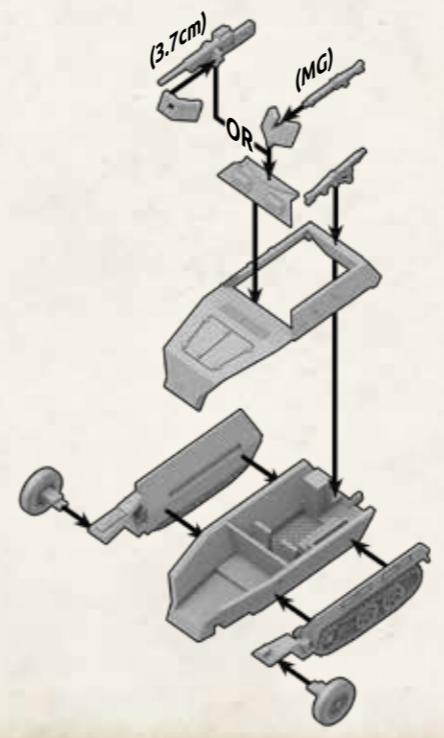
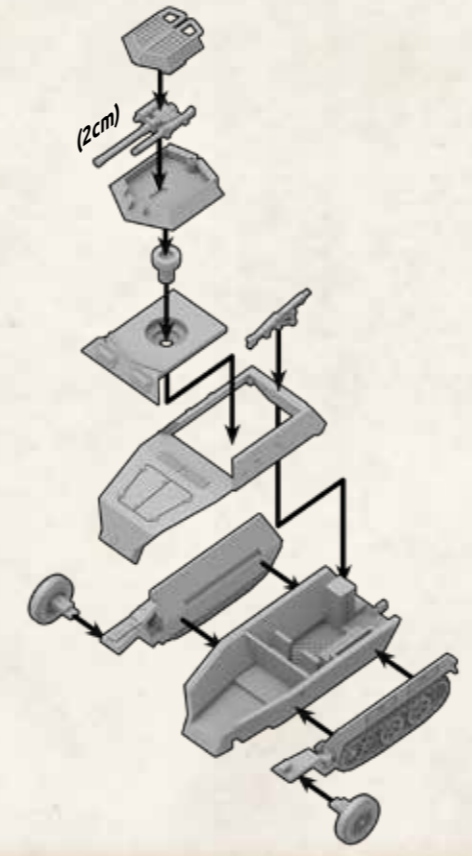
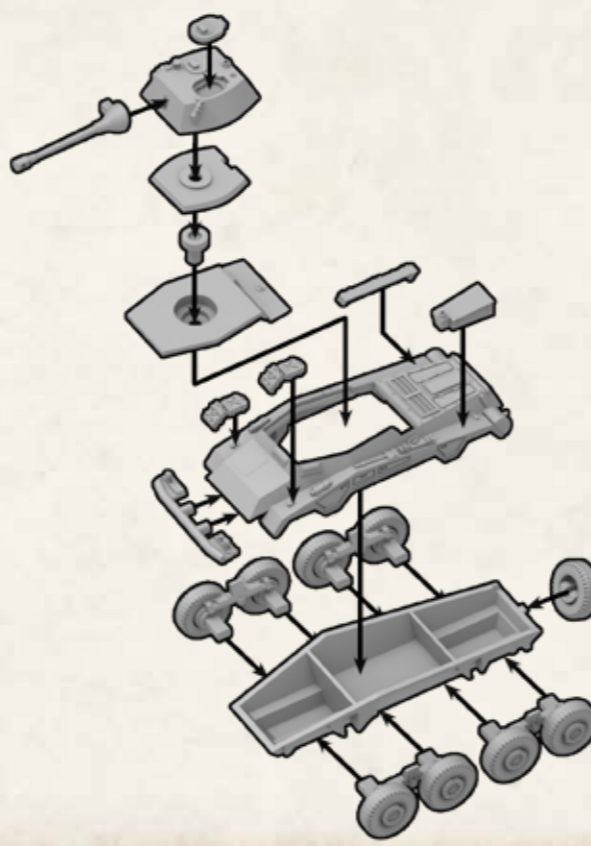
SD KfZ 250 ARMoured CAR
 The small Sd Kfz 250 half-track is fast and well suited to sneaky reconnaissance work. The 2cm cannon means that it can easily deal with any infantry or lightly armoured opponents, but isn't enough firepower for commanders to take on bigger targets.



PUMA (5cm) ARMoured CAR
 Some SS Panzer Divisions were fortunate in having the latest Sd Kfz 234/2 'Puma' eight-wheeled armoured cars. Armed with a powerful 5cm gun, these cars were capable of dealing with anything that tried to stop them.



Check out the Flames Of War website for instructions on how to build:
Sd Kfz 234 (2cm)
Sd Kfz 234 (7.5cm)



55 SS RECONNAISSANCE PLATOON

MOTIVATION: * INFANTRY UNIT * STORMTROOPERS *
FEARLESS 3+ **AGGRESSIVE 3+**

SKILL: **TRAINED 4+**

IS HIT ON: **AGGRESSIVE 3+**

ARMOUR: FRONT 3, SIDE & REAR 3, TOP 3+

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

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
MG42 team	16"/40cm	3	2	2	6	
Infantry						
Panzerfaust anti-tank	4"/10cm	1	1	12	5+	Limited 1, Slow Firing

RECONNAISSANCE PLATOON
 SS Reconnaissance Platoons were organised and equipped much like the armoured panzer grenadiers, but had smaller, faster Sd Kfz 250 half-tracks allowing them to get into assault positions unseen. These troops led advances and acted as the divisional counterattack reserve.



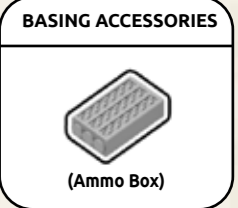
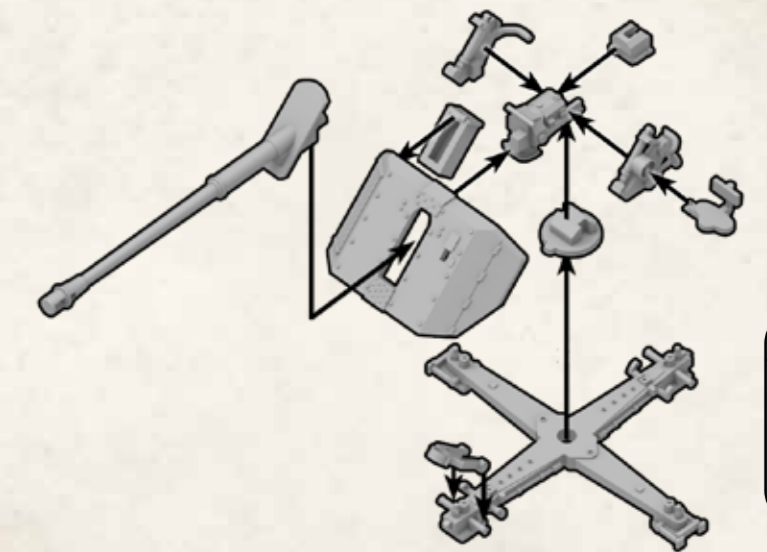
Unit Leader (x 1)
 Unit Leader teams are based on a small base, facing the long edge. Each base should have three figures.



Sd Kfz 250 (MG) Armoured Car (x 5)
 The small Sd Kfz 250 half-track is fast and well suited to sneaky reconnaissance work.



MG42 Team (x 4)
 MG42 teams are based on a medium base with four figures, facing the long edge. Evenly spread figures with machine-guns throughout the platoon.



8.8CM GUN
 The new long-barrelled 8.8cm PaK43 gun was a tremendously powerful gun, capable of destroying any tank on the battlefield. The latest version is mounted on a cruciform chassis like the famous 8.8cm anti-aircraft gun, but is much lower and easier to conceal. Its anti-tank rounds will penetrate any known tank with ease at almost any range.

8.8cm Gun (x 2)
 8.8cm Guns are based on a large base, facing the short edge. Each base should have three figures.



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