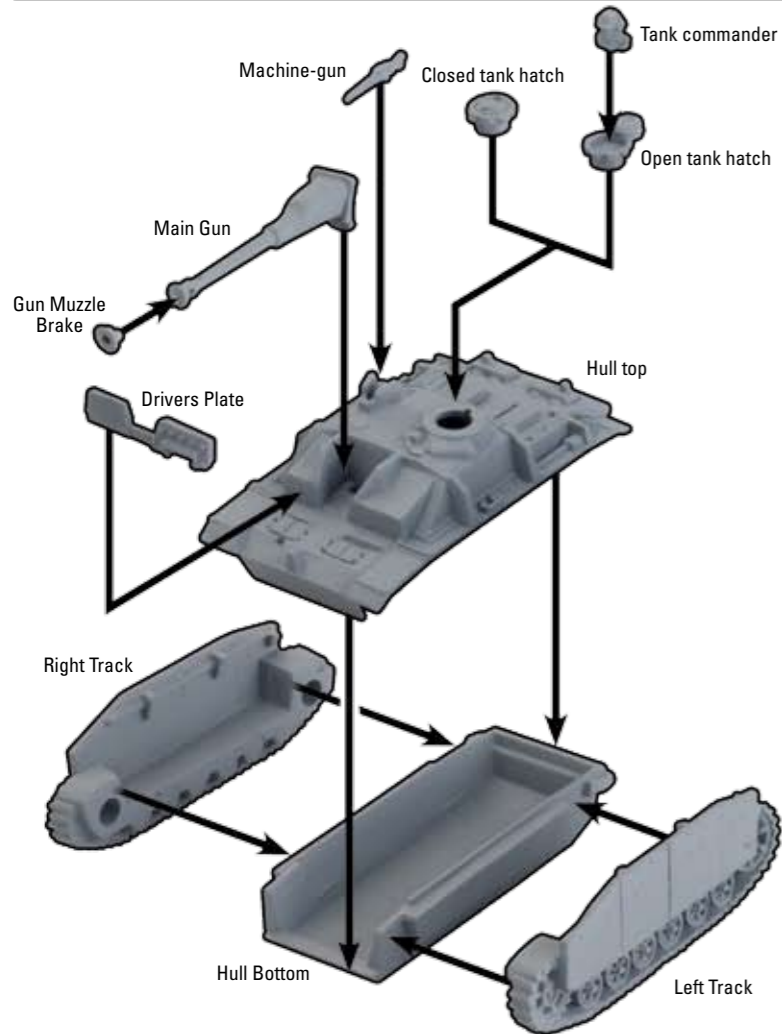
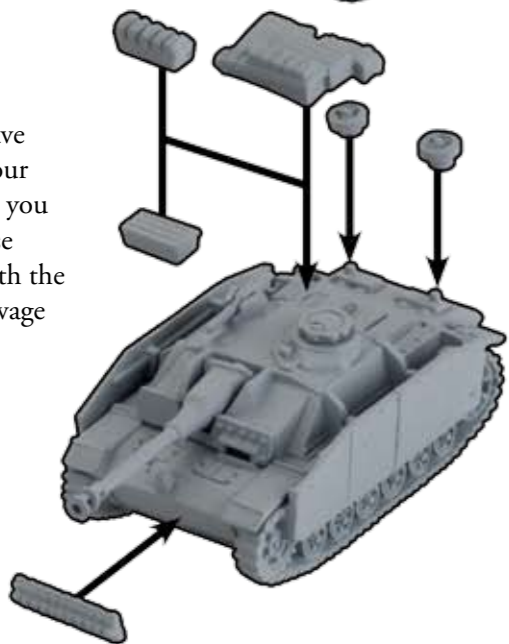


ASSEMBLING YOUR German Grenadierkompanie

STUG G ASSAULT-GUN



Once you have assembled your assault-guns, you can customise each tank with the optional stowage provided.



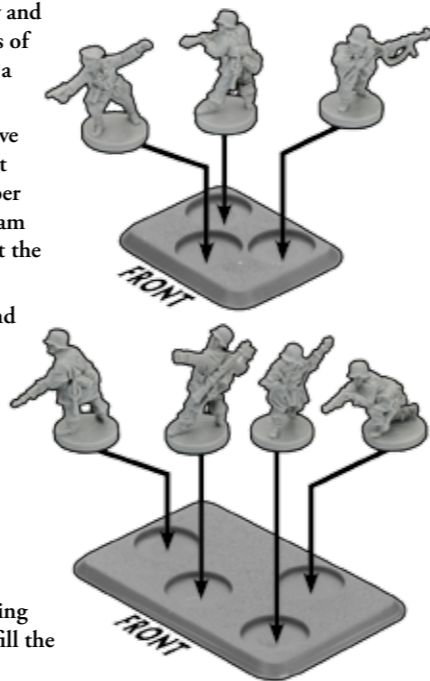
Cut the pieces off the frame and remove any mould lines and excess plastic using a file or modelling knife. Use Poly Cement or Superglue to glue the pieces together.

In *Flames Of War*, infantry and guns are formed into teams of 2-5 men, and live or die as a team.

The bases in *Open Fire!* have holes in them, simply select a base with the same number of holes as figures in the team you are assembling and slot the miniatures in.

As a general rule, Command teams have 3 figures on a small base and Rifle/MG teams have either 4 or 5 figures on a medium base, as shown in their platoon diagram.

Pak40 anti-tank guns go on the large bases, these bases have extra holes in them to give you more posing variety, as well as plugs to fill the spare holes.



STUG G ASSAULT-GUN

LEUTNANT

O RO N



Command Panzerfaust SMG team
(3 hole small base)

HQ SECTION

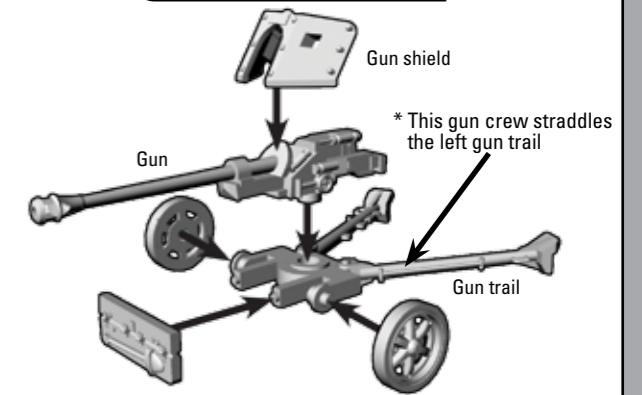
UNTEROFIZIER



7.5cm PaK40 anti-tank gun

ANTI-TANK SECTION

UNTEROFIZIER



7.5cm PaK40 anti-tank gun

ANTI-TANK SECTION

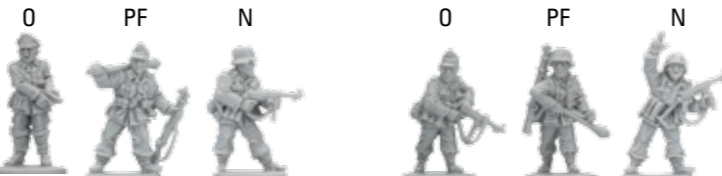
ANTI-TANK GUN PLATOON

The easiest way to build your force is to cut the miniatures off the sprue and lay them over their picture in the diagram to sort them out, then glue them on to their bases.

You can also re-arrange the bases however you like by swapping miniatures with the same codes between bases.

- | | |
|---------------------|----------------------------|
| O = Officer | N = NCO |
| RO = Radio Operator | R = Rifleman |
| PF = Panzerfaust | MG = Machine-gunner/loader |
| PS = Panzerschreck | GC = Gun crew |

HAUPTMANN

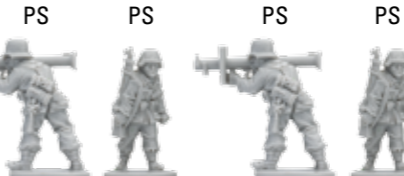


Company Command Panzerfaust SMG team
(3 hole small base)

2iC Command Panzerfaust SMG team
(3 hole small base)

COMPANY HQ

UNTEROFIZIER



Panzerschreck team
(4 hole medium base)

ANTI-TANK SECTION

LEUTNANT

O PF N



Command Panzerfaust SMG team
(3 hole small base)

HQ SECTION

UNTEROFIZIER



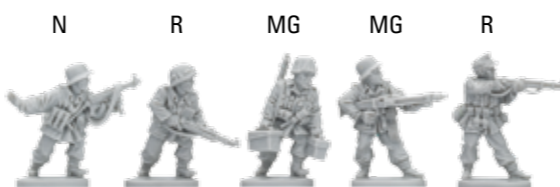
Rifle/MG team
(5 hole medium base)



Rifle/MG team
(4 hole medium base)

GRENADIER SQUAD

UNTEROFIZIER



Rifle/MG team
(5 hole medium base)



Rifle/MG team
(4 hole medium base)

GRENADIER SQUAD

UNTEROFIZIER



Rifle/MG team
(5 hole medium base)



Rifle/MG team
(4 hole medium base)

GRENADIER SQUAD

GRENADIER PLATOON X2

It does not matter which base you use for each team, as all of the bases has a unique hole arrangement.

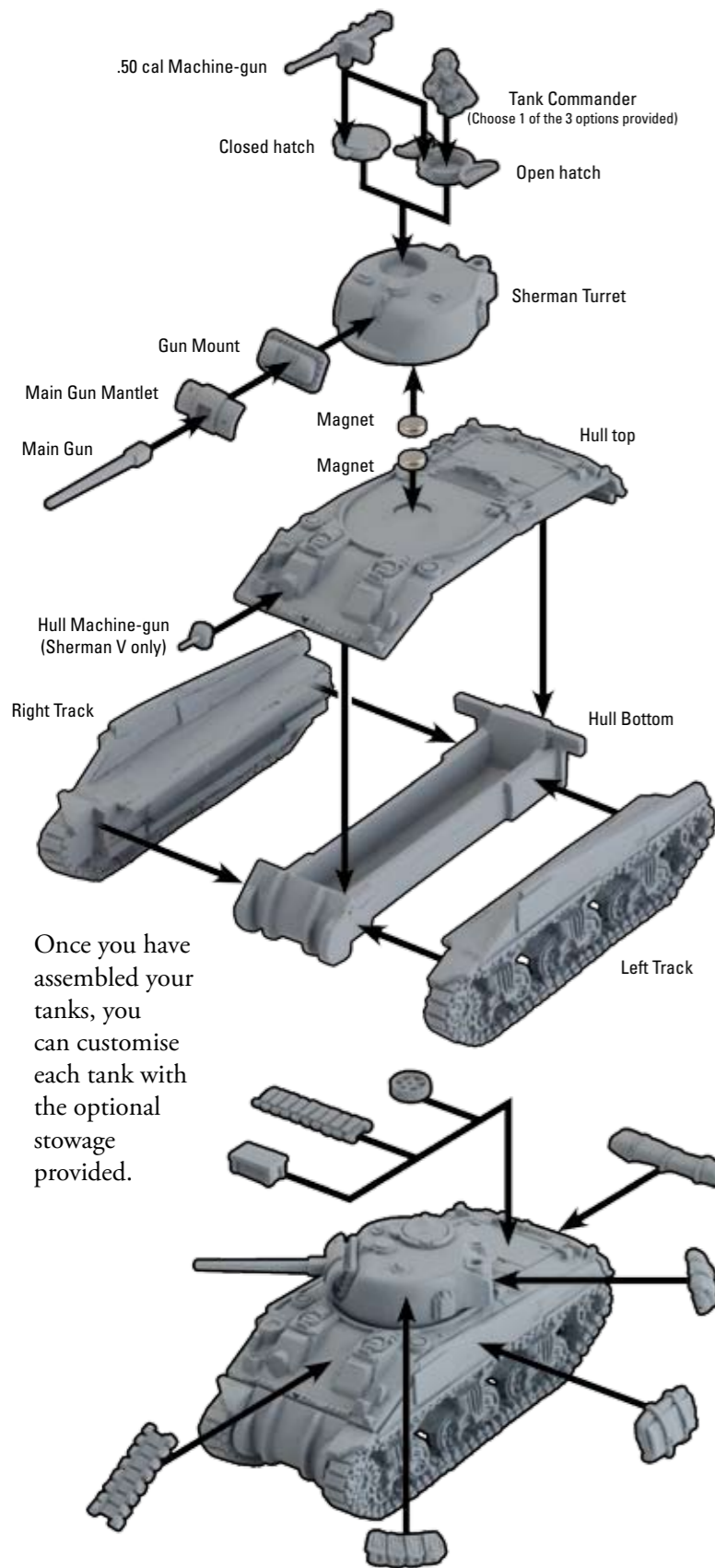
When putting figures onto small or medium bases, they should face one of the long edges of the base.

The PaK40 anti-tank guns should face the short edge of their base.

ASSEMBLING YOUR BRITISH ARMoured SQUADRON

Cut the pieces off the frame and remove any mould lines and excess plastic using a file or modelling knife. Use Poly Cement or Superglue to glue the pieces together. Glue a magnet to the bottom of the Sherman Turret and the Sherman Hull Top to allow the turret to move freely during the game. You may find it useful to mark the magnets to ensure that they are attracted to each other once glued to the tank.

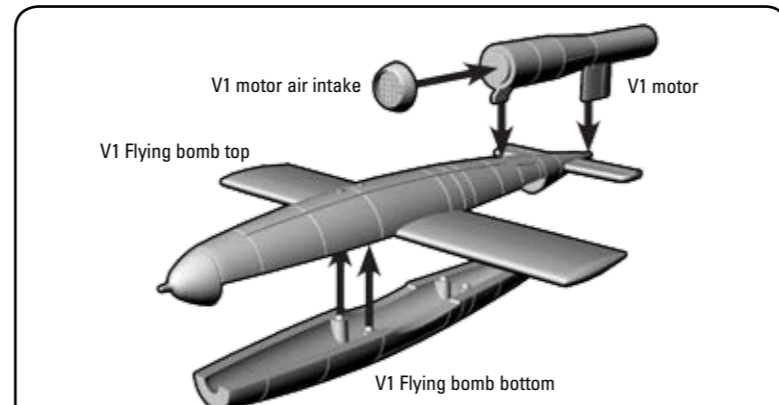
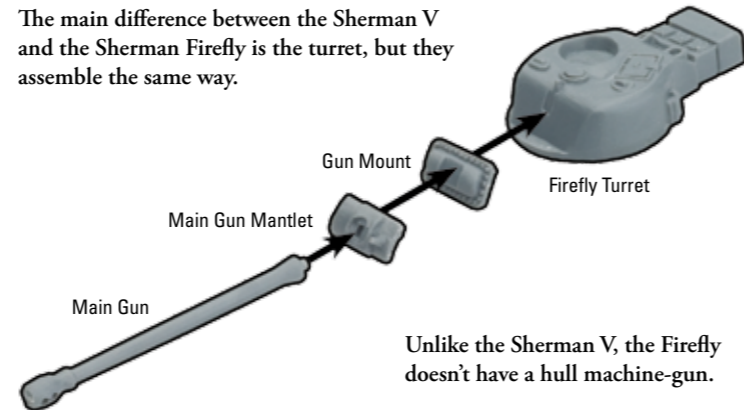
SHERMAN V TANK



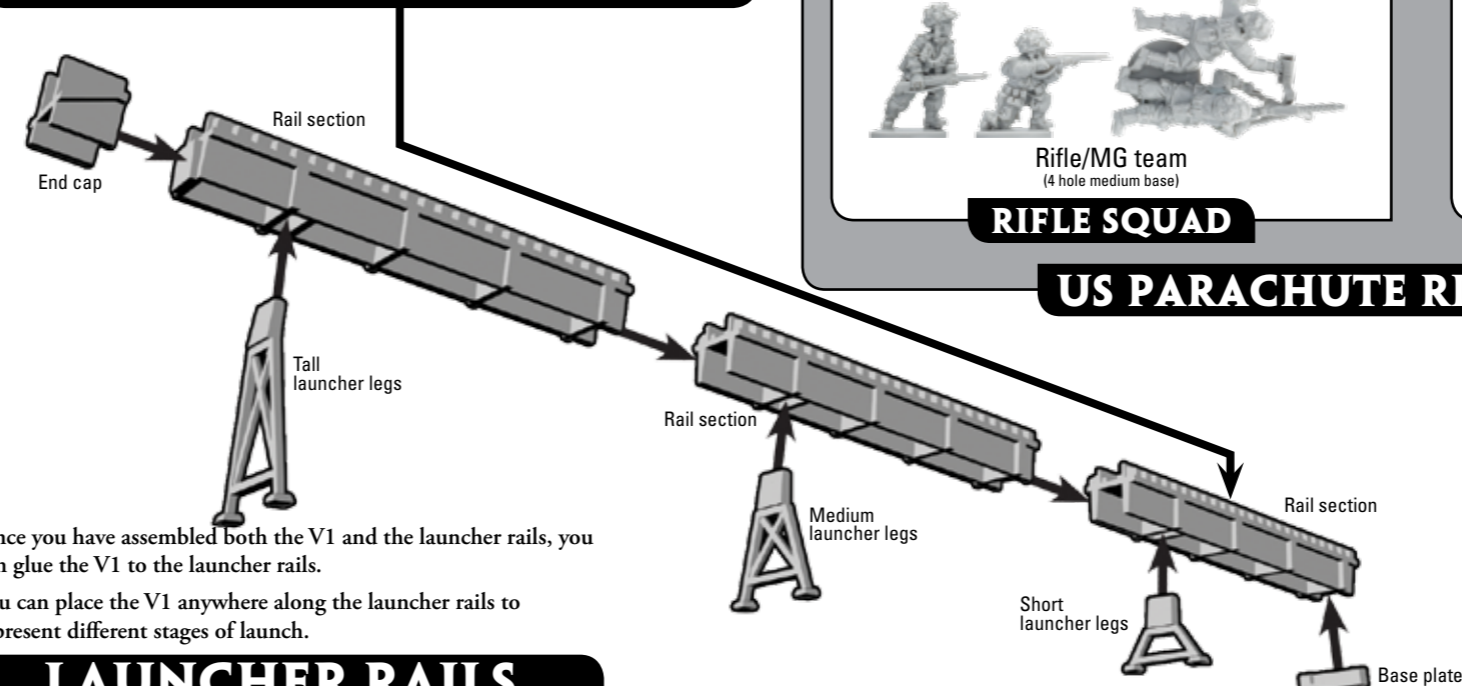
Once you have assembled your tanks, you can customise each tank with the optional stowage provided.

SHERMAN FIREFLY TANK

The main difference between the Sherman V and the Sherman Firefly is the turret, but they assemble the same way.



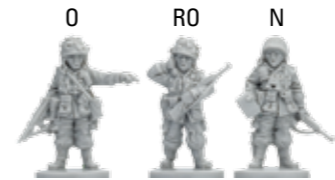
V1 FLYING BOMB



Once you have assembled both the V1 and the launcher rails, you can glue the V1 to the launcher rails. You can place the V1 anywhere along the launcher rails to represent different stages of launch.

LAUNCHER RAILS

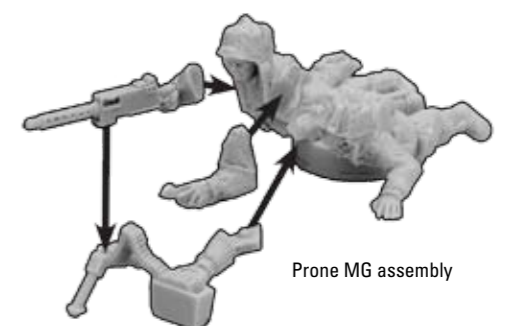
LIEUTENANT



Command SMG team (3 hole small base)

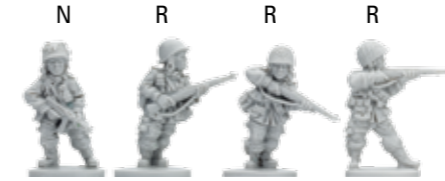
HQ SECTION

SERGEANT



Prone MG assembly

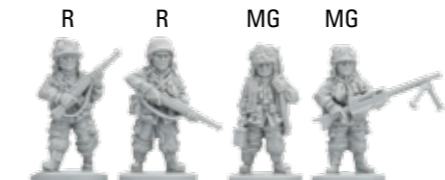
SERGEANT



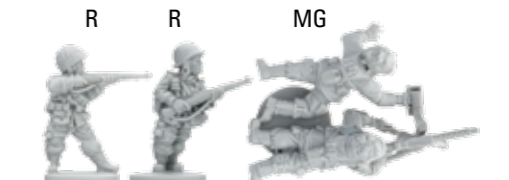
Rifle/MG team (4 hole medium base)



Rifle/MG team (4 hole medium base)



Rifle/MG team (4 hole medium base)



Rifle/MG team (4 hole medium base)

RIFLE SQUAD

RIFLE SQUAD

SERGEANT

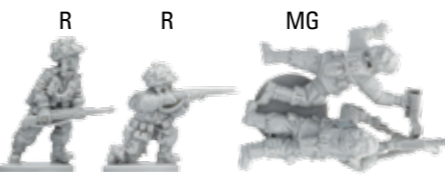


Rifle/MG team (4 hole medium base)

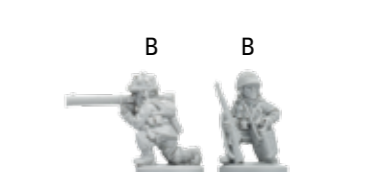
CORPORAL



60mm mortar team (4 hole medium base)



Rifle/MG team (4 hole medium base)



Bazooka team (2 hole small base)

RIFLE SQUAD

MORTAR SQUAD

US PARACHUTE RIFLE PLATOON

To make your US Parachute Rifle platoon simply cut miniatures off the frame and use the above diagram to arrange them on their bases.

You can also arrange the bases however you like by swapping miniatures with the same codes between bases.

- O = Officer
- RO = Radio Operator
- N = NCO
- R = Rifleman
- MG = Machine-gunner/loader
- M = Mortar/Crewmen
- B = Bazooka gunner/loader