

# 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...



## HEAVY ASSAULT GROUP

- Heavy SP Artillery Regiment HQ: 7 points
- 1x IS-2 (122mm)
- ISU-122 Heavy SP Battery: 13 points
- 2x ISU-122 (122mm)
- ISU-152 Heavy SP Battery: 15 points
- 2x ISU-152 (152mm)
- IS-2 Guards Heavy Tank Company: 22 points
- 3x IS-2 (122mm)
- Hero Shock Rifle Company: 10 points
- 9x DP MG & M1891 rifle team
- 2x Maksim HMG
- 1x Komissar
- SU-76 Light SP Battery: 10 points
- 4x SU-76 (76mm)
- BA-64 Armoured Car Platoon: 2 points
- 3x BA-64 (MG)
- Heavy Tank-Killer Company: 10 points
- 4x 76mm Gun
- 89 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.



# 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 *Bagration Soviet* Unit Cards or the *Bagration Soviet* 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:

**T-34 (85mm) Tank Company:** The T-34 is one of the most recognisable tanks of World War II and for good reason. It is reliable, well armoured and packs an 85mm gun that can go through the front of Panthers and Tigers. Combine this with excellent mobility to strike anywhere on the battlefield.



**IL-2 Shтурмовик Assault Company:** The IL-2 Shтурмовик ('Assault Trooper' in Russian), is a ground attack aircraft. With an excellent save it can ignore enemy anti-aircraft guns whilst pounding enemy targets with Rockets or its deadly 37mm cannons.



**ZSU M17 Anti-Aircraft Platoon:** Armed with quad .50 cal machine-guns, these were nicknamed "The Meat Chopper" thanks to the massive amount of firepower that these guns could spew out. Infantry and aircraft have no choice but to hide in fear from these.



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](http://WWW.FLAMESOFWAR.COM/LATEWAR)

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

## 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](http://www.FlamesOfWar.com/LateWar)
- The *Colours Of War* painting guide, available from the *Flames Of War* website or your local retailer.



# SOVIET

## STARTER FORCE



# START HERE

GETTING STARTED



# HEAVY ASSAULT GROUP

### IS-85

GUARDS HEAVY TANK COMPANY

**MOTIVATION**  
CONFIDENT 4+  
Counterattack 3+  
VETERAN 3+

**IS HIT ON**  
AGGRESSIVE 3+

**ARMOUR**  
FRONT 10  
SIDE & REAR 8  
TOP 2

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
IS-85 (85mm)	28"/70cm	2	1	12	3+	
IS-85 (MG)	16"/40cm	3	3	2	6	

### IS-2

GUARDS HEAVY TANK REGIMENT HQ

**MOTIVATION**  
CONFIDENT 4+  
Counterattack 3+  
VETERAN 3+

**IS HIT ON**  
AGGRESSIVE 3+

**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	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
IS-2 (122mm)	28"/70cm	1	1	14	2+	Brutal, Slow Firing
IS-2 (12.7mm AA MG)	20"/50cm	3	2	4	5+	Self-defence AA
IS-2 (MG)	16"/40cm	1	1	2	6	

### ISU-122

HEAVY SP BATTERY

**MOTIVATION**  
CONFIDENT 4+  
Counterattack 5+  
TRAINED 4+  
SP Gun Assault 5+

**IS HIT ON**  
AGGRESSIVE 3+

**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	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
ISU-122 (122mm)	72"/180cm	ARTILLERY	3	3+	4+	Forward Firing
or Direct Fire	28"/70cm	1	1	14	2+	Brutal, Forward Firing, Slow Firing
OPTIONAL: ISU-122 (12.7mm AA MG)	20"/50cm	3	2	4	5+	Self-defence AA

### ISU-152

HEAVY SP BATTERY

**MOTIVATION**  
CONFIDENT 4+  
Counterattack 5+  
TRAINED 4+  
SP Gun Assault 5+

**IS HIT ON**  
AGGRESSIVE 3+

**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	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
ISU-152 (152mm)	64"/160cm	ARTILLERY	3	3+	4+	Forward Firing
or Direct Fire	20"/50cm	1	1	13	AUTO	Brutal, Forward Firing, Slow Firing
OPTIONAL: ISU-152 (12.7mm AA MG)	20"/50cm	3	2	4	5+	Self-defence AA

### SU-76

LIGHT SP BATTERY

**MOTIVATION**  
CONFIDENT 4+  
Counterattack 6+  
TRAINED 4+  
SP Gun Assault 6+

**IS HIT ON**  
AGGRESSIVE 3+

**ARMOUR**  
FRONT 4  
SIDE & REAR 1  
TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	24"/60cm	3+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
SU-76 (76mm)	72"/180cm	ARTILLERY	2	4+	4+	Forward Firing
or Direct Fire	24"/60cm	2	1	9	3+	Forward Firing

### BA-64

ARMoured CAR PLATOON

**MOTIVATION**  
CONFIDENT 4+  
Armoured Car Assault 6+  
VETERAN 3+  
Armoured Car Assault 5+

**IS HIT ON**  
AGGRESSIVE 3+

**ARMOUR**  
FRONT 1  
SIDE & REAR 1  
TOP 0

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	10"/25cm	20"/50cm	5+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
BA-64 (MG)	16"/40cm	3	3	2	6	Self-defence AA
OPTIONAL: BA-64 (PTRD)	16"/40cm	2	1	5	5+	No HE

### SHOCK RIFLE COMPANY

HERO INFANTRY UNIT

**MOTIVATION**  
CONFIDENT 4+  
VETERAN 3+

**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
DP MG	16"/40cm	1	1	2	6	
OPTIONAL: M1891 rifle team	24"/60cm	6	2	2	6	Assault 4+, Heavy Weapon
OPTIONAL: PTRD anti-tank rifle	16"/40cm	4	2	5	5+	Assault 4+, Heavy Weapon, No HE
OPTIONAL: Flame-thrower team	4"/10cm	4	4	2	AUTO	Assault 4+, Flame-thrower, Heavy Weapon

### HERO SHOCK RIFLE COMPANY

Soviet infantry are the backbone of the army. Their unrelenting assaults were relied upon to push the German army back time and time again. Hero units represented the survivors of previous attacks with the most skilful, cunning, or lucky having survived to see another day.

### IS-2

The IS-2 is lighter and faster than the heaviest KV model tanks, with thicker front armour and an improved turret design. It is armed with a powerful 122mm gun that can penetrate the front armour of German Tiger and Panther tanks.

### ISU-122 AND ISU-152

The ISU-122 and ISU-152 assault guns are virtually invulnerable to many German panzers. Their massive guns have enough the firepower to keep the heaviest German tanks at bay and are extremely effective against buildings, bunkers, and entrenched infantry and guns.

### SU-76

As Soviet factories began to turn out enough T-34 tanks to equip the tank brigades, production of light T-70 tanks switched to SU-76 self-propelled guns instead. Cheap and simple, they allowed the artillery to roll forward with the tanks and infantry, engaging the enemy over open sights.

### BA-64

The BA-64 was the first four-wheel drive armoured car, giving it excellent mobility and allowing it to go places that other vehicles could not. With well sloped armour and bullet-proof tires it would stand up to most infantry weapons and thanks to the 7.62mm machine-gun it was a real threat to infantry caught in the open.

### 76MM ARTILLERY BATTERY

GUN UNIT • GUN SHIELD • LARGE GUN

**MOTIVATION**  
CONFIDENT 4+  
TRAINED 4+  
Assault 5+

**IS HIT ON**  
AGGRESSIVE 3+

**ARMOUR**  
FRONT 4+  
SIDE & REAR 4+  
TOP 4+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10cm	4"/10cm	6"/15cm	8"/20cm	4+

WEAPON	RANGE	HALTED	MOVING	ANTI-TANK	FIRE POWER	NOTES
76mm gun	80"/200cm	ARTILLERY	2	4+	4+	Forward Firing
Or Direct Fire	24"/60cm	2	1	9	3+	Forward Firing

### 76MM ARTILLERY BATTERY

The Red Army's standard artillery piece is the 76mm ZIS-3 field gun. It out-ranges German artillery and delivers an effective shell against a wide range of targets. The light 76mm field gun is easy to manoeuvre into position, and can be rolled forward to engage the enemy over open sights for maximum effectiveness.

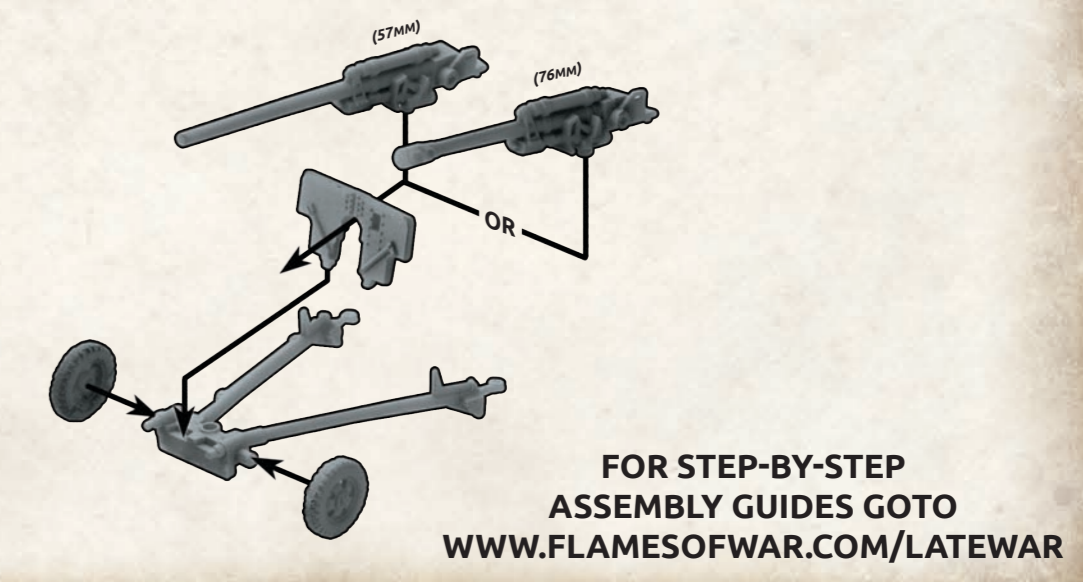
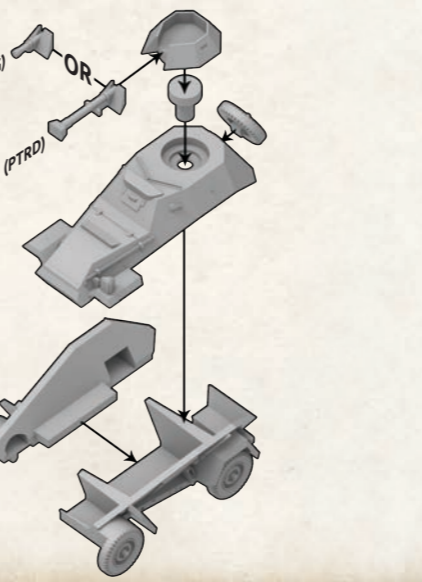
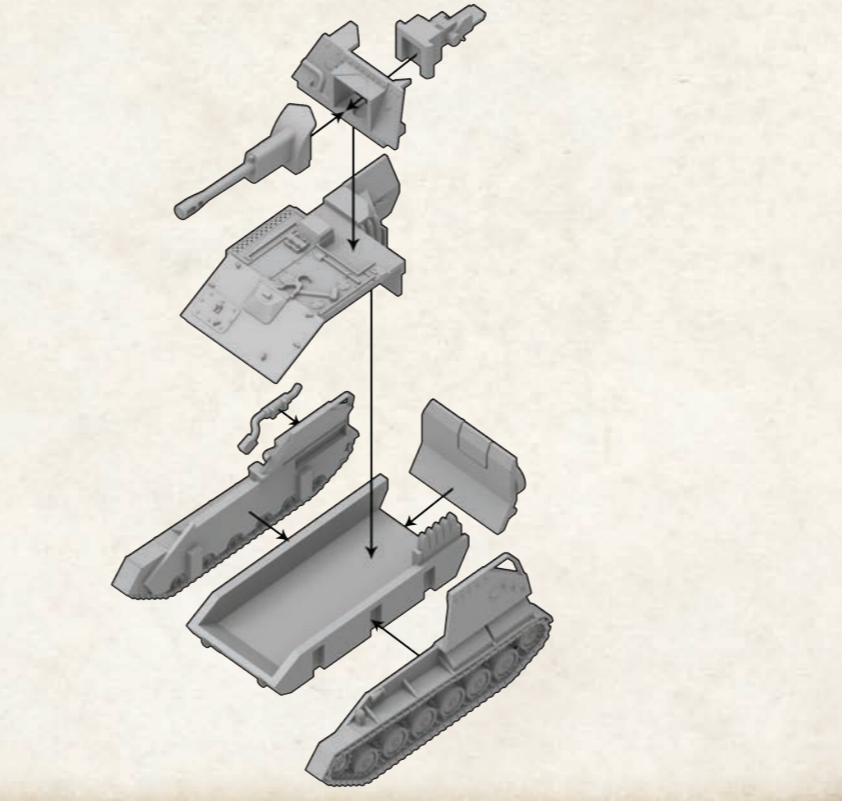
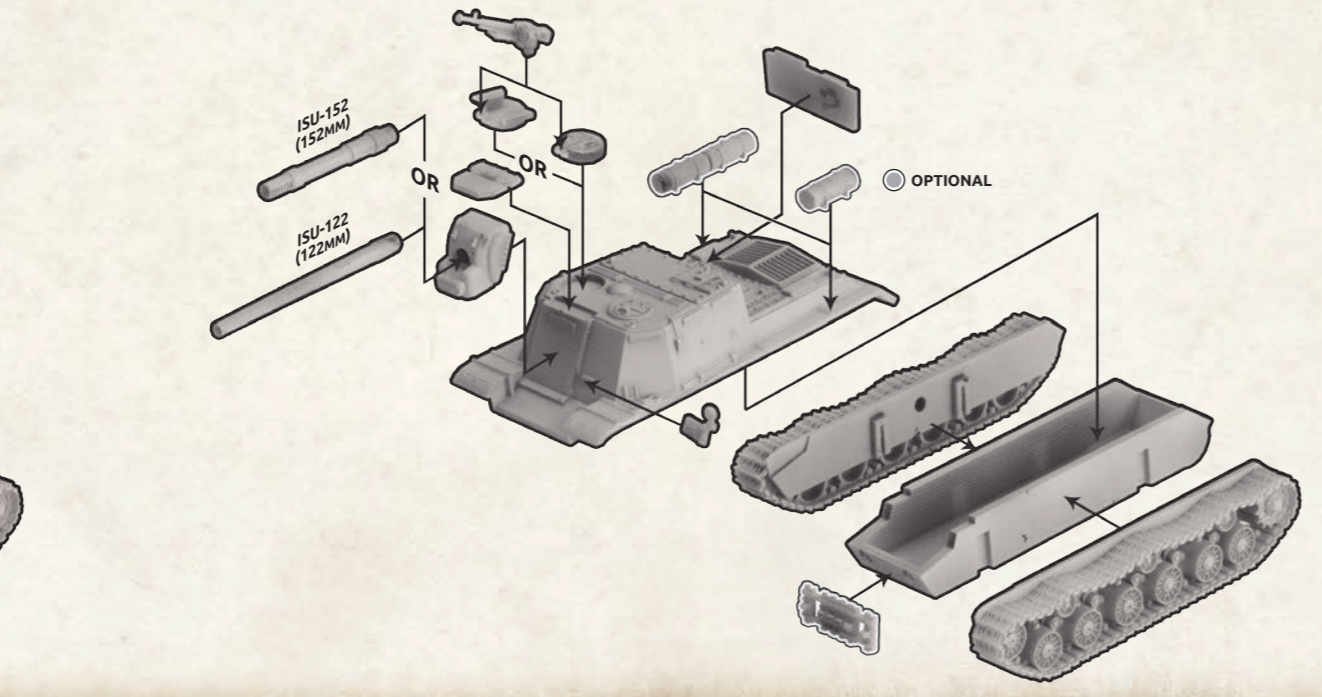
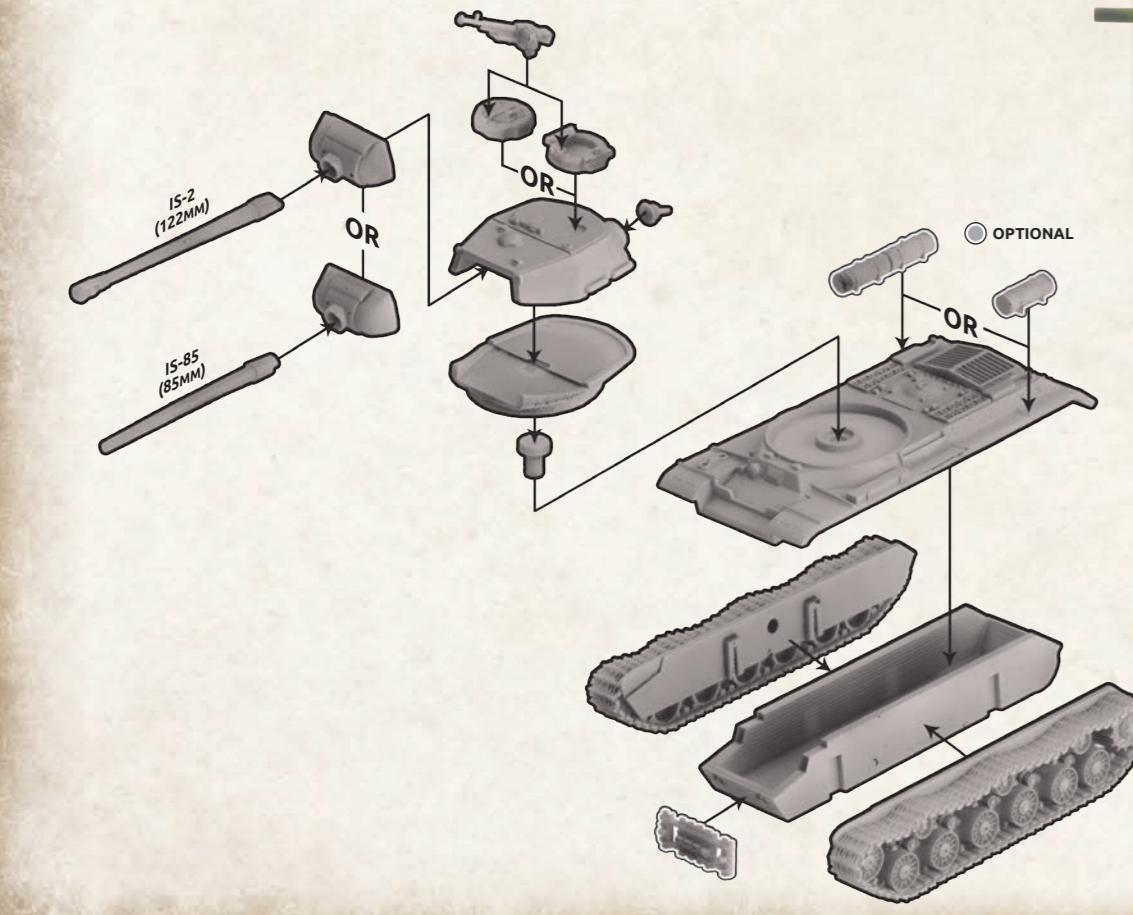
**57mm or 76mm Gun (x 4)**  
57mm or 76mm Guns are based on a large base, facing the short edge. Each base should have four figures.

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

**Komissar Team (x 1)**  
Komissar teams are based on a small base, facing the long edge. Each base should have two figures.

**Maksim HMG Teams (x 2)**  
Maksim HMG teams are based on a medium base facing the long edge. These teams have the gunner and his weapon along with two assistant gunners or loaders.

**DP MG and M1891 Rifle Teams (x 8)**  
DP MG and M1891 teams are based on a medium base with four figures, facing the long edge. Evenly spread figures with machine-guns throughout the platoon.



FOR STEP-BY-STEP ASSEMBLY GUIDES GOTO [WWW.FLAMESOFWAR.COM/LATEWAR](http://WWW.FLAMESOFWAR.COM/LATEWAR)

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