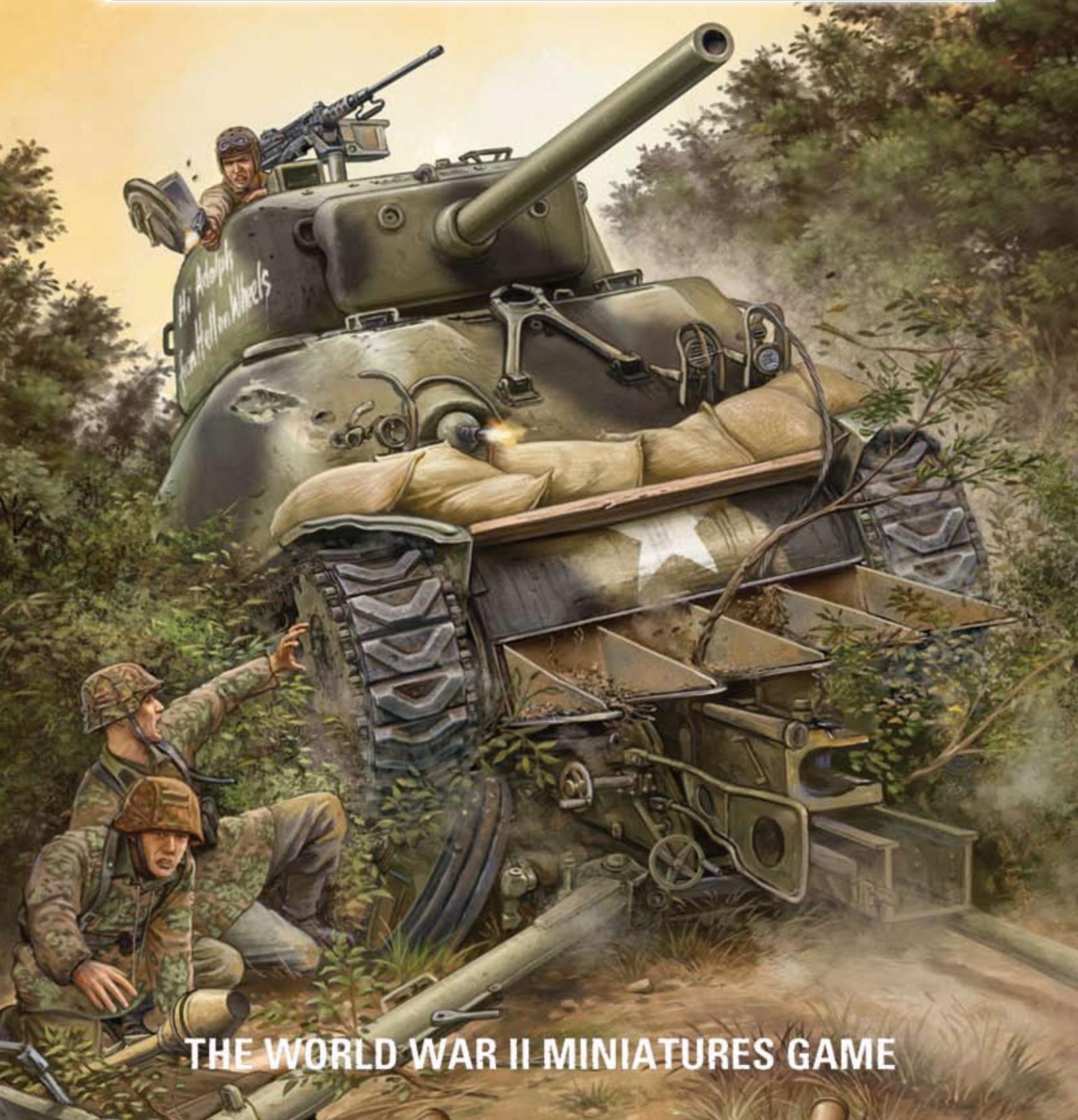




FLAMES OF WAR[®]

CATALOGUE



THE WORLD WAR II MINIATURES GAME

WHAT IS FLAMES OF WAR

FLAMES OF WAR IS A WORLD WAR II MINIATURES GAME.

What is a miniatures game you may ask? Well it's simply a tabletop game where you control armies of painted miniature tanks, infantry and guns against an opponent's force. Games are fought between two players where each player takes turns to move, shoot and fight with their miniatures aided by simple rules, dice and tape measures.

Flames Of War is a game that allows you to recreate the battles of World War II using miniature figurines, and so experience the war from the point of view of a front-line company commander.

Your miniature troops will move about the tabletop battlefield, taking cover from enemy fire and then blasting back in return. Sometimes they will abandon you when the going gets tough, and sometimes they will stick by you to the bitter end. By using the sort of tactics and cunning that a real-life commander would, you and your miniature soldiers will fight their way to victory after victory!



WORLD WAR II

For years the dark storm clouds of war have been gathering on the horizon of Europe. The people of Germany, disgruntled by past indignities inflicted upon their country, are determined to regain the power and status of their proud nation.

The Germany army, secretly rebuilt over many years, stands poised to conquer an unsuspecting Europe.

On September 1, 1939, the storm of war is unleashed as German troops invade Poland with a declaration of war.

Poland's allies—France, Great Britain and the nations of the mighty British Commonwealth—declare war on Germany within days of the invasion. It is the opening act in the greatest conflagration in the history of human conflict.

The Flames Of War are soon sweeping across the face of the globe; battles will be fought in all corners of the world. Massive armies struggle for the control of Europe, Africa, Asia and the Pacific with nations from six of the seven continents becoming involved in a struggle that will last for six years.



FLAMES OF WAR PERIODS

Flames of War divides the struggles of World War II up into three periods or eras. This is done because both technology and tactics changed rapidly throughout the war. An army from 1939 wouldn't stand a chance against a force from 1945.



The Early-war period of WWII takes you to the beginning of 1942. During this time the German blitzkrieg rolls through much of Europe, destroying all who face it. Massing their tanks and supporting them with infantry the Germans seem unstoppable. France is conquered, the Balkans fall, and in the desert the Africa Corps speeds towards the Suez canal. Soon only Britain and Russia stand against the might of Germany, both battered but still standing resolute.



The Mid-war period of WWII continues from 1942 to 1943. Technology continues to improve as armour and anti-tank guns vie for supremacy on the battlefield. German success in Russia begins to falter after the huge victories of the summer. Stalingrad and finally Kursk turn the tide as the Red army slowly evolves. In the desert the Germans are finally defeated and Sicily and then Italy are invaded.



The Late-war period of WWII takes you from 1944 to the end of the war. During this time the Germans, who are slowly being pushed back, begin to bring forth the secret weapons that they hope they will turn the tide of battle. Huge armoured tanks rumble forwards, while infantry is given the hand held anti-tank weapons to destroy these beasts.

AFRIKA & OSTFRONT

THE INTELLIGENCE HANDBOOKS FOR FORCES IN AFRIKA, THE MEDITERRANEAN, AND THE EASTERN FRONT 1942 - 1943

The war in the Western Desert of Egypt is the focus of the 'Desert Rats' of the British Army and its Imperial allies as the third year of the war draws to a close. Here they fight General Rommel, the legendary 'Desert Fox' and his *Afrikakorps* and Italian allies. As this heroic struggle plays out, the US Army enters the fray for the first time. Trapped between two foes the Desert Fox does the only thing possible, he attacks!

On the *Ostfront* (Eastern Front) the seemingly unstoppable German Blitzkrieg has been checked. Now fresh Soviet divisions are launching ever more bold counterattacks against the Axis invaders. As more and more Axis troops race to reinforce the hard-pressed front line, the conflict on the Eastern Front is rapidly escalating to become the greatest conflict in human history.

INSIDE AFRIKA YOU WILL FIND:

- Complete organisation and equipment for all the forces in the Mediterranean Theatre, 1942-43.
- An overall history of what happened in the theatre, as well as individual histories of the nations involved.
- Guides to German, Italian, British and US Divisions in North Africa, Sicily and Italy.

INSIDE OSTFRONT YOU WILL FIND:

- Complete organisation for 13 different German company types and variants.
- Complete organisation for 12 different company types for Germany's Eastern Front Allies; the Finns, Hungarians, Italians and Romanians.
- Complete organisation for 13 different Soviet Battalion types and variants.





FLAMES OF WAR®

THE WORLD WAR II MINIATURES GAME

CORE RULEBOOK

With a thunderous crash another shell smashes into the wall above you, showering your trench with rubble. Looking around, your entire position resembles a cauldron of fire—every roof ablaze, black smoke billowing into the night sky. As the echo of the blast dies away the crack of rifle fire breaks out, and an ominous clanking and rumbling...

Suddenly, out of the flames roars a Tiger tank!

Leaping from your trench you run forwards. 'Bazooka! Bazooka, now!' Even as the din swallows your shouting, you see a trooper levelling his Bazooka at the great beast's tracks. It may not be enough. You are in command. Take control. What are your orders?



INSIDE YOU WILL FIND:

- Clearly laid out and easy to read rules with plenty of diagrams.
- Introductory guide to the Flames Of War game.
- Rules for tanks, infantry, artillery, aircraft, snipers, reconnaissance, night fighting, fortifications, street fighting, and more.
- National characteristic rules for the US, German, British and Soviet armies.
- 10 exciting Combat Missions detailing battlefield set-up and victory conditions!
- A guide to refighting famous historical battles.
- Campaign rules and a complete Anzio campaign to play.

JUNE 2008
NEW

JUL 1944 AUG

COBRA

THE NORMANDY BREAKOUT

After weeks of battling through impenetrable hedgerows for a few yards of French soil, the US Army has broken out of the beachhead. Operation Cobra has cracked the German front lines.

The veteran 2nd 'Hell On Wheels' Armored Division smashes through German divisions still flattened by the bombing. Beside them the 3rd 'Spearhead' Armored Division races into the disorganized rear of broken German formations. Everywhere American task forces roll down roads, opposition crumbling before them.

However, not all of the Germans are done with fighting. As the Americans begin to encircle German forces cut off in the Roncey Pocket, the hardened 2. 'Das Reich' SS-Panzerdivision strikes south, breaking free of the trap.

The two forces clash in the dark, each struggling to accomplish their mission and deny the other side victory. When morning light comes, both sides now know that the fight has only just begun, neither willing to relinquish the field of battle to the other.



INSIDE YOU WILL FIND:

- History of Operation Cobra, the US breakout from Normandy.
- History and complete organisation of the German 12. 'Hitlerjugend' SS-Panzerdivision, one of the most well equipped and combat ready divisions in Normandy, and 2. 'Das Reich' SS-Panzerdivision, full of tough Eastern Front veterans.
- Options to field Panzer, Panzergrenadier, Panzer-pionier, and Panzerspäh companies.
- History and complete organisation of the US 2nd 'Hell on Wheels' Armored Division and 3rd 'Spearhead' Armored Division.
- Options to field Tank, Armored Rifle, and Armored Recon companies.
- Exploits of Oberscharführer Ernst Barkmann, one of the greatest tank aces in history, and Staff Sergeant Lafayette Pool, America's top tank ace.
- Three new linked scenarios.

MONTY'S MEATGRINDER

THE BATTLE FOR CAEN NORMANDY, JUNE-AUGUST 1944

The British and Canadians land at dawn, pouring ashore across Juno and Sword Beaches, pushing inland as they overran the German defences. Impatiently the veterans of the *21. Panzerdivision* await the order to counterattack. *General Marcks*, frustrated by the delay, arrives to take charge. Ordering the tanks of *Kampfgruppe Oppeln* to counterattack, he confides to *Oberst Oppeln*, 'If you don't succeed in throwing the British into the sea, we will have lost the war.' The *Panzergranadiers* of *Kampfgruppe Rauch* attack to *Oppeln's* left, finding the gap between the British and Canadian forces. Racing forwards under intense fire, they reach the sea. The ships of the Allied armada dwarf anything they have seen before. With the sight still fresh in their minds they slowly fall back before the British juggernaut. The counterattacks deny the city of Caen, The cornerstone to the German defence of France.



INSIDE YOU WILL FIND:

- *History of the battle for Caen.*
- *History and complete organisation of the German 21. Panzerdivision, largely equipped with modified French half-tracks and home-made self-propelled guns based on old French tanks.*
- *Options to field Panzer, Panzergrenadier, Panzerpionier or Aufklärungs companies.*
- *History and complete organisation of the British 3rd 'Iron' Division and the 3rd Canadian Division.*
- *Exploits of Major Hans-Ulrich von Luck und Witten, commander of 125. Panzergrenadierregiment and Captain John Treleaven of B Company, the Regina Rifle Regiment.*
- *Three new scenarios: to be played separately or as part of a campaign: Kampfgruppe Oppeln Attacks, Kampfgruppe Rauch Attacks, and Out Of Luck.*
- *Extensive uniform painting guides.*
- *Inspirational colour photos.*

VILLERS-BOCAGE

THE BATTLE FOR VILLERS-BOCAGE NORMANDY, 12-16 JUNE 1944

The Allies swarmed ashore on 6 June 1944 and gained a foothold in France. Over the next several days both sides raced forces to the battlefield in an effort to establish their operational supremacy. Slowly the Americans pushed back the German 352. *Infanteriedivision* while the British troops fought against the veteran *Panzer Lehr Division*.

The race is on as the famous Desert Rats run around the flank of the German positions and plunge deep into the rear area of the 1. *SS-Panzerkorps*. Only the famous Tiger ace *Obersturmführer* Wittmann and a few Tigers stand in their way after making an all night drive to Point 213.

It is here the race will be decided in classic fashion as the steel beasts of modern war clash in an epic struggle to determine a winner. The chance to take the port of Caen and rout two German Panzer Divisions was to be decided by a few brave men.



INSIDE YOU WILL FIND:

- *History of the battle for Villers-Bocage.*
- *History and organisation of the German 101. SS-Schwere Panzerabteilung and the Panzer Lehr Division.*
- *Options to field a Schwere SS-Panzerkompanie from 101. Schwere SS-Panzerabteilung, and Panzer, Panzer-grenadier, Panzerpionier or Aufklärungs companies of Panzer Lehr Division.*
- *History and organisation of the 7th 'Desert Rats' Armoured Division.*
- *Exploits of Obersturmführer Michael Wittmann, commander of 2. Kompanie, 101. Schwere SS-Panzerabteilung and Sergeant Tom Stanley of the Queen's Royal Regiment.*
- *Three new linked scenarios: to be played separately or as part of a campaign; Wittmann's Wild ride, Point 213, and the battle for Villers-Bocage.*
- *Extensive uniform painting guides.*
- *Inspirational colour photos.*

D-DAY

THE CAMPAIGN FOR NORMANDY JUNE-AUGUST 1944



In the early morning darkness of 6 June 1944, the largest armada of ships the world has ever seen heaves to off the Normandy coastline. Thousands of Allied soldiers wait in readiness for their date with destiny. Months of planning, training and preparation are now behind them. On this day they will undertake the greatest amphibious assault in history, and on their success or failure hangs the very fate of the liberation of Europe from the jackboot of Nazi domination.

INSIDE YOU WILL FIND:

- *Rules for Amphibious Assaults, including DD amphibious tanks, and naval gunfire support.*
- *Battle for Utah & Sword Beach scenarios.*
- *Rules for Hobart's Funnies, the AVRE and Crab.*
- *Rules for battles in the Bocage, and how to model hedgerows.*
- *Cutting the Cotentin Axis of Attack campaign.*
- *The Bréville Gap Axis of Attack campaign.*
- *Features on the tanks, landing craft and fortifications that fought in Normandy.*

OMAHA

THE BATTLE FOR OMAHA BEACH D-DAY, 6 JUNE 1944



In the early morning darkness of 6 June 1944, the largest armada of ships the world has ever seen heaves to off the Normandy coastline. Thousands of Allied soldiers wait in readiness for their date with destiny. Months of planning, training and preparation are now behind them. On this day they will undertake the greatest amphibious assault in history, and on their success or failure hangs the very fate of the liberation of Europe from the jackboot of Nazi domination.

INSIDE YOU WILL FIND:

- *History of the battle for Omaha Beach.*
- *History and complete organisation of the German 352. Infanteriedivision, the US 1st 'Big Red One' and US 29th 'Blue and Grey' Infantry Divisions.*
- *Options to field a Festungskompanie from 726. Grenadierregiment, Kampfgruppe Meyer and 1352. Stug Abteilung.*
- *Rules for fielding beach defences as part of your Festungskompanie.*
- *History and complete organisation of the US Rangers at Point du Hoc.*

FESTUNG EUROPA

THE INTELLIGENCE HANDBOOK FOR JANUARY - AUGUST 1944

As 1944 began, the British and American forces in Great Britain were preparing for their return to France in the D-Day landings. At the same time the Fifth and Eighth Armies in Italy looked towards Rome, planning the battles that would capture the first Axis capital to fall in the war.

While the Western Allies planned, the Red Army was fighting the brutal battles that would take them from Leningrad in the north and the Dnepr River in the south, to the borders of Poland and Romania, clearing the Motherland of the Fascist invaders.

Festung Europa contains Intelligence Briefings on the German, British, Soviet and US forces involved in these dramatic campaigns to liberate Europe. These give you everything you need to field these forces in a *Flames Of War* game, including the up-gunned M4A1 Sherman (76mm) and Firefly VC tanks, the speedy M18 Hellcat GMC tank destroyer and Cromwell tank, the deadly Churchill Crocodile flame-tank, the M16 MGMC with its quadruple .50 cal machine-guns, the up-gunned T-34/85 medium tank and the powerful IS-2 heavy tank with its 122mm gun capable of penetrating the armour of any German tank.



ALLIED AIRBORNE FORCES IN NORMANDY

5 June 1944, D-1, 2300 hours:

At airfields all across Southern England plane engines roar to life. The first, heavily-laden aircraft lumber down the runway and into the air. On board are the brave young men of three airborne divisions, one British and two American. These highly-skilled soldiers are trained to drop by parachute and glider deep behind enemy lines. On this night they will spearhead Operation Neptune, the amphibious and airborne invasion of German-occupied France.

INSIDE YOU WILL FIND:

- *History of the British 6th and the US 82nd and 101st Airborne Divisions.*
- *Complete organisations for British Parachute and Airlanding Companies, and US Parachute Rifle and Glider Rifle Companies*
- *Exploits of British Lieutenant-Colonel R.G. Pine-Coffin and US Lieutenant Turner Turnbull.*
- *New airborne assault rules including rules for pathfinders, parachute landings and coup-de-main glider assaults.*
- *New airborne mission: Seize and Hold.*



2.SS-PANZERDIVISION

JUNE 2008
NEW



Thousands of bombers blanket the earth in a rain of death and destruction as the American hordes begin their final push through the bocage of Normandy. Despite these overwhelming odds the Panzers and Panzergrenadiers of 2. *Das Reich SS-Panzerdivision* tenaciously hold their ground and inflict massive casualties upon the advancing American Soldiers.

This Box Contains an HQ of two Panzer IV tanks, one Panzer Platoon of four Panzer IV tanks, one Gepanzerte Panzergrenadier Platoon, two 7/1 (Quad 2cm) AA half-tracks, a Heavy Anti-tank Gun Platoon of one PaK 43, a Fallschirmjäger Platoon, a Rocket Launcher Battery with three Nebelwerfers and a PaK 40 Anti-tank Section.

The 2. SS Panzerdivision army list is unique as it is first Panzerkompanie in Flames Of War that is allowed to take a Panzer Platoon and a Panzergrenadier Platoon as its compulsory Combat Companies.

ELITE BOXES

ARMY BOXES ARE THE IDEAL WAY TO START BUILDING YOUR FORCE. EACH ARMY BOX CONTAINS THE CORE COMPONENTS OF AN ARMY AND VARY IN POINTS.

USA
FLAMES OF WAR
M10
APRIL 2008
NEW

M10 3" GMC TANK-DESTROYER PLATOON

THE WORLD WAR II MINIATURES GAME

GERMAN
FLAMES OF WAR
BARKMANN
JULY 2008
NEW

BARKMANN

THE WORLD WAR II MINIATURES GAME

GERMAN
FLAMES OF WAR
7.5cm PaK40
SEPT 2008
NEW

7.5cm PaK40 ANTI-TANK GUN PLATOON

THE WORLD WAR II MINIATURES GAME

GERMAN
FLAMES OF WAR
PANZERGRENADIER HEADQUARTERS

THE WORLD WAR II MINIATURES GAME

GERMAN
FLAMES OF WAR
KÖNIGSTIGER

THE WORLD WAR II MINIATURES GAME

GERMAN
FLAMES OF WAR
WITTMANN

THE WORLD WAR II MINIATURES GAME

AMERICAN
FLAMES OF WAR
SERGEANT TOM STANLEY

THE WORLD WAR II MINIATURES GAME

2ND ARMORED DIVISION

JULY 2008
NEW



The Americans begin their final push through the bocage of Normandy. The veterans of the 2nd Armored Division were pitted against elite German SS-Panzer troops. Despite having numbers on their side, the US Army faces a tough task digging the entrenched Germans out of their positions.

This Box Contains an HQ of two Sherman tanks, one Tank Platoon armed with three 75mm Shermans, one Tank Platoon armed with three 76mm Shermans, a Light Tank Platoon of three M5A1 Stuarts, two Rifle Platoons, a Field Artillery Battery with four M2A1 105mm howitzers, and a Tank Destroyer platoon armed with two M10 3" GMC's. Also Included are decals and stowage to customize your miniatures.

Also included is an army reference sheet with the 2nd Armored Division army list and Arsenal.

TIGERS MARSCH

TIGERS MARSCH CONTAINS A FIVE TIGER PANZERKOMPANIE FROM 101 SCHWERE SS-PANZERABTEILUNG.



Michael Wittmann's once mighty company of 14 Tiger I E heavy tanks is now reduced to a mere five as the rest straggle in from the long march to Villers-Bocage.

A Tiger in the hands of his elite crews is more than a match for anyone. Wittmann orders four of his five tanks to take Point 213. He will take his tank on the most dangerous part of the job, preventing British reinforcements from getting to the hill until his men get the job done.

This box contains:

- 5x Individually-sculpted Tiger I E tanks.
- 6x Custom Tiger Ace dice.
- 101. Schwere SS-Panzerabteilung decal sheet.
- Set of 16 custom gaming tokens.



After Operation Cobra smashed the German defences apart, General Patton's Third Army raced deep into the heart of France, liberating town after town from the Germans. The new American Sherman (76mm) tanks were the Cobra Kings. Finally the US Army had a tank capable of penetrating any German tank with their long 76mm anti-tank guns.

The Germans too had introduced new tanks. Their gigantic 70-ton Königstiger (King Tiger) heavy tank outweighed a Sherman nearly three to one. The King Tiger's frontal armour was impervious to any gun, even the new 76mm gun on the Sherman tank. It's own 8.8cm gun could obliterate a Sherman tank at any range. Unfortunately it was slow and ungainly, and had an Achilles' heel in its thinner side armour. Worse still only a handful were available.

Using teamwork and tactics, the American Sherman tanks defeated the giant German tanks one-by-one. Can you do so?

SITUATION REPORT

You are an American lieutenant commanding a platoon of five brand-new Sherman (76mm) tanks leading the advance. The armoured recon patrols have reported a German Königstiger tank blocking the road at the next village. Your job is to destroy it so the advance can continue.

Set up your table with a road running down the length of the table with a few houses representing the village towards one end of the road and a few woods and hedge-lined fields on the rest of the table. Place the Königstiger tank in the village and the Sherman tanks on the road at the other end of the table.

MANOEUVRE TO THE FLANKS...

Every turn each of your Sherman tanks may move up to 12"/30cm as they attempt to outflank the Königstiger tank and shoot it in the side armour. Your tanks can move in any direction and end their movement facing in any direction. The only restrictions is that all of your tanks must remain in a group with no more than 6"/15cm between one tank and the next, and may not drive through the woods or buildings.

...AND SHOOT THEM IN THE SIDE

After moving, each of your Sherman tanks can shoot at the Königstiger.



ROLL TO HIT

Roll two dice for each Sherman tank that shoots, provided that it can see at least some of the Königstiger tank's hull or turret (not just the gun barrel or mudguard). You have a clear shot if you can see at least half of the Königstiger from your tank's position, otherwise it is concealed and harder to hit. Cross reference the die roll with the range between the two tanks to see the result of each shot.

Roll	Up to 16"/40cm	Up to 32"/80cm
1	Miss	Miss
2	Miss	Miss
3	Miss	Miss
4	Miss	Miss
5	Hit if clear shot	Miss
6	Hit	Hit if clear shot

ROLL AN ARMOUR SAVE

If you score a hit by rolling high enough, the next step is to see whether your shot penetrated its thick hide. The front of the Königstiger is so thick that your shots will just bounce off it. On the other hand, if you are shooting from behind a line drawn across the front of the Königstiger, you can hit its thinner side armour. If you did hit the side armour, the German player rolls a die to see if their armour stopped each hit. On a good roll their armour will bounce the American shot saving the tank. On a bad roll, it will penetrate their armour.

Roll	Up to 16"/40cm	Up to 32"/80cm
1	Penetration	Penetration
2	Penetration	Penetration
3	Penetration	Partial
4	Partial	Bounce
5	Bounce	Bounce
6	Bounce	Bounce

ROLL TO DESTROY

The American player then rolls another die to find out what happened. If they are lucky the Königstiger will be destroyed as the shot detonates the tank's ammunition supply. With a little less luck, the shot will not destroy the tank, but will still force the crew to bail out, fearing that their tank might explode.

Roll	Penetration	Partial
1	Bailed Out	No Effect
2	Bailed Out	No Effect
3	Destroyed	Bailed Out
4	Destroyed	Bailed Out
5	Destroyed	Bailed Out
6	Destroyed	Bailed Out

ACCURATE SHOOTING

Shooting on the move is always rather inaccurate, even with the stabiliser fitted to the Sherman tank. You can elect to stand still and shoot more accurately instead if you wish. If a Sherman tank did not move before shooting, roll on this table instead.

Roll	Up to 16"/40cm	Up to 32"/80cm
1	Miss	Miss
2	Miss	Miss
3	Miss	Miss
4	Hit if clear shot	Miss
5	Hit	Hit if clear shot
6	Hit	Hit





THE KÖNIGSTIGER STRIKES BACK

If the Königstiger survived your shooting, then it has a turn. At this point the crew of the German Königstiger tank might have bailed out as a result of your shooting. If they did, the German player rolls a single die to see if the crew are feeling brave enough to get back in their tank and fight on.

If the crew remount and fight, then all is well and the tank continues with its turn. If they remain bailed out, they cower under their tank and do nothing at all in their turn. A crew that remains bailed out rolls at the start of each turn until they get the courage up to fight on.

Roll	Result
1	Still Bailed Out
2	Still Bailed Out
3	Still Bailed Out
4	Remount and Fight
5	Remount and Fight
6	Remount and Fight

STAY OUT OF TROUBLE

Each turn the slow and lumbering Königstiger tank may move up to 8"/20cm seeking a better position to fight the advancing Shermans. Like the Sherman tanks though, the Königstiger shoots better if it does not move.

BLOW THEM AWAY

Now it is time for the Königstiger to demonstrate the power of its massive 8.8cm gun. The experienced German crews have a distinct advantage over their less experienced American counterparts who are easier to hit.

ROLL TO HIT

If the Königstiger stayed still and did not move this turn, it rolls two dice to hit the Sherman tanks.

Unlike the Sherman, the German heavy tank does not have a stabiliser allowing it to shoot rapidly on the move. Instead, it must shoot from short halts, reducing the number of shots it can fire. If the Königstiger moved this turn, it rolls one die to hit.

Roll	Up to 16"/40cm	Up to 32"/80cm
1	Miss	Miss
2	Miss	Miss
3	Hit if clear shot	Miss
4	Hit	Hit if clear shot
5	Hit	Hit
6	Hit	Hit

WHO WAS HIT?

If the Königstiger score a hit (or two), the American player must decide which unfortunate tanks took the hits. They must give the hit to an operational tank before one that is bailed out, and one that is closer than 16"/40cm before one that is further away.

NO ARMOUR SAVE

The German 8.8cm gun is just so powerful that the Sherman's armour cannot hope to stop it. All hits on a Sherman tank result in a penetration.

ROLL TO DESTROY

The German player now rolls another die to find out what happened. Consult the Roll to Destroy table above using the Penetrate column to find out if the Sherman tank survived.

BACK TO THE AMERICANS

Once the Königstiger has done its worst, it is the American Sherman tanks' turn again.

Like the Königstiger, any bailed out Sherman tank needs to roll to see if the crew will remount and fight on. The Sherman crews have another advantage over the Königstiger, their tanks have protected stowage making them less likely to blow up. This gives their crews the confidence to remount their tanks if they are not destroyed. Any Sherman crew failing to remount their tank may roll again immediately and try again.

With that taken care of, the Shermans move and shoot again. Return to Manoeuvre to the Flanks and continue.

KEEP PLAYING

The game continues with the American and German player taking turns to move and shoot their tanks.

Each turn the American player:

- Rolls to remount bailed out tanks (see Back to the Americans)
- Moves their tanks (see Manoeuvre Around the Flanks)
- Shoots with their tanks (see And Shoot them in the Side)

THEN THE GERMAN PLAYER:

- Rolls to remount bailed out tanks (see The Königstiger Strikes Back)
- Moves their tanks (see Stay Out of Trouble)
- Shoots with their tanks (see Blow Them Away)

VICTORY OR DEFEAT

Keep fighting until the Königstiger is dead or chased away from the village—or you run out of Sherman tanks to fight with!



PLATOON BOXES

Whether you are new to the *Flames Of War* hobby or a seasoned veteran wanting a new force to command, platoon boxes are the perfect place to start. Contained within each platoon box are complete playing units. This makes it easy to build and expand your army by adding whole units at a time.

QUICK AND EASY ARMIES

British Tank Company-

3x Cromwell Armoured Platoons, 1x Royal Artillery Battery, and 1x Typhoon IB box.

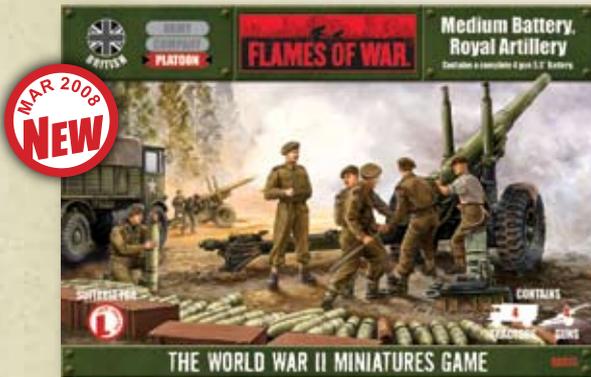
German SS-Panzer Grenadierkompanie-

1x SS-Panzer Grenadierkompanie, 1x Panzer IV Platoon, and 1x 8.8cm FlaK36 Platoon.

US Armored Infantry Company-

2x Armored Rifle Platoons, 1x Armoured Artillery Battery, and 2x M4A1 Sherman Platoon (out in July)

Soviet players don't worry, check out the back page of the Catalogue.



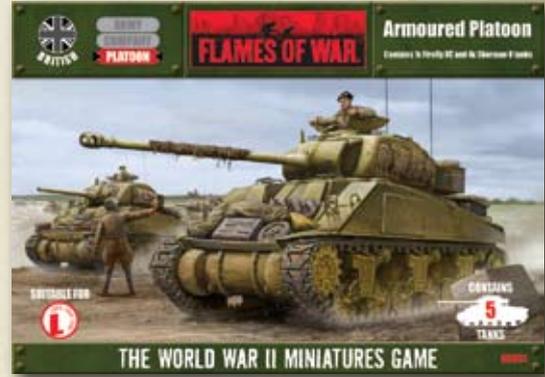
The mainstay of the medium regiments is the BL 5.5" gun. This superb weapon fires 100lb/45kg shells at targets up to 9 miles (nearly 15km) away, adding considerable punch to the already impressive British artillery capabilities.



Equipping more than 26 squadrons over Normandy during Operation Overlord, the Typhoons reached the height of their fame as a tank destroyer, causing havoc amongst the defending Germans.



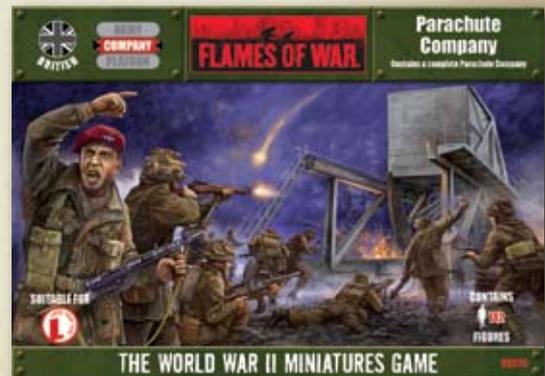
Designed to replace the World War I 18 pdr gun the 25 pdr fought from 1940 to the end of the war. It proved excellent in both the artillery and anti-tank role, and saw service with all Commonwealth forces and in all theatres.



Charging into the fray come British Sherman V's. The tough, hard-hitting and mobile Sherman tank is a match for most Panzers, and the Firefly VC is armed with a powerful 17 pdr gun that counters the new German heavy tanks.



The Hurricane IIC armed with four 20mm wing-mounted cannons became the standard production model. The Hurricane IID mounted two 40mm under-wing anti-tank guns, making it one of the premier tank busters of WWII.



The tough-as-nails paratroopers of the British airborne forces, the legendary Red Devils, strike boldly into the midst of the enemy by parachute and glider. Their mission is to 'Hold until relieved'.



British infantry have rarely been beaten on the field of battle. In the past they have been let down by the cavalry, the air force, and their allies. Now they have better generals they are winning campaign after campaign.

APRIL 2008
NEW



With two .50 cal and five .30 cal machine-guns, a 37mm anti-tank gun, a 60mm mortar, four bazookas, rifles, carbines and submachine-guns, armored rifle platoons have more weapons than any other infantry platoon in the world.

AUG 2008
NEW



The long 155mm guns are the pinnacle of artillery with their great range and firepower. Even heavy battle tanks aren't safe from their shells. These guns have a secondary role as bunker busters when fortifications slow the advance.



If you've gotta' go to war you may as well make sure your buddies are the best, even if that means jumping out of planes to get at the Krauts. With the best equipment and a never-say-die attitude, these guys are ready to take on all comers.



The Cromwell was the natural progression of British cruiser tanks. Faster, and armed with a 75mm main gun, the Cromwell tank was one of the best indigenous tanks the British produced.

SEPT 2008
NEW



The M1 155mm howitzer gave substantial punch to the already impressive US Artillery Arsenal. Lobbing a 100lb/45kg shell 9.5 miles/15km, this weapon proved to be lethal to any enemy that it ranged in on.

NOV 2008
NEW

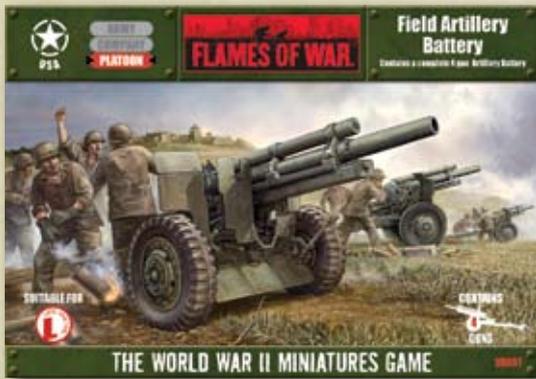


Mobile artillery readily supports advancing armour columns while they slash through enemy lines. Continuous bombardments of shell and smoke gives the tanks and mechanized infantry the assistance needed to ensure a breakthrough.

AUG 2008
NEW



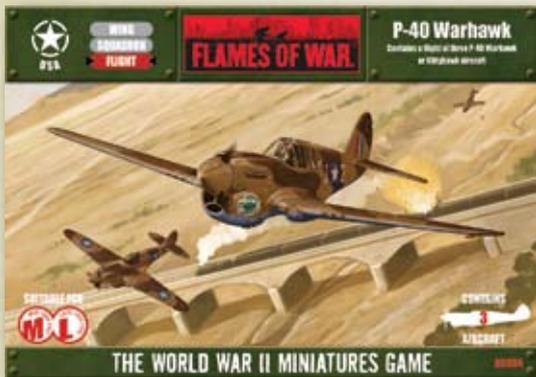
Having swept the German Air Force from the skies, the Allied Air Forces exposed the German Army to their fighter-bombers. They have the ability to hit and destroy targets anywhere on the battlefield with near impunity.



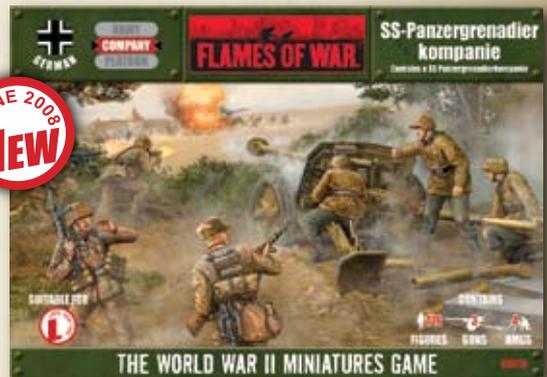
Their massed firepower makes the US Army one of the most powerful in the world. Their shells smash counter-attacks before they even get started and destroy enemy defensive positions ahead of infantry attacks.



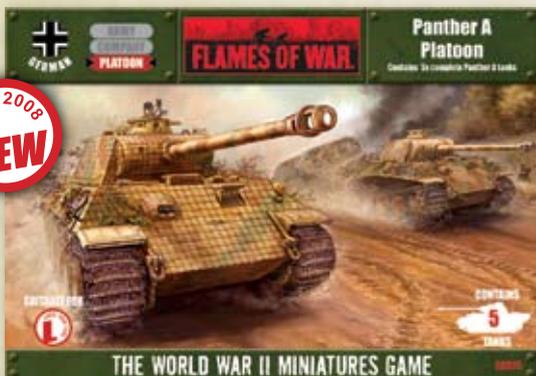
When it turned out that the Germans rated the 45-ton Panther as a medium tank and fielded them in half their tank companies, the M4A1 (76mm) Shermans were urgently shipped to Normandy to tackle the Germans 'medium' tanks.



Fighting everywhere from the desert of North Africa to the arctic climes of the Soviet Union the P-40 (called the Kittyhawk in British service) proved to be an effective fighter and ground-attack aircraft.



The SS-Panzer Grenadiers are the elite infantry of the German War Machine. Despite constant fighting against both the Western and Eastern Allies, the veteran soldiers of the SS units are fearless in front of the Allied advance.



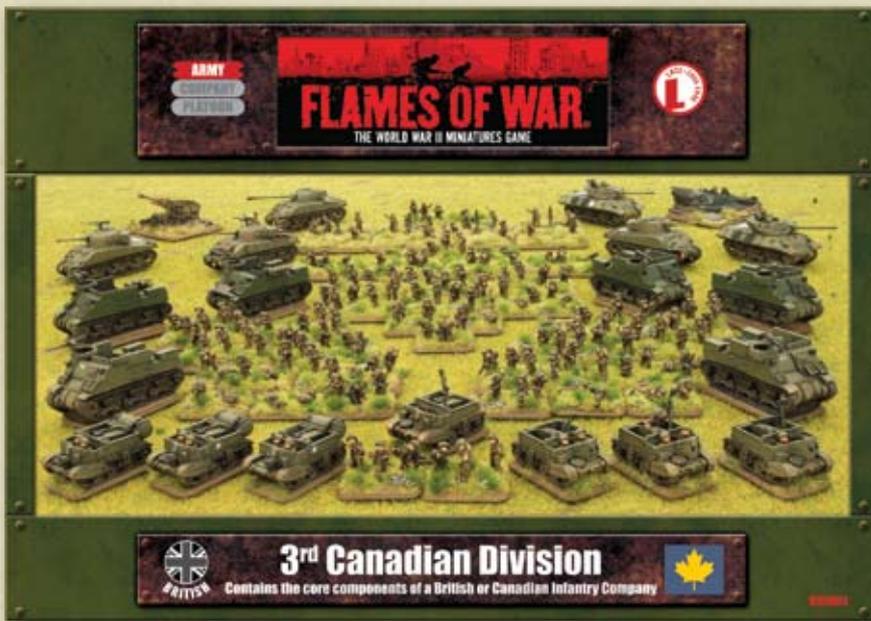
The Panzer V 'Panther' tank formed the backbone of the German Army throughout late war. Borrowing heavily from the design of the Soviet T-34, the Panther combined the mobility and speed of a medium tank with the armour and firepower of a Tiger.



The HS-129 was a formidable ground attack aircraft nicknamed *Panzerknacker* by the German Airforce. Armed with the 75mm main gun from the Panzer IV tank, the HS-129 was able to knock out any tank in the world.



3RD CANADIAN DIVISION



The 3rd Canadian Division led the assault on Juno beach on D-Day, 6 June. The lead battalions were able to clear the defences and establish a beachhead before pressing forward off the beach to their inland objectives. On D+1 the Canadians pushed forward, becoming the first units of the invasion force to reach their D-Day objectives. Over the next five days, the Germans launched a series of counterattacks to drive the Canadians back. Only at Putot-en-Bessin did they enjoy any success, actually taking a village from the Royal Winnipeg Rifles. Their success was short-lived though, as the Canadian Scottish threw them back the same day with a hastily planned but well executed counterattack.

This Box contains a Rifle Company HQ, three Rifle Platoons, a Carrier Platoon armed one Carrier Patrol armed with Universal Carriers and one Carrier Patrol armed with Wasps, three APC Sections, a Machine-gun Platoon, a Heavy Mortar Platoon, an Anti-tank Platoon (SP), Royal Artillery, an Armoured Platoon armed with three Shermans and a Firefly VC, and two Objectives. Also Included are decals and stowage to customize your miniatures.

Monty's Meatgrinder, The Battle For Caen, Normandy, June-August 1944, has detailed company options, historical details, historical scenarios and painting guides. Available from all good hobby stores or from:

www.FlamesOfWar.com

GAMING SETS

ARMY SPECIFIC FLAMES OF WAR GAMING SETS CONTAIN ALL THE DICE AND TOKENS THAT YOU NEED TO PLAY FLAMES OF WAR.



21. PANZERDIVISION



21. Panzerdivision was formed with a core of desert veterans from the original 21. Panzerdivision that fought with the *Deutsches Afrikakorps* in North Africa. Desperately short of armoured vehicles, German engineers converted nearly every useable vehicle captured in 1940 during the Battle of France into self-propelled guns and armoured troop carriers. Over 1800 tanks and vehicles were pressed into service this way, and many of these were given to 21. Panzerdivision. Armed with these 'Rommel's Funnies', 21. Panzerdivision was tasked with the defence of the city of Caen. Caught flat-footed by the D-Day landings, the division seized the initiative and counterattacked driving a wedge through the Allies reaching the sea. Renewed airborne assaults and overwhelming Allied attacks forced the division back to Caen where they dug in and began a stubborn defence.

This Box Contains an HQ of one 7.5cm (Sf) 39H StuG, two StuG Platoons of one 7.5cm (Sf) 39H StuG and two 10.5cm (Sf) 39H StuGs, a Gepanzerte Panzergrenadier Platoon, a Panzerspäh Platoon, an Armoured Artillery Battery armed with 10.5cm or 15cm Lorraine Schleppers, and two Objectives. Also Included are decals and stowage to customize your miniatures.



7.5cm (Sf) 39H StuG



10.5cm (Sf) 39H StuG





BR172 Sexton



BR350 Staghound I



BR041 Cromwell IV



BR121 Firefly VC



BR120 Sherman V



BR073 Churchill IV

FLAMES OF WAR BOOKS

- FW001 Flames Of War 2nd Edition
- FW050 The Art of War
- FW101 Afrika
- FW102 Ostfront
- FW103 Festung Europa
- FW201 D-Day
- FW202 D-1
- FW203 Bloody Omaha
- FW204 Villers-Bocage
- FW205 Montys Meatgrinder
- FW206 Cobra

BRITISH

- BRAB01 1500 pt 8th Army Motor Company
- BRAB03 7th Armoured Armoured Squadron
- BRAB04 3rd Canadian Rifle Company
- BBX04 Rifle Company
- BBX08 Armoured Platoon
- BBX09 Royal Artillery Battery
- BBX10 British Parachute Company
- BBX11 Rifle Company (Late)
- BBX12 Cromwell Armoured Platoon
- BBX13 Medium Battery, Royal Artillery
- BPS01 Desert Rats Paint Set
- BPS02 British Paint Set
- TD001 6th Airborne Gaming Set
- TD005 7th Armoured Gaming Set
- TD008 3rd Canadian Gaming set
- BR004 Tetrarch
- BR006 Honey Stuart
- BR009 Stuart V
- BR032 Crusader I or II
- BR034 Crusader III
- BR036 Crusader AA
- BR041 Cromwell IV/Centaur CS
- BR052 Matilda II
- BR054 Matilda 'Scorpion' Flail
- BR060 Valentine II
- BR061 Valentine III
- BR062 Valentine VIII
- BR070 Churchill I or II
- BR072 Churchill III
- BR073 Churchill IV, VI
- BR074 Churchill IV (NA75)
- BR080 Churchill VII (with Crocodile option)
- BR090 Churchill AVRE
- BR100 Grant

- BR101 Grant (Lee turret)
- BR110 Sherman I
- BR116 Sherman II
- BR119 Sherman III (diesel)
- BR120 Sherman V
- BR121 Firefly VC
- BR132 Sherman Crab Flail
- BR134 Sherman DD
- BR151 M10 3in SP (with 17 pdr option)
- BR153 Deacon
- BR154 2 pdr portee
- BR155 6 pdr portee
- BR156 Breda portee
- BR170 Priest
- BR171 Bishop
- BR172 Sexton
- BR181 Oerlikon 20mm portee
- BR182 Bofors 20mm SP
- BR200 White scout car
- BR201 M5 Half-track
- BR205 Defrocked Priest (x2 resin)
- BR210 Universal Carrier (x3 resin)
- BR212 OP, MMG Carrier (x2 resin)
- BR213 Mortar Carrier (x2 resin)
- BR216 Indian Pattern Carrier (x2 resin)
- BR217 Lloyd Carrier (x2 resin)
- BR277 Quad tractor (x2 resin)
- BR278 Cut-down 15cwt truck (x2 resin)
- BR279 Morris AA tractor (x2)
- BR303 Marmon Herrington III (x2)
- BR310 Daimler Dingo (x3)
- BR311 Daimler I
- BR322 Humber II
- BR323 Humber III
- BR331 Humber LRC III (x3)
- BR333 Otter LRC I
- BR340 AEC I
- BR350 Staghound I or II CS
- BR360 Autocar 75mm SP
- BR410 Jeep (x3)
- BR412 LRDG/SAS Jeep (x2)
- BR413 Jeep (Airborne) (x2 resin)
- BR430 Morris 15 cwt truck (x2)
- BR432 CMP 15 cwt truck (x2 resin)
- BR442 LRDG Chev truck
- BR450 Bedford QLT 3-ton lorry (x2)
- BR452 CMP 3-ton lorry (x2 resin)
- BR460 Dorchester ACV
- BR500 2 pdr gun (x2)

- BR510 6 pdr gun (8th Army) (x2)
- BR511 6 pdr gun (Late) (x2)
- BR512 6 pdr gun (Airborne) (x2)
- BR520 17/25 pdr gun (x2)
- BR521 17pdr gun (x2)
- BR540 Bofors 40mm gun (x2)
- BR541 Bofors 40mm gun (8th Army) (x2)
- BR560 MIA1 75mm pack howitzer (Airborne) (x2)
- BR573 25 pdr gun (x2)
- BR574 25 pdr gun (8th Army) (x2)
- BR710 Artillery HQ
- BR721 Company HQ (Late)
- BR722 Rifle Platoon (Late)
- BR723 Motor/Pioneer Platoon (Late)
- BR724 Machine-gun Platoon (Late)
- BR725 Mortar Platoon (Late)
- BR726 Heavy Mortar Platoon (Late)
- BR741 Company HQ (8th Army)
- BR742 Rifle Platoon (8th Army)
- BR743 Motor Platoon (8th Army)
- BR744 Machine-gun Platoon (8th Army)
- BR745 Mortar Platoon (8th Army)
- BR747 Australian Rifle Platoon
- BR749 Artillery HQ (8th Army)
- BR756 LRDG Patrols
- BR757 SAS Patrols
- BR761 Company HQ (Italy)
- BR762 Rifle Platoon (Italy)
- BR763 Motor Platoon (Italy)
- BR764 Machine-gun Platoon (Italy)
- BR765 Mortar Platoon (Italy)
- BR766 Field Platoon, Royal Engineers (Italy)
- BR771 Heavy Mortar Platoon (Italy)
- BR781 Indian Company HQ
- BR782 Indian Rifle Platoon
- BR784 Indian Machine-gun Platoon
- BR785 Indian Mortar Platoon
- BR793 Commando Platoon (Late)
- BR794 Commando Weapons Platoon (Late)
- BR803 Airlanding Platoon
- BR804 Machine-gun Platoon (Airborne)
- BR805 Mortar Platoon (Airborne)
- BR880 Major General Pip Roberts
- BR881 Captain Charles Upham
- BR882 Brigadier Peter Young
- BR940 Desert Rats Decals
- BR941 Commonwealth Decals
- BR943 British Armour Decals



GBX16 Wittmann & his Tiger I E



GBX14 Königstiger



GE046 Panzer IV H



GE132 Elefant



GE061 Panther A

GERMAN

GEAB02 1500 pt Afrikakorps Panzergrenadierkompanie
 GEAB04 Panzer Lehr Panzergrenadierkompanie
 GEAB05 21. Panzerdivision StuG Batterie
 GEAB06 2. SS-Panzerkompanie
 GBX09 Panzergrenadier Platoon (Late)
 GBX10 Panzer IV H Platoon
 GBX11 8.8cm FlaK36 Battery
 GBX13 10.5cm Artillery Battery (Late)
 GBX14 Königstiger
 GBX15 Tigers Marsch
 GBX16 Wittmann & his Tiger 1E
 GBX18 SS-Panzergrenadierkompanie
 GBX19 Panther A Platoon
 GBX20 Barkmann & his Panther A tank
 GBX22 Jagdpanther
 GBX23 7.5cm PaK40 Anti-tank Platoon
 GPS01 German Paint Set
 GPS02 Afrika Korps Paint Set
 GPS03 German Paint Set (Late)
 TD004 352 Infanteriedivision Gaming Set
 TD006 Panzer Lehr Gaming Set
 TD007 21. Panzerdivision Gaming Set
 TD010 2. SS-Panzerdivision Gaming Set
 TD013 Wehrmacht Gaming Set
 TD015 Afrikakorps Gaming Set
 TD016 12. SS-Panzerdivision Gaming Set
 GE011 Panzer II F
 GE018 Panzer II L (Luchs)
 GE022 Panzer 38(t) B or C
 GE031 Panzer III G
 GE032 Panzer III H
 GE033 Panzer III J
 GE034 Panzer III L or N
 GE035 Panzer III M
 GE036 Panzer III L or N
 GE037 Flammpanzer III
 GE041 Panzer IV E
 GE042 Panzer IV F1 or F2
 GE044 Panzer IV G
 GE046 Panzer IV H
 GE060 Panther D
 GE061 Panther A
 GE070 Tiger I E (Tunisia)
 GE071 Tiger I E (Zimmerit)
 GE072 Tiger I E (Kursk)
 GE103 Marder II
 GE104 Marder III (7.62cm)
 GE105 Marder III H

GE106 Marder III M
 GE107 Hornisse
 GE113 Diana
 GE121 StuG III D
 GE122 StuG III F/8
 GE123 StuG III G
 GE125 StuH42
 GE126 StuG IV
 GE127 7.5cm and 10.5cm (Sf) 39H StuG
 GE129 Brummbar
 GE131 Ferdinand
 GE132 Elefant
 GE133 StuG 33B
 GE141 Wespe
 GE143 Grille H (15cm sIG)
 GE144 Grille K (15cm sIG)
 GE145 Hummel
 GE147 Panzerwerfer 42 (Maultier)
 GE148 (15cm sIG) Bison
 GE149 15cm sf Lorraine schlepper
 GE160 Sd Kfz 10/5 (2cm)
 GE161 Sd Kfz 10/5 Armoured (2cm)
 GE163 FlaKpanzer 38(t)
 GE164 Möbelwagen (September)
 GE166 Sd Kfz 7/1 (Quad 2cm)
 GE167 Sd Kfz 7/2 (3.7cm)
 GE168 Sd Kfz 7/1 (Quad 2cm)
 GE169 Sd Kfz 7/2 (3.7cm)
 GE200 Sd Kfz 250/1 (early)
 GE201 Sk Kfz 250/1 (Late)
 GE205 Sd Kfz 250/7 (8cm)
 GE207 Sd Kfz 250/8 (7.5cm)
 GE209 Sd Kfz 250/9 (2cm)
 GE211 S307(f) half-track (Pioneer)
 GE212 S307(f) Reihenwerfer
 GE213 S307(f) R-vielfachwerfer
 GE214 S307(f) (PaK40)
 GE216 Sd Kfz 253 (StuG)
 GE217 Sd Kfz 254
 GE240 Sd Kfz 251/1C
 GE241 Sd Kfz 251/1D
 GE242 Sd Kfz 251/1C (Stuka)
 GE244 Sd Kfz 251/2C (8cm)
 GE245 U304(f) half-track
 GE246 U304(f) (2cm FlaK38)
 GE249 Sd Kfz 251/7D (Pioneer)
 GE251 Sd Kfz 251/2D (8cm)
 GE252 Sd Kfz 251/9C (7.5cm)
 GE253 Sd Kfz 251/9D (7.5cm)

GE256 Sd Kfz 251/16C (Flamm)
 GE257 Sd Kfz 251/16D (Flamm)
 GE258 Sd Kfz 251/17C (2cm)
 GE259 Sd Kfz 251/17D (2cm)
 GE271 Sd Kfz 7 (8t) half-track (x2 resin)
 GE272 Sd Kfz 11 (3t) half-track (x2 resin)
 GE273 Sd Kfz 10 (1t) half-track (x2 resin)
 GE274 Opel Maultier (x2)
 GE276 RSO (x2 resin)
 GE300 Sd Kfz 221 (MG)
 GE301 Sd Kfz 222 (2cm)
 GE302 Sd Kfz 223 (radio)
 GE340 Sd Kfz 231 (8-rad)
 GE341 Sd Kfz 233 (7.5cm)
 GE342 Sd Kfz 263 (radio)
 GE361 Sd Kfz 234/2 Puma (October)
 GE400 BMW & sidecar (x4)
 GE401 BMW & sidecar (Afrika) (x4)
 GE402 Kettenkrad (x4)
 GE403 SS Scout Platoon & Motorcycles
 GE409 Kübelwagen (x3 resin)
 GE411 Schwimmwagen (x4)
 GE413 Horch Kfz 15 car (x2 resin)
 GE420 Krupp Kfz 70 truck (x2)
 GE426 Steyr Kfz 70 truck (x2 resin)
 GE431 Opel Blitz 3-ton truck (x2 resin)
 GE490 Opel Kfz 68 radio truck
 GE501 3.7cm PaK36 gun (x2)
 GE502 3.7cm PaK36 gun (FJ) (x2)
 GE510 5cm PaK38 gun (x2)
 GE515 7.5 Pak38/97 gun (x2)
 GE520 7.5cm PaK40 gun (x2)
 GE521 7.5cm PaK40 gun (x2) (SS)
 GE522 7.5cm PaK40 gun (x2) (Late)
 GE525 7.62 Pak36(r) gun (x2)
 GE530 8.8cm PaK43/41 (x2)
 GE542 2cm FlaK38 gun (x2)
 GE543 2cm FlaK38 gun (x2) (FJ)
 GE544 2cm FlaK38 gun (x2) (SS)
 GE546 3.7cm FlaK43 gun (x2)
 GE548 3.7cm FlaK43 gun (x2) (SS)
 GE550 8.8cm FlaK36 gun
 GE560 7.5cm leIG18 gun (x2)
 GE561 7.5cm LG40 (FJ) (x2)
 GE563 7.5cm GebG36 or 10.5cm LG40 (FJ) (x2)
 GE564 7.5cm leIG18 gun (x2) (Late)
 GE565 15cm sIG33 gun (x2)
 GE566 15cm sIG33 gun (x2) (Late)
 GE571 10.5cm leFH18 (x2)



SU084 KV-85



SU102 SU-85



SU091 IS-2



SU055 T-34/85 obr 1943



SU053 T-34 obr 1942



SU083 KV-1s

- GE572 10.5cm leFH18 (x2) (Late)
- GE573 12.2cm FH316(r) (x2)
- GE590 15cm NW41 rocket launcher (x3)
- GE591 28cm sWG41 Launchers (x4)
- GE610 Borgward B IV (x4)
- GE670 German Stowage
- GE701 Company HQ
- GE702 Grenadier Platoon
- GE703 Panzergrenadier Platoon
- GE704 Machine-gun Platoon
- GE705 Mortar Platoon
- GE709 Artillery HQ
- GE720 Panzergrenadier Platoon (Winter)
- GE721 Company HQ (Late)
- GE722 Grenadier Platoon (Late)
- GE724 Machine-gun Platoon (Late)
- GE725 Mortar Platoon (Late)
- GE726 Pioneer Platoon
- GE737 Assault Rifle Platoon
- GE741 Company HQ (Afrika)
- GE743 Panzergrenadier Platoon (Afrika)
- GE744 Machine-gun Platoon (Afrika)
- GE745 Mortar Platoon (Afrika)
- GE749 Artillery HQ (Afrika)
- GE762 Fallschirmjäger Platoon
- GE763 Fallschirmjäger Platoon (Battleworm)
- GE764 Machine-gun Platoon (FJ)
- GE765 Mortar Platoon (FJ)
- GE767 Glider Assault Platoon (FJ)
- GE791 Panzergrenadier Platoon (SS)
- GE802 Luftwaffe Field Platoon
- GE811 SS HQ
- GE813 SS Platoon
- GE815 SS Mortar Platoon
- GE816 SS Artillery HQ
- GE817 SS Panzerpionier Platoon
- GE881 Generalmajor Remer
- GE883 Major Bruno Koenig
- GE884 Oberfeldwebel Schmidt
- GE885 Generalfeldmarschall Rommel
- GE886 Oberst Rettemeier
- GE887 Major Hans Von Luck & Panzer IV
- GE940 Stalingrad Decals
- GE941 Tank Decals
- GE942 DAK Decals
- GE943 Axis Decals
- GE944 German Armour Decals

**AXIS ALLIES-
FINNS, ITALIANS, HUNGARIANS &
ROMANIANS**

- FI1010 BT-42
- FI1160 Landsverk Anti II AA-tank
- FI570 76K/02 (76mm gun) (x2)
- FI702 Jalkaväki Platoon
- FI703 Jääkäri Platoon
- FI704 Machine-gun Platoon
- FI705 Mortar Platoon
- FI706 Pioneer Platoon
- HU010 Toldi Light Tank
- HU160 Nimrod SP AA
- HU300 Csaba Armoured Car
- HU420 Botond Truck (x2 resin)
- HU702 Puskás Platoon
- HU705 Mortar Platoon
- HU710 Heavy Weapons Platoon
- ITAB01 1500pt Italian Compagnia Bersagliere
- IPS01 Italian Paint Set
- TD011 Italian Gaming Set
- IT010 L6/40
- IT040 M14/41
- IT060 R.35
- IT101 Semovente 47/32 (x2)
- IT110 Carro Comando M41
- IT111 Semovente 75/18
- IT120 Semovente 90/53
- IT160 20/65 Autocannon
- IT162 Lancia da 90/53
- IT241 Sahariana (AT/47/20)
- IT271 TL-37 tractor (x2)
- IT303 Autoblindo AB41
- IT431 Dovunque 35 3-ton truck (x2 resin)
- IT440 Lancia 3RO 6-ton truck (x2 resin)
- IT550 90/53 gun (x2)
- IT551 88/56 gun (x2)
- IT560 47/32 gun (x2)
- IT561 65/17 gun (x2)
- IT562 47/32 gun (x2)
- IT563 47/32 gun (x2)
- IT570 75/27 gun (x2)
- IT580 100/17 howitzer (x2)
- IT701 Company HQ
- IT702 Fucilieri Platoon
- IT704 Machine-gun Platoon
- IT705 Mortar Platoon
- IT706 Demolisher Platoon

- IT709 Artillery HQ
- IT710 Light Mortar Platoon
- IT722 Bersaglieri Platoon
- IT725 Bersaglieri Mortar Platoon
- IT727 Motociclisti Platoon
- IT743 Paracadutisti Platoon
- IT744 Paracadutisti Machine-gun Platoon
- IT745 Paracadutisti Mortar Platoon
- IT880 Tenente Luigi Pascucci
- IT940 Italian Decals
- RO010 R-2
- RO701 Company HQ
- RO702 Infantry Platoon
- RO704 Machine-gun Platoon
- RO705 Mortar Platoon
- RO706 Pioneer Platoon
- RO708 Cavalry Platoon

SOVIET

- SBX04 KV-1s Company
- SBX06 T-34/85 Platoon
- SPS01 Soviet Paint Set
- TD014 Za Stalina Gaming Set
- SU002 T-26S obr 1939
- SU015 T-60 obr 1942
- SU016 T-70 obr 1942
- SU033 Mark III (Valentine II)
- SU052 T-34 obr 1941
- SU053 T-34 obr 1942
- SU055 T-34/85 obr 1943
- SU058 T-34 obr 1941 (Stalingrad)
- SU060 T-34 obr 1942 (Chelyabinsk)
- SU061 T-34 obr 1941 (Extra Armour)
- SU071 M4 (M4A2 Sherman)
- SU081 KV-2
- SU082 KV-1e
- SU083 KV-1s
- SU084 KV-85
- SU091 IS-2
- SU102 SU-85
- SU120 SU-76M
- SU121 SU-76i
- SU122 SU-122
- SU123 SU-152
- SU145 BM-13 Katyusha
- SU162 DShK AA MG
- SU273 Stalnets tractor (x2 resin)



US044 M4A1 (76) Sherman



US301 M8 Greyhound



US102 M10 3in GMC



US106 M18 Hellcat GMC



US201 M3 half-track



US143 M7 Priest HMC

- SU301 BA-10
- SU302 BA-64 (x2)
- SU400 M-72 motorcycle & sidecar (x4)
- SU422 Zis-5 3-ton truck (x2 resin)
- SU500 45mm obr 1937 gun (x2)
- SU510 76 mm ZIS-3 gun (x2)
- SU540 37mm obr 1939 gun (x2)
- SU542 85mm obr 1939 gun (x2)
- SU560 76mm obr 1927 gun (x2)
- SU576 122mm obr 1938 howitzer (x2)
- SU670 Soviet Stowage
- SU700 Battalion HQ
- SU701 Company HQ
- SU702 Strelkovy Platoon
- SU703 SMG Platoon
- SU704 Machine-gun Company
- SU705 Mortar Company
- SU706 Sapper Platoon
- SU707 Scout Platoon
- SU708 Anti-tank Rifle Platoon
- SU709 Artillery HQ
- SU711 Heavy Mortar Company
- SU717 Flame-thrower Platoon
- SU718 Storm Group
- SU719 Tankodeseantniki
- SU720 Strelkovy Platoon (Winter)
- SU722 Strelkovy Platoon (Naval)
- SU742 Kazachya Platoon
- SU880 Noble Sniper VG Zeytsev
- SU881 Komissar BI Vasilevsky
- SU882 Mariya Oktyabrskaya
- SU940 Soviet Decals

UNITED STATES

- USAB01 1500pt US Rifle Company
- USAB02 2nd Armored Division Tank Company
- UBX01 Armored Rifle Platoon
- UBX05 M4A1 76mm Sherman Platoon
- UBX06 Parachute Rifle Company
- UBX07 Field Artillery Battery
- UBX11 M1 155mm Field Artillery Battery
- UBX12 Armored Field Artillery Battery
- UBX13 M12 155mm Field Artillery Battery
- UBX14 M10 3" GMC Tank-destroyer Platoon
- UPS01 US Paint Set
- TD002 101st Airborne Gaming Set
- TD003 29th Infantry Division Gaming Set

- TD009 2nd Armored Division Gaming Set
- TD012 Stars & Stripes Gaming Set
- US002 M3A1 Stuart
- US005 M5A1 Stuart
- US030 M3 Lee
- US040 M4 Sherman
- US042 M4A1 Sherman
- US044 M4A1 (76) Sherman
- US049 M4 Sherman Dozer
- US052 M4A3 (105mm) Sherman
- US101 M3 75mm GMC
- US102 M10 3in GMC
- US106 M18 Hellcat GMC
- US140 T30 75mm HMC
- US141 T19 105mm HMC
- US142 M8 Scott HMC
- US143 M7 Priest HMC
- US160 M13 MGMC (twin .50 cal)
- US161 T28E1 CGMC (37mm)
- US164 M13/M16 MGMC
- US200 M2 half-track
- US201 M3 half-track
- US202 M4 81mm MMC
- US300 M3A1 armored car
- US301 M8 Greyhound
- US302 M20 Utility (July)
- US409 Jeep & Trailer (x2 resin)
- US411 Jeep (x3 resin)
- US413 Dodge 3/4-ton truck (x2 resin)
- US431 GMC 2 1/2-ton truck (x2 resin)
- US500 M3 37mm gun (x2)
- US501 M1 57mm gun (x2)
- US502 M1 57mm gun (Airborne) (x2)
- US510 M5 3in gun (x2)
- US541 M1 Bofors gun (x2)
- US560 M1A1 75mm pack howitzer (Airborne) (x2)
- US570 M2A1 105mm howitzer (x2)
- US571 M3 105mm light howitzer (x2)
- US670 US Stowage
- US701 Company HQ
- US702 Rifle Platoon
- US703 Armored Rifle Platoon
- US704 Machine-gun Platoon
- US705 Mortar Platoon
- US706 Engineer Combat Platoon
- US707 Armored Recon Platoon
- US709 Artillery HQ
- US710 Weapons Platoon

- US711 Chemical Mortar Platoon
- US716 Bazooka pack
- US718 Armored Rifle Plt. Dismounted MG's
- US723 Parachute Rifle Platoon
- US724 Parachute Machine-gun Platoon
- US725 Parachute Mortar Platoon
- US731 Armored Rifle Platoon HQ
- US733 Armored Rifle Platoon
- US738 Dismounted MG's
- US747 Boat Section (July)
- US880 Major General Ernest N Harmon
- US881 Staff Sergeant Cole 'Reb' Jackson
- US883 Colonel William O Darby
- US884 Sergeant Pool (76mm Sherman)
- US940 US Decals
- US941 US Armor Decals

AIRCRAFT

- AC001 Hurricane II Flight (1:144)
- AC002 JU87 Stuka Flight (1:144)
- AC003 Il-2 Shturmovik Flight (1:144)
- AC004 P40 Warhawk Flight (1:144)
- AC005 Typhoon I B Flight (1:144)
- AC007 P-47 Thunderbolt (1:144)
- AC008 HS-129 (1:144)

ACCESSORIES

- BB101 Battlefield in a box - North Africa
- BB102 Battlefield in a box - Eastern Front
- BB103 Battlefield in a box - Normandy
- AT001 Artillery Template
- AT002 Range Finder
- AT101 Base Magnets with fitting Tool - mixed
- AT102 Base Magnets - Large
- AT103 Base Magnets - Medium
- AT104 Base Magnets - Small
- PBS01 Paint Brush Set
- QPS01 Quartermasters Set
- XX101 Mixed Bases
- XX102 Large Bases
- XX103 Medium Bases
- XX104 Small Bases

THE RUSSIANS ARE COMING!



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