

Chapter 1 : flames of war list building – Stones River Wargaming

Flames of War; V4 FOW lists; Team Yankee Lists; Napoleon At War Lists; Art de la Guerre Army Lists; What Would Patton Do; Excel versions of the lists; Books. A Bridge.

This simple sequence of play, often called "I-Go, You-go", helps people who are unfamiliar with wargames or who are familiar with other games with a similar structure, such as Warhammer Fantasy Battles or Warhammer 40, , to quickly learn the rules. The game is optimised for two players, although it can be played by a larger number of players grouped in teams. Air support is also available, in the form of fighters like the Hawker Hurricane and light bombers like the Sturmovik , to players wishing to use it, with aircraft generally being represented by 1: The main rulebook has numerous scenarios players can use for their games, from a simple all-out battle scenario to objective-taking missions. The army sourcebooks contain further scenarios, usually centered around events relevant to that particular book. Gameplay uses six-sided dice, and movement distances and weapon ranges are provided in both inches and centimeters. Current army sourcebooks are based on particular campaigns and include lists for the German Wehrmacht including the Deutsches Afrikakorps , the SS and Luftwaffe ground troops , the U. Sourcebooks have so far been restricted to the European Theater and Mediterranean Theater ; Battlefront have indicated that future releases may include coverage of the Pacific Theater , but only after army lists and campaign supplements covering the early and late periods of fighting in Europe have been released. Flames of War provides players who are interested in World War II wargaming but lack an in-depth knowledge of the period with a "one-stop shop". The rulebook and sourcebooks provide not only the rules of the game and scenarios to play but also background material on historical forces and battles and simple guides to organising, assembling, and painting miniature armies. Early-war , mid-war and late-war It is believed that when Battlefront releases rules and models for the Pacific theater, it will separate it from the European theater for game play reasons. The current rules are found in the Second Edition Rule Book, which was printed in a hard cover and paperback edition. The paperback edition includes all of the rules found in the hard cover addition with the exceptions of the Fortifications and Cityfighting rules. Unlike the first edition, the second edition does not include any army lists, which requires a source book to be purchased to play. Afrika, this covers the war in North Africa and Italy. Again this sourcebook includes both Axis and Allied forces, including their various allies. North Africa, this updates and replaces the Afrika sourcebook. The specific organizations for Deutsches Afrikakorps and Italian forces in Libya and Egypt have been included. Eastern Front, this updates and replaces the Ostfront sourcebook simliarly to the North Africa book. Released January 9th D Minus 1, army lists for the Allied paratroop and air-landing units active in the European theater during January August D-Day, containing rules for the Normandy campaign , including beach landings, fighting in the bocage. Villers-Bocage, army lists for German and British tank units fighting for control of the Normandy town of Villers-Bocage on 13 June Includes new heroes, new unit organisations, and new scenarios. This book is the first to remove the number of support units limitation based on combat platoons. This is the first of three books to focus on Operation Bagration. Fortress Europe was released on 15 November [1] and updates Festung Europa to make it consistent with the new style of army lists and includes options added by PDF. This is the second of three books to focus on Operation Bagration. A Bridge too Far, the second and last book in the Market-Garden series, covering the battles for Oosterbeck and Arnhem, due to be released February 13th Due to be released April First Edition Source Books These books have been replaced with the sourcebooks listed above which reflect the current 2nd Edition rules. All of these supplements below are now out of print. Battlefront provides updates on their website that detail the changes between these old sourcebooks but not the first edition rulebook and the new mid-war army lists provided in Afrika and Ostfront. With these changes, players may continue to use these corrected sourcebooks for tournament play in the mid-war period. Battlefront released a second edition of this book in March Old Ironsides - US armor and armored infantry lists. Two editions of this sourcebook were printed. Stalingrad - Soviet and German infantry lists on the Eastern Front. Includes rules for street-fighting in an urban environment, as well as snipers. All army lists from Old Ironsides are included in this sourcebook. Avanti

Savoia - Italian infantry, tank and motorized infantry forces to the game. Za Stalina - Soviet armor and cavalry forces. Web Briefings Battlefront publishes additional army lists on their web site. Additionally, Battlefront will host "unofficial" briefings developed by fans, although such lists are generally not eligible for tournament play. Models And Availability Battlefront Miniatures also produces a line of highly detailed, multipart metal and resin 15mm scale models for use in playing Flames of War. These miniatures are available directly from Battlefront, but they can also be purchased in hobby shops and some mainstream toy stores. Battlefront also produces gaming accessories and terrain through their subsidiary Gale Force 9. Models are sold in blister packs and in small, medium, and large boxed sets. Miniatures are packaged so as to simplify the process of building an army. In most cases, each blister pack or boxed set includes all the figures or models needed to complete a unit usually a platoon or battery. The largest boxed sets contain all the figures needed to build an entire army. Each blister or box includes bases for the figures in the package and variant pieces to complete any options allowed to the unit. This rule set will adapt the core Flames of War rules to allow for the replay of this battle from Vietnam. Battlefront will also support this game with a range of models.

Chapter 2 : Flames of War - The Full Wiki

Forces of War is the official company builder for Flames of War, The World War II Miniatures Game.

Finding a list that suits your playing style will increase your enjoyment of the game. It can be frustrating for a player to fight both his list and his opponent on the table. Hopefully a well-designed list will help you be competitive in a Tournament. Here are some of my thoughts on list building. A Combined Arms list is a must for me. Several missions, especially the Fair Fights, require lists that can do both to be successful. Static lists always have trouble with Fair Fights when they need to get up and attack. Heavy Tank lists with little else make for easy pickings for Bazooka, Panzerfaust, Gammon bomb-laden infantry lists. While a combined arms list may not immediately dominate in any mission, it will almost always have a good chance of doing well in every kind of mission. In a Tournament setting, you need to have a list that can have a chance in all the missions. My objective in any game is to have fun and a well-built list will help to make that happen. This is when you try to put together a Company with a few expensive platoons filled out with weaker platoons to keep your platoon count high enough to have all those expensive platoons on the table in Missions with Reserves. As an example of list building here is how I came up with my EW French list that has done quite well for me in the last three EW Nationals. The points and the lists have varied a little but the core list and the ideas behind the list have stayed the same. Looking at the three lists below you will see how they are changed based on the different points levels for each event. The core units remain the same throughout. They have lots of good choices and I have played many types of French lists over the years. However, my favorite is the French Colonial Infantry Company. The Fearless Trained Infantry who hit in assault as veterans are great in both offense and defense. Adding the 25mm guns from the HQ to the infantry gives them a decent AT punch defending in assaults. And the Supply Carriers are a must. Here are the things I thought about when putting together these lists: As mentioned above, the 25mm AT guns both increase the number of stands in the infantry platoons for morale as well as giving them some AT punch since they have no other integral AT in the platoons. The 81mm mortars typically are that 9th platoon and are great for smoke bombardments – vital for the trained infantry to get in for an assault. And then there are the Supply Carriers. Attaching one out to the infantry, 25mm AT or 20mm AA platoons give units in those platoons an additional 1 to their ROF for one shooting or assault phase during the game. This can make a huge difference in pushing back an assault. I have gotten quite good at pushing back both infantry, especially Japanese, and tank forces needing those two hits with those Carriers attached to either my infantry or gun platoons. I have also used the Carriers in attack in those situations where I need to pin that platoon before going in for assault – upping the ROF to two shots per stand is a big help in getting more hits. The VB team can be helpful in dealing with guns. As many Axis players take Stukas or other Air Support, this is also a good answer to that threat. Attaching a Supply Carrier means a minimum of 2 shots per gun. In an open tournament I feel like Chars or Somuas are not worth their points. The gun is too weak against so many other tanks, especially Germans with protected Ammo. Lots of hits from these guns bounce off or result in bails instead of kills and the return fire can be deadly. I tend to think of my tank platoon as more of an anti-infantry or anti-gun asset. The Lafflys are my primary anti tank force in this list. The armor is good enough and a five tank platoon for points is a better choice than the costlier, heavier French armor choices. Their MG fire and the Tank Terror roll needed to assault them is also a big help in defense. Generally I prefer two recon units to push back ambushes and use eyes and ears on enemy platoons. This is also a good mobile unit in the force in both attack and defense. I try not to regard this unit as an AT asset. The AT6 FP5 gun is a disappointment most of the time though can be used in conjunction with the Lafflys to force some double bails. Otherwise their machine gun support fire and their ability to force a Tank Terror roll when backing up the infantry platoons is another important role in addition to their Recon duties. Self Propelled 47mm Anti-tank Platoon – Confident Trained – I lose this platoon in many games but it is vital to this list. This can mean a level of return fire, especially from German tanks with Protected Ammo, that can destroy these lightly armored units after one round of shooting. Coming out of ambush with ROF 3 per gun is great. Moving into shooting at ROF 1 means that taking five of them is a must. I have run

the full 4 gun mm battery in the past for about the same points. The 75mm have better range and AT in direct fire. Air Support â€” the 25pt Air Intercept is a no-brainer. Anything beyond that is a bonus for the 25 points. Figure out what you want your list to be able to do. Once you have a list you like, play it several times to learn its strengths and weaknesses. Make adjustments as you try it out against different forces and in different missions. Learn how to get the most out of it and above all enjoy the game. He is instrumental in organizing tournaments and events, notably three individual tournaments at Gen Con, in Indianapolis. Although a fierce competitor, Chris is an incredible sportsman and always treats his opponents with the utmost respect on and off the gaming table.

Chapter 3 : Flames of War List Building ~ WWPD: Wargames, Board Games, RPGs, LCGs, and more!

Flames of War v3 Forces (v3) Confident: Trained: Late: USA: Tank: Tank Company: Flames of War v3 Forces (v3) Confident: Trained: Great: British: Infantry: Rifle.

My list building failed tonight, and that laid the groundwork for a loss. Can Afrika Korps defend? I am sure they can, with the amount of 5cm AT platoons available as core and the solid infantry I am sure it could. But several things I learned the hard way this game: Put a lot of thought into what you are putting in your list and what function your list is going to serve. So going through this a bit at a time, I wish I had had at least one more rifle platoon, maybe two. Is five rifle platoons overkill? The equipment Germans bring is amazing and you need to maximize that in whatever you do. So probably 40 points of rifle platoon to form a solid defensive line. The 6 pdrs I have no complaints about, only that I should have taken at least another platoon of them. The fact you can take up to three platoons as core for your infantry formation is awesome and should be exploited. Also the 5cm guns are decent against infantry if they lack a better target. So that will have to go. The two platoons of scouts are great but for a more mobile force, that was a solid waste of five points. They also earned nothing back during the entire game. If I was running something more mobile, a tank formation or the like, these would have been perfect. As it was they were just a bit of a waste in this list. I should have brought more artillery or possibly just none at all, but instead these ended up being more of a stopgap measure and they performed decently but when my opponent, who brought more artillery to the table, realized how much of a threat they were he focused his fire to make them ineffective. So I have learned a lot, especially to change up my list building. Things that I definitely enjoy about Afrika Korps in general: Having an AT rifle in every platoon is great to help balance out your anti tank need in an infantry formation. I know what do you expect from Germans, but still this is something that attracts myself and other to play Afrika Korps. Now, some of my gripes about the way Afrika Korps is designed specifically after having played a couple games: The inability to take a mortar platoon by itself is very frustrating. I really want dedicated mortar platoons and I hope they will be added in future theatres. The weird points cost of a tiger. Should be cheaper or have something else going for it? Overall I enjoy Afrika Korps as well as V4 FoW, I learn more all the time and while I wish it had a bit more complexity to the game I also understand the need to get away from the overwhelming force that was the previous versions rules. Advertisements Text Widget This is a text widget. You can use a text widget to display text, links, images, HTML, or a combination of these. Edit them in the Widget section of the Customizer.

Chapter 4 : Flames of War | Wargamers | FANDOM powered by Wikia

The Corralry Flames Of War Tournament is being held at Battlefield Hobbies. The games played will be Late War with point lists and with five games played over the two days. Players will also submit a second list with no more than points variation to their first to take into tables with city fight rules and terrain.

Some of the major points are: Unit ratings- Units are rated on two stats, their motivation and their training. Ratings are typically applied across an entire army list. Motivation- How happy and ready for fight your units are. Keeps troops in the battle and helps them keep moving and fighting. There are three ratings barring special snowflake rules: Reluctant, Confident and Fearless. Training- How skilled at combat your troops are. Keeps them alive and helps with things like moving through rough terrain, digging in, hitting the enemy in Close Combat, and a whole range of other things. Gives protection against being shot at because unlike other contemporary games, the likelihood of a unit being hit is due to their skill, not the unit shooting at them. There are three flavours of training: Conscript, Trained and Veteran. Motivation tests- There are numerous situations when Motivation checks are required. Think of them like Leadership tests in 40k. The most common check is when a platoon is below half strength, it has to take a motivation test or be removed from the game. The reasoning being that any moron with one arm and two brain cells to rub together can spray machine-gun fire at people, and what really counts is how good the people being shot at are at taking cover and not bunching up like a flock of sheep. List Building[edit] Note that all lists are based off historically based equipment at a specific point of time, even if that equipment was unique or incredibly rare. Army lists come in three different flavours: Infantry, Mechanized, and Armoured. Each "codex" will normally feature multiple nations, and each nation will usually have different organization charts that let them take any of the three flavours of list. The differences between organization charts is that they dictate the base requirements of a list, the motivation and skill level of your list, and the "weapon" and "support" options your list can take. Your force will always have an HQ. For infantry lists, this will be a stand of a Company Commander who allows units he joins to reroll motivation, a 2nd in Command honestly not that good, although depending on your nation he gives bonuses to your troops. The main use for him is that he can "appoint" a platoon commander if their commander died previously. Some HQs let you bring along extra goodies, like Bazookas and Mortars that can be attached to platoons. Mech HQs are the same as Infantry HQs but will come with transports and unlike 40k, transports can be a real disadvantage, although more recent rules have removed a lot of their downsides. Tank Commanders will be exactly that: Usually one or two tanks make up the HQ, and the tanks can vary a lot. They function like 40k independent characters do. If I have 3 infantry platoons and a company commander, I count as only having 3 infantry platoons for my force strength. Same with 40k, each organization chart will have a minimum requirement of a platoon or two with the option to have more. Infantry lists will have infantry platoons as their combat platoon requirement, mech will have mechanized platoons, etc. Here you choose the size of the platoon for example, an American Rifle platoon from a Mid War Africa army will be able to have either 7 stands or 10 stands in their platoons as well as any additional stuff like bazookas, machine guns, mortars, etc. Usually encompasses stuff like mortar platoons, engineer platoons, and other platoons that come from a battalion level. This would be historically the assets that the division gave to the battalion, such as a machine gun company, that the battalion spreads out through the other battle companies. Therefore, a weapons support option for a Panzer Company would be one or two platoons of Engineers. This is elements that exist at a Divisional level. This means that multiple lists have access to them. This stuff includes the aforementioned air support, artillery, self propelled guns, and specialist troops. Also the Motivation and Skill ratings of Divisional support can differ from your Troops and Weapon support options. Note that air support is generally "invisible" except that it can either launch a "bombardment" in a similar way to artillery or it can be used to drive off enemy air support. It does not count as a platoon. However it should be noted FOW tends to allow and even promote ahistorical pairings and combinations. This includes allowing indirect artillery to be present on board and act in an anti tank role as well as artillery function. Quantities tend to be over exaggerated. For example a company of infantry can have access to tank or artillery resources that

would usually be assigned to a battalion or brigade in real life. There is also no limitations in terms of forces assigned so your company may end up being supported by units from multiple other formations regardless of historical practice. You would then pick a nation, in this case we will pick Americans. You then go to the American section of the book to see which organization charts you can pick from. Here you can choose from an Armoured company which uses Sherman Tanks, a Mechanized Company in armored half-tracks, an Infantry company, or a paratrooper company. Here we choose the Infantry company. This means that you must now adhere to the organization chart that comes with this company. Choosing the Infantry company means that your force is Confident trained it will say this in the book Next, you pick the platoons for your force, starting with the required ones. You must take a Company Commander with a 2iC, and two infantry platoons. An average game of Flames of War is about points, so this is what you will plan for. You look at the first entry, and the Company HQ has the option to take two bazooka teams with him for a few extra points. The extra firepower seems useful, so you take him and the two bazooka teams. You now look at the combat platoon requirements. Now you look at the Infantry platoon entry. There is option of taking the infantry platoon with either 6 rifle teams plus a platoon command rifle team, or 9 rifle teams plus the command rifle team. You also have the option for a bazooka. Since you will want a solid foundation for your army list and so you can get your platoon count up , you take the two minimum infantry platoons PLUS the extra platoon, all at full strength. You also take the optional bazooka teams for added anti-tank capability. Next you look at the optional weapon platoon options. The organization chart says that you can take one mortar squad, one mechanized platoon, one truck platoon, one machine gun platoon, one weapons platoon this platoon comprises of light machine guns and light mortars , 2 anti tank platoons armed with light anti tank guns, although one can be medium according to the entry and 1 engineer platoon. Since you will want your list to have a barrage template for pinning down the enemy or launching smoke, you choose the mortar platoon. After looking at its entry you see that you can either take 4 mortar teams plus a command rifle team and an observer rifle team, or 6 mortar teams plus a command rifle team and an observer rifle team. It has the option to take two bazooka teams and a car for the observer. However, since the mortar platoon would sit further back, you pass on the bazooka teams, which are only effective at close range. You also pass on the car as the observer needs to be stealthy and hidden, which is harder to do with a jeep or car. Lastly, you look at the Divisional Support options. You can choose Air support, Artillery support, another medium anti-tank gun platoon, a tank hunter platoon, a Sherman platoon, a paratrooper platoon, an anti-aircraft platoon, a mobile anti-aircraft platoon, an engineer platoon, and a scout platoon. You choose the artillery platoon since the Americans get nifty special rules that boost the effectiveness of their artillery. You then pick limited which is actually the medium option air support to drive off enemy air support. Noticing that your army is lacking anti-tank, you take a Sherman Tank platoon to add a punch to your force, and a unit of medium anti-tank guns, which you could have also taken in the Weapon platoons section. Doing this, your force consists of: HQ with 2 bazooka teams 3 x infantry platoon with 9 rifle teams, a platoon command rifle team, and a bazooka team A mortar squad with 6 mortar teams, a platoon command team and an observer A tank platoon of 5 Sherman tanks An anti tank platoon of 3 57mm anti tank guns with a platoon commander An artillery platoon with 4 mm gun teams with a staff team, platoon command team and observer team Limited air support You have 7 platoons, 3 of which are combat, 1 of which is a weapons platoon, and 3 of which are divisional support platoons. Organization[edit] Rather than try to balance, say, the German army that invaded Poland in against the Russian army that rolled into Berlin 6 years later, the game is divided into three periods: World War Two[edit] Early War[edit] Covers everything from the beginning of the war until the end of Typically most forces are less experienced and so there are very few forces outside of the Germans, Finns and Japanese who have "veteran" units. Mid War[edit] Covers Poland becomes a British force while America comes in. Lack a lot of flexibility due to the rules for Russian tanks. Late War[edit] Covers to the end of the war, up to April Lots of hilarious units like the Kingtiger and Panthers. Large number of special rules makes this period somewhat more "gamey" than mid-war. Vietnam[edit] What started off as a few army lists published in wargames illustrated evolved into the newest period expansion, with the current source book being Tour of Duty. Vietcong list is pretty standard guerrilla stuff but there is an option in the newest book to run an ironclad battalion tank battalion

with soviet make tanks and apcs, despite these kind of forces being extremely rare and only really utilized once the Americans withdrew combat forces. No helicopters here, but it does have rules for jet aircraft and night-vision equipment. A lot of people like it because it just takes some tan paint to turn a Late War or Vietnam unit into one that fits this setting. The rule set was first released in as a wargames illustrated supplement called Fate of a Nation, with tank company lists for Israel, United Arab Republic Egypt , and Jordan. It has been expanded to include the Yom Kippur War. World War 1[edit] Currently only one book, focused on the first tank battles in Army lists only exist for Britain and Germany, with both sides having access to the first tanks, known better as "landships" back then. In August saw the release of German and British army boxes, supporting kits, and terrain, including craters and a trench-line system. In August a full book will be released with German, British, French, and American lists as well as new missions. Kits released will include French and American kits, as well as French and British tanks. Future expansions in will expand the war into the Middle East. Team Yankee uses a ruleset based upon standard Flames of War, but is different in many details and noted to be quicker and more violent than standard Flames of War.

Chapter 5 : flames of war desert rats (need help what to get next) - Forum - DakkaDakka

Flames of War is a tabletop wargame, first released in , by the New Zealand company Battlefront Miniatures. It recreates the fighting in the European and North African theaters of World War II using 15mm scale models.

This level gives you an idea of how to play your army without investing too much. Nationally, most Late-War tournaments are pts, and Mid-War tournaments are at pts. Though pts and pts tournaments are common enough to mention. Some general guidelines that should always be in the back of your mind. You win the game in two ways. You can capture or defend the scenario objective or you can beak your opponents army. If your opponents commander is dead, then he automatically fails this roll. About half the scenarios require one or both of the players to keep half or more of their platoons off the board. A 5 platoon army mean only 2 platoons can start on the table, but a 6 platoon army gets 3. The German Kampfgrup rule can mitigate this by making a extra platoon. This is to keep you in the game or can win you the game at the early stages. It always helps you because you do not have to rely on Reinforcement rolls and allows you to have enough force to take advantage of any opportunities that may arise. There are three forms of tank lists that you will often see on the table. The tank hoard takes large numbers of lighter tanks. The heavy armor list will run several of the elite heavy tanks; King tigers, Crocodiles, IS2s, etc. The Sherman list is the fallback for most US and British based armies, combining better armor than the lighter tanks, and higher numbers than the heavy armor list, and the disadvantages of both. You have to prepare for three basic infantry models. The Russian infantry swarm bring scores of infantry. Elite infantry are another threst. Dedicated assault lists will take large number of infantry with anti-tank weapons and machine guns. They have enough warm bodies to take casualties across the board, then use their weapons to overwhelm the opponents defenses. Anti-tank comes in three flavors. Pioneers are basic infantry that are trained in anti-tank combat. In assault these guys will set explosives on the hull of enemy tanks. Infantry weapons, like the Bazooka, are short range, but very strong. They are also very good in assault. Anti-tank guns have one role and do it very well. Long range and good firepower means these are the bane of most tankers. Either smoke them, or hope you are able to take them out before they take out you. The king of the battlefield. These have the ability to strike anything their observers can see and hit hard. Nothing can withstand a few rounds of artillery. Americans and British both have special abilities that take their artillery up a notch. It uses a similar mechanic and can strike across the board. Unlike artillery, inexpensive anti-aircraft units easily negates it. Keep in mind that it important how you will react to each of these threats. Realize that no list has a complete answer all of these threats. Ultimately, this is a giant Rock, Paper, Scissors Games. For example an infantry list will generally eat most heavy tank Armies, but they fear medium armor companies and attacking other infantry armies. In general Flames of War rewards the combined arms approach to army list building and super specialized lists will often times find themselves in untenable situations. One thing you might want to stay away from is one-dimensional Platoons, especially if points are tight. For example, unarmored anti-aircraft vehicles are really only good at anti-air duties. They tend to die very quickly if confronted with anything else. Reconnaissance infantry teams provide two functions, one is protection against ambushes, but the other is impromptu force of grunts for emergencies; especially for point strapped armored companies.

Chapter 6 : Flames of War Army Lists..

Flames of War allows players to wargame company level battles from the European, Pacific and North African Theatres of World War Two, using 1/ scale miniatures (15 mm figure scale) and miniature armour. In the 1st Edition rulebook basic army lists were provided for the mid-war period (), while Battlefront published early () and late war () army lists on their website (subsequently these early and late war lists were removed).

Edit Gameplay takes place over a series of turns, with players alternating movement, shooting and close assault, using the "I go-You go" system of play style, which helps people who are familiar with other games such as Warhammer Fantasy Battles or Warhammer 40, to quickly pick up the idea of gameplay. The game is optimised for 2 players, although it is generally feasible for up to 14 players to be playing at the same time. Play revolves around company level tactics, with stands representing half-squads sections of infantry and support troops, and single models representing tanks, jeeps, motorcycles and armoured cars. Air support in the form of fighters like the Hawker Hurricane and light bombers no heavy bombers - like the Avro Lancaster or the B Flying Fortress is also available to players wishing to use it, with aircraft generally being represented by 15mm scale models. The main rulebook has numerous scenarios players can try, from a simple all out battle scenarios to objective taking missions. The army sourcebooks contain further scenarios, usually centered around events relevant to that particular book. The rules are being updated in the autumn of to the second version. Sometime later the pacific theater will be released but that is after early war Europe is released. Flames of War has a "one stop shop" appeal because the rulebook and sourcebooks assume that the player has little knowledge of the various troops and provide not only background material on some actual forces and battles but also provide simple graphical representations of the contents of each platoon and brief descriptions of the forces. Rules and Sourcebooks Edit Currently Battlefront has released books regarding the mid-war period circa Since then they have released additional sourcebooks that have replaced those lists and added additional force lists. Ostfront, this includes all the armies that fought on the Eastern or Russian Front, both Axis, Allied including their various allies. Afrika, this covers the war in the North Africa and Italy. Early war , mid war and late war It is believed that when Battlefront releases rules and models for the Pacific theater, it will separate it from the European theater for game play reasons. Later sourcebooks will then be released detailing the various forces from May and forward. In November of Battlefront is planning to release the a sourcebook which will cover the Normandy Campaign and in January of the first divisional sourcebook will be released. Battlefront released a second edition of this book in March Is currently out of print and the lists have been replaced with the supplement "Stars and Stripes". Currently in its second edition. Includes rules for streetfighting in an urban environment as well as snipers. Successor Games Edit Recently, there has been a lot of fan speculation surrounding Battlefronts intentions to do a new game based on the Napoleonic wars era of the early 19th Century using the WWII FoW as a base, however as yet Battlefront have made no official announcement as to what their successor game will be. Many players and fans have also come up with "homebrew" rulesets for Napoleonic and modern era wargaming, using FoW as a base. Models And Availability Edit Models for use in game are manufactured by Battlefront themselves and consist of highly detailed multipart metal and resin models. Models can be bought in blister packs, small box sets, large box sets and army deal box sets. Other manufacturers 15mm figures can be used to play FoW if a player with an existing 15mm army wants to get into the game. Battlefront have also publicly stated on several occasions that other manufacturers models are fine to be used in tournaments where FoW is being played. All Battlefront asks is that other manufacturers models are not displayed or talked about on the official Flames of War discussion forums [http:](http://) It is general consensus among most FoW players that Battlefronts figures are the best quality sculptures available in 15mm with the greatest levels of detail. Unlike many historical wargames the miniatures for Flames of war are packaged in such a way as to simplify building a force. Each pack will include the bases for the figures inside the package as well as most of the options you can field the force with. Many of the blisters or boxed sets actually include everything you need to field a full platoon of that type, though some will require the purchase of additional blisters in order to field a full platoon. Also the fact that

game initiative is a IGOUGO turn-based system and lacks opportunity fire are common complaints from those who play more traditional miniatures wargames which try to more accurately simulate warfare instead of focusing on the gaming aspect. Also the forces are "points based" to allow for easy pickup play and tournament play, whereas most historical miniatures wargames tend to be accurate depictions of actual battles with forces representative of those that were actually at the battle and were not always "balanced". Though the mechanics differ greatly from most historical wargames many feel that the end results are quite similar and realistic. They view Flames of War as a great "entry" game to historical wargaming and hope that it will increase interest in other more traditional systems and periods of historical wargaming. Some gamers accuse Battlefront of using Games Workshop type marketing tactics with their sleek full color presentation and release of various sourcebooks as opposed to many traditional historical wargames which usually have a "no frills" presentation value often being xeroxed pages stapled together but are much more affordably priced and do not add sourcebooks to gameplay. The game is easily understood and simple to teach. Quick Gameplay - average games are about 1. The Cost of building an army is very reasonable compared to most wargames on the market. Rules updates and beta version army lists available as free downloads. The game rules are simplified, so the amount of complexity present in traditional historicals is lost, which puts many historical players off. Being that Battlefront are a fairly new company, they have very little exposure in the marketplace. Games are not always "historically accurate" and in a tournament you will often find forces which were historically allies fighting each other. However, as with many games this is a problem created by what armies people choose to collect and not so much the game itself. Some Gamers are annoyed with the fact that it is as easy to "kill" a 2-man stand as it is to "kill" a 5-man stand. The designers answer to this has been that killing 2 men will destroy a 2 man team, while killing 2 men in a 5 man team the other 3 men will care for the wounded, removing them from combat as well.

Chapter 7 : [TMP] "Flames of War - What books have mid-war British lists?" Topic

Posted by Luke Melia Labels: 15mm, Army Lists, Battlefront, Flames of War, FOW , List Discussion by Chris Fretts I find list building to be one of the fun challenges of playing Flames of War.

Gameplay[edit] Gameplay takes place over a series of turns, with players alternating movement, shooting and close assault. This simple sequence of play, often called "I-Go, You-go", helps people who are unfamiliar with wargames or who are familiar with other games with a similar structure to quickly learn the rules. The game is optimised for two players, although it can be played by a larger number of players playing against each other or grouped in teams. Air support is also available, in the form of fighter bombers like the Hawker Hurricane and ground attack aircraft like the Ilyushin Il-2 "Shturmovik" , with aircraft generally being represented by 1: The main rulebook has numerous scenarios players can use for their games, with all of these scenarios centered on capturing objectives. Additional army sourcebooks contain further scenarios, usually centered on historical events relevant to that particular book. Game play utilizes six-sided dice to pass various skill tests used to shoot at enemies or pass motivation based tests. Movement distances and weapon ranges are provided in both inches and centimeters and are usually measured with tape measures or other measuring aides. Tokens are used to indicate pinned down troops, bogged down vehicles etc. Current army sourcebooks are based on particular campaigns and include army lists for the German Wehrmacht forces such as Afrika Korps , Waffen SS and Luftwaffe ground troops , the U. Sourcebooks have so far been restricted to the European theater and Mediterranean theater ; Battlefront has indicated that future releases may include coverage of the Pacific theater , but only after army lists and campaign supplements covering the early and late periods of fighting in Europe have been released. Flames of War provides players who are interested in World War II wargaming but lack an in-depth knowledge of the period with a "one-stop shop". The rulebook and sourcebooks provide not only the rules of the game and scenarios to play but also background material on historical forces and battles and simple guides to organising, assembling, and painting miniature armies. Early-war "41 , mid-war "43 and late-war " Each period has its own point values aimed at recreating actual battle situations that would have occurred during the respective time periods. The current rules are found in the Fourth Edition Rule Book, of which there are actually two. The other rulebook covers the Mid War period only and sourcebooks containing army lists have now been released to accompany this new Fourth Edition. Operation Barbarossa began a struggle of epic proportions that would result in four years of bitter fighting between the Germans and Soviets. It all began in the early hours of 22 June with a German surprise attack across the border of the Soviet Union with three army groups and 3. This book represents the first official lists for the Pacific Theater of Operations. Includes lists for American Tank, Tank Destroyer and Armoured Infantry companies from September to the end of January , as well as providing lists for the tanks and infantry of the Panzer Brigades that fought in this area. Also includes lists for Canadian forces that fought in the Battle of the Scheldt. Overlord, released in June , covers the Allied invasion of Normandy. Atlantik Wall, released in June , covers the defense and counterattacks of France by German forces. Desperate Measures, announced for release in December in the October issue of Wargames Illustrated, will provide briefings and lists for the final Soviet push into Berlin. Island Landing and Atoll Landings. Books mark a change in format, concentrating on one nation rather than offering two opposing nations. Battles Guadalcanal and Iwo Jima. Those that have not already been replaced by Third Edition Sourcebooks are currently being replaced by Fourth Edition Sourcebooks, however, during this period of transition you can upgrade your Second Edition Armies by using the Fourth Edition Rulebook specifically covering the Early War and Late War periods. Blitzkrieg, covering the Invasion of Poland and the Fall of France. Mid-War period[edit] Ostfront, covering all the armies that fought on the Eastern or Russian Front , both Axis including their allies such as the Hungarians, Finns and Romanians and Allied forces. Replaced by "Eastern Front" see below. Afrika, this covers the war in North Africa and Italy. Again this sourcebook includes both Axis and Allied forces, including their various allies. North Africa, this updates and replaces the Afrika sourcebook. The specific organizations for the Deutsches Afrikakorps and Italian forces in Libya and Egypt have been

included. Eastern Front, this updates and replaces the Ostfront sourcebook similarly to the North Africa book. It was released January 9, D Minus 1, army lists for the Allied paratroop and air-landing units active in the European theater during January-August D-Day, containing rules for the Normandy campaign , including beach landings, fighting in the bocage. Villers-Bocage, army lists for German and British tank units fighting for control of the Normandy town of Villers-Bocage on 13 June Includes new heroes, new unit organisations, and new scenarios. This book is the first to remove the number of support units limitation based on combat platoons. This is the first of three books to focus on Operation Bagration. Fortress Europe was released on 15 November [2] and updates Festung Europa to make it consistent with the new style of army lists and includes options added by PDF. This is the second of three books to focus on Operation Bagration. A Bridge too Far, the second and last book in the Market-Garden series, covering the battles for Oosterbeek and Arnhem. D-Day Slipcase, a case containing an expansion on many of the "Operation Overlord" source books. Cassino, released in June , focusing on the battles around Monte Cassino. Both Grey Wolf and Red Bear have been revised, and are current to 3rd edition rules. First Edition sourcebooks[edit] These books have been replaced with the sourcebooks listed above which reflect the 2nd, 3rd or current 4th Edition rules. All of these supplements below are now out of print. Battlefront provides updates on their website that detail the changes between these old sourcebooks but not the first edition rulebook and the new mid-war army lists provided in Afrika and Ostfront. With these changes, players may continue to use these corrected sourcebooks for tournament play in the mid-war period. Battlefront released a second edition of this book in March Old Ironsides - US armour and armoured infantry lists. Two editions of this sourcebook were printed. Stalingrad - Soviet and German infantry lists on the Eastern Front. Includes rules for street-fighting in an urban environment, as well as snipers. All army lists from Old Ironsides are included in this sourcebook. Avanti Savoia - Italian infantry, tank and motorized infantry forces. Za Stalina - Soviet armour and cavalry forces. Web briefings[edit] Battlefront publishes additional army lists on their web site. Additionally, Battlefront will host "unofficial" briefings developed by fans, although such lists are generally not eligible for tournament play. Models And availability[edit] Battlefront Miniatures also has a line of multipart metal, resin, and plastic models, at roughly 15mm scale, for use in playing Flames of War. The models are sold in blister packs and assorted boxed sets. Tournaments[edit] Battlefront supports the tournament scene that revolves around Flames of War. Flames of War tournaments are held across the world and through the Flames of War website players have access to listings of upcoming events through the Flames of War Events Calendar. Each area of the world has a specific events calendar that players can use to find events near them. In North America Battlefront promotes a National Tournament Season in which winners of regional tournaments are qualified to play in any of the three National Tournaments. Other spots on the Masters Tournament are filled by the top ranked players on the Rankings HQ website. But his marvelous design offers quite a lot, especially to those tabletop tacticians who long for a game where strategy is dominant, who want to dedicate more time to plotting a battleplan and less to worrying about the rules. Flames of War boasts a wonderful balance between speed of play, detail, and flavor. This rule set was released in Wargames Illustrated Magazine , and received a limited release of supporting models. In April Flames of War Vietnam was made a permanent rule set when the first sourcebook was added as a free addition to Wargames Illustrated Magazine , along with the re-release of the original miniatures In new packaging and several new box sets. In March the first softback released through the Flames of War brand rather than Wargames Illustrated was released. This book contained several lists previously seen in releases from Wargames Illustrated such as those for the United States as well as PAVN and will be supported by a full range of models. Tropic Lightning, the first official sourcebook for Vietnam. This release includes PAVN infantry as well as American armor, armored cavalry, armored infantry, and air-mobile infantry. Tour of Duty, first softback book released independently from Wargames Illustrated. Released in late , blisters and boxsets of models were released soon afterward. Great War , first source book for World War One battles of Models were released in , years after the beginning of World War One.

Chapter 8 : Lists We Play: The Canadians ~ WWPD: Wargames, Board Games, RPGs, LCGs, and more!

This site is a series of online army lists, so you can calculate your Flames of War armies. To choose an army list, either click on the book or nationality you are interested in (over on the right), and then click on the army list you want.

Friday, 3 June Beginners: Late war lists ready to go! Cut, paste, email your LGS and ask for a quote! Each Flames of War source book is specific to a time period in the war. Blitzkrieg deals with Early war. The choice between Infantry, Mechanised and Tank lists has significance in the cost and gameplay experience. If Flames of War is your first 15mm scale project you may find, like I did, the infantry are a bit of a grind to paint. Tanks are not only a lot easier but I found them more rewarding. Tank lists are generally less expensive to put on the table too, although there are exceptions to that rule. I also wanted to match veterancy level with both lists as this would hopefully mean similar cash outlay for each player. The difference can be fairly significant in terms of points and the Allied list would have been quite a bit more expensive to field. You can build up to that if you desire! Since the shopping list is arranged by unit order to match the army lists you can delete as appropriate. Just cut and paste that shopping list into your email and shoot it to a local gaming store for them to order. I can recommend Viv at Battlebunker in Northcote. You can email him at viv battlebunker. Anyway, enough of that. Instead, you get two Tiger 1Es and I think they will provide valuable learning for both players. The big cats can be scary but there are ways of dealing with them. The Germans get the good value Nebelwerfer 41s and these are usable in a good number of lists. They also get a cheap AA unit to round out to six platoons. The list is based on theory and the units selected are pretty straight forward. The 76mm versions are awesome and should have fun against the Tigers. The armoured mortars do the job of pinning and smoking, equivalent almost to the NW41s on the German side. Instead of the Tigers you get a unit of 2 M10 tank destroyers. The Infantry selected are actually Fearless Veteran paratroopers and should prove to be a solid objective defensive tool. These guys can help against ambushes and might just provide a small skirmishing unit to harrass the Germans. So there we have it. A couple of late war lists for you to consider. Australian stores have been sufficiently protected from the strong AUD and Battlefront have adjusted their prices to keep local stores competitive with overseas. You can support Australian business without it costing you! If you want you can also look for cheaper than Battlefront options such as the Plastic Soldier Company. Buy Open Fire between friends and use the Shermans it comes with for both lists? Not to mention you get a copy of the small format rule book. Get the source books for both lists. Damn good reads anyway and useful as you progress into other lists in the Normandy theatre!

Chapter 9 : 3 starting army lists: | Flames of War: The World War II Miniatures Game | BoardGameGeek

Re: Flames of War Army Lists.. Originally Posted by Pikachu also, like i say to most people, you really have to give serious consideration to wether the AA stuff is needed, because air support is quite rare on a FoW battlefield, therefore more often than not, the points you spend on AA stuff is usually wasted.