

FORCES

ARMY LISTS AND PAINTING GUIDES FOR OPEN FIRE





CONTENTS

Building Your Army	1	AMERICAN FORCES.....	22
GERMAN FORCES	2	Tank Company.....	22
Panzerkompanie (Tank Company)	2	US Arsenal	27
Grenadierkompanie (Infantry Company) ...	4	US Painting Guides	28
German Arsenal	11	SOVIET FORCES.....	30
German Painting Guides	12	Tankovy Company (Tank Company).....	30
BRITISH FORCES	14	Soviet Arsenal	37
Armoured Squadron.....	14	Soviet Painting Guides	38
British Arsenal	19	SUPPORT PLATOON RULES	40
British Painting Guides	20		

ABOUT THIS BOOK

Now that you've got the *Open Fire!* basics down, it's time to recruit more troops to help you on the battlefield. In this book, you will find some new forces to try out, many of which you can get started on using the forces provided in this set!

In the following pages you will find five forces to collect, including two for the Germans and one each for the British, Americans, and Soviets. Use these forces to explore the battlefields of World War II on your tabletop using the rules from *Open Fire!*



BUILDING YOUR ARMY

The intelligence briefings in this booklet show you how to build your army.

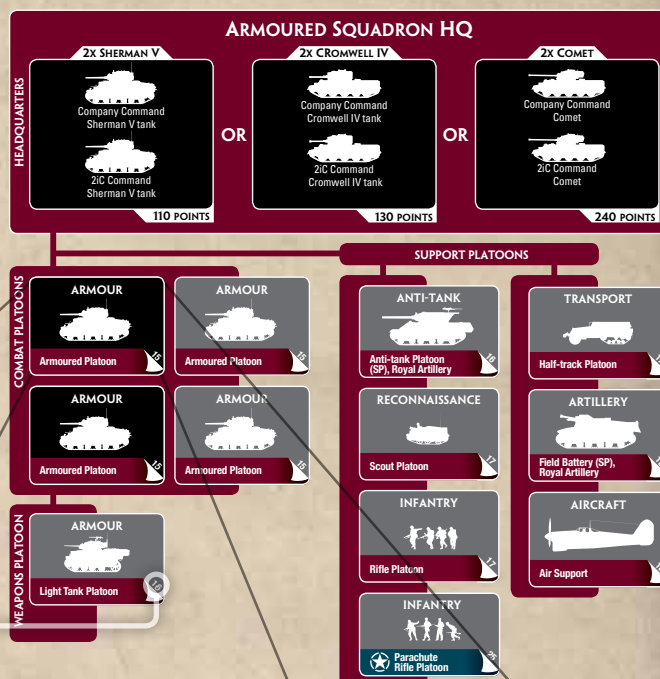
The company diagram for your force tells you which platoons you can choose from. Each box represents a platoon that is available to your company.

The black boxes show compulsory platoons, so this British Armoured Squadron must take:

- an Armoured Squadron HQ and
- two Armoured Platoons.

The grey boxes show additional platoons that you can add to this core. For example you could add:

- two more Armoured Platoons
- a Light Tank Platoon
- an Anti-tank Platoon (SP), Royal Artillery
- Air Support

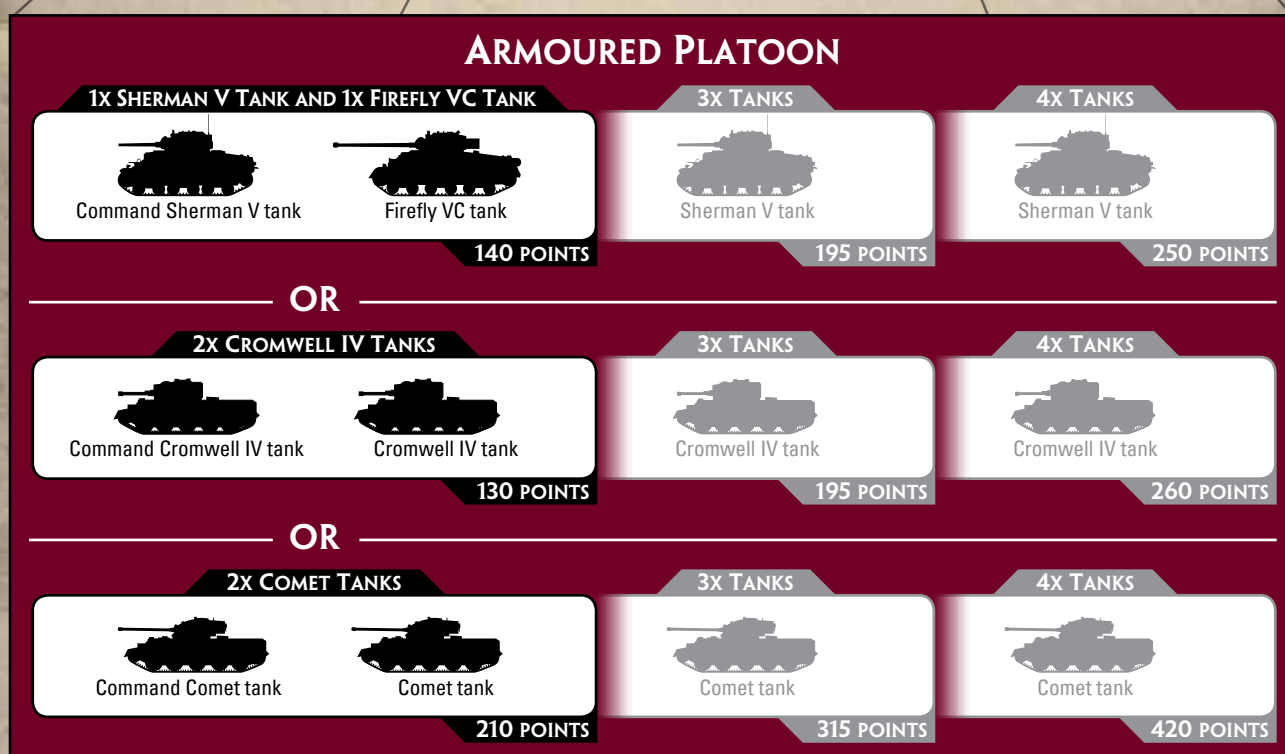


PAGE REFERENCE

Each platoon or company box will have a page number. Use this to find the platoon and its points value.

BUILDING A FORCE

To build a force, simply agree on a points limit with your opponent and add platoons until you reach this limit. This should ensure that you and your opponent have equivalent forces.



BUILDING A PLATOON

Each platoon has a points value and often has options for fielding it at different strengths. Like the Company Diagram, the tanks that are shaded black are compulsory for this platoon, while grey ones are optional. The points for the platoon are found in a tab at the bottom.

Using the example above, I'd like to take a platoon with Sherman tanks. I must take one Sherman V tank and one of the powerful Firefly VC tanks for 140 points. I can then add up to two more Sherman V tanks for an additional 55 points each.

Panzerkompanie

(TANK COMPANY)

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



BUILDING YOUR COMPANY

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

TANK COMPANY HQ

2X PANZER IV H



160 POINTS

2X STUG G



170 POINTS

2X PANTHER G



350 POINTS

OR

OR

HEADQUARTERS

SUPPORT PLATOONS

ARMOUR



Panzer Platoon

ARMOUR



Panzer Platoon

ARMOUR



Panzer Platoon

ARMOUR



Panzer Platoon

COMBAT PLATOONS

ARMOUR



Heavy Tank Platoon

RECONNAISSANCE



Armoured Car Platoon

INFANTRY



Grenadier Platoon

TRANSPORT



Half-track Platoon

ARTILLERY



Artillery Battery

ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Platoon

AIRCRAFT



Air Support



COMBAT PLATOONS

PANZER PLATOON

2X PANZER IV H TANKS

Command Panzer IV H

Panzer IV H

160 POINTS

3X TANKS

Panzer IV H

240 POINTS

4X TANKS

Panzer IV H

320 POINTS

5X TANKS

Panzer IV H

400 POINTS

OR

2X STUG G TANKS

Command StuG G

StuG G

170 POINTS

3X TANKS

StuG G

255 POINTS

4X TANKS

StuG G

340 POINTS

5X TANKS

StuG G

425 POINTS

OR

2X PANTHER G TANKS

Command Panther G

Panther G

350 POINTS

3X TANKS

Panther G

525 POINTS

4X TANKS

Panther G

700 POINTS

5X TANKS

Panther G

875 POINTS

PANZER IV H

Armament

7.5cm KwK40 gun, Co-ax MG, Hull MG

Top Armour

1

Side Armour

3
Schürzen

Movement

12"/30cm

Front Armour

6

Weapon	Range	ROF	AT	FP	Notes
7.5cm KwK40 gun	32"/80cm	2	11	3+	

STUG G

Armament

7.5cm StuK40 gun, Hull MG

Top Armour

1

Side Armour

3
Schürzen

Movement

12"/30cm

Front Armour

7

Weapon	Range	ROF	AT	FP	Notes
7.5cm StuK40 gun	32"/80cm	2	11	3+	Hull-mounted

PANTHER G

Armament

7.5cm KwK42 gun, Co-ax MG, Hull MG

Top Armour

1

Side Armour

5

Movement

12"/30cm

Front Armour

10

Weapon	Range	ROF	AT	FP	Notes
7.5cm KwK42 gun	32"/80cm	2	14	3+	



• PANZERKOMPANIE •

Grenadierkompanie

(INFANTRY COMPANY)

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



BUILDING YOUR COMPANY

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

GRENADIERKOMPANIE HQ

HEADQUARTERS

2X PANZERFAUST SMG TEAMS

1X PANZERSCHRECK TEAM


Company Command
Panzerfaust SMG team


2iC Command
Panzerfaust SMG team


Panzerschreck team

35 POINTS

60 POINTS

COMBAT PLATOONS

INFANTRY



Grenadier Platoon

INFANTRY



Grenadier Platoon

INFANTRY



Grenadier Platoon

WEAPONS PLATOONS

MACHINE-GUNS



Grenadier Machine-gun Platoon

ARTILLERY



Grenadier Mortar Platoon

ANTI-TANK



Grenadier Anti-tank Gun Platoon

ANTI-TANK



Grenadier Anti-tank Gun Platoon

SUPPORT PLATOONS

ARMOUR



Panzer Platoon

ARMOUR



Heavy Tank Platoon

RECONNAISSANCE



Armoured Car Platoon

TRANSPORT



Half-track Platoon

ARTILLERY



Artillery Battery

ANTI-AIRCRAFT



Heavy Anti-aircraft Gun Platoon

AIRCRAFT



Air Support



COMBAT PLATOONS

GRENADIER PLATOON

1X GRENADIER SQUAD



Command Panzerfaust
SMG team



Rifle/MG team



Rifle/MG team

2X SQUADS



Rifle/MG team



Rifle/MG team

120 POINTS

3X SQUADS



Rifle/MG team



Rifle/MG team

165 POINTS



WEAPONS PLATOONS

GRENADIER MACHINE-GUN PLATOON

2X MG42 MACHINE-GUNS



Command MG42 HMG



MG42 HMG

60 POINTS

4X MACHINE-GUNS



MG42 HMG



MG42 HMG

120 POINTS

MG42 HMG

Movement
6"/15cm



Weapon	Range	ROF	AT	FP
MG42 HMG	24"/60cm	6	2	6

Notes ROF 3 when Pinned Down or moving.

• GRENADIERKOMPANIE •

GRENADIER MORTAR PLATOON

2X 8CM GW34 MORTARS


Command
8cm GW34 mortar


8cm GW34
mortar

50 POINTS

4X MORTARS


8cm GW34
mortar


8cm GW34
mortar

100 POINTS

6X MORTARS


8cm GW34
mortar


8cm GW34
mortar

150 POINTS

8CM GW34 MORTAR

Movement

6"/15cm



Weapon	Range	ROF	AT	FP
8cm GW34 mortar	24"/60cm	2	2	3+

Notes Artillery (see page 40).

GRENADIER ANTI-TANK GUN PLATOON

2X ANTI-TANK GUNS


Command
7.5cm PaK40 gun


7.5cm PaK40 gun

100 POINTS

3X ANTI-TANK GUNS


7.5cm PaK40 gun

150 POINTS

4X ANTI-TANK GUNS


7.5cm PaK40 gun

200 POINTS

7.5CM PAK40 ANTI-TANK GUN

Movement

4"/10cm



Weapon	Range	ROF	AT	FP
7.5cm PaK40 gun	32"/80cm	2	12	3+

Notes Gun shield.

TIGER I E

Armament

8.8cm KwK36 gun, Co-ax MG, Hull MG

Top Armour

2



Front
Armour
9

Movement

8"/20cm

Side
Armour
8

Weapon	Range	ROF	AT	FP	Notes
8.8cm KwK36	40"/100cm	2	13	3+	

KÖNIGSTIGER

Armament

8.8cm KwK43 gun, Co-ax MG, Hull MG

Top Armour

2



Side
Armour
8

Movement

8"/20cm

Front
Armour
15

Weapon	Range	ROF	AT	FP	Notes
8.8cm KwK43 gun	40"/100cm	2	16	3+	



SUPPORT PLATOONS

HEAVY TANK PLATOON

1X TIGER I E TANK	2X TANKS	3X TANKS	4X TANKS
 Command Tiger I E	 Tiger I E	 Tiger I E	 Tiger I E
175 POINTS	350 POINTS	525 POINTS	700 POINTS


OR

1X KÖNIGSTIGER TANK	2X TANKS	3X TANKS	4X TANKS
 Command Königstiger	 Königstiger	 Königstiger	 Königstiger
300 POINTS	600 POINTS	900 POINTS	1200 POINTS

OR

1X JAGDPANTHER TANK	2X TANKS	3X TANKS	4X TANKS
 Command Jagdpanther	 Jagdpanther	 Jagdpanther	 Jagdpanther
225 POINTS	450 POINTS	675 POINTS	900 POINTS

OR

2X STUH42 TANKS	3X TANKS	4X TANKS
 Command StuH42	 StuH42	 StuH42
170 POINTS	255 POINTS	340 POINTS

JAGDPANTHER



Top Armour
1

Side Armour
5

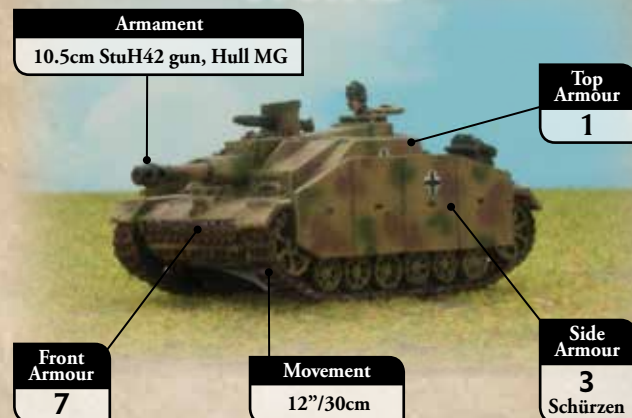
Movement
12"/30cm

Front Armour
10

Armament
8.8cm PaK43 gun, Hull MG

Weapon	Range	ROF	AT	FP	Notes
8.8cm PaK43 gun	40"/100cm	2	16	3+	

STUH42



Top Armour
1

Side Armour
3 Schürzen

Movement
12"/30cm

Front Armour
7

Armament
10.5cm StuH42 gun, Hull MG

Weapon	Range	ROF	AT	FP	Notes
10.5cm StuH42 gun	32"/80cm	2	10	2+	Hull-mounted

• GERMAN SUPPORT PLATOONS •

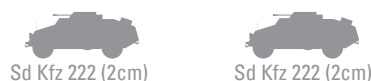
ARMoured CAR PLATOON

2X Sd Kfz 222 ARMoured CARS



50 POINTS

4X ARMoured CARS



100 POINTS

OR

2X Sd Kfz 234/1 ARMoured CARS



60 POINTS

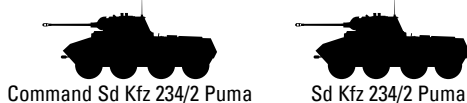
4X ARMoured CARS



120 POINTS

OR

2X Sd Kfz 234/2 PUMA ARMoured CARS



80 POINTS

4X ARMoured CARS



160 POINTS

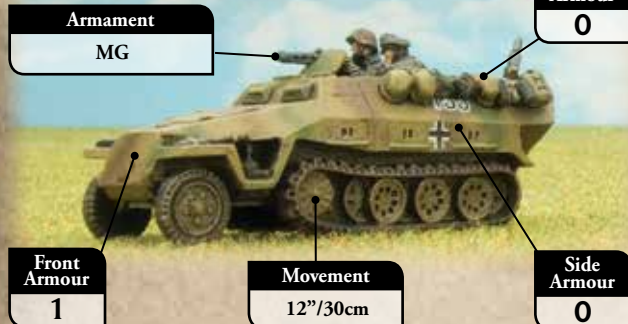


Find out more about armoured cars as well as some rules about how to add reconnaissance to your games.

<http://www.FlamesOfWar.com/OpenFire/UnitRules>

SD Kfz 234/2 PUMA

SD Kfz 251/1



Weapon	Range	ROF	AT	FP	Notes
MG	16"/40cm	3	2	6	



Weapon	Range	ROF	AT	FP	Notes
5cm KwK39 gun	24"/60cm	2	9	4+	

HALF-TRACK PLATOON

2X Sd Kfz 251 HALF-TRACKS



50 POINTS

3X HALF-TRACKS



75 POINTS

4X HALF-TRACKS



100 POINTS



Find out more about half-tracks as well as some rules about how to transport your troops over the battlefield.

<http://www.FlamesOfWar.com/OpenFire/UnitRules>



HEAVY ANTI-AIRCRAFT GUN PLATOON

1x 8.8CM FLAK36 GUN



Command 8.8cm Flak36 gun

80 POINTS

2x GUNS



8.8cm Flak36 gun

160 POINTS

8.8CM FLAK36 GUN



Movement

Immobile

Weapon	Range	ROF	AT	FP
8.8cm KwK36 gun	40"/100cm	3	13	3+

Notes Gun shield.



ARTILLERY BATTERY

2x 10.5CM LEFH18 HOWITZERS



Command 10.5cm leFH18 howitzer



10.5cm leFH18 howitzer

90 POINTS

4x HOWITZERS



10.5cm leFH18 howitzer



10.5cm leFH18 howitzer

180 POINTS

OR

2x 15CM SFH18 HOWITZERS



Command 15cm sFH18 howitzer



15cm sFH18 howitzer

140 POINTS

4x HOWITZERS



15cm sFH18 howitzer



15cm sFH18 howitzer

280 POINTS

10.5CM LEFH18 HOWITZER



Movement

Immobile

Weapon	Range	ROF	AT	FP
10.5cm leFH18 howitzer	72"/180cm	1	4	4+

Notes Artillery (see page 40), Gun shield.

15CM SFH18 HOWITZER



Movement

Immobile

Weapon	Range	ROF	AT	FP
15cm sFH18 howitzer	80"/200cm	1	5	2+

Notes Artillery (see page 40).



AIR SUPPORT

1x JU 87D STUKA



Ju 87D Stuka

100 POINTS

JU 87D STUKA



AIRCRAFT RULES

Find out how to use aircraft in *Open Fire!* on page 41.

Weapon	Range	ROF	AT	FP	Notes
Bombs	6"/15cm	1	5	1+	Aircraft





GERMAN ARSENAL

TANK TEAMS

Name Weapon	Movement Range	Front ROF	Armour Side Anti-tank	Top Firepower	Equipment and Notes
TANKS					
Panzer IV H 7.5cm KwK40 gun	12"/30cm 32"/80cm	6 2	3 11	1 3+	Co-ax MG, Hull MG, Schürzen.
StuG G 7.5cm StuK40 gun	12"/30cm 32"/80cm	7 2	3 11	1 3+	Hull MG, Schürzen. Hull mounted.
Panther G 7.5cm KwK42 gun	12"/30cm 32"/80cm	10 2	5 14	1 3+	Co-ax MG, Hull MG.

HEAVY TANKS

Tiger I E 8.8cm KwK36 gun	8"/20cm 40"/100cm	9 2	8 13	2 3+	Co-ax MG, Hull MG.
Königstiger 8.8cm KwK43 gun	8"/20cm 40"/100cm	15 2	8 16	2 3+	Co-ax MG, Hull MG.
Jagdpanther 8.8cm PaK43 gun	12"/30cm 40"/100cm	10 2	5 16	1 3+	Hull MG. Hull mounted.
StuH42 10.5cm StuH42 gun	12"/30cm 32"/80cm	7 2	3 10	1 2+	Hull MG, Schürzen. Hull mounted.

ARMoured CARS

Sd Kfz 222 (2cm) 2cm KwK38 gun	12"/30cm 16"/40cm	1 3	0 5	0 5+	Co-ax MG.
Sd Kfz 234/1 2cm KwK38 gun	12"/30cm 16"/40cm	3 3	0 5	0 5+	Co-ax MG.
Sd Kfz 234/2 Puma 5cm KwK39 gun	12"/30cm 24"/60cm	3 2	0 9	0 4+	Co-ax MG.

HALF-TRACKS

Sd Kfz 251/1	12"/30cm	1	0	0	MG.
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GUN TEAMS

Weapon	Movement	Range	ROF	Anti-tank	Firepower	Notes
MG42 HMG	6"/15cm	24"/60cm	6	2	6	ROF 3 when pinned down or moving.
8cm GW34 mortar	6"/15cm	24"/60cm	2	2	3+	Artillery (see page 40).
7.5cm PaK40 gun	4"/10cm	32"/80cm	2	12	3+	Gun shield.
8.8cm FlaK36 gun	Immobile	40"/100cm	3	13	3+	Gun shield.
10.5cm leFH18 howitzer	Immobile	72"/180cm	1	4	4+	Artillery (see page 40), Gun shield.
15cm sFH18 howitzer	Immobile	80"/200cm	1	5	2+	Artillery (see page 40).

INFANTRY TEAMS

Team	Movement	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	6"/15cm	16"/40cm	2	2	6	
Panzerfaust SMG team firing a Panzerfaust	6"/15cm	4"/10cm 4"/10cm	3 1	1 12	6 5+	Full ROF when moving. Tank Assault 6, Cannot shoot in the Shooting Step if moved in the Movement Step.
Panzerschreck team	6"/15cm	8"/20cm	2	11	5+	Tank Assault 5.

AIRCRAFT

Aircraft	Range	ROF	Anti-tank	Firepower	Notes
Ju 87D Stuka	6"/15cm	1	5	1+	Aircraft (see page 41).

GERMAN PAINTING GUIDE

All colour names and codes given are from the range of *Flames Of War* paints, available from the online store and *Flames Of War* Stockists. More comprehensive painting and modelling guides can be found on our website, www.FlamesOfWar.com.

All the colours you need to paint your Germans can be found in the *Quartermasters Paint Set* and the *German Infantry Paint Set*.

You will also find that the *Flames Of War* range of spray paints makes your basecoating step very easy.



Heer Green
Helmet

European Skin
Exposed flesh

Black
Webbing, pouches

Grenadier Green
Tunic, trousers

Battlefield Brown
Rifle wood, tool, and grenade handles

Dark Gunmetal
Gun metal, mess tin, canteen top, tool heads

Worn Canvas
Anklets, bread bag, rifle sling

Heer Green
Gas mask canister

Battlefield Brown
Boots

THE V1 ROCKET



Follow the German tank painting guide to paint the V1 Rocket launcher rails. Not all Launcher rails were camouflaged, so feel free to leave that step out.

For the V1 itself, paint the upper surfaces *Heer Green*, and the lower surfaces *Whitewash*.



PAINTING GERMAN TANKS

PANTHER YELLOW
Large Brush



Undercoat the model with **Panther Yellow**. *Flames Of War* spray cans are ideal for undercoating, but you can also use a large brush to apply several thinned-down coats of normal acrylic paint.

ROMMEL SHADE
Large Drybrush

PANTHER YELLOW / DRY DUST
Large Drybrush



Apply **Rommel Shade**, thinned down with water. This will settle into the recesses and around raised detail, to create shadows and give the tank definition. When the wash is dry, drybrush the tank with **Panther Yellow**, lightened with a little **Dry Dust**, to add highlights.

BOOT BROWN
Small Drybrush
ARMY GREEN
Small Drybrush
OXIDE RED
Fine Brush



Add camouflage using **Boot Brown** and **Army Green**. Use a small drybrush, with most of the paint wiped off, to apply colour a little at a time with a jabbing or scrubbing motion. Paint the tracks **Oxide Red**.

DARK GUNMETAL
Small Drybrush
BATTLEFIELD BROWN
Detail Brush



Drybrush the tracks **Dark Gunmetal**. Paint the tool handles **Battlefield Brown** and the tool heads **Dark Gunmetal**. You can use decals to add markings.



*Sd Kfz 222 (2cm)
Armoured Car*



*Sd Kfz 251/1
Half-track*



*Panzer IV H
Medium Tank*

GERMAN VEHICLES

ARMoured SQUADRON

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



BUILDING YOUR COMPANY

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

ARMoured SQUADRON HQ

HEADQUARTERS	2X SHERMAN V	2X CROMWELL IV	2X COMET
Company Command Sherman V tank	Company Command Cromwell IV tank	Company Command Comet	
2iC Command Sherman V tank	2iC Command Cromwell IV tank	2iC Command Comet	
110 POINTS	130 POINTS	210 POINTS	

COMBAT PLATOONS	SUPPORT PLATOONS			
<div> ARMOUR Armoured Platoon 15 </div> <div> ARMOUR Armoured Platoon 15 </div>	<div> ANTI-TANK Anti-tank Platoon (SP), Royal Artillery 16 </div> <div> TRANSPORT Half-track Platoon 17 </div>			
<div> ARMOUR Armoured Platoon 15 </div> <div> ARMOUR Armoured Platoon 15 </div>	<div> RECONNAISSANCE Scout Platoon 17 </div> <div> ARTILLERY Field Battery, Royal Artillery 18 </div>			
<div> WEAPONS PLATOON Light Tank Platoon 16 </div>	<div> INFANTRY Rifle Platoon 17 </div> <div> INFANTRY Parachute Rifle Platoon 25 </div>			
	<div> AIRCRAFT Air Support 18 </div>			

COMBAT PLATOONS

ARMoured PLATOON

1X SHERMAN V TANK AND 1X FIREFLY VC TANK



Command Sherman V tank



Firefly VC tank

140 POINTS

3X TANKS



Sherman V tank

195 POINTS

4X TANKS



Sherman V tank

250 POINTS

OR

2X CROMWELL IV TANKS



Command Cromwell IV tank



Cromwell IV tank

130 POINTS

3X TANKS



Cromwell IV tank

195 POINTS

4X TANKS



Cromwell IV tank

260 POINTS

OR

2X COMET TANKS



Command Comet tank



Comet tank

210 POINTS

3X TANKS



Comet tank

315 POINTS

4X TANKS



Comet tank

420 POINTS

SHERMAN V

Armament

M3 75mm gun, Co-ax MG, Hull MG

Top Armour

1

Front Armour
6

Movement
12"/30cm

Side Armour
4

Weapon	Range	ROF	AT	FP	Notes
M3 75mm gun	32"/80cm	2	10	3+	

SHERMAN FIREFLY VC

Armament

OQF 17 pdr gun, Co-ax MG

Top Armour

1

Front Armour
6

Movement
12"/30cm

Side Armour
4

Weapon	Range	ROF	AT	FP	Notes
OQF 17 pdr gun	32"/80cm	2	15	3+	No HE



WEAPONS PLATOONS

LIGHT TANK PLATOON

2X STUART V TANKS



Command Stuart V tank



Stuart V tank

70 POINTS

3X TANKS



Stuart V tank

105 POINTS

4X TANKS



Stuart V tank

140 POINTS



Find out more about recce vehicles as well as some rules about how to add reconnaissance to your games.

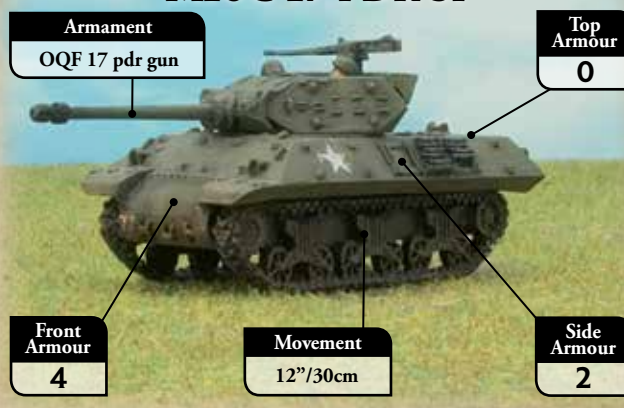
<http://www.FlamesOfWar.com/OpenFire/UnitRules>

STUART V



Weapon	Range	ROF	AT	FP	Notes
M6 37mm gun	24"/60cm	2	7	4+	

M10C 17 PDR SP



Weapon	Range	ROF	AT	FP	Notes
OQF 17 pdr gun	32"/80cm	2	15	3+	No HE

SUPPORT PLATOONS

ANTI-TANK PLATOON (SP), ROYAL ARTILLERY

2X M10 3" SP TANKS



Command M10 3" SP



M10 3" SP

110 POINTS

4X TANKS



M10 3" SP



M10 3" SP

220 POINTS

OR

2X M10C 17 PDR SP TANKS



Command M10C 17 pdr SP



M10C 17 pdr SP

140 POINTS

4X TANKS



M10C 17 pdr SP



M10C 17 pdr SP

280 POINTS

SCOUT PLATOON

3X UNIVERSAL CARRIERS



Command Universal Carrier



Universal Carrier



Universal Carrier

60 POINTS



Find out more about universal carriers as well as some rules about how to add reconnaissance to your games.

<http://www.FlamesOfWar.com/OpenFire/UnitRules>

RIFLE PLATOON

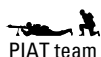
1X RIFLE SQUAD



Command Rifle/MG team



Rifle/MG



PIAT team



Light Mortar team



Rifle/MG

2X SQUADS



Rifle/MG



Rifle/MG

110 POINTS

3X SQUADS



Rifle/MG



Rifle/MG

140 POINTS



HALF-TRACK PLATOON

2X M5 HALF-TRACKS



Command M5 half-track



M5 half-track

40 POINTS

3X HALF-TRACKS



M5 half-track

60 POINTS

4X HALF-TRACKS



M5 half-track

80 POINTS



Find out more about half-tracks as well as some rules about how to transport your troops over the battlefield.

<http://www.FlamesOfWar.com/OpenFire/UnitRules>

FIELD BATTERY, ROYAL ARTILLERY

2X 25 PDR GUNS



Command OQF 25 pdr gun



OQF 25 pdr gun

50 POINTS

4X GUNS



OQF 25 pdr gun



OQF 25 pdr gun

100 POINTS

OR

2X SEXTON TANKS



Command Sexton
Self-propelled gun



Sexton
Self-propelled gun

70 POINTS

4X TANKS



Sexton
Self-propelled gun



Sexton
Self-propelled gun

140 POINTS

OQF 25 PDR GUN

Armament

OQF 25 pdr gun

Movement

Immobile



Weapon	Range	ROF	AT	FP	Notes
OQF 25 pdr gun	80"/200cm	2	4	5+	Artillery, Gun shield

SEXTON SELF-PROPELLED GUN

Armament

OQF 25 pdr gun, MG

Top
Armour

0

Front
Armour

1

Movement

12"/30cm

Side
Armour

0



Weapon	Range	ROF	AT	FP	Notes
OQF 25 pdr gun	80"/200cm	2	4	5+	Artillery, Hull mounted

AIR SUPPORT

1X TYPHOON



Typhoon

120 POINTS

TYPHOON



Weapon	Range	ROF	AT	FP	Notes
Rockets	6"/15cm	2	6	3+	Aircraft

AIRCRAFT RULES

Find out how to use aircraft in *Open Fire!* on page 41.



BRITISH ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Movement <i>Range</i>	Front ROF	Armour Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
-----------------------	--------------------------	--------------	------------------------------------	-------------------------	---------------------

LIGHT TANKS

Stuart V	16"/40cm	4	2	1	Co-ax MG, Hull MG.
M6 37mm gun	24"/60cm	2	7	4+	

MEDIUM TANKS

Sherman V	12"/30cm	6	4	1	Co-ax MG, Hull MG.
M3 75mm gun	32"/80cm	2	10	3+	
Firefly VC	12"/30cm	6	4	1	Co-ax MG.
OQF 17 pdr gun	32"/80cm	2	15	3+	No HE.
Cromwell IV	16"/40cm	6	4	1	Co-ax MG, Hull MG.
OQF 75mm gun	32"/80cm	2	10	3+	
Comet	16"/40cm	8	4	1	Co-ax MG, Hull MG.
OQF 77mm gun	32"/80cm	2	14	3+	

SELF-PROPELLED TANKS

M10C 17 pdr SP	12"/30cm	4	2	0	Co-ax MG.
OQF 17 pdr gun	32"/80cm	2	15	3+	No HE.
M10 3" SP	12"/30cm	4	2	0	Co-ax MG.
M7 3" gun	32"/80cm	2	12	3+	
Sexton	12"/30cm	1	0	0	MG.
OQF 25 pdr gun	80"/200cm	2	4	5+	Artillery (see page 40), Hull mounted.

RECONNAISSANCE TANK

Universal Carrier	12"/30cm	0	0	0	Co-ax MG.
-------------------	----------	---	---	---	-----------

HALF-TRACKS

M5 half-track	12"/30cm	0	0	0	MG.
---------------	----------	---	---	---	-----

INFANTRY AND GUN TEAMS

Infantry Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	16"/40cm	2	2	6	
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
PIAT team	8"/20cm	1	10	5+	Tank Assault 4.

Gun Team	Movement	Range	ROF	Anti-tank	Firepower	Notes
OQF 25 pdr gun	Immobile	80"/200cm	2	4	5+	Artillery (see page 40), Gun shield

AIRCRAFT

Aircraft	Range	ROF	Anti-tank	Firepower	Notes
Typhoon	6"/15cm	2	6	3+	Aircraft (see page 41).

US PARATROOPER INFANTRY & GUN TEAMS

Infantry Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	16"/40cm	2	2	6	Tank Assault 3.
Bazooka team	8"/20cm	1	10	5+	Tank Assault 4.

Gun Team	Movement	Range	ROF	Anti-tank	Firepower	Notes
M2 60mm mortar	Man-packed	24"/60cm	2	1	3+	Artillery (see page 40).

BRITISH PAINTING GUIDE

BRITISH INFANTRY

All colour names and codes given are from the range of **Flames Of War** paints, available from the online store and **Flames Of War** Stockists. More comprehensive painting and modelling guides can be found on our website, www.FlamesOfWar.com.

All the colours you need to paint your British can be found in the **Quartermasters Paint Set** and the **British Paint Set**.

You will also find that the **Flames Of War** range of spray paints makes your basecoating step very easy.



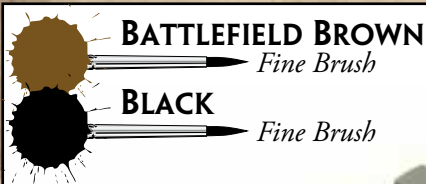
PAINTING BRITISH TANKS



Undercoat your model with **Firefly Green**. *Flames Of War* spray cans are ideal for undercoating, but you can also use a large brush to apply several thinned-down coats of normal acrylic paint.



Apply **Monty Shade**, thinned down with water. This will settle into the recesses and around raised detail, to create shadows and give the tank definition. When the wash is dry, drybrush the tank with **Firefly Green**, lightened with a little **Tommy Green**.



Paint the tracks **Battlefield Brown**, and paint the rubber road wheels **Black**. Optionally, you can also paint the tools and machine-gun **Black**, to make them stand out later.



Drybrush the tracks **Dark Gunmetal**, using a small drybrush. Paint the tool handles **Battlefield Brown** and the machine gun and tool heads **Dark Gunmetal**. You can use decals to add markings.



Stuart V Light Tank



M5 Half-track



Cromwell IV

BRITISH VEHICLES

TANK COMPANY

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



BUILDING YOUR COMPANY

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

TANK COMPANY HQ

2X M4A3 (LATE) SHERMAN



Company Command
M4A3 (late) Sherman



2iC Command
M4A3 (late) Sherman

130 POINTS

2X M4A3 (76MM) SHERMAN



Company Command
M4A3 (76mm) Sherman



2iC Command
M4A3 (76mm) Sherman

180 POINTS

2X M5A1 STUART



Company Command
M5A1 Stuart



2iC Command
M5A1 Stuart

70 POINTS

HEADQUARTERS

OR

OR

SUPPORT PLATOONS

COMBAT PLATOONS

ARMOUR



Tank Platoon

23

ARMOUR



Tank Platoon

23

ARMOUR



Tank Platoon

23

WEAPONS PLATOONS

ARMOUR



Heavy Tank Platoon

24

ARMOUR



Assault Gun Battery

24

ANTI-TANK



Tank Destroyer Platoon

25

RECONNAISSANCE



Cavalry Recon Platoon

25

INFANTRY



Rifle Platoon

25

INFANTRY



Parachute Rifle Platoon

25

TRANSPORT



Half-track Platoon

26

ARTILLERY



Field Artillery Battery

26

AIRCRAFT



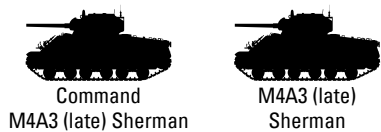
Air Support

26

COMBAT PLATOONS

TANK PLATOON

2X M4A3 (LATE) SHERMAN TANKS



130 POINTS

3X TANKS



195 POINTS

4X TANKS



260 POINTS

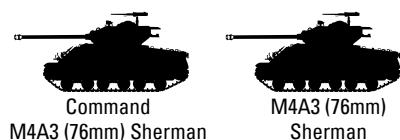
5X TANKS



325 POINTS

OR

2X M4A3 (76MM) SHERMAN TANKS



180 POINTS

3X TANKS



270 POINTS

4X TANKS



360 POINTS

5X TANKS



450 POINTS

OR

2X M5A1 STUART TANKS



70 POINTS

3X TANKS



105 POINTS

4X TANKS



140 POINTS

5X TANKS



175 POINTS

M4A3 (LATE) SHERMAN

Armament

M3 75mm gun, Co-ax MG, Hull MG

Top
Armour
1

Front
Armour
7

Movement
12"/30cm

Side
Armour
4

Weapon	Range	ROF	AT	FP	Notes
M3 75mm gun	32"/80cm	2	10	3+	

M4A3 (76MM) SHERMAN

Armament

M1 76mm gun, Co-ax MG, Hull MG

Top
Armour
1

Side
Armour
4

Movement
12"/30cm

Front
Armour
7

Weapon	Range	ROF	AT	FP	Notes
M1 76mm gun	32"/80cm	2	13	3+	

M5A1 STUART

Armament

M6 37mm gun, Co-ax MG, Hull MG

Top
Armour
1

Front
Armour
4

Movement
16"/40cm

Side
Armour
2

Weapon	Range	ROF	AT	FP	Notes
M6 37mm gun	24"/60cm	2	7	4+	

M26 PERSHING

Armament

M3 90mm gun, Co-ax MG, Hull MG

Top
Armour
2

Side
Armour
6

Movement
12"/30cm

Front
Armour
10

Weapon	Range	ROF	AT	FP	Notes
M3 90mm gun	32"/80cm	2	14	3+	

WEAPONS PLATOONS

HEAVY TANK PLATOON

1X M26 PERSHING TANK



Command
M26 Pershing

150 POINTS

2X TANKS



M26 Pershing

300 POINTS

3X TANKS



M26 Pershing

450 POINTS

4X TANKS



M26 Pershing

600 POINTS

5X TANKS



M26 Pershing

750 POINTS

OR

1X T26E4 SUPER PERSHING TANKS



Command
T26E4 Super Pershing

210 POINTS

2X TANKS



M26 Pershing

360 POINTS

ASSAULT GUN BATTERY

2X M8 SCOTT TANKS



Command M8 Scott HMC



M8 Scott HMC

80 POINTS

3X TANKS



M8 Scott HMC

120 POINTS

4X TANKS



M8 Scott HMC

160 POINTS

OR

2X 105MM SHERMAN TANKS



Command
M4A3 (105mm) Sherman



M4A3 (105mm)
Sherman

100 POINTS

3X TANKS



M4A3 (105mm)
Sherman

150 POINTS

4X TANKS



M4A3 (105mm)
Sherman

250 POINTS

M8 SCOTT HMC

Armament

M1A1 75mm howitzer, Co-ax MG

Top
Armour
0

Front
Armour
3

Movement
16"/40cm

Side
Armour
2

Weapon	Range	ROF	AT	FP	Notes
M1A1 75mm howitzer	16"/40cm	2	6	3+	

M4A3 (105MM) SHERMAN

Armament

M4 105mm howitzer, Co-ax MG, Hull MG

Top
Armour
1

Front
Armour
7

Movement
12"/30cm

Side
Armour
4

Weapon	Range	ROF	AT	FP	Notes
M4 105mm howitzer	24"/60cm	1	9	2+	

SUPPORT PLATOONS

TANK DESTROYER PLATOON

2X M10 3in GMC TANKS



Command M10 3in GMC



M10 3in GMC

120 POINTS

4X TANKS



M10 3in GMC

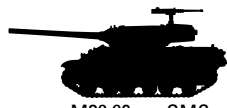


M10 3in GMC

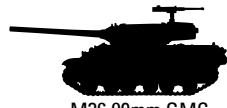
240 POINTS

OR

2X M36 90mm GMC TANKS



M36 90mm GMC



M36 90mm GMC

140 POINTS

4X TANKS



M36 90mm GMC



M36 90mm GMC

280 POINTS

CAVALRY RECON PLATOON

2X M8 GREYHOUND ARMoured CARS



Command M8 Greyhound



M8 Greyhound

60 POINTS

4X ARMoured CARS



M8 Greyhound



M8 Greyhound

120 POINTS



Find out more about M8 Greyhounds as well as some rules about how to add reconnaissance to your games.

<http://www.FlamesOfWar.com/OpenFire/UnitRules>

RIFLE PLATOON

1X RIFLE SQUAD



Command Rifle team



Rifle team



Rifle team



Bazooka team



Rifle team

110 POINTS

2X SQUADS



Rifle team



Rifle team



Rifle team

155 POINTS

3X SQUADS



Rifle team



Rifle team



Rifle team

PARACHUTE RIFLE PLATOON

1X RIFLE SQUAD



Command Rifle/MG team



Rifle/MG team



Rifle/MG team



M2 60mm mortar



Bazooka team

205 POINTS

2X SQUADS



Rifle/MG team



Rifle/MG team

265 POINTS

3X SQUADS



Rifle/MG team



Rifle/MG team

American paratroopers are excellently trained and battle hardened. They are rated as **Fearless Veteran**.

FEARLESS

VETERAN

HALF-TRACK PLATOON

2X M3 HALF-TRACKS



Command M3 Half-track



M3 Half-track

40 POINTS

3X HALF-TRACKS



M3 Half-track

60 POINTS

4X HALF-TRACKS



M3 Half-track

80 POINTS



Find out more about half-tracks as well as some rules about how to transport your troops over the battlefield.

<http://www.FlamesOfWar.com/OpenFire/UnitRules>

FIELD ARTILLERY BATTERY

2X M7 PRIESTS



Command M7 Priest



M7 Priest

90 POINTS

3X TANKS



M7 Priest

135 POINTS

4X TANKS



M7 Priest

180 POINTS

6X TANKS



M7 Priest



M7 Priest

270 POINTS

OR

2X M2A1 105MM HOWITZERS



Command
M2A1 105mm howitzer



M2A1 105mm
howitzer

60 POINTS

4X HOWITZERS



M2A1 105mm
howitzer



M2A1 105mm
howitzer

120 POINTS

OR

2X M1 155MM HOWITZERS



Command M1 155mm howitzer



M1 155mm howitzer

90 POINTS

4X HOWITZERS



M1 155mm howitzer



M1 155mm howitzer

180 POINTS

M2A1 105MM HOWITZER



Movement

Immobile

Weapon	Range	ROF	AT	FP
M2A1 105mm howitzer	72"/180cm	1	4	4+

Notes Artillery (see page 40), Gun shield.

M1 155MM HOWITZER



Movement

Immobile

Weapon	Range	ROF	AT	FP
M1 155mm howitzer	88"/220cm	1	5	2+

Notes Artillery (see page 40), Gun shield.

AIR SUPPORT

1X P-47 THUNDERBOLT



P-47 Thunderbolt

100 POINTS

P-47 THUNDERBOLT



Weapon	Range	ROF	AT	FP	Notes
Bombs	6"/15cm	1	5	1+	Aircraft.

US ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Movement <i>Range</i>	Front ROF	Armour Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
-----------------------	--------------------------	--------------	------------------------------------	-------------------------	---------------------

TANKS

M5A1 Stuart <i>M6 37mm gun</i>	16"/40cm <i>24"/60cm</i>	4 2	2 7	1 4+	Co-ax MG, Hull MG.
M4A3 (late) Sherman <i>M3 75mm gun</i>	12"/30cm <i>32"/80cm</i>	7 2	4 10	1 3+	Co-ax MG, Hull MG.
M4A3 (76mm) Sherman <i>M1 76mm gun</i>	12"/30cm <i>32"/80cm</i>	7 2	4 13	1 3+	Co-ax MG, Hull MG.
M26 Pershing <i>M3 90mm gun</i>	12"/30cm <i>32"/80cm</i>	10 2	6 14	2 3+	Co-ax MG, Hull MG.
T26E4 Super Pershing <i>T15E1 90mm gun</i>	8"/20cm <i>40"/100cm</i>	13 2	6 16	2 3+	Co-ax MG, Hull MG.

ASSAULT GUNS

M8 Scott HMC <i>M1A1 75mm howitzer</i>	16"/40cm <i>16"/40cm</i>	3 2	2 6	0 3+	Co-ax MG.
M4A3 (105mm) Sherman <i>M4 105mm howitzer</i>	12"/30cm <i>24"/60cm</i>	7 1	4 9	1 2+	Co-ax MG, Hull MG.

SELF-PROPELLED ANTI-TANK

M10 3in GMC <i>M7 3" gun</i>	12"/30cm <i>32"/80cm</i>	4 2	2 13	0 3+	Co-ax MG.
M36 90mm GMC <i>M3 90mm gun</i>	12"/30cm <i>32"/80cm</i>	4 2	2 14	0 3+	Co-ax MG.

SELF-PROPELLED ARTILLERY

M7 Priest <i>M2A1 105mm howitzer</i>	12"/30cm <i>72"/180cm</i>	1 1	0 4	0 4+	MG. Artillery (see page 40), Hull mounted.
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ARMoured CAR

M8 Greyhound <i>M6 37mm gun</i>	12"/30cm <i>24"/60cm</i>	1 2	0 7	0 4+	Co-ax MG.
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HALF-TRACKS

M3 half-track	12"/30cm	1	0	0	MG.
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INFANTRY TEAMS

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	
Rifle/MG team	16"/40cm	2	2	6	Paratrooper Rifle/MG teams are rated Tank Assault 3.
Bazooka team	8"/20cm	1	10	5+	Tank Assault 4.

GUN TEAMS

Team	Movement	Range	ROF	Anti-tank	Firepower	Notes
M2 60mm mortar	6"/15cm	24"/60cm	2	1	3+	Artillery (see page 40).
M2A1 105mm howitzer	Immobile	72"/180cm	1	4	4+	Artillery (see page 40), Gun shield.
M1 155mm howitzer	Immobile	88"/220cm	1	5	2+	Artillery (see page 40), Gun shield.

AIRCRAFT

Aircraft	Range	ROF	Anti-tank	Firepower	Notes
P-47 Thunderbolt	6"/15cm	1	5	1+	Aircraft (see page 41).

AMERICAN PAINTING GUIDE

PAINTING US INFANTRY

All colour names and codes given are from the range of *Flames Of War* paints, available from the online store and *Flames Of War* Stockists. More comprehensive painting and modelling guides can be found on our website, www.FlamesOfWar.com.

All the colours you need to paint your Americans can be found in the *Quartermasters Paint Set* and the *US Paint Set*. You will also find that the **Flames Of War** range of spray paints makes your basecoating step very easy.



PAINTING AMERICAN TANKS



Undercoat your tanks with **Sherman Drab**. *Flames Of War* spray cans are ideal for undercoating, but you can also use a large brush to apply several thinned-down coats of normal acrylic paint.



Apply **Bradley Shade**, thinned down with water. This will settle into the recesses and around raised detail to create shadows and give the tank definition. When the wash is dry, drybrush the tank with **Sherman Drab**, lightened with **Military Khaki**.



Paint the tracks **Battlefield Brown**, and paint the rubber road wheels **Black**. Optionally, you can also paint the machine-guns and tools **Black**, to make them stand out later.



Drybrush the tracks **Dark Gunmetal**, using a small drybrush. Paint the tool handles **Battlefield Brown** and the machine gun and tool heads **Dark Gunmetal**. You can use decals to add markings.



M5A1 Stuart Light Tank



M3 Half-track



M26 Pershing Heavy Tank

US VEHICLES

TANKOVY COMPANY

(TANK COMPANY)

RELUCTANT	CONSCRIPT
CONFIDENT	TRAINED
FEARLESS	VETERAN



BUILDING YOUR COMPANY

You must field one platoon from each box shaded black and may field one platoon from each box shaded grey.

TANKOVY COMPANY HQ

2X T-34 OBR 1942



120 POINTS

OR

2X T-34/85 OBR 1944



160 POINTS

HEADQUARTERS

SUPPORT PLATOONS

COMBAT PLATOONS

ARMOUR



Tankovy Platoon

37

ARMOUR



Tankovy Platoon

37

ARMOUR



Tankovy Platoon

37

ARMOUR



Tankovy Platoon

37

ARMOUR



Heavy Tank Platoon

32

ANTI-TANK



Heavy Assault Gun Platoon

33

ANTI-TANK



Assault Gun Platoon

33

ANTI-TANK



Assault Gun Platoon

33

ANTI-TANK



Anti-tank Platoon

34

INFANTRY



Strelkovy Platoon

34

ARTILLERY



Artillery Battery

35

ARTILLERY



Rocket Launcher Battery

36

AIRCRAFT



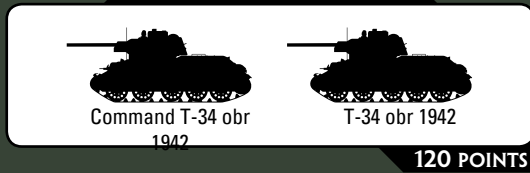
Air Support

36

COMBAT PLATOONS

TANKOVY PLATOON

2X T-34 OBR 1942 TANKS



3X TANKS



4X TANKS



5X TANKS



OR

2X T-34/85 OBR 1944 TANKS



3X TANKS



4X TANKS



5X TANKS



T-34 OBR 1942

Armament

76mm F-34 gun, Co-ax MG, Hull MG

Top
Armour
1

Front
Armour
6

Movement
12"/30cm

Side
Armour
5

Weapon	Range	ROF	AT	FP	Notes
76mm F-34 gun	32"/80cm	2	9	3+	

T-34/85 OBR 1944

Armament

85mm D-5T gun, Co-ax MG, Hull MG

Top
Armour
1

Side
Armour
5

Movement
12"/30cm

Front
Armour
7

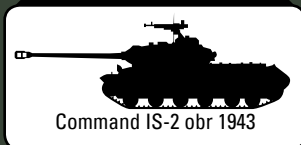
Weapon	Range	ROF	AT	FP	Notes
85mm D-5T gun	32"/80cm	2	12	3+	



SUPPORT PLATOONS

HEAVY TANK PLATOON

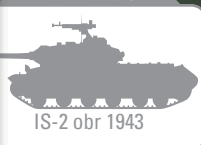
1X IS-2 OBR 1943 TANK



Command IS-2 obr 1943

130 POINTS

2X TANKS



IS-2 obr 1943

260 POINTS

3X TANKS



IS-2 obr 1943

390 POINTS

4X TANKS



IS-2 obr 1943

520 POINTS

5X TANKS

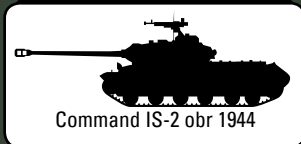


IS-2 obr 1943

650 POINTS

OR

1X IS-2 OBR 1944 TANK



Command IS-2 obr 1944

145 POINTS

2X TANKS



IS-2 obr 1944

290 POINTS

3X TANKS



IS-2 obr 1944

435 POINTS

4X TANKS



IS-2 obr 1944

580 POINTS

5X TANKS



IS-2 obr 1944

725 POINTS

IS-2 OBR 1944

Armament

122mm D-25T gun, Co-ax MG

Top
Armour
2



Side
Armour
8

Movement
8"/20cm

Front
Armour
11

Weapon	Range	ROF	AT	FP	Notes
122mm D-25T gun	32"/80cm	1	15	2+	

ISU-122

Armament

122mm D-25S gun

Top
Armour
2



Front
Armour
9

Movement
8"/20cm

Side
Armour
7

Weapon	Range	ROF	AT	FP	Notes
122mm D-25S gun	32"/80cm	1	15	2+	Hull mounted

ISU-152

Armament

152mm ML-20S gun

Top
Armour
2













Side
Armour
7

Movement
8"/20cm

Front
Armour
9

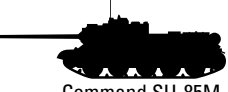







Weapon	Range	ROF	AT	FP	Notes
152mm ML-20S gun	32"/80cm	1	13	1+	Hull mounted

HEAVY ASSAULT GUN PLATOON

1x ISU-152 TANK	2x TANKS	3x TANKS	4x TANKS	5x TANKS
				
Command ISU-152	ISU-152	ISU-152	ISU-152	ISU-152
100 POINTS	200 POINTS	300 POINTS	400 POINTS	500 POINTS
OR				
1x ISU-122 TANK	2x TANKS	3x TANKS	4x TANKS	5x TANKS
				
Command ISU-122	ISU-122	ISU-122	ISU-122	ISU-122
110 POINTS	220 POINTS	330 POINTS	440 POINTS	550 POINTS



ASSAULT GUN PLATOON

2x SU-85M TANK	3x TANKS	4x TANKS	5x TANKS
			
Command SU-85M	SU-85M	SU-85M	SU-85M
180 POINTS	265 POINTS	355 POINTS	445 POINTS
OR			
2x SU-100 TANK	3x TANKS	4x TANKS	5x TANKS
			
Command SU-100	SU-100	SU-100	SU-100
210 POINTS	315 POINTS	420 POINTS	525 POINTS

SU-85M



Weapon	Range	ROF	AT	FP	Notes
85mm D-5S gun	32"/80cm	2	12	3+	Hull mounted

SU-100



Weapon	Range	ROF	AT	FP	Notes
100mm D-10S gun	40"/100cm	1	16	2+	Hull mounted

ANTI-TANK PLATOON

2x 57MM ZIS-2 GUNS



Command 57mm ZIS-2



57mm ZIS-2

75 POINTS

4x GUNS



57mm ZIS-2



57mm ZIS-2

150 POINTS



STRELKOVY PLATOON

1X RIFLE PLATOON



Command Rifle/MG team



Rifle/MG team



Rifle/MG team



Rifle/MG team



Rifle/MG team



Rifle/MG team



Rifle/MG team



Rifle/MG team

115 POINTS

2X PLATOONS



Rifle/MG team



Rifle/MG team



Rifle/MG team



Rifle/MG team



Rifle/MG team



Rifle/MG team



Rifle/MG team

215 POINTS

3X PLATOONS



Rifle/MG team



Rifle/MG team



Rifle/MG team



Rifle/MG team



Rifle/MG team



Rifle/MG team



Rifle/MG team

315 POINTS



57MM ZIS-2 GUN



Movement
4"/10cm

Weapon	Range	ROF	AT	FP	Notes
57mm ZIS-2 gun	32"/80cm	2	11	4+	Gun shield

76MM ZIS-3 GUN



Movement
4"/10cm

Weapon	Range	ROF	AT	FP	Notes
76mm ZIS-3 gun	32"/80cm	2	9	3+	Gun shield

122MM OBR 1938 HOWITZER



Movement
Immobile

Weapon	Range	ROF	AT	FP
122mm obr 1938 howitzer	80"/200cm	1	4	3+

Notes Artillery (see page 40), Gun shield.

152MM OBR 1943 HOWITZER



Movement
Immobile

Weapon	Range	ROF	AT	FP
152mm obr 1943 howitzer	80"/200cm	1	5	2+

Notes Artillery (see page 40), Gun shield.

ARTILLERY BATTERY

2X 76MM ZIS-3 GUNS

Command 76mm ZIS-3
76mm ZIS-3

60 POINTS

4X GUNS

76mm ZIS-3
76mm ZIS-3

120 POINTS

6X GUNS

76mm ZIS-3
76mm ZIS-3

180 POINTS

8X GUNS

76mm ZIS-3
76mm ZIS-3

240 POINTS

OR

2X 122MM OBR 1938 GUNS

Command 122mm obr 1938
122mm obr 1938

75 POINTS

4X GUNS

122mm obr 1938
122mm obr 1938

150 POINTS

6X GUNS

122mm obr 1938
122mm obr 1938

225 POINTS

8X GUNS

122mm obr 1938
122mm obr 1938

295 POINTS

OR

2X 152MM OBR 1943 GUNS

Command 152mm obr 1943
152mm obr 1943

95 POINTS

4X GUNS

152mm obr 1943
152mm obr 1943

190 POINTS

6X GUNS

152mm obr 1943
152mm obr 1943

285 POINTS

8X GUNS

152mm obr 1943
152mm obr 1943

380 POINTS

ROCKET LAUNCHER BATTERY

2X BM-13-16 KATYUSHA LAUNCHERS



Command BM-13-16 Katyusha



BM-13-16 Katyusha

50 POINTS

4X LAUNCHERS



BM-13-16 Katyusha



BM-13-16 Katyusha

100 POINTS

6X LAUNCHERS



BM-13-16 Katyusha



BM-13-16 Katyusha

150 POINTS

8X LAUNCHER



BM-13-16 Katyusha



BM-13-16 Katyusha

200 POINTS



BM-13-16 KATYUSHA

Movement

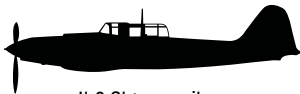
12"/30cm



Weapon	Range	ROF	AT	FP	Notes
BM-13-16 Katyusha	64"/160cm	2	2	4+	Artillery

AIR SUPPORT

1X IL-2 SHTURMOVIK



IL-2 Shturmovik

100 POINTS

IL-2 SHTURMOVIK



AIRCRAFT RULES

Find out how to use aircraft in *Open Fire!* on page 41.

Weapon	Range	ROF	AT	FP	Notes
Bombs	6"/15cm	1	5	1+	Aircraft



SOVIET ARSENAL

TANK TEAMS

Name <i>Weapon</i>	Mobility <i>Range</i>	Front <i>ROF</i>	Armour Side <i>Anti-tank</i>	Top <i>Firepower</i>	Equipment and Notes
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TANKS

T-34 obr 1942	12"/30cm	6	5	1	Co-ax MG, Hull MG.
76mm F-34 gun	32"/80cm	2	9	3+	
T-34/85 obr 1943 & obr 1944	12"/30cm	7	5	1	Co-ax MG, Hull MG.
85mm D-5T gun	32"/80cm	2	12	3+	

HEAVY TANKS

IS-2 obr 1943	8"/20cm	10	8	2	Co-ax MG
122mm D-25T gun	32"/80cm	1	15	2+	
IS-2 obr 1944	8"/20cm	11	8	2	Co-ax MG.
122mm D-25T gun	32"/80cm	1	15	2+	

ASSAULT GUNS

SU-85M	8"/20cm	9	5	1	Hull mounted.
85mm D-5S gun	32"/80cm	2	12	3+	
SU-100	8"/20cm	9	5	1	Hull-mounted.
100mm D-10S gun	40"/100cm	1	16	2+	
ISU-122	8"/20cm	9	7	2	Hull-mounted.
122mm D-25S gun	32"/80cm	1	15	2+	
ISU-152	8"/20cm	9	7	2	Hull-mounted.
152mm ML-20S gun	32"/80cm	1	13	1+	

GUN TEAMS

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
57mm ZIS-2 gun	4"/10cm	32"/80cm	3	11	4+	Gun shield.
76mm ZIS-3 gun	4"/10cm	32"/80cm	2	9	3+	Gun shield.
122mm obr 1938 howitzer	Immobile	80"/200cm	1	4	3+	Artillery (see page 40), Gun shield.
152mm obr 1943 howitzer	Immobile	80"/200cm	1	5	2+	Artillery (see page 40), Gun shield.
BM-13-16 Katyusha	12"/30cm	64"/160cm	2	2	4+	Artillery (see page 40).

INFANTRY TEAMS

Team	Mobility	Range	ROF	Anti-tank	Firepower	Weapons and Notes
Rifle team	6"/15cm	16"/40cm	1	2	6	
Rifle/MG team	6"/15cm	16"/40cm	2	2	6	
SMG team	6"/15cm	4"/10cm	3	1	6	Full ROF when moving.

AIRCRAFT

Aircraft	Range	ROF	Anti-tank	Firepower	Notes
Il-2 Shturmovik	6"/15cm	1	5	1+	Aircraft (see page 41).



SOVIET PAINTING GUIDE

All colour names and codes given are from the range of *Flames Of War* paints, available from the online store and *Flames Of War* Stockists. More comprehensive painting and modelling guides can be found on our website, www.FlamesOfWar.com.

All the colours you need to paint your Soviets can be found in the *Quartermasters Paint Set* and the *Soviet Paint Set*.

You will also find that the *Flames Of War* range of spray paints makes your basecoating step very easy.



- Tankovy Green**
Painted metal
- European Skin**
Exposed flesh
- Artillery Red**
Epaulette piping
- Military Khaki**
Satchel
- Dark Gunmetal**
Gun metal, tool heads
- Motherland Earth**
Rifle wood, tool handles
- Comrade Khaki or Military Khaki**
Uniform
- Greatcoat Grey**
Greatcoats, bedrolls & backpacks
- Black**
Boots, Belt

PAINTING SOVIET TANKS

TANKOVY GREEN
Large Brush



Undercoat your tanks with **Tankovy Green**. *Flames Of War* spray cans are ideal for undercoating, but you can also use a large brush to apply several thinned-down coats of normal acrylic paint.

ZHUKOV SHADE
Medium Brush
ARMY GREEN
Large Drybrush



Apply **Zhukov Shade**, thinned with water. This will settle into the recesses and around raised detail, to create shadows and give the tank definition. When the wash is dry, drybrush the tank with **Army Green**.

BATTLEFIELD BROWN
Fine Brush
BLACK
Fine Brush



Paint the tracks **Battlefield Brown**, and paint the rubber road wheels **Black**. Optionally, you can also paint the tools and machine-gun **Black**, to make them stand out later.

DARK GUNMETAL
Small Drybrush
BATTLEFIELD BROWN
Detail Brush



Drybrush the tracks **Dark Gunmetal**, using a small drybrush. Paint the tool handles **Motherland Earth** and the machine gun and tool heads **Dark Gunmetal**. You can use decals to add markings.



*T-34/85 obr 1944
Medium Tank*



*IS-2 obr 1943 Heavy
Tank*

SOVIET VEHICLES

SUPPORT PLATOON RULES

So, you've played a few games of *Open Fire!*, and you're looking into expanding your collection. You will find several new units to play with, including artillery and aircraft. Here are the rules for those new units.



ARTILLERY

Some tanks and guns are equipped as artillery. In the arsenal you will see that they have the Artillery ability listed in their notes. This means that the team can use the following rule:

A team with the Artillery rule may Shoot over friendly teams and terrain pieces, so long as at least one team in the platoon can see the target.

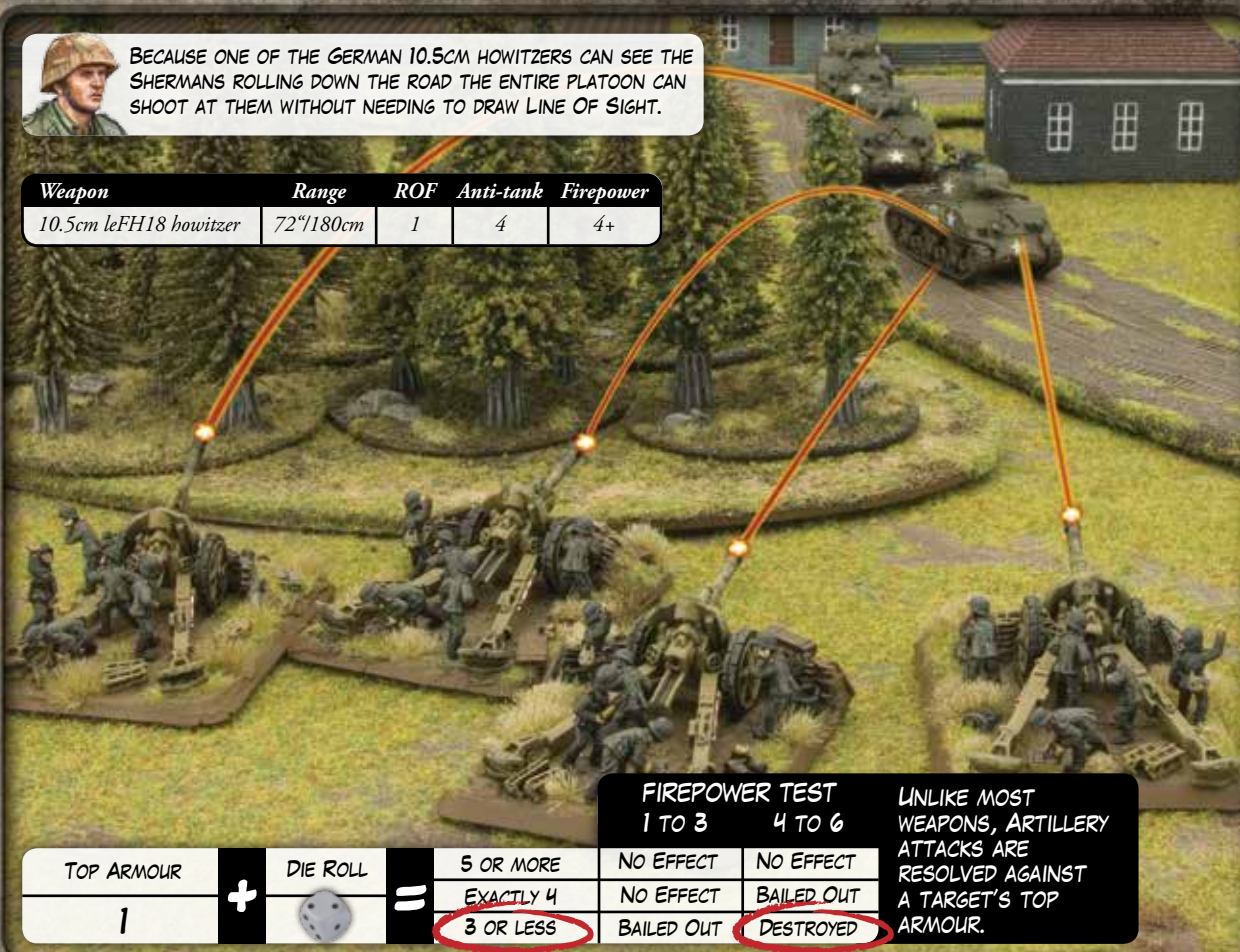
When shooting at enemy tanks, teams with the Artillery rule hit Top Armour instead of the usual Front or Side Armour.

SHOOTING WITH ARTILLERY



BECAUSE ONE OF THE GERMAN 10.5CM HOWITZERS CAN SEE THE SHERMANS ROLLING DOWN THE ROAD THE ENTIRE PLATOON CAN SHOOT AT THEM WITHOUT NEEDING TO DRAW LINE OF SIGHT.

Weapon	Range	ROF	Anti-tank	Firepower
10.5cm leFH18 howitzer	72"/180cm	1	4	4+



TOP ARMOUR	DIE ROLL		5 OR MORE	NO EFFECT	NO EFFECT
1	+		EXACTLY 4	NO EFFECT	BAILED OUT
			3 OR LESS	BAILED OUT	DESTROYED

UNLIKE MOST WEAPONS, ARTILLERY ATTACKS ARE RESOLVED AGAINST A TARGET'S TOP ARMOUR.

AIRCRAFT

Ground attack aircraft played an important role in World War II, and they will also help you on the battlefield as well! Aircraft are treated like any other team with the following rule:

Aircraft don't start the game on the table. Instead, at the beginning of each of your turns, roll a die to see if your aircraft arrives on the battlefield this turn.

- On a result of 5 or more, your aircraft arrives on the table.
- On any other result, your aircraft has not arrived this turn and you will have to try again next turn.

If your aircraft arrives, your opponent can try and shoot it down by rolling another die. If they roll a 6, they have shot down your aircraft and it doesn't arrive this turn (a new plane will be available next turn).

If the aircraft survives, you may place it anywhere on the table and shoot its weapon as normal. Like artillery, when shooting at enemy tanks, aircraft hit Top Armour instead of the usual Front or Side Armour.

At the end of your turn, your aircraft flies back to base to re-fuel and re-arm. You will have to roll again next turn to see if it arrives.

ROLL FOR AIRCRAFT



AT THE START OF THE BRITISH PLAYER'S TURN HE SUCCESSFULLY ROLLS A 5 WHICH MEANS HIS AIRCRAFT WILL ARRIVE.



THE GERMAN PLAYER ATTEMPTS TO STOP THE ATTACK BY ROLLING TO SHOOT THE PLANE DOWN. THEY FAIL TO ROLL A 6, SO THE AIRCRAFT ARRIVES.



AIRCRAFT SHOOTING



A LONE PANZER IV H MAKES A JUICY TARGET FOR THE BRITISH TYPHOON. THE BRITISH PLAYER PLACES HIS AIRCRAFT IN FIRING RANGE.

DURING HIS SHOOTING STEP THE BRITISH PLAYER SHOOTS WITH HIS AIRCRAFT JUST LIKE ANY OTHER TEAM.

Weapon	Range	ROF	Anti-tank	Firepower
Rockets	6"/15cm	2	6	3+

TOP ARMOUR
1

DIE ROLL
5

7 OR MORE
EXACTLY 6
5 OR LESS

FIREPOWER TEST
1 OR 2
3 TO 6
NO EFFECT
NO EFFECT
NO EFFECT
BAILED OUT
BAILED OUT
BAILED OUT
DESTROYED

UNLIKE MOST TEAMS, AIRCRAFT ATTACKS ARE RESOLVED AGAINST A TARGET'S TOP ARMOUR.

WHERE TO NEXT?

You've opened the box, assembled the figures and pitched your men against each other in battle. Where to next? While the *Open Fire!* box contains everything you need to learn and play your first games of *Flames Of War*, there is much more to discover.

OPEN FIRE!

If you want a casual gaming experience or want to focus on collecting and painting miniatures, then *Open Fire!* has a lot more to offer.

FLAMES OF WAR

If you want to dive into a complete rule set and field historical forces that perform just like their real-life counterparts, then *Flames Of War* is the game for you.



KEEP FIGHTING THE GOOD FIGHT

Add American and Soviet forces and expand your collection of German and British equipment by picking up one of our many *Open Fire!* kits. The great thing about these models is that when you decide to make the transition to *Flames Of War* you can take all your models with you.

www.FlamesOfWar.com/OpenFire



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You've completed your training and you've fought your first battles with the *Open Fire!* set. Now you're ready to command a full *Flames Of War* force!



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Download our **free** app and expand your *Open Fire!* forces into full *Flames Of War* armies.

Our app will give you access to:

- **FREE** army lists
- National special rules
- Unique Warriors to lead your men into battle
- Everything you need to field these armies in *Flames Of War!*



GET THE FLAMES OF WAR RULEBOOK

The inexpensive *Flames of War* rulebook builds on what you've learned with *Open Fire!* and adds many new layers and challenges to your game, such as national-specific rules, elite warriors to lead your men, reconnaissance and artillery bombardment rules, new missions, and more!