

Hobby

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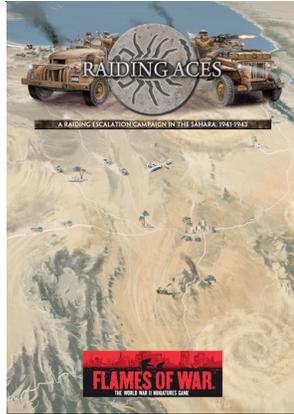
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Products mentioned in this Article

- FW303 Burning Empires
- BR758 LRDG / SAS Dismounted Patrols
- FR746 Legionnaire Sapper Platoon
- FR320 Laffly S15TOE (x2)
- IT752 Libyan Fucilieri Platoon

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Raiding Aces:
A Raiding Escalation Campaign in the Sahara, 1941-43

The Saharan Campaign, 1941-43.

The war in the deep desert was fought in three essential stages. The first was a struggle to secure the precious few oases in the deep southern desert. From these bases the raiders could then establish forward bases in the second phase of the war closer to the coastline. In the third and final stage of the campaign, the special forces in the desert fought a brilliant series of raids that paralysed supply and communication lines along the Mediterranean coast.

In Raiding Aces, you will dive straight into this war. Not only will you have to confront the enemy, but face the Sahara itself as you fight from watering hole to watering hole in order to launch your campaign of havoc upon the supply lines.

Remember, in the desert the motto is, who dares wins!

Battlefront TV [Visit the Battlefront TV channel on YouTube here...](#)

Raiding

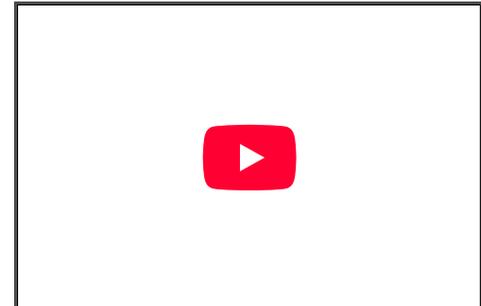
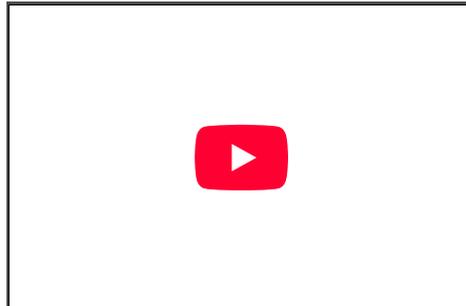
Mike takes a quick look at what you can expect to see in the Raiding lists covered by the new Early War book Burning Empires.

[Learn more about Burning Empires here...](#)

Raider's Campaign Pack Unboxed

Sean takes a quick look at what you can expect to see in the Raiding Aces Raiders Campaign Pack for use with the Raiding forces from the Early War book Burning Empires.

[Learn more about the Raider's Campaign Pack here...](#)



Below: Examples of the pages from the Raiding Aces Campaign Rules booklet.



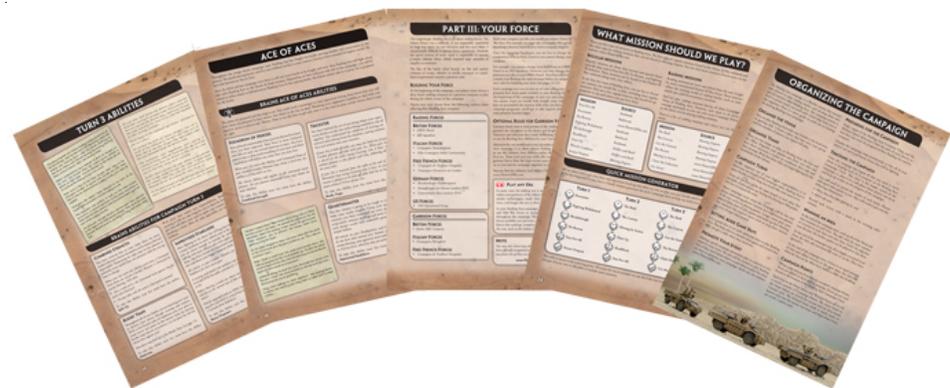
The 40-page Raiding Aces booklet covers the follow topics:

- Raiding Aces

- What Mission Should We Play?

- **Part I: The Campaign**
- Playing the Campaign
- **Campaign Result Table**
- Part II: Your Raiding Ace
 - **Selecting Abilities**
 - Turn 1 Abilities
 - **Turn 2 Abilities**
 - Turn 3 Abilities
 - **Ace of Aces**
 - Part III: Your Force
 - **Your Force in Turn 1**
 - Your Force in Turn 2
 - **Your Force in Turn 3**
- Tracks in the Sand
- **The Will of the Sahara**
 - Smash & Grab
- **Setting Up and Running the Mission**
 - Mission Special Rules
 - **Key Buildings**
- Demolition & Time Of Day Special Rules
 - **Smash & Grab Mission**
 - Organising the Campaign
 - **Abilities Quick Reference Sheet**
 - Raiding Aces Results Sheets
 - **Raiding Aces Company Chart**
 - Key Buildings Markers

Below: More examples of the pages from the Raiding Aces Campaign Rules booklet.



Free Download

Download a PDF version of the Raiding Aces booklet here...

This is a supplement for Flames Of War, the World War II miniatures game. A copy of the rulebook for Flames Of War is necessary to fully use the contents of this book.

We've also provided printable PDF versions of the Raiding Aces Result sheets and Command Chart for you to download. As a bonus we've also created a PDF version of the Key Building Markers to use during your campaign.

[Download PDF versions of the Raiding Aces Results Sheet, Command Chart and Key Building Markers here...](#)



Last Updated On **Monday, December 12, 2011** by Blake at Battlefront

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