

Flames of War Noob Guide Draft v0.1.5

Produced by /tg/

Written By

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Okay, this is going to be very rough at the start. When an article gets written and submitted via some method I haven't worked out yet **(Dump what you've written to a pastebin and throw the link into a comment here. I'll review it and put it in the proper section.)**, it'll be included here and the relevant bit in the contents list will be hyperlinked to it. So if you want to contribute but don't want to double up on someone's work, look for the bits that haven't been hyperlinked in the contents. I'll try to keep this relatively up-to-date.

Comment and leave suggestions on anything and everything profusely. This is a group project, after all. (No, seriously; if you leave it all up to me it'll get lost in the aether for months on end)

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<Insert intelligent and sage advice here>

Introduction & Basic FAQ

By Screaming Eagles

Welcome to Basic Training!

Hello, and welcome to A Noob's Guide to Flames of War. The goal of this document is to act as both a FAQ and a guide to new players to the game.

What follows will be a series of articles for helping new players learn about the game, and how to get started with collecting, building, painting, and playing Flames of War.

What is Flames of War?

Flames of War is a historical wargame set in World War II. There is also a version of the game set in the Vietnam War, as well as the Arab-Israeli Wars. Since you're already on /tg/, I'll assume that I don't have to explain to you what a wargame is. And hopefully I don't have to explain to you what WWII or the Vietnam War are either. Arab-Israeli War is not assumed knowledge, but is on Wikipedia.

The core WWII game is split into three Historical eras, Early War, Mid-War, and Late War. This is

part of an effort to handle the technological changes that happened over the course of the war. The German army of 1939 wouldn't stand a chance against the US army of 1945, so they split the war up by year in order to make balancing the game easier based on what technology the different nations had at certain times.

However, because of the game being split up by when things happen in the war, that also means that it can't follow The "Codex" style of Warhammer 40,000. There is no single "Codex: Germans" or "Codex: Soviets" for example. There are instead multiple books for each era that focus on certain important historical campaigns. This makes things slightly confusing for beginners who might not know which books they need to buy to start up an army that they would like to play.

So, what book(s) do I need?

The short answer is the one that appeals to you most. The longer answer is slightly more complicated. Here is a list of the current books, and what time periods they cover:

Early War – Blitzkrieg, Hellfire & Back, Burning Empires, Rising Sun, Barbarossa

Mid-War – Eastern Front, North Africa

Late War – Forces, Atlantik Wall, Overlord, Market Garden, Bridge by Bridge, Grey Wolf, Red Bear, Blood Guts & Glory, Devil's Charge, Nuts, Fortress Italy, Desperate Measures, Bridge at Remagen, Road to Rome, Nachtjäger

Vietnam – Tour of Duty

Arab-Israeli - Fate of a Nation

WW1 - Great War

So, what Eras do people play the most?

As always, that depends on your local gaming group. It's always good to check and see what people in your area play before you go jumping in head-first.

That being said, generally speaking the most popular era at the moment seems to be Late War. In a close second is Early-War. And in a distant "Holy Shit! People actually fucking play this?" third place are Mid War, A-I, GW and Vietnam.

What scale minis does the game use?

Flames of War uses 15mm (1/100) scale miniatures. This is a very common scale in historical miniature wargaming, and almost everybody who makes historical miniatures will have a range of 15mm scale WWII minis.

Does that mean I can use minis from another manufacturer?

Yes. Of course. This isn't Games Workshop we're talking about here. Battlefront miniatures does not have any sort of monopoly on 15mm WWII minis whatsoever. And a Sherman is a Sherman no matter what company made it.

What nations can I play as?

Americans, British, Germans, Soviets, Hungarians, Romanians, Finns, Polish, French, Italians, Japanese (currently Early War-only), Spanish (Mid-War Only), North Vietnamese('Nam only), South Vietnamese('Nam only), ANZAC(Early War, Mid War, Late War(Kiwis only) & 'Nam), Egypt/Syria, Jordan, Israel and any others I've missed...

How do the various nations play?

We will go into detail on the play styles of the various nations in other articles in the Noob Guide. Keep in mind that these are only the knowledge and experiences of the players from the /tg/ Flames of War community. It is not the gospel truth, and should be treated only as the educated advice of a small handful of players.

Additional New Player Guide info, by Bartosz!

GERMANY:

Germany offers one of the most diverse armies in the game, with literally over a hundred armored vehicles to choose from. Their army is fast and strong, though you usually have to key your army to attack or defend. Their Infantry is excellent, and can fight while in an armored transport. Their Tanks are nice, but tend to have low side armor. Tiger class tanks are an exception to this, as they epitomize heavy warfare.

On the down side, expect to be surrounded or at least outnumbered, and have fun fitting your special, unique force to every scenario you encounter.

It must be stated there are two very legitimate Sub-armies within the German forces:

SS: These super-elite super-nazi's literally live the words of Hitler. They usually get a smattering of good equipment, and have really unique morale rules. Do not expect them to be cheap.

Fallschirmjager: these airborne troops are some of the hardest in the game. Though lightly equipped, they brought as many numbers as possible, to account for expected losses. Usually they are special rules light.

Germany is typically Confident Veteran, though the special armies are usually Fearless Veteran. However, special lists run the gamut from Reluctant Trained or Veteran to Fearless Trained...

RULES:

Stormtrooper: this rule allows a skill check to move in the Assault phase. Since Tanks can't assault other tanks, this becomes the Tank-fighter's dream rule. It can also get those troops in there faster, and allows dismount under pressure if need be. Considered the best German rule, or by some, the best rule in the game.

Kampfgruppe: not often used, this allows your 2iC to suddenly create a new platoon from other parts of platoons before the game. If you need x number of platoons, and are missing 1, this gets very useful.

Mission Tactics: a granddaddy rule many nations began to use, Germany started this approach. Essentially, the death of your platoon leader does not cement your platoon to the spot. Instead, you can insta-promote a base to the lost leader base, and continue as normal next turn...

Tiger Aces / Panzer Kanone: Tigers and some SS units will get the ability to roll special abilities for their Tank Commanders, or in the case of plain tigers, each and every tank platoon gets to roll...these can either be useful little tricks, or can be power-enhancing surprises.

Armored Rocket launcher / Stuka Zu Fuss: some German artillery have special rules. Pioneer transports can often pack one sue artillery, while the Armored Rocket launchers can Stormtrooper to get rid of the smoke rails that usually gives away rocket-based artillery. Armored Rocket launchers can purchase extra crew for launchers dirt cheap, which doubles the number of tubes when bombarding. This is a no-brainer selection for them.

StuH is the new black, 32" range, Direct fire smoke and Breakthrough gun make it the best anti-infantry, anti-gun tank in the game. In Fortress Italy, you can have 2 platoons of 4 StuHs in some of the Hermann Göring lists.

PanzerFaust Trap teams: These are 2-man PanzerFaust armed teams available as Fearless Veterans for Fallschirmjäger in Bridge by bridge and Fearless Trained in Bridge at Remagen, SS-Panzerbrigade Westfalen list. They can be put in ambush at any terrain, in own or no-mans land >2" from any opponent teams but recon. They are independent teams, but can assault or shoot the Faust. One 20-point team can kill any tank or artillery team to make the life difficult for opponent. They can't shoot or assault if there are friendly teams in 4". Good tactic is to drop 3-4, then shoot with all but one, then assault the tanks.

SOVIET RUSSIA

Your wallet had better be ready....

There is no greater army in the game than Soviet Russia. By that we mean you will likely fill the table-side with your forces in high-point games, and it typically costs 300 USD to start a Soviet force. Your forces are giant, unwieldy, and full of controversy. The soviet army has slightly better stats than most forces, and come in humongous, marginally cheaper units. Soviet tanks are either basic brawlers or low rate-of-fire big gun specialists, most of which aren't really tanks. They field masses of troops that literally have to take twice as many casualties. They field entire battalions of Artillery.

All in all, it's a very basic army.

Soviet forces are rated differently depending upon the time period. In Early War (Rising Sun), the Red Army is Confident Conscript. In Mid War (Eastern Front), the city militia are Confident Conscript, the Red Army is Fearless Conscript, and the Guards formations are Fearless Trained. In Late War (Red Bear Revised), the Partisan forces are Confident Conscript, the Red Army is Confident Trained, and the Guards formations retain their Fearless Trained.

Note: Soviet forces, due to their size, use a rule called "Centralized Control". This effectively just scales-up the nomenclature for Soviet Platoons and Companies. In short, Soviet "Companies" follow all the rules of a Platoon, and a Soviet "Battalion/Regiment" follows all the rules of a Company. Note: Soviet forces do not have access to Smoke ammunition or Smoke Bombardments. There is a running joke that T-70s are a Soviet player's "Smoke"...

-:RULES:-

Centralized Control: The Red Army's organization sizes differed substantially from that of Western Nations. For example, a full Soviet Tank Company consisted of only 10 vehicles, 1 command vehicle and 3 platoons of 3 tanks. Likewise a company of Heavy Tanks or of Assault Guns had only 5 vehicles, and in some cases as few as 2! Battalions were organized of 2 to 3 companies, which means a Tank Battalion had only 21 to 31 tanks in it! Centralized Control is therefore a rule designed to work with the Soviet's Company and Battalion sizes. As mentioned above, just scale up the nomenclature... A Soviet "Company" is in all intents and purposes treated as if it were a Platoon. And likewise a Soviet "Battalion" is in all intents and purposes treated as a Company.

Infiltration: This is arguably one of the best rules the Soviets have access to, and one of the most overlooked by beginners. Think of Infiltration as a "Poor-Man's Spearhead", except nearly every Soviet list can get it in some way. The way it works is certain platoons (usually Spetznaz or Scouts) will have the Infiltrate ability. Within the description for the unit, it will say which units they may also infiltrate with. After deployment, during the Recon Movement, an Infiltrating platoon may elect to Infiltrate (provided they are attacking), and move up to 16". They may bring another unit with them, who also may move up to 16" and must remain in command distance of the Infiltrating platoon. If any of your infiltrating teams end in Line of Sight, are not in Concealment, and are within 16" of the enemy, you automatically give up your first turn and the Defender goes first. If an infiltrating team ends its movement in Line of Sight and within 16" of an enemy Recce team, then you also give up the first turn. Provided you weren't automatically detected, the Defender then rolls a dice to see if your infiltration was noticed. If they roll a 6, you give up the first turn and they go first, otherwise the game proceeds as normal.

Komissar: This rule allows you to negate a failed morale check by killing a team in that unit, and rolling again. Higher versions of Komissar can step in and help the commissar should the re-roll

fail a second time... Generally speaking, this is an upgrade found on most Soviet Infantry "Companies". The morale reroll means that Confident troops will reliably pass their Motivation checks, and Fearless will be damned near unstoppable. If you like shooting your own men to pass a motivation check, Kommissars are very useful.

Decoy: Some Soviet Platoons are considered to be Decoy Platoons, mostly in Late War during the Operation Bagration time period. These platoons are (sometimes) Spetsnaz, and Decoy Tanks. To summarize, in order for the opponent to fire at a Decoy unit, the platoon must first pass a skill check. If passed, the Decoy unit is identified and no longer considered a Decoy. If the test is failed, then the unit may not fire at the Decoy unit, but may instead fire at a different target. Only one check is made for each platoon in a turn, provided the Decoys are a valid target. So long as they Decoys haven't been identified, Air Support cannot directly target them. If the Decoys shoot, or assault, then the gig's up and they lose their Decoy status. Generally this is a minor perk rule that makes Spetsnaz just a little more annoying for the enemy than they already are, and a minor perk that doesn't help the Decoy Tanks suck any less.

-Infantry-

Quality of Quantity: Soviet infantry with 15 or more stands needs twice as many shots to repel in defensive fire, or to be pinned down from direct fire. It also increases your Charge into Contact and Counterattack bubble to 12" instead of the usual 8". This **CAN** be a very useful rule. Requiring twice as many hits to be pinned or repelled from defensive fire is good. But keep in mind that a large infantry blob tends to drag in more enemy teams for Defensive Fire... And ultimately you're only ever going to be Conscript or Trained, so you'll take far more hits than a Veteran infantry platoon anyways. TL;DR: Be smart with how you assault, and take time to figure out which directions to come from, in order to minimize Defensive Fire. Do this, and Quality of Quantity can be a very good rule to have.

Shtraf Companies: Basically a Cannon-Fodder unit. If you have them, your army gets Always Attacks. Shtraf companies may never Dig-In, they always pass Motivation Checks on a 2+, and they don't count as destroyed when wiped out or add to the number of operational platoons.

Smoke Pots (LW only): A utility rule for Storm Battalion Combat Companies and Engineer Sapper Companies. When assaulting, you can opt to leave any would-be assaulting teams out of the initial assault to attempt a skill-check in order to give the entire company Concealment. Less useful than it sounds, really...

Sapper Body Armor (LW only): Hilariously frustrating to opponents when it works... Gives the Engineer Sapper Company a 6+ save in Assault only, to represent the big, steel plates of body armor they wore as protection against shrapnel, small arms fire, and explosions they would cause. Generally this is not something to rely on. But when a Sapper Body Armor saves you from being run over by a King Tiger, the butt-frustrated German player's face makes it a

memorable occurrence.

Faustnika (LW only): Sapper Engineers organized all their looted panzerfausts into entire squads, and employed them to some effect against bunkers and fortifications. As a result, Faustnikas are ROF 2 (due to number of Panzerfaust-wielding soldiers), have Bunker Buster, and can move AND fire at bunkers or infantry/gun-teams in buildings. They otherwise follow all the other rules of a Panzerfaust (move-or-shoot unless as mentioned). Really not all that useful (aside from ROF 2), due to Firepower 5+ being rather unimpressive on a Bunker Buster.

Wave Attack (EW only): Rising Sun represents the nearly inexhaustible manpower of the Red Army at it's worst. This rule allows you to roll a dice during your starting step to see if a destroyed Strelkovy Company returns to the field (4+). As an added "benefit", you can elect to destroy a strelkovy company below 50% casualties yourself, in order to roll and see if they come back on at full strength. Overall a characterful rule for a Confident Conscript infantry army.

Dual Command (EW only): Basically, your Commissars ARE the Platoon Command Teams during this stage of the war. Have fun murdering buckets of your own troops!

Close Supervision (EW only): In Early War, the Battalion Command team, or Battalion Kommissar team, must be within command range of the company it's joined in order for it to reroll it's motivation. In a sense, this shortens your CiC's range for motivation rerolls during EW.

-Artillery-

Volley Fire: Not really an artillery rule, but it allows Gun teams that are not HMG's or AA to reroll their to-hit dice against targets within 16", provided the gun teams did not move. This applies to Anti-Tank Rifles, 82mm Mortars, and even the huge 152mm field guns. Does not apply for Bombardments or Defensive Fire.

Wall of Steel: Used only for the "God of War" Artillery option. Essentially this rule just allows your ZiS-3 76mm field guns to direct-fire, while the 122mm howitzers fire bombardment, at the same time. Rarely all that useful... Generally you don't want your artillery in Line of Sight, and ZiS-3s don't have a high Anti-Tank to begin with.

Roll up the Guns: Allows all Medium and Heavy gun and staff teams to move as Light gun teams, which means your artillery has the option to move closer and join a shooting fight later in the game. Of questionable worth, really. Most useful for your Anti-Tank field guns, like the ZiS-2 57mm.

-Tanks-

HEN AND CHICKS: (Note that this rule is a hot topic of heated debates... Be careful in using

this term). First, a bit of explanation is in order. Hen and Chicks is designed to bring down the cost of Soviet Tanks, except in Early War (Rising Sun). And for that Soviet players get a nice discount on their T-34s. Hen and Chicks is otherwise a penalizing rule that makes it so that if one tank in a tank company moves, then all the vehicles in the company count as having moved (note: by company this means the Soviet version of a platoon). Furthermore any vehicle with Hen and Chicks suffers a -1 penalty to it's main-gun to-hit roll when shooting while moving. In other words, moving 1 tank in a tank company will cause all the tanks in the tank company to count as having moved, and they will all suffer a -1 penalty to-hit. The exception to this is when a tank that was out of command moves to rejoin the company command range. In this situation, only the tank moving back into command distance will suffer the penalty. Obviously this is a rule designed to enforce a "move -or- shoot" ideology to playing with Soviet tanks. It is therefore a good idea to get in the hang of planning your turns ahead of time, and moving your tank companies when you absolutely need to.

Guards Heavy Tanks: This rule exists solely as an exception to the Hen and Chicks. Any Soviet Company with the Guards Heavy Tank rule is therefore exempt from Hen and Chicks entirely. This mostly applies to the KV-1, KV-1s, KV-85, IS-85, IS-2, IS-2 obr 1944, Lend Lease Churchill II, SU-152 ISU-152, and ISU-122. It does NOT apply to the Mid War Mixed Tankovy heavy tanks, or to the Early War T-28 and T-35.

Limited Vision: Another penalty rule. Limited Vision is very similar to Slow Traverse in that it gives you a -1 penalty to hit for shooting at a target beyond your front 180°. It also imposes the penalty of having to keep your turret pointed straight ahead when the tank is moving. Overall this is a relatively minor penalty because...

Cupola: This upgrade to a Soviet Tank Company removes Limited Vision from all of the tanks. And it's generally pretty cheap, too!

Turret Rear Machine Gun: This rule is mostly found on the KV series, IS series, T-28, and T-35 heavy tanks. The rule is designed purely for assault purposes, and forces enemy teams to reroll any successful hits against the vehicle in an assault.

Volley Fire: Wait, it's here too? You bet your sweet communist ass it is! Volley Fire not only affects your gun teams, it also affects Turretless Tank teams, such as the ISU-152, or SU-76. This means Soviet Assault Guns get a really (REALLY) nice perk for doing what they were designed to do... Drive up, park, and shell something into oblivion! Rerolls are golden, and Volley Fire is one of the reasons why Soviet Assault Guns are arguably some of their best vehicles.

Cat-Killer: This rule is a copy-pasta from the British National Rule: Semi-Indirect Fire. Basically it is another Reroll to-hit when stationary rule, like Volley Fire is. The difference however is that instead of rerolling versus teams at short range (16" or less), Cat-Killer lets you reroll your to-hit dice so long as the entire target platoon is at long range (beyond 16"). This means the rule

mostly is to keep the Tank Killer (a.k.a. Medium Self Propelled Artillery) back and firing from a distance. As an additional perk, it can be used when the vehicles ambush! This rule applies to the SU-85, SU-85M, SU-100, and lend-lease M10.

Tankodesantniki: Also known as Tank Escorts. Germans and US have borrowed this rule extensively in Late War, but it is mostly a Soviet rule. Tank Escorts is a utility upgrade that adds an additional dice to the vehicle in assault, meaning a tank with tank escorts gets 2 assault dice. As an added perk, a vehicle that could assault a defending platoon in difficult terrain can instead just send the escorts in, limiting them to 1 dice in assault but needing no Bog Checks. Lastly vehicles with Tank Escorts receive +1 SMG dice for Defensive Fire (4" range), and have an extra 4" SMG dice to shoot with during their shooting phase, that can target a different platoon. Overall a rule mostly used to get more assault dice onto a vehicle, or provide it with *something* for defensive fire purposes (as in the case with most Assault Guns).

Tank-Rider Companies: Soviets have a specific infantry company that is called "Tank Riders". Tank Rider Companies retain their 3+ infantry save when riding on a tank. This sounds nice at first, but ultimately this rule does very little for you as every hit against the tank will cause a hit against every infantry stand riding on it. This means if someone sprays your tanks with machine gun dice, and scores 2 hits on each tank, every infantry stand on every tank would need to take 2 saving throws at a 3+... So this rule is a minor perk designed to give your Tank Rider company a sporting chance if they happen to be caught on the back of a vehicle still. Dump them off at your earliest convenience, because you DON'T want to have to use this rule if you don't need to. You've been warned.

Land Battleships (or also known as "So big, we needed special rules"): Land Battleships is a collection of rules for Early War designed to work with the monstrous T-35 (5-turreted Derp Tank). To summarize, all main gun weapons beyond the first you fire will be at ROF 1 (cumulative penalty with Hen and Chicks). Land Battleships that are not Bugged, and suffers a Bailed Out effect, will instead become Bugged Down. If it becomes Bailed Out while Bugged Down, then it becomes both Bailed Out and Bugged Down. If Bailed Out, but not Bugged Down, the Tank can move but cannot Shoot. If Bugged Down, but not Bailed Out, the tank can still shoot and can fight in assaults and is not ignored for Tank Terror. And if a Land Battleship is both Bugged and Bailed, it rolls to free itself separately from both conditions. It really is just easier to play with the T-28s, or run the T-26 swarm...

-.Soviet Unit Synopsis:-

Early War:

T-38: Not as good as the T-20 Komsomolyets for light tank MG platform. Go with those instead.

T-26: Mainstay of EW Soviet Tank hordes. Use it. Love it. Laugh when they die in droves.

BT-5: A weakly armored Standard Tank. Best just go for the BT-7.

BT-7: You really should just be using the T-26, unless you really want that Standard movement.

T-28: Big and meaty. Not shabby for an assault tank, and looks hilarious. Upgraded armor isn't a bad idea, and same with the gun.

T-35: The Lord of derpy tank designs. Sadly not as interesting as it's point-cost and rules suggest... but it's there. Expect to see it bogged, or bailed, and struggling to do something quite often.

KhT-26/KhT-130: Whether you go for the extra flamethrower shot is up to you, but like all Flame Tanks these have the potential to a crap ton of damage... or die in a spectacular explosion.

T-20 Komsomolyets: Cute Machine Gun delivery systems. And cheap, too! Nuff said.

SU-12: Meh... fragile little assault gun. But hey, it gets volley fire.

BT-7A : Probably the better choice between the assault guns.

BA-20/BA-6/BA-10: The EW Soviet Armored Cars are just too expensive for what you're getting out of them in this time period.

Quad Maksim on Truck, DShK on Truck: Standard AA choices for EW.

Tachanka: Interesting little wagon if you're hell bent on a Cavalry army.

Artillery: Gonna suck at Conscript levels... so don't expect much out of it, ever. At this point, their best use would probably be in a more direct fire role with occasional half-assed bombardment attempt.

45mm obr 1937: Solid stats for an EW AT gun. Same with the 76mm Field Guns.

Infantry: Is infantry, and at confident/conscript level will die in droves and flee semi-frequently.

I-153: Cheap and worth taking.

Mid War:

At this point, it is worth considering the price increase to go Guards. Upgrading from Conscript to Trained costs a lot, but also comes with some substantial perks. Try both if you want, and pick the one that suits you best.

-Light Tanks-

T-26s: Can you say MW T-26 swarm!? A tragic yet hilarious thing in this time period. Their guns are lacking by this point of the war, but they make decent cannon fodder.

T-60: Meh... neat looking, and cheap.

T-70: Has some serious problems. ROF 1 hurts, but it kills this vehicle thanks to also having Hen and Chicks. If you take them, take them as an assault unit with the Wide Tracks. Or for a smoke-screen once they explode.

Valentine: A bit pricey, but they're solid little Slow Tanks. The No HE is a problem, so decide whether you want a Co-Ax MG, or a bigger gun and Protected Ammo.

Stuart: The go-to Light Tank for Soviets. Worth the cost usually, and arguably one of the best "Light Tanks" they have access to. Give it the AA MG, and spray 5 dice at infantry in the open!

-Medium Tanks-

T-34: The mainstay of Soviets in (soon to be) all eras. In MW, it's solid. It won't scrap with a

Tiger, but you can flank a panther. And Wide Tracks is a nice addition to it, although Fast Tank is only situationally useful. Not a bad choice, and the gun is "good enough". Take the '57 if you are going Conscript Red Army and can. The armor upgrade isn't worth the loss of Wide Tracks IMO.

Matilda II: Laughingly good, although not good against medium tanks or heavier. Spam them if you want, and pair them up with more tank-threatening options.

M3 Lee: Ahistorically awesome, much like the Matilda is. Not a bad choice in bulk, even if the Soviets hated it in real life.

M4 Sherman: Surprisingly not a bad choice, either. AT 10 is actually quite good in MW until you go up against heavies. And unlike the T-34, the M4 can actually flank and potentially knock out a Tiger... with luck.

-Heavy Tanks-

(as usual, stay away from the Heavy Tankovy Battalion)

KV-1e: Old faithful. A beast in MW against anything shy of a Panther/Tiger. And low enough in cost so you can at least get a couple. Like all heavy tanks, let them support your army... not BE your army.

KV-2: King of Derp! Only available in Mixed Tankovy, but it is a hilariously bad, scary tank. Bunker Buster limits it's ability to move and shoot, although you weren't going to hit much anyways with a -2. Still, AT 10 with a 1+ Firepower is pretty slick.

KV-1s: Standard Tank speed on a KV at the cost of 1 point of Frontal Armor is not a bad trade-off. Tossing on Wide Tracks makes it a solid choice.

KV-85: The Soviet Tiger of MW. It is brutally expensive, but capable of going toe-to-toe with some of the biggest. It can't frontally engage a panther, and the Tiger's got an edge... but it has a mean gun for this time period, and you're not unreliable.

Churchill III/IV: Surprisingly not that bad of a choice. ROF 3 with an AT 10 gun can be a pain for most non-cat tanks in this time period. And it's about as tough as a KV-1s, just not as fast. NO HE's a problem, but you've got Protected Ammo (with Guards!) and Wide Tracks.

-Flame Tanks-

OT-34: Cheap, decent. Wide Track Flamethrowers. Good choice, just don't expect to hit much with ROF 1 and H&C.

KV-8s: If you're going for a Heavy Flame Tank, do yourself a favor and pick the KV-8s for the Standard movement.

-Assault Guns-

SU-76: Comes in two variants. The Top Armor 1 variant, and the Wide Tracks variant. Their AT values are no better than a T-34, but you've got Volley Fire. I swear by these little underdogs.

SU-122: The Volley Firing Breakthrough Gun of terror. Decent AT value for this period, and ROF 2 just makes it amazing. Worth getting if you want to dig out... anything.

SU-85: Good, but fragile, Tank Killer for the Soviets. Has the same beefy gun the KV-85 has,

but at a fraction of the cost and survivability. Tigers will think twice about being in their sights, just keep them safe (admittedly difficult when you're Conscript).

SU-152: Bunker Buster's limitations means you won't be firing at tanks while you're moving... But this is probably the best gun you've got in Mid War. They're pricey, but they'll make cats think twice about hanging out in their line of sight.

-Armored Cars-

Comes down to whether you want Jeep (BA-64), or Wheeled with a 45mm. Either works.

-Artillery-

Katyusha: Never been a big fan of them. They tend to be really fragile, easily dealt with, and a bit lackluster. IMO, go for better artillery options.

82mm Mortars: No smoke, but the direct fire is pretty impressive for digging out guns and infantry. Otherwise their bombardment is only good for pinning.

120mm Mortar: Probably one of the best artillery options Soviets ever have. I swear by them, and their AT is good enough to give Medium Tanks some pause.

76mm Field Guns: Bombardment wise, only good for pinning. Direct Fire wise... meh.

76mm ZiS-3: Good enough AT. Suck Bombardment.

122mm: Standard for a God of War. Don't take one without these.

152mm: Expensive, and has a God of War investment cost. Still, if you want heavy on the artillery, these'll do nicely.

-Field Guns-

85mm: Give them extra crew and throw them in concealment or else they'll die.

45mm: Not a bad little light gun.

57mm: Standard Issue Bom-Go-Tonk. Get them.

76mm: Good enough. Not preferable to the 57 though.

Infantry is Infantry. But at least you can be Trained now.

-Air Support-

You have some options, but you're not getting any Priority right now. Chaika's are cheap and reliable. Il-2s are a match for anything you could go against, but will cost you.

-Late War:-

Upgrading from Red Army to Guards at this point is largely dependent upon how motivated you want your troops to be. Fearless is nice and not too expensive compared to going from Conscript to Trained. But if you're trying to squeeze every last tank in your list, you might want to just go Confident.

-Light Tanks-

T-70: Still having serious problems. ROF 1 and H&C still a problem. Although they are the only

LW "Light" Tank with Wide Tracks.

Valentine: Still solid little Slow Tanks with the same lack of HE.

Stuart: Still the go-to Light Tank for Soviets.

-Medium Tanks-

T-34/76: At this point the AT 9 is a liability, but they still have a place thanks to their low cost, and wide-tracks.

T-34/85: The workhorse for LW Soviet Tanks. Cheap enough, but otherwise lacking in bells and whistles. It loses its Fast Tank and Wide Tracks for +1 Front Armor and +3 Anti Tank.

Matilda II: Still good if you spam them and want a dirt-cheap, Top Armor 2 assault tank. Pair them with SU-100s.

M3 Lee: A dirt-cheap alternative Medium Tank. AT 10 isn't as useful, but the tanks come cheap.

M4 Sherman: The 75mm isn't as useful in LW. Generally not a popular choice during LW.

M4 76mm Shermans: Very similar to the T-34/85, but with one less Side Armor and Protected Ammo. Being Guards, with Protected Ammo, makes them amazingly adept at coming back from being Bailed Out. Not a bad alternative if you're willing to pay to points for both Fearless (mandatory) and Protected Ammo.

-Heavy Tanks-

(as usual, stay away from the Heavy Tankovy Battalion)

Keep in mind only the IS-2 can take Tank Escorts.

KV-1e: By LW standards, it's tragically outclassed against most everything. And its Slow speed doesn't do it any favors. For a Heavy Tank, at this point there are far better options, although none of them are as cheap.

KV-1s: The gun suffers the same problems the KV-1e has, but the speed and Wide Tracks makes it worth considering if you want a cheap assault tank.

KV-85: The KV-85 has an interesting potential as being one of the two Heavy Tanks with a semi-decent gun in LW, and the ability to move and fire to a degree of efficiency. Because of this, it's not a bad choice if you don't want to pay extra for Front Armor 10.

Churchill III/IV: As with MW, has ROF 3 with AT 10, Protected Ammo, and Wide Tracks. Slow Tank and Front Armor 8 however is a bit of a liability at this point.

IS-85: The upgrade to the KV-85. The only difference between the IS-85 and KV-85 is the 1 extra point of Front and Side armor.

IS-2 obr '43 and obr '44: The IS-2 runs into a problematic issue. ROF 1 on its main gun hurts it pretty badly. And with its armor, you're paying a lot of points for the -1 penalty to shoot when you move. The main issues here are compared to other ROF 1 vehicles, and heavy vehicles. The KV-85/IS-85 can move and fire better than the IS-2. The ISU-122 and SU-100 can both out-shoot the IS-2 for less. The Matilda can out-horde it while still giving you Top Armor 2 in assault, and the KV-8s is a very effective flame-tank that can follow up with an assault and still has Turret Rear MG if its victims get feisty. For what the IS-2 brings you, other units simply do

it's variety of jobs better.

-Captured German Tanks-

In all cases, ROF 1 is the killer here. Decoy does very little to help these vehicles. So ultimately the Decoy Tank option is really more of a modelling option, as none of the options are really worth it. Spetznaz are really the better option for where the Captured Tanks sit in briefing lists.

-Engineering Tanks-

OT-34: Same as Mid War. Not a bad flame tank.

OT-34/85: Not worth it. Compared to the OT-34, you give up Wide Tracks and Fast Tank so you can have AT 12... Which would matter if you weren't ROF 1 with Hen and Chicks.

Compared to the KV-8s: Wide Tracks, Standard movement, Front Armor 8, Turret Rear MG, and ROF 3 flame thrower with Firepower 5+. Even with a max of 5 in the company, it's probably the best choice.

-Assault Guns-

SU-57: An interesting, cheap, little 57mm armed Half-Track. Unfortunately it eats the same slot as the SU-100...

SU-76: At this point, Front Armor 3 and AT 9 seems absolutely terrible... and you'd be right. But at 145 points for 5, these things are a steal. Most lists pits them against other, better choices... not the least of which is the SU-122. But a dirt-cheap, expendable, Wide-Track assault gun that can unleash a surprisingly potent volley fire, shouldn't be underestimated. Especially when you can run 21 of them for the low cost of 610 points. Escorts optional.

SU-122: Still the Volley Firing, ROF 2, Breakthrough Gun monster. It won't do well against tanks at this point, but it still will ruin any infantry or gun teams it can volley fire on.

SU-85: Really cheap AT 12 on a Front Armor 5 chassis with Cat Killer. In most lists, it's fighting for a slot against the SU-100. In a Medium Self Propelled Artillery list, it's a low-cost, reasonably effective combat company.

SU-85M: It loses Standard Tank movement and earns itself Overloaded for whatever back-asswards reason... but it gets Front Armor 9 out of this deal. Worth considering, as it can move and fire with only a -1 penalty.

SU-100: Strikes fear in panthers, and looks mean while doing it. The SU-100 has the SU-85M's chassis, front armor and all... with an AT 16 death cannon. Historical inaccuracies aside, this little beast now has a purpose as a long-range anti-tank asset. It won't take down a King Tiger or Jagdtiger, but 4 of them cost less, will produce more shots, and have rerolls at long range. It's glaring problem is that it's a ROF 1 vehicle with Hen and Chicks. But with Cat Killer, you shouldn't be moving it much anyways.

M10: A novel idea if you're going for an all Lend-Lease list... otherwise just get yourself some Soviet Tank Killers. Without the US Tank Destroyer Doctrine, these are just glass cannons.

SU-152: A poor-man's ISU-152 at this point.

ISU-152: Take the SU-152, put it in a company of up to 5 tanks, add a .50cal AA MG option,

and give it +1 Front and Side armor. AT 13 isn't too much to write home about, but Volley Firing Bunker Buster will still kill the hell out of everything in a building. And Firepower 1+ makes it pretty damned sexy. As with the SU-152, moving at all will cause problems with your ability to hit tanks. Keep this in mind.

ISU-122: The Tank-Destroyer version of the ISU-152. Generally this is the more popular ISU option. It mounts the same gun as the IS-2 (AT 15, ROF 1, Firepower 2+, Breakthrough Gun), but comes with Volley Fire. And it's considerably cheaper, too. The lower Front and Side Armor compared to the IS means you don't want to go recklessly assaulting things, but this is the tank you want if you're after that 122mm AT 15 gun.

-Armored Cars-

The BA-64 is a sleeper hit. Spetznaz lets you utilize Infiltrate, but BA-64s are still a good little Recce MG vehicle.

-Artillery-

Katyusha: Still not a fan, even after the improvements with the bigger rockets, and skill check to remove smoke trails.

82mm Mortars: Still only really good for pinning, and direct fire Firepower 3+.

120mm Mortar: Still probably the most underrated, yet most useful Soviet Artillery by far. Worth the points, especially if you're running something mobile like Tanks or Razvedki.

76mm ZiS-3: Mediocre AT. Suck Bombardment.

122mm: Same as MW. Standard for a God of War. Don't take one without these.

152mm: Same as MW. Expensive, and has a God of War investment cost. Still, if you want heavy on the artillery, these'll do nicely.

Upgraded Reserve 122mm and 152mm Field Artillery: Unless you're putting them on the front line, just go with the lower direct-fire AT versions.

-Field Guns-

85mm: Still throw them into concealment and give them their extra crew.

45mm: Still not a bad little gun in support of infantry. I usually grab a few in my Storm Battalions.

57mm: Standard Issue Bom-Go-Tonk. Still.

76mm: Mediocre. Not preferable to the 57 though.

BS-3 100mm: Waste of time. Too expensive, no Cat Killer, and still ROF 1. Go with the 57s, or the ROF 3 85s. If you're going to get some AT 16, do yourself a favor and just get SU-100s.

Infantry is Infantry. The only major changes here are the addition of Engineer Sappers, Storm Company, and a few other minor differences. Engineer Sappers are bleedin pricey, but you'll be hard pressed to find a Soviet unit more adept at throwing back a tank assault. Storm Company is an interesting formation that can pick it's loadout before deployment. Strelkovy is still the best option if your only care is throwing as many bodies on the table as humanly possible.

-Air Support-

Your only options now are II-2s. Which are good. But expensive. Expect to pay 200 points at the minimum for Limited air support...

USA:

The USA has access to vehicle spam, automatic infantry weapons galore, and an almost infinite supply of Machine Guns and Bazookas. Though not blessed with great stats, their technology and Artillery oft stands out and makes the difference. Expect to see either a lot of tanks, or specialized tanks. Their Tank-Destroyers are very good at ambushing armor, and each and every platoon-leader in their army can call in artillery strikes. USA's downside is in their need for synergy.

American troops are usually Confident Trained, though they get to Veteran status rather fast once they join a theatre.

RULES:

Tanks: Though US tanks get a lot of nice accessories like Hedge-cutters and Tank Telephones, it is their Stabilizers that set them apart in WWII. These allow tanks to 'double-tap' at a +1 to hit. It does not so well against veteran German tanks in cover, but if you catch your foes in the open, or better yet, if those foes are Russians in a Red Star / White Star game, this rule can wreck enemy tank formations. Later, US tanks get Detroit's Finest and Smooth Ride, rules which allow a little movement but full rate of fire, or the ability to take a normal tank and push it almost as fast as a light tank, to 14". Their Jumbo tanks also have ridiculous armor, and soak the first hit given to the platoon.

Artillery: sorry, we have to mention Artie next: not only can every damn leader call in strikes, but USA can also mix separate staff-team units for combined bombardment, as well as perform time on target. If you hit with your first range-in, you force the enemy to re-roll successful saves. Very nasty, since USA gets the AOP in it's full capacity. The USA can also call in Naval Gunfire at times...

AOP: what is this little flying shit? The key to your success! Though essentially a fragile little butterfly, it can call in strikes in lieu of any other spotter. It can also move about the board at free will, just place it where you want. Also, the Americans use their AOP to spot hidden troops, so you can't ambush AA guns right next to the AOP. Pretty nice, eh?

Tank Destroyer Doctrine: essentially, you send in a few jeeps to scout for your TD's. When they want, you can spring an ambush of your TD's within 6" of the jeeps, as the jeeps flee the table. Since they don't count as moving, your enemy has to take a full barrage of high-potency anti-tank fire...

Additionally, all TD units count as Reconnaissance, so it's harder to hit them if they didn't fire, and they can roll a skill check to flee if shot at.

Mounting and Dismounting HMG's: If you play armored rifles, you will want to buy the prescribed extra bases of LMG and 50.cal HMG available to US players. Besides being crazy prepared, Armored Rifle Platoons can mount and dismount their HMG's, allowing to switch out basic rifle teams for various MG-class teams, or can take LMG's and add their power to an armored

half-track. Not often used, but it needs mention.

Automatic Rifles / Truscott Trott: US troops receive no penalty for shooting while moving, and can re-roll their first failures in defensive fire. Also, them Murricans love them marchin' soldiers! When they march, US soldiers move 16", not 12"

Additional Side note: Most forces get Airborne Troops as a small aside force. However, if you are a fan of the series Band of Brothers, you can field the guys from that series. Buy the Nuts book, buy a box of Parachute Rifle Company, and buy the blister called Easy Company. Also, no Captain Sobel, so you're good to go out and forget your map...

BRITAIN AND COMMONWEALTH:

Good Ol' Blighty and it's Commonwealth can expect to field bland-looking armies in brown or drab, but they are good all-rounders who have quite a few shooty tricks and are stubborn in Assault. Britain is quite competitive and is not willing to let Germany or the USA have the show!! Their units often have nice rules, and their special characters just drip with flavor. Their units are either respectfully good at what they do or somewhat hit-or-miss. They have the best Light tank, Heavy tanks in Early War, and very flexible artillery.

Britain is a well-balanced army that really has no obvious downside.

Britain, as a Lend-Lease partner, gets access to American Equipment.

Britain tends to be Confident Trained, though they acquire veteran status earlier than most other allied armies.

RULES:

Night Attack: British Infantry Companies may elect to attack at night, putting a random factor to the shooting aspect of the game in the early turns.

British Bulldog / Carry on Sergeant: Brits are stubborn in assault, you need to pass a morale-type check to extend an assault, so their re-roll allows you to do just that. Carry On allows you to assault without your leader! Useful if the enemy was dumb enough to park close, or just failed their own assault.

Tally Ho and BroadSides / Semi-Indirect Fire: Early on, Brits loved streaming along with tanks in Fluid warfare. You only count your Turret for armor direction and can fire fully on the move under 16". Lessons of war later dictated the Brits sit back and pound the enemy with shell-fire. This allows a re-roll on long ranged shots when sitting still...

Artillery: UK artillery usually comes in larger helpings, with fluid spotters and staff command, and can oft choose to re-roll their first failed range-in, force re-rolls on the enemy, mix together units of artillery for greater effect, or call in Naval Gunfire. They also have access to the dreaded AOP (see American rules)

Some special Notes:

Guards: units rated as guards get an additional morale-re-roll.

Scottish: Scots units get a bagpipe, which can help with morale. Oddly, the bag-piper is a little

tougher than others...

Indian, Gurkha, and Maori: if you have tribal guts, they show in-game

New Zealand, Australia, and South Africa: they usually eschew Bulldog for Mission Tactics (see Germany)

FINLAND:

Undersupplied and Desperate, the Finns do not let the enemy scare them. This army's special rules just reinforce the fact that the Finns are not an army for the casual player. They use an odd mix of German, Soviet, and outdated random equipment. You can't rely upon numbers, and you can't rely upon special rules. You honestly need balls to play as Finns, and they reward nutsy play. Their tank list can be one of the hardest armored lists to play.

Finns are typically rated as Confident Veteran or Fearless Veteran.

RULES:

Hunters: The nice ability to march through wooded terrain and to ignore snow effects with their infantry. If you are a Finnish player, you pray for Winter and Forest terrain.

Self Sufficient: see Mission Tactics under Germans.

Bitter Enemies: this allows the Finns re-rolls to counter-attack Soviets. In Early War, this was made universal, but this has yet to be widely retconned.

Artillery: Finnish artillery can share spotting teams w/o a staff team, can combine bombardments with Staff-team artillery, and can re-roll their third attempt to range in, giving them a desperate last resort. (great for smoke)

ITALY:

Only available in Early and Mid War, Italy is the result of a quick boost to power. You can typically rely upon greater numbers, and having a healthy smattering of integrated infantry support gear, but don't expect any amazing tanks unless you ally with Germans. They do have some neat Self-propelled Guns, and their artillery is often effective.

Their downfall is that their equipment usually gets outclassed fast.

Italian forces generate their ratings on random tables, unless they are Airborne.

COMMON RULES:

Avanti: Much like Hussar for Hungary, Avanti lets you skill check to move in the shooting phase. This is helpful if you really want to assault, but giving up your shooting phase might have consequences.

8 Million Bayonets: this is how you get random ratings. If you roll well, you get a bargain!

Unknown Heroes: this is a fun one, if you pass a morale check re-roll, you may nominate your platoon command to become a hero. He gets the warrior rules, and passes morale checks on a 2+. As you may have noticed, this combo's quite nicely with Avanti for getting those assaults to

work. But, it also allows easier pin recovery on the defense.

Hungarians (Not your Poor man's Germans)

Hungarians have a very interesting mix of locally designed and imported German equipment, and Company organizations (IE: their army lists) that are very different to their German counterparts.

Hungarian armies can be rated From Confident veteran to Fearless conscript.

Hungarian National Rules:

Huszar

Similar to the German Storm-trooper, but is rolled for during the shooting phase instead of the Assault phase. This means you can Huszar and then assault.

Not particularly useful for Armor, but for infantry and cavalry it can be a difference maker.

Preparing for the Coming Storm

Re-rolls on skill tests to dig in. Very useful as digging in (or failing to) will decide the game for infantry forces.

Hungarian Heroes:

Late war the Hungarians get one, Ervin Tarczay. He's a Fearless Vet Warrior (ether Turan II, Panzer IV, Tiger I or Panther) that gives the platoon he leads Storm-trooper in addition to their native Huszar. He also re-rolls misses with his main gun and re-rolls failed saves vs guns in defensive fire.

A very good hero, but only available to the Tank Company.

German Equipment:

Late war the Hungarians have access to the bread and butter type German equipment, Panzer IV's, StuG's, Panthers, Tigers I's, Hetzers, Panzerfausts, Panzerschrecks, nebelwerfers, Pak40's, 88 guns, etc... the list goes on and on.

They don't get a lot of the Rarer/Weirder German stuff, or the heavier Assault guns, tank hunters or Armor.

This is why they are often referred to as a poor man's German army, because some of this equipment comes at a discount due to the lack of storm-trooper and mission tactics.

These rules are extremely useful for armor, and anybody running Hungarian armor will miss them.

Mid war most of the above (if available at all) is only as German Allies. For midwar German equipment they get a smaller selection of German stuff, mostly older medium tanks like the Panzer III and Panzer 38G.

Hungarian Armored Vehicles

Turan I/II

One of Hungary's own designs, this "Medium" tank this tank resembles a Stuart or Panzer III depending whether it is a Turan I (ROF 3 AT 7 gun) or a Turan II (ROF 2 AT 9 gun).

Dirt cheap, with 5 Turan I's coming in at 290pts with protected ammo to boot. The Turan II can only be taken in 3 strong platoons which limit its usefulness.

This tank is best used to fight other light armor (Like US Tank Destroyers) or thin skinned vehicles. Decent enough assault tank vs infantry if fielding an all armor company. Cheap enough that its easy to squeeze them into any list.

Toldi II/IIa

Another Homegrown design, the Toldi is a reconnaissance light tank. It has enough armor that rifle fire won't drive it off and can be upgraded with the Turan I's gun, giving it quite a bit of punch vs most other recon vehicles.

A fully upgraded platoon of 5 runs 220 points.

A very nice recon vehicle due to it's armor and tracked mobility. With the Upgrade its a serious threat to Armored cars, half-tracks and most Tank Destroyers

Nimrod

This is a self propelled 40mm Bofors AA gun. Cheap and multi-purpose.

Zrinyi II

The most famous Hungarian vehicle and for good reason. This is basically a StuH with slightly

thinner side armor but much cheaper. Hungarians can field a whole company of them!

AA machine gun, option for Schurzen.

The Zrinyi II is rolling infantry genocide. Just don't get flanked and keep enemy armor away from them.

Other Hungarian units of note:

Huszars

Hungarian Cavalry which can be fielded as a whole company. Sometimes counts as Reconnaissance depending on briefing.

149mm 14/31M

An AT 5 FP 2+ Bombardment for 175 (CT) or 225 (CV) points. A serious threat to infantry AND armor.

Hungarian Organization:

I'm going to only cover the lists available in Grey Wolf, as those are the ones I'm most familiar with. There is a Free PDF covering the Hungarian forces on the Don, Mostly Infantry and Cavalry! (Germans cannot into horse).

HUNGARIAN STEEL: The Tank company (*Harckocsizo Szazad*)

Training & Motivation is Confident Vet.

It is Ridiculous how many ways you can field this force, it can be everything from a light tank swarm to an heavy armor company.

4 slots for Medium or Heavy tanks (Turan I/II, Panzer IV, Panther or Tiger I's), 1 Slot for Light armor (Toldis) and another for either light tanks, Assault guns (Zyrini's), or Allied German Medium armor.

That is a lot of armor. There is a limitation on the number of Tigers or Panthers you can put in the list, but you realistically will never have enough points to hit it so I don't know why they bothered to put it in.

Options for up to 4 Nimrods, Two different types of Pioneers (flame throwers vs Huszars), nebelwerfers, and motorcycle scout infantry.

There is also the hero, which is probably a must have if running Panthers or Tigers or not taking

an allied German platoon of said vehicles.

Panthers and Tigers can be bought in platoons of Two tanks, something some German players I know get a hard-on for because its "points efficient." Probably a good and cheap way of getting a potent anti-armor force with the hero.

Overall, a very fun and competitive list.

Motorized Infantry company (*Gepkocsizo Lovesz Szazad*)

Confident Vet Infantry with truck transport options.

Big rifle/MG infantry platoons (9 stands!) with panzerfaust command team option. the HQ can get two Panzerschrecks and Panzerfausts for the command teams.

Pak 40's for AT guns, a lot of possible Pioneer support, motorcycle or light tank recon, up to two Armor options (including assault guns and German allies).

Limited in the artillery options, but it can get the two best ones anyway (Nebs and the 149mm guns).

The only real downside to this list is the lack of half-track mounted infantry. Otherwise solid motorized list.

Assault gun Battery (*Rohamagyus Uteg*)

Confident Vet.

One of the Highlights of the Hungarian faction, this Assault gun list is just better than its German Counterparts.

HQ and combat platoons come in three flavors, the Zrinyi II (reason #1 this list is better than the German lists), the StuG, and the Hetzer. Hetzers can come in platoons up to 5 strong (reason #2 since they are CV and not CT), but the Zrinyi and the StuG only come in platoons of three.

You only have one option for Armor support, but its got all the usual options so you can get some big guns (with storm-trooper) to back up your assault guns. Recon options!!! (Reason #3) motorcycle or Armored Cars.

Plenty of Infantry (pioneers) and artillery support. The only thing the Germans have on the Hungarians when it comes to Assault guns is Tank riders but meh, with the option to field up to 10 Zrinyi's you don't need them.

If you want to run an Assault gun Company in general or a Hetzer list, this is how you do it.

Infantry Company (*Puskas Szazad*)

CV or CT

Basically a non-motorized version of the Motorized Infantry company.

Things of note however:

Can have street or field fortifications.

Calvary (are recon to boot)

Less tanks but more Assault gun choices (very nice)

More Artillery

No allied German Armor. Not as important for infantry so it's hardly a negative.

More AT guns.

This infantry list is great, big platoons of Vet Infantry backed up by lots of AT options (many of which are also Breakthrough or Bunker Buster) make it capable of handling anything, even attacking other infantry companies.

Volunteer Rifle Company (*Onkentes Puskas Szazad*)

Fearless Conscript or Confident Trained.

These were the crazy motherfuckers defending Budapest along with the Feldhernhalle Division.

Very Cheap infantry in big platoons but with a lot of AT options, backed up by Vet Germans (A LOT of vet Germans). Can be fortified (street) and its a good idea to take this option.

Can field a lot of Assault guns (two slots for them) or German Armor (shares a slot with the assault guns). Even has recon (hilarious).

They get a special rule where they can hold a platoon composed entirely of infantry and/or gun teams in Immediate ambush regardless of mission (Very cool).

Summary:

Hungarians get access to the useful German equipment but with a better organization (for FoW purposes, idk about historically), along with very cool homegrown equipment and units the

Germans don't get (like Calvary).

You can play them as "cheap Germans" but I think their national rules and organization would lend them to being played more as "Defensive Germans."

I haven't messed with or played Hungarians out of the PDF's or in Mid-war, so I left them out.

But I do have some thoughts on them after giving the pdfs a once over.

Hungarian Infantry PDF:

The Regular infantry list

The big difference of this list compared to the one in Grey Wolf seems to be that it has less German equipment and allies to choose from, and some different recon options. But you don't really need any of that anyway (the German shit, not the recon, recon is always good).

So if you are starting off from scratch you could play this list and not really miss anything, the list out of Grey wolf might be preferred if you already have a big German army as you can sub them in as needed.

Border Guards

Trained is a big draw back for infantry IN GENERAL, but you can get away with it with some smart deployment and big platoons, which this list has.

Auto Defends helps out greatly as well, now only fortified companies will trump you. Deploy smart and you will never have to move.

The base combat platoons can get a flamethrower for free (technically once you use that flamethrower the team is removed, so yeah it does have a cost, but they did their duty for the homeland!). Flame throwers are infantry kryptonite. Just watch as your opponent furiously measures everything a dozen times to make sure no infantry or unarmored vehicle is in range of them.

The only AT you get is the pathetic 36M gun, so your best bet with them is to put them 7.5 inches behind the front rank of infantry for defensive fire purposes. Pray your opponent rolls a 1. At least they are cheap.

Plenty of artillery, which will probably be your best bet at killing tanks at a distance.

So this list could be a good FUCK YOU (buy every HMG) to anybody else who plays infantry. Probably going to struggle vs Tank armies though.

Recon Company

A bit more balanced than the Border Company, with more AT options, tanks, etc...

Smaller platoons than the Border company, but cautious movement should help with that.

Neat Gimmick, but I would go with the Border Guard's gimmick before this one. Or Regular infantry if I expected more than a token amount of tanks.

Pioneer Company

Pioneers can be fun, as you are basically playing an unfortified fortified list. Also lots of flame throwers.

When I play German Pioneer lists (which this one resembles) I'll take two fully upgraded combat platoons, all the HMG's, and then some tanks and artillery.

You will win or lose based on where you put your mines or barbed wire, and sometimes its going to suck hard when you have to attack infantry and the supply trucks you paid for are basically useless. Its going to be tough having to attack.

I really don't like how this list only has one artillery option, though once your done buying everything else at vet prices you probably won't be able to afford more than one.

The main thing that I can't stress enough is that when playing unfortified infantry (or at least infantry that doesn't have a auto defend rule) is that you need to have a plan to attack infantry. Tanks are easy, if you deploy right a tank list is going to break itself on you, but attacking infantry with infantry is hard as hell to pull off unless you are FoW Jesus.

The Cavalry PDF:

The Cavalry company

The thing about Cavalry is that while they have some nice rules, look awesome, and are fast, they use the large bases and are practically guaranteed to get hit 5 times, bouncing any awesome assault they could have pulled off. So its best to think of them as motorized infantry that get some special rules that might come up if your opponent leaves a weak or unsupported infantry platoon somewhere.

If you really want to do cavalry, I suggest picking up one platoon of them and running this list with 1 Mounted and 1-2 Dismounted. Make sure you have the models to represent the mounted platoon as dismounted if need be.

Otherwise this list is good, I don't see anything that sticks out though. Just Play it like an infantry list that gets the option to upgrade it's combat platoons to Cavalry rather than a Cavalry list.

The Cavalry (light) Tank Company

A basic tank list where the base combat platoons are Turan I's.

I like Turans, I've used turans in a lot of lists, I've even used a Turan company in a tournament, and I've had reasonable (I didn't win a single fucking game but I didn't make it easy for my opponents) level of success with them.

They must have some big guns backing them up, preferably panthers. Otherwise your opponent is just going to sit his shermans or Panzer IV's or whatever, up on a hill and wreck you.

Otherwise treat them as slow stuarts.

The Heavy Cavalry Tank Company.

Same list as the Cavalry tank company but now the combat platoons are Turan II's.

Now this list could have been a nasty customer, especially in today's AT13+ meta where anybody bringing tanks, is bringing light or medium tank hordes.

But you can only take the Turan II's in platoons of three. That makes this list Garbage, thats all that needs to be said.

In conclusion, I think the Infantry PDF lists are nice, and stand up with the ones in Grey Wolf.

The Cavalry lists though are not as good, and if I was going to run Hungarian tanks I would go with the ones in Grey Wolf.

Keep in mind these are my semi-educated opinions, so don't blame me when somebody way better than you whoops your ass six ways to sunday or it turns out I was wrong about some detail.

Romanians [Needs to be edited/updated to take Red Bear Revised into account]

By Anonymous

Your Bread and Butter lists are Puscasi and Tancurii/Tancurii Medii - Infantry and Armour. You

also have Vanatori Motorizata and Cavaleri - Motorised Infantry and Cavalry, respectively, and are a bit oddball comparatively. Though frankly they're all like running an EW list in LW.

Random motivation aside, you also have a variety of either German or Soviet support.

Going German gets you Panzerschrecks, StuGs, PzIVs, CV Grenadiers and Panzergrenadiers, German Tube Artillery and Stuka air support.

Soviets give you Katyushas, a variety of Shturmovye infantry, and a Tankovy company, flame tank company, or assault gun company.

Puscasi are your basic infantry list. They are much like Soviets and Italians in that their compulsories are fuckoff-huge infantry companies. The Puscasi list requires two companies and a HMG platoon as compulsories; these can get expensive fast.

However, this is not as unwieldy as it looks and are a nightmare to attack - Romanians use the EW French rule where dug-in infantry do not block fields of defensive fire from dug-in gun teams behind them. Needless to say, this can be nasty.

Tanks in a Puscasi list are utterly dependent on allied armour - All the Romanians get natively is a single 3-strong T38 platoon. T38s otherwise being known as the Panzer 38(t). From Early War. Yeah.

German Allies offer PzIV H and StuG G support, whereas Soviets contribute T-34s, Matildas, Lees, several kinds of Flame tanks, and Assault guns.

The strongest Puscasi support comes from the absurd numbers of ATGs, Mortars and Artillery the list can take. Heavy artillery is in limited (but cheap) supply, mortars of all sorts are everywhere and field artillery can be bought cheaply in 12-packs. This artillery also uses the EW French Artillery rules, allowing for some very silly combined bombardments. German Tube arty is available, but fuck that shit. Katyushas are also kinda meh here.

Puscasi have access to a surprisingly large number of both Pioneers (multiple platoons worth) and Recon (in both Infantry or Cavalry varieties). The Recon may not see much use, but having the option is useful.

The Idea with Puscasi is to have a massive kill-zone - your units don't block each other's LoS when set up properly, and thus you have many overlapping fields of fire. You are also able to screen your fragile gun teams much more effectively. Artillery saturation is easy, cheap, and is a hallmark of the list. If you need to attack, you have both plentiful recon and armour support. Armour is almost always going to be allied, but there's enough choice to make that less of a problem.

Just watch out for the random motivation - the vast majority of your army is only rated Regular, and that Soviet allied companies gain 'Always Attack' against other infantry companies if Prepared Positions are being used.

Tancuri and Tancuri Medii are a bit odd, organization-wise. Tanks are in packs of three, no more, no less (excepting the HQ), and you have a lot of compulsories - A minimum of three combat platoons and a HQ in each list.

Tancuri is... weird. It consists of large numbers of light tanks - Panzer 35(t)s, Panzer 38(t)s, and/or R-35s. You are packing small platoons of EW tanks in a LW list. Upside is that they're all rated Elite for random motivation, which can be a lifesaver.

Only German support is available to a Tancuri list, consisting of StuGs, Grenadiers, Tube Arty and Air Support. Nothing to write home about, but not bad either.

Tancuri have access to about a third as much artillery as a Puscasi list. What they do get, though, are TACAM tank hunters and a large amount of elite-rated motorized and mechanized infantry. All the available are MG teams or Pioneer Rifle/MG teams - Tancuri can hold ground relatively well compared to a lot of tank lists, assuming they can take it. They also have armoured cars.

Tancuri have a crippling lack of HMGs and ATGs, however. All their AT comes from artillery, Pioneers or Tank Hunters/Assault guns.

Tancuri are hard to play. You have numbers, to a point, but you have limited platoon sizes and less of those platoons than you'd like. It's better to run it more like a motorised infantry list that has a lot of compulsory light tanks.

Tancuri Medii are the one people point players to when they want to play WoT - You can mix Panzer IVs, Panzer IIIs and T-34s, Matildas or Lees, all in the same list. Once again you've got multiple small platoons of tanks, this time either Panzer IVs or StuGs.

Russian Tankovy and Strelkovy are support options, as are German StuGs, Tube Arty and Air Support.

Tancuri Medii is basically identical to Tancuri in support (apart from the aforementioned Russians), in that you've got a shitload of motorised infantry, a bit of recon and artillery, and not much else. Still, you're packing PzIV Gs instead of EW relics, so your main force is a lot more viable. Just make damn sure you take advantage of your allied support for all it's worth.

Vanatori Motorizata is a Motorised Infantry list; of sorts. You have a shitload of trucked infantry, but you can upgrade all of those infantry to ride motorcycles instead. That can get amusing at times.

What you no longer lack is HMGs and ATGs. Light ATGs are in plentiful supply, as are HMG platoons, and mortars. You also have better tank support than the Puscasi list, having access to up to two PzIV platoons. German support only, though now you get access to a German ATG platoon w/PaK40s. Not as much arty as the Puscasi, but it's all motorised.

VM lists are basically like any other nation's motorised infantry, just a bit more hordey. They're

all rated elite, though, which is good. The Motorcycles are also hilarious.

Finally, Cavalerie. These guys are weird(er). Small numbers of smallish (For Romanians) infantry or cavalry platoons, backed up by cavalry-mounted support teams, horse artillery, and a small number of tanks and regular infantry.

It looks weak, but you get some oddly useful units unique to this list. Horse artillery with crash-action, Cavalry scout platoons, Cavalry Panzerschreck teams, and Cavalry Heavy AT Teams - giving you some superb AT13 guns.

Usage is mostly a matter of acting like Motorised Infantry with really mobile support teams, taking advantage of solid tank support and horse artillery. Also acting and yelling like the Cavalry-using lunatic you are.

One unit of note available to Tank and Motorized Infantry is the Vanatori Blindata - Elite-rated MG teams in German Halftracks. And yes, they get Mounted Assault. These guys are great, and should be taken whenever possible.

The various company-strength units available to the Puscasi are often very useful - 9 PaK38s for 200pts? It's a hilariously good deal, even in LW.

tl;dr take advantage of your special rules, horde like a lunatic, and constantly wonder why you're running EW equipment in LW.

FRANCE:

If you enjoy sitting back and enjoying dragged out battles, play France. They don't play a fast game, though you can improve that by playing their Recon or sticking to the Somua tank. France is best for lazy bastards who love to swish their wine and smile over the fates of battle.

France is typically Confidant Trained. If you like, use african soldiers instead for Fearless Trained, and let them do the dirty work. (yep, the French are THOSE GUYS)

RULES:

Methodic Warfare: You take an objective and move it 4 inches closer at the start of the game. To be even more French, have your opponent do it, or have your servant move it for you. That's it, let the objective come to you....

Trench Warfare: one of their sweetest rules, gun teams may fire over dug in infantry, regardless of whether they fired.

Artillery: French artillery has a system of command that leaves out the commander all together (who wanted to delegate the work to someone else anyway) that allows for re-rolls of saves or to-hits on a big convoluted chart. Do you enjoy sitting back and pouring over charts while the opposing player waits? Here you go... "your wine is ready, master!"

Colonial Troops: If you chose african infantry, they ignore the first two special rules and just hit

things on a 3+ in assault. Having someone else do the work really pays off as French, doesn't it?

No bias was shown.

POLAND: early war only

Polish players have it worse than Finns. They have some pretty okay kit, but as a polish player, you'll find yourself stretching how many roles you can get your units to fit, and you will need to think outside the box to win. Polish can try to impersonate the Soviets, but their real power is in proper balance of their units.

The polish infantry list is deemed a very good early war force because of excellent support in the form of artillery, at guns and tanks aswell as good ratings. The infantry forms a defensive tarpit while the guns go to work. This type of force has either the heavy artillery or the 105mm, a AT gun platoon and 75mm artillery on the overwatch. The poles are very good in assault because of excellent morale as they are fearless and their second in command gives rerolls on motivation just like other nations company commander. Expect them to hold their own in assaults. Likewise their artillery and AT guns are very hard to pin down with fire. A good tactic here is to string out command teams from platoons so that your second in command and battalion commander can join multiple units in the starting step to unpin. When your guns become assaulted, don't forget that they can fire on tanks side armor with a skill check.

While this type of force excels in defence it can conduct attacks with the infantry supported by tanks and artillery. A good practice is to bring the two mortars in the HQ to form a platoon with the second in command. They can on the attack throw smoke templates down to protect your force.

Polish tanks are minimal, Polish Cavalry is somewhat better than average, and Polish armored trains try to pass themselves off as either heavy tanks or as horse artillery. The army has no Air Support and no real Anti-Air.

Poles are typically Fearless Trained. Their motor cavalry is Fearless Veteran, and is capable of a few surprises.

RULES:

Fate of the Nation: the Infantry 2iC has the same morale re-roll the standard CiC does, very spiffy.

Bypassed: a useful ability, it allows one of your basic infantry units to show up in the enemy's rear.

Night Attack: see Britain for more details.

Note: in Late War, they do have the The Armija Krakowa. However, it's literally a desperate attempt by armed civilians to take on German security behind the lines. The entire army is a

conversion job, and it takes Sun Tzu to win with the thing.

JAPAN:

Early War only?

Shameful Display!

Japan has without a doubt the very best morale rules in the game, to the point of raw ridiculousness. They won't even listen to the player at a certain point, choosing to drop everything and mix it up with the enemy at the soonest opportunity. Their tanks don't even bog down or bail out properly, choosing to shoot at anything that comes close and flail away in assault until actually destroyed. Should you fail your company morale check, it gets even worse...

Japan has very average gear. Their Artillery is comparable with lighter German artillery, and their tanks are comparable with Armored Cars. Their average guy has a rifle and a banner which gives him a hard-on for death. Their average anti-tank weapon is an infantryman who would put the Taliban to shame. This is why you play Japanese: every last infantry base is slobbering at the bit to roll into the face of the enemy and play murder while howling epitaphs in Japanese at the top of their lungs. If you wanted to play a sane game of Flames of War, please, oh Buddah please, play a different army. Do you often forget your meds? Have an insatiable desire to stick something metal in anything's belly? Japan is your first choice, you said?

For the Emperor!

Japan is rated Fearless Veteran or Fearless Trained, with mandatory extra fearlessness.

Note: Japan actually has a cavalry list, which, if you look carefully, allows you to take the most infantry teams and add some fast moving cavalry to top it off...

RULES:

Senshin: see above for what the rule causes in game. It kicks in whenever a non-tank team fails morale. Ignore the failure and go nuts with the remaining stands instead.

Banzai Charge: if you fail to contact with defensive fire, roll a motivation check. Success means you get to try it again, extra defensive fire and all...

Banners: it takes six hits to pin a unit with banners.

Regimental Banner: Used by the 2iC. This unit, when joined by the 2iC, becomes immune to morale checks.

Fire Burst: 2 Japanese gun teams don't suffer the 2-team penalty for bombardment!

Hip Shooting: allows tank teams to re-roll misses within 16" while on the move

Hell by Day, Heaven By Night: this rule combines Night Attack (see British) with the ability to move at the double at night, as well as through Trees. This rule extends to tank teams, which can move their full move at night.

Kendo: as long as you aren't attacking tank teams within 2", your command teams roll to hit on a 2+ in assault.

Nikuhaku: 4 separate dice per base of improvised tank assault 4 that must be used on tank teams within 2" ...and just a note, you can have a lot of Nikuhaku in your army....

Model Manufacturers

If you are new to this hobby from a Games Workshop background or indeed do not yet have much experience in wargaming, it is important to know that you can't copyright something that existed in history. With this in mind there is little need to buy your models exclusively from Battlefront (Although the Open Fire! box is a great deal) and there are many manufacturers that offer models that are easily usable in Flames of War. In this section of the noob guide I will take you through some of these alternative model manufacturers and give each manufacturer a rating out of 5 for Value, Detail and Ease of Assembly.

Battlefront

Battlefront makes the Flames of War ruleset and is probably a good first port of call for any new FoW player. Battlefront offers the excellent value Open Fire! box set which gives you two decent starter armies and the rulebook. Battlefront's range is probably one of the best you can find in 15mm World War 2 miniature gaming and most models in the briefings are provided (With a few exceptions). The price however is a potential stumbling block: the average tank is £7.50 (\$12.50, €9), a fairly expensive price point which can quickly add up over the cost of a whole army. The Detail however is very good on most of the kits, which are made almost always made of a resin hull with metal tracks, turret and details for vehicles, while infantry are all metal. In-roads are being made into plastic kits, Notably the Open Fire box, but the vast majority of the range is resin and metal with appropriate transfers and magnets included which is a nice touch. An increasingly large problem with battlefront is flash and mould lines, which can make assembling a vehicle a tedious process depending on the state of the cast. Battlefront do exaggerate the detail on their infantry and tanks to make the details stand out after painting although the visual difference is negligible when they are on the tabletop. Overall Battlefront offer an excellent line of well detailed models but you do pay for the premium.

Value ***(Vehicles) ***(Infantry)

Detail *****

Ease of Assembly ***

Plastic Soldier Company

Plastic Soldier Company (PSC) are the reason Battlefront are going towards plastics. A relatively new company in the world of 15mm, they offer well detailed plastic infantry and tank kits at a much cheaper rate than Battlefront: 5 tanks will cost you £18.95 (\$29.19, €22.29) from PSC while Battlefront's Platoon deal will still set you back £35 (\$58, €45). Their infantry are very cheap too: an £18.50 box of Infantry will in most cases suffice for an Infantry Company's combat platoons. Bases are not provided however, and the models do not have the Battlefront

exaggerated details, but as long as both are not put on the same base there ought not be a problem. If you are not accustomed to plastic kits however this could be a rude awakening: each model can take 20 minutes to half an hour to assemble if you have little experience and the track assemblies in particular can be a frustrating exercise: this varies from kit to kit. A problem sometimes cited by veteran gamers is that the models will be very light; one complaint amongst gamers from a traditional resin background may find that they need to put weights in the vehicles to make them feel more solid. The detail on these models is often sharper than Battlefront's, although some of this is lost in painting. Overall Plastic Soldier Company boxes are great value and reasonably well detailed, a favourite on /tg/ a lot more familiar than resin to a newbie with some background in plastic kits.

Value *****

Detail ***(Vehicles) **(Infantry)

Ease of Assembly ***

Forged in Battle

Perhaps the most visually similar to Battlefront, Forged in Battle specialise in vehicles but do offer ample infantry sets as well; the infantry have been described as better looking than Battlefront's on occasion. These models follow the traditional model of metal infantry and resin tanks with metal turrets and the detail is exaggerated in a manner similar to Battlefront, although the infantry do not come with bases. The models are however better value especially with the Infantry Mega Deals and could be considered a compromise between the Value of Plastic Soldier Company and the Aesthetic Quality of Battlefront if you are a fan of their model style. Forged in Battle use a "Battle Ready" system, which means that vehicles under this category will have all detail moulded into the resin already with no need for additional metal bits. The Vehicles do however come with a very difficult to remove resin base (a compromise made in casting method) which could put off some buyers but personally I think they look just fine on the tabletop. The range of models is fairly good for some nations more than others: Germany is especially well covered while other nations are lacking. Forged in Battle are one of the few manufacturers to offer early war models as well, something to think about when selecting what era you're going to play in.

We should mention that these guys also offer Paper-Panzer options as well with the advent of the Extended War expansion/Late War Leviathans. These guys make a lot of the experimental German vehicles like the E-50, E-25, Maus, and even the colossal Ratte.

Value ***

Detail ****

Ease of Assembly ****

Zvezda

A Russian Company, Zvezda has quickly gained a reputation for having some of the cheapest vehicles available: the average price at time of writing is £3 (\$4.62, €3.52) for all vehicles. Zvezda's 15mm range focuses on Early War but many of the vehicles are appropriate for all periods. Zvezda offers exclusively plastic vehicles which come on one or two sprues and are of fair to poor quality depending on the vehicle. The detail, while not terrible, can probably be considered amongst the poorest of this list but ultimately it depends on what your priorities are: value or detail. Zvezda models can be combined on the tabletop in platoons with other manufacturer's vehicles reasonably well, although the difference in detail may be apparent under scrutiny. Assembly varies from vehicle to vehicle with some consisting of a few big parts while others are made up of many little ones. Zvezda offer a limited but good value set of aircraft as well, which are great value compared to Battlefront a word of warning is that Zvezda offer models in many other scales so it is always best to make sure before purchasing the models that they are indeed 15mm.

Zvezda also offer Aircraft kits in 1:144 scale, perfect for FoW, and offer cheap options for many less common FoW aircraft - Hurricane Is, Bf 109s, Early-model Stukas, etc.

It is often advisable to look for reviews of the unit you are to buy. The zvezda Panzer-38 is very good to scale but on the other hand the Panzer II is very poor (way too small). It is usually worth checking out a review. Zvezda kits are usually very easy to build. The BA-10s and Sd KFZs 222 have a lot of parts and are quite fiddly to build.

*Value ******

*Detail ***

*Ease of Assembly ****

Skytrex/Command Decision

An American Company that provides a wide range of products, the Command Decision range of 15mm miniatures is sadly under represented in the Flames of War community. Their miniatures are often sold in bags of 50 for a fraction of what they would go for from most companies and contains a wide variety of poses and with slightly different, but still correct, uniforms (occasionally).

Infantry detail is crisp despite some flashing and highly recommended.

Their vehicles are all pewter and sometimes seem out of scale compared to other manufacturers and suffer from thick flashing.

If you don't mind a little work though, they are pretty cheap compared to their contemporaries.

Also produces a range of 15mm Cold War Miniatures suitable for FoW Vietnam/Arab-Israeli

*Value ****

*Detail ***

*Ease of Assembly ***

Peter Pig

A British Company with an US outlet (Brookhurst Hobbies) and an Australian one (Mick's Metal Models) is known for having cheap and plentiful 15mm armies from a variety of nations, some hard to find (Dutch, Marines, and up until recently, Japanese.) in their Poor Bloody Infantry Range. Peter Pig's 15mm infantry are also known for their "O" Face as many sculpts have a generic and easily identifiable "scream face". Overall the infantry are a great value and easily fill out, or add variety to, any Flames of War Army.

Their blisters are often sold in packs that contain several miniatures, though this isn't always clear on their website. You are getting quite a bit of lead for the money.

Peter Pig also creates a variety of tanks and vehicles in cast pewter and occasionally Resin. These figures often lack detail or finesse and aren't quite the same value of some other manufacturers. However, they do have odd gems like the night vision equipped Panthers, among other things.

*Value ***

*Detail **

*Ease of Assembly **

Revell Microwings

Revell have recently re-introduced a "Microwings" range which covers most WW2 aircraft in 1:144 scale: the scale used for Flames of War aircraft. These models are dirt cheap at £1.50 (\$2.31, €1.76) each and are of reasonable quality. They are made of standard model plane plastic but consist of noticeably fewer parts due to the small scale; they can be a problem to put together due to the small pieces however. Microwings do come with transfers and a small flight stand but it is very low to the ground and is not the right size to put the aircraft dice on – important if you play in a store but not too difficult to make.

*Value ******

*Detail ****

*Ease of Assembly ***

Academy Minicraft

Academy Minicraft are a long-standing range of small-scale model aircraft, some generally in 1:144, though with some large aircraft occasionally even smaller. Some of the toolings are very old (early '90s), but many are brand new. While not as cheap as Revell Microwings, they tend to be of better quality overall, both in terms of kit design and model detail. Minicraft has been probably the best source of Finnish Ju-88s since Grey Wolf came out.

Models all come with Decals, but no flight stand as these are intended as model kits and not wargaming figures. Attaching a FoW Flight stand with magnets is not a terribly difficult job, however.

*Value *****

*Detail ****

*Ease of Assembly ***

F-Toys

F-Toys is a Japanese company that sells pre-painted scale models (with minor assembly) ranging from the established scales to "it fits in the box". Often these models are sold in non-descript boxes with an assortment of models listed as possible selections contained. Most of these models are 1:144 which is perfect for Flames of War aircraft. And many retailers took the liberty of opening the box and selling the exact model that is within. The price is even less than that of a unpainted Battlefront model. But good luck finding that exact model you want. The F-Toys ranges are often limited run and incredibly hard to find when searching for a specific item.

*Value ****

*Detail ****

*Ease of Assembly ****

Warbases

Not really models, but well worth a mention for their value alone: Warbases provides laser cut MDF bases in appropriate Flames of War sizes for a fraction of the cost of Battlefront bases. These bases do not have bevelled edges but for the price of a Burger and Fries you can base your entire army. Alternatively, a quick ebay search of "laser cut Flames of War Bases" will turn up plenty of value options.

*Value ******

Detail N/A

Ease of Assembly N/A

ALTERNATE: Game Craft Mini does more or less the same thing and have supported local Flames of War tourneys as well.

All currencies used are local where available, otherwise converted using XE.com on 24/06/13.