



FLAMES OF WAR®

TRADE SHOW CATALOGUE 2009



THE WORLD WAR II MINIATURES GAME

WHAT IS FLAMES OF WAR?

FLAMES OF WAR IS A WORLD WAR II MINIATURES GAME.

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

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

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



WORLD WAR II

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

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

On September 1, 1939, the storm of war is unleashed as German troops invade Poland with a declaration of war. Poland's allies—France, Great Britain and the nations of the mighty British Commonwealth—declare war on Germany within days of the invasion. It is the opening act in the greatest conflagration in the history of human conflict.

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

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FLAMES OF WAR®

THE WORLD WAR II MINIATURES GAME



The Flames Of War starter deal provides you with the core elements of the four main forces in the war, British, German, Soviet and the US. The main rulebook gives you all the rules you need to play the game. Each of these forces are then covered in greater detail by a selection of Intelligence Handbooks and Battlebooks. These give you more detailed backgrounds, history and force organisations for the specific theatres and armies of the period. Currently we have six available with one new Intelligence Handbook coming out every quarter.

The main range of product is made up of a mix of metal and resin models. Metal makes up the bulk of the infantry and gun codes with resin used to create the larger vehicles and tanks. The use of resin gives a definition of detail and retention of scale that makes the Flames Of War range unique in its appearance and representation of 1/100 scale models. Never have WWII models been represented so well on such a scale.

The extensive range of box sets contains the core building blocks for each army. These consist of complete gaming units, making it easy to collect, sell and stock.

The main range is supported by a selection of paint sets combining Vallejo Model Colours into small army-specific selections to make choosing the right colours for each Flames Of War army as simple as possible. These army-specific paint sets are supported by a basic Quartermasters set and paint brushes.

Add to this the gaming accessories including decals, a template, tokens and army-specific dice and the starter rack has everything you need to keep your Flames Of War gamers satisfied.

Flames Of War is a growing hobby and we are doing everything we can to support and nurture it. In doing so we continue to create a dedicated following of gamers that constantly keeps the hobby growing. This makes it a great business opportunity for anybody interested in long-term growth and a quality hobby that is here to stay.

COLLECTING AN ARMY

There are as many different ways of collecting miniatures as there are players. Some players use the army lists in the *Flames Of War* books to pick out the force they want to field and then collect the models needed. Other hobbyists prefer to recreate a particular formation from history and then use the army lists to turn their collection of miniatures into a battle-ready force for the tabletop. Most of us do a mix of both; choosing an army with a particular historical

flavour in mind and then using the army lists, or army briefings, to sort out the final details for each battle.

The *Flames Of War* miniatures range is designed with the army lists in mind, so that each box or blister pack relates to the army list entry for that Platoon. Each army is also accompanied by other gaming aids, such as army-specific dice and counters.

FLAMES OF WAR RULEBOOK

The world's most popular World War II Miniatures Game!



256 page, full-colour hardback book containing the full core rule set.

MID WAR

The Afrika and Ostfront books contain briefings for the forces which fought for control of North Africa and Italy, and for both the Axis attackers and patriotic Soviet defenders of the Eastern Front conflict.



34 briefings for Germany, Italy, USA and the British Empire.



37 briefings for Germans, Italians, Finns, Romanians Hungarians and Soviets.

LATE WAR

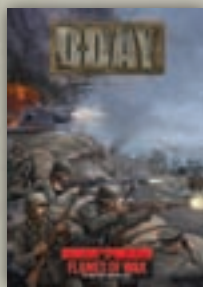
This book lists the largest armies fighting in Italy, Normandy and the Eastern Front from January to August of 1944.



18 briefings for German, US, British and Soviet companies.

WESTERN FRONT BATTLEBOOKS

Beginning with one of the largest seaborne landings in history, Operation Overlord covers the Allied invasion of Western Europe. The six books in the series cover some of the most famous fighting units and battles of the time.



EASTERN FRONT BATTLEBOOKS

Marking the beginning of the Allied Eastern Offensive, Operation Bagration introduces you to the first of our Firestorm map campaigns covering the desperate fighting on the Eastern Front.



Collecting a *Flames Of War* army couldn't be easier. Each of the *Flames Of War* platoon boxes contains a complete fighting force. A large number of your units can be used for multiple companies as shown in the sample German forces below.

INFANTRY COMPANY

HQ & COMBAT PLATOONS

The core units of a Panzergrenadierkompanie, can be built using the Sturmkompanie box (GBX24). You will also need three packs of Kfz 70 trucks (GE426) and two Kfz 15 field cars (GE413).



MECHANISED COMPANY

HQ & COMBAT PLATOONS

A mechanised company – a Gepanzerte Panzergrenadierkompanie – requires a Panzergrenadier Company HQ (GBX17) and two Panzergrenadier Platoons (GBX09) as its compulsory units.



TANK COMPANY

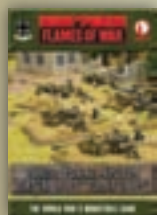
HQ & COMBAT PLATOONS

Combat Platoons for a Panzerkompanie can be made up of Panzer IV or Panther tanks (GBX10 or GBX19) or StuG G Assault Guns (GBX25). Two models can be taken from any of these platoons to form the Company HQ.



WEAPON PLATOONS

Panzergrenadier Infantry Gun Platoon (GE560)



Panzergrenadier Anti-tank Gun Platoon: 7.5cm PaK40 Anti-tank Gun Platoon (GBX23) plus four Kfz 70 trucks (GE426)

Armoured Flame-thrower Platoon: 2, 4 or 6 Sd Kfz 251/16 (GE257)



Gepanzerte Cannon Platoon: 2, 4 or 6 Sd Kfz 251/9 (GE253)



Panzer Anti-Aircraft Gun Platoon: 2 or 3 GE168 SdKfz 7/1 armoured half-track



Self-propelled Heavy Infantry Gun Platoon: 1 or 2 GE143 Grille H

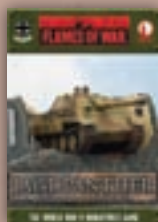


DIVISIONAL SUPPORT PLATOONS

GBX10 Panzer IV H Platoon



2-4 Jagdpanther (GBX22)



Armoured Rocket Launcher Battery 3-8 Panzerwerfer 42 (GE147)



Panzerspäh Patrol: 2 or 3 GE361 Sd Kfz 234/2 (Puma)



AC002 JU87 Stuka



GBX13 8.8cm FlaK36 Battery



Assault Gun Platoon



2 to 4 GE129 Brummbar

GBX15 Tigers March



ON SALE
NOV '09

OPERATION MARKET GARDEN

FIRESTORM CAMPAIGN

The largest airborne operation in history began on a sunny Autumn Sunday in September 1944. Over 4,000 Allied aircraft took off from bases in the United Kingdom, France, and Belgium to launch a surprise attack on German occupied Holland. An entire airborne Army was committed to a bold attempt to seize the bridges over the innumerable rivers and canals that led the way to the heartland of the Reich.

Three British Army Corps were poised at the Belgium border to follow up this airborne assault with armour and infantry. The goal was to gain a bridgehead over the formidable natural boundary of the Rhine River and attempt to end the war by Christmas.



ON SALE
SEP '09

HELL'S HIGHWAY



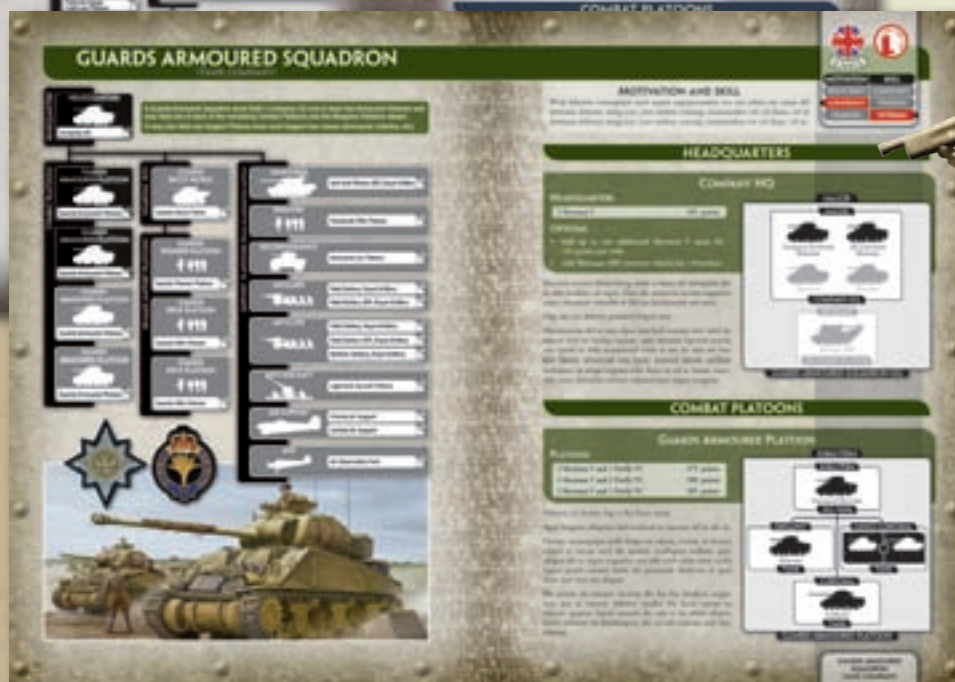
At 1400 hours, 17 September 1944, a massive bombardment of over 300 British guns shatters German anti-tank guns and leaves the enemy troops utterly bewildered. Between the exploding shells and screams of the defenders, 224 rockets shriek down from above as over thirty Typhoon attack aircraft join in the havoc.

Just behind the rolling barrage, Lieutenant Keith Heathcote of 3rd Squadron, Irish Guards sits in his command Sherman tank. At 1425 hours exactly he orders, "Driver—Advance!" and his squadron lurches forward onto what would soon be well known as "Hell's Highway".

Meanwhile, merely yards away from Heathcote, Major Hellmut Kerutt, commander of the 1st Battalion of 18. Fallschirmjäger Regiment, has seeded the main road and important bottlenecks with small Panzerfaust teams in deep foxholes. There they wait and letting a few of the bold British tanks through into the trap before unleashing a crescendo of carnage—Operation Market Garden is under way!

INSIDE YOU WILL FIND:

- History of the battles for Hells Highway.
- Complete organisation for the Irish and Welsh Guards armoured Divisions.
- Complete organisation for 101st and 82nd US Airborne.
- Complete organisation for the 6th Fallschirmjäger Regiment and the Erdmann Fallschirmjäger Division.





MID-WAR MONSTERS

EXPERIMENTAL TANKS OF 1942-1943

Massive 100-ton super tanks, nearly impenetrable light tanks, incredibly powerful tank-hunters, heavy armoured cars, and vastly-improved medium tanks.

These are some of the projects that the scientists and engineers of Great Britain, the United States, Germany, Italy, and the Soviet Union laboured towards in 1942 and 1943. Some of these designs were combat tested, others never got past the prototype stage, but what if they did see widespread service? How good would they have been?

Is 6.7"/170mm of armour (twice that of a Tiger tank) worth the cost in mobility? Is 3.15"/80mm of armour too much for a machine-gun armed tank? Do you really need 12.8cm anti-tank guns half-again as long as an '88', or 26-ton armoured cars? Would an improved M4 Sherman or T-34 tank been worth the disruption to production?

Mid-war Monsters allows you and your friends to try out some of the scientists' more interesting and outlandish creations on the battlefield and answer these questions for yourselves.







INSIDE YOU WILL FIND:

- Three British monsters ranging from the TOG2*, a throwback to the First World War armed with a 17 pdr gun, to the Boarhound armoured car, which weighs as much as a Sherman tank.
- The Anglo-American T14 assault tank.
- Three US monsters: the M6 heavy tank, America's answer to the Tiger, the M27 designed to replace the Sherman, and the 8-wheeled T55 tank destroyer.
- Five German monsters including Porsche's version of the Tiger tank, the Panzer I F light tank with Tiger-like armour, and the Dicker Max, Stuer Emil, and 8.8cm FlaK18 Sfl tank-hunters.
- Two Italian monsters: the P40 heavy tank that was nearly a match for a Sherman tank, and the Semovente 75/34.
- Four Soviet monsters with the new T-43 medium tank and three heavy tanks ranging from the 100-ton KV-5 down to the comparatively light 43-ton IS-85.

ON SALE
JUL '09



ON SALE
JUL-AUG
2009

	TOG* Heavy Tank (x3)..... (MM01)
	Churchill 3" Gun Carrier (x3)..... (MM02)
	Boarhound (x3)..... (MM03)
	T14 Assault Tank (x3)..... (MM04)
	M6 Heavy Tank (x3) (MM05)
	M27 Medium Tank (x5) (MM06)
	T55 Gun Motor Carriage (x2)..... (MM07)
	Tiger (P) Heavy Tank (x2) (MM08)
	Dicker Max Tank-hunter (x3) (MM09)
	Sturer Emil Tank-hunter (x3)..... (MM10)
	8.8cm FlaK18 SFL Tank-hunter (x2) .. (MM11)
	Panzer I F (x4)..... (MM12)
	P40 Heavy Tank (x4) (MM13)
	Semovente 75/34 SP Gun (x5)..... (MM14)
	KV-3 Heavy Tank (x4) (MM15)
	KV-5 Heavy Tank (x3) (MM16)
	IS-85 Heavy Tank (x5) (MM17)
	T-43 Medium Tank (x5) (MM18)



Boarhound



*Churchill 3"
Gun Carrier*

All Mid War Monsters come in box sets containing one full-strength platoon. These sets will be released throughout July and August 2009.



Sturer Emil



T-43



M6



P40



Semovente 75/34



Dicker Max



Panzer I F



KV-5

All models shown at  **100%**

THE WORLD'S PREMIER TABLETOP GAMING MAGAZINE

WARGAMES illustrated®

ISSUE 260 • JUNE 2009

FEATURES

- **Trimming the Main Sail**
House rules for
Warhammer Historicals
Trafalgar
- **Operation Bagration**
The Soviet Offensive of
June 1944
- **Hell for Leather**
A scenario and
background for British
cavalry in WWI

REVIEWS

- Interview with Rick
Priestly - the brains
behind Black Powder
- Black Powder preview
with full battle report

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OPERATION BAGRATION, RUSSIAN FRONT, JUNE-AUGUST 1944

THE WORLD'S PREMIER TABLETOP GAMING MAGAZINE

WARGAMES illustrated®

From June 2009 Wargames Illustrated will be re-launched in a bigger and better format!

We are going to build on the longest-running, best-selling historical wargaming magazine in the world.

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-  No change in the UK cover price
-  Cheaper cover price for the rest of the world
-  Global distribution direct to your store

HELL FOR LEATHER!

A WORLD WAR ONE CAVALRY SKIRMISH SCENARIO
BY CHRIS PEERS

The last couple of World War One scenarios which I discussed in these pages were fairly closely based on historical events, but this one is a bit different. Inspired by the first encounter between the British Expeditionary Force and the German First Army around Mons (and by the appearance of the new 1914 British cavalry range from Great War Miniatures), it attempts to give a flavour of the uncertainty of the first days of the war, rather than relighting a specific historical action.

The European powers had spent decades planning for the war which erupted in August 1914, and the Germans especially, thanks to their famous Schlieffen Plan, had everything worked out to the last detail. So you might have expected that their attack through Belgium and on to Paris would have gone like clockwork. Certainly it is possible to write a narrative of the campaign which gives the impression that it did, and quite a few historians have done just that. The French are typically depicted as slow to act and hesitant to move off the beaten and the British as bungling amateurs, both of whom sustained a second crushing at the hands of the efficient German war machine. The Kaiser's well-trained divisions held off the French at the centre of the front while the powerful light wing swept through Belgium, taking the British Expeditionary Force by surprise and heading it back towards Paris along with the wreckage of the French frontiers. Their progress was the "big push" that of course the reality, for the war on the ground was very different, and the Germans did their fair share of bungling. In fact, in the three weeks of August, they were twice prevented by the BEF, and on the other way round.

On 20th August 1914 the German First Army, under General von Kluck, marched into Brussels, and began to re-align for the coming battle and war which was supposed to outflank the French armies and eventually surround Paris. Actually the plan was already going wrong, with von Kluck being alerted while his neighbour von Bellow, commanding the Second Army, moved to the front in the face of opening up a dangerous gap between them. And things were about

to get worse. Because when von Kluck did not know was that in front of him were two British divisions - four infantry and one cavalry - which had landed in France to almost complete secrecy, and were marching up to reinforce the French left flank. The German High Command knew, of course, that Britain was sending an expeditionary force against them, but it was clear that they could not bring themselves to take this "unthinkable risk" seriously, and

in the absence of intelligence reports of its whereabouts they imagined that it was either far in the rear or still somewhere somewhere near Louvain, where it would be put to the test of battle once the French had been dealt with. But then on the 21st, just north of Mons, a German cavalry scout had an experience that might well have been unique in the history of modern war. It happened into an entire Belgian army that its commander had not known was in the field.

The famous writer Robert Graves has left a famous account of his first encounter with a British cavalryman, long made up in the following day, which gives an idea of the shock and amazement which that first patrol must have felt. Nobody had bothered to brief them on the nature of this unknown enemy, and it appears that Graves was still reporting to his superiors and

commanders in Belgium. (Graves had been toward illustrating the current contents of "our columns in the West", but they were obviously not circulated widely at this time.) What he did see was "a man in a grey frock uniform, on a grey horse getting out with a flag against a dark sky. I could not see a soldier." (Graves was a French soldier, not a Belgian, there is no such thing as a French man that's how they were seen.) (From Graves's *The Advance From Mons*, published in English by Peter Davies, 1933.)

POSSIBLE BACKGROUND DRIVING

The "official history", *History of Operations in France and Belgium, 1914*, which first appeared in which British cavalry were involved on August 22nd, the day before the Battle of Mons, is somewhat in doubt. In June, "C" Squadron of the 10th Cavalry Division (Duke of Devonshire's) part of the 2nd Cavalry Brigade, was sent to a number of patrols from the village of Ghent in the direction of Belgium. One of them encountered a German cavalry patrol on the road and drove it off, although being the first British idea of the war in the process. It was presumably the main body of the same German unit which some time later advanced in strength from Belgium towards Mons, and was

once again intercepted by "C" Squadron, 4th Devonshire Cavalry, commanded by Major Tom Bridges. Several accounts refer to the meeting as "C" Squadron because they were carrying horses, which were in fact used to all German cavalry at this date - but it was later discovered from German that they were the 4th Cavalry Division, belonging to the 10th Cavalry Division. Major Bridges kept one of his last reports after the war with unusual accuracy, and documented the rest in author's position behind his own. Relying on the word. Unfortunately the story became confused and began to move before they came within range, as Bridges related his account in a somewhat confused manner, so that the mounted troops in a charge. What the Germans thought of being attacked by armed gaffers was not known, but they left back towards the nearby village of Casteau, following their plan in which they had been waiting for. In many ways the British cavalry were ahead of their time in this regard, for the German cavalry were not prepared for the discovery which which the enemy's progress made towards them, but particularly they were better equipped than most for a good old-fashioned



Photo: One of Great War Miniatures' characterised British Cavalry models.

Below: A British Cavalry patrol advances towards the German Cavalry.

mounted charge, and most cavalrymen still regarded this as their real reason for being. War since the beginning of the 19th century had been fought between charges on horse with cold steel, and it was about time a new generation got their chance. In drawing their swords, the Devonshire Cavalry galloped after the retreating Germans and pursued them right into the streets of Casteau. There the Young were in the front, and opened





GALE FORCE NINE HOBBY SCENICS

HOBBY SCENICS

The complete Hobby Scenics range provides everything gamers need to finish and detail their models; providing a palette of flocks, static grasses, grit and other materials that take painted miniatures to the next level.

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| Autumn Flock Blend x8 | Empty Hobby Rounds (2 pack) x4 |
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| Meadow Blend x8 | "Brown Stuff" Detail Epoxy x6 |
| 3 Color Clump Foliage Summer Mix x8 | Plastic Accessory Variety Pack x6 |
| 3 Color Clump Foliage Autumn Mix x8 | Plasticard Variety Pack (9 pieces) x6 |
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Rack dimensions are 24x45", allowing maximum product sales in an incredibly space-efficient display. Customers know and look for Gale Force Nine products. These racks will allow them to find the product easily in your store with our unique logo and stunning display board.



GALE FORCE NINE HOBBY SCENICS



GALE FORCE NINE SCULPTING & HOBBY TOOLS



HOBBY TOOLS

Gale Force Nine's best-selling range of Hobby Tools provides everything a hobbyist needs to clean, assemble and convert miniatures. Heck, even to sculpt them from scratch! With high quality clippers, premium files, blades, saws, expert sculpting sets and more you don't need to go anywhere else for your hobby tools. Gale Force Nine's Hobby Tools are well crafted and designed to last for years.

5" Flush Cutters x6
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Measuring Tapes x4
Dice Set in Collectable Tins x4
Intro 3-Piece Sculpting Set x4
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Cutting Mat x4

Containing 20 Superglue and 15 Rapid Cure bottles the fully painted resin glue keep makes stocking and displaying these vital hobby accessories easy for any retail store.



GALE FORCE NINE SCULPTING AND HOBBY TOOLS



GALE FORCE NINE FLAMES OF WAR ACCESSORIES

Scenery plays a vital part in any Flames Of War game as the battles of World War II took place from the deserts of the Sahara to the frozen wastes of Siberia. This collection of fully-painted scenic items will allow you to create a focal point for your battles and can be tailored to match your current scenery collection through the addition of flock or other scenic material.



DUG IN!

For those times when your men need extra protection and dig themselves in Gale Force Nine brings you pre-painted dug in pieces. Each set has eight pieces and the first two sets in the series will be available soon.



ON SALE
JUN '09

NEW FULL COLOUR TOKENS

With another leap forward in gaming aids quality Gale Force Nine is proud to bring to market full colour tokens.

The first of these will be available soon for Axis & Allies and will be incorporated into many new Flames of War releases.



GALE FORCE NINE GAMING AIDS



GAMING AIDS

This great display unit takes Gale Force Nine's most successful gaming accessories, adds a few new ones, and comes with brand new packaging designed to maximize the positive sales impact of the display. Several of Gale Force Nine's accessory favourites have a fresh face, with even more items per package to give our hobbyists an even better value!

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| Multi-Template Mk II x4 | Wall of Smoke (3 pack) x4 |
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| Arc of Visibility Template (Red) x4 | Wall of Ice (3 pack) x4 |
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| Fantasy Turn Counter x2 | Combat Dice (20 pack) x4 |
| Wall of Fire (3 pack) x4 | 'Take Action' Markers (6 pack) x4 |
| Fire/Explosion Markers (6 pack) x4 | Battlefield Conditons Pack x4 |



LICENSED PRODUCT

Axis & Allies™ token sets will be on the market soon with more codes to come. Dungeons & Dragons™ releases will then follow as our Wizards of the Coast license expands to include further properties.



COMPLETE TERRAIN SOLUTION

Gale Force Nine has pioneered a range of complete scenic items over the last few years. Finally the last piece of the puzzle falls into place as we launch tabletop-ready hills, woods and rivers for wargaming in every scale. The first items in the range will be out mid year with more to follow in the second half of the year.



