

FIRESTORM: OVERLORD

◆ CAMPAIGN ◆

JUNE - JULY 1944



FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

21 ARMY GROUP

PERSONAL MESSAGE
FROM THE C-in-C

To be read out to all Troops

1. The time has come to deal the enemy a terrific blow in Western Europe.

The blow will be struck by the combined sea, land and air forces of the Allies-together constituting one great Allied team, under the supreme command of General Eisenhower.

2. On the eve of this great adventure I send my best wishes to every soldier in the Allied team.

To us is given the honour of striking a blow for freedom which will live in history; and in the better days that lie ahead men will speak with pride of our doings. We have a great and a righteous cause.

Let us pray that "The Lord Mighty in Battle" will go forth with our armies, and that His special providence will aid us in the struggle.

3. I want every soldier to know that I have complete confidence in the successful outcome of the operations that we are now about to begin.

With stout hearts, and with enthusiasm for the contest, let us go forward to victory.

4. And, as we enter the battle, let us recall the words of a famous soldier spoken many years ago:-

"He either fears his fate too much,
Or his deserts are small,
Who dare not put it to the touch,
To win or lose it all."

5. Good luck to each one of you. And good hunting on the main land of Europe.

B.L. Montgomery
General
C.inC. 21 Army Group

ACKNOWLEDGEMENTS

This campaign is the result of a constructive collaboration between the Canberra Flames of War Group and the extended Battlefront community. Its genesis was guided by other Battlefront campaigns in particular Firestorm—Bagration in which we have sought to design a campaign that traces the first five weeks of the invasion of Western Europe.

Our first full play test with 26 eager and willing commanders in October 2013 was highly successful and provided a rich source of lessons learnt that have been incorporated into this version. Our thanks go to the warriors of the Canberra Group that played in that campaign.

We would like to acknowledge the 'heavy-lifters' who have seen this through to deliver the campaign, in particular:

- Canberra Group: John McGarry, Larry Wood, Robert Mun, Ken Snell, Craig Jones, Scott Cooper, Martin Carrick and John Crispin.
- Jokull Gislason, who provided much inspiration and conceptual thought.
- Phil Yates, who provided input into the campaign map, rules interpretation and most importantly highlighted practical impacts upon game play, and ongoing sage like advice.

We hope you enjoy the campaign and would love to hear about your experiences as you fight towards victory in Western Europe.

Ken Snell and Robert Mun
Canberra, Australia
June 2014

DISCLAIMER

This campaign has been designed around the established Battlefront Firestorm game system, with core elements from both Firestorm—Bagration and Firestorm—Market Garden. It is assumed that tournament organisers and players will have a working knowledge of the campaign flow and dynamics involved in those systems. There has been no attempt to change those game mechanics; rather the rules found in this booklet have been developed to reflect the operational conditions experienced during the Allied invasion of Normandy.

THE INVASION OF EUROPE

“...the first 24 hours of the invasion will be decisive...the fate of Germany depends on the outcome. For the Allies, as well as Germany, it will be the longest day.”

Feldmarschall Erwin Rommel

“Your task will not be an easy one. Your enemy is well trained, well equipped, and battle-hardened. He will fight savagely...I have full confidence in your courage, devotion to duty, and skill in battle. We will accept nothing less than full victory.”

General Dwight D. Eisenhower

In the spring of 1944, General Dwight D. Eisenhower, the Allied Supreme Commander in Europe, had to make one of the most important decisions of World War II. Hundreds of thousands of Allied troops, sailors, and airmen awaited his orders to begin Operation Overlord, the invasion of Europe. Eisenhower had already delayed Overlord for a month and postponed other military operations to allow the Allies enough time to build and gather together the landing craft they needed. He now set a date, June 5, 1944.

The original focus was to be a combined Overlord – Dragoon operation originally scheduled for May 1944 but at the time Winston Churchill felt that continued operations in Italy and elsewhere in the Mediterranean would afford better use of resources, furthermore any amphibious operation would detract from the Normandy landings.

OPERATION OVERLORD

Allied planners knew they could not control the weather for D-Day. Late on the evening of June 2, 1944, Eisenhower, his top generals, and British Prime Minister Winston Churchill met to review the weather forecast. The news was not good, D-Day, June 5, promised cloudy skies, rain, and heavy seas. Eisenhower decided to wait another day to see whether the forecast might improve. Less than 24 hours before the scheduled invasion Eisenhower gathered his advisers again. The forecast indicated that the rain would stop and there would be breaks in the clouds by mid-afternoon June 5. Eisenhower decided to change D-Day to June 6.

The D-Day operation of June 6, 1944 brought together the land, air and sea forces of the allied armies in what became known as the largest seaborne invasion force in human history. The operation, given the codename OVERLORD, delivered five assault divisions to the beaches of Normandy, France. The beaches were given the codenames UTAH, OMAHA, GOLD, JUNO and SWORD. The invasion force stood off the Normandy coast of France as dawn broke on 6 June 1944: 9 battleships, 23 cruisers, 104 destroyers, and 71 large landing craft of various descriptions as well as troop transports, and mine sweepers, the largest armada ever assembled. The naval bombardment that began at 0550 that morning detonated large minefields along the shoreline.

The invasion force included 7,000 ships and landing craft manned by over 195,000 naval personnel from eight allied countries. Almost 133,000 troops from Great Britain, Canada, France and the United States landed on D-Day. Combined casualties during the landing numbered 10,300. By June 30th, over 850,000 men, 148,000 vehicles, and 570,000 tons of supplies had landed on the Normandy shores.

THE BEACHES

British forces on Sword Beach came ashore with light casualties. They advanced about 8 kilometres by the end of the day but failed to make some of the deliberately ambitious targets set by Montgomery. In particular, Caen, a major objective, was still in German hands by the end of D-Day and would remain so until Operation Charnwood on 9 July.

The Canadian forces that landed on Juno Beach faced machine-gun nests, pillboxes, other concrete fortifications and a seawall twice the height of the one at Omaha Beach. Juno was the second most heavily defended beach on D-Day, next to Omaha. Despite the obstacles, the Canadians were off the beach within hours and advancing inland with minimal casualties. The Canadians were the only units to wholly reach their D-Day objectives, although most units fell back a few kilometres to stronger defensive positions.

At Gold Beach, the casualties were also heavy, because the Germans had strongly fortified a village on the beach. However, the 50th (Northumbrian) Infantry Division overcame these difficulties and advanced almost to the outskirts of Bayeux by the end of the day. The link with commando units securing the Port-en-Bessin gave the Allies a base to deploy their PLUTO pipeline, as an alternative to the experimental ‘Tombola’, a conventional tanker ship-to-shore storage system.

The Americans who landed on Omaha Beach faced the veteran German 352nd Infantry Division, one of the best trained on the beaches. Furthermore, Omaha was the most heavily fortified beach and the majority of landings missed their assigned sectors. Commanders considered abandoning the beachhead but small units of infantry, often forming ad hoc groups, eventually infiltrated the coastal defences. Further landings were able to exploit the penetrations and by the end of day two footholds had been established. The tenuous beachhead was expanded over the following days and the D-Day objectives were accomplished by D+3.

At Pointe du Hoc, the task for the 2nd Ranger battalion commanded by Lt. Colonel James Rudder, was to scale the 30 metres cliffs under enemy fire and grenades with ropes and ladders and then destroy the guns there. The beach fortifications were vital targets since a single artillery forward observer based there could have directed fire on the U.S. beaches. The Rangers were eventually successful and captured the fortifications. They then had to fight for 2 days to hold the location, losing more than 60 percent of their men.

Casualties on Utah Beach, the westernmost landing zone, were the lightest of any beach, at 197 out of the roughly

23,000 troops that landed. Although the 4th Infantry Division troops that landed on the beach found themselves too far to the southeast, they landed on a lightly defended sector that had relatively little German opposition and the 4th Infantry Division was able to press inland by early afternoon, linking up with the 101st Airborne Division.

Once the beachhead was established, the Mulberry Harbours were made operational around 9 June. One was constructed at Arromanches by British forces, the other at Omaha Beach by American forces. Severe storms on 19 June interrupted the landing of supplies and destroyed the Omaha harbour. The Arromanches harbour was able to supply around 9,000 tons of materiel daily until the end of August 1944, by which time the port of Cherbourg had been secured by the Allies.

Despite this, the German 21st Panzer Division mounted a counterattack, between Sword and Juno beaches and succeeded in nearly reaching the channel. Stiff resistance by anti-tank gunners and fear of being cut off caused them to withdraw before the end of 6 June. According to some reports, the sighting of a wave of airborne troops flying over them was instrumental in the decision to retreat.

The Allied invasion plans had called for the capture of Carentan, St. Lô, Caen and Bayeux on the first day, with all the beaches linked except Utah and Sword (the last linked with paratroopers) and a front line 10 to 16 kilometres (6.2 to 9.9 mi) from the beaches; none of these had been achieved. Casualties had not been as heavy as some had feared (around 10,000 compared to the 20,000 Churchill had estimated) and the bridgeheads had withstood the expected counterattacks.

CHERBOURG

In the western part of the lodgement, US troops were to occupy the Cotentin Peninsula, especially Cherbourg, which would provide the Allies with a deep water harbour. The country behind Utah and Omaha beaches was characterised by bocage; ancient banks and hedgerows, up to 3 metres (9.8 ft) thick, spread 100 to 200 metres (330 to 660 ft) apart, both seemingly being impervious to tanks, gunfire and vision, thus making ideal defensive positions. The US infantry made slow progress and suffered many casualties as they pressed towards Cherbourg. The airborne troops were called on several times to restart an advance. The far side of the peninsula was reached on 18 June. Hitler prevented German forces from retreating to the strong Atlantic Wall fortifications in Cherbourg and after initially offering stiff resistance, the Cherbourg commander, Lieutenant General von Schlieben, capitulated on 26 June. Before surrendering he had most of the facilities destroyed, making the harbour

inoperable until the middle of August, by which time the combat front had moved so far east that it was less helpful.

CAEN

While the Americans headed for Cherbourg, British forces moved towards the city of Caen. Believing Caen to be the “crucible” of the battle, Montgomery made it the target of a series of attacks. The first was Operation Perch, which attempted to push south from Bayeux to Villers-Bocage where the armour could then head towards the Orne and envelop Caen but was halted at the Battle of Villers-Bocage. After a delay owing to the difficulty of supply because of storms from 17 June until 23 June, a German counterattack (which was known through Ultra intelligence) was forestalled by Operation Epsom. Caen was severely bombed and then occupied north of the River Orne in Operation Charnwood from 7 July until 9 July. An offensive in the Caen area followed with all three British armoured divisions, codenamed Operation Goodwood from 18 July until 21 July that captured the high ground south of Caen while the remainder of the city was captured by Canadian forces during Operation Atlantic. A further operation, Operation Spring, from 25 July until 28 July, by the Canadians secured limited gains south of the city at a high cost.

BREAKOUT FROM THE BEACHHEAD

An important element of Montgomery’s strategy was to cause the Germans to commit their reserves to the eastern part of the theatre to allow an easier breakout from the west. By the end of Operation Goodwood, the Germans had committed the last of their reserve divisions; there were six and a half Panzer divisions facing the British and Canadian forces compared to one and a half facing the United States armies. Operation Cobra was launched on 25 July by the US 1st Army and was extremely successful with the advance guard of VIII Corps entering Coutances at the western end of the Cotentin Peninsula on 28 July, after a penetration through the German lines.

On 1 August, VIII Corps became part of Lieutenant General George S. Patton’s newly-arrived US 3rd Army. On 4 August, Montgomery altered the invasion plan by detaching a Corps to occupy Brittany and hem the German troops there into enclaves around the ports, while the rest of the Third Army continued east. The US 1st Army turned the German front at its western end. Because of the concentration of German forces south of Caen, Montgomery moved the British armour west and launched Operation Bluecoat from 30 July until 7 August to add to the pressure from the United States armies.



FIRESTORM—OVERLORD

Firestorm—Overlord covers the period from D-Day to D+35, in the British and US sectors, using the Firestorm system. This campaign allows you to re-fight Operation Overlord on a grand scale. While the course and outcome of the real battles can't be changed, the outcome of your campaign is up to you. Either side can win. Even if the Allies have an advantage in initiative then they will be hard pressed to break through the Axis defence.

This campaign can be played in a number of iterations – on a smaller scale by playing either the US or British Sectors, or not including the landings and starting from D+1.

No matter who wins, the campaign is a great opportunity to get in plenty of Flames of War games, play new opponents, win glory for your army, and perhaps meet new friends and rewrite history along the way!

WHY PLAY A CAMPAIGN?

The short answer is to play more games, and to have those games mean something in a larger and more strategic context. Rather than just adding to your tally of wins and losses, your victories could result in the encirclement of enemy forces, the capture of key terrain, or the cutting of the enemy off from their reinforcements. All of these things happen in the campaign and they all have a major effect on the games that follow. Every battle makes an immediate difference to the outcome of the whole campaign.

THE OVERLORD CAMPAIGN

Firestorm—Overlord uses a map to plot the strategic situation and show the effects of your table top games on the battles for Normandy. All of the important units, territory, and objectives of the operation are represented on the map.

CAMPAIGN TURNS

Firestorm—Overlord has five Campaign Turns in the overall campaign. Initiative will initially lay with the Allies, but the Germans quickly recover and may wrest that initiative as the campaign progresses.

TIMESCALE BY ROUND

INVASION ROUND: D-DAY 6 JUNE
(SEE PRE-GAME INVASION DAY SECTION)

ROUND 1: 7 – 14 JUNE

ROUND 2: 15 – 22 JUNE

ROUND 3: 23 – 30 JUNE

ROUND 4: 1 – 7 JULY

ROUND 5: 8 – 15 JULY

BATTLES PER CAMPAIGN TURN

Firestorm—Overlord was designed from the outset as a tournament campaign, and is balanced for 7 battles per sector per turn (total 14). In the tournament format, with significantly less than this, the Allies will have a limited opportunity to achieve their historical objectives. If there are insufficient players, we recommend that either only a single sector (US or British) is played (7 battles per turn) or the additional battles are played as Generals Game battles, placed simultaneously at the start of the turn with all the tournament arrows.

When using Firestorm—Overlord as a Generals Game, players should roll 2d6+4 as the number of battle arrows to place. This gives a lower average number of battles per turn than the tournament game. The reason for this is that in the Generals Game the arrows are placed after the resolution of each battle, so that it is much easier for the Allies to exploit the results from early in a turn to drive deep into German lines (and of course risk the penetration being cut off!).

FLEXIBILITY

As with any Firestorm Campaign you are allowed certain flexibility. Firestorm—Overlord is intended to be fun so if you all agree then feel free to make adjustments to fit your needs. Players use their normal Flames of War forces to fight battles to capture areas, reinforced by the main combat units shown on the campaign map. Firestorm—Overlord is best suited for standard 1000-1500 point games (we recommend 1,250 points as optimal which sees firestorm units playing an influential role in the wider campaign), but you certainly can play whatever points you and your opponent would like. The aim is to ensure that Firestorm units are influential at key points. Small games are generally resolved more quickly and remember that you add the Firestorm Units to this total so the games are in effect bigger.

This campaign is designed for forces selected from the D-Day compilation: *Atlantik Wall* and *Overlord*. Players can use forces from V3 approved PDF's, but these forces should have deployed into the operational area in the timeframe covered by the campaign.

TERRAIN EFFECTS

THERE ARE FIVE TERRAIN TYPES IN PLAY:

BOCAGE (LIGHT TO HEAVY)

OPEN/FARMLANDS

URBAN

HILLS

WOODS

In the British Sector the battles took place from the end of the tight Bocage country with most of the area east of Caen mostly open farmland, dotted with small villages and gentle hills. To the west the US Sector was littered with dense Bocage country, with some areas open farmlands. The many towns and cities throughout the area were heavily damaged resulting in mostly difficult going providing rubble and cover. Major rivers run on the borders or through many sectors and should form part of your terrain, usually in the defenders advantage. The major rivers running throughout the area (combined with Bocage) affected most battles to some extent.

WEATHER EFFECTS

ROUND 3 WILL SEE MAJOR STORM ACTIVITY THAT IMPACTS UPON OFFENSIVE OPERATIONS. TO DETERMINE THE IMPACT, FOR THE TOURNAMENT GAME ROLL A D6:

- 1 – 2 Light Rain. No aircraft or AOP available to support operations. At beginning of Attacker Turn 3 begin rolling for clear skies. Skies clear on a roll of 5+.
- 3 – 5 Medium Rain. No aircraft, AOP or NGFS, and visibility reduced to 24". At beginning of Attacker Turn 3 begin rolling for clear skies. Skies clear on a roll of 6.
- 6 Heavy Storm. No aircraft or AOP, visibility reduced to 16", no supply points available from Mulberry Harbours. NGFS must allocate a land-based Observer Team. Infantry and Man-Packed Gun Teams benefit from concealment for duration of game. Heavy Storm remains in place for duration of round. In the event of Heavy Storm; roll a d6 for each Mulberry Harbour – a roll of 6 renders the Harbour damaged and unable to support operations for remainder of tournament.

The weather result will affect all battles in both the British and US sectors.

FORTIFIED CITIES

Caen

Cherbourg

DEFENDED CITIES/AREAS

US Sector	British Sector
Carentan	Pegasus Bridge
St Lo	Bayeux
Coutances	Villers-Bocage
Caumont	
La Haye-du-Puits	
St Mere Eglise	
Valonges	
Foret de Cerisy	

IN THE GENERALS GAME ROLL A D6:

- 1 – 2 Light Rain. No aircraft or AOP available to support operations. Allied artillery and NGS firestorm units have their combat value reduced by 1.
- 3 – 5 Medium Rain. No aircraft or AOP available to support operations. Allied artillery and NGS firestorm units have their combat value reduced by 1 Germans win tied initiative rolls
- 6 Heavy Storm. No aircraft, AOP or NGFS, available to support operations. Allied artillery and NGFS firestorm units have their combat value reduced by 1, no supply points available from Mulberry Harbours. Germans add +1 to their initiative roll and win ties. In the event of Heavy Storm; roll a d6 for each Mulberry Harbour – a roll of 6 renders the Harbour damaged and unable to support operations for remainder of tournament.

GAINING SECTORS

In Normandy, battlelines were largely static, and a failed attack rarely ceded ground to the enemy. In Firestorm—Overlord, a sector may only be gained by launching an attack (winning the initiative roll). A successful defence leaves both sectors in the control of the original side.

In the tournament game (not the Generals Game), to represent the ability of the Germans to win local battles, but lose ground (eg the Wittman counter attack), when defending, a German Player must win 5-2 or better in order to retain a sector. If they win 4-3, the Germans still lose the sector, driven back by the superior Allied numbers.

EXPLOITATION

Exploitation by both sides is possible, 2 for the Germans, and 2 for the Allies (1 in each sector). Exploitation by the Allies costs supply points equivalent to their allocation to an Attack.

Exploitation can only be conducted by Armour and Infantry Firestorm Units, Air and Artillery Firestorm Units cannot conduct exploitation moves.

Note; a unit that made an exploitation move may not make a Strategic Move. Sectors captured by an Exploitation move may not be entered by a Firestorm Unit in the same turn by Strategic movement.

GERMAN FIRESTORM UNIT MOVEMENT

Allied air superiority severely impacted the German ability to move reinforcements, and prepare for attacks, limiting safe movement to night only. German Firestorm Units may move up to 3 sectors, providing that all sectors are already controlled by the Germans.

When moving Firestorm Units, German Generals must use the main supply routes (identified by grey roads throughout the map) and need to count the number of sectors that they have directed the unit to move, and then determine whether or not the unit is interdicted by Allied air support.



If the unit moves more than one sector then they need to count the total number of sectors and roll a die:

- *If the die roll is less than the number of sectors the unit is returned to the reinforcement pool*
- *If the die roll is equal to the number of sectors the unit stops in the first sector entered; and*
- *If the die roll is greater than the number of sectors the unit completes its move safely.*

German Firestorm Units destroyed whilst moving are returned to the reinforcement pool and re-enter at a random reinforcement point in the next reinforcement phase.

The single exception to this rule is the main East/West road along the coast, or the North/South Road running from Countances to Cherbourg. The Allies never successfully interdicted these roads, so that German FS units moving along sectors joined by this road can move up to 3 continuous sectors without having to test for interdiction.

ALLIED FIRESTORM UNIT MOVEMENT

Allied Firestorm Units can move 3 sectors in the strategic movement phase, provided all of the sectors are already controlled by the Allies. Remember units may not use Strategic Movement to enter a sector gained by Exploitation on the same turn.

FIRESTORM UNITS

The requirement for firestorm units is extensive for this campaign – on the campaign map the numbers indicate an entry to the area of operations is prescribed in some cases; but is also used to randomise German firestorm unit arrival in theatre.

GENERAL POINTS

In addition to the available Firestorm Units in a Sector there are:

GERMAN

- *Any Fortified City – Field Fortifications; either 1 x minefield, 2 x trench lines (d1-3) or 3 x wire obstacles, 2 x MG nests (d4-6).*
- *Any Defended City – Luftwaffe Heavy Anti-Aircraft Platoon; either 2 x 8.8cm FlaK36 (d1-3) or 1 x 8.8cm FlaK36 and 2 x 20mm (d4-6).*
- *Foret de Cerisy – this sector is 100% bocage – either a FJ Platoon (d1-3) or a SS Infantry Platoon (d4-6)*
- *Scattered Defender Platoon in any sector (+1 in the Generals Game)*
- *CAEN and any sector adjacent to CAEN an 88 Area Defence Platoon (+1 in the Generals Game).*

ALLIED

- *Beaches – protected by NGFS (Destroyer) if attacked.*

SCATTERED DEFENDERS

The Allies encountered a myriad of scattered units as they advanced through Normandy. Many of these “units” did little more than impose delay. Each German controlled sector on the map (other than towns) is garrisoned by scattered defenders where a Firestorm Unit is not deployed.

These troops may be used only to Defend the area they are based in, they may not launch an attack. They count as one of the two available Firestorm Troops to be committed to a battle.

Scattered defenders are static and remain in each sector and may not be moved during the Strategic Phase.

In the Generals Game these troops add +1 to the Defence of a sector, in a Flames of War battle, roll a die on the Scattered variable troop table.

Note that if a Firestorm Unit is present in a sector, it must be used by the German player. The German player cannot elect to use a Scattered Defender instead of the Firestorm Unit.

Note that if the Allies launch multiple attacks into a sector, there are multiple Scattered Defenders available.

TOWN DEFENCE

Every town was defended by the Germans, and each town is thus allocated a non-mobile Firestorm Unit known as a Town Defence. Primarily these were anti-aircraft batteries, but occasionally an infantry platoon was also available.

These troops may be used only to Defend the town they are based in, they may not launch an attack. They count as one of the two available Firestorm Unit to be committed to a battle, and can be used in addition to any Firestorm Unit.

In the Generals Game these troops add +1 to the Defence of a town, in a Flames of War battle, roll a die on the Town Defence variable troop table.

Note that if the Allies launch multiple attacks into a town, there are multiple Town Defenders available.

AREA 88MM DEFENCE

Around CAEN, the Germans had a large number of 88 mm anti-aircraft batteries. As artillery ammunition became scarce, these batteries were employed as additional artillery support for the hard pressed defenders.

In any sector adjacent to CAEN and CAEN itself, the Germans may utilise the 88mm Area Defence as a Firestorm Unit. This troop may be used in addition to any other Firestorm units allocated to the Attack or Defence

In the Generals Game these troops add +1 to the combat total, in a Flames of War battle, this Firestorm Unit is represented by a Single observer, who has a Luftwaffe (RT) 4 gun 88mm battery available. This battery does not have a staff team, and the Company CO or a Higher Command Team may spot for it as per normal.

ALLIES – ROUND 1:

During the invasion games there are two options to play in the main tournament (Option 2 offers the most playability):

Option 1; this is to replicate the possibility that a beach landing has stalled.

If the Allies lose an Invasion game at a Beach, at that Beach they begin the action off shore and must invade the Beach. This should be played as a standard FoW game and not a re-fight of a 'Hit the Beach' mission.

Option 2; this is based on premise that regardless of invasion game results the Allies are successfully ashore and consolidating for follow on operation.

Regardless of the results of the invasion games, the Allies are successfully ashore and in possession of each assault beach sector and prepared for attacks out of each beach sector.

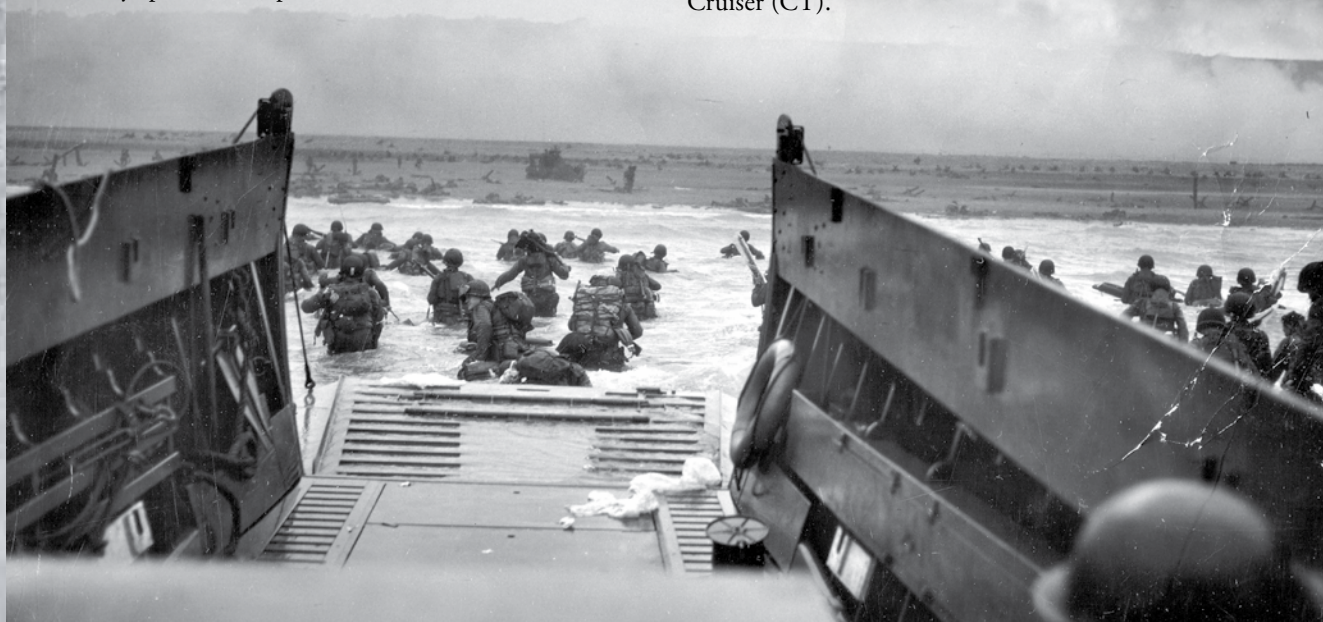
INVADING A BEACH

If the Allies failed to gain a toehold, then they may launch an attack from offshore to gain the Beach sector. Battle arrows for this attack are placed as per normal. In this instance, and only in this instance, more than one attack can be placed in the same pair of sectors (ie 2+ landing attempts can be made). If any Attack succeeds then the Allies gain the beach sector. Every failed Attack concedes 10 VP to the German Player. Note that each Allied Attack has a NGFS (Destroyer) Firestorm Troop in addition to any other Firestorm Units committed.

Note that once gained the Allies cannot lose a Beach Sector once it has been gained (they only surrender VP and risk destruction of supplies and Mulberry harbours), so that this can only be a result of a loss prior to the commencement of the campaign.

ALLIED AIR & NAVAL SUPPORT

The Allied Generals never have more than two Firestorm Air Support or NGFS tokens for allocation per turn. The Air Support is always Priority and in the British Sector is Typhoon 1B; in the US Sector, Generals can choose either P-47 Thunderbolt or P-38 Lightning. The NGFS is a Light Cruiser (CT).



GAME FLOW

The following process applies to the Generals Game in Firestorm—Overlord:

ORDER ONE – PLANNING PHASE

- *Plan Your Strategy*
- *Plan your Battle Strategy for each Campaign Turn*
- *Write Your Battle Plan*
- *Draw the Battle Plan identifying your objectives*
- *Brief Your Commanders*
- *Make sure your commanders understand what your plan entails*

ORDER TWO – BATTLE PHASE

MANOEUVRE STEP

Determine number of battles – $2d6+4$ (up to a maximum of 10 battles per round). Excess battles will be resolved by Generals Game after conclusion of Flames of War battles.

Select an opponent. In Round 1 will be matched randomly, determined by BP's thereafter.

ROLL FOR INITIATIVE

- *Round 1: Allies win*
- *Round 2: Allies +1 (Allies win ties)*
- *Round 3: Even (Axis win ties)*
- *Round 4: Even (Axis win ties)*
- *Round 5: Allies +1 (Allies win ties)*

PLACE A BATTLE ARROW

General with the Initiative places a Battle Arrow pointing into the area they are attacking.

Only a single arrow can be placed between two sectors. The only exception is when the Allies are attempting a Beach landing due to a failed invasion, when multiple attacks can be launched.

CHOOSE FIRESTORM TROOPS

Generals allocated warriors per table. Note these do not add to Firestorm stacking limits.

Each player may add up to two Firestorm Troops from the areas being fought over to their Flames of War force

Note that while NGFS and Air do not cost the Allies supply, they do count as one of the two Firestorm Units.

Note if a FS Unit is present, the German must use this before they can receive a Scattered Defender. If a non-Static FS Unit is allocated, the Static Defender is not used

Note the Town and Area Defenders are in addition to any non-static FS Unit (to a maximum of two)

GERMAN MODIFIERS (GENERALS GAME)

- +1 if no other or one Firestorm unit present (scattered defenders)*
- +1 if a Defended Town*
- +1 if a Fortified City (stacks with b)*
- +1 if the battle zone is adjacent to or in CAEN (88 AA in Defence)*

ALLIED MODIFIERS

- NGFS (Destroyer) if defending a landing beach (does not count against Firestorm unit limits)*
- NGFS (Light Cruiser) may be added for 1 supply point (note that if supporting a beach sector cost is 0 supply points) if up to 2 spaces inland (may not be used against a city, counts as one of the two allowed Firestorm units).*
- Air may be allocated up to the Air limit for a sector (counts as one of the two allowed Firestorm units)*
- Allied Firestorm allocation cost (supply must be drawn from a location able to supply the attack)*
- Infantry: 0/1 (German Initiative/Allied Initiative) supply point*
- Artillery (non-Mech): 1/2 (German Initiative/Allied Initiative) supply points*
- Armour & Mech: 2/3 (German Initiative/Allied Initiative) supply points*

CHECK FOR SUPPLY

Any road area connected to a friendly Supply Depot by a continuous chain of road sectors is in supply.

Areas that are adjacent to friendly supplied Road Areas are also in supply

COMBAT STEP

CONDUCT BATTLES

In a tournament Game:

- *If an Allied Defender wins a battle, both sides remain in their sector, otherwise the Germans occupy the Defended Sector. In the case of a double loss both sides remain in place.*
- *If a German Defender wins by at least 5-2 they retain their sector, otherwise the Allies occupy the Defended Sector. In the case of a double loss both sides remain in place.*

In a General's Game victory is determined by the dice rolls.

If a sector is attacked from multiple different sectors, it must defeat every attacker in order to be retained by the Defender.

When Defending a beach from Invasion, the German player must defeat every Allied attack (4-3 or better) to hold the beach. Any Allied Victory will drive the German from the beach sector.

ROLL TO DESTROY

For each Firestorm Unit used in the battle consult the Roll to Destroy Table to see if it is Destroyed

- *Destroyed out of supply Firestorm Units are permanently destroyed surrendering 10 VP.*
- *For Destroyed German Firestorm Units roll 1d6*
 - a. *1-3 return to the German Reinforcement Pool*
 - b. *4-6 permanently destroyed (no VP awarded)*
- *Destroyed Allied Firestorm Units are returned to the Allied Reinforcement Pool*
- *At beginning Round 3, roll d6 for each Mulberry Harbour to determine destruction of the harbours due to storms; a roll of 6 results in permanent damage to the Harbour rendering it unable to support further operations (Note: this is only in event of Major Storm activity i.e. a roll of 6 in Weather Effects).*

RETREAT DEFEATED TROOPS

The Defeated Commander must retreat all remaining Firestorm Units from the Area.

Firestorm Units unable to retreat are permanently destroyed surrendering 10 VP

ADVANCE VICTORIOUS TROOPS

The victorious commander may move up to three Firestorm Units into the area starting with the Firestorm Units used in the battle

ORDER THREE – STRATEGIC PHASE

STRATEGIC WITHDRAWALS

Turn 2 remove US parachute Firestorm Units

Turn 4 remove 21 Panzer Division

Turn 5 remove Panzer Lehr

Remove Warriors per table

EXPLOITATION MOVES

Allied General makes exploitation moves -1 per sector supply cost as per battle allocation

German General makes exploitation moves - 2 in either sector

NB only infantry or armour may make exploitation moves

CONDUCT ALLIED SUPPLY PHASE

End Turn 1 land Mulberry Harbour 1 per Sector

Allied Supply Availability

- *4 per British Beach*
- *6 per American Beach*
- *+3 for Mulberry Harbour*
- *12 for Cherbourg Harbour*

Land Allied Reinforcements - 1 supply point per Firestorm Unit (only land at beaches)

BRING IN REINFORCEMENTS

Allied General places all their landed Firestorm Units on the appropriate Beach

German General places all their Firestorm troops from their reinforcement pool on a random supply depot

MAKE STRATEGIC MOVES

German General makes all Strategic Movements

Allied General makes all Strategic Movements

Total Your Victory Points

WARRIORS

The following warriors are available for the turns indicated in Firestorm—Overlord, and in the sector noted. In a turn when a warrior is available he must be allocated to a player for use. If the CinC chooses not to allocate the warrior he is removed permanently from the campaign, and 5 VP surrendered to the enemy. (He has returned home and publicly complained about the performance of the CinC!).

If the Warrior is Killed-in-Action they are not available for allocation in future rounds (and surrenders 5 VP to the enemy).

GERMAN WARRIORS

WARRIOR	ROUND
Wittman ¹	2+
Barkmann ²	3+
Von Luck ³	1+
Noak ²	3+

1 Includes his own Tiger Tank.

2 Includes his own Panther Tank.

3 In Kubelwagen or PzIVH.

4 May join any infantry platoon.

5 Includes a Sherman V.

6 Includes a 1 section (2 gun) 6pdr platoon if no platoon is available for him to join

7 Includes a Sherman M4A1 or may take over a M4A1(76mm) if one is available.

ALLIED WARRIORS

WARRIOR	ROUND
Hollis (UK)	1-3
Pine-Coffin (UK)	1+
Lovatt ⁴ (UK)	1-2
Young ⁴ (UK)	1-2
Currie ⁵ (UK)	3+
Trevallen (UK)	2+
Stanley ⁶ (UK)	2+
Turnbull (US)	1-2
Cota (US)	1 only
Pool ⁷ (US)	2+



PRE-TOURNAMENT INVASION DAY

Prior to the tournament you can play an Invasion Day; the results of this will impact the starting positions of the Firestorm Units, and the territories controlled by the Allies. As noted in the Allies Round 1 section there are two options:

OPTION 1

FOR BEACHES

Should the Germans win the 'Hit the Beach' mission then Round 1 of the main tournament will see the Allies having to fight ashore in a standard FoW battle per the battle table (ie not another Hit the Beach Mission) in each of the sectors where they failed to gain a lodgement. However the Germans will have an additional German Infantry Firestorm Unit to defend the beach. Should the Allies win, forces for that beach will begin Round 1 of the main tournament in possession of the territory associated with each beach (see the attached map). It is entirely feasible that some forces will still be fighting ashore, while others have consolidated and are postured to break out.

In the event of battle points that exceed 4, Allied commanders will benefit from an extra supply point on that beach (i.e. a 5-2/6-1 victory will gain an extra supply point for that beach).

FOR AIRBORNE ATTACKS

Failure to win the 'Seize and Hold' mission will result in losing control of DZ's. In the US sector the Parachute Firestorm Troop will deploy with no supply. In the British Sector, if the Merville Battery (Sword) raid is lost, in turn 1 the British NGFS (Light Cruiser) and Air will be busy destroying the battery, and if the Gold Beach 'Seize and Hold' is lost by the Allies then the British Parachute Firestorm Troop will deploy with no supply. If the US or British players win both Battles, then the appropriate Parachute Firestorm Unit may make an immediate exploitation move prior to Round 1.

OPTION 2

FOR BEACHES

Failure to win the 'Hit the Beach' mission will mean the Allies have a limited hold on the Beaches, they still gain control of the Beach sector but the Germans will gain additional Firestorm Units to resist further incursions.

US SECTOR: If the Allies win a battle with 5 or 6 BP, they gain an additional supply point on the sector for the next round. If the Germans win a battle on the Beach then an additional Fallschirmjager Firestorm Unit is deployed in St Mere Eglise. Only one additional FS unit is deployed regardless of the number of victories obtained by the Germans.

If an invasion is launched at Pointe du Hoc, the Allies occupy the sector if they win. If they lose the battle, they are repulsed and do not hold the sector, nor can they launch later landings at that beach. If the Germans win the battle, they gain 5 VP for a 4-3 victory and 10 VP for a 5-2 or better victory.

BRITISH SECTOR: If the Allies win a battle with 5 or 6 BP, they gain an additional supply point on the sector for the next round. If the Germans win a battle on the Beach then Rommel has gained release of the 21 Pz Division and an additional PzIVH Firestorm Unit is deployed in TROAN. If the Germans win more than one invasion then the Firestorm Unit is deployed in ST CLAIRE.

FOR AIRBORNE ATTACKS

Failure to win the 'Seize and Hold' mission will result in losing control of DZ's, represented by a loss of supply.

US SECTOR: If the Germans win a battle the associated US Parachute Firestorm Unit is deployed with no supply.

If the US players win both battles, then the US General may choose one of the US Parachute Firestorm Units to conduct a pre round 1 exploitation move (at the normal supply cost).

BRITISH SECTOR: If the Germans win the Gold Beach 'Seize and Hold' battle the associated British Parachute Firestorm Unit is deployed with no supply.

If the Merville Battery (Sword) raid is won by the Germans, in turn 1 the British NGFS (Light Cruiser) and Air will be busy destroying the battery and unavailable for allocation.

If the British players win both battles, then the British General may use the British Parachute Firestorm Unit to conduct a pre- round 1 exploitation move (at the normal supply cost).

Note it is recommended that Option 2 is followed in tournament games, whilst potentially more realistic, Option 1 significantly reduces the chances of the Allies achieving a historical outcome, as we have found most Allied players are very unfamiliar with launching a successful Beach Invasion.

BATTLE LOSSES

WARRIORS

Warriors killed in battle are permanently removed from the game, surrendering 5 VP to the enemy.

FIRESTORM UNITS

At the conclusion of a battle, Firestorm Units committed to the action may be destroyed. Roll a d6 for each Firestorm Unit and consult the appropriate table to determine if it is destroyed. Fixed German Defences (Scattered Defender, Area 88mm and Town Defences) cannot be destroyed. Allied Air and NGFS cannot be destroyed.

If a Firestorm Unit fought out of supply, or cannot withdraw, then it is permanently destroyed and removed from the game, awarding the opponent 10 VP.

Non-permanently destroyed Allied Firestorm Units are returned to the Allied Reinforcement Pool and are available for landing in the Reinforcement phase.

For each non-permanently German Firestorm Units destroyed in action roll a die, on:

- 1-3 they are placed in the German Reinforcement Pool and will reappear at a random reinforcement point;
- 4-6 they are permanently destroyed and removed from the game (no VP penalty).

SUPPLY

Supply in the Normandy Campaign was the great limitation for the Allied cause, and was the reason that Mulberry harbours were pre-fabricated and established at Normandy, and the reason that Cherbourg was considered an important objective to ease supply problems.

GERMANS

The German troops may draw supply from any German re-enforcement point on a continuous road or rail route. Units fighting out of supply suffer the appropriate penalties.

Cherbourg is always in Supply, but cannot act as a supply point for other sectors.

ALLIES

The ability to land supplies on the beach and transport them was the allies Achilles heel.

In Firestorm—Overlord, the practical impact each turn in the supply and reinforcement phase, the Allied Generals must determine the amount of supplies and reinforcements to be landed on each beach or port.

- A Beach gains US – 6 or British – 4 supply points per turn
- A Mulberry harbour at a beach adds 3 additional supply points
- Port of Cherbourg can land 12 supply points per turn

As well as enabling an Attack or Defence, a supply point can be used to:

- Land one Firestorm unit from the Reinforcement Pool (only at a Beach)

An Allied attack may draw supply from any beach or Port that it can trace a continuous line through roads.

Supply points are used as follows:

- To Land a Firestorm Unit at a Beach
 - 1 point to land a Firestorm Unit (any type) on a beach
- To commit a Firestorm Unit to an Attack (Allied player has initiative)
 - 1 point to enable an Infantry or NGFS (away from a Beach) to be used on a battle arrow
 - 2 points to enable a non-mechanised artillery firestorm unit to be used on a battle arrow
 - 3 points to enable a mechanised or armour firestorm unit to be used on a battle arrow
- To commit a Firestorm Troop to a Defence (German Player has initiative)
 - 0 points to enable an Infantry to be used on a battle arrow
 - 1 point to enable a non-mechanised artillery firestorm or NGFS (away from a Beach) unit to be used on a battle arrow
 - 2 point to enable a mechanised or armour firestorm unit to be used on a battle arrow
- NB NGFS at a Beach (only the invasion sectors) does not require the expenditure of Supply Points. Air allocation never requires the expenditure of Supply Points.

SUPPLY AT THE START OF THE GAME:

- *Each drop zone has 1 supply point per Firestorm unit on it (modified by Invasion Day outcomes)*
- *Each US beach starts with 6 supply points (modified by Invasion Day outcomes)*
- *Each British Beach starts with 4 supply points (modified by Invasion Day outcomes)*
- *Pointe-du-Hoc has 2 supply points taking one from each US beach and 1 Ranger firestorm unit if used (modified by Invasion Day outcomes)*

BATTLES ON THE BEACH

If a German player wins an attack on an Allied landing beach, they gain 10 VPs, and every supply point and Firestorm unit on the beach must be tested for destruction. Eg if the German wins by 2 points, and there are 3 Supply Points and 2 Firestorm units that were not committed to this particular action, then they are each tested for destruction on a 6+ (NB this includes FS units that may be involved in other battles on the beach)

If there is a Mulberry Harbour on the beach, this is treated as an additional Firestorm unit that may be destroyed. If it is destroyed it is permanently lost (no VP impact).

AIRBORNE SUPPLY

There is no airborne resupply in Normandy, as it was anticipated that by the end of D-Day, the ground troops would have joined up with the airborne units.

In Turn 1 all Allied airborne units are assumed to be in supply (1 supply point per firestorm unit) and may be committed to an action, noting that the Invasion Day may alter this status resulting in the units being able to be committed only in Defence.

From turn 2 onwards they require supply traced from a beach head, or are out of supply.



VICTORY POINTS

CERTAIN SECTORS ARE WORTH VICTORY POINTS AS INDICATED IN THE FOLLOWING TABLE:

TOWN	VICTORY POINTS	SECTOR
Caen (North)	20	British
Caen (South)	80	British
Ranville (Pegasus Bridge)	40	British
Bayeux	20	British
Villers-Bocage	20	British
St Lo	40	US
Carentan	20	US
St Mere Eglise	20	US
Cherbourg	60	US
Coutances	20	US
Volognes	20	US

For Each Firestorm Troop permanently destroyed by being out of supply: 10 points

For Each successful German attack on an Allied Landing Beach: 10 points

For Each successful Allied attack on a German Reinforcement Point: 10 points

For Each enemy warrior killed: 5 points

VICTORY CONDITIONS

	STRATEGIC VICTORY	
	ALLIED	GERMAN
180+ VP	Allies have successfully launched the western invasion of Europe and the Germans are reeling from the well delivered blows across the front. Campaign ends with Allies in possession of Caen, St Lo and Cherbourg. Allies are planning large scale operations and Airborne troops are sitting on the airfields waiting for their next 'party'.	Despite the increasing build-up of Allied combat power, German forces have prevented penetrations across the Normandy front, which sees the Allies clinging to beaches. Eisenhower returns to the US on extended leave. Churchill is updating his 'we'll fight them on the beach' speech.
100-180 VP	Allies have gained sufficient territory to launch offensive operations. Campaign ends with Allies in possession of majority of major cities in operational area. Allies are resting in location and 'bombing up' for resumption of offensive operations.	Despite the increasing build-up of Allied combat power, German forces have prevented large scale penetrations across the Normandy front. Allies have been forced to pause and allow further build-up of resources before attempting a break out.
<100 VP	Allies are ashore and that's about where the good news ends. Penetrations across the front have been blocked by superior German firepower. Hold on beaches is tenuous, and under constant air and artillery bombardment. Rommel sends a message inviting Montgomery to tea to discuss terms of surrender.	Despite the Allies successfully launching the invasion, Germans units are holding their positions, but under constant pressure from build up of Allied armies coming ashore day-by-day. Rommel has been recalled to Berlin to explain how he will cast the Allies back into the Channel, while rumours abound of an Allied landing imminent in the south of France!
	TACTICAL VICTORY	

GAME CHARTS

TERRAIN MISSION TABLE - NORMANDY

AREA		OPEN	HILLS	LIGHT BOGAGE	HEAVY BOGAGE	WOOD	TOWNS
 FAIR FIGHT	S	Dust Up	Free For All	Dust Up	Encounter	Encounter	Encounter
	D	Encounter	Encounter				
 DEFENSIVE MISSION	S	No Retreat	Pincer	Fighting Withdrawal	Surrounded	Pincer	Pincer
	D	Pincer	Hold The Line				Fighting Withdrawal
 DEFENSIVE MISSION	S	Pincer	No Retreat	Pincer	No Retreat	No Retreat	No Retreat
	D	No Retreat		Hold The Line	Fighting Withdrawal	Fighting Withdrawal	Hold The Line
 MOBILE BATTLE	S	Breakthrough	Counter Attack	Breakthrough	Counter Attack	Counter Attack	Hasty Attack
	D			Counter Attack	Hasty Attack	Breakthrough	

GERMAN GENERAL'S CHOICE FROM:

Dust Up
No Retreat
Pincer

Fighting Withdrawal
Hasty Attack
Counter Attack

Break Through
Break Out

ALLIED GENERAL'S CHOICE FROM:

Dust Up
No Retreat
Pincer

Fighting Withdrawal
Hasty Attack
Counter Attack

Break Through
Break Out

S: SAME COMPANY TYPE (MECH-MECH); D: DIFFERENT COMPANY TYPE (TANK-INFANTRY)

TOURNAMENT GAME ROLL TO DESTROY

YOUR VP	ROLL TO DESTROY FIRESTORM UNIT
6+	4+
5	5+
3 OR 4	6
2 OR LESS	NO ROLL

GENERAL'S GAME ROLL TO DESTROY

DIFFERENCE	ROLL TO DESTROY LOSING UNIT	ROLL TO DESTROY WINNING UNIT
0 TO 2	6	6
3 OR 4	5+	NO ROLL
5+	4+	NO ROLL

OUT OF SUPPLY TABLE

DIE ROLL	EFFECT
1 OR 2	ALL PLATOONS MORALE ONE GRADE DOWN
3 OR 4	REDUCED 20% (EG 1500PT BECOMES 1200PT LIST)
5	NO EFFECT
6	ALL PLATOONS MORALE ONE GRADE UP


GENERAL'S GAME SITUATION MODIFIERS

SITUATION	MODIFIER
GERMAN DEFEND CITY	+1 ¹
GERMAN DEFEND FORTIFIED LINE	+1 ¹
SCATTERED DEFENDERS	+1 ²
88MM AREA DEFENCE	+1 ¹
OUT OF SUPPLY	-2

1. stack with any Defending unit

2. counts as 1 of two Firestorm Units

GERMAN VARIABLE FIRESTORM

DIE ROLL	TIGER 1	PANTHER	TOWN DEFENCE	SCATTERED
	5x PzIVH	3x PzIVH	Grenadier Pl (CT)	2x snipers
	3x PzV A	3x PzIVH	88mm, 2x 20mm (RT)	1x HMG nest, 2x Minefield
	2x PzVI	3x STUG III	88mm, 2x 20mm (RT)	Mortar Platoon (CT) 2 sections
	2x PzVI	3x PzV A	2x 88mm (RT)	Grenadier Platoon (2 sec + Pak 40) (CT)
	2x PzVI	3x PzV A	2x 88mm (RT)	Grenadier Platoon (2 sec + Pak 40) (CT)
	2x JgdPz V	2x JgdPz V	2x 88mm (RT)	2 x StuG G (CT)



TROOP AND TERRAIN MODIFIERS

TROOP TYPE	OPEN	HILLS	LIGHT BOCAGE	HEAVY BOCAGE	WOOD	TOWNS
KÖNIGSTIGER TIGER I	+4	+3	+3	+3	+2	+3
PANTHER JAGDPANTHER	+4	+3	+3	+2	+2	+2
SHERMAN PANZER STUG	+3	+2	+2	+1	+1	+1
SEXTON PRIEST	+2	+2	+2	+1	+2	+3
PARATROOPER SS INFANTRY COMMANDO FALLSCHIRMJAGER	+1	+3	+2	+3	+3	+3
INFANTRY RANGER	+1	+2	+2	+2	+2	+2
SCATTERED DEFENDER	+1	+1	+1	+1	+1	+1
88MM AREA DEFENCE ¹	+1	+1	+1	N/A	N/A	+1
8.8CM GUN	+2	+2	+2	+2	+2	+2
5.5" GUN/155MM NEBELWERFER	+2	+2	+2	+1	+2	+2
TYPHOON THUNDERBOLT	+3	+2	+1	N/A	+1	N/A
NGFS (DESTROYER) ¹	+2	+1	+1	+1	+1	N/A
NGFS (LIGHT CRUISER) ¹	+3	+3	+2	+1	+2	N/A

1. MAY BE USED AS A THIRD FIRESTORM TROOP IN ATTACK OR DEFENCE

FIRESTORM UNITS

BRITISH SECTOR

D-DAY 6 JUNE

The units listed for D-Day represent the starting point and are lodged in the beach-head which does not require supply points. Although landing follow-on units in subsequent rounds do require supply points (see pages 13 & 14).

ALLIED

Unit	Location	Rating	Platoon Type	Order of Battle
50 (Northumbrian) Div	Gold Beach	CV	Rifle Platoon	Command Rifle/MG, Light Mortar, PIAT, 6x Rifle/MG
8 Armd Bde	Gold Beach	CT	Armoured Platoon	2x Sherman V, Firefly VC
3 Canadian Div	Juno Beach	CT	Rifle Platoon	Command Rifle/MG, Light Mortar, PIAT, 6x Rifle/MG
2 Canadian Armd Bde	Juno Beach	CT	Armoured Platoon	2x Sherman V, Firefly VC
3 Div	Sword Beach	CT	Rifle Platoon	Command Rifle/MG, Light Mortar, PIAT, 6x Rifle/MG
27 Armd Bde	Sword Beach	CT	Armoured Platoon	2x Sherman V, Firefly VC
6 Airborne Div	DZ N (Merville)	FV	Parachute Platoon	Command Rifle/MG, PIAT, 6x Rifle/MG

GERMAN

Unit	Location	Rating	Platoon Type	Order of Battle
21 Panzer Div	Roselle	CV	Tank Platoon	3x 7.5cm (Sf) 39H
716 Infanterie Div	Luc-sur-Mer	CV	Grenadier Platoon	Command Panzerfaust SMG, 6x Rifle/MG

TURN ONE 7 - 14 JUNE

ALLIED

Unit	Location	Rating	Platoon Type	Order of Battle
1 Corps AGRA	Juno Beach	CT	Medium Battery	Comd Rifle, Observer/OP Carrier, Staff, 4x BL 5.5", AOP
30 Corps AGRA	Gold Beach	CT	Medium Battery	Comd Rifle, Observer/OP Carrier, Staff, 4x BL 5.5", AOP
49 (West Riding) Div	Gold Beach	CT	Rifle Platoon	Comd Rifle/MG, Light Mortar, PIAT, 6x Rifle/MG
51 (Highland) Div	Sword Beach	RV	Rifle Platoon	Comd Rifle/MG, Light Mortar, PIAT, 6x Rifle/MG
7 Armd Div	Gold Beach	RV	Armoured Platoon	3x Cromwell Mk IV, Firefly VC
4 Armd Bde	Sword Beach	CV	Armoured Platoon	2x Sherman V, Firefly VC
33 Armd Bde	Gold Beach	CT	Armoured Platoon	2x Sherman V, Firefly VC
Air Support		Priority		Typhoon 1B

GERMAN

Unit	Location	Rating	Platoon Type	Order of Battle
XLVII Corps	Cintheaux	CV	Armoured Heavy Arty Bty	Comd SMG, Observer, Staff, 3x 15cm (Sf) Lorraine Schlepper, Vehicles.
Panzer Lehr Div	Cintheaux	CV	Panzer Platoon	2x Panther A
12 SS Panzer Div	Cintheaux	FV	Panzer Platoon	3x Panzer IV H
2 Panzer Div	Cagney	CV	Panzer Platoon	3x Panzer IV H
101 Heavy Tank Bn	Cagney	FV	Schwere Panzer Platoon	Tiger 1E
III Flak Corps	Bassenville	RT	Luftwaffe Heavy AA Platoon	Comd SMG, 4x 8.8cm FlaK36, Extra Crew
7 Werfer Bde	Bassenville	CV	PzWerfer Bty	Comd SMG, 3x Panzerwerfer 42, Extra Crew, vehicles
711 Infanterie Division	Bassenville	CV	Grenadier Platoon	Comd Panzerfaust SMG, 6x Rifle/MG

TURN TWO 15 - 22 JUNE

ALLIED

Unit	Location	Rating	Platoon Type	Order of Battle
8 Corps AGRA	Gold Beach	CT	Medium Battery	Comd Rifle, Observer/OP Carrier, Staff, 4x BL 5.5", AOP
15 (Scottish) Div	Gold Beach	CT	Rifle Platoon	Comd Rifle/MG, Light Mortar, PIAT, 6x Rifle/MG
11 Armd Div	Gold Beach	CT	Armoured Platoon	3x Sherman V, Firefly VC
31 Tank Brigade	Juno Beach	CT	Tank Platoon	2x Churchill VI, Churchill IV
Air Support		Priority		Typhoon 1B

GERMAN

Unit	Location	Rating	Platoon Type	Order of Battle
9 Werfer Bde	Cintheaux	CV	PzWerfer Bty	Comd SMG, 3x Panzerwerfer 42, Extra Crew, vehicles
9 SS Panzer Div	Cintheaux	FV	Panzer Platoon	3x Panzer IV H
102 Heavy Tank Bn	Bassenville	FV	Schwere Panzer Platoon	Tiger 1E



TURN THREE 23 – 30 JUNE

ALLIED

Unit	Location	Rating	Platoon Type	Order of Battle
12 Corps AGRA	Sword Beach	CT	Medium Battery	Comd Rifle, Observer/OP Carrier, Staff, 4x BL 5.5", AOP
43 (Wessex) Div	Sword Beach	CT	Rifle Platoon	Comd Rifle/MG, Light Mortar, PIAT, 6x Rifle/MG
53 (Welsh) Div	Gold Beach	CT	Rifle Platoon	Comd Rifle/MG, Light Mortar, PIAT, 6x Rifle/MG
Air Support		Priority		Typhoon 1B

GERMAN

Unit	Location	Rating	Platoon Type	Order of Battle
1 SS Panzer Div	Cagney	FV	Panzer Platoon	3x Panzer IV H
10 SS Panzer Div	Longvillers	FV	Assault Gun Platoon	3x StuG G

TURN FOUR 1 – 7 JULY

ALLIED

Unit	Location	Rating	Platoon Type	Order of Battle
II (Canadian) Corps AGRA	Juno Beach	CT	Medium Battery	Comd Rifle, Observer/OP Carrier, Staff, 4x BL 5.5", AOP
2 Canadian Div	Juno Beach	CT	Rifle Platoon	Comd Rifle/MG, Light Mortar, PIAT, 6x Rifle/MG
Guards Armd Div	Gold Beach	CT	Armoured Platoon	3x Sherman V, Firefly VC
Air Support		Priority		Typhoon 1B

GERMAN

Unit	Location	Rating	Platoon Type	Order of Battle
503 Heavy Tank Bn	Longvillers	FV	Schwere Panzer Platoon	KonigsTiger (Porsche)
21 Panzer Div	Withdrawn from Operations			

TURN FIVE 8 – 15 JULY

ALLIED

Unit	Location	Rating	Platoon Type	Order of Battle
59 (Staffordshire) Div	Sword Beach	CT	Rifle Platoon	Comd Rifle/MG, Light Mortar, PIAT, 6x Rifle/MG
Air Support		Priority		Typhoon 1B

GERMAN

Unit	Location	Rating	Platoon Type	Order of Battle
9 Werfer Bde	Cintheaux	CV	PzWerfer Bty	Comd SMG, 3x Panzerwerfer 42, Extra Crew, vehicles
Panzer Lehr Div	Withdrawn from Operations			

US SECTOR

D-DAY 6 JUNE

The units listed for D-Day represent the starting point and are lodged in the beach-head which does not require supply points. Although landing follow-on units in subsequent rounds do require supply points (see pages 13 & 14).

US

Unit	Location	Rating	Platoon Type	Order of Battle
1 Infantry Div	Omaha Beach	CV	Rifle Platoon	Comd Rifle, Bazooka, 9x Rifle Teams
4 Infantry Div	Utah Beach	CT	Rifle Platoon	Comd Rifle, Bazooka, 9x Rifle Teams
29 Infantry Div	Omaha Beach	CT	Rifle Platoon	Comd Rifle, Bazooka, 9x Rifle Teams
82 Airborne Div	DZ O (St Mere Eglise)	FV	Parachute Platoon	Comd Rifle/MG, Mortar, Bazooka, 6x Rifle/MG
101 Airborne Div	DZ D (Vierville)	FV	Parachute Platoon	Comd Rifle/MG, Mortar, Bazooka, 6x Rifle/MG

GERMAN

Unit	Location	Rating	Platoon Type	Order of Battle
Cherbourg Area Defences	Cherbourg	RT	Luftwaffe Heavy AA Platoon	Comd SMG, 4x 8.8cm FlaK36, Extra Crew
352 Infanterie Div	Russy	CV	Grenadier Platoon	Comd Panzerfaust SMG, 6x Rifle/MG
709 Infanterie Div	Brevands	CV	Grenadier Platoon	Comd Panzerfaust SMG, 6x Rifle/MG
6 Fallschirmjager Regt	Periers	FV	Fallschirmjager Platoon	Comd Panzerfaust SMG, 9x Rifle/MG
91 Air Landing Div	le Pieux	FV	Fallschirmjager Platoon	Comd Pnr SMG, PSV, 6x Pnr Rifle/MG
101 Werfer Bde	Cap de la Hague	CV	PzWerfer Bty	Comd SMG, 3x Panzerwerfer 42, Extra Crew, vehicles

TURN ONE 7 - 14 JUNE

US

Unit	Location	Rating	Platoon Type	Order of Battle
5 Corps	Omaha Beach	CT	Fd Arty Bty (155)	Comd, Staff, Observer/Jeep, 4x M1 155mm, AOP
8 Corps	Utah Beach	CT	Fd Arty Bty (155)	Comd, Staff, Observer/Jeep, 4x M1 155mm, AOP
2 Infantry Div	Omaha Beach	CT	Rifle Platoon	Comd Rifle, Bazooka, 9x Rifle Teams
9 Infantry Div	Utah Beach	CT	Rifle Platoon	Comd Rifle, Bazooka, 9x Rifle Teams
90 Infantry Div	Utah Beach	RT	Rifle Platoon	Comd Rifle, Bazooka, 9x Rifle Teams
2 Armored Div	Utah Beach	CV	Medium Tank Platoon	4x M4 Sherman
Air Support		Priority		P-47 Thunderbolt or P-38 Lightning

GERMAN

Unit	Location	Rating	Platoon Type	Order of Battle
3 Fallschirmjager Regt	Conde-sur-Vire	FV	Fallschirmjager Platoon	Comd Panzerfaust SMG, 9x Rifle/MG
3 Fallschirmjager Regt	Conde-sur-Vire	FV	Fallschirmjager Platoon	Comd Panzerfaust SMG, 9x Rifle/MG
77 Infanterie Div	Conde-sur-Vire	CV	Grenadier Platoon	Comd Panzerfaust SMG, 6x Rifle/MG
265 Infanterie Div	Saussy	CV	Grenadier Platoon	Comd Panzerfaust SMG, 6x Rifle/MG

TURN TWO 15 – 22 JUNE

US

Unit	Location	Rating	Platoon Type	Order of Battle
19 Corps	Omaha Beach	CT	Fd Arty Bty (155)	Comd, Staff, Observer/Jeep, 4x M1 155mm, AOP
8 Corps	Utah Beach	CT	Fd Arty Bty (155)	Comd, Staff, Observer/Jeep, 4x M1 155mm, AOP
30 Infantry Div	Omaha Beach	CT	Rifle Platoon	Comd Rifle, Bazooka, 9x Rifle Teams
79 Infantry Div	Utah Beach	CT	Rifle Platoon	Comd Rifle, Bazooka, 9x Rifle Teams
2 Armored Div	Utah Beach	CV	Armored Rifle Platoon	Comd Rifle, 5x Bazooka, Mortar, 2 LMG, 5x Rifle, 5x M3 Halftrack
Air Support		Priority		P-47 Thunderbolt or P-38 Lightning

GERMAN

Unit	Location	Rating	Platoon Type	Order of Battle
17 SS Panzergrenadier	Conde-sur-Vire	FV	Gepanzerte SS-PG Platoon	Comd Panzerfaust SMG, 6x MG, 4x SdKfz 251/1
275 Infanterie	Saussey	CV	Grenadier Platoon	Comd Panzerfaust SMG, 6x Rifle/MG

TURN THREE 23 – 30 JUNE

US

Unit	Location	Rating	Platoon Type	Order of Battle
83 Infantry Div	Omaha Beach	CT	Rifle Platoon	Comd Rifle, Bazooka, 9x Rifle Teams
3 Armored Div	Utah Beach	CT	Armored Rifle Platoon	Comd Rifle, 5 Bazooka, Mortar, 2x LMG, 5x Rifle, 5x M3 Halftrack
3 Armored Div	Utah Beach	CT	Medium Tank Platoon	4x M4 Sherman
Air Support		Priority		P-47 Thunderbolt or P-38 Lightning

GERMAN

Unit	Location	Rating	Platoon Type	Order of Battle
17 SS Panzer Div	Saussey	FV	Gepanzerte SS-PG Platoon	Comd Panzerfaust SMG, 6x MG, 4x SdKfz 251/1



TURN FOUR 1 - 7 JULY

US

Unit	Location	Rating	Platoon Type	Order of Battle
8 Infantry Div	Omaha Beach	CT	Rifle Platoon	Comd Rifle, Bazooka, 9x Rifle Teams
Air Support		Priority		P-47 Thunderbolt or P-38 Lightning

GERMAN

Unit	Location	Rating	Platoon Type	Order of Battle
16 Luftwaffe Field Div	Conde-sur-Vire	RT	Luftwaffe Jager Platoon	Comd Panzerknacker SMG, 6x Rifle/MG

TURN FIVE 8 - 15 JULY

US

Unit	Location	Rating	Platoon Type	Order of Battle
5 Infantry Div	Utah Beach	CT	Rifle Platoon	Comd Rifle, Bazooka, 9x Rifle Teams
35 Infantry Div	Omaha Beach	CT	Rifle Platoon	Comd Rifle, Bazooka, 9x Rifle Teams
Air Support		Priority		P-47 Thunderbolt or P-38 Lightning

GERMAN

Unit	Location	Rating	Platoon Type	Order of Battle
Schnelle Abeilung 513	Saussey	CT	Grenadier Platoon	Comd Rifle/MG, 4x Rifle/MG



VP TRACKER

ALLIED	0	25	50	75	100	125	150	175	200	225	250	275	300
AXIS	0	25	50	75	100	125	150	175	200	225	250	275	300

TURN COUNTER				
1	2	3	4	5

ALLIED REINFORCEMENT POOL

ALLIED NAVAL AND AIR POOL



























AXIS REINFORCEMENT POOL

KEY

























- WOODS
- OPEN/FARMLANDS
- URBAN
- HILLS
- BOCAGE



















BRITISH TOKENS

 CT 3 INF DIV	 CT 3 (Can) DIV	 RV 51 (High) DIV	 CV 50 (North) DIV	 FV 6 AB DIV	 CT 49 (Wriding) DIV	 CT 43 (Wessex) DIV	 CT 15 (Scot) DIV	 CT 59 (Staff) DIV	 CT 53 (Welsh) DIV	 CT 2 (Can) DIV
 CT 8 ARM BDE	 CT 27 ARM BDE	 CT 2 (Can) ARM BDE	 CT 4 ARM BDE	 CT 33 ARM BDE	 CT 31 TANK BDE	 RV 7 ARM DIV	 CT 11 ARM DIV	 CT GUARDS		
 CT 1 CORPS	 CT 30 CORPS	 CT 8 CORPS	 CT 12 CORPS	 CT 2 (CAN) CORPS	MULBERRY (British Sector)		 Priority Typhoon 1B	 NGFS Light Cruiser		










US TOKENS

 CV 1 INF DIV	 CT 29 INF DIV	 CT 4 INF DIV	 FV 82 AB DIV	 FV 101 AB DIV	 CT 2 INF DIV	 CT 9 INF DIV	 RT 90 INF DIV	 CT 30 INF DIV	 CT 79 INF DIV	 CT 83 INF DIV
 CV 8 INF DIV	 CV 35 INF DIV	 CV 5 INF DIV	 CV 2 ARM DIV	 CT 3 ARM DIV	 CV 2 ARM DIV	 CT 3 ARM DIV				
 CT 19 CORPS	 CT 8 CORPS	 CT 5 CORPS	 CT 8 CORPS	MULBERRY (US Sector)		 Priority P-47	 NGFS Light Cruiser			








HEER TOKENS

 CV 21 PNZ DIV	 FV PNZ LEHR	 CV 2 PNZ DIV	 CV 77 INF DIV	 CV 265 INF DIV	 CV 275 INF DIV	 CV 352 INF DIV	 CV 709 INF DIV	 CV 711 INF DIV	 CV 716 INF DIV	 CT (-) SCHNELLE BN 513
 CV 9 Werfer BDE	 CV 7 Werfer BDE	 CV 9 Werfer BDE	 CV 101 Werfer BDE	 CV XLVII CORPS						

SS TOKENS

 FV 1 SS PNZ	 FV 9 SS PNZ	 FV 10 SS PNZ	 FV 12 SS PNZ	 FV 101 HVY TANK BN	 FV 102 HVY TANK BN	 FV 103 HVY TANK BN
 FV 17 SS PNZ	 FV 17 SS PNZ					

LUFTWAFFE TOKENS

 FV 3. FJR	 FV 3. FJR	 FV 6. FJR	 FV 91 LANDING DIV
 RT 16 LUFT FD DIV	 RT CHERBOURG	 CV III FLAK CORPS	

GAME TOKENS

VP TRACKERS



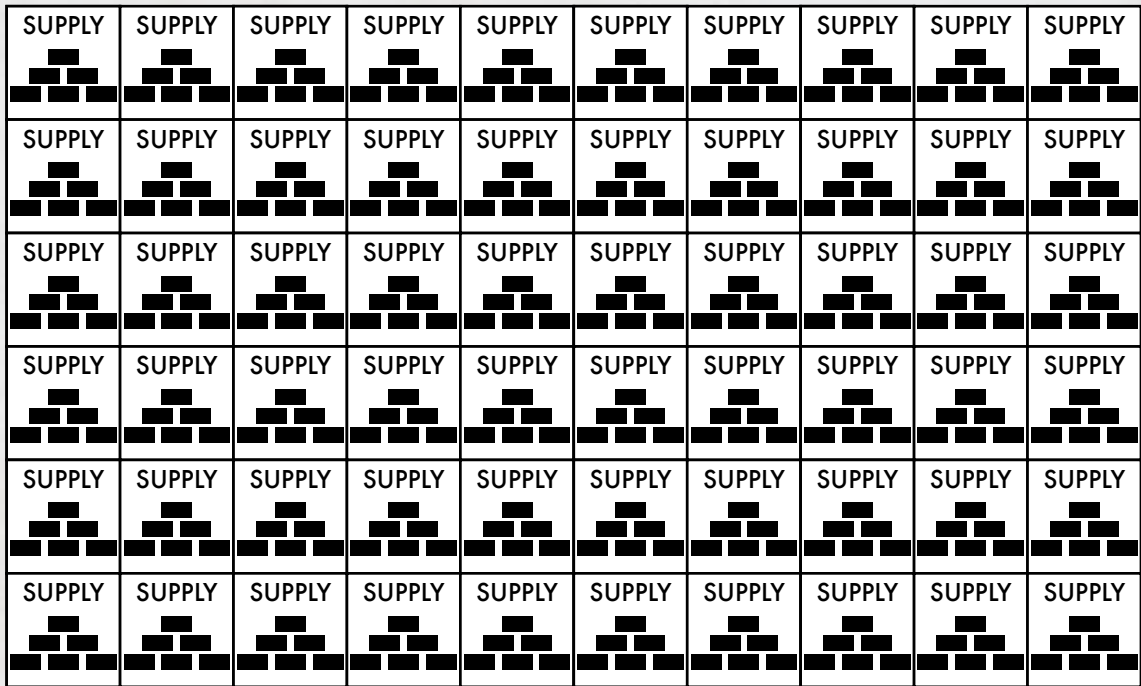
TURN TRACKER



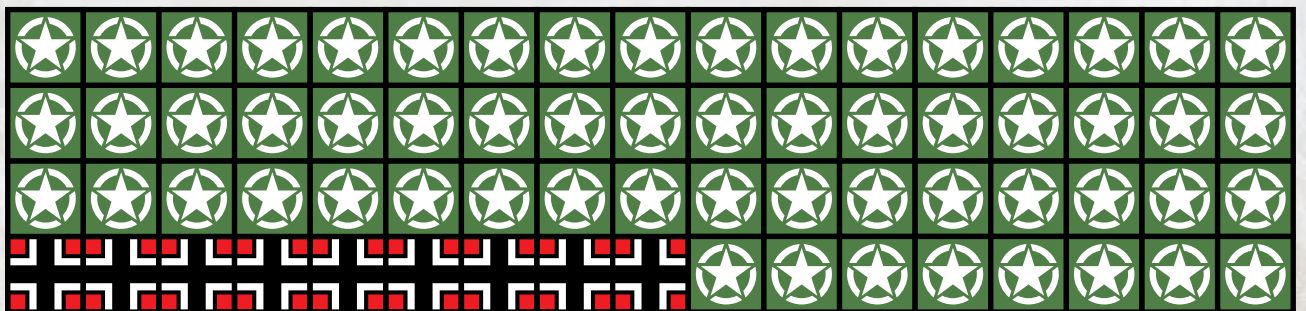
BATTLE ARROWS



SUPPLY TOKENS



CONTROL MARKERS



DAY OF DAYS!

PRE-GAME INVASION DAY, PLAYER'S PACK

MISSION OVERVIEW

The first game in the campaign is designed to set the scene for the Firestorm OVERLORD campaign. This will involve games being played using 'Hit the Beach' and 'Seize and Hold' missions. This game will not count towards game points in the main tournament although German victory will impact on start positions for German panzer forces.

CONCEPT OF OPERATIONS

The Invasion game will be conducted on a team basis with two players per team playing concurrently, comprising Allies v Axis on two tables positioned end-to-end (4' x 12'):

GAME CONDUCT

See Normandy Battles. Note changed conditions for ending the game below.

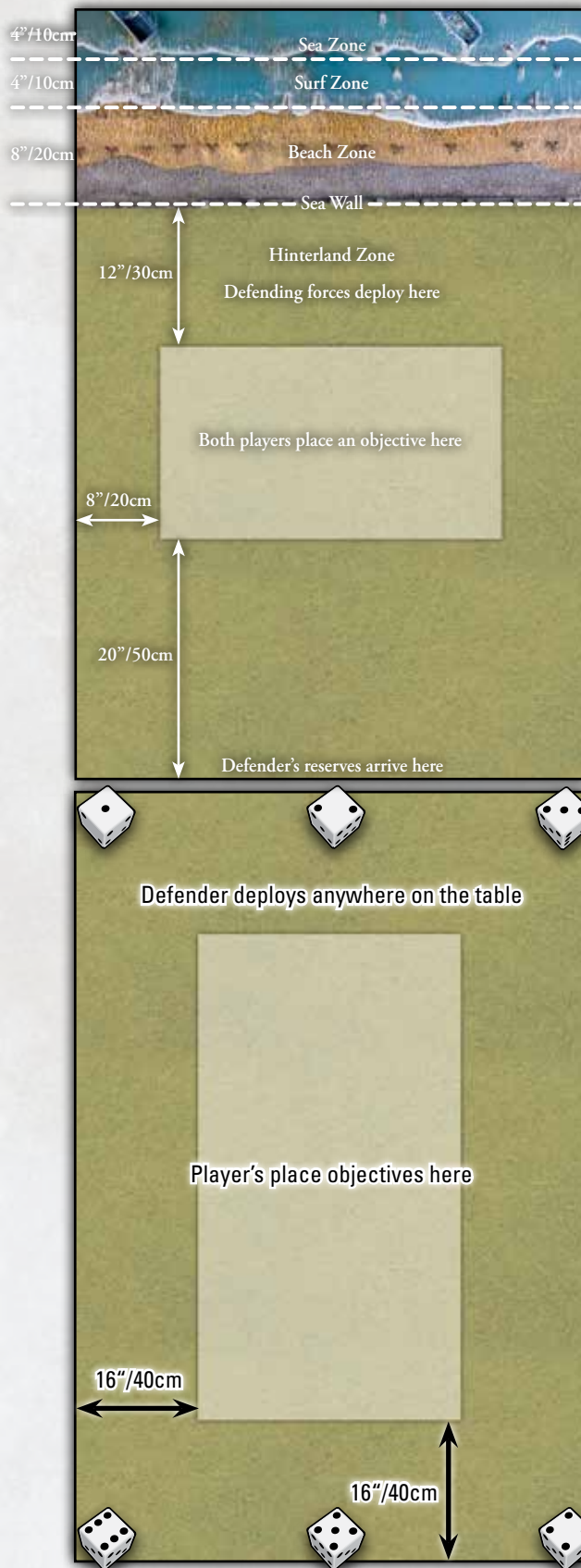
While these games are played independently, collaboration between Commanders is encouraged.

WINNING THE GAME

All results will be points based per individual mission profiles and compiled for an overall result on conclusion.

If the Allied players win the invasion is successful with beach assault and airborne troops reinforced with Firestorm units and postured for breakout from the beaches and DZ's.

If the Axis players win they have achieved a series of tactical victories resulting in Panzer Firestorm units able to commence main tournament one territory closer to assault beaches at discretion of Corps Commanders.



ARMY LISTS

For this game, army lists available to play are:

TABLE (BEACH/AIRBORNE)	HIT THE BEACH	SEIZE AND HOLD
SWORD BEACH/ MERVILLE BATTERY	British – 1,500 points. May field: • Commando (Beaches) • Assault Company	Allied – 1,500 Points. May field: • Parachute • Airlanding.
	German – 1,200 points. Must field: • Festungskompanie (Normandy)	German – 1,500 Points. May field: • Fusilierkompanie • Grenadierkompanie
JUNO BEACH/ BATTLE OF LE MESNIL CROSSROADS	Canadian – 1,500 points. May field: • Assault Company • Commando (Beaches)	Allied – 1,500 Points. Must field: • Canadian Parachute.
	German – 1,200 points. Must field: • Festungskompanie (Normandy)	German – 1,500 Points. May field: • Fusilierkompanie • Grenadierkompanie
GOLD BEACH/ BATTLE OF BREVILLE	British – 1,500 points. May field: • Commando (Beaches) • Assault Company	Allied – 1,500 Points. May field: • Parachute • Airlanding.
	German – 1,200 points. Must field: • Festungskompanie (Normandy)	German – 1,500 Points. May field: • Fusilierkompanie • Grenadierkompanie
OMAHA BEACH/ ST MERE EGLISE	US – 1,500 points. May field: • Assault Company • Ranger Battalion (Normandy)	US – 1,500 Points. Must field: • 82nd Airborne Parachute.
	German – 1,200 points. Must field: • Festungskompanie (Normandy)	German – 1,500 Points. May field: • Fusilierkompanie • Fallshirmjagerkompanie • Grenadierkompanie
UTAH BEACH/ BRECOURT MANOR	US – 1,500 points. May field: • Assault Company • Ranger Battalion (Normandy)	US – 1,500 Points. Must field: • 101st Airborne Parachute.
	German – 1,200 points. Must field: • Festungskompanie (Normandy)	German – 1,500 Points. May field: • Fusilierkompanie • Fallshirmjagerkompanie • Grenadierkompanie

NOTES:

- Allied Airborne players may only field platoons and batteries with the title Airborne/ Airlanding/ Parachute/ Glider platoon or battery.
- A British/Canadian Airborne player may not field the Airborne Armoured Recce Squadron, however, may field 1 x Airborne Armoured Recce platoon equipped with Tetrachs. This reflects the limited types of platoons that were able to be airlanded on D-Day.
- A German player taking a Fallshirmjagerkompanie may not take any SS support choices to reflect their delayed arrival.

FIRESTORM—OVERLORD

TOURNAMENT PLAYER'S PACK

WHEN:

WHERE:

COST:

NO. OF PLAYERS:

TO:

CAMPAIGN CONCEPT

Marking the 70th anniversary of Operation Overlord, Firestorm—Overlord aims to provide a fun, historically accurate re-fighting of Operation Overlord centred on Battlefront's Firestorm Campaign system; maximising the engagement of both individual players and their Generals in the Campaign Game, and limiting force levels so that allocated Firestorm troops are influential.

This campaign is designed for a maximum of 28 players (7 US/7 British or Canadian, and 14 German). Players are to email the TO in order to ensure allocation to preferred side with preferred army, otherwise will be allocated to a side.

The tournament will be played in two phases:

- *Phase 1 – Invasion Games (likely to occur in weekend before; separate instructions to be issued) – D-Day*
- *Phase 2 – Main Tournament – D+1 to D+30*

ARMIES

Your Company has to be built from the D-Day compilation or V3 compliant PDF with prior approval from TO. Should a player wish to play from a PDF the chosen force must have deployed in theatre between D+1 to D+35.

None of the following can be included in any Army as they are only available as Firestorm support:

- *Air Support.*
- *Naval Gunfire Support.*
- *Warriors.*

Allied Players are permitted to develop an attack and defensive list. Your combat platoons must be the same in both lists.

You will need both a 1,250 pt and 1,000 pt version of your list. The 1,000 pt list will only come into play if you are Out of Supply and roll the 20% Reduction effect.

Army Lists must be submitted NLT DD MM YY.

If using EasyArmy, an email link will be established by DD MM YY.

HISTORIES

For this tournament, players are asked to provide a history not exceeding four pages (and >1Mb in size) containing: historical information for your army list, photographs and maps.

Histories will contribute to overall awards.

Histories must be submitted with Army Lists NLT DD MM YY.

GENERALS

Four command appointments for this tournament are:

- *Allied General (British Sector)*
- *Allied General (US Sector)*
- *Axis General (British Sector)*
- *Axis General (US Sector)*

Nominations must be submitted NLT DD MM YY.

MODELS

All armies must be fully painted and reasonably WYSIWYG. Should specialist weapons or equipment apply it is the player's responsibility to ensure identification.

Painting will contribute to overall awards.

Players will be requested to provide additional units to be pooled as part of the Firestorm Supply.

TERRAIN

Players will be requested to provide terrain. A detailed list will be distributed separately.

SECTOR LIMITATIONS

Certain forces (as far as possible) will be constrained to certain areas of the Board. For example, Bocage will be a key feature of this campaign and forces in the US sector faced more of this terrain type than forces in the British sector.

MISSIONS

Specific missions will reflect the nature of the Board Game at the time. For example, the opening round will see Allied forces engaged as Attackers (wherever possible) in Defensive Battles.

SPONSORS AND PRIZES

Prizes will be awarded for:

- *Best General (each side)*
- *Runner Up (each side)*
- *Best Army*
- *Winning Army Group*
- *Generals Award (each side)*
- *Key Terrain Award (Best Objective Marker)*
- *Lay of the Land Award (Best Table)*
- *Other mystery awards...*

SEQUENCE OF EVENTS

Games will be 2:30 in duration. (Note: timings are indicative and will be finalised once WinterCon timings are known)

Terrain setup will occur on *****; timings TBA.

SATURDAY

Roll Call 0830 – 0840

Generals Game 0840 – 0900

Game One 0900 – 1130

Generals Game 1130 – 1200

Game Two 1200 – 1430

General's Game 1430 – 1500

Game Three 1500 – 1730

SUNDAY

Generals Game 0830 – 0900

Game Four 0900 – 1130

Generals Game 1130 – 1200

Game Five 1200 – 1430

Generals Game 1430 – 1500

Presentations 1500