

FIRESTORM: LORRAINE

◊ MINI CAMPAIGN ◊

LORRAINE CAMPAIGN, 1944

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FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

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INTRODUCTION

With the publication of Blood Guts and Glory I would like to bring the battles in Lorraine out in a larger context. These battles saw some of the heaviest tank engagements on the Western Front in World War Two, of which the Tank battles of Arracourt are the most famous. The Lorraine Campaign saw two poorly supported armies face each other. The US Third Army was at the end of a successful campaign to liberate France but was now reduced to a secondary role while the Allies prepared for Operation Market Garden. Supplies were reaching critical levels for the Allies and this affected Patton's Army. At the same time Hitler planned to strike at the Allies with an armoured thrust against the South part of their line before the Armies in North Europe could link up with the 7th Army coming from Southern France. To this the Germans devoted 4 of their new Tank Brigades well equipped with the excellent Panther tank and supporting elements. But Germans had problems of their own, allied Air superiority hindered their deployment and critical shortages, mostly fuel prevented them from properly training their men. Their situation was made more desperate since they had lost hundreds of thousands of men during the summer in the Falaise pocket and the Soviet summer offensive Bagration. Morale was low, supplies were low and many of their men were poorly trained. This is background of the Lorraine Campaign that can be played using the excellent Firestorm system.

One of the good things about Firestorm is how simple the system is and how easy it is to twist and peak it to what is required. Designing this Campaign was quite hard since it has a number of engagements but generally the lines didn't change much – even though the small gains were important. With this in mind there are a few differences between Firestorm Lorraine and the previous Firestorms, Bagration and Market Garden. Like Firestorm Greece and Warsaw it is smaller in scale and can easily be played by as few as two people. In fact I call it a mini campaign since it is best suited to a small group and can be played far more quickly. Secondly the game is spilt into 3 turns that resemble the entire Campaign. Like Greece each turn focuses on a certain part of the fighting and this will affect how each turn is played. To best represent the Lorraine battles each turn is played a little differently and guides you through the conflict trying to capture the essence of each stage. It also gives players a good opportunity to field the right armies that should centre in the Campaign.

Also included in Firestorm Lorraine is Bazooka Charlie - A legend in an outfit where reckless bravery is commonplace. This character is based on the real life exploits of Major Charles Carpenter who fought a private war against the Germans in his AOP to which he had rigged six bazookas to under the wings. He is not official but any 4th Armored Division Company in the Campaign may take him in their force.



DO I NEED FIRESTORM-BAGRATION OR MARKET GARDEN TO PLAY?

Nope. Firestorm: Lorraine is mostly self-contained. We have included all of the rules you will need to play, so it is not necessary to own Firestorm: Bagration/Market Garden. Downloadable tokens are provided although you can easily substitute them with other models.

FOR THOSE WHO ARE FAMILIAR WITH FIRESTORM, WHAT IS DIFFERENT?

There are a few fundamental variations and differences between Firestorm Lorraine and previous Firestorms Bagration and Market Garden. To help players out here is a list of the major differences:

Aircraft: Unlike Bagration and Market Garden players do not receive Aircraft models on the table like other units, but the Allies have a number of sorties available to them. Only the Allies have Air support, in this Campaign the Germans have none, but weather can seriously affect Air Support. You can allocate a sortie to an attack or defence although the Aircraft can only be the second unit allocated to each attack. Sorties are provided for each turn so there is no need to roll for losses, you always get what is allocated for the turn. Once used they cannot be used again that turn.

Attacker: In Firestorm-Lorraine, the player with the initiative automatically becomes the attacker in the Flames of War game, this supercedes any other special rules, both in missions and army lists.

Attacks: In this version of Firestorm only an attacking player can capture a region. If the defender wins, he has done just that, successfully defended. Also in order to make an attack you must commit at least one Firestorm unit to the battle which effectively means you can only attack from regions containing Firestorm Troops. Empty areas can still be attacked into and defend.

Bazooka Charlie: Bazooka Charie is a Warrior and Independent team and an Aircraft. He is based on the the real life exploits of Major Charles Carpenter and can be used in the Campaign as a Warrior with any company of the 4th Armored Division with whom he served. He is not official so if you wish to use him in outside the campaign you should get permission from your opponent first.

German Panzer Units: These work in a special way to simulate the Campaign. The Panzer Brigades were the key attacking elements of the Wehrmacht but they were placed in a role they were never designed for and their commanders were forced into attacks they knew had little hope. The units had limited training and lacked a number of support elements, in fact they had been designed to form mobile reserves for the Eastern Front and lacked reconnaissance and artillery. Also during the Campaign it became clear that they lacked proper co-ordination. In the game this is reflected by three things. First if the Germans gain the initiative and attack they must do so with a Panzer Unit. Secondly the Panzer Brigades always act alone, that is you can only commit a single Panzer unit to a battle rather than 2 Firestorm troops as normal. Thirdly if destroyed the Panzer counts as captured by the Allied player even if it was not surrounded.

Mini-Campaign: Unlike Bagration and Market Garden this is not a large scale campaign and easily be played with only 2 players. If you have a large group then I suggest you play more than one battle as part of the same attack and then the side with the most Victory Points wins. Work this part out yourselves and be flexible.

No Exploitation Moves: With both sides hamstrung for fuel and supplies neither gets any Exploitation Moves. Turns: Each turn plays differently with regard to two things, determining initiative and number of battles. Each turn has a suggested number of battles ranging from 4 to 9 in number. There is a reason to this suggested number of battles and that is to keep the campaign running efficiently and within a reasonable time frame. I have played many Firestorm Games and found this crucial to a good outcome. But feel free to adjust this to your needs.

Victory conditions: Firestorm-Lorraine has a little different victory conditions than previous Firestorms. Germans will score a bonus at the end if they are in possession of any of certain areas. Read the Victory Conditions carefully.

Weather: September 1944 saw unusually heavy rains and overcast skies. In any battle with Aircraft, be it Air Sorties, AOP or Bazooka Charlie you must roll on the weather table and this will affect the availability of Aircraft in the game.

THE HISTORY

The history is based on three major sources, Blood Guts and Glory itself, Lorraine 1944 – Patton vs Manteuffel by Steven J Zaloga – Osprey Campaign 75 and a number of internet based sources.

WHAT FORCES SHOULD I PLAY?

Ideally you should play forces from Blood Guts and Glory for this Campaign and the other forces from Turning Tide and Earth and Steel. There are also good Briefings on the 17. SS-Panzergrenadierdivision “Götz von Berlichingen” and French 2ème Division Blindée on the Flames of War website. Likewise if you all agree you should also play using only M4, M4A1, M4A1 (76mm) and all M4A3 versions since other Shermans had not yet entered service.

Ideally you could choose your forces to best represent the actual forces fighting, like a US Rifle Company for the Infantry, a Panzergrenadier Kompanie for the Panzergrenadiers, etc. But more importantly is to have fun, so fight using what forces you can agree on.

REPORT BACK!

All feedback on the game is happily received and I would love to hear from you gamers how you find the Campaign. You can write your reports and comments on the forum under the Firestorm section.

THE LORRAINE CAMPAIGN

Nobody ever defended anything successfully, there is only attack and attack and attack some more.

—General George S. Patton Jr.

The Lorraine Campaign is the unofficial name that covers the battles of the US Third Army and the German Army Group G in Lorraine area. This Mini-Campaign focuses on the tank battles of September 1944. The first part of the campaign included attempts of the US Third Army to secure crossings across the Moselle and the German planned armoured thrust against the Allied front lines.

The Third Army under Patton was at the end of a successful advance across France, Paris had been liberated and the Germans had been dealt a severe blow at Falaise Pocket and had now pushed across the Meuse but was running out of steam, mostly through the lack of supplies since the Allies had still to secure a Channel Port. Worse still for Patton priority had been given to Montgomery's offensive called Market-Garden and this would further reduce available supplies for the Third Army.

This did not sit well for the offensively minded Patton and his commanders. "Reconnaissance-in-force" operations were planned to secure bridgeheads over the Moselle. Under Patton's command was the 2^eme Division Blindée - 2nd French Armoured Division under the command of the legendary Leclerc. Leclerc had to push hard to rejoin the US Forces, De Gaulle had wanted them to remain in Paris in case of a communist uprising or transferred to Lattre's 1st French Corps but Leclerc was unhappy with the prospect of going under the command of a former Vichy General. On top of that Leclerc had had his men swear after the Battle of Kufra

in North Africa 1941 that they would not lay down their arms until "our flag flies over the Cathedral of Strasbourg"

For the German side the situation was far more serious. They had lost a major part of their effective fighting strength in the Falaise Pocket and more German forces were now trapped in the Channel ports. On the Eastern Front the situation was even more desperate as the Soviet summer offensive Bagration had destroyed most of Army group Centre. A number of German troops had escaped and the German forces were now recovering and establishing a new defence and their resistance was stiffening. Most serious was the loss of materiel, it is estimated that the Germans had lost a lot of their guns and it is estimated that late August there were less than 200 operational German tanks and assault guns on the whole Western Front.

With the military situation in the West so precarious Hitler ordered a violent Panzer attack against the US Third Army. The Third Army had advanced the furthest east, it was at the southern most point of the Allied lines and had yet to link up with the 7th US Army advancing from southern France. To take charge of this offensive Hitler called one of his more trusted commanders from the Eastern Front, Hasso von Manteuffel and plans were drawn to carry out the attack with six new Panzer brigades along with two Panzer Divisions, the 21st and 11th and three Panzergrenadier Divisions, the 3rd, 15th and 17th SS "Goetz von Berlichingen". Strong on paper many of these forces had been badly mauled in the





summers battles and the 21st Panzer Division had no tanks remaining. The Panzer brigades were also never intended for this type of operation and lacked important supporting elements like reconnaissance and artillery. Their tank strength was formidable with each having a full battalion of the excellent Panther tanks but lack of fuel meant that their crews were poorly trained. Their grenadier support was also made largely from new recruits so by this time in the war the Germans had lost their qualitative edge. The initial German plans were ambitious, to push out of the area around Epinal towards Verdun and Reims. Assembling the forces proved problematic and well before they were ready events overtook their plans.

Opening moves were made on the 5th of September by the third Army when they attempted to secure bridgeheads across the Moselle. They encountered stiff resistance from the Germans who enjoyed the favorable defensive of the river and also the heavily fortified area around Metz. The German Commander Knobelsdorff saw an opportunity in the situation and secured permission to attack on the 8th of September with Panzer Brigade 106 Feldherrnhalle under the command of Dr. Franz Bake. They attacked the flank of the 90th Infantry Division "Tough Ombres" named after their divisional badge with a T overlapping an O as they originated from Texas and Oklahoma. The attack followed a pattern that had proven successful on the Eastern front but the Tough Ombres refused to break and they put a stop to the attack with support of their 3-in Anti-tank guns and artillery. At the end the 90th Infantry Division had effectively stopped and mauled a full Panzer Brigade yet their official history only mentions this in passing focusing more the street fighting in Thionville later in the month.

Crossing the Moselle had not gone as planned and the third Army stepped up their operations. Bradley warned Patton on the 12th of September that he had two more days to cross the Moselle before he would have to go on the defensive. The battle around Metz had tied down the troops there for very little gains but bridgeheads around Nancy had been secured and Gen. Wood decided to throw in the veteran 4th Armored Division into the fray and attempt to encircle Nancy. the Corps Commander Gen. Eddy and the commander of Combat Command A (CCA) Col. Clark had their doubts but the Commander of the 37th Tank Battalion Lt. Col. Creighton Abrams wanted to push ahead - "That's the shortest way home." With a deep double pincer

movement the Combat Commands A and B of the 4th Armored Division managed to encircle Nancy.

Meanwhile the third Army had been reinforced by Haislip's XV Corps including the valiant 2nd French Armoured Division. They attacked the southern German defences that were thinly held and had captured the area around Dompaigne. The German Army Group Commander General Blaskowitz went against Hitler's orders to conserve the Panzer Brigades and ordered Manteuffel to send his forces to stabilise the situation. Panzer Brigade 112 moved out of Epinal. Groupment Tactique Langlade, GTL, named after their leader Langlade and similar in build up as the US Combat Commands met the German attack head on and better supplied with intelligence, artillery and air support destroyed the second Panzer Brigade around Dompaigne on the 13th of September.

By now all German hopes of a successful offensive of the scale Hitler had envisioned were doomed. They had already lost two of the precious Panzer Brigades and the situation on the Moselle, especially around Nancy and south toward Dompaigne was serious. Blaskowitz therefore decided upon a more limited offensive against the 4th Army forces around Arracourt just west of Nancy. For this offensive he had two Panzer Brigades available, the 111st and 113th. What followed were a series of hard fought tank battles from the 19th to 29th of September. The German Commanders willing to show the offensive spirit Hitler demanded of them pushed their men hard but the veteran 4th Armored Division was well supported by artillery and aircraft when the weather allowed and extracted a heavy toll of the attackers. Finally the Germans were exhausted and without any forthcoming reinforcements they called off the attack having suffered yet more losses. These running battles around Arracourt were the heaviest tank battles of the Western Front.

The end of September 1944 seemed to be a stalemate and heavy fighting was yet to be done. It would take the Third Army until the end of November to reduce the defences around Metz at heavy cost. But the front lines had been altered in important ways. The Third Army had secured bridgeheads across the Moselle and was in a firm position for further offensives. Strasbourg was liberated by Leclerc's 2nd Armoured Division in November and Patton's army was in place to become instrumental in the Allied Counter-Offensive during the coming battle of the Bulge.

FIRESTORM: LORRAINE

Firestorm: Lorraine covers the first battles of Lorraine using the Firestorm system. This campaign allows you to re-fight the battles of Lorraine 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 although the odds are in favor of the Allies then the Axis stand a chance if they can manage a breakthrough.

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 to 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 bigger 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 a vital territory, 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.

As a club or shop, the benefits of a campaign are similar. It's a great reason to get together with your friends and play lots of games. It's also a good excuse to have a workshop weekend beforehand and build up the club's stock of terrain!

THE LORRAINE CAMPAIGN

Firestorm—Lorraine uses a map to plot the strategic situation and show the effects of your tabletop games on the battles for Lorraine. All of the important units, territory, and objectives of the operation are represented on the map. Your units will clash at important locations in Lorraine with the best forces from both sides, such as the 4th US Armored Division and the German Panzer Brigades.

CAMPAIGN TURNS

Firestorm: Lorraine is like Firestorm Greece in that each turn determines what you can do. Each turn has a suggested number of battles and will tell you which side is more likely to have the initiative. The three turn limit on the campaign also makes it a realistic commitment for both the organiser and the players.



FLEXIBILITY

Within this campaign flexibility is king. 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. Each game the player makes a new force to respond to the situation they face, allowing them to recover from previous defeats and fight on. While players may lose the support of main combat units destroyed in previous battles, they always get their core force. This has the advantage of keeping the campaign fun right to the end. It is simply not possible for one side to become much stronger than the other, so every battle is winnable and every fight counts. This flexibility applies to players as well as their forces. While fielding a Soviet or German force is nice from a historical viewpoint, it doesn't matter if you don't have one, you can fight with any force you have. Firestorm: Lorraine is best suited for standard 1000-1500 point games (I recommend 1250 as a starting force), but you certainly can play whatever points you and your opponent would like. Small games are generally resolved quickly, and you can sometimes get several games in during the space of a normal Flames Of War game. This helps generate more results which will keep your campaign moving quickly. Ultimately, the size of your force is not an issue. You can play big or small battles or anything in between. You can even swap sides if you want to (although turning traitor can mark you as a target for your former comrades!). All that matters is that you are playing games, contributing to the campaign's outcome, and having fun.

TERRAIN

There is only one type of terrain in Firestorm-Lorraine. You should have wooded areas, hills and small towns and farms. Only where a border between areas crosses the Moselle is this different. Crossing the Moselle was an important objective for the Allies and the river offered a number of crossing points but also allowed for a good defence. In battles into areas where you must cross the Moselle a river should be set up in no man's land with suitable crossing points.

WHAT ARE YOU WAITING FOR?

Read through the Firestorm: Lorraine rules, get everyone together, organise the venue, and start playing. There's nothing else needed to begin, so you can start right away!

USING THE MAP

"I always admired Patton. Oh, sure, the stupid bastard was crazy. He was insane. He thought he was living in the Dark Ages. Soldiers were peasants to him. I didn't like that attitude, but I certainly respected his theories and the techniques he used to get his men out of their foxholes."

- Bill Mauldin, author of *Willie and Joe*.

The Firestorm—Lorraine campaign map forms the playing board for the campaign. It is divided into 34 areas. Each area is numbered with a letter and a number, like A1 or F2. Some areas are also marked with their value in Campaign Victory Points. Both sides have a Reinforcement Pool where troops that have been destroyed are placed prior to being rebuilt and sent back into action. The map has a Campaign Turn Counter to indicate the current turn (out of 3 turns), a summary of the Turn Sequence, and the Victory Point Indicator showing which side is winning.

GERMAN SUCCESS

If a German unit occupies any of the Allied areas, A1, A2, B1, B2, C1, C2 at the end of the game they have exceeded expectations and the Germans score an extra 100 points.



METZ AND THE DEFENSIVE BORDER

Metz (B5) and the surrounding area is heavily defended and will give the Germans an extra defensive bonus. This also applies if the Allied player attacks across the Moselle into areas A4, C4, D4 and D5.



LORRAINE CAMPAIGN

FIRESTORM MINI-CAMPAIGN

ALLIED AIR SORTIES

GAME TURN

Campaign Turn Counter

ALLIED REINFORCEMENTS

NUMBER OF BATTLES

AXIS REINFORCEMENTS

COMMANDER BATTLE PHASE

ORDER ONE-MANOEUVRE STEP

1. Select an opponent

2. Determine initiative

3. Place a battle arrow

4. Roll to destroy

5. Advance victorious troops

ORDER THREE-AFTER ACTION STEP

1. Roll to destroy

2. Retreat defeated troops

3. Advance victorious troops

GENERAL

ORDER ONE-PLANNING PHASE

1. Look up the turn requirements

2. Place reinforcements if allowed

3. Roll to destroy

1. Players fight the Battle Phase

ORDER THREE-STRATEGIC PHASE

1. Total victory points

Turn Sequence Summary

Victory Point Control Indicator

Area E3

20 Campaign Victory Points



HOW FIRESTORM WORKS

COMMANDERS

Commanders make up the bulk of players in Firestorm—Lorraine. They are the players that actually fight the tabletop battles that decide the outcome of the campaign. Commanders play their games of Flames Of War in the Battle Phase. Like Firestorm-Greece, Firestorm-Lorraine can be easily played with only 2 players.

CAMPAIGN TURN

Turns are the essence of Firestorm—Lorraine. Each turn is played differently from the last and are described further on. A campaign turn consists of three phases: the Planning Phase, the Battle Phase, and the Strategic Phase. In the Planning Phase at the start of the turn the Generals decide on their plans. The Commanders then execute the plans by playing games in the Battle Phase. There is no limit to the number of games that can be played in the Battle Phase, and each Commander can participate in as many battles as they want to. At the end of the campaign turn, both Generals reorganise their forces in the Strategic Phase ready for the next campaign turn.

There are three types of participants in Firestorm—Lorraine: the Commanders, the Generals, and the Organiser. The rules for the campaign are separated into three parts corresponding to these three roles.

TWO GENERALS

Each side has a General who is in charge of strategy. The General devises their plan in the Planning Phase for the Commanders to execute in the Battle Phase. Once the Commanders have fought all of their games, the two Generals redeploy and reinforce their armies in the Strategic Phase ready for the next campaign turn. Once the Generals have finished their planning, they step into the Commander's role during the Battle Phase and play tabletop games. Then they step back into the General's role for the Strategic Phase.

ONE ORGANISER

The campaign also needs an Organiser to set it up and make sure that everything runs smoothly. The Organiser may choose to play in the campaign as well if they wish, or they may simply be the owner of the store where the campaign is being played. The chief responsibilities of the Organiser are selecting the scenario that will be played, arranging a suitable venue, and getting plenty of players involved.

GENERAL - PLANNING PHASE

There are many ways of planning a battle and experienced generals will have their own way of doing things. This section outlines a simple step-by-step approach to planning your campaign that can help you on your way to victory. Choose the parts that work for you and use them to plan your victory.

1. LOOK UP THE TURN REQUIREMENTS

First thing you need to do is to read about the current turn and how it should be played. The number of games played in a turn and how to determine initiative. This is very clear and is well described in each turn listing.

2. PLACE NEW UNITS

Turn 1 list the starting forces and each turn thereafter places new units at the player's disposal. Usually these units are fixed to a specific map location. Just place them down as indicated. All Firestorm Troops in reserves after being destroyed can be placed anywhere in friendly territory.

3. PLAN YOUR GAMES

Depending on the size of the group you may want to spend some time planning ahead and make strategic decisions. But then you are off to play actual games.

COMMANDER – BATTLE PHASE

The Battle Phase is where you and your Commanders fight their battles.

As the General you are expected to lead your army into battle. Taking your own force onto the battlefield and engaging the enemy inspires confidence. Once the Planning Phase is finished, its up to you and your Commanders to fight the Battle Phase. For the rest of the Campaign turn they will fight battles using the three steps of the Battle Phase: Manoeuvre Step, Combat Step, and After Action Step.

STEP ONE – MANOEUVRE

Each Commander fights Flames Of War battles to advance their armies on the campaign map. The more victorious battles Commanders fight during a Campaign Turn the better chance their army has to win the campaign.

1. SELECT AN OPPONENT

Your opponents in Firestorm come from the other Commanders participating in the campaign. Find an opposing Commander and challenge them to a game of Flames Of War. It doesn't really matter if the people you play are on your side or even part of the campaign. If you can't find an opposing Commander to play, just grab anyone who is available as the opposing Commander.

2. DETERMINE INITIATIVE

In Firestorm: Lorraine the initiative passes from one player to the other. Both players roll one dice and apply any turn modifiers. The side that has the higher score wins the initiative, becomes the attacker and therefore can choose where the battle will be fought. He will also be the attacker in any mission played. All the scenarios have modifiers that favour one player for that turn and determine what to do in a tie.

3. PLACE A BATTLE ARROW

After you win initiative, mark the areas on the Campaign map where you will battle using a Battle Arrow. If you win the initiative select an area that your side controls to attack from and an area that the enemy controls to attack into. Place a Battle Arrow pointing from your area into the enemy area you are attacking.

Important: In Firestorm: Lorraine you are only allowed to attack from areas containing Firestorm Troops. The first must be a Ground Troop, Aircraft are not sufficient but can be the second Firestorm Troop. Empty areas may always defend.

As this is a mini-campaign it is inadvisable to allow many Battle Arrows to go between the same area. Just finish each battle between two areas before placing arrows from the same areas.

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STEP ONE - MANOEUVRE CONT.

4. CHOOSE FIRESTORM TROOPS

Firestorm Troops represent the most powerful units that fought in Lorraine. You can strengthen your force with these troops. Both the Axis and Allies have Firestorm Troops to assist their armies in the campaign. You may add up to two Firestorm Troops from the area you are fighting in to your Flames Of War force. Place these Firestorm Troops in the holes in the Battle Arrow. Treat these Firestorm Troops as extra Divisional Support choices in your force. You do not need to have Firestorm Troops to defend. Not having Firestorm Troops simply means that you will not gain additional troops for your Flames Of War games. Nor do you have to commit troops even if you have them, except the attacker must place 1 Firestorm Troop.

AIR SUPPORT AND AOP

Only the US player has access to Air Support. Each turn the US side has allocated a number of sorties available to them and may use one such sortie as a Firestorm troop. On the attack this can only be the second unit allocated, the first must be a ground unit. The main hindrance for US Air Support in Lorraine was the weather. Unseasonably heavy rains and overcast skies hindered operations. Before the battle the German player rolls for weather and this will affect the availability of the Aircraft during the game. If you choose Air Support you must roll on the Weather Effects Table before battle starts. You only need to do this if there are Aircraft present including AOP Observers and Bazooka Charlie. Remember too that aircraft do not fly if it is night.

GERMAN PANZER UNITS

To reflect the characteristics of the Lorraine fighting several rules concern the Panzer Brigades at the German players disposal.

MUST ATTACK.

If the Axis player has the initiative he must attack with a Panzer Unit if he can. He is not allowed to attack using other forces if he has a Panzer Unit that can attack.

FIGHT ALONE.

The Panzer Brigades were poorly trained and uncoordinated. For this reason only if a Panzer Brigade is chosen as a German Firestorm troop then the Germans cannot choose a second Firestorm unit. In this case they can only have 1 Firestorm troop.

MOSELLE AND METZ DEFENCES

If the German player is defending against an attack over the Moselle he gets additional defences. These are in addition to any Firestorm units he has and may be in addition to the 2 unit limit as they do not count as Firestorm Troops. If the German player is attacked from any side into the Metz area he receives the Metz fortifications in addition to any

WEATHER EFFECTS TABLE



HEAVY RAINS

The Battle starts with heavy rains preventing Aircraft from flying. On the start of the Attacking players 3rd turn roll a dice and if it is 5+ then the rain stops, then at the beginning of the opponents turn roll two dice and if either comes up 5+ then the rain stops. After that alternate between players turns always adding one dice each time until the rain stops. AOP can enter the game once the rain stops.



OVERCAST

Aircraft can fly at the start of the game but the skies are overcast. On the start of the Attacking players 3rd turn roll a dice and if it is 5+ then it starts to rain, then at the beginning of the opponents turn roll two dice and if either comes up 5+ then it starts to rain. After that alternate between players turns always adding one dice each time until it starts to rain. Once it starts raining no more aircraft are available and AOP Aircraft must be removed. It rains for the remainder of the game.



LIGHT RAIN

The Battle starts with rains preventing Aircraft from flying. On the start of the Attacking players 1st turn roll a dice and if it is 5+ then the rain stops, then at the beginning of the opponents turn roll two dice and if either comes up 5+ then the rain stops. After that alternate between players turns always adding one dice each time until the rain stops. AOP can enter the game once the rain stops.



CLEAR SKIES

Aircraft and AOP can be used as normal.

5. CHECK FOR SUPPLY

An area is considered in supply if it can trace an uninterrupted line through friendly areas to a supply source. This line can be as long as you want but must be able to go through friendly areas all the way. Otherwise you must fight Out of Supply. Roll a D6 and consult the Out of Supply table. The effects last for the duration of the game.

STEP TWO – COMBAT

Once you are prepared for battle then you must identify your mission, bring your army to the table and battle your opponent in a Flames Of War game. Make sure both of you add your Firestorm Troops to your forces.

1. IDENTIFY YOUR MISSION

You are now ready to fight a battle. The next step is deciding on the mission that you will play.

The best way of choosing which mission to play is simply to decide with your opponent or roll for a mission on the Random missions table page 256 in the Mini-Rulebook. Or if you agree use any other method.

Important Change: In Firestorm: Lorraine, the attacker in Firestorm, the player with the initiative automatically becomes the attacker in the Flames of War game, this supercedes any other special rules including forces that normally Always Attack.

Terrain and Rivers

Unlike previous Firestorms there is only one type of terrain in Lorraine. Your battles should be fought in areas that have farms or small towns, roads, fields, rolling hills and woods. The only areas that require special attention are where rivers and fortifications affect the battle. Fortified areas are Metz and the East bank of the Moselle.

In addition any attacks across a boundary with a river should be fought with a river running through no man's land. Roll for a Mission as normal from the rulebook but if the fighting is across the Moselle add a river between the opposing forces with at least one crossing for each 24"/60cm of the river and at least 12"/30cm apart. Look up Rivers and Crossing Rivers in the Rules. Infantry should be able to paddle across the Moselle at all points.

2. PLAY FLAMES OF WAR MISSION

Now is your chance to prove your mettle under fire. Bring your Flames Of War army to the field and vanquish your foe for the glory of your side. Play the mission as a normal Flames Of War game. Your campaign organiser will have arranged a suitable points value for the game. However, there is no reason that you and your opponent can't agree on any other size of game. You could fight your battle with 800, 1000, 1250, or more points. You might even want to mix things up playing different sized games throughout the campaign.

OUT OF SUPPLY TABLE



MORALE REDUCED

For the duration of the turn all units fight at one lower motivational level, Fearless become confident, confident become Reluctant and Reluctant Platoons only pass a Motivation Test on a roll of 6.



SHORT OF FUEL

For every vehicle you move during the Movement Step roll a dice, on a "1" it is out of fuel and must remain stationary for the remainder of the game and may not even rotate on the spot. Tanks with turrets or turntables may still turn these to face their target. Leave a turned over bogging marker by vehicles that have run out of fuel. This rule only applies to vehicles moved in the Movement Step and not in other steps, like the Assault Step.



NO EFFECT



FIGHT TO THE DEATH

For the duration of the battle all units fight as they are one motivational level higher. Reluctant become Confident, Confident become Fearless and Fearless pass all Motivation Tests on a roll of 2+.

Remember, although you both start with the same number of points, any Firestorm Troops that you add to your force are in addition to this. This could result in one side being considerably stronger than the other if the strategic situation is heavily in their favour. If you find yourself outnumbered like this, don't panic. Fight hard and try to hold your positions while your comrades in other areas take advantage of your sacrifice to restore the situation.

Lend-Lease Forces

Everyone can participate in a Firestorm campaign. If you do not have the right forces, use your normal force as a Lend-lease force sent to support one side or the other. You could field any Early War force in place of the Burning Empire or Hellfire & Back Forces.

Forces from any nationality can play in the campaign on either side. Use the normal Firestorm Troops for reinforcements. This can result in some unusual force compositions, e.g. A Soviet Heavy Guards Tank Regiment supported by US Infantry. Ideally this is best played with their historical forces. But remember to be flexible and have fun!

STEP THREE – AFTER ACTION

No job is done until the paperwork is finished!

At the end of your battle you need to take note of your Victory Points. Remove your Battle Arrow from the Campaign Map, unless there was already a Battle Arrow in place for these areas when you started your battle and it has not yet been removed. If there are multiple simultaneous battles in your area, leave your Battle Arrow in place and wait until the earlier battles are resolved before completing your After Action Step.

1. ROLL TO DESTROY

Committing your Firestorm Troops to battle offers great rewards, but brings great risk. Their destruction in battle will leave you weakened, hindering your general's battle plan.

All Firestorm Troops that fought in the battle are at risk of destruction in the campaign if they are defeated on the battlefield. While tactical losses can be made good by a victorious army, a defeated army must conduct a difficult retreat that can result in the total destruction of its best troops. For each Firestorm troop used in the battle, regardless of its fate during the game, the opposing Commander will roll a die. The score needed to destroy the Firestorm Troop in the campaign is given on the Roll to Destroy table and depends on the number of Victory Points that you scored. Remove any Firestorm Troops, with the exception of German Panzer Units, that are destroyed from the Campaign Map and place them in the Reinforcement Pool.

ROLL TO DESTROY

<i>Your Victory Points</i>	<i>Score needed to Destroy Enemy Firestorm Troops</i>
6+	4+
5	5+
3 or 4	6
2 or less	No roll

GERMAN PANZER UNITS

The Panzer Brigades committed to the Lorraine fighting were poorly trained and ill experienced and suffered proportionally heavy losses and after heavy fighting lost their combat effectiveness. If a Panzer Unit is destroyed then it is destroyed and does not return, but count it as captured by the Allies instead.

2. RETREAT DEFEATED TROOPS

When you have been defeated in battle you must surrender the battlefield to your opponent. In order to save your force from utter destruction retreat is your only recourse.

If your opponent scored at least three Victory Points in the game and scored more Victory Points than you did, then you have been defeated and must retreat. After rolling for destruction, all remaining Firestorm Troops in the defeated Commander's area must be retreated. Attacking troops simply return from the area they attacked from while defeated defending troops must retreat to any adjacent area of their choice that is under their control. If there are no adjacent friendly-controlled areas to retreat into, then all of the Firestorm Troops in the area, including any that would normally be Destroyed, are captured and permanently removed from the campaign. This earns the victorious Commander extra Campaign Victory Points. Report the capture of these Firestorm Troops to your General.

3. ADVANCE VICTORIOUS TROOPS

As an attacker vanquishing your foe you have gained control of his position. To claim your prize, march your forces forward and take control of the battlefield. As the defender you have managed to defend your territory and remain in control but do not capture the attackers territory.

If as attacker you defeated your opponent, you now control the area the defeated forces retreated from. Place a Control marker on your new area to show that you now control it. As the victorious Commander, you may move up to four Firestorm Troops into the newly-controlled area from adjacent areas. The first troops to move into the newly-acquired area must be any surviving Firestorm Troops that you used in your battle. Once these troops have advanced, you may select the remaining Firestorm Troops to advance from any adjacent area.

If there were multiple battles being fought in the areas you were fighting in, it is entirely possible for you to capture an area from the enemy and occupy it, while another player on your side loses the area that you just fought out of. While this can be disturbing, as it often leaves you cut off, such is the ebb and flow of battle.



STRATEGIC PHASE

BRING IN REINFORCEMENTS

Generals decide where their reinforcements should strengthen their army. Reinforcements arrive through supply depots from which they are readily moved forward to bolster the army's next big operation.

The German General brings on their reinforcements first, followed by the US General.

Place all of your Firestorm Troops in your Reinforcement Pool in any of your Supply Depots.

You cannot place reinforcements in an enemy-controlled Supply Depot. If all your Supply Depots are in enemy hands then all your reinforcement troops remain in the Reinforcement Pool.

CAMPAIGN VICTORY POINT TABLE

Luxembourg	(A3)	50 points
Verdun	(B2)	80 points
Mairy	(B3)	10 points
Metz	(B5)	70 points
Bar-Le-Duc	(C1)	30 points
Arracourt	(C4)	20 points
Nancy	(D4)	50 points
Strasbourg	(D7)	80 points
Dompaire	(E3)	20 points
Épinal	(E4)	20 points

German Success: At the end of the game the German player scores a bonus 100 points if he is in possession of one or more of the following areas – A2, B2, C1 or C2. The German player only receives 100 points even if he controls more than one of these areas.

FIRESTORM TROOPS CAPTURED VICTORY POINTS

German Panzer Units	10 points
Allied tank and artillery Units	10 points
Other Firestorm Troops	5 points

MAKE STRATEGIC MOVES

Redeploying forces before a major offensive provides you with the flexibility to meet both known and unknown threats. In Firestorm Lorraine you may redeploy your units before the next turn starts, but keep in mind you might also receive new units at the start of the turn.

The German player makes Strategic Moves first followed by the US General.

Firestorm units that were destroyed and returned to reserve may be redeployed anywhere in friendly territory that is in supply. Other units may move into any adjacent friendly-controlled area.

TOTAL VICTORY POINTS

The last thing to do in the Strategic Phase is to total your Campaign Victory Points. While this does not matter until the end of the campaign, it is useful to know how well you are doing as the campaign progresses.

Both Generals now total the Campaign Victory Points that they have earned from capturing and holding objective areas and capturing Firestorm Troops.

CAPTURING OBJECTIVES

Possession of key locations in Lorraine is critical to winning the campaign. These are the important locations such as the city centres and bridges centres that your army is fighting for.

You receive the number of Campaign Victory Points shown on the Campaign Victory Point table below for each objective area that you hold.

CAPTURING FIRESTORM TROOPS

Most units that are mauled in combat are pulled out of the line and rebuilt before being thrown back into the fray. However, when a unit is cut off and surrounded, it will be captured and totally destroyed if it loses a battle.

While Firestorm Troops that are destroyed as a result of participating in a battle are placed back in the Reinforcement Pool, those that are surrounded and unable to retreat are removed from the game instead. Firestorm Troops that are surrounded and captured in this way earn the enemy Campaign Victory Points as shown on the Campaign Victory Points table.

ENDING THE CAMPAIGN TURN

Once you have worked out your victory points, all that remains to do is update the campaign map.

The General with the higher Campaign Victory Point total subtracts the enemy Campaign Victory Point total from their own to find out their victory point advantage. Move the Victory Point marker to show which side is winning and by how much on the Victory Point Indicator on the right edge of the Campaign Map. The last thing to do is to move the Campaign Turn marker on to the next Campaign Turn at the bottom of the Campaign Map.

CAMPAIGN OUTCOME

*“No bastard ever won a war by dying for his country.
He won it by making the other poor dumb bastard die for his country.”*

-Gen. George S. Patton Jr.

At the end of the campaign, the final Campaign Victory Point totals determine the winning side. The extent of the victory depends on the difference between the two sides' victory point totals.

The side with the higher Campaign Victory Point total wins the campaign. There are four levels of victory in Firestorm based on the difference in Campaign Victory Points between the two sides.

ALLIED VICTORY

The Allied side wins if it has more Campaign Victory Points than the Axis.

ALLIED STRATEGIC VICTORY WIN BY 150 CAMPAIGN POINTS

Despite being deprived of units and supplies the offensive and aggressive spirit of the Third Army has led the way towards Germany. There is no question that the citizen army is now Top Dog. Next stop Frankfurt.

ALLIED OPERATIONAL VICTORY WIN BY 100 CAMPAIGN POINTS

Once again the Third Army's aggressive leadership shines through. The German defences are in shambles, they are struggling to maintain the line and are just one push away from a second rout.

ALLIED TACTICAL VICTORY WIN BY 50 CAMPAIGN POINTS

The fighting in Lorraine has seen some real accomplishments. The German Offensive has been shattered and a foothold has been gained on the west bank of the Moselle. It may not be clear just now, but your actions will later attract the attention they deserve.

This is the historical outcome of the Lorraine Campaign.

AXIS VICTORY

The Axis side wins if it has more Campaign Victory Points than the Allies.

AXIS STRATEGIC VICTORY WIN BY 150 CAMPAIGN POINTS

Your efforts have met the expectations of the Führer. The Third Army is now in disarray and the Allies are badly shaken. Possibly it is now time for further offensives that will break the fragile nature of the Allies alliance. You and your commanders will find yourselves as favourites of the coming offensives.

AXIS OPERATIONAL VICTORY WIN BY 100 CAMPAIGN POINTS

The Lorraine Campaign has ended in a German Victory and placed the Allies on the defensive. Your successful actions have bought us time to build our new wonder weapons and turn the war back into our favour.

AXIS TACTICAL VICTORY WIN BY 50 CAMPAIGN POINTS

It may not seem like a great victory, but your skilled efforts have re-established a firm defensive line and secured operations for weeks if not months to come.

DRAW

The campaign is a draw if the total Campaign Victory Points for both sides are within 50 points.

The Axis and Allied armies have fought themselves to a standstill.

The Third Army must await fresh supplies before resuming offensive operations and faces a costly battle of attrition breaking through the German defences.

As the German Commander you have shown lack of offensive spirit, a sure sign of disloyalty to the Führer. Consider yourself lucky if you are just relieved.

URNS

Firestorm-Lorraine is played over 3 turns. Each turn is played differently to best simulate the actual Campaign.

Each turn will determine the number of battles, initiative and the number of Air Sorties as well as containing information on deployment. Number of battles is a suggestion, if you feel you would rather play more battles feel free, but never go below the minimum although you can always roll off a few as a General's Game battle.

TURN ONE - OPENING MOVES

FELDHERRNHALLE VS THOUGH OMBRES 5 - 11 SEPTEMBER 1944

While the Germans were still planning an offensive in the Lorraine the Third Army launched their first attacks to cross the Moselle. The German Commander Knobelsdorff saw an opportunity in the situation and secured permission to attack on the 8th of September with Panzer Brigade 106 Feldherrnhalle under the command of Dr. Franz Bake. They attacked the flank of the 90th Infantry Division "Tough Ombres" hoping to unhinge the US offensive. The German attack ended in disaster and significant losses to the Panzer Brigade. At the same time the US attacks elsewhere were met with fierce resistance and failed to make any real gains.

DEPLOYMENT:

ALLIED FORCES

A2 Infantry, Artillery
B-2 Tank (7 Div)
B-3 Infantry, 3" Anti-tank gun
B-4 Tank (7 Div)
C-2 2x Tank (4 Div)
C-3 Infantry
D-2 Infantry
D-3 Infantry, Artillery

GERMAN FORCES

A-3 FHH Panzer
A-4 Infantry
B-5 SS-Panzergranadiers, Infantry (Metz)
C-4 Panzergranadiers
D-4 Infantry, 8.8cm AA
D-5 Panzergranadiers
E-3 Infantry

Of battles: 3 + 1D3* attacks

Initiative: The Allied player receives +1 on his roll and wins on all ties.

Allied Air sorties available: 3

Special for turn 1: All US Attacks must be across the Moselle, against Luxembourg or to recapture lost territory.

**To roll a D3, roll a standard 6 sided die with 1-2 being 1, 3-4 being 2 and 5-6 being 3.*





TURN TWO - NANCY AND DOMPAIRE

“THE SHORTEST WAY HOME” – CREIGHTON ABRAMS 12 – 18 SEPTEMBER 1944

Crossing the Moselle had not gone as planned and the third Army stepped up their operations. Bradley warned Patton on the 12th of September that he had two more days to cross the Moselle before he would have to go on the defensive. The battle around Metz had tied down the troops there for very little gains but bridgeheads around Nancy had been secured. Gen. Wood decided to throw the veteran 4th Armored Division into the fray and attempt to encircle Nancy. Corps Commander Gen. Eddy and the commander of Combat Command A (CCA) Col. Clark had their doubts but the Commander of the 37th Tank Battalion Lt. Col. Creighton Abrams wanted to push ahead - “That’s the shortest way home.” With a deep double pincer movement the Combat Commands A and B of the 4th Armored Division managed to encircle Nancy.

Meanwhile the third Army had been reinforced by Haislip’s XV Corps including the valiant 2nd French Armoured Division. They attacked the southern German defences that were thinly held and had captured the area around Dompierre. The German Army Group Commander General Baskowitz went against Hitler’s orders to conserve the Panzer Brigades and ordered Manteuffel to send his forces to stabilise the situation. Panzer Brigade 112 moved out of Epinal. Groupment Tactique Langlade, GTL, named after their leader Langlade and similar in build up as the US Combat Commands met the German attack head on and better supplied with intelligence, artillery and air support destroyed the second Panzer Brigade around Dompierre on the 13th of September.

By the end of the fighting the Allies had secured a firm bridgehead across the Moselle and destroyed the second of the Panzer Brigades.

NEW UNITS:

XV CORPS

D-2 French Tank

GERMAN FORCES

E-4 Panther

If the opposing side occupies the area of the new units then place them in any adjacent area.

Of battles: 3 + 2D3* attacks

Initiative: The Allied player receives +1 on his roll and wins on all ties.

Allied Air sorties available: 4

**To roll a D3, roll a standard 6 sided die with 1-2 being 1, 3-4 being 2 and 5-6 being 3.*

TURN THREE - CLASH OF TANKS

HASSO VON MANTEUFFEL VS PATTON 19 - 29 SEPTEMBER 1944

The Germans had already suffered grave losses well before their planned offensive had even started. Under heavy pressure from Hitler and Oberkommando der Wehrmacht OKW the commander of Army Group G Johannes Blaskowitz prepared a limited offensive and ordered Manteuffel's Fifth Panzer Army to go on the attack. What followed was a series of tank engagements around the area of Arracourt. The Germans were under constant pressure from their high command to press the attack. Blaskowitz and Manteuffel were unwilling to display any lack of offensive spirit so they drove their forces hard.

At the end the German forces were shattered and were unable to continue any further attacks. The Third Army had made real accomplishments and secured their base for further operations. Yet they would be delayed and face heavy losses against the German forces still defending the Metz area. Hitler and OKW had also learned their lesson. Limited offensives against the Allied Armies would fail so they drew up a plan for a grand offensive of 26 divisions as Operation Wacht-am-Rhein.

NEW UNITS:

GERMAN FORCES

2x Panzer in any of the areas D-5, D-6, E-3 or E-4

If the opposing side occupies the area of the new units then place them in any adjacent area.

Of battles: 3 + 1D3* attacks

Initiative: The German player receives +1 on his roll and wins on all ties.

Allied Air sorties available: 4

**To roll a D3, roll a standard 6 sided die with 1-2 being 1, 3-4 being 2 and 5-6 being 3.*



FIRESTORM TROOPS

ALLIED TROOPS



INFANTRY X 6

Reinforce your company with a Rifle platoon with 3 Rifle Squads (Command Rifle team, bazooka team and 9 Rifle teams). Rated as **Confident Veteran**.

Infantry	Range	ROF	AT	Firepower	
Rifleteam	16"/40cm	1	1	6	Automatic Rifles
Bazooka	8"/20cm	1	10	5+	Tank Assault 4

5th, 7th, 35th, 79th, 80th and 90th Divisions

3" ANTI-TANK GUN X 1

Reinforce your company with a Tank Destroyer Platoon with 4x M5 3" Guns and command carbine team. Rated as **Confident Veteran**. *They do not use Tank Destroyer special rules.*

Weapon	Range	ROF	Anti-tank	Firepower	Notes
M5 3in gun (late)	32"/80cm	2	13	3+	Gun shield

607th Tank Destroyer Bn

ARTILLERY X 2

Reinforce your company with a Corps Field Artillery Battery (155MM) with 4x M1 155mm Howitzers, Command Carbine team, staff team and Observer carbine team. Rated as **Confident Veteran**.

Weapon	Range	ROF	Anti-tank	Firepower	Notes
M1 155mm howitzer	24"/60cm	1	10	1+	Bunker buster, Gun shield, smoke
Firing bombardments	88"/220cm	-	5	2+	Smoke bombardment

Corps Field Artillery Battery 155MM

TANK X 4

Each unit represents a self-contained Combat Command. Reinforce your company with either a Sherman platoon of 3 M4A1 Shermans and 1 M4A1 (76mm) or an Armored Rifle Platoon with HQ section, Light MG Squad, 60mm mortar Squad, 2 rifle Squads, 5 bazooka teams and 5 M3 half-tracks. 4 DIV is rated as **Confident Veteran**, 7 DIV is rated as **Confident Trained**. *For an Armored Rifle Platoon refer to Blood Guts and Glory.*

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Armour	Equipment and notes Notes
				Top Firepower	
M4A1 Sherman	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG
M3 75mm gun	32"/80cm	2	10	3+	Smoke, Stabiliser
M4A1 (76mm) Sherman	Standard Tank	7	4	1	Co-ax MG, Hull MG, .50 cal AA MG, protected ammo
M1 76mm gun (late)	32"/80cm	2	13	3+	Stabiliser

Combat Command A&B 4th Armored Division, 7th Armored Division

AIRCRAFT X 4

Read the rules carefully regarding Air Sorties and weather. When or if Air Support arrives you receive Priority Air Support with Close Air Support using P-47 Thunderbolts.

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
P-47 Thunderbolt	MG	2+	6	5+	
Bombs	4+	5	1+		

XIX Tactical Air Command

ALLIED TROOPS CONT.



FRENCH

TANK X 1

Each unit represents a self-contained Groupement Tactique. Reinforce your company with either a Sherman platoon of 3 M4A1 Shermans and 1 M4A1 (76mm) or an Armored Rifle Platoon with HQ section, Light MG Squad, 60mm mortar Squad, 2 rifle Squads, 5 bazooka teams and 5 M3 half-tracks. 2^{ème} Division Blindé is rated as **Confident Veteran**. For an Armored Rifle Platoon refer to *Blood Guts and Glory*.

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Armour Top Firepower	Equipment and notes Notes
M4A1 Sherman M3 75mm gun	Standard Tank 32"/80cm	6 2	4 10	1 3+	Co-ax MG, Hull MG, .50 cal AA MG Smoke, Stabiliser
M4A1 (76mm) Sherman M1 76mm gun (late)	Standard Tank 32"/80cm	7 2	4 13	1 3+	Co-ax MG, Hull MG, .50 cal AA MG, protected ammo Stabiliser

Groupement Tactique Langlade - 2^{ème} Division Blindé (2nd French Armoured Division)

FRENCH SPECIAL RULES

French special rules: There is a PDF on the 2^{ème} Division Blindée on the www.flamesofwar.com website. Use all the rules there plus the following rule:

OUR FLAG FLIES OVER THE CATHEDRAL OF STRASBOURG

With the French 2nd Armoured Division so close to completing their vow at Kufra all French units may re-roll any failed motivation tests.

AXIS TROOPS



GERMAN

INFANTRIE PLATOON - INFANTRY X 4

Variable Marker: Roll one die and reinforce your company with the appropriate unit shown below.

One Platoon of either:



FRESH CONSCRIPTS

Security Platoon of one Command SMG team and six rifle teams, rated as Confident Conscripts



REPLACEMENTS

Grenadier Platoon of one Command Panzerfaust SMG team and six rifle/MG teams. Rated as Confident Trained



VETERANS

Grenadier Platoon of one Command Panzerfaust SMG team and six rifle/MG teams. Rated as Confident Veteran

Team	Range	ROF	Anti-tank	Firepower	Notes
Command SMG team	4"/10cm	3	1	6	Full ROF when moving
Rifle team	16"/40cm	1	2	6	
Rifle/MG Team	16"/40cm	2	2	6	
Panzerfaust	4"/10cm	1	12	5+	Tank assault 6. No move and shoot.

16th Infantry Division, 462th, 553th and 559th Volksgrenadier Divisions

PANZERGRENADIER X 2

Reinforce your company with a Panzergrenadier Platoon with a Command Panzerfaust SMG team and 3 Panzerfaust MG teams and 3 MG teams. Rated as **Confident Trained**.

Team	Range	ROF	Anti-tank	Firepower	Notes
Command SMG team	4"/10cm	3	1	6	Full ROF when moving
MG team	16"/40cm	3	2	6	ROF 2 when pinned down
Panzerfaust	4"/10cm	1	12	5+	Tank assault 6. No move and shoot.

3rd and 15 Panzergrenadier Divisions

LUFTWAFFE ANTI-AIRCRAFT PLATOON X 1

Reinforce your company with a Luftwaffe Anti-Aircraft Platoon with a Command SMG team and two 8.8cm Flak36 guns with extra crew. Rated as **Reluctant Trained**.

Weapon	Range	ROF	Anti-tank	Firepower	Notes
8.8cmFlaK36 gun	40"/100cm	(3)	13	3+Gun	Shield, Heavy Anti-aircraft, Turntable

First Army Support

SS-PANZERGRENADIER PLATOON X 1

Reinforce your company with a SS-Panzergrenadier Platoon with a Command Panzerfaust SMG team and 3 Panzerfaust MG teams and 3 MG teams. Rated as **Fearless Trained**.

Team	Range	ROF	Anti-tank	Firepower	Notes
Command SMG team	4"/10cm	3	1	6	Full ROF when moving
MG team	16"/40cm	3	2	6	ROF 2 when pinned down
Panzerfaust	4"/10cm	1	12	5+	Tank assault 6. No move and shoot.

17 SS Panzergrenadier Division „Goetz von Berlichingen“

PANZER UNIT - FHH PANZERJÄGER PLATOON X 1

Reinforce your company with a FHH Panzerjäger Platoon with three Panzer IV/70 (V). Rated as **Reluctant Trained**.

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Armour	Equipment and notes Notes
				Top Firepower	
Panzer IV/70 (V)	Slow Tank	9	3	1	Hull MG.Overloaded, Schürzen
7.5cm PaK42 gun	32"/80cm	2	14	3+	Hull mounted

106th Panzer Brigade „Feldherrnhalle“

PANTHER UNIT - PANTHER PLATOON X 3

Reinforce your company with a Panther Platoon with four Panther G tanks. Rated as **Reluctant Trained**.

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Armour	Equipment and notes Notes
				Top Firepower	
Panther G	Standard Tank	10	5	1	Co-ax MG, Hull MG, wide tracks
7.5cm KwK42 gun	32"/80cm	2	14	3+	

111th, 112th and 113th Panzer Brigades

HISTORICAL NOTE:

The four Panzer Brigades were different in organisation. 106. Panzer-Brigade Feldherrnhalle was made up from a Cadre of SA men and was of the first generation of Panzer Brigades, closer to a regiment in strength, having a battalion of Panthers, a battalion of Panzergrenadiers and a company of Jagdpanzer IV/70. Panzer Brigades 111, 112 and 113 were of later generation and more powerful with two tank battalions, one with Panthers, the other with Panzer IVs and a battalion of Panzergrenadiers. All of them had a high proportion of new recruits and there had been insufficient time and resources for training. Since they were new formations discipline was more lax compared to the Wehrmacht of previous years. On top of this the Panzer Brigades lacked a number of supporting elements, most importantly reconnaissance for them to work well as self-contained forces. Then there are a number of recorded occasions where their lack of coordination affected their performance and they failed to utilise their full potential. In one case supporting panzergrenadiers were significantly delayed after discovering a store of kirsch (a Cherry Brandy).

DEFENCES

"Fixed fortifications are a monument to the stupidity of man."

- General George S. Patton Jr.

METZ - FIELD FORTIFICATIONS

Surrounding the city of Metz is a heavily fortified area with fortifications built both by the France and Germans throughout the centuries. These fortifications saw little service in World War 1 or during the Battle for France in 1940. In 1944 the Third Army fought for 3 months to capture the city and its fixed defences were grossly underestimated by the Americans.

A lot of the guns had been removed from the defences but it had well encased artillery batteries remaining. These batteries were lacking range tables, missing sights and other equipment to make the guns fully operational.

If the US player attacks the Germans into the Metz area from any direction the German player can add the following fortifications to his defence,;

Fort Battery: 4x 15cm sFH18 Howitzers in gun Gun Pits, with a command SMG team and two observers, 1 trench. Note that unlike normal gun pits these may rotate to face the target but the Fort Battery cannot fire smoke nor does it have a staff team.

Fortress Strongpoint: HMG pillbox, 4 trench lines, 2 Anti-tank obstacles - Must be attached to an Infantry platoon that becomes a fortified platoon. The strongpoint must be assigned to an infantry platoon that becomes a fortified platoon or it is lost.

The Germans do not get the defences for Metz and Moselle at the same time, if Metz is attacked across the Moselle only add the Metz defences.

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
15cm sFH18 Howitzers	Immobile	24"/60cm	1	13	1+	
Firing bombardments		80"/200cm	-	5	2+	

MOSELLE BANK - FIELD FORTIFICATIONS

After retreating throughout and being on the verge of collapse the Germans have been given pause and are starting to recover. Under the skilled and patient efforts of their commanders the Germans are establishing firm defensive positions.

If the US player attacks the Germans across the Moselle the German player can add the following fortifications to his defence, Strongpoint – two HMG nests and 3 Trench Lines. The strongpoint must be assigned to an infantry platoon that becomes a fortified platoon or it is lost.

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
HMG nest	Immobile	24"/60cm	6	2	6	ROF 3 when pinned



MAJOR CHARLES CARPENTER

"A legend in an outfit where reckless bravery is commonplace."

Charles Carpenter was a high school history teacher before joining the Army in 1942 and was assigned to flying light observation aircraft as an artillery liaison officer. When he was assigned to combat duty he flew in support of the 4th Armoured Division. In August 1944 during the siege of Lorient Carpenter became frustrated at his inability to attack German Armour and with the assistance of an Ordnance technician fixed two M1 rocket launchers – Bazookas to the underwing struts of his L-4 which he named Rosie the Rocketeer. By the time of the Lorraine battles Major Carpenter had attached six type M9 bazookas to Rosie, three under each wing. Major Carpenter became known as Bazooka Charlie or The Mad Major by his unit and by war's end he was credited with 6 tanks destroyed – including two Tiger I tanks along with numerous other vehicles. On September 20, 1944 during the Battle of Arracourt he flew three sorties firing no less than sixteen bazooka rockets at the advancing enemy.

Carpenter preferred to fly alone in his L-4 and fire his rockets at the range of a 100 yards or less. His elevated rank allowed Carpenter to avoid most artillery spotting missions and gave him time to go on with his own private war with German

armoured units. In a Stars and Stripes interview Carpenter told them "word must be getting around to watch out for Cubs with bazookas on them. Everytime I show up now they shoot with everything they have. They never used to bother Cubs. Bazookas must be bothering them a bit." And while Rosie the Rocketeer was hit several times by ground fire Carpenter never received so much as a scratch, earning him the third nickname "The Lucky Major".

In 1945 Carpenter became seriously ill and was diagnosed with Hodgkins Disease and told that he had two years to live. He was honorably discharged from U.S. Army service at the rank of lieutenant colonel and returned to his job as a high school history teacher. He died in 1966 at the age of 53.

"Some people around here think I'm nuts, but I just believe that if we're going to fight a war we have to get on with it sixty minutes an hour and twenty-four hours a day."

– Major Carpenter



CHARACTERISTICS

Major Carpenter is a Warrior and is mounted in Rosie the Rocketeer, a L4 Grasshopper aircraft. He may be taken for any compan from the 4th Armoured Division in the Lorraine Campaign instead of a Air Observation Post for +65 points.

AIRCRAFT

Aircraft	Weapon	To Hit	AT	Firepower	Notes
Rosie the Rocketeer	Bazookas	4+	5	5+	Hits go against top armour, Re-roll misses

PRIVATE WAR

Major Carpenter is a warrior mounted in a L4 Grasshopper AOP know as Rosie the Rocketeer. He does not act as an observer but fights his own private war as a ground attack aircraft using the rules in this entry. He uses the profile above and attacks like other Aircraft but only attacks a single enemy team and does not use a template. The attack is still against top armour and Rosie's bazookas have a higher AT value due to the better angle they are fired from. Once he has fired his weapons Major Carpenter is removed from the table but can return later see: Get on with it sixty minutes an hour.

Major Carpenter is an Warrior team and a Aircraft. He follows the rules for an AOP with the following changes. He cannot Observe for Artillery. Instead he may make a single attack as an Aircraft using the profile above. Rosie the Rocketeer does not use a template and can only fire at a single target but may re-roll misses. Major Charles can never join another unit, nor can he assault or be assaulted

GET ON WITH IT SIXTY MINUTES AN HOUR

Carpenter will go back to base and rearm and fly as many sorties as he can.

If Carpenter is removed from play he may return after rearming. At the start of your next turn roll a die. On a roll of 5+ Carpenter returns. If he doesn't you may roll again one dice in the next turn and in all turns after that and Carpenter will return on 5+. You only get one dice per turn and there is no automatic success.

LOW AND SLOW

Carpenter would come in low and slow and fire his bazookas from the range of a 100 yards.

Carpenter flies Rosie the Rocketeer low and she is slower moving than normal ground attack Aircraft, this means Carpenter has more time to ascertain his targets. Carpenter may make attacks against enemy targets closer to friendly units than other aircraft. Carpenter has no restrictions on placing due to friendly units.

BAZOOKAS MUST BE BOTHERING THEM A BIT

The L-4 flies in so low that it is hard to range in with normal AA defences. It is so low however that German ground troops can fire their small arms at the Aircraft and Rosie the Rocketeer was riddled with bullet holes from small arms fire on several occasions.

Because the L-4 Grasshopper is very light and manoeuvrable Carpenter can come in very low reducing the effectiveness of enemy AA fire. Only enemies within 12"/30 cm can fire AA fire against him. He is very close to the ground however and this allows enemy infantry to take shots at him. Any rifle, rifle/MG and MG may fire at Rosie the Rocketeer as if they had a self defence AA MG. Enemy SMG teams within 4"/10cm may also join in as they were a self defence AA MG.

THE LUCKY MAJOR

Though Rosie the Rocketeer was hit several times she was never shot down and Carpenter never got a scratch. The lightweight construction of the L-4 Grasshopper could withstand a surprising amount of punishment.

If Rosie the Rocketeer is destroyed by Anti-aircraft Fire remove Carpenter as normal but your opponent must roll a dice. On 5+ Rosie the Rocketeer has been seriously damaged, but on any other result Carpenter can return as with Fights "Get on with it Sixty Minutes an Hour" rule.



Major Charles Carpenter is only for use in the Firestorm: Lorraine campaign and is not intended for regular play.



FIRESTORM TERMS

After Action Step: The commanders complete the After Action Step after fighting a battle. Troops advance, retreat or are destroyed in this step.

Air Sorties: Each turn the US player is provided with a number of Air Sorties. This is the only Air support available to players. Once sortie can be allocated to each battle and once used cannot be used again that turn.

Area: The campaign map is divided into areas. All movement is from one area to another, and all Flames Of War battles take place between two areas.

Battle Arrow: Battle arrows mark battles that are currently taking place on the campaign map. Place Firestorm Troops fighting in the battle in the holes on the battle arrow. In order to make an attack you must support it with at least one ground Firestorm Troop.

Battle Phase: Each turn the commanders fight Flames Of War games in the Battle Phase. Each game played in the phase has three steps: the Manoeuvre Step, the Combat Step, and the After Action Step.

Bazooka Charlie/Major Charles Carpenter: Bazooka Charlie is a Warrior and Independent team and a Aircraft. He is based on the the real life exploits of Major Charles Carpenter and can be used in the Campaign as a Warrior with any company of the 4th Armored Division with whom he served. He is not official so if you wish to use him in outside the campaign you should get permission from your opponent first.

Campaign Map: The campaign map portrays the area of Greece where the Battle for Greece took place. It also contains a key, the turn sequence, details of Firestorm Troops, the Campaign Turn Indicator, the Reinforcement Pools, and a Victory Point Indicator.

Campaign Turn: The campaign is divided into four campaign turns. Each Campaign turn is almost a mini campaign in itself where players act out distinct parts of the Battle for Greece. In each campaign turn the rules dictated how initiative is played, the number of Air Sorties is available and the recommended amount of battles to be played.

Campaign Victory Points: Campaign victory points are used to measure the success of each side in the campaign. Campaign victory points are awarded for capturing cities and other objectives, and for surrounding and capturing enemy forces.

Combat Step: In the Combat Step of the Battle Phase commanders select the mission that they will play and fight a Flames Of War game.

Commander: Commanders are the players who fight the Flames Of War games that determine the campaign's outcome.

Control Marker: Control markers identify areas that you control. When you advance into an area place a control marker in it to show that you now control it. In Firestorm Greece these are not really needed since the battle lines should be clear.

Firestorm Troops: Firestorm Troops are miniatures representing the key units in the campaign. Firestorm Troops can be committed to a battle giving extra troops in the Flames Of War game that decides its outcome.

General: Each side has a General who coordinates the side's strategy in the Planning and Strategic Phases. Since Firestorm Greece is a mini-campaign this is much simpler than in Bagration or Market Garden.

Panzer Units: These have a number of special rules. 1) Fight alone – If you use a Panzer Unit as a Firestorm Troop you cannot have another. 2) Must attack – If the German player has the initiative and has any free Panzer units he must attack with them. 3) Captured when destroyed.

Reinforcements: Firestorm Troops destroyed after a battle are placed in the Reinforcement Pool on the Campaign Map. They are returned to play at the beginning of the next turn, subject to the Turns specifications.

Reinforcement Pool: The reinforcement pools at the bottom of the campaign map hold Firestorm Troops that were destroyed in the After Action Step.

Victory Point Marker: The advantage currently held by the winning side is shown by the position of the victory point marker on the victory point indicator on the side of the map.

Weather: September 1944 saw unusually heavy rains and overcast skies. In any battle with Aircraft, be it Air Sorties, AOP or Bazooka Charlie you must roll on the weather table and this will affect the availability of Aircraft in the game.

THE GENERAL'S WARGAME

"You must do your damndest and win"

General George S. Patton Jr.

In The General's Wargame you command the Axis or Allied army in the Lorraine Campaign September 1944. As the General, you experience the ebb and flow of a large campaign that will decide the course of the war.

The General's Wargame is a fast-paced two-player game based on Firestorm: Lorraine that takes between a half an hour and an hour to play. When both players are constantly involved in planning and executing attacks, time flies and the hardest question is whether you can fit in another game!

This makes it an ideal game when you have a few spare hours, but not enough space for a miniatures game, or you've just finished your Flames Of War game and have an hour to spare before you head off home.

Got a quiet evening? Grab a friend and relax with some drinks and snacks around the kitchen table! Travelling and want to take a game along? Grab Firestorm: Lorraine and play The General's Wargame.

As well as being a stand-alone game, The General's Wargame is a great tool for generals playing the Firestorm: Lorraine campaign. Before the campaign begins, you should run through a few games of The General's Wargame to test out your strategies and see how they perform. Just like the real generals, this experience will help you make winning plans when the real campaign begins. You can also set up your map to match the campaign map and try out plans for the next turn. Run through each strategy a few times to see the most likely outcome, and then write your battle plan accordingly.

Whether you play The General's Wargame on its own or as part of a Firestorm: Lorraine campaign, remember above all else that, like Napoleon, your country needs lucky generals — so roll good dice.

ORDER ONE – PLANNING PHASE

1. Look up the turn requirements
2. Place reinforcements
3. Make Moves if Allowed

ORDER TWO - BATTLE PHASE

(Repeat for each Battle)

1. Roll for Initiative
2. Place a Battle Arrow
3. Choose Firestorm Troops
4. Resolve the Battle
5. Roll to Destroy
6. Retreat Defeated Troops
7. Advance Victorious Troops

ORDER THREE – STRATEGIC PHASE

1. Bring in reinforcements
2. Make Strategic Moves
3. Total Your Victory Points

FIRESTORM TROOP BONUSES

Each Firestorm Troop placed on a Battle Arrow and committed to a battle gives a bonus to your die roll. Use the Firestorm Troop Bonuses table to determine your bonus for each Firestorm Troop placed on the Battle Arrow. Depending on the terrain attacked into your troops will have bonuses to help you win the battle.

UNIT	VALUE	UNIT	VALUE
US Infantry	+2	Panzer Unit, 111, 112, 113 Bgd - Panther G	+5
US Anti-tank Gun	+2	SS-Panzergrenadiers	+3
US Artillery	+3	Panzergrenadiers	+2
US 4 Div Tank	+3	German Infantry	Variable
US 7 Div Tank	+2	German Anti-Aircraft	+3
French Tank	+3	Metz German Defensive Bonus	+4
US Air Support	Variable	Defending Over River	+1
Panzer Unit, FHH - Panzer IV/70 (V)	+3	Fighting Out of Supply	-2

SETTING UP THE CAMPAIGN MAP

ORDER ONE – PLANNING PHASE

Set up the campaign as normal.

1. Look up the turn requirements

At the start of each turn there is a listing of things available and options. These work exactly the same in the General's Game as in the standard game.

2. Place new units

Each turn will let you know what units are new and where to place them.

3. Plan your battles

Make any plans you need.

ORDER TWO - BATTLE PHASE

(Repeat for each Battle)

1. Roll for Initiative

Turn 1 has fixed battles and fixed attacker. After that both players roll one dice and after adding any turn modifiers the player with the higher roll is the attacker.

2. Place a Battle Arrow

After you win initiative, mark the areas on the Campaign map where you will battle using a Battle Arrow. If you win the initiative select an area that your side controls to attack from and an area that the enemy controls to attack into. Place a Battle Arrow pointing from your area into the enemy area you are attacking.

Important: In Firestorm: Lorraine you are only allowed to attack from areas containing Firestorm Troops. When attacking the first must be a Ground Troop, Aircraft are not sufficient but can be the second Firestorm Troop. Empty areas may always defend.

If the battle arrow is placed across a border with a river then the attack takes place over a river and the defender gets a bonus.

Conclude the outcome of each battle before going to the next.

3. Choose Firestorm Troops

Both players now allocate up to two Firestorm Troops to each battle. The Attacker must commit one ground Firestorm Troop to the battle.

4. Check for supply

To be in supply an area must be attacked from or defended in must be able to trace a line through friendly areas to a supply source. This line can go through as many friendly areas as you like. If an area fights out of supply it suffers a -2 penalty.

5. Resolve the Battle

Generals plan to win battles by committing their strongest and freshest troops against the enemy's weaknesses. However, despite the best laid plans of generals, it is fortune that ultimately decides battles.

The battle is decided on the roll of dice. Each player rolls a die and adds the Firestorm Troop Bonuses for the Firestorm Troops that they committed and any applicable Situation Modifiers. The higher roll wins the battle. A tie with both players rolling the same score results in a draw in which case neither side advances or retreats.

5. Roll to Destroy

Committing your Firestorm Troops to battle offers great rewards, but brings great risk. Their destruction in battle will leave you weakened, hindering your general's battle plan.

All Firestorm Troops that fought in the battle are at risk of destruction in the campaign if they are defeated on the battlefield. While tactical losses can be made good by a victorious army, a defeated army must conduct a difficult retreat that can result in the total destruction of its best troops. For each Firestorm troop used in the battle the opposing Commander will roll a die. The score needed to destroy the Firestorm Troop in the campaign is given on the Roll to Destroy table and depends on the difference between the dice rolled for that battle. Remove any Firestorm Troops that are destroyed from the Campaign Map and place them in the Reinforcement Pool.

7. Retreat Defeated Troops

When you have been defeated in battle you must surrender the battlefield to your opponent. In order to save your force from utter destruction retreat is your only recourse.

If your opponent scored at least three Victory Points in the game and scored more Victory Points than you did, then you have been defeated and must retreat. After rolling for destruction, all remaining Firestorm Troops in the defeated Commander's area must be retreated. Attacking troops simply return from the area they attacked from while

VARIABLE TROOP TABLE

*US Air-Support, roll before each battle.

DIE ROLL	BONUS
1	0
2-3	+1
4-5	+2
6	+3

*German Infantry, roll before each battle.

DIE ROLL	BONUS
1-3	+1
4-6	+2

There is no need to roll for weather since it is already calculated in the table.

ROLL TO DESTROY

DIE ROLL DIFFERENCE	SCORE NEEDED TO DESTROY LOSING FIRESTORM TROOPS	SCORE NEEDED TO DESTROY WINNING FIRESTORM TROOPS
0 (Draw)	6	6
1 or 2	6	6
3 or 4	5+	-
5	4+	-

defeated defending troops must retreat to any adjacent area of their choice that is under their control. If there are no adjacent friendly-controlled areas to retreat into, then all of the Firestorm Troops in the area, including any that would normally be Destroyed, are captured and permanently removed from the campaign. This earns the victorious Commander extra Campaign Victory Points. Report the capture of these Firestorm Troops to your General.

8. Advance Victorious Troops

As an attacker vanquishing your foe you have gained control of his position. To claim your prize, march your forces forward and take control of the battlefield. As the defender you have managed to defend your territory and remain in control but do not capture the attackers territory.

If as attacker you defeated your opponent, you now control the area the defeated forces retreated from. Place a Control marker on your new area to show that you now control it. As the victorious Commander, you may move up to four Firestorm Troops into the newly-controlled area from adjacent areas. The first troops to move into the newly-acquired area must be any surviving Firestorm Troops that you used in your battle. Once these troops have advanced, you may select the remaining Firestorm Troops to advance from any adjacent area.

If there were multiple battles being fought in the areas you were fighting in, it is entirely possible for you to capture an area from the enemy and occupy it, while another player on your side loses the area that you just fought out of. While this can be disturbing, as it often leaves you cut off, such is the ebb and flow of battle.

ORDER THREE – STRATEGIC PHASE

1. Bring in reinforcements

Generals decide where their reinforcements should strengthen their army. Reinforcements arrive through supply depots from which they are readily moved forward to bolster the army's next big operation.

The German General brings on their reinforcements first, followed by the US General.

Place all of your Firestorm Troops in your Reinforcement Pool in any of your Supply Depots.

You cannot place reinforcements in an enemy-controlled Supply Depot. If all your Supply Depots are in enemy hands then all your reinforcement troops remain in the Reinforcement Pool.

2. Make Strategic Moves

Redeploying forces before a major offensive provides you with the flexibility to meet both known and unknown threats. In Firestorm: Lorraine you may redeploy your units before the next turn starts, but keep in mind you might also receive new units at the start of the turn.

The German player makes Strategic Moves first followed by the US General.

Firestorm units that are in the Supply Depots may be redeployed anywhere in friendly territory that is in supply. Other units may move into any adjacent friendly-controlled area.

3. Total Victory Points

The last thing to do in the Strategic Phase is to total your Campaign Victory Points. While this does not matter until the end of the campaign, it is useful to know how well you are doing as the campaign progresses.

Both Generals now total the Campaign Victory Points that they have earned from capturing and holding objective areas and capturing Firestorm Troops.



LORRAINE CAMPAIGN

FIRESTORM MINI-CAMPAIGN

ALLIED AIR SORTIES

1 2 3

GAME TURN

ALLIED REINFORCEMENTS

AXIS REINFORCEMENTS

NUMBER OF BATTLES

1	2	3
4	5	6
7	8	9
10	11	12

COMMANDER BATTLE PHASE

ORDER ONE-MANOEUVE STEP

1. Select an opponent
2. Determine initiative
3. Place a battle arrow
4. Choose Firestorm Troops

ORDER TWO-COMBAT STEP

1. Identify your mission
2. Play Flames of War mission

ORDER THREE-AFTER ACTION STEP

1. Roll to destroy
2. Retreat defeated troops
3. Advance victorious troops

GENERAL

ORDER ONE-PLANNING PHASE

1. Look up the turn requirements
2. Place reinforcements
3. Make moves if allowed

ORDER TWO-BATTLE PHASE

1. Players fight the Battle Phase

ORDER THREE-STRATEGIC PHASE

1. Total victory points

