

FIRESTORM

• OFFICIAL CAMPAIGN •

FIRESTORM WARSAW
THE CAMPAIGN FOR WARSAW 1944

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FLAMES OF WAR.

THE WORLD WAR II MINIATURES GAME

**UNDER
REVIEW**

Page 1

THE WARSAW UPRISING

The Warsaw Uprising began on 31 July 1944 and lasted for 63 long days. The *Armia Krajowa* (Polish Home Army) fought long and hard to overthrow the German occupation of the Polish capital. While the Soviets looked on, merely yards away, the German army executed a savage repression of the insurrection. Warsaw would remain in German control until January 1945.

In response to the uprising, Hitler ordered the complete destruction of the Polish capital. During the course of the uprising an estimated 200,000 Polish civilians were killed during reprisal operations in places like Wola and Ochota. Estimates of civilians killed in Wola during 5-6 August range from 30,000 to 40,000, the worst single battlefield atrocity committed in Europe during WWII.

Ultimately the Warsaw Uprising failed to secure a free Polish state, but the sacrifices of the men and women who lived and died in Warsaw, and indeed all of Poland, have been honoured to this day.

It is important to pause a moment and remember those heroes that stood against evil for betterment of humanity.



IMPORTANT!

Battlefront understands that German units and formations in Warsaw were partly or entirely responsible for various war crimes and atrocities during the time of WWII. This briefing is in no way an attempt to minimize or lessen the importance of German war crimes and atrocities but rather to provide a generic German force during the Warsaw Uprising. There are many excellent resources that can be used to research war crimes and atrocities and we encourage those interested in the subject to pursue them.

These briefings are respectfully dedicated to all those who suffered and died during uprising, on all sides. Let not the sacrifices of those both living and dead be forgotten.



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THE WARSAW UPRISING

After the surrender of Poland in 1939, the Polish Home Army (*Armia Krajowa*, or AK) immediately began preparations for the self-liberation of Warsaw and the rest of Poland. The underground movement evolved into a fully functioning shadow government that carried on day-to-day tasks such as administration, justice and education in addition to any military operations conducted against occupation.

At the beginning of the war, both the Germans and Soviets invaded and occupied Poland. This made it difficult for the AK to coordinate resistance operations, having to infiltrate both Soviet and German lines. Polish partisans fought both of their occupiers with the common goal to liberate Poland.

When the Germans launched Operation Barbarossa, the invasion of the Soviet Union in 1941, they unwittingly made things easier for the AK's operations as they now only had to fight a single occupying force. Whilst the war in the east raged in the USSR, the AK consolidated its efforts and expanded its influence, harassing German logistics destined for the front line, instigating sabotage, and assassinating important Nazi (especially Gestapo) officials.

AK PREPARATIONS

The AK knew that they would have to limit themselves to these smaller actions, as they could not face the Germans in an open battle until the enemy was in its weakest condition. Meanwhile, the AK prepared for the battle by stockpiling homemade and airdropped supplies, weapons and ammunition to use in the planned nationwide-uprising.

The AK divided Warsaw into several major districts: the Old Town, the City Centre, Żolibórz, Kamionki Forest, Wola, Ochota, Mokotów, Powiśle, Praga, and Okęcie. Other smaller districts that fell outside of the city were referred to as Greater Warsaw.

Each district was then divided into sections each the responsibility of specific AK units. The elite Kedyw were not assigned to any specific location and were instead used as a mobile strike force for specific partisan missions.

The AK watched the Soviets successes in the east and the underground leaders were called together to plan the uprising. They feared that if the Soviets liberated Warsaw they would set up a puppet communist regime, so the uprising would have to happen before they reached the capital city. They assumed that the Western Allies would send reinforcements and supplies and hoped that the Polish Government in exile would arrive from London to legitimize the free Polish state.

OPERATION BAGRATION

In the summer of 1944, the Soviets launched Operation Bagration, which pushed the Germans well into Poland. With the Soviets' victory in the east, the time for the uprising was rapidly approaching. Soviet troops were shelling German positions in the Warsaw suburb of Praga. Radio broadcasts from the communists urged the people of Warsaw to rise up and drive out the enemy. The AK set W-Hour ('W' for *wybuch*, or outbreak and also for *wolność*, or freedom) at 1700 hours on 1 August.

THE UPRISING

In late July 1944, German forces flooded into Warsaw attempting to halt the Soviet advance. These troops were so preoccupied with the approaching Soviets that the mobilization of nearly 40,000 Poles within the city went unnoticed. The AK troops blended into the citizen population going about their daily business as they made their way to the pre-arranged muster points.

Initially AK units comprised of little more than two or three platoons of about 25 men and women. They gathered outside their designated initial objectives, eager to begin the uprising that was nearly five years in the making.

Targets for the first day's assaults included schools, barracks, armouries and any German headquarters or command post. Government buildings and public works offices were also highly prized for their sturdy construction and essential services.

Surprise was the Poles' greatest ally as the AK could only arm 12,000-13,000 of the 40,000 partisans initially. All other weapons and ammunition would have to come from captured German stocks.

The uprising relied on taking as much ground from the Germans as possible on the first day and then rely on Allied supply drops to hold out long enough for the Soviets to cross the Vistula and eject the Wehrmacht from the city.

OLD TOWN

The insurgents in the Old Town sprang into action at W-Hour. Troops from the elite Kedyw Battalion led the assault on the Kammler Factory. *General brygady* (Brigadier General) Bór-Komorowski, commander of the AK, used the factory as his headquarters.

The Germans launched an attack on the factory and the short wave radio used to communicate with the exiled government in London was damaged in one of the many firefights around the Kammler Factory. Luckily, repairs were affected by the second night and the AK finally was able to notify the Western Allies that the uprising had started and that supplies were desperately needed.

After a bitter see-saw battle over the factory, the Germans finally managed to capture the factory along with large portions of Old Town, forcing the AK leadership to relocate to the City Centre.

ZOLIBORZ

The Zoliborz district, north of the Old Town, comprised mainly of parks and wooded areas ideal for drop zones for the anticipated Allied supply drops. The alarm was raised too early in Zoliborz and the Germans managed to suppress the uprising in the district initially.

The AK troops in the district were forced to withdraw to the safety of the Kampinos Woods where rebuilt their strength and returned to capture portions of the district.

WOLA

The Wola District, in the southwest of the city, was the scene of fierce fighting around a school building used by the Germans as a barracks.

Three Polish platoons had the unenviable task of assaulting the outpost and the misfortune of doing it a day after the building had been reinforced. Casualties were high and much ammunition was wasted for no gain.

MOKOTOW

A similar story unfolded in the southern district of Mokotow when an under strength Polish assault force assaulted a well-garrisoned school stocked with weapons and supplies. So heavy were the losses that the Poles were forced to cease the attack and take up defensive positions for fear they would run out of ammunition.

The AK contained the Germans in Mokotow and consolidated their positions to provide a solid base for operations.

PRAGA

Meanwhile, in Praga, on the eastern bank of the Vistula, the AK was dealt another blow. This district contained frontline German troops, defending the river from the onslaught of the Soviet army. The AK troops in Praga faced combat-hardened troops that reacted quickly and decisively to the revolt. By day's end the rebellion in Praga was completely quashed and the district remained in German control until the Red Army broke through several weeks later.

PRESSING ON

Despite these initial setbacks the Poles carried the day and liberated nearly 70% of the city when dawn broke on 2 August. At the beginning of the offensive supplies were in good order, civilians rushed en masse to feed and care for the AK soldiers and wounded.

Important buildings such as the Warsaw tallest structure, the PAST building and the electrical power plant fell into AK hands and offered important advantages for the movement.

GERMAN COUNTERATTACKS

While the Poles controlled nearly 70% of the city, the Germans still managed to hold powerful enclaves at strategic points in most districts. Furthermore, the Germans could reinforce these thorns in the sides of the AK. Troops from the 5. 'Wiking' SS-Panzerdivision, SS.-Politzei divisions and the infamous 'Dirlewanger' SS-Sturmbrigade marched into the city to help quell the revolt. German tanks and armoured cars began filling the streets and the Poles risked death whenever they ventured into the open.

Ruthless atrocities were instigated by Dirlewanger and others as they took a morbid pleasure in executing Hitler's orders to burn Warsaw to the ground and exact revenge on the civilian population. In Wola, for example, estimates of civilians killed, during 5-6 August, range from 30,000 to 40,000, the worst battlefield atrocity committed in Europe during WWII.

SIEGE AND HARDSHIP

Nevertheless, the Poles remained firm. Having seen or heard about the German atrocities in Wola, they knew what awaited them if they surrendered and they became resolved, despite the desperate situation.

To counter the German tanks, the AK built hundreds of barricades through out the city to stop the enemy from moving freely through the city. Critical positions and choke-points were fortified to ambush enemy convoys. These made it increasingly difficult for the Germans to reach their isolated comrades deep within Polish-held territory.

Artillery and Stukas soon darkened the skies with high explosives as the AK took cover wherever they could find it. Movement on the open was so dangerous that the Poles resorted to knocking holes through the interior walls of adjacent buildings to get around within a neighbourhood.

The AK also made use of the sewers to get around or evacuate troops. City workers, whose former profession was caring for the waste system, became invaluable guides through the pitch-black underworld of Warsaw.

Despite limited Allied airdrops, the Poles were under constant pressure from the Germans outside the city, while facing hunger, disease and shortages inside. After two weeks of fighting food and water were running low and the Poles were being compressed into smaller and smaller areas.

The Germans had brought in *Sturmtigers* to level the Old Town block by block. By the end of the third week of fighting General Bor-Komorowski ordered the remaining AK units in the district to breakout and reform in the slightly more defensible City Centre. The remnants of the *Kedyw* battalion held the line as the rest withdrew across rubble strewn streets and through filthy sewers.

So great was the carnage in central Warsaw that on 1 September, the Germans requested a cease-fire to round up their dead and tend to their wounded. The Poles welcomed this brief respite to complete their withdrawal.

BETRAYAL

While the AK fought in the streets of Warsaw, they eagerly awaited news that the Soviets would arrive to push the Germans out. As time wore on nothing was heard from the Soviets. In fact, the soldiers, tanks, aircraft and artillery of the 'unstoppable' Red army had suddenly and inexplicably fell quiet just when the Polish Home Army needed them the most.

Stalin stopped the *Bagration* offensive just outside Warsaw, claiming he needed to reinforce his army. Artillery fell silent; *Sturmoviks* stopped prowling the skies over Warsaw, and

the assault guns and infantry that had felled whole German divisions like wheat before a scythe were stopped as Stalin's common foes, the best of Poland's fighting men and the remnants of the *Wehrmacht*, slaughtered each other in the streets and sewers of Warsaw.

Stalin also refused to let the Western Allies use airbases in the Soviet territory to help resupply and reinforce the rebellion. Some courageous Polish pilots, operating out of Italy, made daring flights from their bases to deliver meagre, but appreciated, supplies.

After five years of assurances that Polish forces would be properly supplied by the Allies when the time came, the AK received airdropped supplies on five of the 63 nights of the uprising. Six weeks into the fighting the largest mission sent to supply the Poles dropped over 1,200 bundles on the German side of the lines; just 21 made it to the besieged AK. However, serious attempts to reach the AK were impossible as Warsaw was well out of range.

When the Western Allies pressed the Soviets, Stalin authorised a token force to attempt to reach the insurgents. The Soviet-controlled *Ludowe Wojsko Polskie* (LWP, or Polish People's Army) crossed the Vistula with very little support on 15-19 September under fire. The AK welcomed those that made it across as much needed reinforcements.

THE END

Repeated attempts by the Poles to communicate with the Red army just across the Vistula were ignored until it no longer mattered. Half-hearted Soviet artillery barrages, some hitting Polish positions, were sporadic at best and of no tactical value. Increased *Stuka* bombings and artillery barrages kept the AK under cover as German infantry made the final assaults. One last transmission was made to the Soviets across the river; one last transmission was ignored.

General Bor-Komorowski negotiated the surrender of the Polish Home Army in Warsaw on 2 October 1944 after 63 days of fighting. To his credit, he managed to secure for the AK troops in Warsaw the status of regular army soldiers of the Polish Government in Exile, sparing the men and women of his command execution as criminals.

The AK had suffered 15,000 dead; about a third of its strength. The Germans lost 16,000 killed and 9,000 wounded, totalling approximately half of its committed force. The Warsaw Uprising was the longest single battle conducted by an underground movement. Ultimately it failed to secure a free Polish state, but the sacrifices of the men and women who lived and died in Warsaw, and indeed all of Poland, have been honoured to this day.

FIRESTORM—WARSAW

Firestorm—Warsaw covers the Warsaw Uprising using the *Firestorm* system. This campaign allows you to re-fight the battles of Warsaw on a grand scale.

While the course and outcome of the real Warsaw Uprising can't be changed, the outcome of your campaign is up to you. Either side can win. The Polish insurgents could crush the German garrison inside the city and hold it until the arrival of the Red army, or the German garrisons could hold out and resist the Polish attempts to push them out. The only guarantee is that the more games you play and win, the closer you will bring your side to victory.

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 portion of the city, 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 WARSAW UPRISING

Firestorm—Warsaw uses a map to plot the strategic situation and show the effects of your tabletop games on the battles for Warsaw. All of the important units, districts, and objectives of the operation are represented on the map.

Your units will clash at important locations in Warsaw with shock forces from both sides, such as the elite Polish Kedyw units to the German special purpose pioneer units as you struggle for control over the city.

CAMPAIGN SCENARIOS

There are two different campaign variants that you can try. The Rebellion campaign begins with the initial fights in the streets as each area is divided between partisans and Polizei before the campaign begins. This scenario rarely results in two *Firestorm—Warsaw* campaigns playing the same way!

The Uprising scenario begins with each areas already controlled by one faction or the other. This simplifies the set up for players that want to get to the action straight away!

Both scenarios are fun and exciting and a great opportunity to get some games in with your Polish and German troops.

HOW DOES IT WORK?

The campaign runs for six turns. Each turn the general in charge of each side redeploys and reinforces their army setting up the strategic situation for the turn. Then the battlefield commanders take over, fighting battles to capture areas and destroy enemy forces. Every battle fought changes

the situation as troops advance and fall back, as troops are pushed back, captured or destroyed.

The four to six-turn limit on the campaign makes it a realistic commitment for both the organiser and the players. Many campaigns drag on, and eventually the players lose interest. This won't happen in *Firestorm—Warsaw* as the campaign will end with a decisive outcome within four to six weeks (depending on the scenario and how many gaming days you can play a week), or even a single weekend for a tournament-style campaign.

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—Warsaw is best suited for small 800-1000 point games, 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.

WHAT ARE YOU WAITING FOR?

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

FIRESTORM CAMPAIGN MAP

The *Firestorm—Warsaw* campaign map forms the playing board for the campaign. It is divided into 10 City areas. Each area is named. Each area is also marked with their value in Campaign Victory Points.

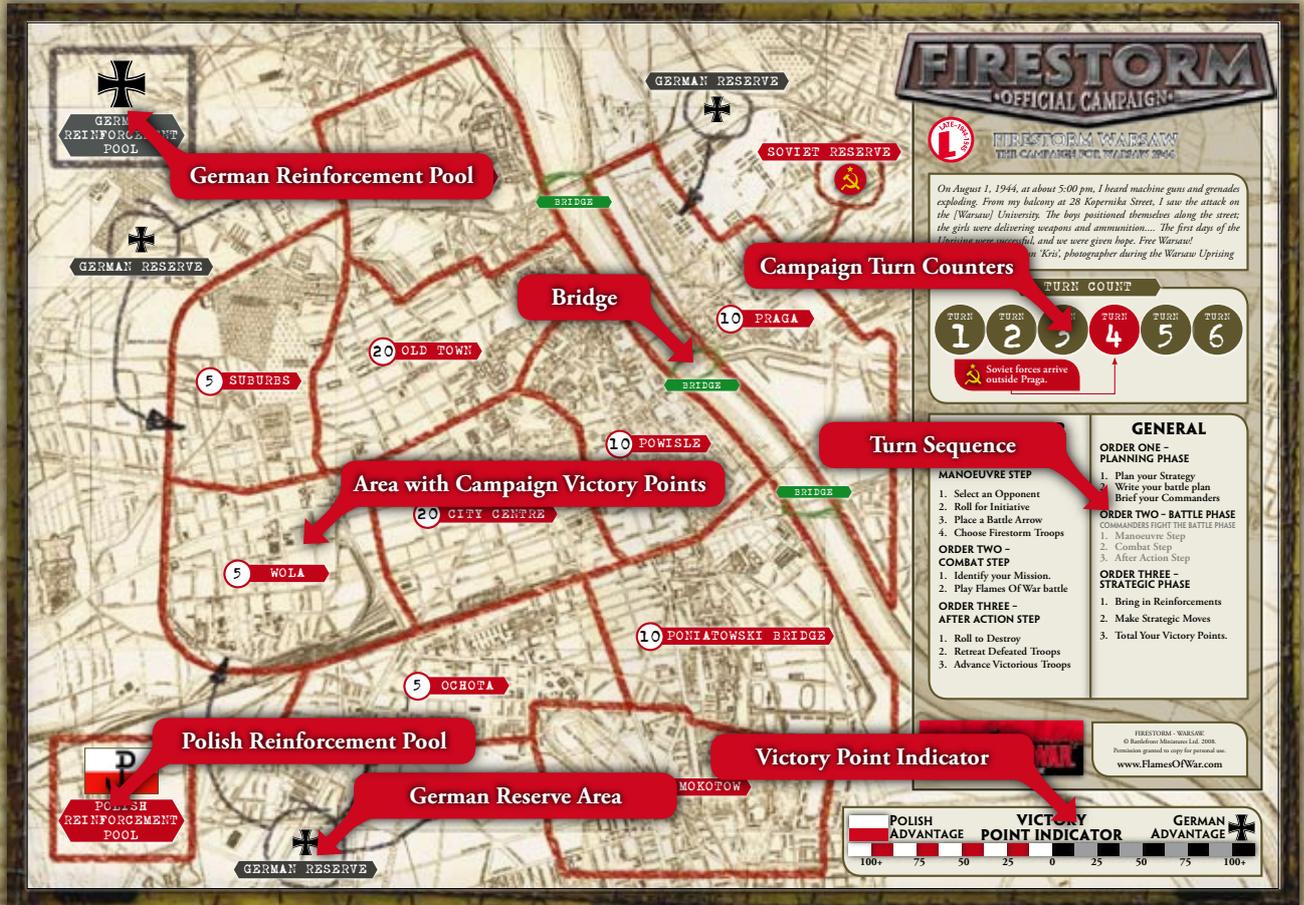
Both sides have a Reinforcement Pool where troops that have been destroyed are placed prior to being rebuilt and sent back into action.

The right hand side of the map has a Campaign Turn Counter to indicate the current turn (out of 6 turns), a summary of the Turn Sequence, and the Victory Point Control Indicator showing which side is winning.

RESERVE AREAS

The Germans and Soviets have Reserve areas from where they can launch attacks into the city. These areas cannot be captured or attacked, nor are they worth any Victory Points.

Only German and Soviet Firestorm Troops can be placed in Reserve areas. Polish Firestorm Troops cannot be placed in a Reserve Area.



FIRESTORM MARKERS

You can use the same markers found in *Firestorm—Bagration* for *Firestorm—Warsaw*. You can also use the markers provided with this document. Most are used on the campaign map to show the current status, while the Proxy Marker is actually used during *Flames Of War* games.



TURN MARKER

The Turn Marker shows the current campaign turn on the Campaign Turn Counter.



BATTLE ARROW

The Battle Arrow indicates the battles that are currently being fought in the Battle Phase. The holes hold Firestorm Troops that are participating in the battle.



CONTROL MARKERS

The Control Markers show who is currently in control of an area on the map.



VICTORY POINT MARKER

The Victory Point Marker shows which side controls the most Campaign Victory Points at the end of each turn.



PROXY MARKER

The Proxy Marker is used during *Flames Of War* games to show troops standing in for Firestorm Troops.

WHAT ARE FIRESTORM TROOPS?

The main playing pieces on the campaign map are the Firestorm Troops representing the main combat units that fought in Warsaw. The Firestorm Troops in an area represent the main combat power of the forces in the area.

Not all units are represented as Firestorm Troops, and an area that has no Firestorm Troops is not devoid of combat troops. Units that are not represented by Firestorm Troops, such as

the many infantry battalions that took part in the battle, form the basic forces that players field. The Firestorm Troops provide additional combat power beyond that normally found in a front-line area. To show this, a player fighting in an area with Firestorm Troops can use those Firestorm Troops to get additional free troops to strengthen their forces in their tabletop battles.

GERMAN FIRESTORM TROOPS



TIGER (x1)



TRUCK (x1)



PANZER (x1)



ARTILLERY (x1)



STUG G (x1)



POLIZEI (x3)

POLISH FIRESTORM TROOPS



IS-2 (x1)



PARTISAN (x3)



T-34/85 (x1)



SMG (x1)

The table above shows the basic type and quantities of Firestorm Troops available to both sides for the campaign. The details of these Firestorm Troops, including their initial deployment and the reinforcements that they provide for your *Flames Of War* games, are shown on pages 17 to 19.

As an example, the details for the Kedyw Tank Platoon Firestorm Troop is shown below. These troops represent Kedyw's captured Panther tanks in the Uprising.

If you do not have the appropriate models for a Firestorm Troop unit, use the most appropriate models in your collection and place a Proxy Marker with them to indicate to your opponent that they are not what they seem to be. The characteristics and organisation of the reinforcing troops are shown at the bottom of the entry.

KEDYW TANK PLATOON



IS-2 (x1)

Reinforce your company with: One Kedyw Tank Platoon (two Panther A tanks). Rated as **Fearless Trained**.

Name	Mobility	Front	Side	Top	Equipment and Notes
Weapon	Range	ROF	Anti-tank	Firepower	
Panther A	Fully-tracked	10	5	1	Co-ax, Hull MG, Wide tracks, Unreliable.
7.5 cm KwK40 gun	32"/80cm	1	14	3+	



CAMPAIGN SCENARIOS

THE UPRISING SCENARIO

The Uprising scenario begins with Warsaw on the brink of the insurrection. The German general will deploy his Polizei Firestorm Troops on the board to prevent the area from rebelling. Then the Polish General then rolls to see if the rebellion was successful in each area. Once all of the territories have been decided, the campaign begins!

THE GREAT STRUGGLE SCENARIO

The Great Struggle scenario begins about two days into the rebellion. The areas are already decided in favour of the Germans or Polish. However, from here the story of the Warsaw Uprising is up to you!

THE UPRISING SCENARIO RULES

The Uprising scenario begins with Warsaw on the brink of the insurrection. It's up to you to determine how the map will look at the beginning of the game. Each area on the map begins in German control. From here the insurrection begins!

STEP 1: DEPLOY POLIZEI GARRISONS

The German general deploys all three of his Polizei Firestorm Troops anywhere on the board except in the Old Town. The German general may place as many Polizei on one area as they choose. These troops will help protect the area from the Polish rebellion.

STEP 2: THE REBELLION & COUNTER INSURGENCY

The Polish general now rolls a dice for each individual area to see if it joins their side.

If the result is 3+, the area rebels and begins the game in Polish control. Otherwise it remains in German control. Add +1 to the result needed to rebel for each Polizei troop within the area.

The Old Town is the centre of the Uprising and automatically rebels.

Polizei Firestorm Troops inside an area that rebels are removed and placed in the German Reinforcement Pool.

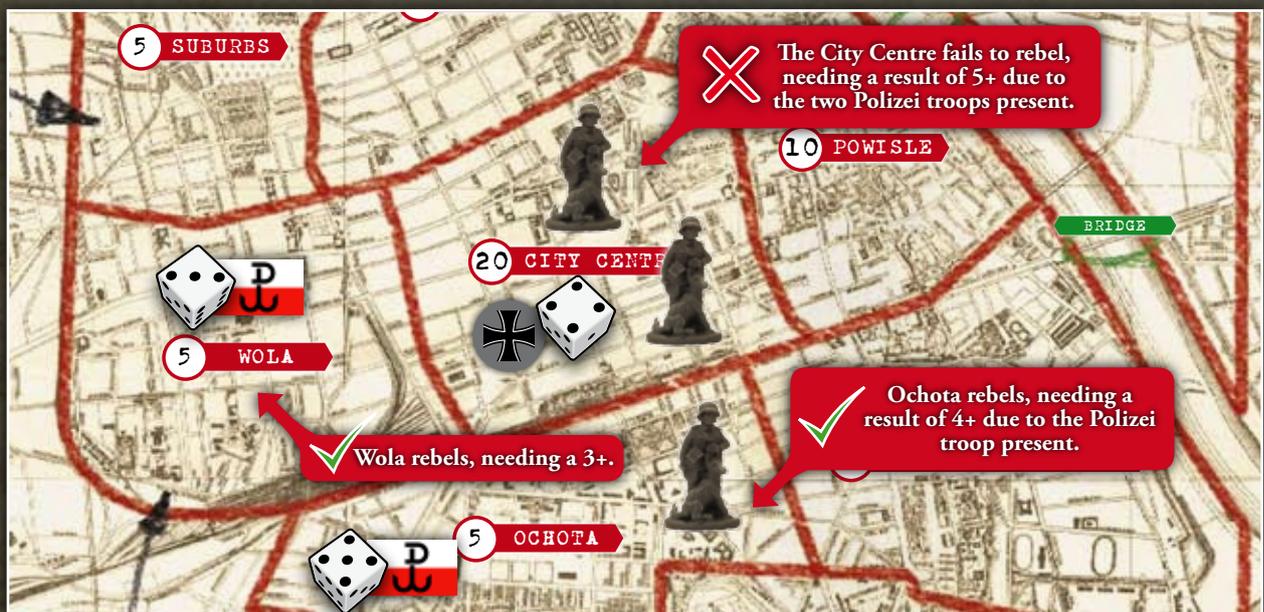
STEP 3: DEPLOY FIRESTORM TROOPS

Once all of the areas have been rolled for and decided, the Polish general deploys all of their Firestorm Troops in any Polish-controlled area.

Then the German general deploys all of their Firestorm Troops that are not Polizei troops in any of the German Reserve areas on the map.

The map is all ready, get out there and lead your armies to victory!

THE WARSAW UPRISING



THE GREAT STRUGGLE SCENARIO RULES

The Great Struggle scenario begins two days into the rebellion. The areas are already decided in favour of the Germans or Polish. However, from here the story of the Warsaw Uprising is up to you!

Before the rebellion got fully under way, the Polish partisans in the Zoliborz area launched its offensive a bit too early. The Germans learned of the plot and had plenty of time to prepare. They crushed the initial uprising in the suburb straight away.

The AK troops in the Praga area got a late start and again the Germans were more prepared than their counterparts across the Vistula River. As a result, the insurgents failed to secure a bridge over the river, effectively cutting them off from support. Praga was quickly subdued and remained in German control until the arrival of the Soviets.

While the Powisle area was controlled by the AK early on in the Uprising, the Germans still held out in critical buildings around the area, including the police barracks, the Prudential Building, the Warsaw University, and the Electrical Power Plant. For the rebellion to be successful there these buildings will have to be cleared.

The Suburbs area was the focus of the first German attempts to crush the rebellion. Their success forced the Polish leaders to abandon their HQ in the Old Town and relocate it to the City Centre.

Elsewhere the rebellion was a success. Each district raised its own battalions and deployed them in defense. The Polish leaders consolidated their best troops as a reserve and sent them out to deal with trouble spots.

SETUP

The Great Struggle Campaign begins with each area on the map controlled by either the Germans or the Polish based on the historical outcome of the campaign.

GREAT STRUGGLE CAMPAIGN MAP	
German Controlled Areas	Polish Controlled Areas
Zoliborz	Old Town
Suburbs	City Centre
Powisle	Wola
Praga	Ochota
	Poniatowski Bridge
	Mokotow

The map below shows the areas and which army controls them at the beginning of the campaign.

FIRESTORM TROOPS

Starting with the Polish general, deploy all of your Firestorm troops on the maps. German Firestorm Troops that are not Polizei must be deployed in any of the German Reserve Areas. Polizei troops can be deployed in any German-controlled area or Reserve.

FIRESTORM OFFICIAL CAMPAIGN

On August 1, 1944, at about 5:00 pm, I heard machine guns and grenades exploding. From my balcony at 28 Kapernika Street, I saw the attack on the (Warsaw) University. The boys positioned themselves along the street, the girls were delivering weapons and ammunition... The first days of the Uprising were successful, and we were given hope. Free Warsaw!
- Sylvester Braun 'Kisi', photographer during the Warsaw Uprising

TURN COUNT

TURN 1 2 3 4 5 6
Soviet forces arrive outside Praga.

COMMANDER

BATTLE PHASE
ORDER ONE - MANOEUVRE STEP

1. Select an Opponent
2. Roll for Initiative
3. Place a Battle Arrow
4. Choose Firestorm Troops

ORDER TWO - COMBAT STEP

1. Identify your Mission.
2. Play Flames Of War battle

ORDER THREE - AFTER ACTION STEP

1. Roll to Destroy
2. Retreat Defeated Troops
3. Advance Victorious Troops

GENERAL

ORDER ONE - PLANNING PHASE

1. Plan your Strategy
2. Write your battle plan
3. Brief your Commanders

ORDER TWO - BATTLE PHASE
COMMANDERS FIGHT THE BATTLE PHASE

1. Manoeuvre Step
2. Combat Step
3. After Action Step

ORDER THREE - STRATEGIC PHASE

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

VICTORY POINT INDICATOR

POLISH ADVANTAGE 100+ 75 50 25 0 25 50 75 100+ GERMAN ADVANTAGE

HOW FIRESTORM WORKS

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

LOTS OF COMMANDERS

Commanders make up the bulk of players in *Firestorm—Warsaw*. 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.

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.

CAMPAIGN TURN

Both scenarios of *Firestorm—Warsaw* break the campaign into six campaign turns. Usually one of these campaign turns will be played each week or over whatever time frame your group chooses.

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.

GENERAL

ORDER ONE - PLANNING PHASE

1. Plan your Strategy
2. Write Your Battle Plan
3. Brief Your Commanders

ORDER TWO - BATTLE PHASE

COMMANDERS FIGHT THE BATTLE PHASE

1. Manoeuvre Step
2. Combat Step
3. After Action Step

ORDER THREE - STRATEGIC PHASE

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

(Conduct Partisan & Polizei Activities and Make Exploitation Moves are not used in *Firestorm—Warsaw*)



GENERAL

The leader of each side in Firestorm—Warsaw is a General. As a General, you are responsible for planning your army's campaign and leading your commanders to victory. You need to develop a battle plan for your commanders to carry out. Get this right and victory will be yours.

A General has three standing orders: the Planning Phase conducted at the beginning of each Campaign Turn, the Battle Phase where you and your commanders fight battles, and the Strategic Phase at the end of each Campaign Turn.

ORDER ONE - 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. PLAN YOUR STRATEGY

You need a strategy to guide your actions in the campaign. This strategy is all about taking enemy-held objectives and holding the ones you already have. These objectives bring victory points to your army. Think about using flanking manoeuvres, counterattacks, and encircling enemy troops to secure victory.

A simple but creative strategy is your first step to victory. Though no plan is foolproof, having no plan is folly and plays directly into the hands of your enemy. Even a poor plan is better than no plan.

Polish generals should focus on securing all the territories not in their control at the beginning of the game. Then switch to the defence and hold out. Use your Kedyw units to strike the Germans and recapture lost territory.

German generals will want to crush the resistance in the centre of the city. Getting there and capturing it will divide the Polish rebels in half, making it easier to finish them off piecemeal.

2. WRITE YOUR BATTLE PLAN

A General should write a battle plan at the beginning of each Campaign Turn. This plan needs to be clear, concise, and easy to understand.

Translate your strategy into action by writing a battle plan for each Campaign Turn. Look at the map and decide where you want to go this turn. Work out the areas that you need to take to get there. Pick the most important three of these cities or areas as your objectives for the turn.

Photocopy the Battle Plan and write your objectives on it and draw arrows to show your Commanders how to execute your plan. But remember, KISS—keep it simple, stupid!

3. BRIEF YOUR COMMANDERS

A good General lets his troops know what is expected of them. This is especially helpful if the General is not going to be at the venue while battles are being fought.

Your Battle Plan cannot be followed unless your Commanders can see it. Either post it on a wall where everyone can see it or put it in a 'Top Secret' folder to keep prying enemy eyes from viewing your battle plan. In any case, make sure your Commanders know where it is and understand what it says.

Battle results may alter your Battle Plan. Be flexible enough to change it as the situation demands.

4. SOVIET INTERVENTION

Eventually, under pressure from the Western Allies, the Soviets sent a token force of reinforcements into Warsaw.

At the beginning of Campaign Turn 4, place the T-34/85 Firestorm Troop in the Soviet Reserve Area at the beginning of the Generals' Planning Phase.

The German Reserve area outside Praga ceases to exist as the Soviet army has overrun the position.



ORDER TWO - 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, it's 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:

1. **Manoeuvre Step,**
2. **Combat Step, and**
3. **After Action Step.**

A General also leads their own forces in Firestorm, participating in the campaign as a Commander.

ORDER THREE - STRATEGIC PHASE

Unlike the Planning Phase and the Battle Phase, the Strategic Phase involves both Generals at the same time. The Generals take turns to reinforce and redeploy their forces ready for the next round of battle.

When the battles on the field are completed, the General's work preparing their army for the next round of battles begins. *Firestorm—Warsaw* uses a shortened Strategic Phase compared to *Firestorm—Bagration*, but generally it is mostly the same.

After each Battle Phase both Generals conduct a Strategic Phase. The end of the Strategic Phase signals the end of a Campaign Turn.

In the Strategic Phase, Generals are responsible for Reinforcement, and Strategic Movement.

1. BRING IN REINFORCEMENTS

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

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

Place all of the Firestorm Troops in your Reinforcement Pool in any area or reserve area controlled by your side. Remember, you cannot place Polish Firestorm Troops in Reserve areas.

2. MAKE STRATEGIC MOVES

Redeploying forces before a major offensive provides you with the flexibility to meet both known and unknown threats. Armies use rail lines for long-distance movements as units cannot march far with their own transport.

The Polish General makes Strategic Moves first followed by the German General.

In the Strategic Movement step a General moves any or all of their Firestorm Troops from areas that they control to other areas that they control.

Neither General may make Strategic moves into a Reserve area.

Any Firestorm Troop may move into any adjacent friendly-controlled area. Once this move has been completed, it cannot move any further during the Strategic Phase.

Note: Unlike *Firestorm—Bagration*, *Firestorm—Warsaw* does not use the Rail Movement rule. The streets are simply too dangerous for rapid movement. This effectively means that Firestorm Troops only use March Movement and cannot move more than one area per Strategic Phase.



3. TOTAL YOUR 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 surrounding and capturing enemy Firestorm Troops.

CAPTURING OBJECTIVES

Possession of key locations in Warsaw 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 (see page 24).

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 VICTORY POINT TABLE

There are two ways to accumulate Victory Points. You can capture and hold the cities and critical areas on the campaign map, and you can surround and capture enemy Firestorm Troops to remove them from the campaign.

Area Name	Victory Points
City Centre	20
Mokotow	5
Ochota	5
Old Town	20
Poniatowski Bridge	10
Powise	10
Praga	10

Area Name	Victory Points
Suburbs	5
Wola	5
Zoliborz	10
Firestorm Troops Captured	Victory Points
Tiger and IS-2 heavy tanks	10
All other Firestorm Troops	5



CAMPAIGN OUTCOME

*Victory belongs to those that fight together for the greater glory.
Woe be to those who fight alone for their death will go unnoticed.*
—Oberst Heinrich Stambach

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.

POLISH VICTORY

The Polish side wins if it has more Campaign Victory Points than the Germans.

POLISH STRATEGIC VICTORY

WIN BY 95 CAMPAIGN VICTORY POINTS

You have completely liberated Warsaw from German tyranny. Every major suburb has been freed and the Germans have been forced to take up new positions outside the city.

In fact, your success was so decisive that you have gained recognition from the Western Allies and they will be sending the Polish government-in-exile to take control of the Polish military, despite Stalin's objections.

POLISH OPERATIONAL VICTORY

WIN BY 75 CAMPAIGN VICTORY POINTS

The struggle was tough, but you have thrown off the shackles of German oppression. Soviet forces have arrived to help push the Germans out of the area and now you have to focus on establishing a free Polish state.

Your success has given you some credibility with the Western Allies and you'll have to convince them to establish a free Poland before the Soviets move in. The Soviets are pushing to control Poland, but they at least respect your fighting troops.

POLISH TACTICAL VICTORY

WIN BY 60 CAMPAIGN VICTORY POINTS

You've pushed most of the Germans out of Warsaw, but they still occupy a few areas. You will have to enlist the help of the Soviet Union to push them out completely.

Unfortunately, this puts you in a bad diplomatic position with the Soviets, who are sure to insist on installing a communist government once Poland has been liberated.

GERMAN VICTORY

The German side wins if it has more Campaign Victory Points than the Polish.

GERMAN STRATEGIC VICTORY

WIN BY 95 CAMPAIGN VICTORY POINTS

You have completely crushed the Polish rebellion. All of the Polish strongholds have been reduced and their leaders have surrendered. Warsaw, though savaged and in ruin, is once again quiet.

You will now have to focus your efforts on defending the city against the Soviets.

This is the historical outcome with the Germans completely crushing the Polish uprising. The entire city of Warsaw was subsequently destroyed, as per Hitler's orders.

GERMAN OPERATIONAL VICTORY

WIN BY 75 CAMPAIGN VICTORY POINTS

Despite the hard street-fighting, you have captured large portions of Warsaw, including the main Polish strongholds. The remainder of the insurgents are holding out in small, uncoordinated pockets. These should be easy to cordon off and destroy.

GERMAN TACTICAL VICTORY

WIN BY 60 CAMPAIGN VICTORY POINTS

You have managed some gains against the Polish rebellion. But the Polish have managed to hold out for longer than we had planned. A lot more effort will be required to crush them.

Unfortunately, the Soviets are at our doorstep and we must not let the two forces join.

DRAW

The campaign is a draw if the total Campaign Victory Points for both sides are within 60 points.

The Polish and the Germans have fought themselves to a standstill. The battle has been long and hard, and casualties are mounting on both sides.

As the Polish General you have a difficult road ahead of you as your ammunition and supplies are running low.

As German General, you've let a bunch of civilians out-fight you. Higher command will certainly take your command away and you will have plenty of time to think about what you could have done differently!

POLISH FIRESTORM TROOPS

All Polish Firestorm Troops provide additional platoons for your Flames Of War games.

KEDYW TANK PLATOON



IS-2 (x1)

Reinforce your company with: **One Kedyw Tank Platoon (two Panther A tanks)**. Rated as Fearless Trained.

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
Panther A	Fully-tracked	10	5	1	Co-ax, Hull MG, Wide tracks, Unreliable.
7.5 cm KwK40 gun	32"/80cm	1	14	3+	

KEDYW COMPANY



SMG (x1)

Reinforce your company with: **One Kedyw Company (Command team with two SMG Platoons and two PIAT teams)**. Rated as Fearless Trained.

<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	<i>Notes</i>
SMG team	4"/10cm	3	1	6	Full ROF when moving.
PIAT team	8"/20cm	1	10	5+	Tank Assault 4

AK INFANTRY COMPANY



PARTISAN (x3)

Reinforce your company with: **One AK Infantry Company (Command team with four Rifle Platoons)**. Rated as Fearless Conscript.

<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	<i>Notes</i>
Rifle team	16"/40cm	1	2	6	

SOVIET ARMY



T-34/85 (x1)

Reinforce your company either: **One Polish Strelkovy Company (Command team with two Rifle Platoon) rated as Fearless Trained OR one Tankovaya Company (five T-34/85 tanks with couplas), rated Confident Trained.**

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Team/Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
Rifle/MG team	16"/40cm	2	2	6	
T-34/85 obr 1943	Fully-tracked	7	5	1	Co-ax MG, Hull MG.
85mm D-5T gun team	32"/80cm	2	12	3+	



GERMAN FIRESTORM TROOPS

All German Firestorm Troops provide additional platoons for your Flames Of War games.

SS-SCHWERE PANZER PLATOON



TIGER (x1)

Reinforce your company with: **One SS-Schwere Panzer Platoon (one Tiger I E tank).** Rated as Fearless Veteran.

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
Tiger I E	Fully-tracked	9	8	2	Co-ax, Hull MG, Protected ammo, Slow tank,
8.8 cm KwK36 gun	40"/100cm	2	13	3+	Wide tracks, <i>Slow Traverse</i> .

RADIO-CONTROL TANK PLATOON



STUG G (x1)

Reinforce your company with: **One Radio-control Tank Platoon (two StuG G Assault guns and two Borgward BIV Demolition Carriers).** Rated Confident Veteran.

Name	Mobility	Front	Side	Top	Equipment and Notes
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
StuG G	Fully-tracked	7	3	1	Hull MG, Protected ammo, Schürzen
7.5 cm StuK40 gun	32"/80cm	2	11	3+	<i>Hull mounted</i>

For information about the Borgward BIV Demolition Carrier, see page 216 of the Flames Of War rulebook.

PANZER-PIONEER PLATOON



TRUCK (x1)

Reinforce your company with: **One Panzerpionier Platoon (HQ Section and three Pioneer Squads and a Goliath Demolition Carrier).** Rated as Confident Veteran.

<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	<i>Notes</i>
Rifle/MG team	16"/40cm	2	2	6	

For information about the Goliath Demolition Carrier, see page 216 of the Flames Of War rulebook.

ARTILLERY SUPPORT



ARTILLERY (x1)

Reinforce your company either: **One Heavy Assault Howitzer Platoon (one Sturmtiger)**, rated as **Reluctant Conscript** OR **one Static Rocket Launcher Battery (with two Gun Sections)**, rated **Confident Veteran**.

Name	Mobility	Front	Side	Top	Equipment and Notes	
Weapon	Range	ROF	Anti-tank	Firepower		
Sturmtiger	Fully-tracked	12	8	2	Hull MG, Slow tank, Overloaded.	
<i>Firing bombardments</i>	<i>48"/120cm</i>	-	6	1+	<i>Rocket assault howitzer, Bunkerfeur.</i>	
Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
28cm sW40 Rocket Launcher	Immobile	-	-	-	-	Rocket launcher
<i>Firing bombardments</i>		<i>40"/100cm</i>	-	3	1+	

CAPTURED TANK PLATOON



PANZER (x1)

Reinforce your company either: **One Captured Tank Platoon (with either four M14/41 tanks OR two T-34 obr 1942 tanks)**. Rated as **Reluctant Trained**.

Name	Mobility	Front	Side	Top	Equipment and Notes	
Weapon	Range	ROF	Anti-tank	Firepower		
M14/41	Fully-tracked	3	2	1	Co-ax MG, Twin-hull MG, Slow tank, Unreliable	
<i>47/32 gun</i>	<i>24"/60cm</i>	2	7	4+		
T-34 obr 1942	Fully-tracked	6	5	1	Co-ax MG, Hull MG, Fast tank, Unreliable	
<i>76mm F-34 gun</i>	<i>32"/80cm</i>	2	9	3+	<i>Wide tracks.</i>	

SICHERUNGS PLATOON



POLIZEI (x3)

Reinforce your company with: **One Sicherungs Platoon (Command team with three Sicherungs)**. Rated as **Reluctant Trained**.

Weapon	Range	ROF	Anti-tank	Firepower	Notes
Rifle team	16"/40cm	1	2	6	

COMMANDER

BATTLE PHASE

ORDER ONE - MANOEUVRE STEP

1. Select an Opponent
2. Roll for Initiative
3. Place a Battle Arrow
4. Choose Firestorm Troops

(Check for Supply is not used in *Firestorm—Warsaw*)

ORDER TWO - COMBAT STEP

1. Identify your Mission
2. Play *Flames Of War* Battle

ORDER THREE - AFTER ACTION STEP

1. Roll to Destroy
2. Retreat Defeated Troops
3. Advance Victorious Troops



COMMANDER - BATTLE PHASE

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.

ORDER ONE - MANOEUVRE STEP

Each time a Commander in Firestorm—Warsaw sets out to fight a battle, they need to find an opponent, decide where the battle will take place, and then determine any additional troops available and their supply situation.

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. ROLL FOR INITIATIVE

Initiative signifies the tactical advantage in *Firestorm* allowing the Commander with this advantage to pick the location of the battle.

The side that has the initiative, and therefore can choose where the battle will be fought, is randomly determined for each battle.

You and the opposing Commander each roll a die to decide who has initiative. The player with the highest roll wins the initiative for this battle. If the roll is a tie then both players roll again until a player wins initiative.

If you are playing the Uprising Scenario, the Polish Commander receives a +1 to their die roll for initiative during the first campaign turn. Afterward both players roll for initiative as normal.

3. PLACE A BATTLE ARROW

After you win initiative, mark the areas on the Campaign map where you will battle using a Battle Arrow.

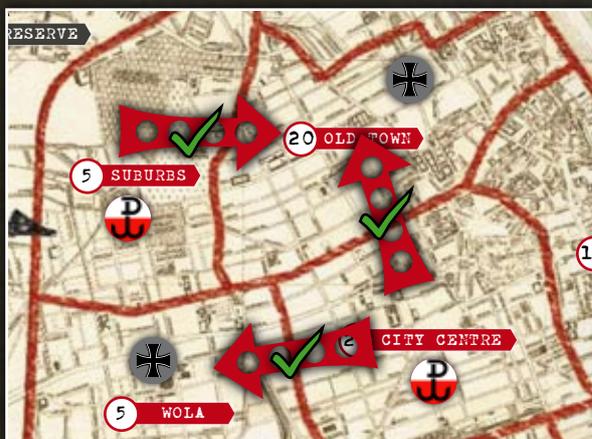
If you win the initiative select an area that your side controls to attack from and an area that the enemy controls to attack into. Place a Battle Arrow pointing from your area into the enemy area you are attacking.



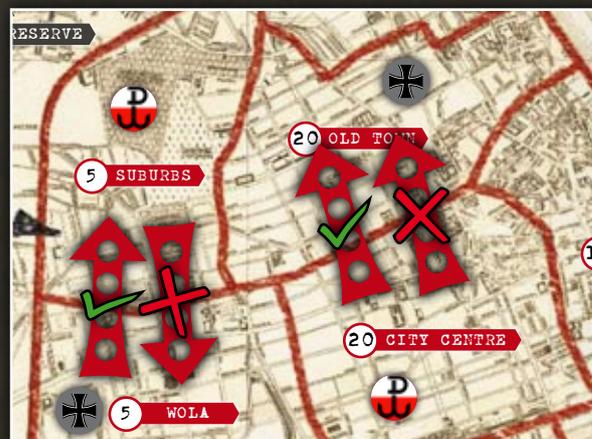
Another Commander can launch an attack into or out of an area that already has a Battle Arrow. However, they may not place their Battle Arrow between two areas currently linked with a Battle Arrow.

When there are two battles affecting an area, the After Action Steps for these battles are resolved in the order the Battle Arrows were placed, regardless of when the actual games are completed. You might find it helpful to record the order in which the Battle Arrow markers were placed so that you know which to resolve first.

SIMULTANEOUS MULTIPLE BATTLES



You can attack an area from different areas. The battles are resolved in the order that the Battle Arrows were placed.



A second battle involving the same two areas cannot be declared until the first battle involving those areas has been resolved.

4. CHOOSE FIRESTORM TROOPS

Firestorm Troops represent the most powerful units that fought in Warsaw. You can strengthen your force with these troops. Both the Germans and Polish 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 attack. Not having Firestorm Troops simply means that you will not gain additional troops for your Flames Of War games.



WHAT HAPPENED TO SUPPLY?



SUPPLY

For five years leading up to the Uprising the *Armia Krajowa* (AK, or Polish Home Army) has been stashing tons of weapons and supplies all across the city. Sometimes these stashes were discovered by the Germans, but majority were well hidden until W-Hour. The AK commanders expertly managed their supply and although the fighting was hard, the Polish never ran out of supplies.

Warsaw was a major supply hub for the Germans. The army received fresh supplies and new vehicles via rail straight from Germany to fight the incoming Soviets.

Due to these factors, neither side of the Warsaw Uprising had the opportunity nor the means to cut the other's supply. Therefore, supply really doesn't have a place in the fast-paced campaign of *Firestorm—Warsaw*.



ORDER TWO - COMBAT STEP

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.

Use the Warsaw Missions table to get inspiration as to the types of missions that suit Warsaw. These aren't the only missions that you can fight in these types of terrain, but they represent some of the more common types of battles fought there.

*You'll find the No Retreat mission on our website, www.FlamesOfWar.com. The rest of the missions are in the *Flames Of War* rulebook.*

If you're still having trouble deciding what mission to play, let the player with Initiative roll a die and consult the Warsaw Missions Table. If the die result is a 6, you can either agree to play the suggested mission, or have the other player roll to decide the actual mission you will play.

Not all of the fighting in Warsaw was within the city itself. Many, such as the Okecie Airfield, were fought outside the city limits. This opens your mission options considerably. While you can fight battles in the city, you can also fight in the surrounding countryside.

WARSAW MISSIONS TABLE

1 or 2	3	4	5	6	Alternative
Free-for-All	Encounter	No Retreat	Cauldron	Not One Step Back	Breakthrough

DEFEND THE BARRICADES!

The Polish set up hundreds of barricades all across the city and defended them. The Germans, on the other hand, had several anti-partisan bunkers scattered throughout the city next to important buildings.

When defending in any mission, a Polish commander's Army is reinforced with two Barricades. This is in addition to any they may have already purchased for their army.

When defending in any mission, a German commander's Army is reinforced with an HMG Bunker. This is in addition to any they may have already purchased for their army.

AIR SUPPORT

When the Soviets didn't attack Warsaw straight away, they also grounded its air force, giving the Luftwaffe free reign to bomb the AK in Warsaw.

Unlike Firestorm—Bagration, German players are allowed to take Air Support (if it is available) in their forces even though they are fighting in the city. Allied players, on the other hand, are not allowed any Air Support at all.

2. PLAY FLAMES OF WAR BATTLES

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 600, 800, or more points. You might even want to mix things up playing different sized games throughout the campaign.

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 German or Polish forces, use your normal force as a Lend-lease force sent to support one side or the other. You could field a British Parachute Company on the Polish side, or even a turn-coat Allied company fighting with the Germans.

*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. British Commandos fighting for the Germans with Tiger heavy tanks and Hs 129 Panzerknacker aircraft in support.*

ORDER THREE - AFTER ACTION STEP

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 that are destroyed from the Campaign Map and place them in the Reinforcement Pool.

ROLL TO DESTROY

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

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 to any adjacent area or Reserve 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

Upon vanquishing your foe you have gained control of his position. To claim your prize, march your forces forward and take control of the battlefield.

If 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.

FIRESTORM TERMS

After Action Step (page 24): The commanders complete the After Action Step after fighting a battle. Troops advance, retreat or are destroyed in this step.

Area (page 7): 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 (page 21): 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. Battle arrows are also used to mark exploitation moves.

Battle Phase (page 21): 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.

Battle Plan (page 13): The battle plan is a black and white map in the *Campaign Handbook*. A general prepares a battle plan at the beginning of each campaign turn.

Campaign Map (page 7): The campaign map portrays the area of Byelorussia where Operation Bagration 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 (page 11): The campaign is divided into four or six campaign turns. In each campaign turn the Generals conduct a Planning Phase, the Commanders fight a Battle Phase, and the Generals conduct a Strategic Phase.

Campaign Victory Points (page 16): 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 (page 23): In the Combat Step of the Battle Phase commanders select the mission that they will play and fight a *Flames Of War* game.

Commander (page 21): Commanders are the players who fight the *Flames Of War* games that determine the campaign's outcome.

Control Marker (page 7): 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.

Firestorm Troops (page 8): 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. For a complete list of Firestorm Troops see pages 17-19.

General (page 12): Each side has a General who coordinates the side's strategy in the Planning and Strategic Phases.

Manoeuvre Step (page 21): The Commanders complete the Manoeuvre Step before fighting a battle. They select their opponent, roll for initiative, choose where to fight, the troops to use, and check that they are in supply during this step.

Planning Phase (page 13): Generals prepare their battle plan in the Planning Phase.

Proxy Marker (page 7): Use the proxy marker to mark a platoon standing in for Firestorm Troops in a game.

Reinforcements (page 14): Firestorm Troops destroyed after a battle are placed in the Reinforcement Pool on the Campaign Map. They are returned to a friendly supply depot during the next Strategic Phase.

Reinforcement Pool (page 7): The reinforcement pools at the bottom of the campaign map hold Firestorm Troops that were destroyed in the After Action Step.

Reserve Areas (page 7): Reserve areas are places outside Warsaw that German and Soviet Firestorm troops can be deployed. Polish Firestorm Troops cannot enter Reserves Areas.

Soviet Intervention (page 13): The Soviets intervene on turn 4. Place a the T-34 Firestorm Troop in the Soviet Reserve Area at the beginning of the Generals' Planning Phase.

Strategic Movement (page 14): Generals redeploy their Firestorm Troops using march and rail movement in the Strategic Phase.

Strategic Phase (page 14): After the Battle Phase, the Generals conduct the Strategic Phase where they undertake partisan and *Polizei* operations, exploit breakthroughs, bring on reinforcements, and redeploy their forces with strategic movement.

Victory Point Marker (page 7): 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.

THE GENERAL'S WARGAME

Generals have used wargames to test their plans for centuries. Manoeuvring pieces around on maps instead of troops on the battlefield allows them to fight battles in a matter of hours rather than days, and at little cost especially if they lose. If their strategy works, they can then apply it in the real battle. If it fails, they can come up with another plan before they have to commit their soldiers' lives in action.

In *The General's Wargame* you command the German or Polish army in the battle of Warsaw in 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—Warsaw* 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—Warsaw* 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—Warsaw* campaign. Before the campaign begins, you can 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—Warsaw* campaign, remember above all else that, like Napoleon, your country needs lucky generals — so roll good dice!



ORDER ONE - PLANNING PHASE

1. Determine Number of Battles
2. Make Your Plan

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

Check for Supply is not used in *Firestorm—Warsaw*

ORDER THREE - STRATEGIC PHASE

1. Bring in Reinforcements
 2. Make Strategic Moves
 3. Total Your Victory Points
- Conduct Partisan & Polizei Activities and Make Exploitation Moves are not used in *Firestorm—Warsaw*



SET UP THE CAMPAIGN MAP

First, choose which scenario you would like to play. You can play either the Uprising scenario or the Great Struggle

Scenario found on pages 9-10. Then set up the game as instructed depending on the chosen scenario.

ORDER ONE - PLANNING PHASE

The Planning Phase has two steps: determining the tempo of battle and then making a plan for this turn's battles.

1. DETERMINE NUMBER OF BATTLES

There are many things that affect the tempo of battle. In periods of clear weather, when the troops are rested and supplies plentiful, an army will be fighting battle after battle as they strive for their objectives. In poor weather the pace of operations slows as rain and mud make progress almost impossible. Likewise tired troops and a lack of supplies can also hinder a commander's plans for a decisive stroke, forcing them to focus their efforts on the most important battles while other sectors of the front languish for lack of supplies.

At the start of the Planning Phase each player rolls a die to determine the tempo of operations. Total the scores to determine the number of battles that will be fought this turn. If the total is 2 or 3, treat the result as a 4. This gives four to twelve battles in each turn.

Each player rolls a die. The total (with a minimum of four) is the number of battles for the turn.

EXAMPLE:

Stanislaw, the Polish player, rolls one die and scores a 3. Hans, the German player, scores a 2. Totalling the die rolls gives five, so they will fight five battles this turn.

2. MAKE YOUR PLAN

Knowing the weather forecast and supply situation, a wise commander takes time to revise their plans before committing their troops to battle.

Although a written plan is unnecessary when you are the only player on your side, it still makes sense to spend a moment studying the map and making a plan before the turn's battles begin.

Look at your spearheads and determine the best route to the objectives. Be aware of threats to your spearheads' supply routes. Decide the best way to blunt enemy thrusts by cutting them off from supply. When you have done this, decide which attacks are the highest priority, and which ones can wait a while.

Remember that no plan survives contact with the enemy, so be flexible if the enemy strikes first or your troops lose a crucial battle.

Take a moment to make a plan before the first battle of the turn.

Stanislaw and Hans place the dice by the Turn Indicator on the campaign map and use them to count down the number of battles still to fight.

ORDER TWO - BATTLE PHASE

Once you have determined the number of battles in this turn, resolve each battle in turn. The process for each battle is the same, starting with rolling for initiative and ending with the victorious player advancing their troops.

1. ROLL FOR INITIATIVE

As the battle progresses both sides struggle to seize the initiative, striking a blow before the enemy can react. The player with the initiative will decide where the battle will be fought.

Both players roll a die to decide who has initiative. The player with the highest roll wins the initiative. If the roll is a tie then both players roll again until a player wins initiative.

If you are playing the Uprising Scenario, the Polish Commander automatically wins the Initiative on the first campaign turn and receives a +1 to their die roll for initiative in the second campaign turn.

EXAMPLE:

Stanislaw and Hans roll off for initiative for the first battle. Stanislaw scores a 5. Hans also scores a 5. Since both players rolled the same Stanislaw, the Polish player, wins the initiative.

2. PLACE A BATTLE ARROW

The player that seized the initiative chooses where to strike to fulfil their plan for victory.

The player that won the initiative selects an area to attack and places a Battle Arrow pointing into that area from the area they are attacking from.

Place a Battle Arrow starting from the area you are attacking from and pointing to the area that you are attacking.

3. CHOOSE FIRESTORM TROOPS

The powerful manoeuvre forces under your command are represented by Firestorm troops. Committing these troops to a battle increases the chances of success considerably.

Each player may commit up to two Firestorm Troops from the area you are fighting in. Place these Firestorm Troops in the holes in the Battle Arrow. You do not need to have Firestorm Troops to attack. Not having Firestorm Troops simply means that you will not gain any bonuses from them in the upcoming battle.

Each player places up to two Firestorm Troops from the areas of the battle on the Battle Arrow.

EXAMPLE:

Having won the initiative, Stanislaw chooses to attack Wola from the Suburbs. He places an IS-2 and a SMG Firestorm Troop from the Suburb on the Battle Arrow. In reply Hans places a StuG and a Truck Firestorm Troop from Wola on the Battle Arrow.

FIRESTORM TROOP BONUSES

Each Firestorm Troop placed on a Battle Arrow and committed to a battle gives a bonus to your die roll.

4. 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.

Use the Firestorm Troop Bonuses table to determine your bonus for each Firestorm Troop placed on the Battle Arrow. Depending on if you are attacking or defending your troops will have bonuses to help you win the battle.

FIRESTORM TROOP BONUSES TABLE



GERMAN

Firestorm Troop Type	Attack	Defence
Tiger heavy tank	+2	+2
StuG tank	+2	+1
Panzer tank	+1	+2
Truck	+3	+2
Artillery	+2	+1
Polizei	+0	+1



POLISH

Firestorm Troop Type	Attack	Defence
IS-2 heavy tank	+2	+1
SMG trooper	+2	+2
Partisan	+1	+3
T-34/85	+3	+2

As in the campaign, you can attack without the benefit of any Firestorm Troops. Of course, if you do, you receive no bonuses, but can still capture the area and advance Firestorm Troops from adjacent areas into it if you win.

5. ROLL TO DESTROY

Committing troops to battle is essential to victory, but comes with the risk of having them destroyed should things go wrong. Unless your victory is complete, there is a chance that the enemy will maul your troops so badly that they need to be withdrawn from the front and rebuilt.

For each Firestorm troop used in the battle the opposing player rolls a die.

Subtract the losing players modified die roll score from the winning player's modified die roll score and look up the differ-

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 or more	4+	-

ence in the Roll to Destroy table above to find the score needed to destroy the Firestorm Troop.

Remove any Firestorm Troops that are destroyed from the Campaign Map and place them in the Reinforcement Pool.

EXAMPLE:

In Stanislaw's victory over Hans in Wola the difference in the die roll is 2 in favour of Stanislaw. Stanislaw then looks up the Roll to Destroy table and sees that he will need to roll a 6 to destroy Hans's Firestorm Troops. Stanislaw rolls a 4 for Hans's StuG and a 6 for the Truck. The truck is destroyed and placed in Hans's Reinforcement Pool.

Hans looks up the table and sees that despite losing the battle, he can still destroy Stanislaw's troops. He needs to roll a 6 to destroy each of Stanislaw's Firestorm Troops that participated in the battle. Hans rolls a 3 for the IS-2 tank and a 5 for the Truck, so none of Stanislaw's Firestorm Troops are destroyed.

6. RETREAT DEFEATED TROOPS

When you have been defeated in battle you must surrender the battlefield to your opponent.

If your opponent's modified score was greater than yours, then you have been defeated and must retreat. After rolling for destruction, all remaining Firestorm Troops in the your area must be retreated to any adjacent area of their choice that is under your 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 earning the victorious Commander extra Campaign Victory Points.

The defeated player must retreat all Firestorm Troops from the area of battle.

7. ADVANCE VICTORIOUS TROOPS

Upon vanquishing your foe you have gained control of his position.

If 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.

The victorious player may move up to four Firestorm Troops from adjacent areas into the area they have captured

ORDER THREE - STRATEGIC PHASE

Once all of the battles have been resolved, the players move on to the Strategic Phase in which they reinforce and redeploy their forces ready for the next turn's battles. The Strategic Phase is conducted the same as it would be in a campaign game.

1. BRING IN REINFORCEMENTS

Units that have been mauled in combat are withdrawn and refitted. Once they are ready, they return to battle again.

Use the rules on page 14 to make bring in reinforcements.

2. MAKE STRATEGIC MOVES

As the battle develops, a general redeploys their combat troops for the next big operation.

Use the rules on page 14 to make strategic moves.

3. TOTAL YOUR VICTORY POINTS

Keeping track of the victory points held by each side at the end of each turn helps players plan their strategy for victory.

Use the rules on page 15 to calculate your Victory Points.

CAMPAIGN OUTCOME

At the end of the last turn, both players total their victory points and consult page 16 to determine the campaign's outcome.

The possibilities range from a draw to an outstanding strategic victory that will change the whole course of the war.