

BLITZKRIEG

INVASION OF FRANCE, 1940

FIRESTORM BLITZKRIEG FRANCE



FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

CONTENTS

Fall Gelb (Case Yellow)	2	Campaign Outcome	13
Introduction	3	Firestorm Troops	14
Firestorm Blitzkrieg France	4	German Troops	14
Firestorm Campaign Map:		British Troops	15
Initial Deployment	5	French Troops	16
Firestorm Campaign Map	6	Maginot Line Fortifications	17
High Command (General)	7	General's Wargame	20
Order one – Planning Phase	7	Firestorm Terms	24
Order two – Battle Phase	9		
Order Three – Strategic Phase	11		
Campaign Victory Points	12		

FALL GELB THE INVASION OF FRANCE AND THE LOW COUNTRIES

The fighting in Poland cost the Germans heavily. They lost 50,000 casualties (enough soldiers to man an entire corps), 674 tanks (equivalent to two Panzer divisions, nearly a quarter of the tanks committed to the campaign), 319 armoured cars, 195 artillery pieces, and 285 aircraft. These losses meant that there was no possibility of launching an attack against France until the army had rested and rebuilt its strength.

With Poland defeated, any urgency for an attack by France evaporated. The British and French planned to stand on the defensive for several years as they used their advantage in industrial might to rearm and prepare. The result was the 'Phoney War' as the British and French faced the Germans across the Maginot Line, sending out patrols and engaging in occasional artillery duels.

Faced with Britain's naval blockade and the reality of fighting two of the world's biggest industrial powers alone, Germany had little choice but to attack soon while they still could. By May 1940, Germany's forces were rebuilt and ready for the next campaign. The difficulty they faced was that the French border was well defended by the heavily-fortified Maginot Line. The only way around was through neutral Belgium, which also had fortifications along its border, although not as tough as the Maginot Line.

Belgium's neutrality was of little concern, Germany had used the same route to invade France at the start of the First World War. The real problem was how to fight a battle of

encirclement with only one way to attack. A frontal assault against the well-equipped French armies would lead to heavy casualties, but there appeared to be little alternative. That is until General von Manstein came up with a plan to draw the French and British armies north into Belgium and the Netherlands (collectively known as the Low Countries) with an attack from the north, then slash through the Ardennes Forest in Luxembourg, just north of the Maginot Line and cut them off with a 'sickle stroke'. The reason this might work was that the Ardennes were generally considered to be totally unsuited to the use of tanks, and thus were likely to be lightly defended. A fast enough thrust here might get the German tank forces through the Ardennes before the Allies could react and block them. It was a risky plan, but one that promised great success.

Fortunately for the Germans, the French plan played right into their hands. The French, preferring to fight the war in someone else's country, planned to move their mobile forces northwards into Belgium and dig in along the Dyle River (the so-called Dyle Line). The hinge between the Maginot Line and the main forces in Belgium facing the Ardennes would be held by reserve divisions, since a German thrust through the forest was unlikely, and if it happened, the time it would take would allow countermeasures to be taken.

Adopting von Manstein's plan as Case Yellow (*Fall Gelb*), the Germans invaded the Low Countries at 0430 hour on 10 May 1940.

INTRODUCTION

DESIGNED FOR TOURNAMENT PLAY

Firestorm Blitzkrieg France is an exciting campaign that puts you into the roles of German and Allied commanders during the fateful spring of 1940. It is going to be hard fought and it is not designed to be fair but rather to capture the desperate fighting of that campaign. In face you should see history unfold before your eyes!

Firestorm Blitzkrieg France is the first Firestorm designed for tournament play. It still works very well as a normal Firestorm but the rules have been adjusted to play it as a tournament, five rounds for five turns. This is done because older Firestorms make it hard to play well during a tournament. The main reason is that previous Firestorms give you an opportunity to place battle arrows from areas you have conquered in the turn and in fact rely on rapid advance. In this Firestorm Battle arrows are place only once per turn in the Planning Phase and not during the Battle Phase. This means that the fighting is only going to be in these areas in this turn. You will quickly realise that means that you will only fight for a few areas each turn. What if you have more players and games? You can play multiple battles in each area. Each game will have the same Firestorm units available for the players and then the games played are totalled together to determine who won. For this reason, it is helpful to have an odd number of games, but a draw is a draw, and this means the attacker has failed. I strongly recommend that you read the rules carefully to see what is different.

You will also quickly realise that the game favours Germany over the Allies. This is how I designed it, to recreate the campaign rather than have even forces. If both sides can do what they want it would not be like the campaign at all and could easily yield very unhistorical results. The fun of the campaign is to take part in a game that tries to capture the intense fighting of the Battle of France. The Allies have a small chance of changing history, but it is small. Regardless the games should still be fun. If you are playing a tournament I suggest you give prizes for the best German and Allied Commander. And remember as always, the main thing is to have fun. If you are in a difficult situation then make the best of it and think how it was in 1940.

If you are not playing a weekend tournament the Firestorm works the same, but adjust it to your timeframe. There is no need to play every battle, familiarise yourselves with the General's Wargame and simply roll of for the areas you do not have time to play actual games. I suggest 1 week for each turn. Always try to keep campaigns simple. Complications do not usually add to the fun.

Whatever you do, remember always be friendly and have fun!

Jökull Gislason and Wayne



FIRESTORM BLITZKRIEG FRANCE

There are three types of participants in Firestorm Blitzkrieg France: the Commanders, the High Commands, and the Organiser. The rules for the campaign are separated into three parts corresponding to these three roles.

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

LOTS OF COMMANDERS

Commanders make up the bulk of players in Firestorm Blitzkrieg France. 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 HIGH COMMANDS

Rather than having two generals, both sides should have a high command and discuss actions. It is recommended that you appoint leaders but make everyone involved at this stage. Determine where your main push will be and what options you have for the turn.

Once you have planned your turn, go through the Planning 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.

The Organiser section has plenty of good advice to assist the Organiser in running a successful campaign.

CAMPAIGN TURNS

Firestorm Blitzkrieg France has five campaign turns, very suitable for a weekend tournament.

A campaign turn consist of three phases of three phases: the Planning Phase, the Battle Phase, and the Strategic Phase.

In the Planning Phase at the start of the turn the High Commands 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 High Commands reorganise their forces in the Strategic Phase ready for the next campaign turn.

FLEXIBILITY

As with any Firestorm Campaign you are allowed certain flexibility. Firestorm Blitzkrieg France is intended to be fun, so if you all agree then feel free to adjust it to your needs. Players use their normal *Flames Of War* forces reinforced by the main combat units shown on the campaign map to fight battles and to capture areas. 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 Allied 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 Blitzkrieg France is best suited for average sized game of about 80-120 point games (I recommend 100 as a starting force), but you certainly can play whatever points you and your opponent would like. Small games are generally resolved more quickly. Remember that you add the Firestorm Troops to this total. This helps generate 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 Blitzkrieg France rules, get everyone together, organise the venue, and start playing. There's nothing else needed to begin, so you can start right away!

WHAT DO I NEED TO KNOW?

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

Nope. Firestorm Blitzkrieg France is mostly self-contained. We have included all of the rules you will need to play, so it is not necessary to own Firestorm: Bagation/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 Blitzkrieg France and previous Firestorms Bagation and Market Garden. To help players out here is a list of the major differences:

There are no rail lines on the map, it is assumed rail line are widespread.

The Phases have been changed in considerable ways to make work as a tournament.

Aircraft are handled very differently.

The Allies are severely limited in their actions.

There are fewer than usual Firestorm Troops.

WHAT FORCES SHOULD I PLAY?

Ideally you should play forces from Blitzkrieg Invasion of France 1940 for this Campaign.

FIRESTORM CAMPAIGN MAP: INITIAL DEPLOYMENT

The Firestorm Blitzkrieg France campaign map forms the playing board for the campaign. It is Divided into 22 areas. Each area is numbered with a letter and a number, from B1 to N2. 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 5 turns), a summary of the Turn Sequence, and the Victory Point Control Indicator showing which side is winning.

This is the initial deployment.

GERMANY:

Captured N1 and N2 (there is still fighting going on, but this does not concern the main fighting.

GERMAN FORCES

<i>Area</i>	<i>Firestorm Troop</i>
B2	XXVI Korps
B3	XVI Korps
B4	XXXXI Korps (unengaged)
F4	XV Korps, XIX Korps and Stuka Schwerpunkt
F5	XII Korps
F6	XXX Korps

FRENCH FORCES

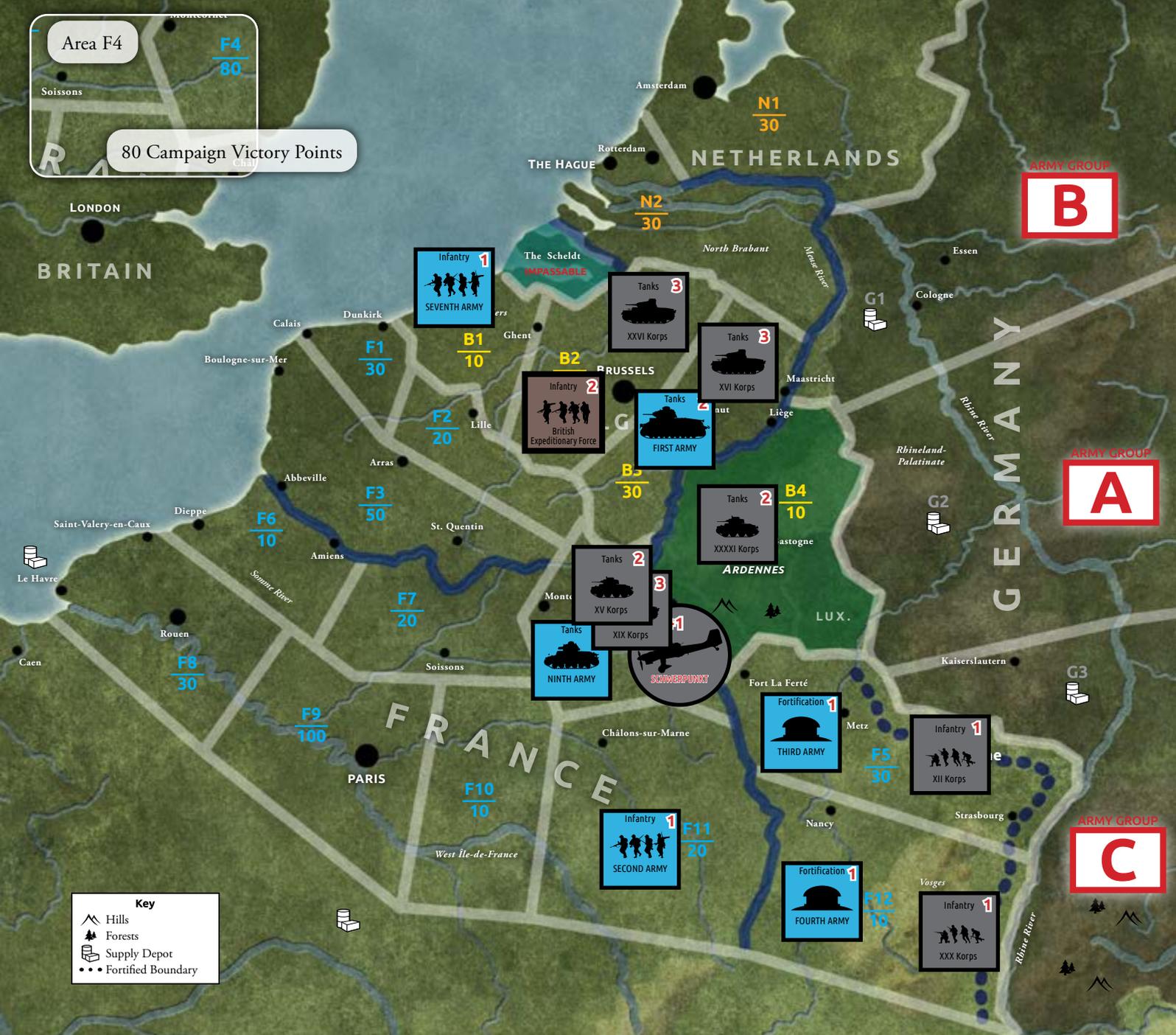
B1	Seventh Army
B3	First Army
F4	Ninth Army
F5	Third Army
F11	Second Army
F12	Fourth Army

BRITISH FORCES

B2	British Expeditionary Force (BEF)
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The game begins at the time when German forces start to engage the French and British. In turn 1 the main fighting areas are B2, B3 and F4 and here you should fight most of the battles. Most of the fighting is between the Germans and the French. So if you have players fighting the British forces they should mostly fight in the location of the BEF and later other British units. But if you have many British players, you could also have them fighting in adjacent areas.

Belgian, Luxembourg and Netherlands Forces are not represented, and the Firestorm units focus on very large and important formations. If you have Belgian, Luxembourg and Netherlands forces, feel free to include them in your games and even add a turn 0 where these forces fight alone for a brief time.



STARTING AREAS ON TURN 1 AND REINFORCEMENTS:

GERMAN TROOPS	WHEN	WHERE	REINFORCEMENTS
Ninth Army (1x Tank)	Turn 1	F4	
XXVI Korps (1x Tank)	Turn 1	B2	
Third Army (1x Fortification)	Turn 1	F5	
XVI Korps (1x Tank)	Turn 1	B3	
Second Army (1x Infantry)	Turn 1	F11	
XXXXI Korps (1x Tank)	Turn 1	B4	
Fourth Army (1x Fortification)	Turn 1	F12	
XV Korps (1x Tank)	Turn 1	F4	
4e DCr (1x Tank)	Turn 2 Only	F4	
XIX Korps (1x Tank)	Turn 1	F4	
BRITISH TROOPS (ALLIED)	WHEN	WHERE	
Schwerpunkt (1x Aircraft)	Turn 1	F4	
BEF (1x Infantry)	Turn 1	B2	
XII Korps (1x Infantry)	Turn 1	F5	
1st Army Tank Brigade (1x Tank)	Turn 3 Only	F3 or Adj. BEF	
XXX Korps (1x Infantry)	Turn 1	F6	
FRENCH TROOPS (ALLIED)	WHEN	WHERE	
Seventh Army (1x Infantry)	Turn 1	B1	
First Army (1x Tank)	Turn 1	B3	
Second Army (1x Infantry)	Turn 1	F11	
Third Army (1x Fortification)	Turn 1	F5	
Fourth Army (1x Fortification)	Turn 1	F12	
XXX Korps (1x Infantry)	Turn 1	F6	

HIGH COMMAND

Each side in Firestorm Blitzkrieg France have a High Command. They 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 High Command 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

1. Plan your strategy
2. Place Battle Arrows
3. Assign commanders to battles

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, counter-attacks, cutting enemy supply lines and encircling enemy troops to secure victory.

Whatever you do, stick to your plan but remain flexible. Your foe and the fortunes of war will rarely be predictable. A versatile approach to battle planning will allow you to adjust your strategy as events unfold.

2. PLACE YOUR BATTLE ARROWS

Starting with Germany, place the battle arrows. No battle arrows are placed in turn 1, the battles are determined by the initial deployment, the battle areas are where Allied and German troops are deployed together. From turn 2, the Germans can place one battle arrow for each Firestorm Troop. These will be the battle areas that the Germans will fight for. Then bring in the Firestorm troop you wish to bring into the battle from the attacking area. Germans place all their arrows first. The Allies do not place any arrows on turns 2 and 3 but may place 1 battle arrow in turns 4 and 5. In turns 2 and 3 the Allies place a special Firestorm unit, see turns and will battle there. Once all battles are determined the German player places the German Stuka Schwerpunkt. The German player can place this in ANY area they please each turn. All battles this turn will be played in these areas. There can be multiple battles for each location. The High Command determines the priority areas. If you have enough players then you must fight in every area, but once you have filled all areas you are free to determine where extra battles are fought, like in turn 1 - B2, B3, F4, F5 and F12. Once all areas have assigned players you may add as many as you like for each location and in turn 1 the main fighting is areas B2, B3 and F4. If you do not have enough players, then just roll of the extra battles as in a General's Wargame. Once all Battle arrows have been placed and Firestorm troops allocated from both sides.

This rule represents how slowly the Allied High Command responded to the unfolding of the battle.



In Turn 2 the Allies place the 4e DCr, 4e Division cuirassée, in area F4 and fight as if they had placed a battle arrow. This is General de Gaulle's counter charge at Montcornet.



In Turn 3 the Allies place the 1 ATB, 1st Army Tank Brigade, in F3, or if the Germans are not in the area, it may be placed in any German controlled area adjacent to the BEF. This is the charge of the 1st Armoured Brigade at Arras.



In Turn 4 the Allies receive the 1st Armoured Division, as a full unit, it can be placed in any area not in German control in areas F3, F6, F7 or F8. It remains in play on Turn 5.

TURN 4 & 5

It is possible that the Germans and Allies place opposing Battle Arrows.



In this case both battles take place, but Firestorm Troops can only fight in either one so be clear on who is fighting where. It can also be dangerous, in that units may be out of supply because they lost the battle to their rear.

3. BRIEF YOUR COMMANDERS

A good High Command lets their troops know what is expected of them. This is especially helpful if the High Command 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.

MANSTEIN PLAN – FALL GELB

Firestorm France is during the critical phase of the Manstein Plan or Case Yellow. The plan was to draw the main forces of France and Britain into Belgium and the Netherlands and cut them off. Once the Allies had lost their best troops the Germans would be victorious.

In Firestorm France we assume that the Germans are following the same plan, so the Germans may not advance into areas F6, F7, F10 until they have captured B1, F1 and F2. So no dash for Paris until the main Allied forces have been defeated.

COMMAND AND TOURNAMENT PLAY

Thank God for the French Army.

— Winston Churchill

LETHARGIC COMMAND

From the invasion of Poland, the French and British high commands had eight months to prepare for war. They saw this war as a repetition of World War 1. The Maginot Line would hold, and the best armies would set up a defence line in Belgium, keeping the war out of Belgium. No one gave much consideration to the Ardennes area; it was heavily forested with rolling hills and rough terrain. And even if the Germans should go through there, they would have to deal with the river Meuse and the French high command calculated that it would take the Germans at least four days to construct a crossing. Ample time to organise a counterattack. Of this the Allied high command was sure. So, they made rigid plans, and their command was set up as in World War I. They sent most of their best mobile divisions ahead as advance and screening forces into Belgium, the very forces that would have been invaluable as a strategic reserve. Then their communications and coordination had little improved with new technology. They were walking blind into a disaster.

This is reflected in the Firestorm game by the Allies not being able to place battle arrows until Turn 4 and then they are limited to only one battle arrow for Turn 4 and 5. A few daring commanders, such as Charles de Gaulle and Sir Harold Franklyn on the battlefield took the initiative and launched attacks, this is reflected in Turns 2 and 3 by the special Firestorm troops *4e DCr* and *1 Army Tank Brigade*. Such actions were daring but could not make up for the lack of good high command.

EXAMPLE TURN 1 TOURNAMENT

Let's say Robby is organising a Tournament in Belgium. In Turn 1 there are five battle areas and he has 30 players, 15 to each side. The main fighting is in areas B2, B3 and the crucial F4. The attacks against the Maginot line F5 and F12 are less important. So each side commits one player each

to fight for F5 and F12, three players each to B2 and B3 and the remaining seven to F4. It is clever to assign even numbers to areas. Then the players fight and in areas B2, B3 and F4 the total number of victories determines who won. For the attacker to win, they must score more victories than draws and the defender victories. Say the attacker in area F4 wins four battles against the defender winning two and one draw. Then the attacker wins. At the same time record how individual players perform as you should have the best generals for the Allied and German side.



ORDER TWO – BATTLE PHASE

1. Find out where you fight
2. Find out what Firestorm Troops are available
3. Check if you are in supply
4. Combat
5. Submit your results

1. FIND OUT WHERE YOU FIGHT

The Battle Phase is where you and your Commanders fight their battles. The tournament organisers and/or High Command decide where the players are assigned. Since the battles have already been determined then you just go and play the battle.

2. FIND OUT WHAT FIRESTORM TROOPS ARE AVAILABLE

The Firestorm Troops are crucial to Firestorm Campaigns as they usually give one side an edge. In Firestorm Blitzkrieg France you only add one Firestorm Troop to your force, determined by the area you are in. If there are two Firestorm Troops in the Area, you or the organisers will decide which one is available. Look up the value of the Firestorm Troop. These will be an additional platoon that is available to you. You will also notice a points value. You may decide to use this instead and then these are additional points you may add to your force, instead of the platoon. At a glance you will see that this is of less worth than if you choose the platoon, but it gives you options and helps if you do not have the right platoon available.

Players check what Firestorm troops are available to them in the area for the first turn. All players assigned to the area get the same Firestorm Troops.

For example for area B3 in turn one, then all Allied players receive the First Army Firestorm troop and the Germans the XVI Korps. Note however that if you need to roll to see what you get, then each player rolls individually for their battle. This can mean that their support can vary greatly and is part of the fun of the campaign.

Only one Firestorm troop is added to each battle with the single exception of the Stuka Schwerpunkt that is in addition to the other Firestorm troop. For some you roll a D6 to see what you get.

You may also use the points given for a Firestorm unit and add them to your force. The points are always less than the value of the Firestorm troop available, but this could make it easier to manage your battles. For a tournament your forces have a set points value, and we recommend the same if you play it as a normal campaign. The lower the points given for a battle the more impact the Firestorm troop will have.

SPECIAL: STUKA SCHWERPUNKT

A German player cannot pick a JU 87 Stuka Dive-Bomber Flight in their force. Instead, all German forces get them, see the *Stuka Schwerpunkt*. In the Battle of France, the Stuka Dive-Bombers had a great effect on the battle. For most battles when you roll for aircraft these Stukas only arrive on a 5+ rather than the normal 4+. However, in this game after all Battles have been determined by placing arrows, the German High Command may place a *Schwerpunkt* on the table. In this area the Stukas arrive on a 3+ throughout the turn in all battles. This is in addition to one Firestorm Troop available to the Germans.

FRENCH SECOND OR SEVENTH ARMIES 5 POINTS

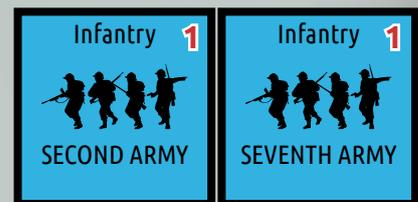
Infantry x 2

Available from Turn 1

Reinforcement your Force, roll a die, with

Die Roll

- 1 or 5 Reinforce your Force with a French Rifle Platoon (EF125) with:
6x Rifle/MG team
1x VB rifle grenade team
- 6 Reinforce your Force with :
1x Renault Char B1 Tank (EF102)



3. CHECK IF YOU ARE IN SUPPLY

Supply is determined at the end of each turn and Firestorm troops that are out of supply are given an out of supply marker. If you are out of supply, then consult the out of supply table.

Remember that the special Firestorm troops that are used for turn 2 and 3 are always considered in supply.

OUT OF SUPPLY

Being out of supply usually has a debilitating effect upon surrounded troops, although sometimes they accept their fate and fight even harder.

When you are Out of Supply, your force incurs a penalty from the Out of Supply table. Roll a die for your force and apply the effect from the Out of Supply table to your entire force for this battle.

The effects of being Out of Supply are applied to your entire force, including any Firestorm Troops, and last for the duration of your *Flames Of War* game.

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. Apply this to Rally, Counterattack, and Last Stand ratings and tests.



STRENGTH REDUCED



Before adding Firestorm Troops to your force, you must reduce the size of your force by 20%, e.g. if you would have fielded a 90 point force, you now have only 72 points for the battle. Firestorm Troops are not affected.



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+. Apply this to Rally, Counterattack, and Last Stand ratings and tests.

4. 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.

IDENTIFY YOUR MISSION

Since all battle locations have been determined at the start of your turn players are assigned locations by high command. The next thing is to decide what mission to play. In a tournament you should roll for missions using the mission pack. Some organisers may prefer to allocate missions and in a tournament this is fine. In a friendly game you may even agree on a mission yourselves.

PLAY YOUR GAME

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. In most tournaments the points value of armies is already determined. In other games you and your opponent should agree on the size of game. You could fight your battle with 50 to 150 points, or any other number you wish. 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, so the smaller the battle the more effect the Firestorm Troops will potentially have. 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.

MAGINOT LINE

The French had years to prepare for war with Germany. They spent that time building the Maginot Line fortifications along the Franco-German border.

In all battles where the German player has Initiative and chooses to fight a battle across a Fortified Boundary the Allied player can choose to be the defender in the mission. If they choose to do this, they fortify their positions with Fortifications (see page 17).

If the Allied player elects to defend and defeats the German player, then the defeated German troops do not retreat from their area, and the victorious French do not advance and take control of the Allied area. Both sides still roll to destroy any Firestorm Troops involved in the battle.

Of course, if the Allies have advanced into German territory and somehow find themselves being attacked from the Allied side of a Fortified Boundary, they do not get the benefits of their old fortifications. The Germans can never use old Allied fortifications, even if they are defending the old Allied front line.

If the Allied player has the Initiative and chooses to fight a battle across a Fortified Boundary, they do not get any fortifications and risk losing the area as normal. If the Allied player is defeated, they will retreat from the area, abandoning their fortifications, and allowing the victorious German forces to advance and capture the area.

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.

Forces from any Early-war nationality can play in the campaign on either side. Use the normal Firestorm Troops for reinforcements. This can result in some unusual force compositions. Ideally this is best played with their historical forces. But remember to be flexible and have fun!

ORDER THREE – STRATEGIC PHASE

1. Determine who won each area
2. Maginot Line
3. Remove the Schwerpunkt
4. Remove the special Firestorm Troops
5. Determine supply
6. March Movement
7. Total your victory points

Once all battles have been fought in the turn it is time to do some bookkeeping and prepare for the next turn.

Note that in Firestorm Blitzkrieg France there are no Exploitation moves, nor do you roll to Destroy Firestorm Troops.

1. DETERMINE WHO WON EACH AREA

In the areas that you fought this turn determine who was victorious. The attacker, the one who placed an arrow in the area wins if they have a total of more victories than the defender and draws. Otherwise, the defender wins. If the attacker wins the defender must withdraw their Firestorm Troops to any friendly adjacent location. If the defender wins the attacker must retreat where they came from. In turn 1 both sides retreat to adjacent location, and the Allies are considered the defender in all locations. If it is not possible to retreat to a friendly location, the Firestorm Troop is captured.

Stacking limit, only 2 Firestorm Troops of the same side may be in the same area at the same time. If a Firestorm Troop can only retreat to an area already containing two friendly Firestorm Troops, then it cannot and is captured.



Mark areas you capture with the marker of your side. Liberated areas are returned to its side and remove enemy capture markers.

5. SUBMIT YOUR RESULTS

Once the battle is over the players submit the results to the organisers. There can be multiple battles for the same area.

(Please feel free to print the Firestorm Battle Results sheet at the end of this booklet.)

2. MAGINOT LINE

The Maginot Line is hard to crack so if the Germans need to win these areas twice to capture them. If the Germans win for the first time, then they do not capture the area but must retreat as if they had lost. To mark that they have won their first victory then turn the Firestorm Troop marker upside down in the area:



If the Germans win a second time then they capture the area. Note that the French Firestorm markers may retreat but treat them from now on as if they are the Second or Seventh Army to determine what Firestorm Troop they bring and the rule about the Maginot Line no longer applies. Here are two Firestorm Troops to replace them with if the first ones must retreat or leave with March Movement.



The Third and Fourth Army cannot initiate attacks while they are in fortification form.

3. REMOVE THE SCHWERPUNKT

At the end of the turn remove the Stuka Schwerpunkt. The German High Command then places it again in the next turn. Since the Schwerpunkt represents Stuka sorties it is never out of supply, nor can it be captured. It arrives fresh every turn in any location the German High Command wishes.

4. REMOVE THE SPECIAL FIRESTORM TROOPS

These two Special Firestorm Troops are removed at the end of the turn they are placed. They have done their valiant part. They do not count as captured.



5. DETERMINE SUPPLY

To be in supply a Firestorm Troop must be able to trace a line through any number of areas to a supply source. If no line can be found because the enemy has captured areas, then the Firestorm Troops are Out of Supply and place a marker next to them to the next turn.



- Germans need to trace supply to Germany, any of the A, B, or C marked areas.
- French must trace a line to any area at the bottom of the map, F8 to F12.
- British must trace their supply to Le Havre.

6. MARCH MOVEMENT

Any Firestorm Troops that did not take part in any battles may now move to any adjacent friendly area to redeploy. You must observe the stacking rules, and you cannot enter enemy controlled areas. Any Firestorm Troops that were in a combat area cannot make a March Movement. If an area has two Firestorm Troops and one took part in combat but the other did not, then the one that did not fight may use march movement.

SPECIAL TURN 1 RULE

The French Seventh Army may march to F3 rather than F1 or F2 if the Allied command wishes.

7. CAMPAIGN 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 High Commands now total the Campaign Victory Points that they have earned from capturing and holding objective areas and capturing Firestorm Troops.

CAPTURING AREAS

Possession of key locations in Firestorm Blitzkrieg France is critical to winning the campaign. These are the important locations such as roads, airfields and settlements that your army is fighting for. You receive the number of Campaign Victory Points shown on the Campaign Victory Point table 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 removed if it loses a battle.

Firestorm Troops 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.

CAMPAIGN VICTORY POINTS

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	Map Location
Amsterdam	30	N1
North Brabant	30	N2
West Flanders	10	B1
Brussels	30	B2
Limburg	30	B3
Ardennes	10	B4
Cologne/Essen	-	G1
Rhineland-Palatinate	-	G2
Kaiserslautern	-	G3

Area Name	Victory Points	Map Location
Dunkirk	30	F1
Lille	20	F2
Abbeville/Arras	50	F3
Montcornet/Sedan	80	F4
Strasbourg	30	F5
Dieppe/Amiens	10	F6
Soissons	20	F7
Le Havre/Rouen	30	F8
Paris	100	F9
West Île-de-France	10	F10
Châlons-sur-Marne	20	F11
Limburg	20	B5
Colmar	10	F12

Firestorm Troops Captured	Victory Points
Each Firestorm Troop	50

SPECIAL RULES

COMPLETE GERMAN VICTORY

If at the end of the game, the Allied side has lost two or more Firestorm Troops, not counting the Special Firestorm Troops, and the German side controls one of the following areas: F6 – F7 – F10 or F9 then the French will declare Paris an open city and this is a German Strategic Victory. **This is the historical outcome of the Battle of France.**

BRITISH EXPEDITIONARY FORCE SAVED

If the BEF Firestorm Troops spends two turns in Dunkirk, area F1, then it is removed at the end of the second turn and the BEF have been saved by the miracle of Dunkirk. If it is removed the British gain a moral victory. The Germans do not receive victory points as if it were captured but it still counts as being lost in regard to the Complete German Victory.

“We must be very careful not to assign this deliverance the attributes of a victory. Wars are not won by evacuations.”

— Winston Churchill

If the Germans have not achieved a Complete Victory then at the end of the campaign count the Victory Points for each side. The extent of the victory depends on the difference between the two side's victory point totals. The side with the higher Campaign Victory Point total wins the campaign.

Here are six levels of outcome in Firestorm based on the difference in Campaign Victory Points between the two sides.

CAMPAIGN OUTCOME

At the end of the campaign count up the Victory Points for each side. The extent of the victory depends on the difference between the two side's 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 German.

ALLIED STRATEGIC VICTORY WIN BY 150 CAMPAIGN POINTS

Despite all odds you have turned the tide in the French Campaign and the Germans have not knocked France out of the war. The defence of France will heavily influence all coming events, for good or bad.

ALLIED OPERATIONAL VICTORY WIN BY 100 CAMPAIGN POINTS

You have created a rallying point for the free people across the world. Despite events in Poland the Germans are not seen as invincible.

ALLIED TACTICAL VICTORY WIN BY 50 CAMPAIGN POINTS

You have managed to make the Germans pay dearly for their conquest and in time you will bring the battle to them.

GERMAN VICTORY

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

GERMAN STRATEGIC VICTORY WIN BY 150 CAMPAIGN POINTS OR COMPLETE GERMAN VICTORY

Congratulations Herr Feldmarschall. The Battle for France will be remembered as one of the boldest Campaigns ever conducted, ushering in the age of lightning war.

This is the historical outcome of the Battle for France.

GERMAN OPERATIONAL VICTORY WIN BY 100 CAMPAIGN POINTS

You have secured northern France and the Low Countries and created the foundations of greater conquests. Just one more push and victory is ours.

GERMAN TACTICAL VICTORY WIN BY 50 CAMPAIGN POINTS

This is not the victory we had hoped for, but France has been humbled. However, French and British forces have rallied in the south, and more fighting is still to come.

DRAW

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

Once again both armies have fought and exhausted themselves any victories are offset by serious losses.

FIRESTORM TROOPS

The key to a good Firestorm Campaign is the Firestorm Troops. They will give one side the edge. In this version of Firestorm both sides are only allowed to add one troop to their forces. In addition to this the German forces get support from the Luftwaffe.

GERMAN TROOPS

GERMAN XVI, XIX, AND XXVI KORPS 19 POINTS

Tank x 3

Available from Turn 1

Reinforce your Force with a German Panzer III Platoon (EG106), Roll a die, with

Die Roll

- 1 or 2 3x Panzer III
- 2 or 3 4x Panzer III
- 5 or 6 5x Panzer III



GERMAN XV AND XXXXI KORPS 15 POINTS

Tank x 2

Available from Turn 1

Reinforce your Force with a German Panzer 38(t) Platoon (EG110), Roll a die, with

Die Roll

- 1 or 2 3x Panzer 38(t)
- 2 or 3 4x Panzer 38(t)
- 5 or 6 5x Panzer 38(t)



GERMAN XII AND XXX KORPS 9 POINTS

Infantry x 2

Available from Turn 1

Reinforce your Force with a German Pioneer Platoon using the Pioneer Platoon and Pioneer Flame-thrower Command Cards with:

- 7x Rifle teams
- 2x Flame-thrower teams
- 1x 5cm mortar

Infantry Teams in a Pioneer Platoon cross Minefields safely on a roll of 2+. This Unit Digs In on a roll of 2+.



SCHWERPUNKT

Stuka - Aircraft x 1
Available from Turn 1

Reinforce your Force with a German Ju 87D Stuka Dive-bomber Flight (EG138) with:
2x Ju 87 Stuka



SPECIAL RULE: STUKA SCHWERPUNKT

The Luftwaffe was a key factor contributing to the success of the German invasion. After the invasion of Poland the Luftwaffe had mastered close cooperation with land forces. In this campaign Germans are not allowed add a JU 87 Stuka Dive-Bomber Flight to their force. Instead in every battle the Germans have limited air support. Roll for Aircraft to arrive as normal but you need a 5+ to arrive rather than the normal 4+.

Stuka Schwerpunkt: The German command can assign priority air support to one battle area, such as F4 at the crossing of the Meuse River. Where the Schwerpunkt is placed the Aircraft arrive on a 3+ rather than a 4+. Following Turn 1, the Germans may place their Schwerpunkt in any area, after all battle arrows and special allied units have been placed.

The focal point of the attack: A *Stuka Schwerpunkt* arrives on a 3+ (in all other battle areas Stukas arrive on a 5+).

ALLIED TROOPS

BRITISH EXPEDITIONARY FORCE

8 POINTS

Infantry x 1
Available from Turn 1

Reinforce your Force with a British Rifle Platoon (EB114) with:
7x Rifle/MG team
1x Boys anti-tank rifle
1x 2-inch mortar



BRITISH 1ST ARMY TANK BRIGADE

14 POINTS

Tank x 1
Arrive as Special Reinforcements at F3 on Turn 3 only.

Reinforce your Force with a British Matilda II Tank Troop (EB108) with:
1x Matilda II



BRITISH 1ST ARMoured DIVISION

13 POINTS

Tank x 1
Arrive as reinforcements from Turn 4 at F6 or an adjacent area.

Reinforce your Force with a British A13 Armoured Troop (EB102) with:
3x A13



FRENCH FIRST ARMY AND 4^e DCR 17 POINTS

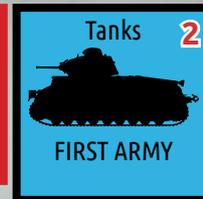
Tank x 2

First Army Available from Turn 1,
4^e DCr Arrive as Special Reinforcements at F4 on Turn 2 only.

Reinforce your Force with a French Somua S35 Combat Platoon, Roll a die, with:

Die Roll

- 1 or 2 3x Somua S35
- 2 or 3 4x Somua S35
- 5 or 6 5x Somua S35



FRENCH NINTH ARMY 9 POINTS

Tank x 1

Available from Turn 1

Reinforce your Force with a French Hotchkiss H39 (late) Combat Platoon, Roll a die, with:

Die Roll

- 1 or 2 2x Hotchkiss H35 (37mm), 1x Hotchkiss H35 (long 37mm)
- 2 or 3 3x Hotchkiss H35 (37mm), 1x Hotchkiss H35 (long 37mm)
- 5 or 6 4x Hotchkiss H35 (37mm), 1x Hotchkiss H35 (long 37mm)



FRENCH SECOND OR SEVENTH ARMIES 5 POINTS

Infantry x 2

Available from Turn 1

Reinforcement your Force, roll a die, with

Die Roll

- 1 or 5 Reinforce your Force with a French Rifle Platoon (EF125) with:
 - 6x Rifle/MG team
 - 1x VB rifle grenade team
- 6 Reinforce your Force with :
 - 1x Renault Char B1 Tank (EF102)



FRENCH THIRD OR FOURTH ARMIES 3 POINTS

Fortification x 2

Available from Turn 1

Reinforce your Force with a Maginot Line Machine-gun Turret with:

1x Machine-gun Turret



WHERE IS THE ALLIED AIR FORCE?

Good question. During the Battle of France both the French and British air forces had fair sized forces, but their tactics were not developed nor coordination with land forces. They were still employing World War I tactics. That seriously undermined their efforts and led to great changes in command of the RAF prior to the Battle of Britain. We assume they are fighting somewhere, but the question: "Where is our Air force" was one that the Allied soldiers often asked themselves during the Battle of France.



MAGINOT LINE FORTIFICATIONS

In all battles where the German player has Initiative and chooses to fight a battle across a Fortified Boundary the Allied player can choose to be the defender in the mission. If they choose to do this, they fortify their positions with Maginot Line Fortifications and play a No Retreat Mission with the additional mission rules, Fortified Defence (Defender) and Fortified Reserves (defender) below:

MAGINOT LINE FORCES				
ATTACKER	DEFENDER			
FORCE POINTS	FORCE POINTS	ON-TABLE	FORTIFICATIONS	RESERVES
150	75	30	48 Fortification Points* + 6 Minefields + 6 Barbed Wire Entanglements	45
125	62	25	40 Fortification Points* + 5 Minefields + 5 Barbed Wire Entanglements	37
100	50	20	32 Fortification Points* + 4 Minefields + 4 Barbed Wire Entanglements	30
75	37	15	24 Fortification Points* + 3 Minefields + 3 Barbed Wire Entanglements	22

FORTIFIED DEFENCE (DEFENDER)

The Defender's Force has 50% of the points total of the Attacker's Force. For example if the Attacker has 100 points, the Defender will have 50 points.

The Defender's Force has an additional 8 points of Fortifications, a Minefield, and a Barbed Wire Entanglement for each 25 points in the Attacker's Force. The Fortifications and their rules are shown on page 17-19.

MINEFIELDS

The rules for Minefields are on page 112 of the rulebook.

BARBED WIRE ENTANGLEMENTS

The location of a Barbed Wire Entanglement is shown by a Wire marker.

An Infantry team moving within 2"/5cm of a Wire marker must pass a Skill test (or test to Cross a Minefield if better) or immediately stop moving.

Barbed Wire Entanglements are Difficult Terrain for all Tank teams moving within 2"/5cm of a Wire marker.

Barbed Wire Entanglements are Impassable to Gun teams.

An Infantry Unit Leader that is not Pinned Down may issue a Wire Gapping Order as a Movement order instead of Moving in the Movement Step. If it does so, any Infantry team within 6"/15cm of the Unit Leader may immediately remove a Wire marker within 2"/5cm (having successfully moved into the Barbed Wire Entanglement in the previous turn) instead of Moving. The team is counted as Moving, but does not Move, and cannot Move further, Shoot, or Assault.

FORTIFIED RESERVES (DEFENDER)

In a mission with Fortified Reserves, the player may only have 40% of their Force on table at the start of the game (rather than the usual 60%).

BUNKER

Bunkers are Gun teams with the following rules.

A Bunker can only be Shot at or Assaulted from within its Field of Fire. It cannot be hit by an Artillery Bombardment.

A Bunker is always Concealed and in Bulletproof Cover. Teams Shooting or Assaulting a Bunker must re-roll successful Firepower tests to Destroy it.

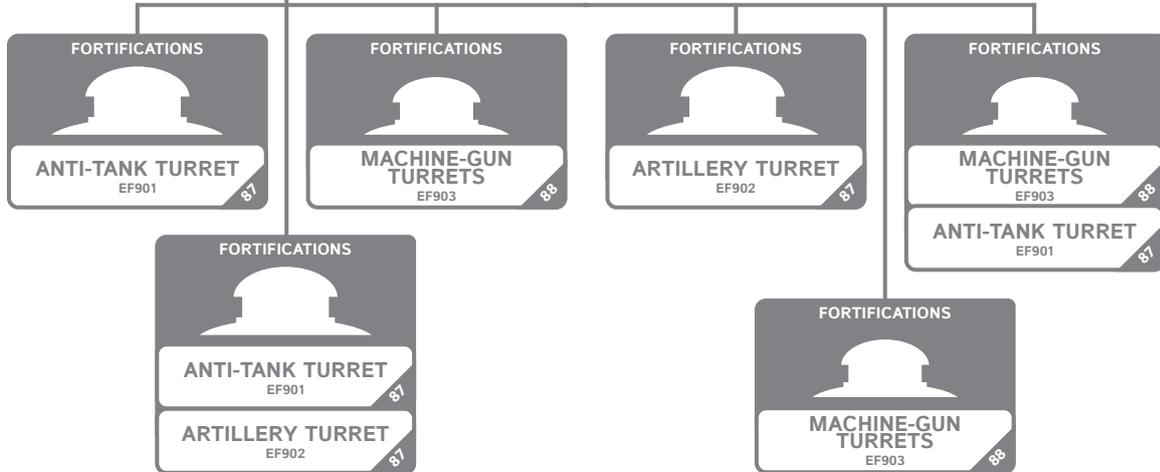
Turret Bunkers with Armour ratings rather than a Save rating are treated as Tank teams when hit by Shooting or in Assaults.

Bunkers cannot be Assaulted by Tank teams nor can they Charge into Contact.

Each Bunker team is a separate Unit, even when taken as part of the same selection.

FORTIFICATIONS AND OBSTACLES

You may field one selection from each grey box.



ANTI-TANK TURRET



- 1x 47mm anti-tank Turret
- 1x 37mm anti-tank Turret

6 POINTS
4 POINTS

MOTIVATION
CONFIDENT 4+

SKILL
GREEN 5+
Bunker
Assault **6**



IS HIT ON
BUNKER 3+

SAVE
Bunker **2+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
2"/5CM	2"/5CM	4"/10CM	6"/15CM	5+

WEAPON	RANGE	ROF HALTED	ROF MOVING	ANTI-TANK	FIRE-POWER	NOTES
47mm anti-tank turret	28"/70CM	2	1	8	4+	No HE
37mm anti-tank turret	24"/60CM	2	1	6	4+	No HE

The Maginot Line featured advanced, retractable steel turrets (*tourelles éclipables*) and armoured observation bells (*cloches*) designed to withstand heavy artillery. These, along with casemates and bunkers, formed a deeply layered, self-sufficient, and reinforced concrete defence system on the German border. Anti-tank weapons included 37mm or 47mm anti-tank guns.



ARTILLERY TURRET



1x 75mm Artillery Turret **10 POINTS**
 1x 81mm Mortar Turret **4 POINTS**

The Maginot Line retractable steel artillery turrets featured 75mm howitzers or 81mm mortars.

MOTIVATION
CONFIDENT 4+

SKILL
TRAINED 4+
Bunker Assault 6



IS HIT ON
BUNKER 2+

SAVE
 **2+**
Bunker

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
2"/5cm	2"/5cm	4"/10cm	6"/15cm	5+

WEAPON	RANGE	ROF		ANTI-TANK	FIRE-POWER	NOTES
		HALTED	MOVING			
75mm Artillery Turret	64"/160cm	ARTILLERY		2	4+	Smoke Bombardment, Twin Mount
or Direct Fire	20"/50cm	4	2	5	3+	Smoke
81mm Mortar Turret	40"/100cm	ARTILLERY		1	4+	Smoke Bombardment, Twin Mount

MACHINE-GUN TURRETS



2x Machine-gun Turret **8 POINTS**
 1x Machine-gun Turret **4 POINTS**

Machine-guns were also mounted in retractable steel turrets on the Maginot Line fortifications. Each turret usually mounted a pair of 7.5mm machine-guns.

MOTIVATION
CONFIDENT 4+

SKILL
GREEN 5+
Bunker Assault 6



IS HIT ON
BUNKER 2+

SAVE
 **2+**
Bunker

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	8"/20cm	12"/30cm	12"/30cm	AUTO

WEAPON	RANGE	ROF		ANTI-TANK	FIRE-POWER	NOTES
		HALTED	MOVING			
Machine-gun Turret	24"/60cm	8	4	2	6	



GENERAL'S WARGAME

INTRODUCTION

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 must commit their soldiers' lives in action. We strongly encourage you to play a few games as a General's Wargame before playing Firestorm Blitzkrieg France as a full campaign.

In the General's Wargame you command the German or Allied army in the Battle of France Campaign May-June 1940. 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 Blitzkrieg France 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 time to spare, 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 Blitzkrieg France

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 Blitzkrieg France 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 history's 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.

You can also use the General's Wargame if you do not have players or time to play every battle. Play the most important battles with *Flames Of War* forces, but play the less important battles by rolling for them using the battle mechanics in the General's Wargame.

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

Churchill flew to Paris on 16 May. In a sombre meeting with the French commanders, Churchill asked General Gamelin, "Where is the strategic reserve?"

Gamelin replied: "Aucune."*

** There is none*



PLAYING THE GENERAL'S WARGAME

Set up the campaign as normal. Then play with the following rules. The big difference is that instead of using your *Flames Of War* miniatures to fight your games then each player rolls a die and adds bonuses for Fortifications and Firestorm Troops. The higher roll wins and ties are draws. Even if you are playing the full campaign, it might be clever to finish a few battles as General's Wargame battles, rather than to fight everyone.

HYBRID GAME

You can also play Firestorm Blitzkrieg France in hybrid mode. If you do not have players or time to play every battle, you can play the most important battles with *Flames Of War* forces, but you could play the less important battles by rolling for them as a General's Wargame.

ORDER ONE – PLANNING PHASE

1. Plan your strategy
2. Place your Battle Arrows

ORDER TWO – BATTLE PHASE

1. Determine the Battle Area
2. Choose the Firestorm Troops
3. Check for supply
4. Resolve the Battle

ORDER THREE – STRATEGIC PHASE

1. Determine who won each area
2. Maginot Line special rules
3. Remove the Schwerpunkt
4. Remove Special Firestorm Troops
5. Determine Supply
6. March Movement
7. Total your victory points

GENERAL'S WARGAME SETUP

Initial Setup is the same as for the main game.

ORDER ONE – PLANNING PHASE

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, counter attacks, cutting enemy supply lines and encircling enemy troops to secure victory. Whatever you do, stick to your plan but remain flexible. Your foe and the fortunes of war will rarely be predictable. A versatile approach to battle planning will allow you to adjust your strategy as events unfold.

2. PLACE YOUR BATTLE ARROWS

Starting with Germany, place the battle arrows. No battle arrows are placed in turn 1, the battles are determined by the initial deployment, the battle areas are where Allied and German troops are deployed together. From turn 2, the Germans can place one battle arrow for each Firestorm Troop. These will be the battle areas that the Germans will fight for. Then bring in the Firestorm troop you wish to bring into the battle from the attacking area. Germans place all their arrows first. The Allies do not place any arrows on turns 2 and 3 but may place 1 battle arrow in turns 4 and 5. In turns 2 and 3 the Allies place a special Firestorm unit, see turns and will battle there. Once all battles are determined the German player places the German Stuka Schwerpunkt. The German player can place this in ANY area they please each turn. All battles this turn will be played in these areas.



In Turn 2 the Allies place the 4e DCr, 4e Division cuirassée, in area F4 and fight as if they had placed an battle arrow. This is General de Gaulle's counter charge at Montcornet.



In Turn 3 the Allies place the 1 ATB, 1st Army Tank Brigade, in F3, or if the Germans are not in the area, it may be placed in any German controlled area adjacent to the BEF. This is the charge of the 1st Armoured Brigade at Arras.

Both these Firestorm units are in supply during the turn they arrive and are removed in the Strategic Phase. To emphasize this, they are smaller than other Firestorm units with a red border.



In Turn 4 the Allies receive the 1st Armoured Division, as a full unit, it can be placed in any area not in German control in areas F3, F6, F7 or F8. It remains in play on Turn 5.

TURN 4 & 5

It is possible that the Germans and Allies place opposing Battle Arrows.



In this case both battles take place, but Firestorm Troops can only fight in either one so be clear on who is fighting where. It can also be dangerous, in that units may be out of supply because they lost the battle to their rear.

MANSTEIN PLAN – FALL GELB

Firestorm France is during the critical phase of the Manstein Plan or Case Yellow. The plan was to draw the main forces of France and Britain into Belgium and the Netherlands and cut them off. Once the Allies had lost their best troops the Germans would be victorious. In Firestorm Blitzkrieg France we assume that the Germans are following the same plan, so the Germans may not advance into areas F6, F7, F10 until they have captured B1, F1 and F2. So no dash for Paris until the main Allied forces have been defeated.

ORDER TWO – BATTLE PHASE

1. DETERMINE THE BATTLE AREA

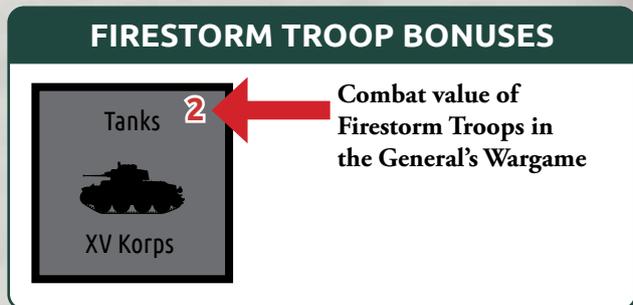
Pick an area with a battle arrow to fight for.

2. CHOOSE THE FIRESTORM TROOPS

From the Firestorm Troops available allocate one to the battle.

FIRESTORM TROOP BONUSES

In the top right corner of each counter there is a Combat Value that you add to that sides dice roll.



The Germans also get a +1 Bonus in addition to any other bonuses where they have the Schwerpunkt.



3. CHECK FOR SUPPLY

Check if the area is in supply, you check at the end of each turn and if the area is not in supply it is marked with Out of Supply and that is a Combat Value of minus 2.



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 the dice. Each player rolls a die and adds the Firestorm Troop Bonuses for the Firestorm Troops that they committed. The higher roll wins the battle. A tie with both players rolling the same score results in a draw in which the attack loses.

The Combat value of the Firestorm Troops is marked on the top right corner of the counters. Total these bonuses.

ORDER THREE – STRATEGIC PHASE

1. DETERMINE WHO WON EACH AREA

Once all battles are played you apply the results. If the attacker won the defender must retreat their Firestorm Troops to any friendly adjacent location. If the defender wins the attacker must retreat where they came from. In turn 1 both sides retreat to adjacent location, and the Allies are considered the defender in all locations. If it is not possible to retreat to a friendly location, the Firestorm Troop is captured.

Stacking limit, only 2 Firestorm Troops of the same side may be in the same area at the same time. If a Firestorm Troop can only retreat to an area already containing two friendly Firestorm Troops, then it cannot and is captured.

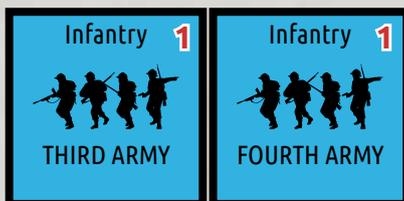
Mark areas you capture with the marker of your side. Liberated areas are returned to its side and remove enemy capture markers.

2. MAGINOT LINE SPECIAL RULES

The Maginot Line is hard to crack so if the Germans need to win these areas twice to capture them. If the Germans win for the first time, then they do not capture the area but must retreat as if they had lost. To mark that they have won their first victory then turn the Firestorm Troop marker upside down in the area:



If the Germans win a second time then they capture the area. Note that the French Firestorm markers may retreat but treat them from now on as if they are the Second or Seventh Army to determine what Firestorm Troop they bring and the rule about the Maginot Line no longer applies. Here are two Firestorm Troops to replace them with if the first ones must retreat or leave with March Movement.



3. REMOVE THE SCHWERPUNKT

At the end of the turn remove the Stuka Schwerpunkt. The German High Command then places it again in the next turn. Since the Schwerpunkt represents Stuka sorties it is never out of supply, nor can it be captured. It arrives fresh every turn in any location the German High Command wishes.

4. REMOVE SPECIAL FIRESTORM TROOPS

These two Special Firestorm Troops are removed at the end of the turn they are placed. They have done their valiant part. They do not count as captured.

5. DETERMINE SUPPLY

To be in supply a Firestorm Troop must be able to trace a line through any number of areas to a supply source. If no line can be found because the enemy has captured areas, then the Firestorm Troops are Out of Supply and place a marker next to them to the next turn.



- Germans need to trace supply to Germany, any of the A, B, or C marked areas.
- French must trace a line to any area at the bottom of the map, F8 to F12.
- British must trace their supply to Le Havre.

6. MARCH MOVEMENT

Any Firestorm Troops that did not take part in any battles may now move to any adjacent friendly area to redeploy. You must observe the stacking rules, and you cannot enter enemy controlled areas. Any Firestorm Troops that were in a combat area cannot make a March Movement. If an area has two Firestorm Troops and one took part in combat but the other did not, then the one that did not fight may use march movement.

SPECIAL TURN 1 RULE

The French Seventh Army may march to F3 rather than F1 or F2 if the Allied command wishes.

7. TOTAL YOUR VICTORY POINTS

The General's Wargame uses the same Victory Conditions as the main game.

FIRESTORM BLITZKRIEG FRANCE TERMS

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: A game between two players where they fight a *Flames Of War* battle and the results are used to determine the results of the campaign.

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.

Campaign Map: *The campaign map portrays the area of northern France and the Low Countries where the first part of the Battle of France took place, Fall Gelb. 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 five campaign turns. In each turn battles are determined and fought.

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. There are also special victory conditions that have an automatic win.

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: They are used identify areas that you control. When you advance into an area place a control marker in it to show that you now control it. You only lose control if the enemy captures to area.

Firestorm Troops: Firestorm Troops are tokens or 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. Only two Firestorm Troops of the same side can be in the same area and only one Firestorm Troop can be committed to a battle.

High Command: Each side has a High Command who coordinates the side's strategy in the Planning and Strategic Phases.

Maginot Line Firestorm Troops: These represent the armies the defend the Maginot Line. They have special rules and the German side needs two victories to capture these areas.

Schwerpunkt: The focal point or area of main effort. After all battle arrows have been placed and Firestorm Troops have been committed the German player places a Schwerpunkt in one area. There the Germans will enjoy priority air support. This is not a Firestorm Troop and can be used in addition to a Firestorm Troop.

Special Firestorm Troops: There are two Special Firestorm Troops. They arrive on turns 2 and 3 and are used for one battle before being removed from the game.

Supply: At the end of each turn you check to see if your Firestorm Troops are in supply. If they cannot trace a line of supply then you place an Out of Supply marker next to them.

Victory Conditions: All areas have a Victory Point value. But there is also a Complete German Victory. See the Campaign Outcome.



