

FIRESTORM: CAEN

• MINI CAMPAIGN •

OPERATION OVERLORD, 6 JUNE - 20 JULY, 1944

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FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

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INTRODUCTION

21 ARMY GROUP PERSONAL MESSAGE FROM THE C-in-C

To be read out to all Troops

- 1. The time has come to deal the enemy a terrific blow in Western Europe. The blow will be struck by the combined sea, land and air forces of the Allies-together constituting one great Allied team, under the supreme command of General Eisenhower.*
- 2. On the eve of this great adventure I send my best wishes to every soldier in the Allied team. To us is given the honour of striking a blow for freedom which will live in history; and in the better days that lie ahead men will speak with pride of our doings. We have a great and a righteous cause. Let us pray that "The Lord Mighty in Battle" will go forth with our armies, and that His special providence will aid us in the struggle.*
- 3. I want every soldier to know that I have complete confidence in the successful outcome of the operations that we are now about to begin. With stout hearts, and with enthusiasm for the contest, let us go forward to victory.*
- 4. And, as we enter the battle, let us recall the words of a famous soldier spoken many years ago:-*

*"He either fears his fate too much,
Or his deserts are small,
Who dare not put it to the touch,
To win or lose it all."*
- 5. Good luck to each one of you. And good hunting on the main land of Europe*

B.L. Montgomery

General

C.inC. 21 Army Group

I am a great fan of the Firestorm system. Making my *Flames Of War* battles part of something bigger adds to the pleasure of the games and brings them into closer context with history. I find designing these Firestorms fun in itself. To study a Campaign and identifying the areas of importance, the units involved and the general involvement of the fighting is very interesting and a challenge to capture in a Firestorm Campaign. So far I have already done both *Firestorm: Greece* while I was involved in playtesting *Burning Empires* and *Firestorm: Lorraine* when we were playtesting *Blood Guts and Glory*. But Normandy I picked out of special interest.

When I started I looked at the entire Normandy Campaign from Operation Neptune, the D-Day landings, to the closing of the Falaise Pocket but found that task to be too

monumental. In my experience Firestorm campaigns work better if they are smaller in scope. Smaller campaigns are also closer to company level and work better with *Flames of War* games. I decided to break up the Normandy Campaign into smaller sections and start with the British and Canadian landings. I do have plans for further Normandy campaigns if I have the time. I even have some ideas to link them together at the end. But that would only be for the most serious wargamers. Some gamers might think it is appealing to run huge campaigns but I have found that Campaigns run best in small timeframes.

As with my previous Firestorm Campaigns I started by reading and rereading a lot of books I could get my hands on about the landings of Sword, Juno and Gold as well as

the British Airborne landings up to the capture of Caen and Operation Goodwood. Then I drew up a sketch of the map and then pondered on the uniqueness of the Campaign and how to best represent this in *Firestorm* and *Flames Of War*. From there I made up just a few special rules that reflect the actual campaign. If players find that *Firestorm: Caen* seems like a sloggish match and battle of attrition then that is the desired effect. The first rule I decided to add was a stacking limit to *Firestorm* Ground Troops. The British and Canadians were numerically superior to the Germans but within the tight confines of Normandy they could not use their numbers to their advantage. It is very important for the British and Canadians to push constantly forward to make room for new reinforcements and try hard to use their superiority. The second important rule was to introduce German Tactical Reserves. This would give the Germans just a little flexibility in defence and at the same time force the British and Canadians to make the Germans commit their reserves before attacking on a different axis. I had a serious time making the beaches work. If the British and Canadians lost here at the start there would be no Campaign. A suggestion from Stephen Smith (Tinfoil on the forums) pointed me in the right direction. The beach landings will always succeed but the degree of their success will affect the following turns greatly.

I spent many weeks getting this Campaign to work right and would like to thank my playtest group of Einherjar for their contribution. It is very important to have fresh minds handle a Campaign to see where improvement is needed and my fellow Einherjar did present me with several problems I did not see by myself. The end result is all the better for their help.

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

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

FOR THOSE WHO ARE FAMILIAR WITH FIRESTORM

WHAT IS DIFFERENT?

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

Aircraft: Unlike Bagration and Market Garden where Aircraft work like other *Firestorm* Troops then in *Firestorm: Caen* players have a number of sorties available to them each turn. You can allocate a sortie to an attack or defence. Sorties are provided for each turn so there is no need to roll for losses; you always get what is allocated for the turn. Once used an Aircraft cannot be used again that turn.

Attacker: In *Firestorm: Caen*, the player with the initiative automatically becomes the attacker in the *Flames Of War* game; this supersedes any other special rules, both in missions and army lists. Hopefully the addition of *Firestorm* Troops will offset any imbalance for the attacker.

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

Beach Defences: In addition to any *Firestorm* Troops the beach areas; Gold, Juno and Sword are defended by off-shore warships. If the Germans attack the beaches then the Allies may defend with up to two *Firestorm* Troops and Naval Gunfire Support.

Carpet Bombing: In turns 4 and 5 the British can make one carpet bombing attack in both turns. Hundreds of Lancaster and Halifax bombers will attack before the start of one battle in which they are the attacker. Carpet bombing is never used in defence. This is in addition to any *Firestorm* Troops used in that battle and must be announced at the same time as *Firestorm* Troops are allocated. After deployment but before the first turn work out a Preliminary Bombardment as on page 318 in *Battle of France: D-Day*.

D-Day: The first turn of *Firestorm: Caen* is D-Day and plays differently from any other turn. This includes beach assaults and the airborne landings. Note that the beach landings will always succeed. But the outcome of the success will affect the remaining game. Another thing is that *Firestorm* Troops are used very differently during the beach assaults and the airborne landings so read the first turn carefully.

Firestorm Troops Value: In *Firestorm: Caen* you will have an option of adding points to your force rather than specific units. You may not have the correct troops available or would like to do things a little differently. Each *Firestorm* Troop will have a value listed. You will notice that this is less than the actual value of the unit presented and this is intentional. Aircraft and Naval Gunfire Support cannot be exchanged for points.

German Defenders: Only the primary German forces are represented in *Firestorm: Caen* but the Germans had a number of other divisions battling in the Campaign but these were stretched out and were fed to the fighting in small groups and rarely fought as a coherent fighting units. So instead of having their own markers the 272 Infantry Division, 276 Infantry Division, 277 Infantry Division, 326 Infantry Division, 346 Infantry Division, 352 Infantry Division, 711 Infantry Division, 716 Infantry Division and 16 Luftwaffe Field Division are represented differently. Every German defending area is considered to have 1 German Defender *Firestorm* Troop. No marker is provided and the support is variable and ranges from a couple of sniper teams or minefields to PaK or 8.8cm FlaK guns. Not that the Germans can never use these for attack and they count as a *Firestorm* Troop if used. If the German player wishes to commit any other two *Firestorm* Troops then these are ignored.

German Tactical Reserve: This is a rule that allows the Germans to keep one or two units uncommitted at the start of each turn. Each turn will list how many can be placed in Tactical Reserve for the next turn. Later these may be added to any battle, one or both to the same battle, either in defence or attack. Once committed they act like any other *Firestorm* Troop with the exception that they must arrive as reserves

in the battle even if there would not normally be any. Once committed they remain in play as if they had been in the area they were placed and do not return to the Tactical Reserve. The German Tactical Reserve is a key to this Firestorm Campaign. It gives the Germans much needed support since they lack sufficient forces to be everywhere and at the same time once the Allies have forced the Germans to commit their reserve they can change the axis of their attack.

Mini-Campaign: *Firestorm: Caen* is a full Campaign but rules are provided to run it for smaller groups or two man play. Never the less each turn has a suggested number of battles and this number will give you a tight timeframe. More battles favour the British and Commonwealth troops while fewer favour the Germans so it is advised to stay within the frame of the suggested battles.

No Exploitation Moves: There are no exploitation moves in *Firestorm: Caen*. Every area must be fought for.

Stacking: In *Firestorm: Caen* the maximum number of Firestorm Troops allowed is three. Neither player may intentionally go over this limit and if forced to retreat and there is no area they can retreat to due to stacking restrictions then the retreating Firestorm Troop is considered destroyed and placed with the Reinforcements. The troops may have escaped but have lost their equipment and must await new materials.

Supply: Allied units trace supply to any of the three beach areas, Gold, Juno or Sword while the Germans can trace supply to areas A-6, C-7, D-1, D-3, D-6 and D-7. From these areas supplies can be traced through any number of friendly areas to the fighting units. If an area cannot trace supply it is considered out of supply and must fight as such. This also presents the danger of Firestorm Troops being captured.

Turns: Each turn has a number of special rules and it is suggested that you read the briefing of each turn well. Each turn also has a suggested number of battles ranging from 3 to 8 in number. There is a reason to this suggested number of battles and that is to keep the campaign tense and within a reasonable timeframe. I have played many Firestorm Games and found this crucial to a good outcome.

Victory conditions: *Firestorm: Caen* uses the standard Victory Point scoring system where players score points for certain areas and for destroying Firestorm Troops.

What Forces Should I Play?

Ideally you should play forces from the *Battle of France: D-Day, Forces in Normany, 1944* for this Firestorm. But you should only do this if you agree and have the right forces. It is more important to have fun, so fight using what forces you can agree on.



THE CAEN CAMPAIGN

"Believe me, the first 24 hours of the invasion will be decisive. The fate of Germany will depend on it. For the Allies, as well as for us, this will be the longest day."

Fieldmarshal Erwin Rommel

Operation Overlord was the code name for the Battle of Normandy. It was the invasion to liberate Western Europe from German rule and bring the war to an end. At the Casablanca Conference Churchill and Roosevelt had already decided on the unconditional surrender of the Axis as the only acceptable result. At the Tehran Conference the big three met, Stalin, Churchill and Roosevelt and the invasion was set to happen in May 1944.

The attack on Normandy is the largest amphibious invasion in history with almost 7000 vessels involved. Pas de Calais was an obvious landing area and the shortest and most accessible point but this would be obvious to the Germans as well and the Allies decided against it and went for Normandy. Here the Americans would land at either side of the River Vire estuary at two beaches codenamed "Omaha" and "Utah" while the British and Canadian forces would land to the east at three beaches codenamed "Sword", "Juno" and "Gold".

Montgomery had set ambitious objectives for D-day including the capture of Caen located 15 km (9.5 mi) inland from the beaches. Caen had a population of 60,000 and the centre of political and economic power in the region and the centre for road and rail networks. The capture of Caen would severely disrupt the ability of the Germans to fight and reinforce their armies and open the way to the plains beyond that were well suited to tank warfare and the Allied numerical superiority.

The first invading troops were the airborne forces and Operation Tonga was the codename given to the landing of the British 6th Airborne Division. The division was to capture bridges over the Caen canal and the Orne river as well as attacking and destroying the Merville Gun Battery and then hold and secure a bridgehead on the east bank of the Orne and around the bridges until linked up with the Allied ground forces. The 6th Airborne Division was successful in all their operations and severely limited the ability of the Germans to respond to the beach landings. After that they would form static defences on the left flank of the Allied bridgehead until mid-August, performing admirably but suffering heavy casualties.

The landings were hard, despite the fact that Rommel had not been able to construct the defences to his wishes. On Sword beach the Allies took relatively light casualties and managed to push 8 km (5 mi) inland but were met by a counterattack made by the 21. Panzerdivision. They dug in and Caen would remain in German hands or contested until 18 July by which time the city was a heap of rubble and leaving tens of thousands homeless and about 2000 dead.

The Canadian forces landed on Juno beach and the first wave suffered the second highest casualties of the beaches on D-Day. Despite this the Canadians had started their advance inland within hours of landing with a single troop of tanks managing to reach their final objective phase line but they had to retreat having outrun their infantry support.

It was the veteran 50th Northumbrian Division that landed at Gold beach. Casualties were at first heavy, partly because the swimming Sherman DD tanks were delayed. However the Northumbrians overcame these difficulties and advanced to the outskirts of Bayeux. After the Canadians it was the Northumbrians that came closest to achieving its objectives on D-day.

What followed was a series of operations aimed at expanding the Allied bridgehead and achieving the breakthrough but the battle did not go as planned and dragged out for two months against hard fighting against the Germans. The Germans devoted most of their reserves at holding Caen and this sector and therefore the German forces facing the American invasion were spread thin. Eventually the Americans broke through and formed the southern part of the encirclement of the Falaise pocket.

On 1 July in an argument with OKW between Keitel and Rundstedt, Keitel asked "What shall we do?" to which Rundstedt replied "Schluss mit dem Krieg, Idioten!" which translates "Finish with the war, idiots!" or sue for peace. For this Rundstedt was dismissed by Hitler who would recall him to service on 1 September, just in time for Operation Market Garden.

FIRESTORM: CAEN

Firestorm: Caen covers the Operation Overlord from Operation Neptune on the 6 June to the end of Operation Goodwood around 21 July 1944, in the British and Canadian sector, using the *Firestorm* system. This campaign allows you to re-fight part of Operation Overlord on a grand scale. While the course and outcome of the real battles can't be changed, the outcome of your campaign is up to you. Either side can win. Even if the Allies have an advantage in initiative then they will be hard pressed to break through the Axis defence.

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

WHY PLAY A CAMPAIGN?

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

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

THE CAEN CAMPAIGN

Firestorm: Caen uses a map to plot the strategic situation and show the effects of your table top games on the battles for Caen. All of the important units, territory, and objectives of the operation are represented on the map. Your units will clash at important locations in Normandy with the best forces from both sides, such as the *Leibstandarte SS Adolf Hitler* (LSSAH) and the famous 7th Armoured Division the Desert Rats.

CAMPAIGN TURNS

Firestorm: Caen has five Campaign Turns, each turn consisting of a variable number of battles and representing a certain period of the campaign. For turns 2 to 5 you will be asked to roll a D3 (a six sided dice where 1&2 = 1, 3&4 = 2 and 5&6 = 3) and add a number to your roll. This is the recommended amount of battles for each turn. If you are running a campaign with more players you might want to add a few battles to each turn but then make sure that happen all over the board, if the Allies get too many battles the Germans will have a hard day. The five turn limit on the campaign also makes it a realistic commitment for both the organiser and the players.

FLEXIBILITY

As with any *Firestorm* Campaign you are allowed certain flexibility. *Firestorm: Caen* is intended to be fun so if you all agree then feel free to make small adjustments to fit your needs. Players use their normal *Flames Of War* forces to fight battles to capture areas, reinforced by the main combat units shown on the campaign map. 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 Commonwealth or Axis 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: Caen* is best suited for standard 70-100 point games (I recommend 85 as an average starting force), but you certainly can play whatever points you and your opponent would like. Small games are generally resolved more quickly and remember that you add the *Firestorm* Troops to this total so the games are in effect bigger. This helps generate quick 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. It is also clever to play really big team battles from now and then around key battles. You can even swap sides if you want to (although turning traitor can mark you as a target for your former comrades!). All that matters is that you are playing games, contributing to the campaign's outcome, and having fun.

TERRAIN

There are three terrain types in *Firestorm: Caen*. The battles took place at the end of the tight Bocage country with most of the area east of Caen as open farmland, dotted with small villages and gentle hills. So some areas will be Bocage and others more open plains. Then there is Caen itself which will be a heavily damaged city with mostly difficult going and a lot of cover. In addition to this then the rivers Orne and Odon run on the borders of areas. If they should be attacked across they should form part of your terrain, usually in the defenders advantage. In fact there are a number of other rivers in the area but they affected the battles to a less extent. For the beach landings fortifications played a big role and you should have these available.

WHAT ARE YOU WAITING FOR?

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

USING THE MAP

The *Firestorm: Caen* campaign map forms the playing board for the campaign. It is divided into 26 areas. Each area is numbered with a letter and a number, from A1 to D8. 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 as well as new units arriving. 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.

RIVERS AS AREA BORDERS

If an area is attacked over a river then a river should run through no-man's land. This river should have at least one crossing for every 40 to 60cm / 16" to 24".

SUPPLY

Each side must trace supply to their supply areas. For the Allies these are the landing beaches, areas A-2, A-3 and A-5. For the Germans it is the areas to the south and east, A-6, C-7, D-1, D-3, D-6 and D-7.



FIRESTORM: CAEN

FIRESTORM TROOP DEPLOYMENT

Refer to each turn description. For the most part deployment is not set as the Campaign is flexible and there is an influx of new Firestorm Troops each turn. A full description of the Firestorm Troops can be found after the Campaign Outcome chapter.

HOW FIRESTORM WORKS

COMMANDERS

Commanders make up the bulk of players in *Firestorm: Caen*. 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. Unlike other versions *Firestorm: Caen* can be easily played with only 2 players.

CAMPAIGN TURN

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

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

TWO GENERALS

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

ONE ORGANISER

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

GENERAL – PLANNING PHASE

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

1. DETERMINE THE NUMBER OF BATTLES THIS TURN

First thing you need to do is to determine the number of battles. This gives you a number between three and eight, depending on the turn and place the Battle Turn marker on the correct number. That is the number of Battles for this turn.

2. DETERMINE INITIATIVE BONUS

The Allies always win on a tied roll throughout the game. In addition they will get an initiative bonus, +1 for turns two and three and then +2 for turns four and five. This reflects the Allied overwhelming Air Superiority and better logistics.

3. PLAN YOUR GAMES

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



COMMANDER – BATTLE PHASE

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

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

STEP ONE – MANOEUVRE

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

1. SELECT AN OPPONENT

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

2. DETERMINE INITIATIVE

In *Firestorm: Caen* the initiative passes from one player to the other. Both players roll one dice and apply any turn modifiers. The side that has the higher score wins the initiative, becomes the attacker and therefore can choose where the battle will be fought. The attacker must attack but since only the defender can lose an area the attacker will only be risking his Firestorm Troops. He will also automatically be the attacker in any mission played and this supersedes any other rules.

3. PLACE A BATTLE ARROW

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

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

Note that from the second turn onwards the Germans are always considered to have at least German Defence present. This can be used as one of the German Firestorm Troop options allowed. Otherwise empty defending areas receive a force to the agreed amount of points but no Firestorm Troops.

4. CHOOSE FIRESTORM TROOPS

Firestorm Troops represent the most powerful units that fought in Normandy. You can strengthen your force with these troops. Both the Axis and Allies have Firestorm Troops to assist their armies in the campaign.

You may add up to two Firestorm Troops from the area you are fighting in to your *Flames Of War* force. Place these Firestorm Troops on the Battle Arrow. Treat these Firestorm Troops as extra Divisional Support choices in your force. You do not need to have Firestorm Troops to defend. Not having Firestorm Troops simply means that you will not gain additional troops for your *Flames Of War* games. Nor do you have to commit troops even if you have them, except the attacker must place 1 Firestorm Troop in attack.

There are a few special rules regarding Firestorm Troops in *Firestorm: Caen*.

Air Support - No player is allowed to select Air Support in their force list, the only way these units become available is as Firestorm Troops. This includes all Allied attack Aircraft and AOP. The Germans have no Air support in the game. Attack Aircraft are available as special Air Sorties and AOP are part of the British and Canadian AGRA (Artillery Group Royal Artillery). The AOP come with the AGRA, they count as the same Firestorm Troop, and work as normal AOP but the Attack Aircraft work differently from other Firestorm Troops. They never start on the Map but can be called as sorties anywhere to assist in battles. Only one sortie may be assigned to each battle. Air support counts as a Firestorm Troop towards the two available. In attack Aircraft can only be the second unit placed, the first Firestorm Troop must be a ground unit. Each turn will list the number of available Aircraft to the Allies. Once used, the Air Firestorm Troop is placed aside and cannot be used again during turn. There is no need to roll to destroy Aircraft as every turn starts with the listed number of sorties available.

Beach Naval Defence - Once taken the areas of Gold, Juno and Sword are defended by off-shore warships. If the Germans attack these beaches then the Allies may add Naval Artillery to their defence. This is in addition to the two Firestorm Troops allowed and is not represented by a token.

Carpet Bombing - In turns four and five the Allied player receives one Carpet Bombing attack each turn. This can be used in attack only. This is in addition to any Firestorm Troops, so the Allied player can have two Firestorm Troops and a Carpet Bombing. Declare that you will use Carpet Bombing at the same time as you declare what Firestorm Troops you will use. Carpet Bombing represents a preliminary attack by Halifax Bombers against an area before the attack.

After setting up the game but before starting turn 1, then resolve a Preliminary Bombardment as listed on page 318 in the book *Battle of France: D-Day*.

Firestorm Troop points value - Unlike previous games *Firestorm: Caen* gives you an option to add points to your force rather than the Firestorm Troop listed. So instead of the platoon listed you may add points to your force. The points are listed in the upper right corner with each Firestorm Troop. You will notice that they are of less value than the Firestorm Troop itself. That is intentional to encourage you to have the right Troops present but it gives you flexibility and an alternative if you do not have every unit. Aircraft and Naval Gunfire support cannot be exchanged for points.

German Defence Troop - As well as the listed forces and Firestorm Troops the Germans had a number of other units present. But like most of their forces these had to be rushed piecemeal into the defence and rarely could fight as a complete unit. Instead they are scattered around the countryside. In the game this has the effect that in defence the Germans are always considered to have a German Defence Troop present and this can be used as a Firestorm Troop. If used it counts as one Firestorm Troop and will give the Germans a variable defence unit, see the summary for Firestorm Troops.

German Tactical Reserve - In turns two to five the Germans may hold one or two Firestorm Troops in Tactical Reserve. This means that the Firestorm Troops are not placed on the map but held in reserves. During the turn the German player may place one or both Firestorm Troops into a battle in either attack or reserve as if the Firestorm Troops had been the areas. After that they are committed and remain in play on the map as any other Firestorm Troops but may advance and retreat as normal. The only drawback is that they must be placed in reserve in the *Flames Of War* game even if there are normally no reserves. Even if the Germans are attackers they start in Reserves. Normally as Immediate Reserves, if the mission has Germans in Delayed Reserves then they must also be placed in Delayed Reserves. In missions with other reserves they are simply added to those reserves and are not rolled for separately.

5. CHECK FOR SUPPLY

An area is considered in supply if it can trace an uninterrupted line through friendly areas to supply area. This line can be as long as you want but must be able to be traced through continuous friendly areas all the way. When attacking see if you are in supply from the area you attack from rather than into to determine if you are in supply. Otherwise you must fight Out of Supply. Roll a D6 and consult the Out of Supply table. The effects last for the duration of the game.

OUT OF SUPPLY TABLE

Die Roll	Effect
1 or 2	Moral 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.
3 or 4	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 85 point force, you now have only 68 points for the battle. Firestorm Troops are not affected.
5	No Effect
6	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+.



STEP TWO – COMBAT

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

1. IDENTIFY YOUR MISSION

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

The first turn has several fixed battles with fixed missions, read the rules for Turn 1 D-Day.

For other battles the best way of choosing which mission to play is simply to decide with your opponent or roll for a mission on the Random Mission table page 100 in the rulebook or use the Battle Plans method from the rulebook or missions pack. Or if you agree use any other method.

Important Change: In *Firestorm: Caen*, the attacker in Firestorm, the player with the initiative automatically becomes the attacker in the *Flames Of War* game, this supersedes any other special rules.

Terrain - The terrain is either Bocage, open plains or city ruins (Caen). Set up the table accordingly. Bocage should be heavy terrain with roads and bocage. Open plains should be more open but with corn fields, small villages and rolling hills. Caen should be a ruined city and very hard for vehicles to move around in. If the attack crosses the Odon or Orne rivers then a river should be placed in No Man's Land. For the beaches you will need fortifications and preferably a special beach table.

2. PLAY FLAMES OF WAR MISSION

Now is your chance to prove your mettle under fire. Bring your *Flames Of War* army to the field and vanquish your foe for the glory of your side. Play the mission as a normal *Flames Of War* game. You and your opponent should agree on the size of game. You could fight your battle with 50, 65, 85, 100, 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 the right forces, use your normal force as a Lend-lease force sent to support one side or the other.

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



STEP THREE – AFTER ACTION

No job is done until the paperwork is finished!

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

1. ROLL TO DESTROY

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

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

ROLL TO DESTROY

<i>Your Victory Points</i>	<i>Score needed to Destroy Enemy Firestorm Troops</i>
8+	4+
7	5+
3 or 6	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. Attacking troops simply return from the area they attacked from while defeated defending troops must retreat to any adjacent areas of their choice that are under their control. Retreating units may not cross a minefield unless they control a road or track over it. If there are no adjacent friendly-controlled areas to retreat into, then all of the Firestorm Troops in the area, including any that were 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. In case of a draw (where both player collect Loser's Victory points) and if neither scored at least 3 victory points the battle counts as the defender victory.

3. ADVANCE VICTORIOUS TROOPS

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

If as attacker you defeated your opponent, you now control the area the defeated forces retreated from. Place a Control marker on your new area to show that you now control it. As the victorious Commander, you may move up to three Firestorm Troops, into the newly-controlled area from any 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. Attacker may also bring into the area any adjacent Supply Markers and Rommel.

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.

Stacking Restrictions - In *Firestorm: Caen* there can only be three Firestorm Troops in any area. Aircraft, Naval Artillery and German Defence Troops are not counted. If you are forced to retreat and you cannot because stacking restrictions in the available areas then the Firestorm Troops are destroyed and placed in reserve. In reality the men escaped but had to leave their equipment and need to be refitted to fight again and this equipment must be brought in.

STRATEGIC PHASE

1. LAND ALLIED FIRESTORM TROOPS ON THE BEACHES

At the end of each turn the Allied player may land reinforcements on the three beaches, Gold (A-2), Juno (A-3) and Gold (A-5). These are the only areas his reinforcements may land and they are subject to stacking rules. A maximum of three Firestorm Troops may be in an area at any time. It is imperative that the Allied players advance from the beaches to make room for new reinforcements. Every turn the Allies receive new units. These are placed directly in reinforcements and must be placed on the beaches subject to stacking restrictions. All Allied Firestorm Troops destroyed are also placed in reinforcements. It is likely that the Allies cannot place all the Firestorm Troops during this step and the reminder must wait one turn or possibly more.

All Allied Firestorm Troops in reinforcements must be placed on the three beach areas Gold, Juno and Sword subject to stacking restrictions. This is very different from previous Firestorms and represents the difficulty of supplying and reinforcing an army over landing beaches. Along with stacking restrictions it puts added pressure on the Allies to push from the beaches to create room for new arrivals.

2. DEPLOY NEW GERMAN FIRESTORM TROOPS AND REINFORCEMENTS.

Likewise the Germans place their Firestorm Troops from reinforcements, both new units and units destroyed, anywhere on the map in friendly areas or into German Tactical Reserve. They are subject to stacking restrictions and if there are not enough free areas available the reminder is left in reinforcements. Note that can only happen if the Allied offensive is extraordinarily successful.

Special Turn 3 - Epsom. Remove Firestorm Troops.

At the end of turn 3: Epsom after all battles have been fought, the Germans must remove the following Firestorm Troops from their forces: Panzer Lehr, 2 Panzerdivision and 2 SS Panzerdivision 'Das Reich'. These are transferred to fight the US to the west and take no further part in *Firestorm: Caen*. If they have been captured before then, it has no further effect except the Allied players then score points for capturing them, but you do not need to remove any other unit instead. The German situation is probably bad enough in this eventuality.

3. MAKE STRATEGIC MOVES

Redeploying forces before a major offensive provides you with the flexibility to meet both known and unknown threats. In *Firestorm: Caen* you may redeploy your units before the next turn starts. Both sides starting with the Germans now can move any units on the map up to three areas, though friendly areas. They cannot pass through enemy held areas. During this redeployment it is permissible to exceed stacking limits while the units move, but at the end of this step there is still a three Firestorm Troop stacking limit.

4. TOTAL VICTORY POINTS

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

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

CAPTURING OBJECTIVES

Possession of key locations in *Firestorm: Caen* 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 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, because there are no adjacent friendly areas, are removed from the game instead. If a Firestorm Troop was surrounded and then destroyed it also counts as captured. Firestorm Troops that are surrounded and captured in this way earn the enemy 10 Campaign Victory Points. Firestorm Troops that are adjacent to friendly areas but cannot retreat due to stacking restrictions are not captured but count as being destroyed.

CAMPAIGN VICTORY POINT TABLE

Bayeux	(A1)	20 points
Gold Beach	(A2)	30 points
Juno Beach	(A3)	30 points
Sword Beach	(A5)	30 points
Bréville	(B5)	20 points
Tilly-Sur-Seulles	(C1)	20 points
Cheux	(C2)	10 points
Carpiquet	(C3)	20 points
Caen	(C4)	30 points
Caen	(C5)	30 points
Colombelles	(C6)	20 points
Cagny	(C7)	20 points
Villers-Bocage	(D1)	50 points
Evercy	(D3)	50 points
Hill 112	(D4)	40 points
Bourgébus	(D5)	20 points
Verrières Ridge	(D6)	50 points
Caen-Falaise Road	(D7)	50 points

ENDING THE CAMPAIGN TURN

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

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

CAMPAIGN OUTCOME

The tide has turned! The free men of the world are marching together to Victory!

-Dwight D. "Ike" Eisenhower

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

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

ALLIED VICTORY

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

ALLIED STRATEGIC VICTORY WIN BY 150 CAMPAIGN POINTS

From Mud, through Blood, to the Green Fields Beyond. Your forces have broken through and are now in terrain that favors the strengths of the Allied forces and the German defence is crumbling. Next stop Paris!

ALLIED OPERATIONAL VICTORY WIN BY 100 CAMPAIGN POINTS

It may not be entirely appreciated now, but your efforts have tied down the majority of the best German forces threatened by the possibility of your breakthrough. Your efforts have laid the ground for an US breakthrough.

This is the historical outcome of the Firestorm: Caen

ALLIED TACTICAL VICTORY WIN BY 50 CAMPAIGN POINTS

You have now secured a strong bridgehead in Normandy. Even if the fighting has turned into a battle of attrition it is an uneven fight and costing the Germans far more than us. Perseverance will see us through!

AXIS VICTORY

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

AXIS STRATEGIC VICTORY WIN BY 150 CAMPAIGN POINTS

Your plans have been vindicated. The Allies have landed and been contained. All they have is beaches of sand. With new tanks on their way and V rockets their foothold will be erased.

AXIS OPERATIONAL VICTORY WIN BY 100 CAMPAIGN POINTS

By skilful defence and counter-attacks the Allies have been stopped. You still hold the better ground and any further Allied attacks will break on the German steel wall.

AXIS TACTICAL VICTORY WIN BY 50 CAMPAIGN POINTS

By the hardest efforts of your men the invasion has been halted. The Allies have not been allowed any lasting success and your successful defence will hold them back for weeks 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 and now need to build up their strength for further offensives with no end in sight.

TURNS

Firestorm: Caen is played over 5 turns. Each turn is played differently to best simulate the actual campaign itself.

Each turn will determine the number of battles, initiative, Firestorm Troops available and the number of Air Sorties as well as containing information on deployment. Number of battles is optimal. If you play more then it will favor the Allies, less will favor the Germans. *Firestorm: Caen* should be a tight campaign and have the feel of a battle of attrition.

MINI-CAMPAIGN

Firestorm: Caen is a full length Campaign. It has anything from 26 to 38 battles. While this may suit a larger group it is a heavy commitment for smaller groups or two friends. *Firestorm: Caen* can easily be adjusted to your needs however by combining the standard game and General's Game. There are a few ways to do this.

Decide how many battles you will play as *Flames Of War* Battles each turn and roll off for the rest as per a General's Game. Players can decide that they can choose to play 1 battle each per turn. After rolling for initiative and deciding on Firestorm Troops then both players, starting with the attacker can declare that they wish to fight this battle as a *Flames Of War* game. If neither wishes to fight this battle or has already used up his allotment them roll for the battle.

This can be expanded by extra rules like following a certain Corps or division, such as the Canadian 3rd Division, British 8 Corps for the Allies and 12 SS Panzer Division or I SS Panzer Corps for the Germans. This will place the Generals in command of a Corps while other battles are rolled off as in the General's Game.

By mixing up *Flames Of War* games and General's Games roll offs you can make the Campaign manageable. A word of caution though, decide how exactly you intend to do it and fix the number of battles you intend to play because it can be very tempting to play every battle.

As in real war Generals and Commanders can only be in one place and it is left to others to fight elsewhere.

COLOSSAL CRACKS

Once it was obvious that the battle for Normandy would be a hard push for every piece of terrain, and the front had 'glued down' as Monty put it, he devised an operational approach called Colossal Cracks. Montgomery devised a series of jackhammer attacks in different areas aimed at holding the initiative and imposing his will on the enemy. Montgomery sought to control the initiative and offensive and preventing the Germans from using infantry to relieve the panzer forces deployed in the front line. The key to Colossal Crack battles is to alternate thrusts. Typically it started with a medium sized thrust in one area and when the German reinforcements had been drawn in to undertake a new unexpected blow in a different part of the front to draw in the remaining reserves before unleashing a Colossal Crack in yet another part of the front

NAMES OF TURNS

The turns are named after the main operations but there were a number of other smaller operations that took place, such as Operations Martlet, Windsor and Jupiter. Also the time period given is the one of the actual operation but most turns will start a little earlier and last longer. It is entirely left to the players to determine the best way to organise their battles and achieve their objectives.



TURN 1: D-DAY - 6 JUNE

OPERATION NEPTUNE & THE AIRBORNE LANDINGS

Number of battles: special – see below

German tactical reserve: none

Initiative bonus: n/a – see below

Special: read the rules below. In addition there are no German defence firestorm troops in the first turn.

Allied air sorties: none

Turn 1 is the Day of days and unique in the annals of warfare. To best represent D-Day the turn is divided into steps which must be followed closely. A copy of *Battle of France: D-Day* is needed to play this section.

SET-UP

Set up the map with British Airborne in the DZ/LZ area (B-5), 8 Bgd and 50 Division on Gold Beach (A-2), 2 Can Bgd and 3 Canadian Division on Juno Beach (A-3) and 27 Bgd and 3 Division on Sword Beach (A-5).

For Germans place 21 Division on Epron (B-4)

STEP I – OPERATION TONGA

Airborne Assault in area B-5.

For the Airborne Assault play **Seize and Hold (Airborne Assault)** on page 309 in *Battle of France: D-Day*.

Compare the results of the game with the following table:

OPERATION TONGA

Outcome	Die Roll in General's Game	Result
8-1	6	Success, area captured and Airborne Firestorm Troop in place.
7-2	5	Success, area captured and Airborne Firestorm Troop in place.
6-3	4	Success, area captured and Airborne Firestorm Troop in place.
3-6	3	Marginal success, area captured, but the Airborne Firestorm Troop is destroyed (place it in the Allied reinforcement box)
2-7	2	Failure, area is not captured, paratroopers scattered about and the Airborne Firestorm Troop is destroyed (place it in the Allied reinforcement box)
1-8	1	Disaster, area is not captured, Germans capture the Airborne Firestorm Troop.

STEP II – OPERATION NEPTUNE

Once the Airborne Assault has been played out go to the landings on Gold (A-2), Juno (A-3) and Sword (A-5) beaches. These are played as the Help is on its Way mission on page 312 of *Battle of France: D-Day* but with modified rules. These are the landings at Sword, Juno and Gold. Ideally forces should be a German Beach Defence Grenadier Company – Sword Beach and an British Rifle Company played on a beach table.

The Allies always capture the beach but a poor result will affect them in the game.

Once the beach landings have been worked out then go to any further battles that the Allies may have earned through successful beach landings.

In a Firestorm Game use the Help is on its Way mission on page 312 of *Battle of France: D-Day* with the following modifications.

Beach landing - equal forces (rather than the defender having 50% of the points) but for each 65 points or part thereof the Allies get one of the following (each option can only be taken once):

- 1) Naval Gunfire command card
- 2) Breaching Group
- 3) Commando Troop
- 4) Sherman DD tanks

The composition and value of these units is listed under the **Firestorm Troops**.

Instead of the Fubar Victory Points Table on page 315 of *Battle of France: D-Day* use the following results.

OPERATION NEPTUNE

<i>Outcome</i>	<i>Die Roll in General's Game</i>	<i>Result</i>
8-1	6	Major Victory, land the appropriate division and supporting Tank Bde, you may make one further attack from the beach this turn.
7-2	5	Good progress, land the appropriate division and supporting Tank Bde. You may make one further attack from this beach this turn but may only do so with one Firestorm Troop since the other is still tied up in mopping up operations.
6-3	4	Beach Secure. Land the appropriate division and supporting Tank Bgd, but hard fighting has left you disorganised and you may not attack further from this beach this turn.
3-6	3	Beach Secure. Land the appropriate infantry division but supporting Tank Bde is destroyed, place it with the reinforcements for turn 2. Your losses have left you disorganised and you may not attack further from this beach this turn.
2-7	2	Frightful losses. Land only the appropriate infantry division. The supporting Tank Bde is permanently lost and counts as being captured by the Germans and is added to their Victory Point Total. Your losses have left you disorganised and you may not attack further from this beach this turn.
1-8	1	Utter Chaos. Land only the appropriate infantry division. The supporting Tank Bde is permanently lost and counts as being captured by the Germans and is added to their Victory Point Total. Your losses have left you disorganised and you may not attack further from this beach this turn or the next turn.

STEP III – EXPLOITATION

Once the beach landings have been worked out then go to any further battles that the Allies may have earned through successful beach landings.

STEP IV – ATTACK OF THE 21. PANZERDIVISION

Once these battles have been worked out the Germans may counter-attack once using the 21. Panzerdivision. The Germans may decide what area to attack. Work out this battle as normal.

If the 21. Panzer Division is destroyed before the Germans can make their counter-attack then this step is cancelled.

STEP V – STRATEGIC PHASE

Now go through the Strategic Phase as normal.

NEW REINFORCEMENTS:

ALLIES:

7 Armoured Division will land on Gold Beach

51 Highland Division will land on Juno

5 AGRA can land on either Gold or Juno if there is room. Otherwise it goes to reinforcements.

4 AGRA will land on Sword

(If the Germans recapture a beach then those units go to reinforcements)

GERMANS (PLACE ANYWHERE):

Panzer Lehr

12 SS Panzerdivision

2 Panzerdivision

III Flak Korps

The Germans can place 1 Firestorm Troop in Tactical Reserves for turn 2

TURN 2: OPERATION PERCH

7 – 14 JUNE

Number of battles: 3-5 (1d3 + 2)

Allied air sorties: 2

Initiative bonus: allies +1 (and win all ties)

German tactical reserve: 1

Having failed to capture Caen on the first day the British and Canadian forces continued with Operation Perch aimed at making a breakthrough to the southwest of Caen. The 50th Northumbrian Division was tasked with capturing Bayeux and advance against Tilly-sur-Seulles while at the same time the 51st Highland Division would move into the Airborne Bridgehead. Both offensives failed against stiff resistance and to the west of Caen the bocage hedgerows made offensive operations very hard. Then due to German withdrawals a gap formed in the German frontline named after the Caumont. General Dempsey ordered the 7th Armoured Division to exploit the opening and seize Villers-Bocage. They were met by the 101st SS Heavy Panzer Battalion and Michael Wittmann and the battle would become legend. On the 19th of June a severe storm moved over the English Channel giving the Germans much needed respite from Allied Air Attacks and disrupting the Allied supplies and reinforcements effectively ending offensive operations for a while and giving the Germans an opportunity to reorganize their defence.

Turn 2 is the first normal turn of *Firestorm: Caen*, never the less there are special rules.

From this turn on all German held areas are considered to have a German Defence Firststorm Troop but only in defence.

SPECIAL:

Caumont Gap/Villers Bocage: Under severe pressure from American attacks, the 352nd's left flank collapsed. With its position no longer tenable, on the night of 9-10 June the division pulled back to Saint-Lô. This withdrawal created a 7.5-mile (12.1 km) hole in the German lines near the village of Caumont-l'Éventé dubbed by the Allies the 'Caumont Gap'.

If the Allies capture Bayeux in this turn (or start in possession of it) they may immediately capture B-1 and attack Villers Bocage with only the 7th Armoured Division. This is to exploit the Caumont gap in the German lines. The Germans receive the SS 101 Heavy Battalion* - Tiger Firestorm Troop in defence. These two are the only Firestorm Troops added to this battle. This battle is in addition to the number of battles in the turn. If the British lose they must withdraw to B-1. After the battle both Firestorm Troops can advance and fight as normal.

**For this battle only, replace the standard Tiger with Obersturmführer Michael Wittmann and his Tiger (see D-Day: Waffen-SS command card). Once the battle is over it reverts to the normal Firestorm Troop.*

STRATEGIC PHASE

NEW REINFORCEMENTS:

ALLIES (PLACE ON ANY BEACH):

11 Armoured Division - Cromwell
8 AGRA
31 Tank Bde - Churchill
4 Armoured Bde - Sherman
33 Armoured Bde - Sherman
15 Scottish Division
43 Wessex Division
49 West Riding Division
53 Welsh Division

GERMANS (PLACE ANYWHERE):

The Germans may place 2 Firestorm Troops in Tactical Reserve for the next turn.

1 SS Panzerdivision - Panther
2 SS Panzerdivision - Panther
9 SS Panzerdivision - Panzer IV
10 SS Panzerdivision - StuG
SS 102 Heavy Tank Battalion - Tiger

If the SS 101 Heavy Tank Battalion has not yet entered the game then add it to the German Reinforcements.

TURN 3: OPERATION EPSOM

26 – 30 JUNE

Number of battles: 6-8 (1d3 + 5)

Initiative bonus: allies +1 (and win all ties)

Allied air sorties: 3

German tactical reserve: 2

After the delay caused by the storm the 2nd Army launched Operation Epsom on the 26 June. This time the attack would be carried out by an entire Corps, the 8 Corps under the command of Lieutenant-General Sir Richard O'Connor. The objective was to secure the high ground south of Caen. The attack was met with strong counterattacks and determined defence but did manage to cross the Odon south of Caen but later had to withdraw. The Operation did not achieve its objectives but it had forced the Germans to commit their last reserves and halted their efforts to mass their armour against the beachheads.

This turn marks the high water mark for the Axis.

NEW REINFORCEMENTS:

ALLIES (PLACE ON ANY BEACH):

- 9 AGRA – Canadian
- 2 Canadian Division
- 3 AGRA

GERMANS (PLACE ANYWHERE):

- 7 Werfer Brigade
- 8 Werfer Brigade

The Germans may place 2 Firestorm Troops in Tactical Reserve for the next turn.

Germans must remove the following from play:

- Panzer Lehr
- 2 SS Panzerdivision
- 2 Panzerdivision

FIRESTORM: CAEN



TURN 4: OPERATION CHARNWOOD

8 – 9 JULY

"He who controls Hill 112 controls Normandy"
- Anonymous German

Number of battles: 6-8 (1d3 + 5)

Initiative bonus: allies +2 (and win all ties)

Allied air sorties: 3

German tactical reserve: 2

Special: 1x carpet bombing see **Preliminary Bombardment** on page 318 of *Battle of France: D-Day*.

A month after the invasion Caen still remained in German hands. Montgomery decided to capture the city with a frontal assault. Three infantry divisions and three Armoured Brigades of the 1 Corps were given the objective to clear the city up to the Orne river. The attack would be preceded by carpet bombing by several waves of bombers. This assault was costly and Caen was reduced to rubble. The Germans fought a fighting withdrawal with the 12 SS Panzerdivision holding the rearguard. But the assault managed to clear Caen to the Orne. Directly following this attack Operation Jupiter was launched by 8 Corps with the intent to cross the Odon and secure Hill 112. The 8 Corps captured their objectives but faced heavy resistance and Hill 112 changed hands several times and neither side could secure it and it ended in no-man's land. Again the breakthrough eluded the British and Canadian forces and dashed their hopes. Yet although not obvious the operation had achieved a marked success as once again as the Germans had to commit all their reserves to hold back the attack.

NEW REINFORCEMENTS:

ALLIES (PLACE ON ANY BEACH):

Guards Armoured Division – Sherman

34 Tank Bde – Churchill

59 Staffordshire Division

GERMANS (PLACE ANYWHERE):

The Germans may place 2 Firestorm Troops in Tactical Reserve for the next turn.

9 Werfer Brigade

503 Heavy Tank Battalion – Tiger II.

Germans may place up to two units into Tactical Reserve.



TURN 5: OPERATION GOODWOOD

18 – 20 JULY

*"Either you're a dead man or you can earn yourself a medal."
- Hans von Luck to the battery commander of 88mm guns.*

Number of battles: 6-8 (1d3 + 5)

Initiative bonus: allies +2 (and win all ties)

Allied air sorties: 3

German tactical reserve: 2

Special: 1x carpet bombing see **Preliminary Bombardment** on page 318 of *Battle of France: D-Day*.

Final turn: check victory conditions.

After the costly and hard battles west of Caen the next operation was to the east of the Orne river from the area secured by the airborne landing. The three armoured divisions, Guards Armoured, 7th Armoured and 11th Armoured were to break through the German defenses in a push toward Bourguébus Ridge south of Caen. Preceding this major offensive a series of attacks were made to the east to draw in the German reserves. At the same time the Canadians fought to capture the remaining German held sections of Caen. On the 18th of June 1,056 Halifax and Lancaster bombers dropped 4800 tons of high explosives against the German positions followed by a second wave of B-26 Marauders. The armoured divisions then attacked and pushed hard in spite of heavy tank losses by both well placed FlaK guns and counterattacks including the new arrived King Tigers. Meanwhile the ruins of Caen were fully liberated, more than 6 weeks after D-day. The British attack was halted just short of Bourguébus Ridge. Once again the Germans had commit all of their reserves against the British and Canadian sector and the battles around Caen tied down four German corps at the moment the Americans were about to launch their offensive Operation Cobra. The battle of Caen was over but heavy fighting was still ahead.

ALLIED AIR OPERATIONS

Prior to the Invasion the Allies had launched a massive Air war against Northern France in order to secure Air Superiority that was vital to the success of the invasion. Directly following the invasion the Allies set up airbases in Northern France, with the command facilities often in tents. In the weeks to follow until the liberation of Paris the German Luftwaffe was completely marginalised and Allied air superiority assured. But this came at a heavy price. 4,101 Allied aircraft and 16,724 airmen were killed or missing in direct connection to Operation Overlord.



FIRESTORM: CAEN

FIRESTORM TROOPS

BRITISH AND CANADIAN TROOPS

INFANTRY DIVISIONS

9

3rd Division, 15 Scottish Division, 43 Wessex Division,
49 West Riding Division, 53 Welsh Division, 59 Staffordshire Divisions



Use the British Rifle Platoon on page 257 of *Battle of France: D-Day*.

2nd Canadian Division, 3 Canadian Division



Use the British Rifle Platoon on page 257 of *Battle of France: D-Day* with the Canadian Division Relentless command card applied.

50 Northumbrian Division, 51 Highland Division



50 Division uses the British Desert Rats Rifle Platoon on page 289 of *Battle of France: D-Day*.

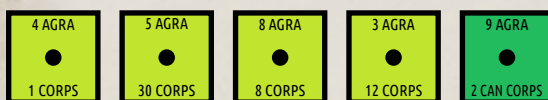
51 Division uses the British Desert Rats Rifle Platoon on page 289 of *Battle of France: D-Day* with the 51st Highland Division Bagpipes command card applied.

Reinforce your Force with a British Rifle Platoon or Desert Rats Rifle Platoon with 7x Bren Gun & SMLE rifle team, 1x PIAT anti-tank team, and 1x 2-inch mortar team as noted above.

ARTILLERY GROUP ROYAL ARTILLERY

-

4 AGRA, 5 AGRA, 8 AGRA, 3 AGRA, 9 AGRA

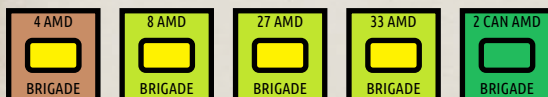


Reinforce your Force with a 25 pdr Field Battery with the Artillery Group Royal Artillery AGRA command card.

INDEPENDENT ARMoured BRIGADE

13

4 Brigade, 8 Brigade, 27 Brigade, 33 Brigade, 2 Canadian Brigade



4 Armoured Bde, 8 Bde, 27 Bde, and 33 Bde use the Sherman Armoured Troop on page 273 of *Battle of France: D-Day*.

2 Canadian Bde use the Sherman Armoured Troop on page 273 of *Battle of France: D-Day* with the Canadian Division Determination command card applied.

Reinforce your Force with a Sherman Armoured Troop with 2x Sherman (75mm) and 1x Firefly (17 pdr).

NAVAL GUNFIRE SUPPORT

N/A

Reinforce your Force with the Naval Gunfire command card.

11 ARMoured DIVISION AND GUARDS ARMoured DIVISION

17



Reinforce your Force with a Sherman Armoured Troop on page 273 of *Battle of France: D-Day* with 3x Sherman (75mm) and 1x Firefly (17 pdr).

7 ARMoured DIVISION

18



Reinforce your Force with a Desert Rats Cromwell Armoured Troop on page 283 of *Battle of France: D-Day* with 3x Cromwell (75mm) and 1x Firefly (17 pdr).

31 TANK BRIGADE, 34 TANK BRIGADE

18



Reinforce your Force with a Churchill Armoured Troop on page 265 of *Battle of France: D-Day* with 2x Churchill (75mm) and 1x Churchill (6 pdr).

6 AIRBORNE DIVISION

12



Reinforce your Force with a Parachute Platoon on page 243 of *Battle of France: D-Day* with 7x Bren Gun & SMLE rifle team, 1x PIAT anti-tank team with the Gammon Bombs command card applied.

COMMANDO TROOP

N/A

Reinforce your Force with a Commando Section on page 251 of *Battle of France: D-Day* with 7x Bren Gun & SMLE rifle teams, 1x PIAT anti-tank team, and 1x 2-inch mortar team.

INDEPENDENT ARMoured SQUADRON SHERMAN DD

N/A

Reinforce your Force with a Sherman DD Armoured Troop on page 261 of *Battle of France: D-Day* with 3x Sherman (75mm).

BREACHING GROUP 79 DIVISION

N/A

Reinforce your Force with a AVRE Assault Section on page 294 of *Battle of France: D-Day* with 2x AVRE (Petard) and a Sherman DD Armoured Troop on page 261 of *Battle of France: D-Day* with 3x Sherman (75mm) with the Sherman Mineflails command card applied.

SECOND TACTICAL AIRFORCE

N/A



Reinforce your Force with a Typhoon Fighter-bomber Flight on page 297 of *Battle of France: D-Day* with 2x Typhoon with the Total Air Superiority command card.

GERMAN TROOPS

101. SCHWERE SS PANZERABTEILUNG, 102. SCHWERE SS PANZERABTEILUNG

13



Reinforce your Force with a Tiger SS Tank Platoon on page 101 of *Battle of France: D-Day* with 1x Tiger (8.8cm).

1. SS-PANZERDIVISION 'LSSAH', 2. SS-PANZERDIVISION DAS REICH AND PANZER LEHR

18



Reinforce your Force with a Panther SS Tank Platoon on page 107 of *Battle of France: D-Day* with 2x Panther (7.5cm), or a Panther Tank Platoon on page 57 of *Battle of France: D-Day* with 2x Panther (7.5cm).

9. SS-PANZERDIVISION 'HOHENSTAUFEN', 12. SS-PANZERDIVISION HITLERJUGEND AND 2. PANZERDIVISION

13



Reinforce your Force with a Panzer IV SS Tank Platoon on page 109 of *Battle of France: D-Day* with 3x Panzer IV (7.5cm), or Panzer IV SS Tank Platoon on page 60 of *Battle of France: D-Day* with 3x Panzer IV (7.5cm).

10. SS-PANZERDIVISION 'FRUNDSBERG'

14



Reinforce your Force with a StuG SS Tank Platoon on page 120 of *Battle of France: D-Day* with 3x StuG (7.5cm).

7, 8, AND 9 WERFER BRIGADES

16



Reinforce your Force with a Panzerwerfer 42 Battery on page 85 of *Battle of France: D-Day* with 4x Panzerwerfer 42 (15cm).

21. PANZERDIVISION

13



Reinforce your Force with a 21st Panzer 7.5cm (Sf) Hotchkiss Assault Gun Platoon on page 41 of *Battle of France: D-Day* with 3x Hotchkiss (7.5cm).

503. SCHWERE PANZERABTEILUNG

13



Reinforce your Force with a Bagration Tiger II Tank Platoon on page 419 of *Operation Bagration* with 1x Tiger II.

III FLAK CORPS

8



Reinforce your Force with a 8.8cm Heavy AA Platoon on page 82 of *Battle of France: D-Day* with 4x 8.8cm AA gun with the 8.8cm Assault FlaK command card applied.

GERMAN DEFENCE FIRESTORM TROOP

7

(Available in all German areas in defence)

272, 276, 277, 326, 346, 352, 711 and 716 Infantry Divisions and 16 Luftwaffe Field Division.

Even before Operation Overlord many of the German Divisions were under strength. Some had a core of veterans, but most were fleshed out with young and old recruits as the war sapped Germany's manpower reserves. After the initial landings the German defences were scattered. Allied Air superiority made all movement hazardous and the lack of available forces had German units thrown in piecemeal to block the Allied advance and unable to fight at full strength. Never the less their constant attrition wore down the Allied forces that had to be wary of snipers, anti-tank guns, mortar fire, unexpected minefields and ambushes.

Consider one German Defence Firestorm Troop to be in all German areas in defence only. They can never be used in attack. If used it counts as one Firestorm Troop. There is no need to roll to see if it is destroyed and it can never be captured.

Variable Marker:

Roll one die and reinforce your Force with the appropriate unit shown below.

VARIABLE INFANTRY TABLE

Die Roll	Reinforce your Force with the following
1	One HMG nest and 2 Minefields (Use Machine-gun Nests command card rules)
2	A Beach Defence 8cm Mortar Platoon with 4x 8cm mortar teams, see page 24 of <i>Battle of France: D-Day</i> .
3	A Beach Defence Grenadier Platoon with 5x MG42 & K98 rifle team with Panzerfaust anti-tank, and a Beach Defence 7.5cm Tank-hunter Platoon with 1x 7.5cm gun, see pages 23 & 26 of <i>Battle of France: D-Day</i> .
4	A Beach Defence Grenadier Platoon with 5x MG42 & K98 rifle team with Panzerfaust anti-tank, with the 715th Infantry Division Ost Battalion command card applied, see page 23 of <i>Battle of France: D-Day</i> .
5	A Grenadier Platoon with 1 Command Panzerfaust SMG team, four Rifle/MG teams and a 7.5cm PaK40 attached. Rated as Confident Trained.
6	A Fallschirmjäger StuG Assault Gun Platoon with 2x StuG (7.5cm), see page 35 of <i>Battle of France: D-Day</i> .



FIRESTORM TERMS

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

Air Sorties: Each turn both sides are provided with a number of Air Sorties. This is the only Air support available to players. Players may not purchase Aircraft in their normal forces. Once sortie can be allocated to each battle and once used cannot be used again that turn.

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

Battle: Each turn has a variable number of battles listed in the turn description. Ideally a battle should be played out before the next battle is determined so it is possible to advance for the area just captured.

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

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

Beach Defences: In addition to any Firestorm Troops the beach areas; Gold, Juno and Sword are defended by off-shore warships. If the Germans attack the beaches then the Allies may defend with up to two Firestorm Troops and Naval Gunfire Support.

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

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

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

Carpet Bombing: In turns 4 and 5 the British can make one carpet bombing attack in both turns. Hundreds of Lancaster and Halifax bombers will attack before the start of one battle in which they are the attacker. Carpet bombing is never used in defence. This is in addition to any Firestorm Troops used in that battle and must be announced at the same time as Firestorm Troops are allocated. After deployment but before

the first turn work out a Preliminary Bombardment as on page 318 in *Battle of France: D-Day*.

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

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

Control Marker: Control markers identify areas that you control. When you advance into an area place a control marker in it to show that you now control it. At the start all areas belong to the Germans so only allied markers are needed.

D-Day: The first turn of *Firestorm: Caen* is D-Day and plays differently from any other turn. This includes beach assaults and the airborne landings. Note that the beach landings will always succeed. But the outcome of the success will affect the remaining game. Another thing is that Firestorm Troops are used very differently during the beach assaults and the airborne landings so read the first turn carefully.

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

Firestorm Troops Value: In *Firestorm: Caen* you will have an option of adding points to your force rather than specific units. You may not have the correct troops available or would like to do things a little differently. Each Firestorm Troop will have a value listed. You will notice that this is less than the actual value of the unit presented and this is intentional. Aircraft and Naval Gunfire Support cannot be exchanged for points.

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

German Defence Firestorm Troop: All German held areas are considered to be defended by German Defence Firestorm Troop. This provides a variable unit added to defence. It must be used as one of the Firestorm Troops allowed and cannot be used in attack nor do you need to roll to destroy it or can it be captured. If the Germans lose an area this Firestorm Troop is no longer available. If the Germans recapture an area it becomes available again.

German Tactical Reserve: This is a rule that allows the Germans to keep one or two units uncommitted at the start of each turn. Each turn will list how many can be placed in Tactical Reserve for the next turn. Later these may be added to any battle, one or both to the same battle, either in defence or attack.

Reinforcements: At the end of each turn new units become available as well as Firestorm Troops destroyed after a battle are placed in the Reinforcement Pool on the Campaign Map. They are returned to play at the beginning of the next turn, subject to the Turns specifications and deployment.

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

Stacking: In *Firestorm: Caen* the maximum number of Firestorm Troops allowed is three. Neither player may intentionally go over this limit and if forced to retreat and there is no area they can retreat to due to stacking restrictions then the retreating Firestorm Troop is considered destroyed and placed with the Reinforcements. The troops may have escaped but have lost their equipment and must await new materials.

Supply: In addition to tracing a line of supply to a supply areas. These are the three beach areas for the Allies and A-6, C-7, D-1, D-3, D-6 and D-7 for the Germans.

Turns: *Firestorm: Caen* has five turns, each with several battles. At the end of each turn both players can perform certain actions, like receiving reinforcements, moving Firestorm Troops etc.

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

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 Axis or Allied army in the Battle of Caen Campaign June-July 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: Caen* 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: Caen* 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: Caen* campaign. Before the campaign begins, you should run through a few games of *The General's Wargame* to test out your strategies and see how they perform. Just like the real generals, this experience will help you make winning plans when the real campaign begins. You can also set up your map to match the campaign map and try out plans for the next turn. Run through each strategy a few times to see the most likely outcome, and then write your battle plan accordingly.

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

ORDER ONE – PLANNING PHASE

1. Determine the number of Battles
2. Determine Initiative Bonus
3. Plan your games

ORDER TWO – BATTLE PHASE

(Repeat for each Battle)

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

ORDER THREE – STRATEGIC PHASE

1. Land Allied Firestorm Troops on the beaches
2. Deploy new German Firestorm Troops and Reinforcements. — Turn 3 remove Firestorm Troops.
3. Make Strategic Moves
4. Total Your Victory Points

"Decisions! And a general, a commander in chief who has not the quality of decision, then he is no good."

- Bernard Law Montgomery

SETTING UP THE CAMPAIGN MAP

ORDER ONE – PLANNING PHASE

Set up the campaign as normal.

1. Determine the Number of Battles this Turn

First thing you need to do is to determine the number of battles for the turn. This is different for some turns so look at each turn listing as in the normal game. Then place the Battle Turn marker on the correct number. That is the number of Battles for this turn.

2. Determine Initiative Bonus

The Allie always win on an tied roll during the game, but in the second and third turn they also get an initiative bonus of +1 and a +2 bonus for turns four and five. The first turn is played out very differently from the rest so go through the same procedure in that turn as you would do normally.

3. Plan your games

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

ORDER TWO – BATTLE PHASE

(Repeat for each Battle)

1. Roll for Initiative

For the first turn follow the listed battle sequence, Airborne landing, Beach landings, any follow up attacks and then the attack of the 21 Panzerdivision. For the Airborne and Beach landings the the Allied player rolls one die without any modifiers and looks up the result in the appropriate table, a

column is provided on both types of table. Firestorm Troops are not counted in these battles. From turn 2 onwards both players roll one dice and after adding any turn modifiers the player with the higher roll is the attacker.

2. Place a Battle Arrow

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

Important: In *Firestorm: Caen* you are only allowed to attack from areas containing Firestorm Troops. When attacking the first must be a Ground Troop, Aircraft are not sufficient but can be the second Firestorm Troop. Empty areas may always defend and use Aircraft (only one per battle).

If the battle arrow is placed across a border with a river then the attack takes place over a river and the defender gets a bonus. Also note there is an additional bonus for defending in bocage, Caen and on the beaches. This bonus does not count towards Firestorm Troops and is available even if you use one or two Firestorm Troops or none in the battle

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

3. Choose Firestorm Troops

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

4. Check for supply

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

FIRESTORM TROOP BONUSES

Each Firestorm Troop placed on a Battle Arrow and committed to a battle gives a bonus to your die roll. Use the Firestorm Troop Bonuses table to determine your bonus for each Firestorm Troop placed on the Battle Arrow.

UNIT	PLAIN	BOCAGE	CITY/CAEN
Allied Infantry Division	+1	+2	+2
Airborne Infantry	+2	+2	+2
Allied Tank Division, Panzer IV, StuG, FlaK Korps, Panther	+3	+2	+1
Werfer Brigade, Churchill Tank Brigade, Beute StuG	+2	+2	+1
Tiger I E	+3	+2	+2
Königstiger	+4	+2	+1
Sherman Tank Brigade, Typhoon	+2	+1	+1
German Defense Firestorm Troop (Area Defence)	Special Roll 1 Die; (1-4) +1/(5-6) +2		

SITUATION MODIFIERS

DEFENDING IN	BONUS
Bocage/Caen	+1
Defending Over River	+2
Allies Defending Sword, Juno and Gold Beaches	+2
Carpet Bombing	+2
Out Of Supply	-1

*Carpet bombing is available for 1 battle for the Allies in attack in turns 4 and 5.

ROLL TO DESTROY

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

5. Resolve the Battle

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

The battle is decided on the roll of the 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 and counts as a defensive win.

6. 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.

7. Retreat Defeated Troops

If the attacker rolls higher with all modifiers he has captured the area, if it is a tie or the defender rolls higher with all modifiers the Defender holds on to the area.

After rolling for destruction, all remaining Firestorm Troops in the defeated Commander's area must be retreated. Attacking troops simply return from the area they attacked from while defeated defending troops must retreat to any adjacent areas of their choice that are 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. If Firestorm Troops cannot retreat into friendly areas due to stacking restrictions the count as destroyed but not captured. The men manage to retreat but must leave their equipment behind and must wait for a resupply to become active again.

Important Change: In *Firestorm: Caen* only 3 Firestorm Troops may be in any given area (in attack the attackers are

considered to occupy the area the attack from). German Defence Firestorm Troops are not counted, nor can they be used if three regular German Firestorm Troops occupy a German area.

8. Advance Victorious Troops

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

If as attacker you defeated your opponent, you now control the area the defeated forces retreated from. Place a Control marker on your new area to show that you now control it. As the victorious Commander, you may move up to three 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 (not counting Aircraft). Once these troops have advanced, you may select the remaining Firestorm Troops to advance from any adjacent area.

ORDER THREE – STRATEGIC PHASE

1. Land Allied Firestorm Troops on the beaches

At the end of each turn the Allied player may land reinforcements on the three beaches, Gold (A-2), Juno (A-3) and Gold (A-5). These are the only areas his reinforcements may land and they are subject to stacking rules. A maximum of three Firestorm Troops may be in an area at any time. It is imperative that the Allied players advance from the beaches to make room for new reinforcements. Every turn the Allies receive new units. These are placed directly in reinforcements and must be placed on the beaches subject to stacking restrictions. All Allied Firestorm Troops destroyed are also placed in reinforcements. It is likely that the Allies cannot place all the Firestorm Troops during this step and the reminder must wait one turn or possibly more.

All Allied Firestorm Troops in reinforcements must be placed on the three beach areas Gold, Juno and Sword subject to stacking restrictions.

2. Deploy new German Firestorm Troops and Reinforcements.

Likewise the Germans place their Firestorm Troops from reinforcements, both new units and units destroyed, anywhere on the map in friendly areas or into German Tactical Reserve. They are subject to stacking restrictions and if there are not enough free areas available the reminder is left in reinforcements. Note that can only happen if the Allied offensive is extraordinarily successful.

3. Make Strategic Moves

Redeploying forces before a major offensive provides you with the flexibility to meet both known and unknown threats. In *Firestorm: Caen* you may redeploy your units before the next turn starts. Both sides starting with the Germans now can move any units on the map up to three areas, though friendly areas. They cannot pass through enemy held areas. During this redeployment it is permissible to exceed stacking limits while the units move, but at the end of this step there is still a three Firestorm Troop stacking limit.

4. Total Victory Points

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

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

SPECIAL TURN 3: EPSOM REMOVE FIRESTORM TROOPS

At the end of turn 3: Epsom after all battles have been fought, the Germans must remove the following Firestorm Troops from their forces: Panzer Lehr, 2 Panzerdivision and 2 SS Panzerdivision 'Das Reich'. These are transferred to fight the US to the west and take no further part in *Firestorm: Caen*. If they have been captured before then, it has no further effect except the Allied players then score points for capturing them, but you do not need to remove any other unit instead. The German situation is probably bad enough in this eventuality.



Firestorm: Caen

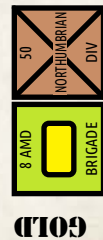
Game Tokens

AIR SORTIE MARKERS

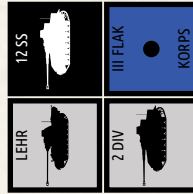


TURN 1 - D-DAY

DEPLOYMENT



GOLD OR JUNO IF SPACE

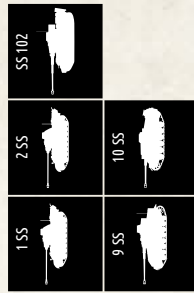
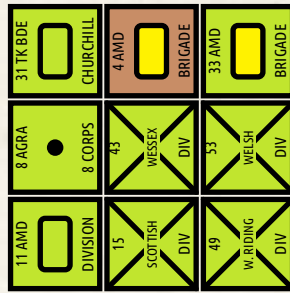


TURN 2 - PERCH

SPECIAL CAUMONT GAP

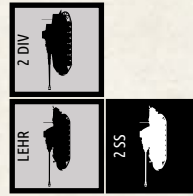
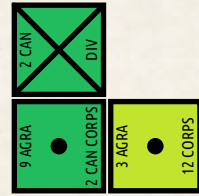


ADD TO REINFORCEMENTS



TURN 3 - EPSOM

ADD TO REINFORCEMENTS

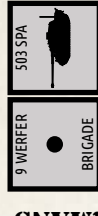
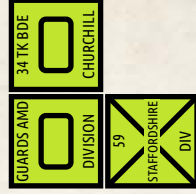


GERMANS

WITHDRAW

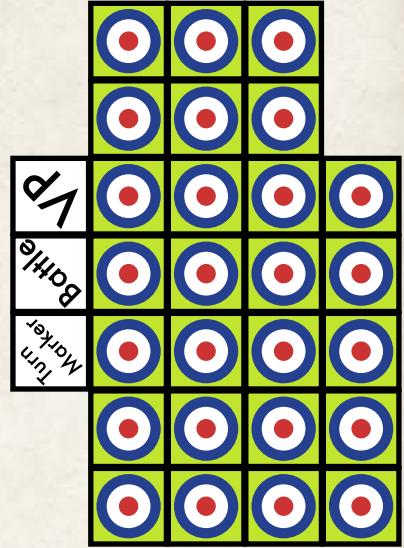
TURN 4 - CHARNWOOD

ADD TO REINFORCEMENTS



GERMANS

GAME TRACKERS



BATTLE ARROWS





GAME TURN Operation:

1

D-Day

Battles:

2

Perch

Special

3

Epsom

3-5

4

Charnwood

6-8

5

Goodwood

6-8

NUMBER OF BATTLES

1

2

3

4

5

6

7

8

ORDER ONE-
PLANNING PHASE

1. Determine the number of battles

2. Determine Initiative Bonus limits

ORDER TWO-
BATTLE PHASE

1. Select an Opponent

2. Roll for Initiative

3. Place a Battle Arrow

4. Choose Firestorm Troops

5. Check for Supply

6. Identify your Mission

7. Play a *Flames Of War* battle - or roll for a General's Game

8. Roll to Destroy

9. Retreat and Capture

ORDER THREE-
STRATEGIC PHASE

1. Land Firestorm Troops on the beach - remember stacking limits

2. Deploy new German Firestorm and Reinforcements.

Turn 3 remove Firestorm troops. Remember to move German Firestorm Troops into Tactical Reserve.

3. Make strategic Moves.

4. Total your Victory points.

Allied Air Sorties

Allied Reinforcements

German Tactical Reserve

German Reinforcements



- Plains
- Bocage
- City
- River Border