



BLITZKRIEG BARBAROSSA

FIRESTORM POLAND 1939



FLAMES OF WAR
THE WORLD WAR II MINIATURES GAME

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FALL WEISS THE INVASION OF POLAND

"The existence and future of Poland are at stake. Regardless of the duration of the conflict in which Poland is forced to take part, and regardless of the losses, Poland and its allies, Great Britain and France, would emerge victorious in the end."

Marshal Edward Śmigły-Rydz address to Polish soldiers 1 September 1939

On the 1 September 1939 World War II started with the invasion of Germany into Poland. This was the next step in the expansion of Nazi Germany. Germany had already annexed Austria and Czech Republic and made Slovakia subservient to Germany. Only 20 years before the Great War had ended. That war had devastated Europe and left 15 to 22 million dead. The leadership of France and Great Britain tried desperately to avoid a war and believed that they could reason with Hitler. The Munich Agreement was to bring peace in our time. But the French and British leadership failed to realize that the German leader was nothing like them and while they believed they had achieved a peace agreement, while the German leadership was buying time to prepare their next conquest. For this peace France and Great Britain had sacrificed Czechoslovakia.

Poland had re-emerged after World War I when the Allies agreed on the reconstitution of Poland. In November 1918, Poland regained its independence as the Second Polish Republic. Directly it had to fight a series of military conflicts, most notably the Polish Soviet War, to secure its new independence. Since 1933 Germany had pursued a policy of rapprochement with Poland, even signing a non-aggression pact in 1934. The idea was to create states that were economically subordinate to Germany. Poland was also problematic for Germany in the sense that it divided Germany in two between East Prussia and the rest of Germany. In this corridor stood the city of Danzig, modern day Gdańsk. This area of Poland became an issue between the two countries. Poland sought support from France and Great Britain who

gave their assurances. The Soviet Union offered their support and even offered to place Soviet forces into Poland. The other countries were distrustful of the Soviet Union and its intentions. The Soviet Union saw that these countries were not in support for cooperation. What happened next surprised the world when the two ideological enemies, Germany and the Soviet Union signed the Molotov-Ribbentrop Pact on 23 August 1939. Officially it was a non-aggression pact, but it had secret protocols that divided Eastern Europe between Germany and the Soviet Union. That included the invasion of Poland by both countries, followed by the disestablishment of Poland and the country would be divided into Spheres of Influence of the two powers.

The German plan was called Case White or *Fall Weiss*, a three-pronged attack from the north, west and south to converge on Warsaw and encircle the Polish army and destroy it. This was not a blitzkrieg operation, but the Germans used their superiority in numbers and especially their technological superiority and air superiority. The Germans won by traditional tactics using overwhelming force.

The Polish plan was Plan West or Plan Zachód. It called for the defence of the borders. This strategy was dictated more by political than military concerns. The Poles feared that the Germans would take over the territories they had lost by the Treaty of Versailles and once they had captured them, they would retain them. Once the fighting was turned decidedly against the Polish Marshal Edward Śmigły-Rydz ordered a general retreat to the southeast towards the Romanian



Bridgehead with the hope of bringing Polish forces into Romania where they could continue the fight. At this point the Germans urged their Soviet counterparts to uphold their agreement and attack Poland from the east.

The Soviet Union delayed as they were in conflict with the Japanese in the Far East, at Khalkhin Gol. This conflict ended with the Molotov-Tojo agreement on 15 September. This meant that the Soviets could concentrate on Poland and they invaded on 17 September. Molotov declared that the Polish state had effectively ceased to exist and the pretext was to protect the population of Western Ukraine and Western Belarus. On 20 September 1939 Soviet and German forces met at the village of Widomla, and two days later held an official joint military parade at Brest-Litovsk. The Soviet Army had been seriously weakened by the great purge. German observers assessed the Soviet forces as primitive, their equipment in poor condition and the Red Army leadership to be inept. This in addition to the poor performance of Soviet

forces in Finland at the start of the Winter War, led to a gross underestimation of Soviet military capacity leading to the German invasion of the Soviet Union.

The governments of allied Britain and France declared war on Germany on 3 September, but neither undertook agreed-upon military action nor provided any substantial support for Poland. After a month of valiant defence, the last organised Polish forces were defeated at the Battle of Kock while part of the armed forces managed to flee to Romania, where they would form the core of the Polish Armed Forces in the West. Poland was defeated but it never formally surrendered.

The Germans had not only defeated Poland and annexed a large portion of their land, but they had also drawn valuable lessons from the conflict that they would use to improve their army and tactics before the invasion of France and the Low-Countries six months later.

INTRODUCTION

Firestorm: Poland is an exciting campaign that puts you at the very start of World War II. This is a historical campaign, and it is next to impossible to win as the Polish forces, but it will give players a feel for these desperate times. In a way it is almost a historical narrative. As with *Firestorm: France 1940* it is designed as a Firestorm Campaign that can be played as a classic Firestorm or run as weekend tournament play.

Designing *Firestorm: Poland* was a delight. The campaign is close to its historical counterpart and should give players and exciting campaign and a deeper understanding of history.

So, no matter how you play it remember to be friendly and have fun.

Jökull Gislason and Wayne

FIRESTORM: POLAND

There are three types of participants in *Firestorm: Poland*: the Commanders, the High Commands, and the Organiser. The rules for the campaign are separated into three parts corresponding to these three roles. No matter who wins, the campaign is a great opportunity to get in plenty of *Flames Of War* games, play new opponents, win glory for your army, and perhaps meet new friends and rewrite history along the way!

LOTS OF COMMANDERS

Commanders make up the bulk of players in *Firestorm: Poland*. They are the players that actually fight the tabletop battles that decide the outcome of the campaign. Commanders play their games of *Flames Of War* in the Battle Phase.

TWO HIGH COMMANDS

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

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

ONE ORGANISER

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

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

CAMPAIGN TURNS

Firestorm: Poland has five campaign turns, very suitable for a weekend tournament.

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 High Commands decide on their plans.

The Commanders then execute the plans by playing games in the Battle Phase. There is no limit to the number of games that can be played in the Battle Phase, and each Commander can participate in as many battles as they can, in a tournament this will be limited to one per turn.

At the end of the campaign turn, both High Commands reorganise their forces in the Strategic Phase ready for the next campaign turn.

FLEXIBILITY

As with any Firestorm Campaign you are allowed certain flexibility. *Firestorm: Poland* is intended to be fun, so if you all agree then feel free to adjust it to your needs. Players use their normal *Flames Of War* forces reinforced by the main combat units shown on the campaign map to fight battles and to capture areas. Each game the player makes a new force to respond to the situation they face, allowing them to recover from previous defeats and fight on. While players may lose the support of main combat units destroyed in previous battles, they always get their core force. This has the advantage of keeping the campaign fun right to the end. It is simply not possible for one side to become much stronger than the other, so every battle is winnable and every fight counts. This flexibility applies to players as well as their forces. While fielding a Polish, German or Soviet force is recommended and nice from a historical viewpoint, in a friendly campaign you might allow other nations. You can fight with any force you have. *Firestorm: Poland* is best suited for average sized game of about 80-120 point games (I recommend 100 as a starting force), but you certainly can play whatever points you and your opponent would like. Small games are generally resolved more quickly. Remember that you add the Firestorm Troops to this total. This helps generate results which will keep your campaign moving quickly. Ultimately, the size of your force is not an issue. You can play big or small battles or anything in between. You can even swap sides if you want to (although turning traitor can mark you as a target for your former comrades!). All that matters is that you are playing games, contributing to the campaign's outcome, and having fun.

WHAT ARE YOU WAITING FOR?

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

WHAT DO I NEED TO KNOW?

DO I NEED ANY OTHER FIRESTORMS TO PLAY?

Nope. *Firestorm: Poland* is self-contained. We have included all the rules you will need to play, so it is not necessary to own any previous Firestorm to play. Downloadable tokens are provided although you can easily substitute them with other models.

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

There are a few fundamental variations and differences between *Firestorm: Poland* and previous Firestorms. To help players out here is a list of the major differences: All Battle

Arrows are placed at the start of each turn. The Phases have been adapted in ways to work as a tournament. Aircraft are handled very differently from other Firestorm Troops as sorties. The Poles are severely limited in their actions and instead have a few Special Counters at their disposal that they can play to improve their situation.

WHAT FORCES SHOULD I PLAY?

Ideally you should play Polish and Soviet Forces from Barbarossa 1939-1941, and German forces from Blitzkrieg Invasion of France 1940 for this Campaign.

FIRESTORM CAMPAIGN MAP: INITIAL DEPLOYMENT

The *Firestorm: Poland* map forms the playing board for the campaign. It is Divided into 23 areas. Each area is numbered with a letter and a number, from G1 to P16. Some areas are also marked with their value in Campaign Victory Points. On the left side there are boxes to put counters in. The map has a Campaign Turn Counter to indicate the current turn (out of 5 turns), a summary of the Turn Sequence.

This is the initial deployment.

GERMANY:

Area	Firestorm Troop
Danzig	Marines, Schleswig-Holstein (Special)
G1	II Korps, XIX Korps
G2	X Korps, XIII Korps
G3	XIV Korps, XV Korps, XVI Korps
G4	VIII Korps, XVII Korps, XVIII Korps
G5	Kempf, XXI Korps
Axis Air	
Support Box	Luftflotte 1, Luftflotte 4

POLAND:

Area	Firestorm Troop
Danzig	HEL Kop
P1	Pomorze
P2	Poznań
P3	Łódź
P4	Modlin
P6	Prusy
P7	Kraków
P8	Narew
P10	Lublin
P12	Karpaty
Special units	2x Fighters, 1 DPP, 2 DPP, Polish Counter-Attack

SOVIET – BECOME ACTIVE ON TURN 4:

Area	Firestorm Troop
S1 Belorussian Front	Lepelska, Slutsk, 15 Corps
S2 Ukrainian Front	4 Corps, 17 Corps, 25 Corps
Soviet Air Support Box	2x I-153 'Chaika'

FIRESTORM POLAND

KEY			
	Area Boundary		German Territories
	Area River Boundary		Soviet Territories
			Rivers
			Marsh

0 Miles 50 100 150
0 KM 50 100 150 200



STARTING AREAS ON TURN 1:

GERMANY

WHERE	WHAT	WHERE
Marines, Schleswig-Holstein (Special)	Danzig	P4
II Korps, XIX Korps	G1	P6
X Korps, XIII Korps	G2	P7
XIV Korps, XV Korps, XVI Korps	G3	P8
VIII Korps, XVII Korps, XVIII Korps	G4	P9
Kempf, XXI Korps	G5	P11
Luftflotte 1, Luftflotte 4	Axis Air Support Box	Special Units

POLAND

WHERE	WHAT	WHERE
HEL Kop	Danzig	S1
Pomorze	P1	S2
Poznań	P2	Soviet Air Support Box
Łódź	P3	

SOVIET - BECOME ACTIVE ON TURN 4

WHERE	WHAT
Lepelska, Slutsk, 15 Corps	S1
4 Corps, 17 Corps, 25 Corps	S2
2x I-153 'Chaika'	Soviet Air Support Box

HIGH COMMAND

Each side in Firestorm: Poland have a High Command. They responsible for planning your army's campaign and leading your commanders to victory. You need to develop a battle plan for your commanders to carry out. Get this right and victory will be yours. A High Command has three standing orders: the Planning Phase conducted at the beginning of each Campaign Turn, the Battle Phase where you and your commanders fight battles, and the Strategic Phase at the end of each Campaign Turn.

ORDER ONE – PLANNING PHASE

1. Plan your strategy
2. Place Battle Arrows
3. Assign commanders to battles
4. Special Polish Units and Counters

1. PLAN YOUR STRATEGY

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

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

2. PLACE YOUR BATTLE ARROWS

In *Firestorm: Poland* only Germans place battle arrows until turn 4 when the Soviets can also place battle arrows. All battle arrows for the turn are placed at this time. To place a battle arrow, you pick an area belonging to you and has at least one friendly ground firestorm unit. A battle arrow is placed between two areas, and the battle takes place in the area attacked into. The attacker must place one and may place two Firestorm units in the attack. You can place as many battle arrows as you can at the start of the turn, and it is possible to attack one location from two areas.

POLISH COUNTERATTACK

The Polish side has one counterattack counter and may play this once in the game before the Germans/Soviets place any battle arrows. This allows the Polish to place one battle arrow from one of their areas into an enemy area. The Polish side then assigns Firestorm Troops to the attack and may even assign an Armoured Train to the attack. The enemy cannot attack from **this area this turn**, but it does not affect other areas. It is possible that the enemy attacks the area from other areas and then the Polish Firestorm Troops are not available for defence. If other Polish Firestorm Troops are present, they can defend. Work out the attack as normal.

Historically the Polish managed a major counterattack at the **Battle of the Bzura**. The battle took place west of Warsaw, near the Bzura River. The Polish achieved some initial success, pushing the Germans back and damaging two divisions, but then the Germans recovered and after ten days it resulted in the destruction of the Poznań and Pomorze Armies. The Germans won in the end but had been delayed in their advance.

When the game starts there are both German units and Polish units in Danzig. They remain there until one side wins the city. The old battleship Schleswig-Holstein is a special German unit and is in Danzig in turn 1 and is removed at the end of turn 1.

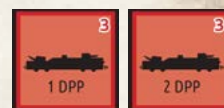
You will see from this rule that the Polish side is almost entirely reactive and that the Germans and Soviets hold the initiative over the game. The Polish units were quickly engaged, and their high command left Warsaw in the first days of the campaign and headed southeast and for a period it was hard for the rest of the Polish army to communicate with the Polish Headquarters.

3. BRIEF YOUR COMMANDERS

A good High Command lets his troops know what is expected of them. This is especially helpful if the High Command is not going to be at the venue while battles are being fought. Your Battle Plan cannot be followed unless your Commanders can see it. You can post it on social media, internet or just post it on a wall where everyone can see it or put it in a 'Top Secret' folder to keep prying enemy eyes from viewing your battle plan. In any case, make sure your Commanders know where it is and understand what it says. Battle results may alter your Battle Plan. Be flexible enough to change it as the situation demands.

4. SPECIAL POLISH UNITS AND COUNTERS

Two Armoured Trains DPP - *Dywizjon Pociągów Pancernych*, these are powerful units and can be used as a one of the two Firestorm Troop in any battle.



During the invasion of Poland, armoured trains took part in roughly 90 clashes and significant roles at the Battle of Mokra and the defence of Silesia.



Two PZL P.11 Fighters. The small Polish Air Force fought valiantly in the first weeks of the campaign. These special units may be played to counter

German Stuka or Soviet I-153 Chaika aircraft. They may only be played against such units and do not count as Firestorm Troops. If played the enemy will receive air support on a roll of 6 rather than 4+ throughout the game.



One Polish Counterattack. Once in the game the Polish may mount a counterattack. It happens before any German/Soviet battle arrows are placed.

How to use these special units and counters, is the main decisions for the Polish High Command and they can be used for a strong effect.

COMMAND AND TOURNAMENT PLAY

*When the days were fulfilled
and it came to die in the summer,
they went straight to heaven in fours
soldiers from Westerplatte.*

— Poem - Song about the soldiers from Westerplatte by Konstanty Ildefons Gałczyński

OVERWHELMING FORCE

Firestorm: Poland is a historical campaign. Poland was invaded by a numerically and technologically superior enemy. The Polish forces fought a forward defence, trying to yield as little territory to the Germans while they hoped for support from France and Great Britain. During this time their options were severely limited and mostly reactionary. Despite heroic actions by the Polish soldiers, they were being overwhelmed by a professional and well supported army. It was on the 17 September 1939 that support arrived, but for the Germans, not the Poles. The Soviet Union declared that the Polish state had virtually ceased to exist and the Red Army had arrived to protect the Soviet Union and its Ukrainian and Belorussian "blood brothers". This spelled doom to Poland and its plans and yet the Polish forces kept fighting until 6 October 1939.

In this game the role of the Polish forces is reactionary. They do not place battle arrows normally, but can do so as a special action by playing the Polish Counter-Attack. The Polish also have four single use counters, 2x fighters and two armoured trains. They can play these in any battle they choose, in addition to or to replace Firestorm Troops. The aircraft work to affect German or Soviet air support, if you play these, that means the Polish Air Force is making a heroic effort to stop the enemy and the enemy only received air support on 6 for this turn in that area, rather than the normal 4+. The armoured trains are powerful units but are single use only. As with all special counters they are discarded at the end of the turn they are used and cannot be used again in this game.

PLAYING A TOURNAMENT

If you are playing a tournament then you are limited to the areas being fought in. If you have more players then you can assign more than two players to any area. Pick the most interesting areas to add more players to and after all battles determine who is the winner by compiling the results. A draw is a win for the defender as normal.

Example;

Robby is organising a Tournament in Belgium. In Turn 1 there are eight battle areas and he has 30 players, 15 to each side. The Polish Generals have decided to support P7 Kraków with an armoured train Firestorm Troop. The main battles this turn will be Danzig, P3, P4, P7, P8 and P11. Every area will have a pair of fighters and additional players are assigned to these battles. In areas with more than one pair of players the combined result is used to determine the winner. Firestorm: Poland is designed to allow for tournament play, fitting nicely into a weekend with 5 turns.

Don't worry, *Firestorm: Poland* works perfectly well as a normal Firestorm but use the same set up and determine all battle areas at the start and then play the games throughout the turn. I recommend no more than a week for each turn and if you have any battles unresolved then roll them off as you would in a Generals Game. Then move into the next turn.



ORDER TWO – BATTLE PHASE

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

1. FIND OUT WHERE YOU FIGHT

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

2. FIND OUT WHAT FIRESTORM TROOPS ARE AVAILABLE

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

You can attack into one area from two areas and then choose to use Firestorm units from both areas. When the Polish counterattack they will assign Firestorm Troops to the attack, these troops are not available to defend if the area is attacked for elsewhere.

To attack you must assign one ground Firestorm Troop to the attack. Empty defending areas will still defend, but without Firestorm Troops.

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

If an area is attacked into that has no Firestorm Troops, you can still defend it using your regular forces, but you gain no additional forces. This is likely once the Soviet side invades Eastern Poland.

SPECIAL: AIRCRAFT

These are special Firestorm Troops and the only way you can have aircraft in your games. Aircraft cannot be taken as part of a normal army list. Nor can you swap these counters for points. These are not on the map at the beginning of the turn but air support boxes. You can assign them to any battle area, and they may be placed in addition to other Firestorm Troops, so you can have two Firestorm Troops and then aircraft.

For German JU 87 Stukas and Soviet I-153 'Chaika' add these to your force as normal. The Polish Player has two PZL P.11 fighter counters; these are special tokens that can be used once each. They do not fight as normal, but once the enemy has placed their aircraft in an area, you may use one counter to intercept them. In a normal game this means that you enemy needs to roll 6 rather than 4+ to receive air support, but in the Generals Game simply remove the enemy air support and place it back to its box for this turn. They are available again next turn.

POLISH CITIES – WARSAW, DANZIG AND LWÓW

At the start of this game place the city counters on top of each city. While they are in play the Polish player may add fortifications to his force (do not count as staking) or a +1 in the Generals Game. The first time the Germans or Soviets win a battle in this area they do not capture the city area They move back as they had lost, and it remains in Polish control. The marker however is removed. So do any benefits the Polish side had from having the marker. From then on Germans or Soviets can capture the city as normal.

Danzig is an exception. Both Polish and German units can remain in the city, although it counts as being in Polish control until all Polish forces have retreated or been eliminated.



3. CHECK IF YOU ARE IN SUPPLY

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

OUT OF SUPPLY

Being out of supply usually has a debilitating effect upon surrounded troops, although sometimes they accept their fate and fight even harder. When you are Out of Supply, your force incurs a penalty from the Out of Supply table.

Before each battle, roll a die for your Force and apply the effect from the Out of Supply table for your entire Force. If many players are fighting the same battle, then roll separately for each.

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

OUT OF SUPPLY TABLE

MORALE REDUCED



For the duration of the turn all units fight at one lower motivational level, Fearless become Confident, Confident become Reluctant, and Reluctant Platoons only pass a Motivation Test on a roll of 6. Apply this to Rally, Counterattack, and Last Stand ratings and tests.

STRENGTH REDUCED



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

NO EFFECT



FIGHT TO THE DEATH



For the duration of the battle all units fight as they are one motivational level higher. Reluctant become Confident, Confident become Fearless and Fearless pass all Motivation Tests on a roll of 2+. Apply this to Rally, Counterattack, and Last Stand ratings and tests.

4. COMBAT

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

IDENTIFY YOUR MISSION

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

PLAY YOUR GAME

Now is your chance to prove your mettle under fire. Bring your *Flames Of War* army to the field and vanquish your foe for the glory of your side. Play the mission as a normal *Flames Of War* game. In most tournaments the points value of armies is already determined. In other games you and your opponent should agree on the size of game. You could fight your battle with 50 to 150 points, or any other number you wish. You might even want to mix things up playing different sized games throughout the campaign. Remember, although you both start with the same number of points, any Firestorm Troops that you add to your force are in addition to this, so the smaller the battle the more effect the Firestorm Troops will potentially have. This could result in one side being considerably stronger than the other if the strategic situation is heavily in their favour. If you find yourself outnumbered like this, don't panic. Fight hard and try to hold your positions while your comrades in other areas take advantage of your sacrifice to restore the situation.

LEND-LEASE FORCES

Everyone can participate in a Firestorm campaign. If you do not have the right forces, use your normal force as a Lend-lease force sent to support one side or the other.

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

5. SUBMIT YOUR RESULTS

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

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

ORDER THREE – STRATEGIC PHASE

1. Determine who won each area
2. Remove aircraft
3. Remove any special Firestorm Troops
4. March Movement
5. Polish voluntary removal
6. Determine supply
7. Total your victory points

1. DETERMINE WHO WON EACH AREA

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

Since both sides start in Danzig, neither player needs to retreat while the fight for that city is ongoing.

Stacking limit, only three Firestorm Troops ground troops of the same side may be in the same area at the same time. If a Firestorm Troop can only retreat to an area already containing three friendly Firestorm Troops, then it cannot and is captured. Aircraft and the German ship Schleswig-Holstein do not count towards stacking limits.

2. REMOVE AIRCRAFT

Remove Aircraft Firestorm Troops and place them back in their box on the map for next turn.

3. REMOVE ANY SPECIAL FIRESTORM TROOPS

Remove and discard any special Firestorm Troops/Tokens used in this turn. Special Firestorm Troops can be recognised easily as they have a red line inside the black box line. Only remove special Firestorm Troops/Tokens that were used. The others are still in the game. They do not count as captured.

4. MARCH MOVEMENT

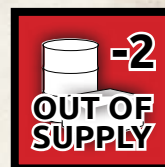
Any Firestorm Troops that did not take part in any battles may now move to any adjacent friendly area to redeploy. You must observe the stacking rules, and you cannot enter enemy controlled areas. Any Firestorm Troops that were in a combat area cannot make a March Movement. If an area has two Firestorm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

5. POLISH VOLUNTARY REMOVAL

From turn 4, any Polish Firestorm troops in areas P15 and P16 may retreat or march into Romania and Hungary. If they do so, they will be removed from the game. These soldiers will form the nucleus of the Polish Army in Exile in the west and in the game, they do not count as captured but award the Polish side victory points. It was part of the Polish plan to withdraw to the southeast and possible escape through the Romanian Bridgehead.

6. DETERMINE SUPPLY

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



- Germans trace supply to any German area, marked G1 to G5.
- Polish trace supply to any of the three cities Danzig, Lwów and Warsaw.
- Soviets trace supply to the Soviet areas S1 or S2.



7. TOTAL YOUR VICTORY POINTS

The last thing to do in the Strategic Phase is to total your Campaign Victory Points. While this does not matter until the end of the campaign, it is useful to know how well you are doing as the campaign progresses. Both High Commands now total the Campaign Victory Points that they have earned from capturing and holding objective areas and capturing Firestorm Troops.

CAPTURING AREAS

Possession of key locations in *Firestorm: Poland* is critical to winning the campaign. These are the important locations such as roads, airfields and settlements that your army is fighting for. You receive the number of Campaign Victory Points shown on the Campaign Victory Point table for each objective area that you hold.

CAPTURING FIRESTORM TROOPS

Most units that are mauled in combat are pulled out of the line and rebuilt before being thrown back into the fray. However, when a unit is cut off and surrounded, it will be captured and removed if it loses a battle. Firestorm Troops that are surrounded and unable to retreat are removed from the game instead. Firestorm Troops that are surrounded and captured in this way earn the enemy Campaign Victory Points as shown on the Campaign Victory Points table.

SPECIAL RULES

MOLOTOV RIBBENTROP PACT

Once the Soviets invade Poland the terms of the Molotov Ribbentrop Pact are activated. Germany must evacuate areas P8, P12, P13, P14, P15, P16 and Lwów if Soviet Troops move

into them, either with a battle arrow or by march movement. Germans and Soviets do not fight for the area, and the Soviets do not need to fight for areas that Germany withdraws from to allow them to enter.

CAMPAIGN VICTORY POINTS

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

Area Name	Victory Points	Map Location
Germany (Fourth Army)	-	G1
Germany (Eighth Army)	-	G2
Germany (Tenth Army)	-	G3
Slovakia (Fourteenth)	-	G4
East Prussia (Third Army)	-	G5
Belorussian Front	-	S1
Ukrainian Front	-	S2
Danzig	100	Danzig
Pomerania	40	P1
Poznań	30	P2
Łódź	30	P3
Modlin	30	P4
Bzura	30	P5
Warsaw	200	Warsaw
Prusy	30	P6

Area Name	Victory Points	Map Location
Kraków	50	P7
Brześć	30	P8
Lublin	30	P9
Tomaszów-Lubelski	30	P10
Carpathian Mountains	30	P11
Lwów	100	Lwów
Grodno	30	P12
Wilno	50	P13
Pripyat Marshes	30	P14
Volhynia	50	P15
Carpathian Mountains	50	P16

Firestorm Troops	Victory Points
Each Firestorm Troop Captured	50
Each Polish Unit that escapes through the Romanian Bridgehead	50

At the end of the game the Polish side scores double VP for any areas they still hold.



CAMPAIGN OUTCOME

"Hello, hello. Can you hear us? This is our final message. Today, German troops have entered Warsaw. We send brotherly regards to all Polish soldiers fighting in Hel. And all those fighting, wherever they are, Poland has not perished yet! Long Live Poland!"

— Warsaw radio broadcast before going silent 30 September 1939.

At the end of the campaign count the Victory Points for each side. The extent of the victory is worked out differently for the three fractions.

For the German and Polish, the side with the higher victory points is the winner of Firestorm Poland. Subtract the losers Victory Points from the winners Victory Points. Then look up the level of victory of the winner in the table below.

The Soviets' side is worked out differently. Simply add up all their Victory Points and compare to the table below. It is likely that there are two winners, the Soviets and either the Germans or the Polish. If no one is a winner, the game is a draw.

GERMAN VICTORY

If the German side has more Campaign Victory Points than Poland.

GERMAN STRATEGIC VICTORY WIN BY 500 CAMPAIGN POINTS

Congratulations Herr Feldmarschall. The German Army has shown the world that it is the most powerful army, and we will move on to further conquests.

This is the historical outcome of the Battle for Poland.

GERMAN OPERATIONAL VICTORY WIN BY 400 CAMPAIGN POINTS

You have secured Poland for Greater Germany. Only a few pockets of resistance remain. Finish them quickly before France and Great Britain can act.

GERMAN TACTICAL VICTORY WIN BY 200 CAMPAIGN POINTS

This is not the victory we had hoped for, but Polish forces have been pushed back. The future is undetermined.

POLISH VICTORY

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

POLISH STRATEGIC VICTORY WIN BY 150 CAMPAIGN POINTS

We have won a miracle. Surely France and Great Britain will now come to our aid or invade western Germany!

POLISH OPERATIONAL VICTORY WIN BY 100 CAMPAIGN POINTS

Against the odds, the brave Polish defenders of the motherland have shown that courage can prevail.

POLISH TACTICAL VICTORY WIN BY 50 CAMPAIGN POINTS

Never underestimate the Polish soldiers and their willingness to sacrifice everything for Poland!

SOVIET VICTORY

Total the Soviet Victory Points and give them a bonus of 200 Victory Points if their total is higher than the Germans.

SOVIET STRATEGIC VICTORY WIN BY 300 CAMPAIGN POINTS

Outstanding, you have proven yourself to be a leader of the Workers and Peasants Red Army and we have shown the world the might of the Soviet Union! We have even humbled the Germans. Who knows, maybe we will see to them next.

SOVIET OPERATIONAL VICTORY WIN BY 250 CAMPAIGN POINTS

The Polish State has fallen but you have protected the interests of the Belorussian and Ukrainian people in Poland. A true hero of the Workers and Peasants Red Army.

This is the historical outcome of the Battle for Poland.

SOVIET TACTICAL VICTORY WIN BY 200 CAMPAIGN POINTS

The Polish capitalists have been surprisingly resilient against our efforts to liberate the people of Eastern Poland. Nevertheless, we have now occupied most of our designated area, but we expected more from our Generals.

DRAW

If no side has achieved victory, then no one can claim a win and both sides must rest and reorganise.

FIRESTORM TROOPS

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

GERMAN TROOPS

The following German Firestorm troops can be found in *Blitzkrieg Invasion of France, 1940*.

GERMAN XVI KORPS

24 POINTS

3x Panzer IV tanks



+
+

PANZER IV

TANK PLATOON

MOTIVATION

CONFIDENT 4+

Third Reich
Last Stand 3+

Protected Ammo
Remount 3+

SKILL

VETERAN 3+

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT	3
SIDE & REAR	2
TOP	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	3+

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Panzer IV (7.5cm)	48"/120cm				2	4+	
or Direct Fire	24"/60cm	2	1	7	3+	3+	Smoke
Panzer IV (MGs)	16"/40cm	4	4	2	6	6	

GERMAN KEMPF, VIII, XIV AND XIX KORPS

15 POINTS

5x Panzer II tanks



+
+

PANZER II

TANK PLATOON

MOTIVATION

CONFIDENT 4+

Third Reich
Last Stand 3+

SKILL

VETERAN 3+

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT	3
SIDE & REAR	1
TOP	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	3+

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Panzer II (2cm)	20"/50cm	2	1	5	5+	5+	
Panzer II (MG)	16"/40cm	3	3	2	6	6	

GERMAN XV KORPS

20 POINTS

5x Panzer 38(t)



+
+

PANZER 38(t)

TANK PLATOON

MOTIVATION

CONFIDENT 4+

Third Reich
Last Stand 3+

Protected Ammo
Remount 3+

SKILL

VETERAN 3+

IS HIT ON

CAREFUL 4+

ARMOUR

FRONT	2
SIDE & REAR	2
TOP	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	12"/30cm	18"/45cm	20"/50cm	3+

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Panzer 38(t) (3.7cm)	24"/60cm	2	1	6	4+	4+	Overworked
Panzer 38(t) (MGs)	16"/40cm	4	4	2	6	6	

GERMAN XVIII AND XXI KORPS

12 POINTS

1x Panzer II, 4x Panzer I



PANZER I & PANZER II TANK PLATOON

MOTIVATION
CONFIDENT 4+
Third Reich
Last Stand 3+

SKILL
VETERAN 3+

IS HIT ON
CAREFUL 4+

ARMOUR
FRONT 3
SIDE & REAR 1
TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	20"/50CM	3+

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Panzer II (2cm)	20"/50CM	2	1	5	5+		
Panzer II (MG)	16"/40CM	3	3	2	6		

PANZER I TANK CARD

MOTIVATION
CONFIDENT 4+
Third Reich
Last Stand 3+

SKILL
VETERAN 3+

IS HIT ON
CAREFUL 4+

ARMOUR
FRONT 1
SIDE & REAR 1
TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	18"/45CM	20"/50CM	3+

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Panzer I (MGs)	16"/40CM	4	4	2	6		

GERMAN II, X AND XVII KORPS

11 POINTS

4x 10.5cm howitzer



10.5CM ARTILLERY BATTERY

MOTIVATION
CONFIDENT 4+
Third Reich
Last Stand 3+

SKILL
VETERAN 3+
Gun Assault 4+

IS HIT ON
CAREFUL 4+

SAVE
Gun 4+

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

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
10.5cm howitzer	72"/180CM	ARTILLERY	3	3+	3+	Forward Firing, Smoke Bombardment	
or Direct Fire	24"/60CM	1	1	9	2+	Brutal, Forward Firing, Slow Firing, Smoke	

GERMAN MARINES

9 POINTS

9x Rifle/MG team, 1x 5cm Mortar team



INFANTRY PLATOON

MOTIVATION
CONFIDENT 4+
Third Reich
Last Stand 3+

SKILL
VETERAN 3+

IS HIT ON
CAREFUL 4+

SAVE
Infantry 3+

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

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Rifle/MG team	16"/40CM	2	1	2	6		
5cm mortar team	16"/40CM	1	1	2	4+		Assault 4+, Overhead Fire, Slow Firing
OPTIONAL 7.92mm anti-tank rifle	20"/50CM	1	1	4	5+		Assault 4+, Slow Firing
OPTIONAL HMG team	24"/60CM	6	2	2	6		Assault 4+, Heavy Weapon

GERMAN XIII KORPS

8 POINTS

9x Rifle/MG team, 1x 5cm Mortar team



Apply the Waffen-SS Infantry Company German Blitzkrieg command card to the Infantry Platoon.

MOTIVATION
FEARLESS 3+

SKILL
TRAINED 4+

IS HIT ON
AGGRESSIVE 3+

Assault 4+ Teams become Assault 5+.



INFANTRY PLATOON



MOTIVATION
CONFIDENT 4+
Third Reich Last Stand 3+

SKILL
VETERAN 3+



IS HIT ON
CAREFUL 4+

SAVE
Infantry 3+

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

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Rifle/MG team	16"/40CM	2	1	2	6	
5cm mortar team	16"/40CM	1	1	2	4+	Assault 4+, Overhead Fire, Slow Firing
OPTIONAL 7.92mm anti-tank rifle	20"/50CM	1	1	4	5+	Assault 4+, Slow Firing
OPTIONAL HMG team	24"/60CM	6	2	2	6	Assault 4+, Heavy Weapon

GERMAN LUFTFLOTTE 1 AND LUFTFLOTTE 4

N/A

CANNOT BE EXCHANGED FOR POINTS

2x Ju 87 Stuka



JU 87 STUKA

DIVE BOMBER FLIGHT



MOTIVATION
CONFIDENT 4+

SKILL
VETERAN 3+



IS HIT ON
AIRCRAFT 5+

SAVE
Aircraft 3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
500 lb bombs	6"/15CM	ARTILLERY		4	2+	Bombs

GERMAN SCHLESWIG-HOLSTEIN BATTLESHIP

Special off board artillery + Observation Post
1x Observer Rifle team



28cm SK L/40 and 15cm SK L/45 guns
Range Unlimited - ARTILLERY - ANTI-TANK 4 - FIREPOWER 2+

Special rules: Brutal, Counts as 14 guns firing so re-roll failed hit rolls during bombardment.



OBSERVATION POST



MOTIVATION
CONFIDENT 4+
Scout Last Stand 5+

SKILL
VETERAN 3+



IS HIT ON
CAREFUL 4+

SAVE
Infantry 3+

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

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Rifle team	16"/40CM	1	1	2	6	Slow Firing

Like all special troops, the Schleswig-Holstein is removed at the end of the turn.

POLISH TROOPS

The following Polish Firestorm troops can be found in *Polish First to Fight*, *Polish Forces 1939* or *Barbarossa Forces on the Eastern Front, 1939-41*.

POLISH PRUSY AND ŁÓDŹ

16 POINTS

5x 7TP jw



7TP JW TANK PLATOON



MOTIVATION

CONFIDENT 4+

Fate of the Nation
Last Stand 3+

Fate of the Nation
Remount 3+

SKILL

TRAINED 4+

* TANK UNIT *



IS HIT ON

AGGRESSIVE 3+

ARMOUR

FRONT 2

SIDE & REAR 1

TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25CM	12"/30CM	16"/40CM	20"/50CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
7TP jw (37mm)	24"/60CM	2	1	6	4+	Overworked
7TP jw (MG)	16"/40CM	3	3	2	6	

POLISH LUBLIN

7 POINTS

5x Rifle/MG team, 1x HMG team, 1x Anti-tank rifle team and Softskin Transport command card



MOTORISED MACHINE-GUN PLATOON



MOTIVATION

FEARLESS 3+

Fate of the Nation
Last Stand 3+

Fate of the Nation
Remount 3+

SKILL

VETERAN 3+

Heavy Weapon
Assault 4+

* INFANTRY UNIT * HEAVY WEAPON *



IS HIT ON

CAREFUL 4+

SAVE

Infantry 3+

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

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
HMG team	24"/60CM	6	2	2	6	

POLISH HEL KOP, KARPATY, MODLIN AND POMORZE

6 POINTS

Reinforce your Force with the following teams of a Rifle Company, roll a die:

Die Roll

- 1-2 9x Rifle teams
- 3-4 3x 37mm anti-tank gun
- 5-6 13x Rifle teams



RIFLE PLATOON



MOTIVATION

CONFIDENT 4+

Fate of the Nation
Last Stand 3+

Fate of the Nation
Rally 3+

SKILL

TRAINED 4+

* INFANTRY UNIT *



IS HIT ON

AGGRESSIVE 3+

SAVE

Infantry 3+

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

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Rifle team	16"/40CM	1	1	2	6	Slow Firing
OPTIONAL HMG team	24"/60CM	6	2	2	6	Assault 5+, Heavy Weapon
OPTIONAL Anti-tank rifle team	20"/50CM	1	1	4	5+	Assault 5+, Heavy Weapon, Slow Firing
OPTIONAL 46mm mortar team	16"/40CM	1	1	2	4+	Assault 5+, Overhead Fire, Slow Firing



37MM ANTI-TANK PLATOON



MOTIVATION

CONFIDENT 4+

Fate of the Nation
Last Stand 3+

Fate of the Nation
Rally 3+

SKILL

TRAINED 4+

Gun
Assault 5+

* GUN UNIT * GUN SHIELD *



IS HIT ON

AGGRESSIVE 3+

SAVE

Gun 3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	3+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
37mm anti-tank gun	24"/60CM	2	1	6	4+	Forward Firing

POLISH KRAKÓW, NAREW AND POZNAŃ

8 POINTS

Reinforce your Force with the following teams from the Cavalry regiment, roll a die:

Die Roll

- 1-2 6x Rifle teams, 2x Anti-tank rifle team
- 3-4 4x 37mm anti-tank gun
- 5-6 10x Rifle teams, 2x Anti-tank teams



CAVALRY SQUADRON

MOTIVATION
FEARLESS 3+

SKILL
VETERAN 3+

• INFANTRY UNIT • CAVALRY • DISMOUNT • LANCERS •

IS HIT ON
AGGRESSIVE 3+

SAVE
Infantry **3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	10"/25CM	20"/50CM	20"/50CM	2+
DISMOUNTED AS INFANTRY				
8"/20CM	8"/20CM	12"/30CM	12"/30CM	AUTO

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Rifle team	16"/40CM	1	1	2	6	6	Slow Firing
Anti-tank rifle team	20"/50CM	1	1	4	5+	5+	Assault 4+, Heavy Weapon, Slow Firing

CAVALRY 37MM ANTI-TANK PLATOON

MOTIVATION
FEARLESS 3+

SKILL
VETERAN 3+
Gun Assault **4+**

• GUN UNIT • GUN SHIELD •

IS HIT ON
AGGRESSIVE 3+

SAVE
Gun **3+**

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
4"/10CM	4"/10CM	6"/15CM	8"/20CM	3+

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
37mm anti-tank gun	24"/60CM	2	1	6	4+	4+	Forward Firing

POLISH CITY FORTIFICATIONS WARSAW, DANZIG AND LWÓW

While the fortified marker is still in effect (It is lost when the Polish first must retreat) you may add the following to your force:

2x Street Barricades – they offer concealment and bulletproof cover to infantry and gun teams and block LOS as trees. The are 2"/5cm deep and 8"/20cm wide.

1x 75mm field gun in a Nest. The Gun team is an Independent team.

Nest: The Nests are always Concealed and in Bulletproof Cover. Teams attacking a Nest must re-roll successful Firepower tests to Destroy it. Nests cannot Charge into Contact.

75MM ARTILLERY BATTERY

MOTIVATION
CONFIDENT 4+

Fate of the Nation **3+**
Last Stand
Fate of the Nation **3+**
Rally

SKILL
TRAINED 4+
Gun Assault **5+**

• GUN UNIT • GUN SHIELD • LARGE GUN • QUICK FIRE •

IS HIT ON
AGGRESSIVE 3+

SAVE
Gun **4+**

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

WEAPON	RANGE	ROF	HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
75mm field gun	64"/160CM	2	1	9	4+	4+	Forward Firing, Smoke Bombardment
or Direct Fire	20"/50CM	2	1	9	3+	3+	Forward Firing, Smoke



POLISH 1 DPP AND 2 DPP

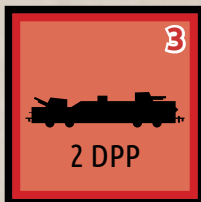
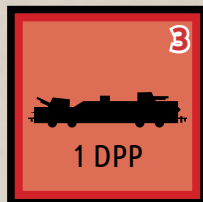
N/A

CANNOT BE EXCHANGED FOR POINTS

1x Locomotive, 2x Light Artillery Car

Light Artillery cars may be replaced with Heavy Artillery Cars

Like all special troops, they are removed at the end of the turn.



LOCOMOTIVE

ARMoured TRAIN



MOTIVATION

FEARLESS 3+

SKILL

TRAINED 4+



IS HIT ON

AGGRESSIVE 3+

ARMOUR

FRONT 3

SIDE & REAR 3

TOP 2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	RAIL DASH	CROSS
12"/30CM	-	-	36"/90CM	-

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Locomotive (MG)	16"/40CM	3	3	2	6	



LIGHT ARTILLERY CAR

ARMoured TRAIN



MOTIVATION

FEARLESS 3+

SKILL

TRAINED 4+



IS HIT ON

AGGRESSIVE 3+

ARMOUR

FRONT 3

SIDE & REAR 3

TOP 2

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Light Artillery Car (75mm)	64"/160CM	ARTILLERY		2	4+	Smoke Bombardment
or Direct Fire	20"/50CM	2	1	9	3+	Smoke
Light Artillery Car (75mm)	64"/160CM	ARTILLERY		2	4+	Smoke Bombardment
or Direct Fire	20"/50CM	2	1	9	3+	Smoke
Light Artillery Car (MGs)	16"/40CM	3	3	2	6	Train Machine-guns



HEAVY ARTILLERY CAR

ARMoured TRAIN



MOTIVATION

FEARLESS 3+

SKILL

TRAINED 4+



IS HIT ON

AGGRESSIVE 3+

ARMOUR

FRONT 3

SIDE & REAR 3

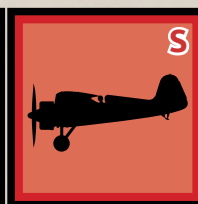
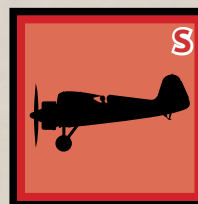
TOP 2

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Heavy Artillery Car (75mm)	72"/180CM	ARTILLERY		2	3+	Mixed Guns
or Direct Fire	20"/50CM	2	1	9	3+	Mixed Guns, Smoke
Heavy Artillery Car (100mm)	72"/180CM	ARTILLERY		2	3+	Mixed Guns
or Direct Fire	16"/40CM	1	1	8	2+	Brutal, Mixed Guns, Slow Firing,
Artillery Car Heavy (MGs)	16"/40CM	3	3	2	6	Train Machine-guns

POLISH AIR FORCE

They take no part in *Flames Of War* games but affect the game in a reactionary way. They are used to counter German or Soviet aircraft that in that battle only arrive on a 6 rather than a 4+ each turn.

Like all special troops, they are removed at the end of the turn.



SOVIET TROOPS

The following Soviet Firestorm troops can be found in *Barbarossa Forces on the Eastern Front, 1939-41*.

SOVIET 17 CORPS

5x T-28



16 POINTS

T-28

HEAVY TANK COMPANY

MOTIVATION

FEARLESS 3+

Purged Remount 5+

SKILL

GREEN 5+

Rear MG Assault 4+

IS HIT ON

RECKLESS 2+

ARMOUR

FRONT 3

SIDE & REAR 2

TOP 2

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20cm	10"/25cm	12"/30cm	14"/35cm	4+

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
T-28 (76mm)	20"/50cm	2	1	7	3+	Overworked	
T-28 (MGs)	16"/40cm	5	5	2	6		

SOVIET LEPELSKA AND SLUTSK

5x BT-7



10 POINTS

BT-7

TANK COMPANY

MOTIVATION

FEARLESS 3+

Purged Remount 5+

SKILL

GREEN 5+

IS HIT ON

RECKLESS 2+

ARMOUR

FRONT 2

SIDE & REAR 1

TOP 1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
10"/25cm	14"/35cm	20"/50cm	20"/50cm	5+

WEAPON	RANGE	HALTED	ROF	MOVING	ANTI-TANK	FIRE-POWER	NOTES
BT-7 (45mm)	20"/50cm	2	1	7	4+	Overworked	
BT-7 (MG)	16"/40cm	3	3	2	6		



SOVIET 4 CORPS, 15 CORPS AND 25 CORPS

9 POINTS

5x T-26 (45mm)



T-26

TANK COMPANY

MOTIVATION

FEARLESS 3+

Purged Remount 5+

SKILL

GREEN 5+

• TANK UNIT •

IS HIT ON

RECKLESS 2+

ARMOUR

FRONT	1
SIDE & REAR	1
TOP	1

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
8"/20CM	10"/25CM	12"/30CM	14"/35CM	4+

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
T-26 (45mm)	20"/50CM	2	1	7	4+	Overworked
T-26 (45mm) (MG)	16"/40CM	3	3	2	6	
OPTIONAL T-26 (Early)(Twin MG)	16"/40CM	4	4	2	6	

SOVIET AIR FORCE

N/A

CANNOT BE EXCHANGED FOR POINTS

2x I-153 'Chaika'



I-153 'CHAIKA'

ASSAULT COMPANY

MOTIVATION

FEARLESS 3+

SKILL

GREEN 5+

• AIRCRAFT UNIT •

IS HIT ON

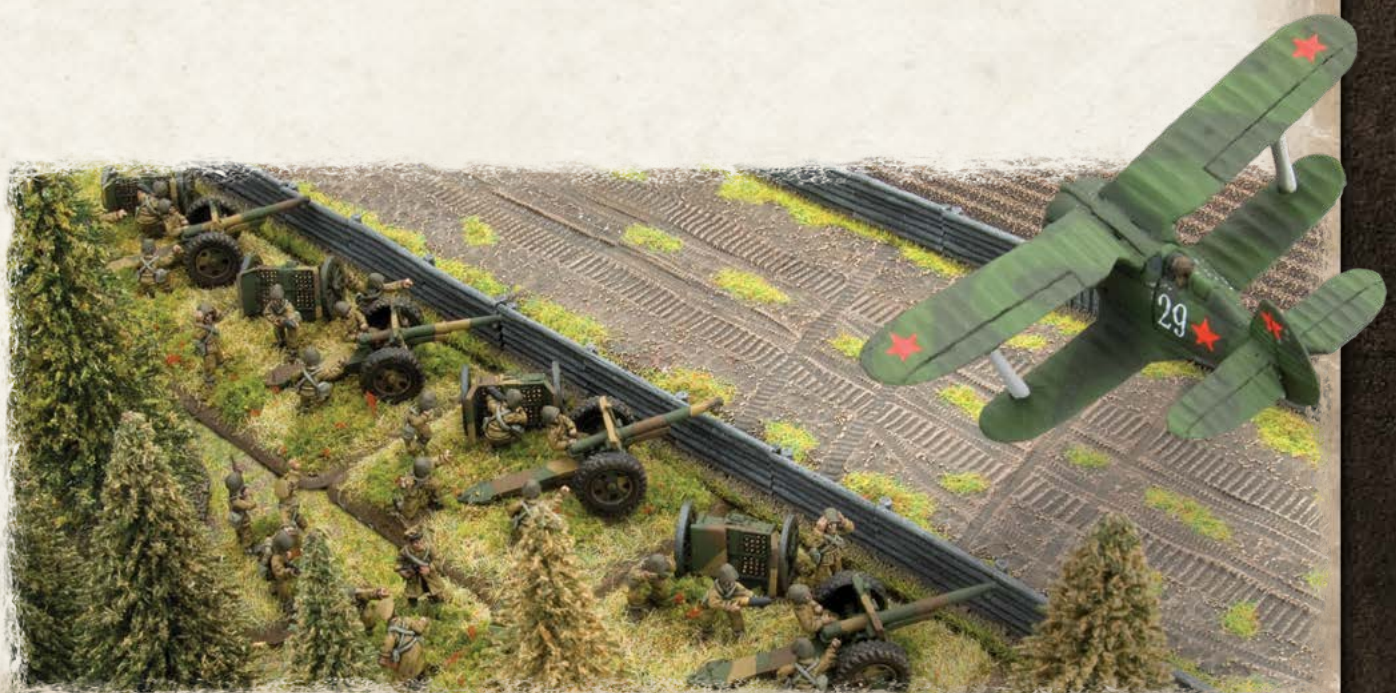
AIRCRAFT 5+

SAVE

Aircraft 3+

TACTICAL	TERRAIN DASH	CROSS COUNTRY DASH	ROAD DASH	CROSS
UNLIMITED				AUTO

WEAPON	RANGE	ROF HALTED	MOVING	ANTI-TANK	FIRE-POWER	NOTES
Quad 7.62mm	6"/15CM	-	3	2	6	
100 lb bombs	6"/15CM	ARTILLERY		2	4+	Bombs



GENERAL'S WARGAME

INTRODUCTION

I am speaking to you from the Cabinet Room at 10, Downing Street. This morning the British Ambassador in Berlin handed the German Government a final Note stating that unless we heard from them by 11 O'clock that they were prepared at once to withdraw their troops from Poland a state of war would exist between us. I have to tell you now that no such undertaking has been received, and that consequently this country is at war with Germany.

— Neville Chamberlain, Prime Minister of the United Kingdom, 3 September 1939.

Generals have used wargames to test their plans for centuries. Manoeuvring pieces around on maps instead of troops on the battlefield allows them to fight battles in a matter of hours rather than days, and at little cost especially if they lose. If their strategy works, they can then apply it in the real battle. If it fails, they can come up with another plan before they must commit their soldiers' lives in action. We strongly encourage you to play a few games as a General's Wargame before playing *Firestorm: Poland* as a full campaign.

In the General's Wargame you command the German/Soviet or Polish forces during the Invasion of Poland in 1939. As the General, you experience the ebb and flow of a large campaign that will decide the course of the war. This *Firestorm* is designed to be historical so for the German/Soviets it is a game of brutal invasion, and for the Polish a desperate defence. It is modelled on the actual fighting, and you might learn a thing or two. The General's Wargame is a fast-paced two-player game based on *Firestorm: Poland* that takes between a half an hour and an hour to play. When both players are constantly involved in planning and executing attacks, time flies and the hardest question is whether you can fit in another game!

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

Got a quiet evening? Grab a friend and relax with some drinks and snacks around the kitchen table! Travelling and want to take a game along? Grab *Firestorm: Poland* 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: Poland* campaign. Before the campaign begins, you should run through a few games of The General's Wargame to test out your strategies and see how they perform. Just like history's generals, this experience will help you make winning plans when the real campaign begins. You can also set up your map to match the campaign map and try out plans for the next turn. Run through each strategy a few times to see the most likely outcome and then write your battle plan accordingly.

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

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



PLAYING THE GENERAL'S WARGAME

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

HYBRID GAME

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

ORDER ONE – PLANNING PHASE

1. Plan your strategy
2. Place your Battle Arrows

ORDER TWO – BATTLE PHASE

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

ORDER THREE – STRATEGIC PHASE

1. Determine who won each area
2. Remove aircraft
3. Remove any special Firestorm Troops
4. March Movement
5. Polish voluntary removal
6. Determine supply
7. Total your victory points

GENERAL'S WARGAME SETUP

Initial Setup is the same as for the main game.

ORDER ONE – PLANNING PHASE

1. PLAN YOUR STRATEGY

You need a strategy to guide your actions in the campaign. This strategy is all about taking enemy-held objectives and holding the ones you already have. These objectives bring victory points to your army. Think about using flanking manoeuvres, counter attacks, cutting enemy supply lines and encircling enemy troops to secure victory. Whatever you do, stick to your plan but remain flexible. Your foe and the fortunes of war will rarely be predictable. A versatile approach to battle planning will allow you to adjust your strategy as events unfold.

2. PLACE YOUR BATTLE ARROWS

In *Firestorm: Poland* only German's place battle arrows until turn 4 when the Soviets can also place battle arrows. All battle arrows for the turn are placed at this time. To place a battle arrow, you pick an area belonging to you and has at least one friendly ground firestorm unit. A battle arrow is placed between two areas, and the battle takes place in the area attacked into. The attacker must place one and may place two Firestorm units in the attack. You can place as many battle arrows as you can at the start of the turn, and it is possible to attack one location from two areas.



POLISH COUNTERATTACK

The Polish side has one counterattack counter and may play this once in the game before the Germans/Soviets place any battle arrows. This allows the Polish to place one battle arrow from one of their areas into an enemy area. The Polish side then assigns Firestorm Troops to the attack and may even assign an Armoured Train to the attack. The enemy cannot attack from **this area this turn**, but it does not affect other areas. Work out the attack as normal.

Historically the Polish managed a major counterattack at the **Battle of the Bzura**. The battle took place west of Warsaw, near the Bzura River. The Polish achieved some initial success, pushing the Germans back and damaging two divisions, but then the Germans recovered and after ten days it resulted in the destruction of the Poznań and Pomorze Armies. The Germans won in the end but had been delayed in their advance.

ORDER TWO – BATTLE PHASE

My soldiers fought in one of the biggest and most destructive battles of all times.

*- General der Infanterie Johannes Blaskowitz,
on the Battle of Bzura, 20 September 1939*

1. DETERMINE THE BATTLE AREA

Pick an area with a battle arrow to fight for.

2. CHOOSE THE FIRESTORM TROOPS

From the Firestorm Troops available allocate one to the battle. You may pick any two. In addition to two Firestorm Troops, you may allocate aircraft and the battleship Schleswig-Holstein to the battle, even if you exceed two Firestorm Troops.

FIRESTORM TROOP BONUSES

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

FIRESTORM TROOP BONUSES



Combat value of
Firestorm Troops in
the General's Wargame

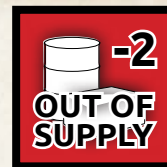
FORTIFIED CITIES



At the start of this game place the city counters on top of each of these cities. While they are in play the Polish player adds +1 in the Generals Game to his force (they do not count as staking). The first time the Germans or Soviets win a battle in this area they do not capture the city area. They move back as they had lost, and it remains in Polish control. The marker however is removed. So do any benefits the Polish side had from having the marker. From then on Germans or Soviets can capture the city as normal. Danzig is an exception. Both Polish and German units can remain in the city, although it counts as being in Polish control until all Polish forces have retreated or been eliminated.

3. CHECK FOR SUPPLY

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



4. RESOLVE THE BATTLE

Generals plan to win battles by committing their strongest and freshest troops against the enemy's weaknesses. However, despite the best laid plans of generals, it is fortune that ultimately decides battles. The battle is decided on the roll of the dice. Each player rolls a die and adds the Firestorm Troop Bonuses for the Firestorm Troops that they committed. The higher roll wins the battle. A tie with both players rolling the same score results in a draw in which the attack loses. The Combat value of the Firestorm Troops is marked on the top right corner of the counters. Total these bonuses.

TERRAIN IN THE GENERALS GAME

Different terrain that is attacked into gives the defender a bonus to his total added to the dice. Most of the map is open areas and they do not affect the battle. The areas that affect the battle are as follows:

TERRAIN

Cities

+1
(this is in addition to Fortified cities, if the city is also fortified then the bonus is +1 and +1 for a total of +2)

Mountains and Marshes +1 bonus to the defender

Area River Boundary (Main rivers)

If all attacking forces are attacking over a Area River Boundary then the defender gets an additional +1 for defence

ORDER THREE – STRATEGIC PHASE

1. DETERMINE WHO WON EACH AREA

This is done simultaneously for all areas. In the areas that you fought this turn determine who was victorious. The attacker, the one who placed an arrow in the area wins if they have a total of more victories than the defender and draws. Otherwise, the defender wins. If the attacker wins the defender must withdraw their Firestorm Troops to any friendly adjacent location. If the defender wins the attacker must retreat where they came from.

If it is not possible to retreat to a friendly location, the Firestorm Troops are captured. Note, that the defender cannot retreat into another area that was also lost in this turn. Remember the stacking limit of three on ordinary Firestorm Troops.

2. REMOVE AIRCRAFT

Remove Aircraft Firestorm Troops and place them back in their box on the map for next turn.

3. REMOVE ANY SPECIAL FIRESTORM TROOPS

Remove and discard any special Firestorm Troops/Tokens used in this turn. Special Firestorm Troops can be recognised easily as they have a red line inside the black box line. Only remove special Firestorm Troops/Tokens that were used. The others are still in the game. They do not count as captured.

4. MARCH MOVEMENT

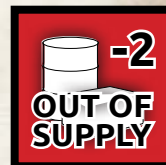
Any Firestorm Troops that did not take part in any battles may now move to any adjacent friendly area to redeploy. You must observe the stacking rules, and you cannot enter enemy controlled areas. Any Firestorm Troops that were in a combat cannot make a March Movement. If an area has two Firestorm Troops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

5. POLISH VOLUNTARY REMOVAL

From turn 4, any Polish Firestorm troops in areas P15 and P16 may retreat or march into Romania. If they do so, they will be removed from the game. These soldiers will form the nucleus of the Polish Army in Exile in the west and in the game, they do not count as captured but award the Polish side victory points. It was part of the Polish plan to withdraw to the southeast and possible escape through the Romanian Bridgehead.

5. DETERMINE SUPPLY

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



- Germans trace supply to any German area, marked G1 to G5.
- Polish trace supply to any of the three cities Danzig, Lwów and Warsaw.
- Soviets trace supply to the Soviet areas S1 or S2.



7. TOTAL YOUR VICTORY POINTS

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



FIRESTORM: POLAND TERMS

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

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

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

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

Campaign Turn: The campaign is divided into five campaign turns. In each turn battles are determined and fought.

Campaign Victory Points: Campaign victory points are used to measure the success of each side in the campaign. Campaign victory points are awarded for capturing cities and other objectives, and for surrounding and capturing enemy forces. There are also special victory conditions that have an automatic win.

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

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

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

Firestorm Troops: Firestorm Troops are tokens or miniatures representing the key units in the campaign. Firestorm Troops can be committed to a battle giving extra troops in the *Flames Of War* game that decides its outcome. Only two Firestorm Troops of the same side can be in the same area and only one Firestorm Troop can be committed to a battle.

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

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

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

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



FIRESTORM BATTLE RESULTS

TURN

AREA: PLAYERS/FORCES:

RESULT

FIRESTORM POLAND

