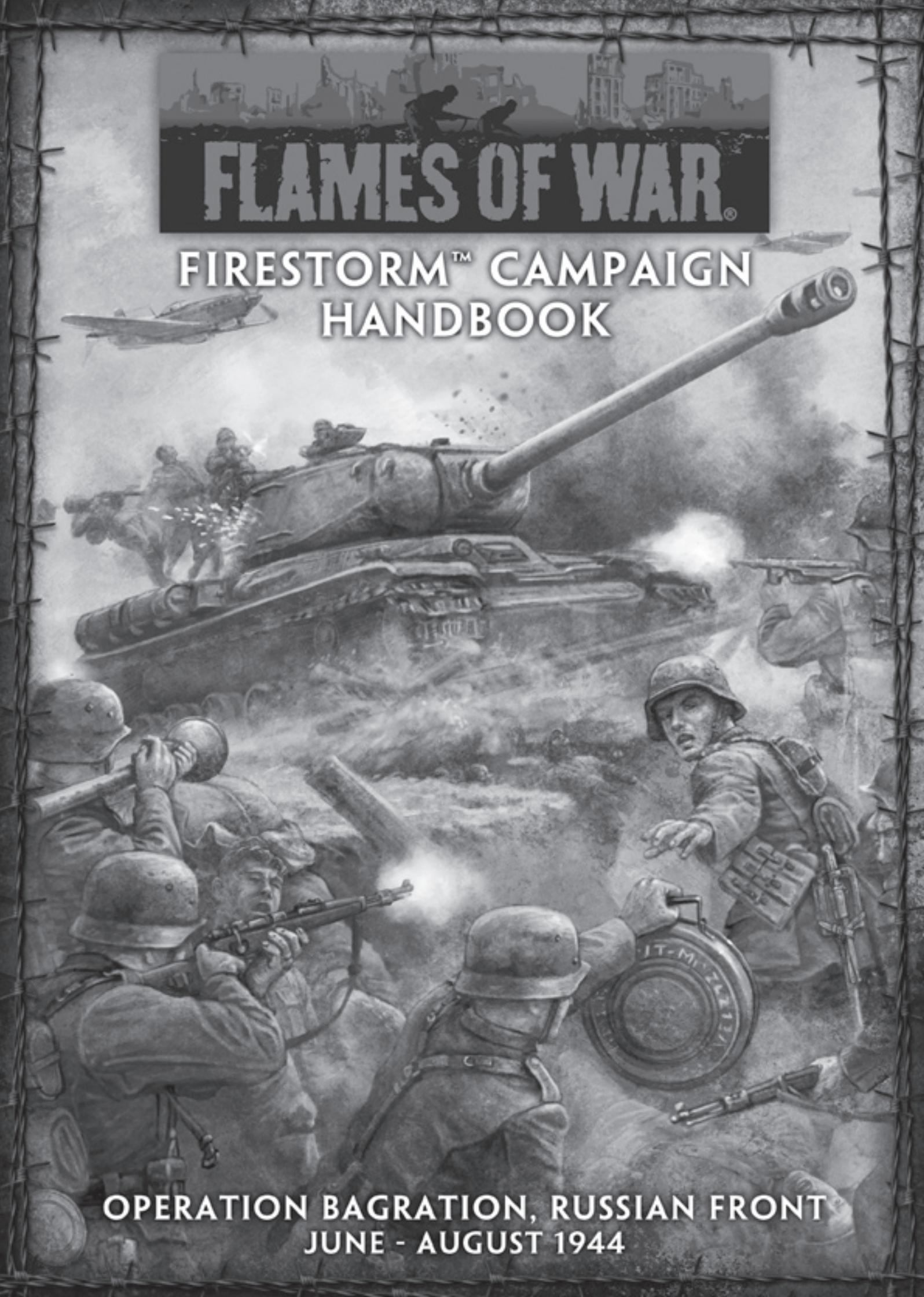




FLAMES OF WAR®

FIRESTORM™ CAMPAIGN HANDBOOK



OPERATION BAGRATION, RUSSIAN FRONT
JUNE - AUGUST 1944

The illustration depicts a chaotic battle scene on the Russian front during Operation Bagration. In the center, a large tank with a long barrel is firing, with soldiers on top. To the left, soldiers are in a trench, one using a mortar. In the foreground, a soldier aims a rifle while another looks on. To the right, a soldier carries a large circular object labeled 'IT-MI' and 'VELE'. The background shows a war-torn city with smoke and a plane flying in the sky. The entire scene is framed by a barbed wire border.

BATTLE PLAN

DATE: _____

TURN: _____

COMMANDERS STANDING ORDERS

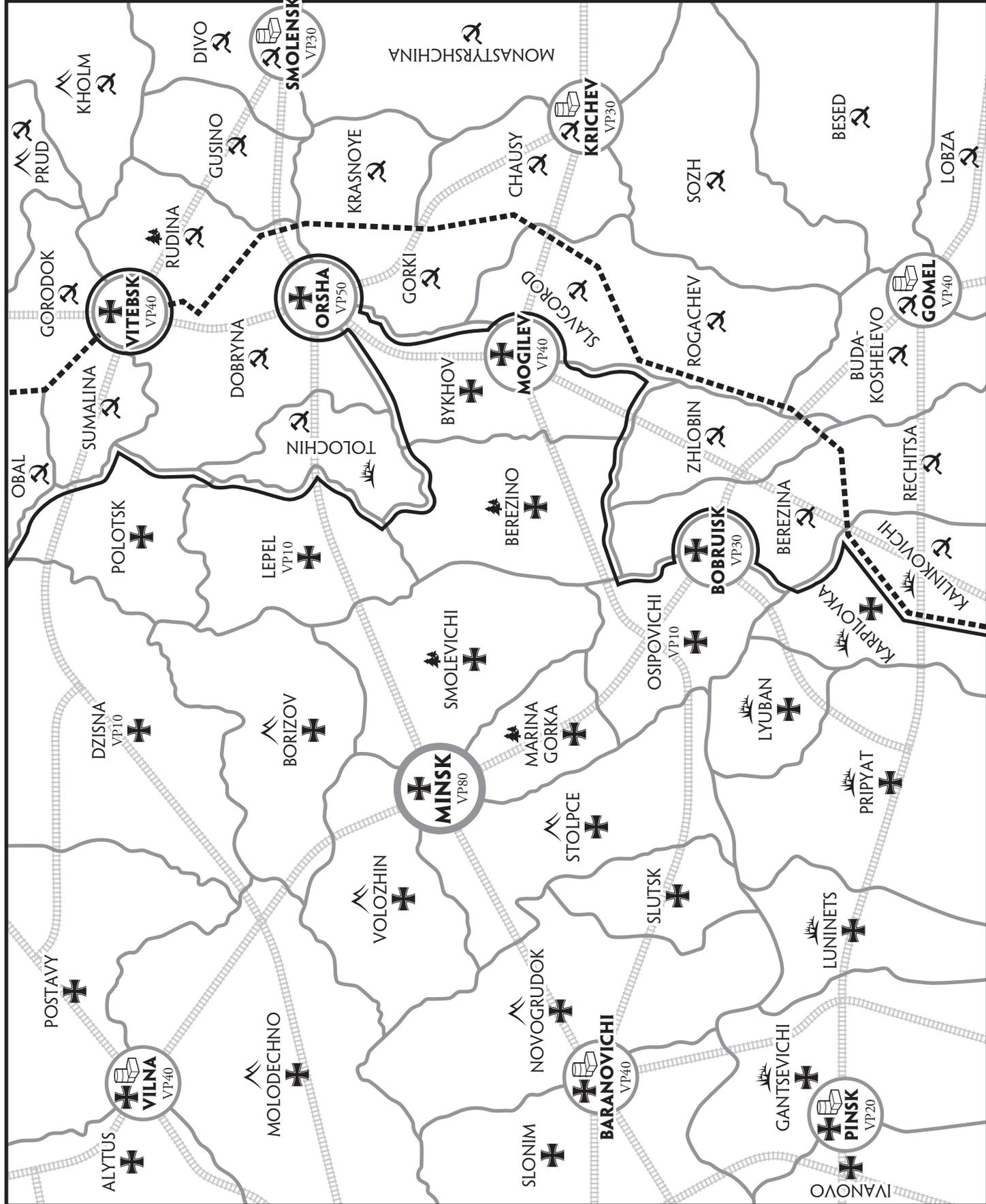
Primary Objective: _____

Secondary Objective: _____

Tertiary Objective: _____

Special Instructions: _____

KEY	
	Hills
	Forests
	Marshes
	Supply Depot
	Fortified Boundary



COMMANDER'S CHECKLIST

ORDER ONE - MANOEUVRE STEP

1. SELECT AN OPPONENT (PAGE 18)

- Find an opposing Commander and challenge them to a game of *Flames Of War*.

2. ROLL FOR INITIATIVE (PAGE 18)

- Both Commanders roll a die. The player with the highest roll wins the initiative. Soviets win ties.

3. PLACE A BATTLE ARROW (PAGE 18)

- Player with Initiative places a Battle Arrow pointing into the area they are attacking.

4. CHOOSE FIRESTORM TROOPS (PAGE 19)

- Each player may add up to two Firestorm Troops from the areas being fought over to their *Flames of War* force.

5. CHECK FOR SUPPLY (PAGE 19)

- Any area that is connected to a friendly Supply Depot by a continuous rail line through friendly-controlled areas is in supply.
- An Engineer Firestorm Troop is in supply if it is in an area adjacent to an area that is in supply. Any Firestorm Troops in an area adjacent to an Engineer Firestorm Troop that is in supply are also in supply.
- If their area is out of supply, the Commander rolls on the Out of Supply Table to determine the effect on their force.

OUT OF SUPPLY TABLE

Die Roll	Effect
1 or 2	Morale reduced. For the duration of the battle all Fearless platoons are treated as Confident, Confident platoons are treated as 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 1500-point force, you now only have 1200 points for the battle. Firestorm Troops are not affected.
5	No Effect.
6	Fight to the Death. For the duration of the battle all Reluctant platoons are treated as Confident, Confident platoons are treated as Fearless, and Fearless platoons pass all Motivation Tests on a roll of 2+.

ORDER TWO - COMBAT STEP

1. IDENTIFY THEIR MISSION (PAGE 21)

- Choose the mission with your opponent or use the Terrain Missions Table.

TERRAIN MISSIONS TABLE

Area	Die roll				
	1 or 2	3	4	5	6
Plains	Free-for-All	Encounter	No Retreat	Breakthrough	Fighting Withdrawal
Hills	Free-for-All	Encounter	Encounter	Fighting Withdrawal	Breakthrough
Marshes	Free-for-All	Encounter	No Retreat	Breakthrough	Fighting Withdrawal
Forests	Free-for-All	Encounter	No Retreat	Breakthrough	Cauldron
Cities	Free-for-All	Encounter	No Retreat	Cauldron	Not One Step Back
Fortified Line	Free-for-All	Encounter	Breakthrough	Trench Fight	Big Push or No Retreat

2. PLAY FLAMES OF WAR BATTLE (PAGE 22)

- Play the mission you have selected as a *Flames Of War* battle. Don't forget your Firestorm Troops and any fortifications the Germans get for defending a city or fortified boundary.

ORDER THREE - AFTER ACTION STEP

1. ROLL TO DESTROY (PAGE 23)

- For each Firestorm Troop used in the battle consult the Roll To Destroy Table to see if it is destroyed.

ROLL TO DESTROY TABLE

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

2. RETREAT DEFEATED TROOPS (PAGE 23)

- The defeated Commander must retreat all remaining Firestorm Troops from the area.

3. ADVANCE VICTORIOUS TROOPS (PAGE 23)

- The victorious Commander may move up to four Firestorm Troops into the area starting with the Firestorm Troops used in the battle.

GENERAL'S CHECKLIST

ORDER ONE - PLANNING PHASE

1. PLAN YOUR STRATEGY (PAGE 26)

- Plan your Battle Strategy for each Campaign Turn.

2. WRITE YOUR BATTLE PLAN (PAGE 27)

- Draw the Battle Plan identifying your objectives.

3. BRIEF YOUR COMMANDERS (PAGE 28)

- Make sure your Commanders understand what your plan entails.

ORDER TWO - BATTLE PHASE (SEE COMMANDER'S CHECKLIST)

ORDER THREE - STRATEGIC PHASE

1. CONDUCT PARTISAN & POLIZEI ACTIVITIES (PAGE 29)

- Soviet General places Partisan Firestorm Troops on rail lines.
- German General places Polizei Firestorm Troops on the map.

2. MAKE EXPLOITATION MOVES (PAGE 30)

- Soviet General makes up to two exploitation moves.
- German General makes up to two exploitation moves.

Supply (Engineer) Truck, Field Artillery, Aircraft, Armoured Train, Polizei and Partisan Firestorm troops may not make Exploitation Moves.

3. BRING IN REINFORCEMENTS (PAGE 30)

- Soviet General places all Firestorm Troops from their Reinforcement Pool on Soviet Supply Depots.
- German General places all Firestorm Troops from their Reinforcement Pool on German Supply Depots.

4. MAKE STRATEGIC MOVES (PAGE 30)

- Soviet General makes all of their Rail or March Movements.
- German General makes all of their Rail or March Movements.

5. TOTAL YOUR VICTORY POINTS (PAGE 32)

- Both Generals total their current Campaign Victory Points and adjust the Victory Point Indicator as needed.

ORGANISER'S CHECKLIST

1. CHOOSE THE CAMPAIGN SCENARIO (PAGE 49)

- Choose either the 26 June 1944 Campaign or the 22 June 1944 Extended Campaign.

2. ORGANISE THE VENUE (PAGE 49)

- Arrange the campaign's tables and times with the store or club.

3. ARRANGE GAME DAYS (PAGE 50)

- Select the time, location and length of your Campaign Turns and arrange specific gaming days.

4. PROMOTE THE CAMPAIGN (PAGE 51)

- Set up sign-up sheets, handouts, advertisements, and events.

5. PREPARE THE MAP AND TERRAIN (PAGE 52)

- Set up the Campaign Map and build any extra terrain you will need.

6. SET UP THE CAMPAIGN (PAGE 52)

- Place Firestorm Troops on the Campaign Map and have players choose their teams.

7. RUN THE CAMPAIGN (PAGE 53)

- Oversee the completion of each Campaign Turn.

- Promote the next Campaign Turn.

8. CELEBRATE THE END OF THE CAMPAIGN (PAGE 53)

- Set up and run final events and awards.



