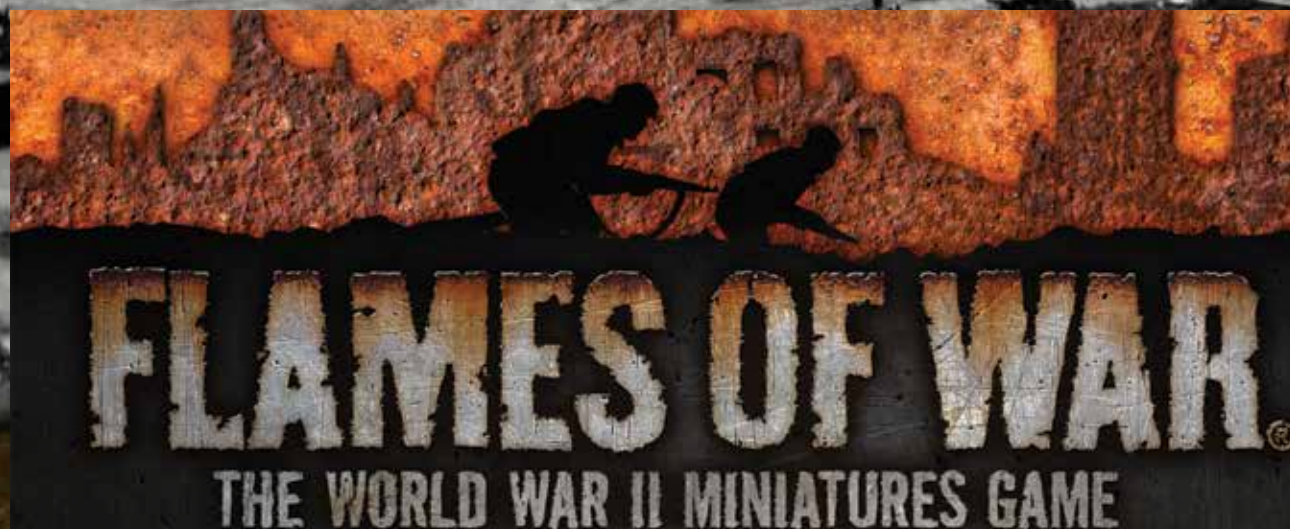


FIRESTORM OVERLORD REVISED



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 mainland of Europe.

B.L. Montgomery

General

C.inC. 21 Army Group

WE STAND ON THE SHOULDERS OF GIANTS

Thank you for your interest in our update and revised edition of Firestorm: Overlord for Flames of War 4th Edition. This project has been one of passion, planned and discussed over many years but finally put into action now. We cannot take credit for this; it is based upon the efforts of many more who laid the groundwork for us more than 10 years ago. This edition seeks to update the Firestorm Campaign to the current edition of the rules, and smooth out some of the kinks and balancing issues of the original. It ties our past to our present, one generation of players to next, as this game keeps alive the stories and connections of our past, lest we forget.

- Matthew Dixon and Ken Snell
Canberra, Australia February 2025

ORIGINAL ACKNOWLEDGEMENT

This campaign is the result of a constructive collaboration between the Canberra Flames of War Group and the extended Battlefront community. Its genesis was guided by other Battlefront campaigns in particular Firestorm—Bagration in which we have sought to design a campaign that traces the first five weeks of the invasion of Western Europe.

Our first full play test with 26 eager and willing commanders in October 2013 was highly successful and provided a rich source of lessons learnt that have been incorporated into this version. Our thanks go to the warriors of the Canberra Group that played in that campaign.

We would like to acknowledge the 'heavy-lifters' who have seen this through to deliver the campaign, in particular:

- Canberra Group: John McGarry, Larry Wood, Robert Mun, Ken Snell, Craig Jones, Scott Cooper, Martin Carrick and John Crispin.

- Jokull Gislason, who provided much inspiration and conceptual thought.

- Phil Yates, who provided input into the campaign map, rules interpretation and most importantly highlighted practical impacts upon game play, and ongoing sage like advice.

We hope you enjoy the campaign and would love to hear about your experiences as you fight towards victory in Western Europe.

Ken Snell and Robert Mun
Canberra, Australia June 2014

DISCLAIMER

This campaign has been designed around the established Battlefront Firestorm game system, with core elements from both Firestorm—Bagration and Firestorm—Market Garden. It is assumed that tournament organisers and players will have a working knowledge of the campaign flow and dynamics involved in those systems. There has been no attempt to change those game mechanics; rather the rules found in this booklet have been developed to reflect the operational conditions experienced during the Allied invasion of Normandy.

THE INVASION OF EUROPE

"...the first 24 hours of the invasion will be decisive...the fate of Germany depends on the outcome. For the Allies, as well as Germany, it will be the longest day."

Feldmarschall Erwin Rommel

"Your task will not be an easy one. Your enemy is well trained, well equipped, and battle-hardened. He will fight savagely...I have full confidence in your courage, devotion to duty, and skill in battle. We will accept nothing less than full victory."

General Dwight D. Eisenhower

In the spring of 1944, General Dwight D. Eisenhower, the Allied Supreme Commander in Europe, had to make one of the most important decisions of World War II. Hundreds of thousands of Allied troops, sailors, and airmen awaited his orders to begin Operation Overlord, the invasion of Europe. Eisenhower had already delayed Overlord for a month and postponed other military operations to allow the Allies enough time to build and gather together the landing craft they needed. He now set a date, June 5, 1944.

The original focus was to be a combined Overlord – Dragoon operation originally scheduled for May 1944 but at the time Winston Churchill felt that continued operations in Italy and elsewhere in the Mediterranean would afford better use of resources, furthermore any amphibious operation would detract from the Normandy landings.

OPERATION OVERLORD

Allied planners knew they could not control the weather for D-Day. Late on the evening of June 2, 1944, Eisenhower, his top generals, and British Prime Minister Winston Churchill met to review the weather forecast. The news was not good, D-Day, June 5, promised cloudy skies, rain, and heavy seas. Eisenhower decided to wait another day to see whether the forecast might improve. Less than 24 hours before the scheduled invasion Eisenhower gathered his advisers again. The forecast indicated that the rain would stop and there would be breaks in the clouds by mid-afternoon June 5. Eisenhower decided to change D-Day to June 6.

The D-Day operation of June 6, 1944 brought together the land, air and sea forces of the allied armies in what became known as the largest seaborne invasion force in human history. The operation, given the codename OVERLORD, delivered five assault divisions to the beaches of Normandy, France. The beaches were given the codenames UTAH, OMAHA, GOLD, JUNO and SWORD. The invasion force stood off the Normandy coast of France as dawn broke on 6 June 1944: 9 battleships, 23 cruisers, 104 destroyers, and 71 large landing craft of various descriptions as well as troop transports, and mine sweepers, the largest armada ever assembled. The naval bombardment that began at 0550 that morning detonated large minefields along the shoreline.

The invasion force included 7,000 ships and landing craft manned by over 195,000 naval personnel from eight allied countries. Almost 133,000 troops from Great Britain, Canada, France and the United States landed on D-Day. Combined casualties during the landing numbered 10,300. By June 30th, over 850,000 men, 148,000 vehicles, and 570,000 tons of supplies had landed on the Normandy shores.

THE BEACHES

British forces on Sword Beach came ashore with light casualties. They advanced about 8 kilometres by the end of the day but failed to make some of the deliberately ambitious targets set by Montgomery. In particular, Caen, a major objective, was still in German hands by the end of D-Day and would remain so until Operation Charnwood on 9 July.

The Canadian forces that landed on Juno Beach faced machine-gun nests, pillboxes, other concrete fortifications and a seawall twice the height of the one at Omaha Beach. Juno was the second most heavily defended beach on D-Day, next to Omaha. Despite the obstacles, the Canadians were off the beach within hours and advancing inland with minimal casualties. The Canadians were the only units to wholly reach their D-Day objectives, although most units fell back a few kilometres to stronger defensive positions.

At Gold Beach, the casualties were also heavy, because the Germans had strongly fortified a village on the beach. However, the 50th (Northumbrian) Infantry Division overcame these difficulties and advanced almost to the outskirts of Bayeux by the end of the day. The link with commando units securing the Port-en-Bessin gave the Allies a base to deploy their PLUTO pipeline, as an alternative to the experimental 'Tombola', a conventional tanker ship-to-shore storage system.

The Americans who landed on Omaha Beach faced the veteran German 352nd Infantry Division, one of the best trained on the beaches. Furthermore, Omaha was the most heavily fortified beach, and the majority of landings missed their assigned sectors. Commanders considered abandoning the beachhead but small units of infantry, often forming ad hoc groups, eventually infiltrated the coastal defences. Further landings were able to exploit the penetrations and by the end of day two footholds had been established. The tenuous beachhead was expanded over the following days and the D-Day objectives were accomplished by D+3.

At Pointe du Hoc, the task for the 2nd Ranger battalion commanded by Lt. Colonel James Rudder, was to scale the 30 metres cliffs under enemy fire and grenades with ropes and ladders and then destroy the guns there. The beach fortifications were vital targets since a single artillery forward observer based there could have directed fire on the US beaches. The Rangers were eventually successful and captured the fortifications. They then had to fight for 2 days to hold the location, losing more than 60 percent of their men.

Casualties on Utah Beach, the westernmost landing zone, were the lightest of any beach, at 197 out of the roughly 423,000 troops that landed. Although the 4th Infantry Division troops that landed on the beach found themselves too far to the southeast, they landed on a lightly defended sector that had relatively little German opposition and the 4th Infantry Division was able to press inland by early afternoon, linking up with the 101st Airborne Division.

Once the beachhead was established, the Mulberry Harbours were made operational around 9 June. One was constructed at Arromanches by British forces, the other at Omaha Beach by American forces. Severe storms on 19 June interrupted the landing of supplies and destroyed the Omaha harbour. The Arromanches harbour was able to supply around 9,000 tons of materiel daily until the end of August 1944, by which time the port of Cherbourg had been secured by the Allies.

Despite this, the German 21st Panzer Division mounted a counterattack, between Sword and Juno beaches and succeeded in nearly reaching the channel. Stiff resistance by anti-tank gunners and fear of being cut off caused them to withdraw before the end of 6 June. According to some reports, the sighting of a wave of airborne troops flying over them was instrumental in the decision to retreat.

The Allied invasion plans had called for the capture of Carentan, St. Lô, Caen and Bayeux on the first day, with all the beaches linked except Utah and Sword (the last linked with paratroopers) and a front line 10 to 16 kilometres (6.2 to 9.9 mi) from the beaches; none of these had been achieved. Casualties had not been as heavy as some had feared (around 10,000 compared to the 20,000 Churchill had estimated) and the bridgeheads had withstood the expected counterattacks.

CHERBOURG

In the western part of the lodgement, US troops were to occupy the Cotentin Peninsula, especially Cherbourg, which would provide the Allies with a deep-water harbour. The country behind Utah and Omaha beaches was characterised by bocage; ancient banks and hedgerows, up to 3 metres (9.8 ft) thick, spread 100 to 200 metres (330 to 660 ft) apart, both seemingly being impervious to tanks, gunfire and vision, thus making ideal defensive positions. The US infantry made slow progress and suffered many casualties as they pressed towards Cherbourg. The airborne troops were called on several times to restart an advance. The far side of the peninsula was reached on 18 June. Hitler prevented German forces from retreating to the strong Atlantic Wall fortifications in Cherbourg and after initially offering stiff resistance, the Cherbourg commander, Lieutenant General von Schlieben, capitulated on 26 June. Before surrendering

he had most of the facilities destroyed, making the harbour inoperable until the middle of August, by which time the combat front had moved so far east that it was less helpful.

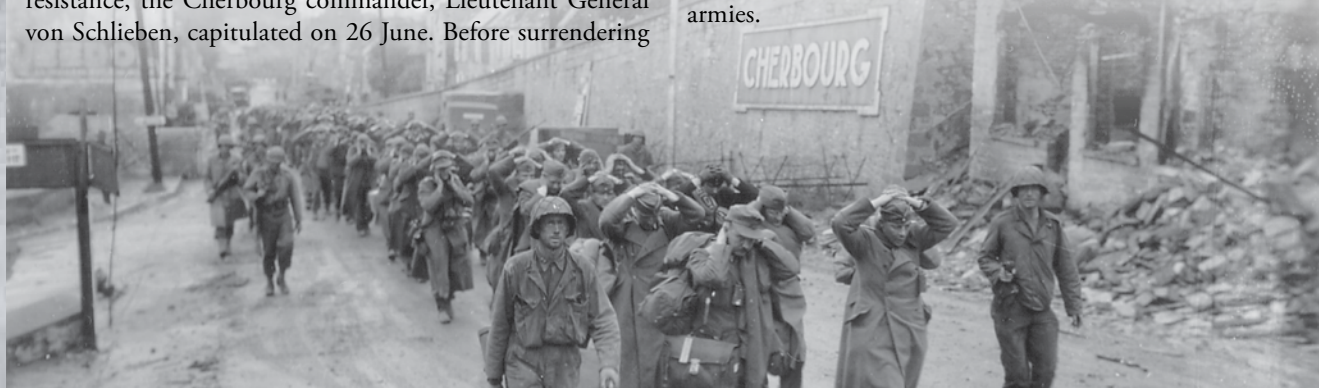
CAEN

While the Americans headed for Cherbourg, British forces moved towards the city of Caen. Believing Caen to be the "crucible" of the battle, Montgomery made it the target of a series of attacks. The first was Operation Perch, which attempted to push south from Bayeux to Villers-Bocage where the armour could then head towards the Orne and envelop Caen but was halted at the Battle of Villers-Bocage. After a delay owing to the difficulty of supply because of storms from 17 June until 23 June, a German counterattack (which was known through Ultra intelligence) was forestalled by Operation Epsom. Caen was severely bombed and then occupied north of the River Orne in Operation Charnwood from 7 July until 9 July. An offensive in the Caen area followed with all three British armoured divisions, codenamed Operation Goodwood from 18 July until 21 July that captured the high ground south of Caen while the remainder of the city was captured by Canadian forces during Operation Atlantic. A further operation, Operation Spring, from 25 July until 28 July, by the Canadians secured limited gains south of the city at a high cost.

BREAKOUT FROM THE BEACHHEAD

An important element of Montgomery's strategy was to cause the Germans to commit their reserves to the eastern part of the theatre to allow an easier breakout from the west. By the end of Operation Goodwood, the Germans had committed the last of their reserve divisions; there were six and a half Panzer divisions facing the British and Canadian forces compared to one and a half facing the United States armies. Operation Cobra was launched on 25 July by the US 1st Army and was extremely successful with the advance guard of VIII Corps entering Coutances at the western end of the Cotentin Peninsula on 28 July, after a penetration through the German lines.

On 1 August, VIII Corps became part of Lieutenant General George S. Patton's newly arrived US 3rd Army. On 4 August, Montgomery altered the invasion plan by detaching a Corps to occupy Brittany and hem the German troops there into enclaves around the ports, while the rest of the Third Army continued east. The US 1st Army turned the German front at its western end. Because of the concentration of German forces south of Caen, Montgomery moved the British armour west and launched Operation Bluecoat from 30 July until 7 August to add to the pressure from the United States armies.



FIRESTORM—OVERLORD

Firestorm—Overlord covers the period from D-Day to D+35, in the British and US sectors, using the Firestorm system. This campaign allows you to re-fight 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.

This campaign can be played in a number of iterations – on a smaller scale by playing either the US or British Sectors, or not including the landings and starting from D+1.

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.

WHY PLAY A CAMPAIGN?

The short answer is to play more games, and to have those games mean something in a larger and more strategic 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 key terrain, 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.

THE OVERLORD CAMPAIGN

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

CAMPAIGN TURNS

Firestorm—Overlord has five Campaign Turns in the overall campaign. Initiative will initially lay with the Allies, but the Germans quickly recover and may wrest that initiative as the campaign progresses.

TIMESCALE BY ROUND

ROUND ZERO (PREGAME INVASION DAY)	D-DAY 6TH OF JUNE
Round 1	7 – 14 June
Round 2	15 – 22 June
Round 3	23 – 30 June
Round 4	1 – 7 July
Round 5	8 – 15 July

BATTLES PER CAMPAIGN TURN

Firestorm—Overlord was designed from the outset as a tournament campaign and is balanced for 7 battles per sector per turn (total 14). In the tournament format, with significantly less than this, the Allies will have a limited opportunity to achieve their historical objectives. If there are insufficient players, we recommend that either only a single sector (US or British) is played (7 battles per turn) or the additional battles are played as Generals Game battles, placed simultaneously at the start of the turn with all the tournament arrows.

When using Firestorm—Overlord as a Generals Game, players should roll 2d6+4 as the number of battle arrows to place. This gives a lower average number of battles per turn than the tournament game. The reason for this is that in the Generals Game the arrows are placed after the resolution of each battle, so that it is much easier for the Allies to exploit the results from early in a turn to drive deep into German lines (and of course risk the penetration being cut off!).

FLEXIBILITY

As with any Firestorm Campaign you are allowed certain flexibility. Firestorm: Overlord is intended to be fun so if you all agree then feel free to make 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. Firestorm: Overlord is best suited for standard 100 point games (we recommend 100 points as optimal which sees firestorm units playing an influential, but not overpowered, role in the wider campaign), but you certainly can play whatever points you and your opponent would like. The aim is to ensure that Firestorm units are influential at key points. Small games are generally resolved more quickly and remember that you add the Firestorm Units to this total so the games are in effect bigger.

This campaign is revised to work with the D-Day Books/Compilation for 4th Edition. To Fully reflect the depth of units involved select formations from Fortress Europe and Bulge: Germans can be allowed, non-Beach Defence Grenadiers, if players do not own the expand D-Day Compilation (Support should still be drawn from D-Day). To represent the limited number of these vehicles in service, T.O.s may also want to choose to leave these formations out, to avoid abuse. Know your players and limit accordingly. Players should not include any Warrior Command Cards within their forces, these are covered by the Firestorm.

Each player should construct two lists for both Attack and Defence, one at 100pts and one at 80pts in case of fighting Out of Supply. These lists should be some commonality between formations/platoon, but Attack and Defence lists may be from different Formations.

Firestorm Units are treated as an allied platoon. They do not benefit from command rerolls. When calculating Reserves, Firestorm units count as costing 0pts to on-table forces, but may be kept in reserve if desired, except Town and Scattered Defenders. Town and Scattered Defenders must be placed on the table.

TERRAIN EFFECTS

THERE ARE FIVE TERRAIN TYPES IN PLAY:

BOCAGE (LIGHT TO HEAVY)

OPEN/FARMLANDS

URBAN

HILLS

WOODS

In the British Sector the battles took place from the end of the tight Bocage country with most of the area east of Caen mostly open farmland, dotted with small villages and gentle hills. To the west the US Sector was littered with dense Bocage country, with some areas open farmlands. The many towns and cities throughout the area were heavily damaged resulting in mostly difficult going providing rubble and cover. Major rivers run on the borders or through many sectors and should form part of your terrain, usually in the defenders advantage. The major rivers running throughout the area (combined with Bocage) affected most battles to some extent.

WEATHER EFFECTS - TABLE TOP GAME

ROUND 3 WILL SEE MAJOR STORM ACTIVITY THAT IMPACTS OPERATIONS. FOR TABLETOP GAMES, ROLL A D6

1 – 2	Light Rain. No aircraft or AOP available to support operations. At beginning of Attacker Turn 3 begin rolling for clear skies. Skies clear on a roll of 5+.
3 – 5	Medium Rain. No aircraft, AOP or NGFS, and visibility reduced to 24". At beginning of Attacker Turn 3 begin rolling for clear skies. Skies clear on a roll of 5+.
6	Heavy Rain. No Aircraft, AOP, NGFS and visibility dropped to 16", all units count as Concealed. Road Dash speed is dropped to Cross Country Dash, and Cross Country Dash dropped to Terrain dash speed.

The Weather Result will affect both British and US sectors.

GENERALS GAME WEATHER

1 – 2	Light Rain. No aircraft or AOP available to support operations. Artillery and NGS firestorm units have their combat value reduced by 1 (to a minimum of 1).
3 – 5	No aircraft or AOP available to support operations. Artillery and NGS firestorm units have their combat value reduced by 1 (to minimum zero).
6	No aircraft or AOP available to support operations. Artillery and NGS firestorm units have their combat value reduced by 1, on a roll of 4+ reduce this by a further 1 (to minimum zero). German gain +1 Initiative for battle arrows.

FORTIFIED CITIES

Cherbourg

Caen

DEFENDED CITIES/TOWNS

US SECTOR:	BRITISH SECTOR:
Carentan	Pegasus Bridge
St. Lô	Bayeux
Coutances	Villers-Bocage
La Haye-du-Puits	
Sainte-Mère-Église	
Valonges	
Forêt de Cerisy	

GAINING SECTORS

In Normandy, battlelines were largely static, and a failed attack rarely ceded ground to the enemy. In Firestorm—Overlord, a sector may only be gained by launching an attack (winning the initiative roll). A successful defence leaves both sectors in the control of the original side.

In the tournament game (not the Generals Game), to represent the ability of the Germans to win local battles, but lose ground (e.g. the Wittman counterattack), when defending, a German Player must win 7-2 or better in order to retain a sector. If they win 6-3, they have been driven back by the superior Allied numbers.

EXPLOITATION

Exploitation by both sides is possible, 2 for the Germans, and 2 for the Allies (1 in each sector). Exploitation by the Allies costs supply points equivalent to their allocation to an Attack. Exploitation can only be conducted by Armour and Infantry Firestorm Units. Air and Artillery Firestorm Units cannot conduct exploitation moves.

Note: a unit that made an exploitation move may not make a Strategic Move. Sectors captured by an Exploitation move may not be entered by a Firestorm Unit in the same turn by Strategic movement.



GERMAN FIRESTORM UNIT MOVEMENT

Allied air superiority severely impacted the German ability to move reinforcements, and prepare for attacks, limiting safe movement to night only. German Firestorm Units may move up to 3 sectors, providing that all sectors are already controlled by the Germans.

When moving Firestorm Units, German Generals must use the main supply routes (identified by grey roads throughout the map) and need to count the number of territories that they have directed the unit to move, and then determine whether or not the unit is interdicted by Allied air support.

D6 DIE ROLL COMPARED TO TERRITORIES MOVED	
Less than:	Interdicted! Return to reserve pool.
Equal to:	Strafed! Stop in the first sector moved.
Greater than:	Snuck Through! Make the full move.

German Firestorm Units destroyed whilst moving are returned to the reinforcement pool and re-enter at a random reinforcement point in the next reinforcement phase.

The single exception to this rule is the main East/West road along the coast, or the North/South Road running from Countances to Cherbourg. The Allies never successfully interdicted these roads, so that German FS units moving along territories joined by this road can move up to 3 continuous sectors without having to test for interdiction.

ALLIED FIRESTORM UNIT MOVEMENT

Allied Firestorm Units can move 3 territories in the strategic movement phase, provided all the sectors are already controlled by the Allies. Remember units may not use Strategic Movement to enter a sector gained by Exploitation on the same turn.

FIRESTORM UNITS

The requirement for firestorm units is extensive for this campaign – on the campaign map the numbers indicate an entry to the area of operations is prescribed in some cases; but is also used to randomise German firestorm unit arrival in theatre.

In addition to the available Firestorm Units in a Sector there are:

German: Fortified or Defended City		2 Minefields (in addition to any used by mission)
German Defended City/Town		Town Defender
Forêt de Cerisy – should be fought on Bocage – roll a d6 (No Town Defender)		
1-3	Fallschirmjäger Platoon – 7x Mg42 & K98 teams	
4-6	SS Panzergrenadier Platoon – 7x Mg42 teams	
Other German Territories – see Scattered Defender Table		
German: Caen and adjacent territories – Area 88mm Defence		
Allied Beaches – Naval Gun Fire Support		

If these additional Firestorm units are destroyed/removed during a game, they are not available for future attacks on that territory.

SCATTERED DEFENDERS

The Allies encountered a myriad of scattered units as they advanced through Normandy. Many of these “units” did little more than impose delay. Each German controlled sector on the map (other than towns or cities) is garrisoned by scattered defenders where a Firestorm Unit is not deployed. A German player may not elect to use a Scattered Defender instead of the Firestorm Unit; if a Firestorm Unit is present in a sector, it must be used by the German player. If the Allies launch multiple attacks into a sector, there is Scattered Defender assigned to each battle launched.

Scattered Defenders are not represented by a token and cannot be moved between sectors or support German Attacks. They have no impact on Battle Arrows resolved by dice in the General Game. At the start of a Tabletop game, roll a die on the Scattered Variable Troop Table. If all German Firestorm Troops in a sector are assigned to attacking an adjacent sector, Scattered Defenders are not available for defence against Allied attacks into the sector.

TOWN DEFENCE

Every town was defended by the Germans, and each town is thus allocated a non-mobile Firestorm Unit known as a Town Defence. Primarily these were anti-aircraft batteries, but occasionally an infantry platoon was also available.

These troops may be used only to Defend the town they are based in, they may not launch an attack. They count as one of the two available Firestorm Unit to be committed to a battle and can be used in addition to any Firestorm Unit.

In the Generals Game these troops add +1 to the Defence of a town, in a Flames of War battle, roll a die on the Town Defence variable troop table. If the Allies launch multiple attacks into a town, there are multiple Town Defenders available.

AREA 88MM DEFENCE

Around CAEN, the Germans had a large number of 88 mm anti-aircraft batteries. As artillery ammunition became scarce, these batteries were employed as additional artillery support for the hard-pressed defenders.

In any sector adjacent to CAEN and CAEN itself, the Germans may utilise the 88mm Area Defence as a Firestorm Unit. This troop may be used in addition to any other Firestorm units allocated to the Attack or Defence of the territory.

In the Generals Game these troops add +1 to the combat total, in a Flames of War battle, this Firestorm Unit is represented by an off-table, 4 gun bombardment with the following statline:

Weapon	Range	ROF Halted	ROF Moving	Anti- Tank	Fire- Power
8.8cm gun	88”/220cm	Artillery		2	4+

This battery maybe observed for by any Observer or Higher Command team. Area 88 Defence cannot be destroyed like other Firestorm Units.

ALLIED AIR AND NAVAL SUPPORT

Both Allied Generals, US and British, may have up to 2 Naval Gunfire Support and 2 Air Support Firestorm units for allocation each turn (as they come in from Firestorm Reinforcements).

British Air Support is represented by a Typhoon Fighter Bomber Flight of 2x Typhoons. US Air Support is represented by a P-47 Thunderbolt Flight of 2x P-47 Thunderbolts.

Naval Gunfire is represented by an L4 Grasshopper/ Auster Aerial OP or by a single infantry Observer. The Infantry observer has the same profile of a US Assault Company HQ, is an independent team and offers no Leadership rerolls. This AOP or Observer team may only range in for the NGS, no other observers may attempt to range in the NGS. The NGS fires as a 4-gun battery with the following profile:

Range	ROF	Anti-Tank	Fire-Power
Unlimited	Artillery	4	Auto

Naval Gunfire Support cannot be destroyed as a Firestorm unit.

ATTACKING BEACHES

The Allies should not ever lose the Beachheads in this Firestorm. While the Germans may attack the Beachheads, victories will not cede the territories to them (because you may as well as stop playing at that point). It is assumed that the Allies have such overwhelming forces on the beaches and ready to come ashore that the attack cannot hold the territory.

Instead, any successful Attack on the beaches will deduct 10VPs from the Allies. Any Supply or Firestorm units on the beach should also be tested for destruction after the game. Attacks on German Reinforcement points should be handled in the same fashion.

GAME FLOW

The following process applies to the Generals Game in Firestorm: Overlord.

1: PLANNING PHASE

- *Plan Your Strategy* – as a General, think about your goals and objectives?
- *Plan your Campaign Turns* – how will you achieve your stated goals, what routes will you take?
- *Write Your Battle Plan* – don't forget it in heat and confusion of the day
- *Brief Your Commanders* – talk to your players, find out what they are playing, do they understand the objective?
- *Make sure your commanders understand what your plan entails* – what battles will best suit what player?

2: BATTLE PHASE

(A) MANOEUVRE STEP

Determine number of battles – $2d6+4$ to a maximum of 14 battles per round (minimum should equal number of players on one team, so nobody misses out on game). Excess battles will be resolved by Generals Game after conclusion of Flames of War battles. Divide Arrows between Sector Generals evenly, rounding up if needed.

(B) ROLL FOR INITIATIVE

German and Allied Generals roll a D6 for Initiative for each Battle Arrow, adjust roll with the table below

Round 1	Allies win Initiative automatically (so they can get off the beaches hopefully)
Round 2	Allies +1 (Allies win ties)
Round 3	No modifier (Axis win ties)
Round 4	No modifier (Axis win ties)
Round 5	Allies +1 (Allies win ties)

(C) PLACE BATTLE ARROW

General with the Initiative places a Battle Arrow pointing into the area they are attacking. Only a single arrow can be placed between two sectors.

Select and assign players to the arrow. In Round 1 match players randomly (or what will give good, fun games). In Later rounds use Swiss Chess or a Round Robin depending on numbers/skill (or do what you like, it's your event!).

(D) CHECK FOR SUPPLY

Any road area connected to a friendly Supply Depot by a continuous chain of road sectors is in supply. Areas that are adjacent to friendly supplied Road Areas are also in supply.

Roll on Out of Supply Table if needed.

(E) ASSIGN FIRESTORM TROOPS

Generals allocated warriors per table. Note these do not add to Firestorm stacking limits.

Each General may add up to two Firestorm Troops from the areas being fought over to their Flames of War force. NGFS and Air support may not cost the Allies supply, but do count as one of the two Firestorm Units.

If a Firestorm Unit is present, the German does not get a Scattered Defender. Town and City defences do not count towards the Firestorm unit and are in-addition to any normal Firestorm Support.

Consult the table below for the Supply Cost for Allied Firestorm Support.

ALLIED FIRESTORM SUPPLY COST	
Naval Gunfire Defending a beach	Free
Naval Gunfire, up to 2 Zones inland (may not be used in Towns or Cities)	1 Supply
Air Support	Free
Infantry	1 Supply
Artillery Units	2 Supply
Tank or Armoured Infantry	3 Supply
-1 to Supply Cost if Defender on Battle Arrow	

(F) CONDUCT BATTLES

In a Tabletop Game:

- If the Attacker does not Win, both sides remain in their sector. If the Attacker wins, they occupy the Defended Sector.
- If a German Defender loses 3 or more platoons (not counting independent teams and observers) in a game, the Allies occupy the Defended Sector.

In a Generals Game victory is determined by the dice rolls.

If a sector is attacked from multiple different sectors, it must defeat every attacker to be retained by the Defender.

(G) ROLL TO DESTROY

For each Firestorm Unit used in the battle consult the Roll to Destroy Table to see if it is Destroyed. For Firestorm Units Destroyed in Tabletop Games, consult the table below first:

DESTROYED IN GAME	
Destroyed while Out of Supply	Permanently remove from game, gives or surrenders 10VP
German Firestorm Unit – roll d6	
1-3	Return to Reinforcement Pool
4-6	Permanently Destroyed, no VP
Destroyed Allied Firestorm – Return to Reinforcement Pool	

(H) RETREAT DEFEATED TROOPS

The Defeated Commander must retreat all remaining Firestorm Units from the Area. Firestorm Units unable to retreat are permanently destroyed surrendering 10 VP.

(I) ADVANCE VICTORIOUS TROOPS

The victorious commander may move up to three Firestorm Units into the area starting with the Firestorm Units used in the battle.

3: STRATEGIC PHASE

(A) STRATEGIC WITHDRAWALS

Turn 2 remove US parachute Firestorm Units
Turn 4 remove 21 Panzer Division
Turn 5 remove Panzer Lehr
Remove Warriors as per table

(B) EXPLOITATION MOVES

Allied Generals make exploitation moves -1 per sector supply cost as per battle allocation.

German Generals makes exploitation moves – 1 per sector.

Only infantry or armour may make exploitation moves.

(C) CONDUCT ALLIED RESUPPLY

ALLIED SUPPLY GAIN	
divide between Generals based upon territory	
British Beach	+4 Supply
US Beach	+6 Supply
Mulberry Harbour (arrive end of Round 1)	+3 Supply
Cherbourg	+12 Supply
Land Reinforcement on Beach	-1 Supply

(D) BRING IN REINFORCEMENTS

Allied Generals places all their landed Firestorm Units on the appropriate Beach. It costs 1 supply to land a Reinforcement.

German Generals places all their Firestorm troops from their reinforcement pool on a random supply depot.

Round 5 Reinforcements have been provided for those wishing to play a 6th round. If things are tied up at the end of Round 5, we suggest playing a Generals Round to get a result.

(E) MAKE STRATEGIC MOVES

German Generals makes all Strategic Movements first, than the Allied Generals.

German Firestorms units may move up to 3 territories through German controlled territories, but test on the table below.

D6 Die roll compared to territories moved	
Less than:	Interdicted! Return to reserve pool
Equal to:	Strafed! Stop in the first sector moved
Greater than:	Snuck Through! Make the full move

Allied Firestorm units may move up 3 territories through Allied control territory.

Tally Victory Points.



WARRIORS

The following warriors are available for the turns indicated in Firestorm: Overlord, and in the sector noted. In a turn when a warrior is available he must be allocated to a player for use. If the Sector General chooses not to allocate the warrior he is removed permanently from the campaign, and 5 VP surrendered to the enemy. (He has returned home and publicly complained about the performance of the Sector General). If the Warrior is Killed-in-Action they are not available for allocation in future rounds (and surrenders 5 VP to the enemy).

Warrior HQ are teams treated as an additional Higher Command team, and give motivation rerolls to a matched company and National force, unless otherwise stated (i.e. a German Infantry Warrior would not give rerolls to an SS Panther platoon).

GERMAN WARRIORS

<i>Name</i>	<i>On Tabletop</i>	<i>Availability</i>
Wittman	1x SS Tiger Tank team HQ and Michael Wittmann Command Card	Round 2 onwards
Barkman	1x SS Panther team, Ernst Barkmann Command Card (treat as Independent team, may be attached permanently to an SS Panther Platoon at start of the game)	Round 3 onwards
Von Luck	1x Panzer 4 team HQ or 21st Panzer SMG HQ team with matched Hans-Ulrich Von Luck Command Card	Round 1 onwards
Noak	1x Panther HQ Tank team with Schnell Tiger Ace Card – gives Command rerolls to Jagdpanther platoons as well.	Round 3 onwards

ALLIED WARRIORS

<i>Name</i>	<i>On Tabletop</i>	<i>Availability</i>
Hollis (UK)	1x Rifle Company Sten Gun HQ team, Stan Hollis Command Card	Rounds 1-3
Pine-Coffin (UK)	1x Parachute Company Sten Gun HQ team, Richard Pine-Coffin Command Card	Round 1 onwards
Lovatt (UK)	1x Commando Sten Gun HQ team, 1 SS Brigade Lovat's Boys Command Card	Rounds 1-2
Young (UK)	1x Commando Sten Gun HQ team, Peter Young Command Card	Rounds 1-2
Currie (UK)	1x Sherman HQ tank team, David V. Currie Command Card	Round 3 onwards
Treleaven (UK)	1x Rifle Company HQ Sten Gun Team, provides Fearless Motivation rating to any Platoon it attaches to.	Round 2 onwards
Stanley (UK)	1x 6pdr Gun Platoon of 2 guns, Command gun rerolls misses, always in Good Spirits	Round 2 onwards
Turnbull (US)	1x Parachute Thompson SMG HQ team, Turner Turnbull Command Card	Rounds 1-2
Cota (US)	1x Ranger Thompson SMG HQ team, Norman 'Dutch' Cota Command Card	Round 1
Pool (US)	1x Veteran Sherman 76mm tank team, Lafayette Poole Command Card (treat as Independent team, may be attached permanently to any Sherman Tank Platoon at start of the game. If attached he uses the ratings of the platoon)	Round 2 onwards

ROUND ZERO - INVASION GAMES

Before beginning the Firestorm Campaign, you may want to play an Invasion Day, playing out the beach landings and Parachutes that opened the Normandy campaign. For balance reasons, it is suggested you play these out for fun, and not have them affect starting positions, especially in tournament or event settings. Failed Parachute Landings or Beach Assaults only benefit the German side, success generally adds nothing to the Allies (the map is based off their historical success).

If you choose otherwise, two suggestions are presented below.

a) Stalled Landing – Every German win in Round Zero stalls the Allies, allowing more time for German reinforcements to rush to the area. For every German Victory in Round Zero, one German Firestorm unit may move one territory (does not stack, one unit cannot be moved multiple times), or be deployed from Round 1 reserves.

This is minor balance shift, but can still have dramatic impact in locking down territories like Caen. You may wish to give an bonus supply or reinforcement to the Allies for successes, but be careful of balance again.

b) Territory Loss – Any Beach Landing or Parachute drop that fails, cedes the starting territory to the Germans. Change the starting control of selected territories to start as Axis controlled. Any Firestorm units that would be deployed within these zones are shifted to the nearest connected beach or returned to the Reinforcement Pool.

Allies will launch new landings on Round 1 for any beach not secured, using a Battle Arrow. Allies may add any Firestorm Unit that would be deployed on the beach at the start of Round 1 for without using supply. Pointe Du Hoc and all Parachute drops are not reattempted. Rather than replay a Beach Landing mission, it is suggested you play a mission an Attack-Defend mission from the Battleplan Matrix (to save time as Beach Landing missions tend to take more time to play out).

This option is the least recommended due to the drastic shifts it can cause. It can make the campaign essentially unwinnable for the Allies by eating up time and territories. This option should be reserved for more casual/club or narrative players looking for a more historical/alternate historical approach, and who don't mind the end result.

BATTLE LOSSES SUMMARY

(A) WARRIORS

Warriors killed in battle are permanently removed from the game, surrendering 5 VP to the enemy.

(B) FIRESTORM UNITS - IN GAME

Firestorm Units that are destroyed or fail a Last Stand test during a game, consult the table below:

DESTROYED IN GAME	
Destroyed while Out of Supply	Permanently remove from game, gives or surrenders 10VP
German Firestorm Unit – roll d6	
1-3	Return to Reinforcement Pool
4-6	Permanently Destroyed, no VP
Destroyed Allied Firestorm – Return to Reinforcement Pool	

Roll for Defended and Fortified City obstacles/units as well if they are destroyed or removed during a game. This represents them being repaired, replaced or attacker efforts to demine or remove obstacles over time.

(C) FIRESTORM UNITS - POST GAME

Firestorm units may also be lost after a battle is fought, caught up or shattered in retreat, ambushed or exhausted after a breakthrough. After a battle involving Firestorm Units roll a D6 on the following table, noting Victory Points scored in the battle.

TABLETOP - POST GAME ROLL TO DESTROY	
Scored Victory Points	D6 Roll to Destroy
8	4+
7	5+
3-6	6
1-2	No roll

GENERALS GAME ROLL TO DESTROY		
Difference in Dice Roll	Roll to Destroy Losing Unit	Roll to Destroy Winning Unit
0-2	6	6
3-4	5+	No Roll
5+	4+	No Roll

SUPPLY SUMMARY

Supply in the Normandy Campaign was the great limitation for the Allied cause, and was the reason that Mulberry harbours were pre-fabricated and established at Normandy, and the reason that Cherbourg was considered an important objective to ease supply problems.

(A) GERMANS

The German troops may draw supply from any German re-enforcement point on a continuous road or rail route, or adjacent to territory with an In Supply road or rail line with it. Units fighting out of supply suffer the appropriate penalties.

Cherbourg is always in Supply, but cannot act as a supply point for other sectors.

The Germans do not worry about individual supply points like the Allies do.

(B) ALLIES

The Allies may draw supply from any beach or Port that it can trace a continuous line through roads, or is adjacent to such a territory. The Allies generate supply at the end of each round based upon the table below.

ALLIED SUPPLY GAIN	
divide between Generals based upon territory	
British Beach	+4 Supply
US Beach	+6 Supply
Mulberry Harbour (arrive end of Round 1)	+3 Supply
Cherbourg	+12 Supply

Allies may use Supply to:

ALLIED FIRESTORM SUPPLY COST	
Land Firestorm Unit to a beach from Reinforcement pool	1 Supply
Naval Gunfire Defending a beach	Free
Naval Gunfire, up to 2 Zones inland (may not be used in Towns or Cities)	1 Supply
Air Support	Free
Infantry	1 Supply
Artillery Units	2 Supply
Tank or Armoured Infantry	3 Supply
-1 to Supply Cost if Defender on Battle Arrow	

(C) STARTING SUPPLY

Consult the table below for Allied supply at the start of Round 1.

ROUND 1 STARTING SUPPLY	
Parachute Drop Zone	1 Supply
US Beach	6 Supply
British Beach	4 Supply
Pointe Du Hoc	2 Supply

(D) OUT OF SUPPLY

If a Battle Arrow/territory is out of supply, roll on the following table before the game.

OUT OF SUPPLY TABLE	
Die roll	Effect
1-2	Motivation decreases by 1 for all platoons
3-4	Force reduced by 20% (e.g. 100pts becomes 80pts)
5	No Effect
6	Motivation improves by 1 for all platoons

GAME CHARTS

To decide missions for the tabletop games, use of the methods below:

1) Uses Standard Battleplans as per the Missions Pack. TOs may want to limit players to only 2 lists (100pts and 80pts), or if allowing players to have Attack and Defend lists, to limit players on Attack arrows to pick only Attack or Manoeuvre for their Battle Plan, and Defenders to use only Manoeuvre or Defend Battleplans.

2) Roll of one of the two tables below.

TERRAIN MISSION TABLE¹ (APRIL 2023 MISSION PACK)

D6	<i>Open Terrain</i>	<i>Hills Terrain</i>	<i>Bocage Terrain</i>	<i>Woods Terrain</i>	<i>Town/City Terrain</i>
1	Breakthrough	No Retreat	Bypass	Dogfight	Bridgehead
2	Counterattack	Valley of Death	Breakthrough	Killing Ground	Cornered
3	Outflanked	Hold the Pocket	Dogfight	Hold the Pocket	No Retreat
4	Valley of Death	Bridge Head	Killing Ground	Encirclement	Encirclement
5	German Player's choice from above column – Attacker decided from battle arrow				
6	Allied Player's choice from above column – Attacker decided from battle arrow				

TERRAIN MISSION TABLE² (AUSTRALIAN EVENTS MISSION PACK – DECEMBER 2024)

D6	<i>Open Terrain</i>	<i>Hills Terrain</i>	<i>Bocage Terrain</i>	<i>Woods Terrain</i>	<i>Town/City Terrain</i>
1	Breakthrough	Rescue	Bypass	Dogfight	Bridgehead
2	Counterattack	Valley of Death	Breakthrough	Killing Ground	Cornered
3	Outflanked	Hold the Pocket	Dogfight	Roadblock	No Retreat
4	Locked Horns	Straighten the Lines	Toe Hold	Crossed Lines	Encirclement
5	German Player's choice from above column – Attacker decided from battle arrow				
6	Allied Player's choice from above column – Attacker decided from battle arrow				

OUT OF SUPPLY TABLE

<i>Die Roll</i>	<i>Effect</i>
1-2	All Platoon Motivation at -1 (i.e. Confident 4+ to Reluctant 5+, max 6)
3-4	Points reduced 20% (100pt to 80pts)
5	No Effect
6	All Platoon Motivation +1 (i.e Confident 4+ to Fearless 3+, max 2+)

GENERALS GAME BATTLE MODIFIERS

<i>Situation</i>	<i>Modifier</i>
German Defended City	+1, Stacks
German Fortified City	+1, Stacks
88mm Area Defence	+1, Stacks
Naval Gunfire Support (Beach)	+2
Firestorm Units	See Table
Out of Supply	-2

¹ Using the April 2023 Mission Pack available at <https://www.flamesofwar.com/Portals/0/Documents/FOW-Missions.pdf>

² This is a Mission Pack used at Organised Events within Australia, such as Cancon, Briscon, Anzac Cup and Herocon.

GERMAN VARIABLE SUPPORT

Some German Firestorm Unit tokens represent a range different platoons from the source Division. Scattered and Town Defenders likewise vary from battle to battle, roll on the table below to decide what they are.

DIE ROLL	TIGER	PANTHER	TOWN DEFENDERS	SCATTERED DEFENDERS
	5x Panzer 4	3x SS Panzer 4	Beach Defence Grenadier Platoon (7x Mg42&K98 teams)	Beach Defence Grenadier Platoon (4x Mg42&K98 teams) 716th Infantry Division Ost Battalion Command Card
	3x Panther	3x Panzer 4	2cm AA Platoon (2x 2cm AA Gun, 8.8cm Assault Flak command Card)	Beach Defence SMG34 Platoon 2x Beach Defence SMG34 HMG teams
	2x SS Tiger Tank	3x Stug 7.5cm	2cm AA Platoon (4x 2cm AA Gun, 8.8cm Assault Flak command Card)	Beach Defence Mortar Platoon (2x 8cm mortars)
	2x Tiger Tank	3x SS Panther	8.8cm Heavy AA Platoon (2x 8.8cm AA guns, 8.8cm Assault Flak command Card)	Beach Defence Grenadier Platoon (5x Mg42&K98 teams, with Panzerfaust)
	2x Tiger Tank	3x Panther	8.8cm Heavy AA Platoon (2x 8.8cm AA guns, 8.8cm Assault Flak command Card)	Beach Defence Grenadier Platoon (5x Mg42&K98 teams, with 1x Panzerschreck)
	2x Jagdpanther	2x Jagdpanther	8.8cm Heavy AA Platoon (2x 8.8cm AA guns, 8.8cm Assault Flak command Card)	Brigade Stug Assault Gun Platoon (Bulge German - 2x Stug 7.5cm)

German Firestorm Units not on this table are fielded as per their token and are listed below.

GENERALS GAME MODIFIERS BATTLE MODIFIERS – FIRESTORM UNITS

Troop Type	Open	Hills	Bocage	Woods	Towns/City
Tiger Tank Token	+4	+3	+3	+2	+2
Panther Token	+4	+3	+2	+2	+2
Sherman, Panzer 4, Stug	+3	+2	+2	+1	+1
Artillery Unit	+2	+2	+2	+2	+2
Para/Fallschirm/Glider, Commandos, Rangers	+1	+3	+2	+3	+3
Grenadiers (Any), Rifle, Motor or Armoured Rifle	+1	+2	+2	+2	+2
8.8cm AA Gun	+2	+2	+2	+2	+2
Air Support	+3	+2	+1	+1	NA
Naval Gun Fire Support	+2	+2	+1	+1	NA

FIRESTORM UNITS

BRITISH SECTOR

ROUND 1: D-DAY 6 JUNE

The units listed for D-Day represent the starting point and are lodged in the beachhead and does not require supply points. Landing follow-on units from Reserve at the end of the rounds does require supply points.

ALLIED			
<i>Unit/Division</i>	<i>Location</i>	<i>Firestorm Unit</i>	<i>Tabletop</i>
50th Northumbrian Division	Gold Beach	Rifle Platoon	7x Bren Gun & SMLE rifle team 1x PIAT anti-tank team 1x 2-inch mortar
8th Armoured Brigade	Gold Beach	Sherman Armoured Troop	2x Sherman (75mm) 1x Firefly (17pdr)
3rd Canadian Division	Juno Beach	Rifle Platoon	7x Bren Gun & SMLE rifle team 1x PIAT anti-tank team 1x 2-inch mortar Canadian Division Relentless Command Card
2nd Canadian Armoured Brigade	Juno Beach	Sherman Armoured Troop	2x Sherman (75mm) 1x Firefly (17pdr) Canadian Division Determination Command Card
3rd Division	Sword Beach	Rifle Platoon	7x Bren Gun & SMLE rifle team 1x PIAT anti-tank team 1x 2-inch mortar
27th Armoured Brigade	Sword Beach	Sherman Armoured Troop	2x Sherman (75mm) 1x Firefly (17pdr)
6th Airborne Division	DZ N (Merville)	Parachute Platoon	7x Bren Gun & SMLE rifle team 1x PIAT anti-tank team
GERMAN			
21st Panzer Division	Roselle	21st Panzer 7.5cm (SF) Hotchkiss Assault Gun Platoon	3x Hotchkiss (7.5cm)
716th Infanterie Division	Luc-sur-Mer	Beach Defence Grenadier Platoon	7x MG34 and K98 rifle team with Panzerfaust



ROUND 1: REINFORCEMENTS

ALLIED			
<i>Unit/Division</i>	<i>Location</i>	<i>Firestorm Unit</i>	<i>Tabletop</i>
1st Corps Army Group Royal Artillery	Juno Beach	25 pdr Field Troop, or Priest Field Troop, or Sexton Field Troop	4x 25 pdr guns, or 4x Priests, or 4x Sextons
30th Corps Army Group Royal Artillery	Gold Beach	25 pdr Field Troop, or Priest Field Troop, or Sexton Field Troop	4x 25 pdr guns, or 4x Priests, or 4x Sextons
49th West Riding Division	Gold Beach	Rifle Platoon	7x Bren Gun & SMLE rifle team 1x PIAT anti-tank team 1x 2-inch mortar
51st Highland Div	Sword Beach	Rifle Platoon	7x Bren Gun & SMLE rifle team 1x PIAT anti-tank team 1x 2-inch mortar
7th Armoured Division	Gold Beach	Desert Rats Cromwell Armoured Troop	3x Cromwells (75mm) 1x Firefly (17pdr)
4th Armoured Brigade	Sword Beach	Sherman Armoured Troop	2x Sherman (75mm) 1x Firefly (17pdr)
33rd Armoured Brigade	Gold Beach	Sherman Armoured Troop	2x Sherman (75mm) 1x Firefly (17pdr)
RAF – Air Support	-	Typhoon Fighter- Bomber Flight	2x Typhoon
GERMAN			
XLVII Corps	Cintheaux	21st Panzer 15cm (SF) Lorraine Schlepper Artillery Battery	3x Lorraine Schlepper (15cm)
Panzer Lehr Division	Cintheaux	Panther Token	See table
12th SS Panzer Division	Cintheaux	SS Panzer IV Platoon	3x SS Panzer IV (7.5cm)
2nd Panzer Division	Cagney	Panzer IV Platoon	3x Panzer IV (7.5cm)
101st Heavy Tank Battalion	Cagney	Tiger Token	See table
III Flak Corps	Bassenville	8.8cm Heavy AA Platoon	4x 8.8cm AA guns, 8.8cm Assault Flak command Card
7th Werfer Brigade	Bassenville	Panzerwerfer 42 Battery	3x Panzerwerfer 42 (15cm)
711th Infanterie Division	Bassenville	Grenadier Platoon (Fortress Europe)	7x MG34 and K98 rifle team with Panzerfaust



ROUND 2: 15 - 22 JUNE - REINFORCEMENTS

ALLIED			
<i>Unit/Division</i>	<i>Location</i>	<i>Firestorm Unit</i>	<i>Tabletop</i>
8 Corp Army Group Royal Artillery	Gold Beach	25 pdr Field Troop, or Priest Field Troop, or Sexton Field Troop	4x 25 pdr guns, or 4x Priests, or 4x Sextons
15th Scottish Division	Gold Beach	Rifle Platoon	7x Bren Gun & SMLE rifle team 1x PIAT anti-tank team 1x 2-inch mortar
11th Armoured Division	Gold Beach	Sherman Armoured Troop	3x Sherman (75mm) 1x Firefly (17pdr)
31st Tank Brigade	Juno Beach	Churchill Armoured Troop	2x Churchill (75mm) 1x Churchill (6 pdr)
RAF – Air Support		Typhoon Fighter-Bomber Flight	2x Typhoon
GERMAN			
9th Werfer Brigade	Cintheaux	Panzerwerfer 42 Battery	3x Panzerwerfer 42 (15cm)
9th SS Panzer Division	Cintheaux	SS Panzer IV Platoon	3x SS Panzer IV (7.5cm)
102nd Heavy Tank Battalion	Bassenville	Tiger Token	See table

ROUND 3: 23 - 30 JUNE - REINFORCEMENTS

ALLIED			
<i>Unit/Division</i>	<i>Location</i>	<i>Firestorm Unit</i>	<i>Tabletop</i>
12th Corp Army Group Royal Artillery	Sword Beach	25 pdr Field Troop, or Priest Field Troop, or Sexton Field Troop	4x 25 pdr guns, or 4x Priests, or 4x Sextons
43rd Wessex Division	Sword Beach	Rifle Platoon	7x Bren Gun & SMLE rifle team 1x PIAT anti-tank team 1x 2-inch mortar
53rd Welsh Division	Gold Beach	Rifle Platoon	7x Bren Gun & SMLE rifle team 1x PIAT anti-tank team 1x 2-inch mortar
RAF – Air Support		Typhoon Fighter-Bomber Flight	2x Typhoon
GERMAN			
1st SS Panzer Division	Cagney	SS Panzer IV Platoon	3x SS Panzer IV (7.5cm)
10th SS Panzer Division	Longvillers	Stug SS Tank Platoon	3x Stug (7.5cm)

ROUND 4: 1 – 7 JULY - REINFORCEMENTS

ALLIED			
<i>Unit/Division</i>	<i>Location</i>	<i>Firestorm Unit</i>	<i>Tabletop</i>
II Canadian Corp Army Group Royal Artillery	Juno Beach	25 pdr Field Troop, or Priest Field Troop, or Sexton Field Troop	4x 25 pdr guns, or 4x Priests, or 4x Sextons
2nd Canadian Division	Juno Beach	Rifle Platoon	7x Bren Gun & SMLE rifle team 1x PIAT anti-tank team 1x 2-inch mortar Canadian Division Relentless Command Card
Guards Armoured Division	Gold Beach	Sherman Armoured Troop	3x Sherman (75mm) 1x Firefly (17pdr)
RAF – Air Support		Typhoon Fighter-Bomber Flight	2x Typhoon
GERMAN			
503rd Heavy Tank Battalion	Longvillers	Tiger II Tank Platoon (Bulge German)	2x Tiger II (8.8cm)
21st Panzer Division	Withdraw from Operations		

ROUND 5: 8 – 15 JULY - REINFORCEMENTS

ALLIED			
<i>Unit/Division</i>	<i>Location</i>	<i>Firestorm Unit</i>	<i>Tabletop</i>
59th Staffordshire Division	Sword Beach	Rifle Platoon	7x Bren Gun & SMLE rifle team 1x PIAT anti-tank team 1x 2-inch mortar
RAF – Air Support		Typhoon Fighter-Bomber Flight	2x Typhoon
GERMAN			
9th Werfer Brigade	Cintheaux	Panzerwerfer 42 Battery	3x Panzerwerfer 42 (15cm)
Panzer Lehr Division	Withdraw from Operations		



US SECTOR

ROUND 1: D-DAY 6 JUNE

The units listed for D-Day represent the starting point and are lodged in the beach-head and does not require supply points. Landing follow-on units from Reserve at the end of the rounds does require supply points.

ALLIED			
<i>Unit/Division</i>	<i>Location</i>	<i>Firestorm Unit</i>	<i>Tabletop</i>
1st Infantry Division	Omaha	Veteran Rifle Platoon	10x M1 Garand rifle team 1x M1 Bazooka team
4th Infantry Division	Utah	Rifle Platoon	10x M1 Garand rifle team 1x M1 Bazooka team
29th Infantry Division	Omaha	Rifle Platoon	10x M1 Garand rifle team 1x M1 Bazooka team
2nd Ranger Battalion	Pointe Du Hoc	Ranger Platoon	6x M1 Garand Rifle team 2x Bazooka teams
82nd Airborne Division	DZ O – Sainte-Mère-Église	Parachute Rifle Platoon	7x M1919 and M1 Garand rifle team 1x 60mm mortar 1x M1 Bazooka team
101st Airborne Division	DZ D - Vierville	Parachute Rifle Platoon	7x M1919 and M1 Garand rifle team 1x 60mm mortar 1x M1 Bazooka team
GERMAN			
Cherbourg Area Defense	Cherbourg	8.8cm Heavy AA Platoon	4x 8.8cm AA guns, 8.8cm Assault Flak command Card
352nd Infanterie Division	Russy	Grenadier Platoon (Fortress Europe)	7x MG34 and K98 rifle team with Panzerfaust
709th Infanterie Division	Brevands	Beach Defence Grenadier Platoon	7x MG34 and K98 rifle team with Panzerfaust
6th Fallschirmjäger Regiment	Periers	Fallschirmjäger Platoon	10x MG42 & K98 rifle team with Panzerfaust
91st Air Landing Division	Le Pieux	Fallschirmjäger Platoon	10x MG42 & K98 rifle team with Pioneer trait (+1 skill to dig in or cross minefields)
101st Werfer Brigade	Cap de la Hague	Panzerwerfer 42 Battery	3x Panzerwerfer 42 (15cm)

ROUND 1: REINFORCEMENTS

ALLIED			
<i>Unit/Division</i>	<i>Location</i>	<i>Firestorm Unit</i>	<i>Tabletop</i>
5th Corps	Omaha Beach	M7 Priest Artillery Battery or 105mm Field Artillery Battery	4x 105mm guns, 3x M7 Priests
8th Corp	Utah Beach	M12 155mm Artillery Battery	4x M12 (155mm)
2nd Infantry Division	Omaha Beach	Rifle Platoon	10x M1 Garand rifle team 1x M1 Bazooka team
9th Infantry Division	Utah Beach	Rifle Platoon	10x M1 Garand rifle team 1x M1 Bazooka team
90th Infantry Division	Utah Beach	Rifle Platoon	10x M1 Garand rifle team 1x M1 Bazooka team <i>90th Infantry Division Tough 'Ombres Command Card</i>
2nd Armoured Division	Utah Beach	Veteran M4 Sherman Tank Platoon	5x M4 Sherman (75mm)
US Army Air Force— Air Support	-	P47 Thunderbolt Fighter Flight	2x P47 Thunderbolt
GERMAN			
3rd Fallschirmjager Regiment	Cintheaux	Fallschirmjäger Platoon	10x MG42 & K98 rifle team with Panzerfaust
3rd Fallschirmjager Regiment	Cintheaux	Fallschirmjäger Platoon	10x MG42 & K98 rifle team with Panzerfaust
77th Infanterie Division	Cintheaux	Grenadier Platoon (Fortress Europe)	7x MG34 and K98 rifle team with Panzerfaust
265th Infanterie Division	Cagney	Beach Defence Grenadier Platoon	7x MG34 and K98 rifle team with Panzerfaust



ROUND 2: 15 - 22 JUNE - REINFORCEMENTS

ALLIED			
<i>Unit/Division</i>	<i>Location</i>	<i>Firestorm Unit</i>	<i>Tabletop</i>
19th Corps	Omaha Beach	M12 155mm Artillery Battery	4xM12 (155mm)
8th Corp	Utah Beach	M7 Priest Artillery Battery or 105mm Field Artillery Battery	4x 105mm guns, 3x M7 Priests
30th Infantry Division	Omaha Beach	Rifle Platoon	10x M1 Garand rifle team 1x M1 Bazooka team <i>30th Infantry Division Old Hickory</i> Command Card
79th Infantry Division	Utah Beach	Rifle Platoon	10x M1 Garand rifle team 1x M1 Bazooka team
2nd Armoured Division	Utah Beach	Veteran Armoured Rifle Platoon	6x M1 Garand rifle team 5x M1 Bazooka team 2x M1919 LMG 1x 60mm mortar 2x M3 Half-track (.50 cal MG) 3x M3 Half-track (.30 cal MG)
US Army Air Force– Air Support	-	P47 Thunderbolt Fighter Flight	2x P47 Thunderbolt
GERMAN			
17th SS Panzergrenadier	Conde-sur-Vire	Armoured SS Panzergrenadier Platoon	7x MG42 team with Panzerfaust 4x Sd Kfz 251 (MG) half-track
275th Infanterie Division	Saussey	Grenadier Platoon (Fortress Europe)	7x MG34 and K98 rifle team with Panzerfaust

ROUND 3: 23 - 30 JUNE - REINFORCEMENTS

ALLIED			
<i>Unit/Division</i>	<i>Location</i>	<i>Firestorm Unit</i>	<i>Tabletop</i>
83rd Infantry Platoon	Omaha Beach	Rifle Platoon	10x M1 Garand rifle team 1x M1 Bazooka team 83rd Infantry Division Thunderbolt Command Card
3rd Armoured Division	Utah Beach	M4 Sherman Tank Platoon	5x M4 Sherman (75mm)
3rd Armoured Division	Utah Beach	Armoured Rifle Platoon	6x M1 Garand rifle team 5x M1 Bazooka team 2x M1919 LMG 1x 60mm mortar 2x M3 Half-track (.50 cal MG) 3x M3 Half-track (.30 cal MG)
US Army Air Force– Air Support	-	P47 Thunderbolt Fighter Flight	2x P47 Thunderbolt
GERMAN			
17th SS Panzer Division	Saussey	Armoured SS Panzergrenadier Platoon	7x MG42 team with Panzerfaust 4x Sd Kfz 251 (MG) half-track

ROUND 4: 1 – 7 JULY - REINFORCEMENTS

ALLIED			
<i>Unit/Division</i>	<i>Location</i>	<i>Firestorm Unit</i>	<i>Tabletop</i>
8th Infantry Division	Omaha Beach	Rifle Platoon	10x M1 Garand rifle team 1x M1 Bazooka team
US Army Air Force– Air Support	-	P47 Thunderbolt Fighter Flight	2x P47 Thunderbolt
GERMAN			
16th Luftwaffe Field Division	Conde-sur-Vire	Beach Defence Grenadier Platoon	7x MG34 and K98 rifle team <i>16th Luftwaffe Field Division Air Force Soldiers</i> Command Card

ROUND 5: 8 – 15 JULY - REINFORCEMENTS

ALLIED			
<i>Unit/Division</i>	<i>Location</i>	<i>Firestorm Unit</i>	<i>Tabletop</i>
5th Infantry Division	Utah Beach	Rifle Platoon	10x M1 Garand rifle team 1x M1 Bazooka team 5th Infantry Division Red Devils Command Card
35th Infantry Division	Omaha Beach	Rifle Platoon	10x M1 Garand rifle team 1x M1 Bazooka team 35th Infantry Division Santa Fe Command Card
US Army Air Force– Air Support	-	P47 Thunderbolt Fighter Flight	2x P47 Thunderbolt
GERMAN			
Schnelle Abeilung 513	Saussey	Beach Defence Grenadier Platoon	5x MG34 and K98 rifle team



WINNING THE CAMPAIGN

Generals/Teams will earn Victory Points through capturing and holding specific strategic territories and by the destruction of enemy Firestorm Units and Warriors. Tally/Adjust Victory Points at the end of each round. At the end of Round 5 tally the final Victory points and consult the table below. If the results are close, you may wish to play a final 6th round as Generals Game to get a decisive result (If you have the time you could a play Table Top round instead).

VICTORY POINTS CHART

<i>Territory</i>	<i>Victory Points</i>	<i>Sector</i>
Caen (North)	20	British
Caen (South)	80	British
Merville (Pegasus Bridge)	40	British
Bayeux	20	British
Villers-Bocage	20	British
St. Lô	40	US
Carentan	20	US
Sainte-Mère-Église	20	US
Cherbourg	60	US
Coutances	20	US
Volognes	20	US
Firestorm Unit Destroyed (Out of Supply)	10 per	-
Successful Attack on Beach or Reinforcement Point	10 per	-
Destroyed Warrior	5 per	-



VICTORY CONDITIONS

ALLIED		AXIS
180+ VPs	<i>Strategic Victory</i>	
	“...Paris! Liberated by the people of Paris with help from the....” deGual is already racing off and planning his victory speech, we’re sure he’ll acknowledge the hard fighting done by your men. The Allies have successfully launched the western invasion of Europe and the Germans are reeling from the well delivered blows across the front. Patton has landed, Paratroopers wait on the airfields for the next ‘party’ and Monty is muttering about bridges.	“Comrades of the Allied Armies, lay down your arms. The German Soldier is your friend...” the propaganda blares out from loudspeakers across the beaches. Despite the increasing build-up of Allied combat power, German forces have prevented penetrations across the Normandy front, which sees the Allies clinging to beaches. Eisenhower returns to the US on extended leave. Churchill is updating his ‘we’ll fight them on the beach’ speech.
100 – 180 VPs	<i>Operational Victory</i>	
	Allies have gained sufficient territory to launch offensive operations. Allies are resting in location and ‘bombing up’ for resumption of offensive operations. Braddley is talking about bringing Patton back for a breakout in a plan codenamed Cobra.	Despite the increasing build-up of Allied combat power, German forces have prevented large scale penetrations across the Normandy front. Allies have been forced to pause and allow further build-up of resources before attempting a break out.
Less than 100 VPS	<i>Tactical Victory</i>	
	“Men, this stuff that some sources sling around about America wanting out of this war, not wanting to fight, is a crock of ...” The Allies are ashore and that’s about where the good news ends. Penetrations across the front have been blocked by superior German firepower. Hold on beaches is tenuous, and under constant air and artillery bombardment. Rommel sends a message inviting Montgomery to tea to discuss terms of surrender. The men on the beaches talk about a second Anzio.	So.... Who gets to tell Hitler? German newspapers talk of a brave stalwart defence, of massed Allied losses and effects of new wonder weapons... but reality us more Allies forces come ashore each day, pressure is mounting and rumours spread of imminent landings in the South of France. Rommel has been recalled to Berlin to explain how he will cast the Allies back into the Channel...

If Running Fire Storm Overlord as a Tournament or Event, we suggest using the following for Prizes or Awards

AWARD	CRITERIA
Best General Allied	Allied General with highest Battle Score
Best General Axis	Axis General with highest Battle Score
Best Painted/Themed Army	The best painted and themed Army at the event. Assign by judge or popular vote, may consider submitted ‘history’ for forces.
Generals Choice/Award x4	One to be awarded to a player by each General
Best Sport	The best sport of the Tournament
Winning Army Group	Each player on the winning team gets an award/prize. Suggest splitting/ assigning by Sector (If the US players win their sector award them, if the Germans win the British Sector, award those German players).

FIRESTORM UNIT CHECKLIST

The checklist below is to help TOs and Organisers count the number of Firestorm units they have/need to borrow. It is unlikely that every Firestorm unit will be engaged during a Round so some leeway can be given in how many miniatures you need available.

BRITISH

PLATOON	MODELS	TOKENS	CHECKBOX
Rifle Platoon	7x Bren Gun & SMLE rifle team 1x PIAT anti-tank team 1x 2-inch mortar Command Cards: Canadian Division Relentless Command Card	50th Northumbrian Division 3rd Canadian Division 3rd Division 49th West Riding Division 51st Highland Div 15th Scottish Division 43rd Wessex Division 53rd Welsh Division 2nd Canadian Division 59th Staffordshire Division	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Parachute Platoon	7x Bren Gun & SMLE rifle team 1x PIAT anti-tank team	6th Airborne Division	<input type="checkbox"/>
Sherman Armoured Platoon	2x Sherman 75mm 1x Firefly Canadian Division Determination Command Card	8th Armoured Brigade 2nd Canadian Armoured Brigade 27th Armoured Brigade 4th Armoured Brigade 33rd Armoured Brigade	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	3x Sherman 75mm 1x Firefly	11th Armoured Division Guards Armoured Division	<input type="checkbox"/> <input type="checkbox"/>
Desert Rats Cromwell Armoured Troop	3x Cromwell 75mm 1x Firefly	7th Armoured Division	<input type="checkbox"/>
Churchill Armoured Troop	2x Churchill (75mm) 1x Churchill (6 pdr)	31st Tank Brigade	<input type="checkbox"/>
Artillery	4x 25 pdr guns, or 4x Priests, or 4x Sextons	1st Corps Army Group Royal Artillery 30th Corps Army Group Royal Artillery 8 Corp Army Group Royal Artillery 12th Corp Army Group Royal Artillery II Canadian Corp Army Group Royal Artillery	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Typhoon Flight	2x Typhoons		<input type="checkbox"/> <input type="checkbox"/>
NGS Observer	1x Small Infantry team/ Observer, or 1x AOP		<input type="checkbox"/> <input type="checkbox"/>

US

PLATOON	MODELS	TOKENS	CHECKBOX
Veteran/ Rifle Platoon	10x M1 Garand rifle team 1x M1 Bazooka team <i>90th Infantry Division Tough 'Ombres</i> Command Card <i>30th Infantry Division Old Hickory</i> Command Card 83rd Infantry Division Thunderbolt Command Card 35th Infantry Division Santa Fe Command Card	1st Infantry Division 4th Infantry Division 29th Infantry Division 2nd Infantry Division 9th Infantry Division 90th Infantry Division 30th Infantry Division 79th Infantry Division 83rd Infantry Platoon 8th Infantry Division 5th Infantry Division 35th Infantry Division	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Parachute Rifle Platoon	7x M1919 and M1 Garand rifle team 1x 60mm mortar 1x M1 Bazooka team	82nd Airborne Division 101st Airborne Division	<input type="checkbox"/>
Ranger Platoon	6x M1 Garand Rifle Team 2x Bazooka Team	2nd Ranger Battalion	<input type="checkbox"/>
Veteran/ Sherman Tank Platoon	5x Sherman 75mm	2nd Armoured Division 3rd Armoured Division	<input type="checkbox"/> <input type="checkbox"/>
Veteran/ Armoured Rifle Platoon	6x M1 Garand rifle team 5x M1 Bazooka team 2x M1919 LMG 1x 60mm mortar 2x M3 Half-track (.50 cal MG) 3x M3 Half-track (.30 cal MG)	2nd Armoured Division 3rd Armoured Division	<input type="checkbox"/> <input type="checkbox"/>
Artillery	4x 105mm guns, 3x M7 Priests	5th Corps 8th Corp	<input type="checkbox"/> <input type="checkbox"/>
	4x M12 (155mm)	8th Corp 19th Corp	<input type="checkbox"/> <input type="checkbox"/>
P47 Flights	2x P47 Thunderbolts		<input type="checkbox"/> <input type="checkbox"/>
NGS Observer	1x Small Infantry team/Observer, or 1x AOP		<input type="checkbox"/> <input type="checkbox"/>

GERMAN

PLATOON	MODELS	TOKENS	CHECKBOX
sMG34 HMG team	2x sMG34 HMG team	Scattered Defenders	<input type="checkbox"/> <input type="checkbox"/>
Sniper	1x Sniper Team	Scattered Defenders	<input type="checkbox"/> <input type="checkbox"/>
8cm Mortar Platoon	Beach Defence Mortar Platoon (2x 8cm mortars)	Scattered Defenders	<input type="checkbox"/> <input type="checkbox"/>
Grenadier/ Beach Defence Grenadier	7x MG34 and K98 rifle team 1x Shrek for Scattered Defenders <i>16th Luftwaffe Field Division Air Force Soldiers Command Card</i> <i>716th Infantry Division Ost Battalion Command Card</i>	716th Infanterie Division 711th Infanterie Division 352nd Infanterie Division 709th Infanterie Division 77th Infanterie Division 265th Infanterie Division 275th Infanterie Division 16th Luftwaffe Field Division Schnelle Abeilung 513 Scattered/Town Defenders Defenders	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Fallshirmjager Platoon	10x MG42 & K98 rifle team with Panzerfaust	6th Fallshirmjager Regiment 91st Air Landing Division 3rd Fallshirmjager Regiment 3rd Fallshirmjager Regiment	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Armoured Panzergrenadier	7x MG42 team with Panzerfaust 4x Sd Kfz 251 (MG) half-track	17th SS Panzergrenadier 17th SS Panzer Division	<input type="checkbox"/> <input type="checkbox"/>
Hotchkiss Assault Gun Platoon	3x Hotchkiss (7.5cm)	21st Panzer Division	<input type="checkbox"/>
Lorraine Schlepper Platoon	3x Lorraine Schlepper (15cm)	XLVII Corps	<input type="checkbox"/>
Panzerwerfer 42 Platoon	3x Panzerwerfer 42 (15cm)	7th Werfer Brigade 9th Werfer Brigade 9th Werfer Brigade 101st Werfer Brigade	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
Panzer 4 Platoon	3x Panzer IV (7.5cm)	9th SS Panzer Division 12th SS Panzer Division 2nd Panzer Division 1st SS Panzer Division Panther Token	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
	5x Panzer IV (7.5cm)	Tiger Token	<input type="checkbox"/>
Stug (7.5cm) Platoon	3x Stug (7.5cm)	10th SS Panzer Division Panther Token	<input type="checkbox"/>
	2x Stug (7.5cm)	Scattered Defenders	<input type="checkbox"/> <input type="checkbox"/>
Tiger II Platoon	2x Tiger II (8.8cm)	503rd Heavy Tank Battalion	<input type="checkbox"/>
Panther Tank Platoon	3x Panther	Panther Token Tiger Token	<input type="checkbox"/> <input type="checkbox"/>
Tiger Tank Platoon	2x Tiger	Tiger Token	<input type="checkbox"/> <input type="checkbox"/>
Jagdpanther Tank Platoon	2x Jagdpanther	Panther Token Tiger Token	<input type="checkbox"/> <input type="checkbox"/>
8.8cm Heavy AA Gun Platoon	4x 8.8cm AA guns, 8.8cm Assault Flak command Card	III Flak Corps Cherbourg Area Defence	<input type="checkbox"/> <input type="checkbox"/>
	2x 8.8cm AA guns, 8.8cm Assault Flak command Card	Town Defenders	<input type="checkbox"/> <input type="checkbox"/>
2cm AA Platoon	6x 2cm AA Gun, 8.8cm Assault Flak command Card	Town Defenders	<input type="checkbox"/>

WARRIORS


























NAME	MODEL AND CARDS	CHECKBOX
Hollis (UK) Treleven (UK)	1x Rifle Company Sten Gun HQ team, Stan Hollis Command Card	<input type="checkbox"/> <input type="checkbox"/>
Pine-Coffin (UK)	1x Parachute Company Sten Gun HQ team, Richard Pine-Coffin Command Card	<input type="checkbox"/>
Lovatt (UK) Young (UK)	1x Commando Sten Gun HQ team, 1 SS Brigade Lovat's Boys Command Card, Peter Young Command Card	<input type="checkbox"/> <input type="checkbox"/>
Currie (UK)	1x Sherman HQ tank team, David V. Currie Command Card	<input type="checkbox"/>
Stanley (UK)	1x 6pdr Gun Platoon of 2 guns	<input type="checkbox"/>
Turnbull (US)	1x Parachute Thompson SMG HQ team, Turner Turnbull Command Card	<input type="checkbox"/>
Cota (US)	1x Ranger Thompson SMG HQ team, Norman 'Dutch' Cota Command Card	<input type="checkbox"/>
Pool (US)	1x Veteran Sherman 76mm tank team, Lafayette Poole Command Card	<input type="checkbox"/>
Wittman (German)	1x SS Tiger Tank team HQ and Michael Wittmann Command Card	<input type="checkbox"/>
Barkman Noak	1x SS Panther team Ernst Barkmann Command Card, Schnell Tiger Ace Command Card	<input type="checkbox"/> <input type="checkbox"/>
Von Luck	1x Panzer 4 team HQ or 21st Panzer SMG HQ team with matched Hans-Ulrich Von Luck Command Card	<input type="checkbox"/>



BRITISH TOKENS

 3 INF DIV	 3 (Can) DIV	 51 (High) DIV	 50 (North) DIV	 6 AB DIV	 49 (Widing) DIV	 43 (Wessex) DIV	 15 (Scot) DIV	 59 (Staff) DIV	 53 (Welsh) DIV	 2 (Can) DIV
 8 ARM BDE	 27 ARM BDE	 2 (Can) ARM BDE	 4 ARM BDE	 33 ARM BDE	 31 TANK BDE	 7 ARM DIV	 11 ARM DIV	 GUARDS		
 1 CORPS	 30 CORPS	 8 CORPS	 12 CORPS	 2 (CAN) CORPS	MULBERRY (British Sector)		 Priority Typhoon 1B	 NGFS Light Cruiser		

US TOKENS

 1 INF DIV	 29 INF DIV	 4 INF DIV	 82 AB DIV	 101 AB DIV	 2 INF DIV	 9 INF DIV	 90 INF DIV	 30 INF DIV	 79 INF DIV	 83 INF DIV
 8 INF DIV	 35 INF DIV	 5 INF DIV	 2 ARM DIV	 3 ARM DIV	 2 ARM DIV	 3 ARM DIV	 2 Ranger			
 19 CORPS	 8 CORPS	 5 CORPS	 8 CORPS	MULBERRY (US Sector)		 Priority P-47	 NGFS Light Cruiser			

HEER TOKENS

 21 PNZ DIV	 PNZ LEHR	 2 PNZ DIV	 77 INF DIV	 265 INF DIV	 275 INF DIV	 352 INF DIV	 709 INF DIV	 711 INF DIV	 716 INF DIV	 SCHNELLE BN 513
 9 Werfer BDE	 7 Werfer BDE	 9 Werfer BDE	 101 Werfer BDE	 XLVII CORPS						

SS TOKENS

 1 SS PNZ	 9 SS PNZ	 10 SS PNZ	 12 SS PNZ	 101 HVY TANK BN	 102 HVY TANK BN	 103 HVY TANK BN
 17 SS PNZ	 17 SS PNZ					

LUFTWAFFE TOKENS

 3. FJR	 3. FJR	 6. FJR	 91 LANDING DIV
 16 LUFT FD DIV	 CHERBOURG	 III FLAK CORPS	

GAME TOKENS

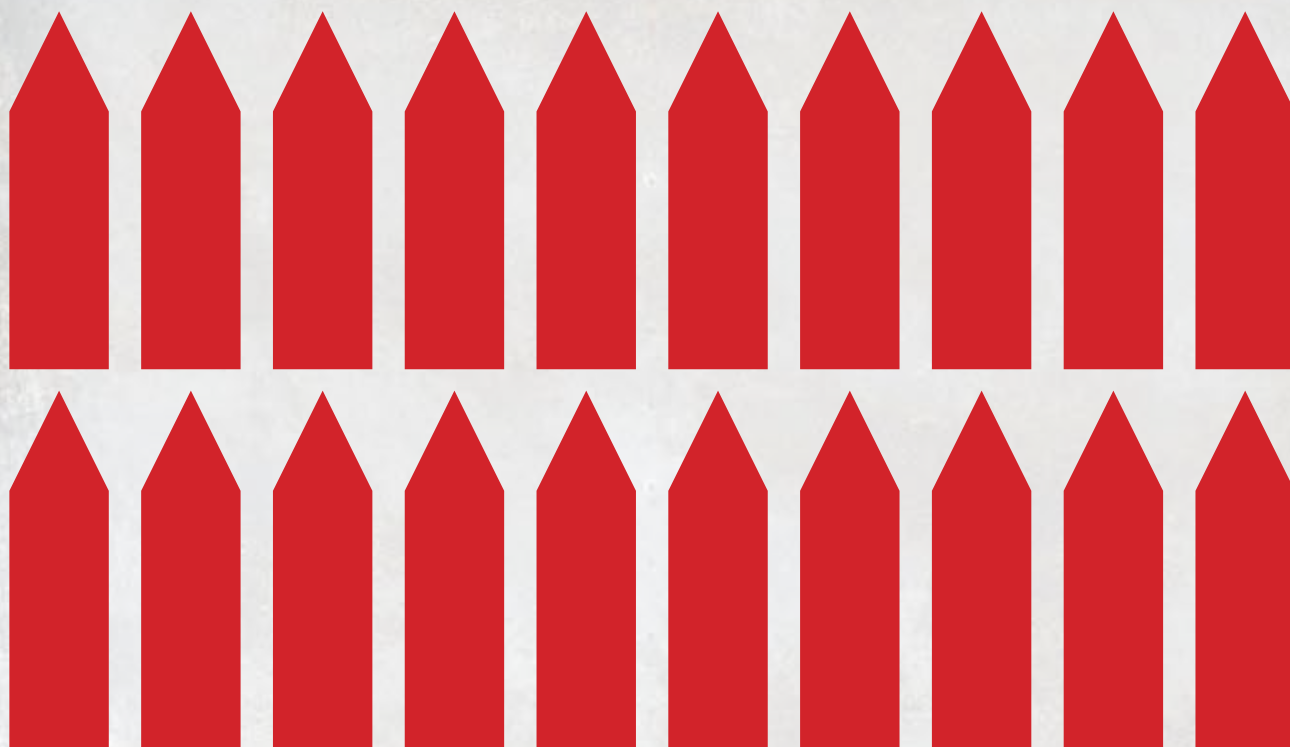
VP TRACKERS



TURN TRACKER

TURN

BATTLE ARROWS



SUPPLY TOKENS

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CONTROL MARKERS

