

FIRESTORM: GREECE

• MINI CAMPAIGN •

THE ITALIAN AND GERMAN INVASIONS OF GREECE
OCTOBER 1940 - APRIL 1941



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FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

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INTRODUCTION

With the publication of *Burning Empires* I would like to bring the Battle for Greece out in a larger context. The fierce resistance of Greeks against the Italian attack and the ill fated British Expeditionary Force against the powerful German invasion from a great background that can be played using the excellent Firestorm system.

One of the good things about Firestorm is how simple the system is and how easy it is to twist and peak it to what is required. With this in mind there are a few differences between *Firestorm: Greece* and the two previous versions, Bagration and Market Garden.

One is that it is smaller in scale than previous Firestorms and can easily be played by as few as two people. In fact I call it a mini campaign since it is best suited to a small group and can be played far more quickly.

Secondly the game is spilt into 4 turns that resemble the entire Campaign. The first three turns focus on the Greco-Italian War, while turn 4 is known as the Battle of Greece and sees the overwhelming German Invasion. First turn is the initial Italian Invasion – *Emergenza G* (“Contingency G[reece]”). Turn two sees the Greek Counter-Offensive, Turn three the short Italian Spring Offensive – *Primavera*, led by Mussolini himself. Lastly in Turn four, the German Invasion – *Unternehmen Marita* (“Operation Marita”). To best represent the Battle of Greece each turn is played a little differently and guides you through the conflict trying to capture the essence of each stage. It also gives players a good opportunity to field their respective armies and have the best playing experience with their Italian and Greek armies that should centre in the Campaign.



YOU DON'T NEED FIRESTORM-BAGRATION OR MARKET GARDEN TO PLAY?

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

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

There are a few fundamental variations and differences between *Firestorm: Greece* and *Firestorm's Bagration* and *Market Garden*. To help players out here is a list of the major differences:

Aircraft: Unlike *Bagration* and *Market Garden* players do not receive Aircraft models on the table like other units, but have a number of sorties available to them. You can allocate a sortie to an attack or defence although the Aircraft can only be the second unit allocated to each attack. Sorties are provided for each turn so there is no need to roll for losses, you always get what is allocated for the turn. Once used they cannot be used again that turn.

Attacker: In *Firestorm: Greece*, the player with the initiative automatically becomes the attacker in the *Flames of War* game, this supercedes any other special rules, both in missions and army lists.

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

Mini-Campaign: Unlike *Bagration* and *Market Garden* this is not a large scale campaign and can in fact easily be played with only 2 players. If you have a larger group then I suggest

you play more than one battle as part of the same attack and then the side with the most Victory Points wins. Work it out yourselves and be flexible.

Turns: Each turn plays differently with regard to two things, determining initiative and number of battles. For example, Turn 1 has only 2 battles as the Royal Italian Army ("Regio Esercito") was sent into a war it was unprepared for. Turn 4 on the other hand has between 8 and 12 battles with the Germans having a strong lead in initiative. There is a reason to this suggested number of battles and that is to keep the campaign running efficiently and within a reasonable timeframe. I have played many *Firestorm* games and found this crucial to a good outcome. But feel free to adjust this to your needs.

THE HISTORY

The history is based on three major sources, *Burning Empires* itself, *Crete* by Antony Beevor which includes a section on the Battle of Greece and Wikipedia as well as a few other internet based sources.

WHERE IS CRETE?

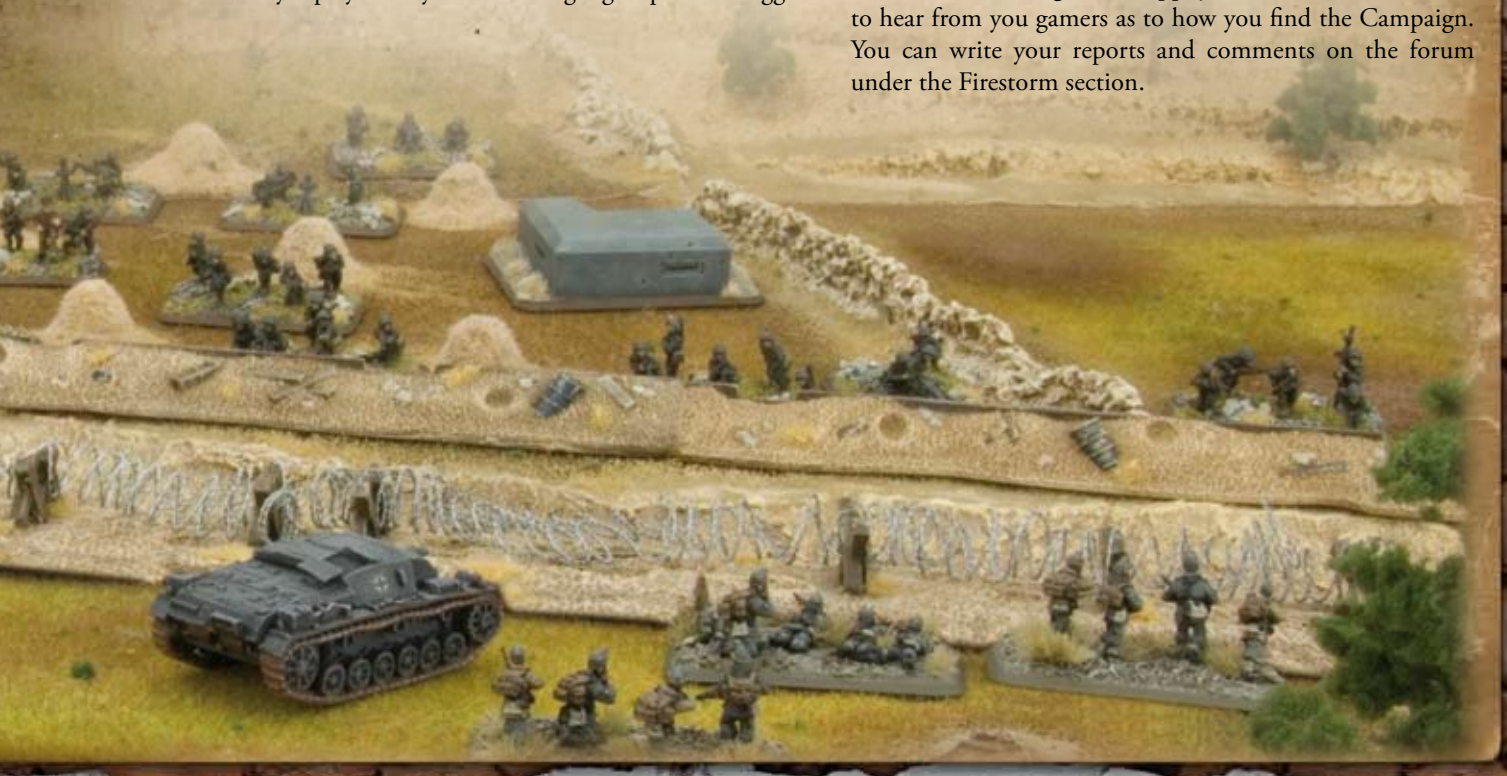
The Battle for Crete is a separate campaign. More importantly it uses different game mechanics which makes it hard to incorporate the two Campaigns. Possibly there is a *Firestorm: Crete* in the future. Maybe an enthusiastic gamer might wish to try his hand and make one?

WHAT FORCES SHOULD I PLAY?

The Greek, German and Italian from *Burning Empires* and British from *Hellfire and Back*. In fact the British Forces in the Campaign were New Zealand and Australian troops and an Armoured Brigade intended for the desert and are quite fitting!

REPORT BACK!

All feedback on the game is happily received and I would love to hear from you gamers as to how you find the Campaign. You can write your reports and comments on the forum under the *Firestorm* section.



THE BATTLE FOR GREECE

Hitler always faces me with a fait accompli. This time I am going to pay him back in his own coin. He will find out from the papers that I have occupied Greece.

—Benito Mussolini, speaking to Count Ciano

Italy's involvement in World War II was largely fuelled by the ambition of Benito Mussolini, the dictator of Italy often referred to as *Il Duce* or Italian for 'the leader'. Standing on the sidelines Mussolini saw the Germans go from success to success while having plans of his own for a new Italian Empire based on the Roman model known as *Mare Nostrum* (Latin for "Our Sea" referring to the Mediterranean) and was revived by Italian nationalists in 1861 who believed that Italy was the successor state to Roman Empire.

Italy's first step was the invasion of Albania in April 1939 establishing a foothold in the Balkans and a springboard for further offences. Following a German-Romanian pact in October 1940 without consulting *Il Duce* the Italian dictator feared further German influence in the Balkans and decided to pay the Germans back in their own coin by occupying Greece.

Il Duce demanded from his Generals that an invasion of Greece would be launched on the 28th October. For this the Italian Royal Army ("*Regio Esercito*") was woefully ill prepared but no one would voice their sentiments directly to *Il Duce*. Nor had Mussolini taken into consideration the recommendations of the Italian Commission of War Production, which had warned that Italy would not be able to sustain a full year of continuous warfare until 1949. On the 28th October 1940 the Italians presented the Greeks with an impossible ultimatum of allowing the Italian Army free passage to unspecified strategic locations in Greece. Ioannis Metaxas, the Prime Minister of Greece promptly responded with *Oxi* (Ochi or "No" in Greek). The Italians invaded the border before the deadline had passed.

The Battle for Greece was in four distinct stages, the first three are between the Italians and Greeks and are known as the Greco-Italian War. The first is the Italian Invasion or *Emergenza G* ("Contingency G[Greece]") focusing on the fighting between the 28th October and 13th November 1940. The second is the Greek Counter-Offensive between 14th

November 1940 and 8th March 1941. The third, the short Italian Spring Offensive ("*Primavera*" – Italian for Spring) from the 9th March and 20th March. The fourth and final stage is *Unternehmen Marita* ("Operation Marita") or the German Invasion.

Both the *Regio Esercito* and the Hellenic Army were ill prepared and ill equipped for War. Both countries were poor, their forces weak, and lacking most modern equipment. But the fighting spirit of their men often made up for this. *Emergenza G* was a failure since the *Regio Esercito* could not sustain any large offensive at that time. The Greek Counter-Offensive was far more successful and the Greeks captured territories far into Albania, but lacked the resources for a prolonged attack. The *Primavera* was almost a complete failure. On the 2nd March the British started Operation Lustre to send reinforcements in the form of an Expeditionary Force to Greece, composed of the 6th Australian Division, the New Zealand Division and the British 1st Armoured Brigade as well as elements of the RAF (Royal Air Force). Churchill demanded that Middle East Command dispatch troops to support the Greeks. At the same time the British had almost conquered the Italians in North Africa at the end of Operation Compass. These reinforcements were intended to support the Greeks and take over part of their defences but were not in place when the Germans started *Unternehmen Marita* a blitzkrieg campaign that conquered Greece between the 6th and 30th of April. The Campaign saw the Germans in complete control over the Greek mainland but the British Expeditionary Force managed another Dunkirk-like withdrawal, saving the majority of their troops while losing much of their heavy equipment. The Greeks formally surrendered to the Germans on the 21 April as General Georgios Tsolakoglou wished to deny the Italians satisfaction of a victory they had not earned. This infuriated *Il Duce* who ordered further attacks against the Greek forces. Finally an armistice that included the Italians took place on the 23rd April. The Battle of Greece ended in an overwhelming German Victory.



FIRESTORM: GREECE

Firestorm: Greece covers the Battle of Greece using the *Firestorm* system. This campaign allows you to re-fight the battles of Greece on a grand scale. While the course and outcome of the real Battle of Greece can't be changed, the outcome of your campaign is up to you. Either side can win. Although the odds are in favour of the Axis, the Allies stand a good chance if they can hold on to Athens.

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, perhaps to meet new friends, and rewrite history along the way!

WHY PLAY A CAMPAIGN?

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

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

THE BATTLE OF GREECE

Firestorm: Greece uses a map to plot the strategic situation and show the effects of your tabletop games on the battles for Greece. All of the important units, territory, and objectives of the operation are represented on the map. Your units will clash at important locations in Greece with the best forces from both sides, such as the elite *Libestandarte SS Adolf Hitler* or the stoic Greek *Etaireia Pezikoy*.

CAMPAIGN TURNS

Firestorm: Greece is very different from previous *Firestorms* in that each turn determines what you can do. Turns 1 and 3 simulate very limited offensives while turns 2 and 4 simulate the greater fighting. To best simulate the fighting in Greece the turns limit what you can do but give you a good chance to recreate the desperate battles and lightning war. The four turn limit also makes it a realistic commitment for both the organiser and the players.

FLEXIBILITY

Within this campaign flexibility is king. Players use their normal *Flames Of War* forces to fight battles to capture areas, reinforced by the main combat units shown on the campaign map. Each game the player makes a new force to respond to the situation they face, allowing them to recover from previous defeats and fight on. While players may lose the support of main combat units destroyed in previous battles, they always get their core force. This has the advantage of keeping the campaign fun right to the end. It is simply not possible for one side to become much stronger than the other, so every battle is winnable and every fight counts. This flexibility applies to players as well as their forces. While fielding a Greek or Italian force is nice from a historical viewpoint, it doesn't matter if you don't have one, you can fight with any force you have. *Firestorm: Greece* is best suited for standard 1000-1500 point games (I recommend 1250 as a starting force), but you certainly can play whatever points you and your opponent would like. Small games are generally resolved quickly, and you can sometimes get several games in during the space of a normal *Flames Of War* game. This helps generate more 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.

TERRAIN

The key to a successful *Firestorm: Greece* is to play the right terrain. The terrain is only of two types, open and rough. Ideally Rough Terrain should almost all be Rough Terrain, with plenty of hills and outcrops, maybe a small hamlet with a bit of foliage and hills with minimal open areas and roads. This will properly reflect the fighting in Greece and bring out the best in the Greeks and other mountain troops. Open terrain should be more open, easier tank country but still have a few Rough Patches.

WHAT ARE YOU WAITING FOR?

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

USING THE MAP

The *Firestorm: Greece* campaign map forms the playing board for the campaign. It is divided into 17 areas. Each area is numbered with a letter and a number, like A1 or F2. Some areas are also marked with their value in Campaign Victory Points. Both sides have a Reinforcement Pool where troops that have been destroyed are placed prior to being rebuilt and sent back into action. The bottom of the map has a Campaign Turn Counter to indicate the current turn (out of 4 turns), a summary of the Turn Sequence, and the Victory Point Control Indicator showing which side is winning.

YUGOSLAVIA AND BULGARIA

These areas are only used to place German forces on turn 4. They can never be attacked, only attacked from.



Victory Point Control Indicator

You may move from Area D1 to F1 (Peloponnese) even though there is sea in between.

Campaign Turn Counter

COMMANDER BATTLE PHASE
ORDER ONE: MANOEUVRE STEP
 1. Select an opponent
 2. Determine initiative
 3. Place a battle arrow
 4. Choose Firestorm Troops
ORDER TWO: COMBAT STEP
 1. Identify your mission
 2. Play Flames of War mission
ORDER THREE: AFTER ACTION STEP
 1. Roll to destroy
 2. Retreat defeated troops
 3. Advance victorious troops

GENERAL TURN SEQUENCE SUMMARY
ORDER ONE: PLANNING PHASE
 1. Look up the turn requirements
 2. Place reinforcements
 3. Make moves if allowed
ORDER TWO: BATTLE PHASE
 1. Players fight the Battle Phase
ORDER THREE: STRATEGIC PHASE
 1. Total victory points

ALLIED REINFORCEMENTS

NUMBER OF BATTLES

AXIS REINFORCEMENTS

AXIS REINFORCEMENTS

Area B4

B4
20VP

20 Campaign Victory Points

THESSALONIKI

HOW FIRESTORM WORKS

COMMANDERS

Commanders make up the bulk of players in *Firestorm: Greece*. They are the players that actually fight the tabletop battles that decide the outcome of the campaign. Commanders play their games of *Flames Of War* in the Battle Phase. Unlike other versions *Firestorm: Greece* can be easily played with only 2 players.

CAMPAIGN TURN

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

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

TWO GENERALS

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

ONE ORGANISER

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



GENERAL – PLANNING PHASE

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

1. LOOK UP THE TURN REQUIREMENTS

First thing you need to do is to read about the current turn and how it should be played. The number of games played in a turn and how to determine initiative. This is very clear and is well described in each turn listing.

2. PLACE REINFORCEMENTS

Turn 1 lists the starting forces and each turn thereafter places new units at the player's disposal. Usually these units are fixed to a specific map location. Just place them down as indicated. All Firestorm Troops in reserve after being destroyed can be placed anywhere in friendly territory.

3. MAKE MOVES IF ALLOWED

It says in the Turn summary if you are allowed to move your units and where. Otherwise units must stay where they are between turns. Only Germans can ever enter into Yugoslavia or Bulgaria, no other units from any other side may enter or attack them. Both Albania and Greece lacked good infrastructure and transport systems to allow quick relocation of troops.

COMMANDER – BATTLE PHASE

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

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

STEP ONE – MANOEUVRE

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

1. SELECT AN OPPONENT

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

2. DETERMINE INITIATIVE

In *Firestorm: Greece* the initiative passes from one player to the other. Some turns also have a fixed attacker. Each turn has a description that shows how it works.

If battles aren't fixed then both players roll one dice and apply any turn modifiers. The side that has the higher score wins the initiative, becomes the attacker and therefore can choose where the battle will be fought. He will also be the attacker in any mission played. All the scenarios have modifiers that favour one player for that turn and determine what to do in a tie.

3. PLACE A BATTLE ARROW

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

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

The Impassable Areas cannot be attacked into. Yugoslavia and Bulgaria cannot be attacked into. Tirane, Italian Command Centre can be attacked but not captured, instead the Allied player scores points for each successful attack against Tirane.

As this is a mini-campaign it is inadvisable to allow many Battle Arrows to go between the same area. Just finish each battle between two areas before placing arrows from the same areas. In the case that many are playing at the same time then just play two or more games simultaneously for the same areas either in combined games or determine the winner from the total score. Remember be flexible.

4. CHOOSE FIRESTORM TROOPS

Firestorm Troops represent the most powerful units that fought in Greece. You can strengthen your force with these troops. Both the Axis and Allies have Firestorm Troops to assist their armies in the campaign. You may add up to two Firestorm Troops from the area you are fighting into your Flames Of War force. Place these Firestorm Troops in the holes in the Battle Arrow. Treat these Firestorm Troops as extra Divisional Support choices in your force. You do not need to have Firestorm Troops to attack. Not having Firestorm Troops simply means that you will not gain additional troops for your Flames Of War games. Nor do you have to commit troops even if you have them, except the attacker must place 1 Firestorm Troop.

AIRCRAFT AND METAXAS LINE

These work slightly differently than other Firestorm troops. In the case of Aircraft, each turn determines the number of Aircraft sorties available to each army. This is the only way players can have Air Support in their games, they are not allowed to choose Air Support from their lists. These can be placed to support any battle, in the attackers case they may only be the second troop, the first must be a ground troop. Defenders can place Aircraft as their only troop. No more than one Aircraft sortie can be allocated to each battle, both in the normal and in the General's game. Once used they are placed aside and cannot be used again that turn. There is no need to roll to destroy them since they are not reused, but level of Air Support is determined separately each turn.

If the Axis attack over the Metaxas Line (place their Battle Arrow over the line) it gives Greek defenders fortifications in addition to any Firestorm Troops they have. This can be in addition to the maximum two Firestorm Troops allowed. The Metaxas line only helps if the Greeks are defending.

SUPPLY

There are no supply rules in *Firestorm: Greece*. But being surrounded will affect retreat and survival of Firestorm Troops.

STEP TWO – COMBAT

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

1. IDENTIFY YOUR MISSION

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

The best way of choosing which mission to play is simply to decide with your opponent. Use the Turn Missions table to get inspiration as to the types of missions that suit Greece. These aren't the only missions that you can fight in these types of terrain, but they represent some of the more common types of battles fought there.

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

2. PLAY FLAMES OF WAR MISSION

Now is your chance to prove your mettle under fire. Bring your *Flames Of War* army to the field and vanquish your foe for the glory of your side. Play the mission as a normal *Flames Of War* game. Your campaign organiser will have arranged a suitable points value for the game. However, there is no reason that you and your opponent can't agree on any other size of game. You could fight your battle with 800, 1000, 1250, or more points. You might even want to mix things up playing different sized games throughout the campaign.

Remember, although you both start with the same number

of points, any Firestorm Troops that you add to your force are in addition to this. This could result in one side being considerably stronger than the other if the strategic situation is heavily in their favour. If you find yourself outnumbered like this, don't panic. Fight hard and try to hold your positions while your comrades in other areas take advantage of your sacrifice to restore the situation.

LEND-LEASE FORCES

Everyone can participate in a Firestorm campaign. If you do not have the right forces, use your normal force as a Lend-lease force sent to support one side or the other. You could field any Early War force in place of the *Burning Empires* or *Hellfire & Back* Forces.

Forces from any nationality can play in the campaign on either side. Use the normal Firestorm Troops for reinforcements. This can result in some unusual force compositions, e.g. French Char Company with Panzer III support.

Ideally this is best played with their historical forces. But remember to be flexible and have fun!

STEP THREE – AFTER ACTION

No job is done until the paperwork is finished!

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

1. ROLL TO DESTROY

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

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

ROLL TO DESTROY

<i>Your Victory Points</i>	<i>Score needed to Destroy Enemy Firestorm Troops</i>
6+	4+
5	5+
3 or 4	6
2 or less	No roll



2. RETREAT DEFEATED TROOPS

When you have been defeated in battle you must surrender the battlefield to your opponent. In order to save your force from utter destruction retreat is your only recourse.

If your opponent scored at least three Victory Points in the game and scored more Victory Points than you did, then you have been defeated and must retreat. After rolling for destruction, all remaining Firestorm Troops in the defeated Commander's area must be retreated. Attacking troops simply return from the area they attacked from while defeated defending troops must retreat to any adjacent area of their choice that is under their control. If there are no adjacent friendly-controlled areas to retreat into, then all of the Firestorm Troops in the area, including any that would normally be Destroyed, are captured and permanently removed from the campaign. This earns the victorious Commander extra Campaign Victory Points. Report the capture of these Firestorm Troops to your General.

Special Rule, British Firestorm Troops are not counted as surrounded if they fight in areas F1 and F2 but rather have escaped by sea. If both these areas are occupied by the Axis and a British Firestorm Troop is destroyed it is immediately captured even if it was not surrounded.

Italian Troops defeated in Tirane (A1) remain where they are and do not have to retreat, nor can the Allies ever win that area. Instead the Allies score 10 VP for each successful attack against Tirane (A1).

3. ADVANCE VICTORIOUS TROOPS

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

If, as the attacker, you defeated your opponent, you now control the area the defeated forces retreated from. Place a Control marker on your new area to show that you now control it. As the victorious Commander, you may move up to four Firestorm Troops into the newly-controlled area from adjacent areas. The first troops to move into the newly-acquired area must be any surviving Firestorm Troops that you used in your battle. Once these troops have advanced, you may select the remaining Firestorm Troops to advance from any adjacent area.

If there were multiple battles being fought in the areas you were fighting in, it is entirely possible for you to capture an area from the enemy and occupy it, while another player on your side loses the area that you just fought out of. While this can be disturbing, as it often leaves you cut off, such is the ebb and flow of battle.

STRATEGIC PHASE

TOTAL VICTORY POINTS

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

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

CAPTURING OBJECTIVES

Possession of key locations in Greece is critical to winning the campaign. These are the important locations that your army is fighting for.

You receive the number of Campaign Victory Points shown on the Campaign Victory Point table below for each objective area that you hold.

CAMPAIGN VICTORY POINT TABLE

Vlore	(B1)	20 points
Thessaloniki	(B4)	20 points
Ioannina	(C1)	10 points
Athens	(F2)	60 points
Peloponnese	(F1)	20 points

Special: Each successful attack against Tirane (A1) scores 10 points for the Allies.

FIRESTORM TROOPS CAPTURED VICTORY POINTS

British Firestorm Troops	10 points
German Panzer Troops	10 points
SS-Kradschützen	10 points
Other German Firestorm Troops	5 points
Italian/Greek Firestorm Troops	5 points

CAPTURING FIRESTORM TROOPS

Most units that are mauled in combat are pulled out of the line and rebuilt before being thrown back into the fray. However, when a unit is cut off and surrounded, it will be captured and totally destroyed if it loses a battle.

While Firestorm Troops that are destroyed as a result of participating in a battle are placed back in the Reinforcement Pool, those that are surrounded and unable to retreat are removed from the game instead (see page 24). Firestorm Troops that are surrounded and captured in this way earn the enemy Campaign Victory Points as shown on the Campaign Victory Points table.

ENDING THE CAMPAIGN TURN

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

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



CAMPAIGN OUTCOME

No one can deny the victor's laurels to the Greek soldier. But under conditions like these one can only say that the Italian soldier had earned the martyr's crown a thousand times over.

-Bauer The History of World War II

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

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

ALLIED VICTORY

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

ALLIED STRATEGIC VICTORY WIN BY 100 CAMPAIGN POINTS

The Battle of Greece has become a new legend in its heroic history. Like the Greeks facing the Persians two thousand years before Greece has stood stalwart against a numerically superior foe and is a beacon of liberty among the free world.

ALLIED OPERATIONAL VICTORY WIN BY 60 CAMPAIGN POINTS

The defence of Greece has shown the world that the Germans are not invincible. While the Axis powers prepare for a new onslaught the Greeks and their Allies prepare to face them and even though the outcome is far from certain it has thrown German plans into disarray.

ALLIED TACTICAL VICTORY WIN BY 40 CAMPAIGN POINTS

The Greeks have held out longer against the enemy than anyone could have expected and have fought with honour. Defeat is still eminent but the fight for Greece still gives the world hope.

AXIS VICTORY

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

AXIS STRATEGIC VICTORY WIN BY 100 CAMPAIGN POINTS

Germany has gone from victory to victory and much of the European mainland is now under their firm control. The Acropolis is now added to many other prestige locations like Paris. Nothing can stop Germany now. More importantly the Southern Front is now secure before Barbarossa.

This is the historical outcome of the Battle of Greece.

AXIS OPERATIONAL VICTORY WIN BY 60 CAMPAIGN POINTS

The Battle of Greece has ended in Victory. Once again the British are involved in a desperate retreat and have failed to save their Allies.

AXIS TACTICAL VICTORY WIN BY 40 CAMPAIGN POINTS

The Battle of Greece has turned into a grim fight and will require more effort. But face has been saved and the outcome is almost a certainty. Just another push.

DRAW

The campaign is a draw if the total Campaign Victory Points for both sides are within 40 points.

The Axis and Allied armies have fought themselves to a standstill. Germany must call on more forces to defeat the Allies and this will mean the postponement of Barbarossa or to start without many precious forces. But the oilfields of Romania must be secured and a war on 3 fronts ended.

As the Greek Commander you know the end is near but you must press your desperate men on and hope it will not cause Greece too much suffering and the British are now tied down to one more conflict that they do not have the resources for.



URNS

Firestorm: Greece is played over 4 turns. Each turn is played differently to best simulate the battle Campaign itself.

Each turn will determine the number of battles, initiative and the number of Air Sorties as well as containing information on deployment. Number of battles is a suggestion, if you feel you would rather play more battles feel free, but never go below the minimum although you can always roll off a few as a General's Game battle. Each turn has also a missions suggested, but this is only a suggestion, you can pick a scenario any way you like.

TURN 1 - EMERGENZA G

THE ITALIAN INVASION 28 OCTOBER TO 13 NOVEMBER 1940

"The time has come for Greece to fight for her independence. Greeks, now we must prove ourselves worthy of our forefathers and the freedom they bestowed upon us. Greeks, now fight for your Fatherland, for your wives, for your children and the sacred traditions. Now, above all, the struggle!"

- Ioannis Metaxas

The Italians attacked on the 28 November with the aim of occupying Greece. Mussolini was confident that the superiority of the Italian Army would quickly overcome any Greek resistance but this was a dream. The Italian army under Lieutenant General Visconti Prasca was ill prepared and the terrain was rough and favored the defenders. In addition communications and infrastructure in Albania was very weak and could not easily support large offensive operations. After pushing through the initial defences the Italians quickly became involved in heavy fighting and the unexpected Greek resistance caught the Italian High Command by surprise. Enraged by the lack of progress, Mussolini reshuffled the command in Albania, replacing Prasca with General Ubaldo Soddu, his former Vice-Minister of War, on 9 November. Immediately upon arrival, Soddu ordered his forces to turn to the defensive. It was clear that the Italian invasion had failed.

DEPLOYMENT:

ITALIAN FORCES

B1-Ciamuria Corps

2x Infantry

1x Armour (M11/39)

B2-Corizza Corps

1x Alpine Infantry (from Ciamuria)

1x Infantry

GREEK FORCES

C1 - 1x Infantry

C2 - 1x Infantry

B3 - 1x Infantry

B4 - 2x Infantry

B5 - 2x Infantry

Of battles: 2 Fixed attacks

Initiative: Italy attacks, from B1 (Vlore) to C1 (Ioannina) and from B2 to C2.

Air sorties: 1 Italian Aircraft

Turn 1 only sees 2 predetermined attacks. Neither side was properly prepared for war and the attack soon came to an end.

TURN 1 SUGGESTED MISSIONS TABLE

1	2	3	4	5	6
Free-for-All	Dust Up	Hold the Line	No Retreat	Breakthrough	Surrounded

TURN 2 - THE GREEK COUNTER-OFFENSIVE

14 NOVEMBER 1940 TO JANUARY 1941

Greek reserves started reaching the front in early November, while Bulgarian inactivity allowed the Greek High Command to transfer the majority of its divisions from the Greco-Bulgarian border and deploy them in the Albanian front. This enabled Greek Commander-in-Chief, Lt. Gen. Alexandros Papagos, to establish numerical superiority by mid-November, prior to launching his counter-offensive.

The Greeks attacked along the entire front with a strong attack from Western Macedonia eventually occupying almost the entire area of southern Albania known as "Northern Epirus" and the strategically important Klisura pass. Their attack against Vlore failed but the Italians suffered heavy losses in its defence. By January Italy had rushed in enough reinforcements to contain the attack and the Greek advance was finally stopped.

After January the fighting settled into a stalemate.

DEPLOYMENT:

Greek and Italian forces may redeploy in their friendly territories. Italians must redeploy first. At least one Greek unit must be at B4 and B5.

REINFORCEMENTS:

ITALIAN FORCES

Anywhere in Albania

2x Infantry

GREEK FORCES

Place anywhere in Greek Territory

2x Infantry

Of battles: 1D3* + 3 attacks

Initiative: Greeks receive +1 and win on ties (Remember the attacking player is also the Attacker in the mission played)

Air sorties: 1 Italian Aircraft

*To roll a D3, roll a standard 6 sided die with 1-2 being 1, 3-4 being 2 and 5-6 being 3.

TURN 2 SUGGESTED MISSIONS TABLE

1	2	3	4	5	6
Free-for-All	Free-for-all	Cauldron	No Retreat	Breakthrough	Fighting Withdrawal



TURN 3 – PRIMAVERA

ITALIAN SPRING OFFENSIVE 9 MARCH TO 20 MARCH 1941

The Spring Offensive was to be directed and observed by Mussolini himself. The attack was launched on 9 March and started with a heavy bombardment and followed by repeated infantry assaults. On the 14 March, Italian General Ugo Cavallero seeing that the attacks were unable to break through the Greek lines advised Mussolini to stop the offensive. The Italians unsuccessfully assaulted a height codenamed “731” at least eighteen times. The Greeks implemented a strategy of active defence which included counter-attacks. The offensive lasted to 20 March but obtained only limited conquests and finally the stalemate continued with operations on both sides scaled down.

DEPLOYMENT:

Greek and Italian forces may redeploy in their friendly territories. Greeks redeploy first. At least one Greek unit must be at B4 and B5.

REINFORCEMENTS:

ITALIAN FORCES

Anywhere in Albania

1x Infantry

GREEK FORCES

None

Of battles: 1D3* + 2 attacks

Initiative: Italians receive +1 and win on ties

Air sorties: 1 Italian Aircraft

*To roll a D3, roll a standard 6 sided die with 1-2 being 1, 3-4 being 2 and 5-6 being 3.

TURN 3 SUGGESTED MISSIONS TABLE

1	2	3	4	5	6
Free-for-All	Hasty Attack	No Retreat	Breakthrough	Fighting Withdrawal	Counterattack



TURN 4 - UNTERNEHMEN MARITA

THE GERMAN INVASION 6 APRIL TO 30 APRIL 1941

With the complete failure of the Italian Invasion the Germans had to intervene. The British were increasing their influence in the Mediterranean and the Germans were about to start their invasion of the Soviet Union. First they had to secure their Southern Flank and importantly the Oil Fields in Romania from harm.

Hitler entrusted his Generals to formulate a plan to invade Greece and they did. In Unternehmen Marita the plan was to move German forces through Bulgaria and invade Greece from that direction. The plan changed with events when Germany invaded Yugoslavia and the country surrendered after 11 days of fighting opening a new front to attack Greece from.

At the same time the British were building up forces in Greece. The British Expeditionary force composed of the 1st Armoured Brigade, the 6th Australian Division and the New Zealand Division became known as W-Force after their Commander Lieutenant-General Sir Henry Maitland Wilson. The British force was to take over part of the Greek defence but was not yet in place when the Germans Attacked.

What followed was a blitz. The Germans used their military efficiency and the tried and tested methods. With near complete Air Superiority they charged at the Allies. The Greeks, Australians and New Zealanders put up a spirited defence but their Commanders saw that the end was near and what followed was an ordered withdrawal. On the 20 April the Greeks started to negotiate a surrender followed by an Armistice on the 23rd April. The Australians and New Zealanders put up a stiff defence at Thermopylae, the place made famous by the stand of Leonidas and the 300 Spartans, at the 24-25th August but were then ordered to withdraw. The British started to evacuate troops from the 16 April and the last troops were rescued on the 30th April, in a feat reminiscent of Dunkirk about 50.000 troops were evacuated but had lost much of their heavy equipment.

The Battle of Greece ended with the Axis powers in complete control of Greece.

DEPLOYMENT:

Greek and Italian forces may redeploy in their friendly territories. Greek units redeploy first. All Greek units must be in areas next to Italian units, except 1 infantry at B5 and the new Mechanised unit at B4.

REINFORCEMENTS:

GERMAN FORCES

Bulgaria (A5)

1x Tank

2x Infantry

Yugoslavia (A4)

1x Tank

1x SS-Kradschützen

2x Infantry

GREEK FORCES

B4 - 1x Mechanised Unit

BRITISH EXPEDITIONARY FORCE "W" FORCE

C4 - 1x Tank, 1x infantry

E1 - 1x Infantry

Of battles: 2D3* + 6 attacks

Initiative: Axis receives +2 and wins on ties.

Air sorties: 3 German Aircraft, 1 Italian Aircraft and 1 British Aircraft

TURN 3 SUGGESTED MISSIONS TABLE

1	2	3	4	5	6
Free-for-All	Dust Up	Hasty Attack	Breakthrough	Fighting Withdrawal	Hold the Line

FIRESTORM TROOPS

ALLIED TROOPS



PEZIKOY - INFANTRY x 9

Reinforce your company with a Pezikoy platoon with 3 Pezikoy Squads (Command team, VB team and 6 rifle/MG teams). Rated as Fearless Trained Mountaineers.

Infantry	Range	ROF	AT	Firepower
Rifle/MG team	40cm	2	2	6
VB team	20cm	2	1	4+ Can fire over friendly troops

5th Cretan Div, 7th Infantry Div, 8th Infantry Div, 9th Infantry Div, 10 Infantry Div, 11 Infantry Div, 15th Infantry Div, 18th Infantry Div and 4th Infantry Bgd.

ELAFRY TANK PLATOON - MECHANISED x 1

Reinforce your company with an Elafry Platoon with 3x L3/35 tankettes. Rated as Fearless Trained.

Name	Mobility	Front	Armour	Top	Notes and Equipment
Weapon	Range	ROF	Side	Firepower	
			AT		
L3/35	Half-Tracked	0	0	1	Twin hull MG
19th Motorised Division					

HMG NEST - METAXAS LINE

Reinforce your company with two HMG Nests

HMG Nest	60cm	ROF 6 Anti-tank 2	Firepower 6	ROF 2 When pinned down
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RIFLE PLATOON - INFANTRY x 2

Reinforce your company with a Rifle Platoon with 3 Rifle Squads (Command team, Light Mortar team and Anti-tank Rifle team and 6 rifle/MG teams). Rated as Confident Trained.

Infantry	Range	ROF	AT	Firepower
Rifle/MG team	40cm	2	2	6
Light mortar	40cm	1	1	4+ Can fire over friendly troops
Anti-tank Rifle team	40cm	1	4	5+ Tank Assault 3

6th Australian Division, New Zealand Division

BRITISH TANK PLATOON - TANK x 1

Reinforce your company with an Armoured Platoon with 3 tanks (3x A10 Cruiser Mk IIA). Rated as Confident Trained.

Armour	Mobility	Front	Side	Top	Notes and Equipment
Name	Range	ROF	AT	Firepower	
Weapon					
A10 Cruiser Mk IIA	Fully-Tracked	2	2	1	Co-ax MG, Hull MG, Slow tank, Unreliable
OQF 2 pdr gun	60cm	2	7	4+	Broadside, No HE, Tally Ho

1st Armoured Brigade

AIR SUPPORT x 1

Reinforce your company with Sporadic Air Support. Hurricane II is a dedicated air superiority fighter. It can only be used for Fighter Interception and cannot be used for Ground Attack. So overwhelming was the German Air Superiority that Commonwealth troops said the RAF stood for Rare As Fairies.

No. 80 Squadron RAF

6th Australian Division,
New Zealand Division

AXIS TROOPS

FUCILIERI COMPANY - INFANTRY x 6

Reinforce your company with a Fucilieri Company with 1 platoon (Command team and 8 rifle teams). Rated as Regular

Infantry	Range	ROF	AT	Firepower
Rifle	Range 40cm	ROF 1	AT 2	Firepower 6

7th Lupi di Toscana 19th Venezia, 23rd Ferrara, 29th Piemonte, 49th Parma, 51st Siena Divisions

ALPINI FUCILIERI COMPANY - INFANTRY x 1

Reinforce your company with a Fucilieri Company with 1 platoon (Command team and 8 rifle teams).
Rated as Elite Mountaineers.

Infantry	Range	ROF	AT	Firepower
Rifle	Range 40cm	ROF 1	AT 2	Firepower 6

3rd Julia Alpine Division

CARRI PLATOON - ARMOUR x 1

Reinforce your company with a Carri Platoon with 3 tanks (Turn 1 3x M11/39, Turn 2+ 3xM13/40). Rated as Elite. Note that in turn 1 you get three M11/39 but from turn two you get three M13/40.

Name Weapon	Mobility Range	Front ROF	Armour		Notes and Equipment
			Side AT	Top Firepower	
M13/39 37/40 gun	Fully-Tracked 60cm	2 2	1 5	1 4+	Twin MG, Slow tank, Unreliable Hull mounted
M13/40 47/32 gun	Fully-Tracked 60cm	3 2	2 6	1 4+	Co-ax MG, Twin hull MG, Slow tank, Unreliable

131st Centauro Armoured Division

AIR SUPPORT x 1

Reinforce your company with Sporadic Air Support with FIAT CR.42 Falco.

Aircraft	Weapon	To Hit	AT	Firepower
FIAT CR.42 Falco	MG	3+	5	5+
	Bombs	4+	5	2+

Regia Aeronautica



INFANTERIE PLATOON - INFANTRY x 4

Reinforce your company with a Rifle Platoon with 4 Infanterie Squads (Command team, light mortar team and 8 rifle/MG teams). Rated as Confident Veteran.

Infantry	Range	ROF	AT	Firepower
Rifle/MG team	Range 40cm	ROF 2	AT 2	Firepower 6
Light mortar	Range 40cm	ROF 1	AT 1	Firepower 4+ Can fire over friendly troops

5th Mountain, 6th Mountain, 73rd Infantry Division

SS-KRADSCHÜTZEN - INFANTRY x 1

Reinforce your company with SS-Kradschützen with 3 Schützen Squads (Command Motorcycle team, Motorcycle Light mortar team and 6 Motorcycle MG teams). Rated as Fearless Veteran.

Infantry	Range	ROF	AT	Firepower
MG team	Range 40cm	ROF 3	AT 2	Firepower 6
Light mortar	Range 40cm	ROF 1	AT 1	Firepower 4+ Can fire over friendly troops
Motorcycle & sidecar	Jeep			

Leibstandarte SS Adolf Hitler Brigade

PANZER III PLATOON - TANK x 2

Reinforce your company with a Panzer III Platoon with 3 tanks (3x Panzer III G). Rated as Confident Veteran.

Name Weapon	Mobility Range	Front ROF	Armour		Notes and Equipment
			Side AT	Top Firepower	
Panzer III G 5cm KwK gun	Fully-Tracked Range 60cm	Front 3 ROF 3	Side 3 AT 7	Top 1 Firepower 4+	Co-ax MG, Hull MG, Protected ammo

2nd Panzerdivision and 9th Panzerdivision

AIR SUPPORT x 3

Reinforce your company with Priority Air Support with Stuka Schwerpunkt.

Aircraft	Weapon	To Hit	AT	Firepower
Ju87B Stuka	Bombs	To hit 4+	AT 5	Firepower 2+ Stuka Schwerpunkt

Von Richthofen Fliegerkorps VIII



FIRESTORM TERMS

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

Air Sorties (page x): Each turn players are provided with a number of Air Sorties. This is the only Air support available to players. Once sortie can be allocated to each battle and once used cannot be used again that turn.

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

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

Campaign Map (page x): The campaign map portrays the area of Greece where the Battle for Greece took place. 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 (page x): The campaign is divided into four campaign turns. Each Campaign turn is almost a mini campaign in itself where players act out distinct parts of the Battle for Greece. In each campaign turn the rules dictated how initiative is played, the number of Air Sorties is available and the recommended amount of battles to be played.

Campaign Victory Points (page x): 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.

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

Commander (page x): Commanders are the players who fight the Flames Of War games that determine the campaign's outcome.

Control Marker (page x): Control markers identify areas that you control. When you advance into an area place a control marker in it to show that you now control it. In Firestorm Greece these are not really needed since the battle lines should be clear.

Firestorm Troops (page x): Firestorm Troops are miniatures representing the key units in the campaign. Firestorm Troops can be committed to a battle giving extra troops in the *Flames Of War* game that decides its outcome. For a complete list of Firestorm Troops see pages 17-19.

General (page x): Each side has a General who coordinates the side's strategy in the Planning and Strategic Phases. Since Firestorm Greece is a mini-campaign this is much simpler than in Bagration or Market Garden.

Metaxas line (page x): Any attacks against Greek forces over the Metaxas line provide two HMG Nests in addition to any Firestorm Troops.

Reinforcements (page x): Firestorm Troops destroyed after a battle are placed in the Reinforcement Pool on the Campaign Map. They are returned to play at the beginning of the next turn, subject to the Turns specifications.

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

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



THE GENERAL'S WARGAME

Generals have used wargames to test their plans for centuries. Manoeuvring pieces around on maps instead of troops on the battlefield allows them to fight battles in a matter of hours rather than days, and at little cost especially if they lose. If their strategy works, they can then apply it in the real battle. If it fails, they can come up with another plan before they have to commit their soldiers' lives in action.

In *The General's Wargame* you command the Axis or Allied army in the Battle of Greece in 1940-41. As the General, you experience the ebb and flow of a large campaign that will decide the course of the war.

The General's Wargame is a fast-paced two-player game based on *Firestorm: Greece* that takes between a half an hour and an hour to play. When both players are constantly involved in planning and executing attacks, time flies and the hardest question is whether you can fit in another game!

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

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

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

ORDER ONE – PLANNING PHASE

1. Look up the turn requirements
2. Place reinforcements
3. Make Moves if Allowed

ORDER TWO – BATTLE PHASE

(Repeat for each Battle)

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

Check for Supply is not used in *Firestorm: Greece*.

ORDER THREE – STRATEGIC PHASE

1. Total Your Victory Points

Bring in Reinforcements, Make Strategic Moves

Moves are not used in *Firestorm: Greece*.

Hitler calls Mussolini on the phone:

"Benito aren't you in Athens yet?"

"I can't hear you Adolf."

"I said aren't you in Athens yet?"

"I can't hear you. You must be ringing from a long way off, presumably London."

Joke circulating in Occupied France, winter 1940-41

SETTING UP THE CAMPAIGN MAP

ORDER ONE – PLANNING PHASE

Set up the campaign as normal.

1. Look up the turn requirements

At the start of each turn there is a listing of things available and options. These work exactly the same in the General's Game as in the standard game.

2. Place reinforcements

Any destroyed Firestorm Troops that were not captured last turn are now placed back on the map from the reinforcement pool.

ORDER TWO - BATTLE PHASE

(Repeat for each Battle)

1. Roll for Initiative

Turn 1 has fixed battles and fixed attacker. After that both players roll one dice and after adding any turn modifiers the player with the higher roll is the attacker.

FIRESTORM TROOP BONUSES

Each Firestorm Troop placed on a Battle Arrow and committed to a battle gives a bonus to your die roll. Use the Firestorm Troop Bonuses table to determine your bonus for each Firestorm Troop placed on the Battle Arrow. Depending on the terrain attacked into your troops will have bonuses to help you win the battle.

UNIT	PLAIN	ROUGH
Greek Inf	+1	+2
Greek Motorised	+1	+1
Metaxas Line	NA	+1
Italian Inf	+1	+1
Italian Mountain Inf	+1	+2
Italian Armour 11/39	+1	+1
Italian Armour 13/40	+2	+1
FIAT CR.42	+1	+1
British Infantry	+2	+2
British Armour	+3	+1
RAF Fighter*	+1*	+1*
LSSAH Kradschützen	+3	+3
German Infantry	+2	+2
German Armour	+4	+2
Ju 87B Stuka	+3	+2

*RAF Fighter only provides a bonus if there are Axis Aircraft present.

2. Place a Battle Arrow

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

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

The Impassable Area cannot be attacked into. Yugoslavia and Bulgaria cannot be attacked into. Tirane, Italian Command Centre can be attacked but not captured, instead the Allied player scores points for each successful attack against Tirane.

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

3. Choose Firestorm Troops

Both players now allocate up to two Firestorm Troops to each battle. The Attacker must commit one ground Firestorm Troop to the battle however and if there are Greeks defending behind the Metaxas Line the receive a bonus for that as well.

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 dice. Each player rolls a die and adds the Firestorm Troop Bonuses for the Firestorm Troops that they committed and any applicable Situation Modifiers. The higher roll wins the battle. A tie with both players rolling the same score results in a draw in which case neither side advances or retreats.

5. Roll to Destroy

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

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

ROLL TO DESTROY

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

6. Retreat Defeated Troops

When you have been defeated in battle you must surrender the battlefield to your opponent. In order to save your force from utter destruction retreat is your only recourse.

If your opponent scored at least three Victory Points in the game and scored more Victory Points than you did, then you have been defeated and must retreat. After rolling for destruction, all remaining Firestorm Troops in the defeated Commander's area must be retreated. Attacking troops simply return from the area they attacked from while defeated defending troops must retreat to any adjacent area of their choice that is under their control. If there are no adjacent friendly-controlled areas to retreat into, then all of the Firestorm Troops in the area, including any that would normally be Destroyed, are captured and permanently removed from the campaign. This earns the victorious Commander extra Campaign Victory Points. Report the capture of these Firestorm Troops to your General.

Special Rules: British Firestorm Troops are not counted as surrounded if they fight in areas F1 and F2 but rather have escaped by sea. If both these areas are occupied by the Axis and a British Firestorm Troop is destroyed it is immediately captured even if it was not surrounded.

Italian Troops defeated in Tirane (A1) remain where they are and do not have to retreat, nor can the Allies ever win that area. Instead the Allies score 10 VP for each successful attack against Tirane (A1).

7. Advance Victorious Troops

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

If as attacker you defeated your opponent, you now control the area the defeated forces retreated from. Place a Control marker on your new area to show that you now control it. As the victorious Commander, you may move up to four Firestorm Troops into the newly-controlled area from adjacent areas. The first troops to move into the newly-acquired area must be any surviving Firestorm Troops that you used in your battle. Once these troops have advanced, you may select the remaining Firestorm Troops to advance from any adjacent area.

If there were multiple battles being fought in the areas you were fighting in, it is entirely possible for you to capture an area from the enemy and occupy it, while another player on your side loses the area that you just fought out of. While this can be disturbing, as it often leaves you cut off, such is the ebb and flow of battle.

Check for Supply is not used in *Firestorm: Greece*.

ORDER THREE – STRATEGIC PHASE

1. Total Your Victory Points

Work this out exactly as you would in the normal Firestorm Game.

EXAMPLE

A Greek player wins the initiative and decides to launch two Greek Infantry from C2 against two Italian Infantry in B2. Both players roll a die and add their Firestorm Troop Bonuses. The Greek player rolls 5 and the Italian rolls a 4. Thanks to the Rough Terrain the Greeks add +4 (+2 for each infantry) to their score while the Italians only receive a +2 (+1 for each infantry) giving final scores of 9 and 6. This is a difference of 3, so the Greek player rolls a die for each of the Italian Infantry units and they are destroyed on a 5+. Now as the attacker the Greek player moves his troops to occupy B2 while the Italian player must retreat, choosing Tirane. Had the Italian player won by the same amount then he would have rolled for the Greek units, with any surviving units falling back to C2. The Italian player does not advance into C2 since they were defending.

ALLIED REINFORCEMENTS		NUMBER OF BATTLES			AXIS REINFORCEMENTS	
		1	2	3		
		4	5	6		
		7	8	9		
ALLIED AIR SORTIES	ALLIED CAPTURED UNITS	10	11	12	AXIS AIR SORTIES	AXIS CAPTURED UNITS