

FIRESTORM: NORWAY

◊ MINI CAMPAIGN ◊

9 APRIL - 10 JUNE 1940

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WITH DANE TKACS, EIRIK ULSUND AND MAURICE V. HOLMES JR.

FLAMES OF WAR.

THE WORLD WAR II MINIATURES GAME

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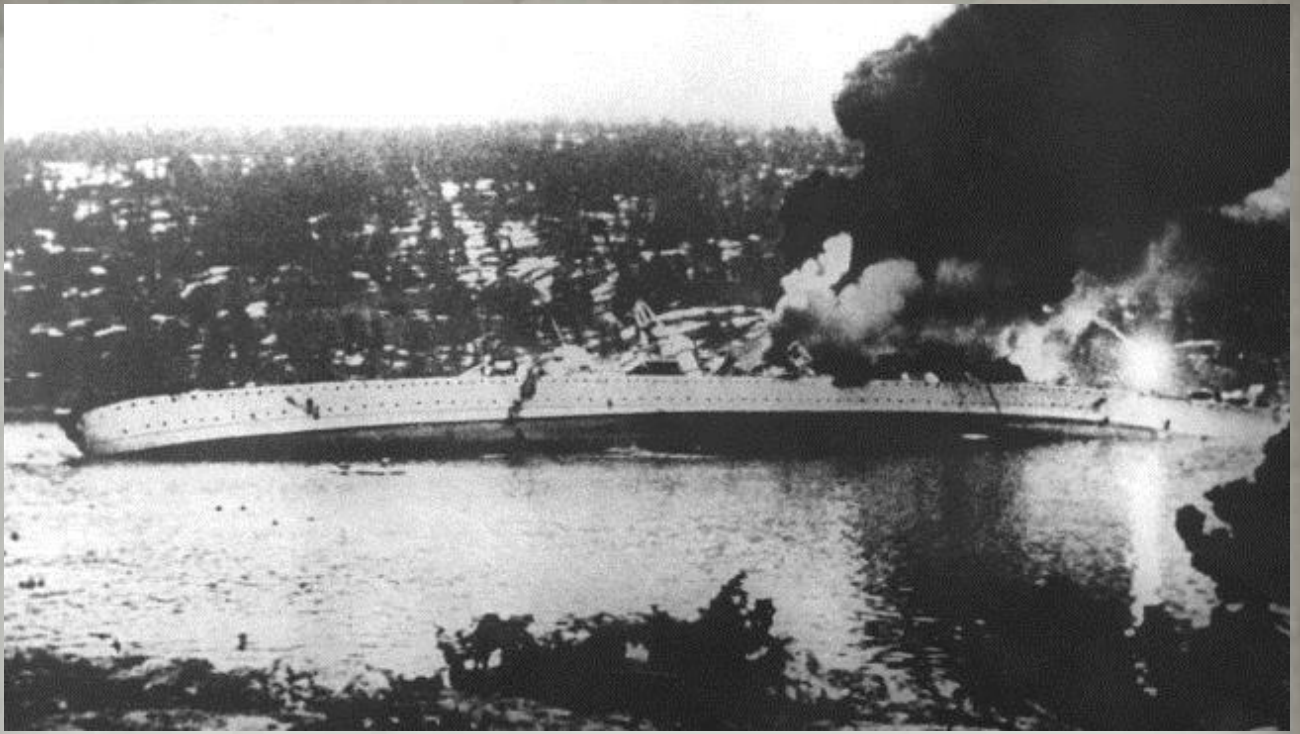
INTRODUCTION

Why Norway? At first glance it may sound obscure, but it isn't. It was the first battlefield where British, French and German soldiers would battle on land in World War II. It would last longer than the Battle of France. It was the first modern combined arms operation with navy, air and land forces. One which the Wehrmacht performed to their German perfection. It was a gross violation of neutral states and Operation Weserübung would conclude in the occupation of Norway and Denmark for the remainder of the war in Europe. Most would hate the invaders, while thousands of their countrymen joined the ranks of the SS Wiking and SS Nordland to fight the Soviet Union and the Norwegian collaborator Vidkun Quisling would give his name to traitors and collaborators. The Royal Navy learned the hard way that the age of great battleships was at an end. Naval warfare would be determined by air superiority. This was also be the only time, the few but effective surface ships of the Kriegsmarine, would do battle as a navy on the high seas. The Battle of Norway would also have far reaching consequences. It would lead to Churchill becoming the Prime Minister of Great Britain and for the Germans, their brilliant campaign would lead to a heavy burden on resources and manpower, one they could ill afford as the war went on.

I really like Firestorms. After designing Firestorms for Greece, Lorraine and Caen I was approached separately by both Eirik Ulsund and Dane Tkacs to see if I was interested in doing one for Norway. Being Icelandic I was interested in looking closely at the Battle for Norway, as we share a kindred spirit among the Nordic countries. I had however never really

studied the Campaign so it was a lot of work. Actually Firestorm Norway could be called Firestorm Weserübung since it does cover Denmark in an abstract way. I went for Firestorm Norway for reasons of familiarity with most people. In all my Firestorms I have tried to capture the essence of each Campaign and soon I realised that it was impossible to separate the Naval Actions from the land Campaign and this added a whole new dimension. Another thing about the Battle of Norway is that Norway is very long and making a map that covered the entire country made it very hard to focus on the areas of main fighting. So I decided to break up the Campaign to three maps. They are the Strategic Map for Naval and Air actions, South Central Norway from Oslo to Trondheim and then finally the Narvik Map. Think of it in terms of the Flames of War sliding scale, the closer you focus on the action the smaller the scale becomes. In that way Firestorm Norway is different from previous Firestorms.

The idea of a Firestorm is to put your Flames of War games into a larger context. So I went ahead and tried my hand at designing a simple yet effective Naval/Air game. This turned out to be a lot of work. Initially I had tables but the Holy Grail of game design is KISS, Keep It Simple Stupid. It was quite clear by reading the books and articles that I could find that battle at sea could be very deadly but in a number of engagements very little damage occurred. Battleships were particularly resilient to damage which is not surprising as they are over 30.000 tonnes. I also discovered that a lot of ships were seriously damaged rather than destroyed. High level bombing was very inaccurate but Stukas performed very well. German submarines were numerous but as with the US



The wreck of the Heavy Cruiser Blücher destroyed by Oscarsborg Fortress as it attempted to land German troops in Oslo at the start of Operation Weserübung.

submarines, at the start of World War 2 their torpedoes were defective. So rather than to have complex tables and even more complex damage rules you simply get a Combat Value for each unit that translates into number of dice and as in a Flames of War game you must decide before you roll what is your intended target. Also just as in a Flames of War game being destroyed doesn't always mean that everyone is killed, only a unit is rendered combat ineffective. After a series of playtest I found that this system is brilliantly simple and works well to my satisfaction. It also opens the possibility of being used for future campaigns, especially the Pacific whenever Battlefront comes to that theatre. I hope you like it as well.

Designing Firestorm Norway was hard. As a Campaign it is rather one sided. The Germans managed to start the Campaign with a Strategic surprise and once they were

secure in Norway the Royal Navy learned the hard way that Air Superiority would dominate World War II naval warfare. It was the persistence of Eirik Ulsund and Dane Tkacs that made me go for such a difficult campaign to design. For me the experience was a rewarding one. I feel I now have a good understanding of Operation Weserübung and I hope that players will appreciate the workings of this exciting and important part of World War II.

Maurice V. Holmes Jr. deserves a mention in the dispatches. He made a very thorough read through the rules and suggested changes that I believe made the end version much better. Also my thanks to Robin Häggblom for his contribution to Sekondløytnant Thor Olaf Hannevig and the others that offered comments and suggestions on Flames of War on Facebook and the Forums.

- Jökull



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

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

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

Players familiar with Firestorms and especially Firestorm Caen and other more recent Firestorms will find many things familiar in FS. Norway, but the big difference is the addition of a Strategic Game covering Naval and Air combat. Also there are three maps. The Strategic map, South-Central Norway map and Narvik map, rather than just one map. This was the best way to capture the essence of the Norwegian Campaign. The rules are still simple, as is fitting for Firestorm, but hopefully capture the flavour of the Battle for Norway. Another reason for breaking this up is the fact that Norway is a large country but the fighting was concentrated in the south/centre section of the country and around Narvik. Trying to do just one map would mean that either it had to be very big or there wouldn't have been much room on the map for the areas where most of the fighting took place. This is a first in Firestorms and it will be fun to see how it works out.

Actions: Also called Strategic Actions determine which player can perform an action on the Strategic Map by selecting a group of Surface Ships or Submarines or Aircraft and activate them for movement and/or combat. Both players may Pass their Action, in which case it is counted as being played although nothing is done.

Aircraft: In Firestorm Norway Aircraft are deployed on the main map as air units, but both players can decide to use them for support in their Flames of War battles. In that case they are removed from the main map and relocated to either the map of South-Central Norway or Narvik. This must be done at the start of each turn.

Attacker: In Firestorm-Norway, the player with the initiative automatically becomes the attacker in the Flames of War game; this supersedes any other special rules, both in missions and army lists. That means that it is possible that an Infantry Company might attack an Armoured Company for example in Hasty Attack.

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

Mini-Campaign: Unlike Bagration and Market Garden this is not a large scale campaign and is easily played with only two or four players. If you are a larger group you will need to work something out; be flexible. Also, if you have access to a good miniature naval game, I urge you to play out those battles as miniature games if you can.

No Exploitation Moves: There are no exploitation moves in Firestorm Norway.

Roll to Destroy: Due to the difficulty of reinforcing and replacing losses, any Firestorm Troop in Firestorm: Norway that is destroyed is removed from the game and cannot return.

HMS Warspite



Supply: Firestorm Norway uses a simple but different system for supply. Some like the Norwegians are considered to be always in supply while the other Allies need to draw supplies from Namsos, Åndalsnes, Harstad and Ballangen. The Germans on the other hand draw their main supply from Oslo, but defend in supply in Stavanger, Bergen and Trondheim. In Narvik the German supply situation is more desperate so there is a chance that they must fight out of supply and this increases as the game progresses.

Tanks (optional): Norway was considered unsuitable for tank warfare and the Norwegian Army has no anti-tank weapons. Both the Germans and Allies did send a small number of tanks to Norway and despite the terrain not favouring tanks they proved to be quite effective, mostly because the armies were ill equipped to deal with them. If you choose to use the optional rule, then you cannot deploy the tanks that are listed in the briefing unless you have the appropriate Firestorm Troop involved.

Turns & Battles: Each turn has a suggested number of battles ranging from 2 to 8 in number. There are two numbers given, one for the strategic main map and another for the main campaign. There is a reason to this suggested number of battles and that is to keep the campaign tense and within a reasonable timeframe. I have played many Firestorm Games and found this crucial to a good outcome.

Victory conditions: It will be very hard for the Allies to achieve any kind of a real victory in Firestorm Norway and the victory conditions reflect this. Events in France will overtake the Campaign in Norway and affect the support of the British and French so the Allies will score points for holding out and slowing the German advance.

FURTHER READING AND BIBLIOGRAPHY

Firestorm Norway uses four main sources. Denmark and Norway 1940: Hitler's Boldest Campaign (Osprey Campaign 183) by Doug Dildy, The Battle for Norway April-June 1940 by Geirr H. Haarr (Seaforth Publishing 2010), Wikipedia.org and the Norwegian Official Briefing by Bo Ejstrud, Maurice V. Holmes Jr. and Wayne Turner here on the Flames of War website. In addition a number of other books and websites were referenced as well.

WHAT FORCES SHOULD I PLAY?

The Battle of Norway is set in Early War, and spans the period between 9 April and 10 June 1940. The fighting was between the Germans and the Allies, which counted Norwegians, British, French and even Polish forces. There is already an excellent Official briefing on Norwegians 1940 at the Flames of War website. In addition you should use the following: German infantry from Blitzkrieg, Gebirgsjäger and Fallschirmjäger from Burning Empires. For the Allies you should use the appropriate French and British forces from Blitzkrieg and Foreign Legion from Burning Empires. In addition there is a short briefing on the Chasseurs Alpins in this Firestorm. They are rated Confident Veteran and are

mountaineers. Firestorm should be fun, so use that as your main guideline. So manage your forces the best you can. But if you want to go that extra mile and get a very good feel for the actual campaign there are a few limitations I suggest.

First, use forces appropriate to the Firestorm units in each battle. If you have Norwegians use Norwegians, French use French, Gebirgsjäger use Gebirgsjäger. That will give a good feel for the actual campaign and adds to the realism of the Campaign.

Second do not use any tank or mechanised companies and no tank support except the forces available as Firestorm Troops. There were very few Tanks and Armoured Cars (which are listed as tanks in the arsenals) in Norway but they had a great effect where they were deployed. For many Flames of War players this limitation will put a new challenge into your battles.

Since most battles will involve mostly infantry supported by mortars, machine-guns and artillery I suggest you pick forces up to 1000 to 1250 points before adding Firestorm Troops. But be flexible, you might want to have larger forces for important battles like for Narvik, Trondheim or Namsos.

ADDING NORWEGIANS TO FRENCH AND BRITISH FORCES

If you play using French or British forces then you should allow them to have Norwegian platoons as Allied Platoons. You can have one Combat Platoon, one Weapons Platoon and one Support Platoon from the Norwegian Briefing added as Support Options in your French or British Force.

ADDING KRIEGSMARINE INFANTRY TO GERBIRGSJÄGERS ON THE NARVIK MAP

If you are playing Gebirgsjäger on the Narvik Map you may add up to two platoons of Marine Regiment Berger as support options. They are the same as the Firestorm Troop and cost 90 points each.

REPORT BACK!

All feedback on the game is happily received and I would love to hear from you gamers how you find the Campaign. You can write your reports and comments on www.flamesofwar.com forum under the Campaigns section or at Flames of War at Facebook.

OPERATION WESERÜBUNG

THE INVASION OF DENMARK AND NORWAY

“The result was that when war did break out German preparations were far ahead of our own, and it was natural then to expect that the enemy would take advantage of his initial superiority to make an endeavour to overwhelm us and France before we had time to make good our deficiencies. Is it not a very extraordinary thing that no such attempt was made? Whatever may be the reason—whether it was that Hitler thought he might get away with what he had got without fighting for it, or whether it was that after all the preparations were not sufficiently complete—however, one thing is certain: he missed the bus.”

Neville Chamberlain, British Prime Minister, 4. April 1940

Shortly after the outbreak of war, the British began pressuring the Norwegian government to provide the United Kingdom with the services of the Norwegian merchant navy, themselves being in dire need of shipping. Following lengthy negotiations in the fall of 1939, the Norwegians agreed to charter 150 tankers for the British, as well as other supply ships providing greatly needed material and equipment to Great Britain. The Norwegian government's concern for the country's own supply lines contributed greatly in persuading them to accept the agreement.

Norway, though neutral, was considered strategically important for both sides of the war for two reasons. First was the importance of the port of Narvik, from which large quantities of Swedish iron ore, on which Germany depended, were exported. This strategic port was especially important during the winter months when much of the Baltic Sea was

frozen over. Narvik became of greater significance to the British when it became apparent that Operation Catherine, a British plan to gain control of the Baltic Sea, was not undertaken. The Norwegian ports could have also served as holes in the blockade of Germany, allowing Germany to gain access to the Atlantic Ocean.

The Second was that Norway was crucially important to control sea lanes of supply and access to the North Sea and North Atlantic. While Norway was strictly neutral, and unoccupied by either of the fighting powers, there was no threat. But the weakness of the Norwegian coastal defences and the inability of Norway to field an army to effectively defend against a determined invasion by a stronger power was clear. Admiral Erich Raeder had pointed this out several times to Germany's high Command in 1939 the potential danger to Germany of Britain seizing the initiative and



launching its own invasion in Scandinavia – if the powerful Royal Navy had bases at Bergen, Narvik and Trondheim, the North Sea would be virtually closed to Germany. Further Germany's operations in the Baltic would be threatened.

The Altmark incident occurred in the early hours of 16 February 1940 when the Royal Navy destroyer HMS Cossack entered Norwegian territorial waters, to intercept the German auxiliary ship Altmark. The Altmark had spent the preceding months operating as a fleet oiler for the German Heavy Cruiser Graf Spee while it was acting as a commerce raider in the South Atlantic. When Altmark began the return journey to Germany she carried 299 prisoners taken from Allied ships sunk by Graf Spee. Altmark entered Norwegian territorial waters near the Trondheimsfjord on 10 January 1940, flying the German national flag. A Norwegian naval escort was provided as Altmark proceeded southwards, hugging the Norwegian coastline. As Altmark was nearing Bergen harbor on 14 February, the Norwegian naval authorities demanded to inspect the German ship. Even though international law did not ban the transfer of prisoners of war through neutral waters, the German captain refused inspection. This led the naval commander in Bergen, to deny Altmark access to the harbor. Eventually, the Altmark was escorted into the harbor.

The next day, 15 February, Altmark was spotted by three British aircraft. The discovery of the ship's location led the Royal Navy to send six destroyers to the area. In order to escape the approaching warships, Altmark fled into the Jøssingfjord. At the time Altmark was escorted by three Norwegian warships, the torpedo boats Kjell and Skarv and the patrol boat Firern. As HMS Cossack entered the fjord at 22:20, the Norwegian vessels did not intervene when the British boarded Altmark in protected neutral waters. The boarding led to the repatriation of 299 Allied prisoners of war held on the German ship. The British boarding party killed seven Germans in the process.

The Altmark Incident led the Germans to plan for an invasion of Norway. On 21 February, General Nikolaus von Falkenhorst was placed in charge of planning the invasion and in command of the land-based forces. On 1 March 1, Hitler signed the official approval for the invasion and occupation of Denmark and Norway.

On the morning of the 9 April 1940 the Germans invaded Denmark and Norway. The battle of Denmark was short, yet for a brief period the border troops and Kings Royal Guard fought the invaders. While the Danish CinC, General Prior, wanted to resist, formations of Heinkel 111 bombers flew over Copenhagen, dropping not bombs, but OPROP! Leaflets! This demonstration made it obvious that the Danish military position was untenable, and King Christian X and the government capitulated at 0600 hrs, saving the population from needless destruction.

The invasion of Norway caught the Allies of guard. The invasion force managed to avoid the Royal Navy and the Norwegian Army was only partially mobilised. Six invasion Groups, called Gruppe in German, landed at Narvik, Trondheim, Bergen, Stavanger, Kristiansand and Oslo while Fallschirmjäger landed and captured Sola and Fornebu airfields outside Stavanger and Oslo.

Costal defences at Bergen and Kristiansand put up a resolute fight and caused the invaders some damage while the most serious resistance was from the costal defences of Oscarsborg Fortress. Under the command of Oberst Birger Eriksen the old fortress managed to sink the modern Battleship Blücher with its 28cm Krupp guns and 40 year old torpedoes and damage the Heavy Cruiser Lützow delaying the invasion force by a precious 24 hours. The delay gave the Royal family, the government and the national treasury time to flee the capital.

The Royal Navy haven been taken unawares responded quickly and sent its Home Fleet to Norway in response to the invasion. They soon found themselves in trouble from the Luftwaffe and the British surface ships moved north out of range of German Airfields.

Before the German Invasion the French and British Allies had formed plans to land troops in Norway. Churchill favoured such an approach and the French government was very supportive of any land battles outside French soil. Even so the Allied response was limited. While the Germans had planned their attack in terms of Divisions the Allies responded in battalions. For a time the Norwegians and their allies put up a spirited defence in South-Central Norway and Narvik was recaptured by the allies but these were small victories against the might of the Wehrmacht. With total Air Superiority and stronger land forces the Germans systematically secured South-Central Norway followed by all of Norway.

In the end the invasion was a strategic success for Germany on land and the Royal Navy learned the hard way that Air Superiority was becoming the decisive factor in naval combat. The Germans had utilised the Norwegian Airfields very well, eventually forcing the withdrawal of the Royal Navy from Norwegian waters.

Yet in the campaign the German Navy the Kriegsmarine suffered crippling losses, leaving the Kriegsmarine with a surface force of one cruiser and four destroyers. Both their battleships Gneisenau and Scharnhorst had been badly damaged and needed repairs that would take up to half a year to complete. The Kriegsmarine surface fleet would never recover and was seriously weakened for the remainder of the war.

FIRESTORM: NORWAY

Firestorm—Norway covers the Battle of Norway or Operation Weserübung (Operation Weser-Exercise - Unternehmen Weserübung) from 9 April to 10 June 1940. 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 Axis have an advantage in initiative then they will be hard pressed to break through the Allied defence.

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

WHY PLAY A CAMPAIGN?

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

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

THE NORWAY CAMPAIGN

Firestorm—Norway uses three maps to plot the strategic situation and show the effects of your table top games on the battles for Norway. All of the important units, territory, and objectives of the operation are represented on the map. Your units will clash at important locations with the best forces from both sides, such as the Gebirgsjäger, Fallschirmjäger, Alpine Troops and Legionaries as well as the Norwegian army.

CAMPAIGN TURNS

Firestorm-Norway has four Campaign Turns. Each turn corresponds to a specific part of the Campaign so the number of battles each turn will vary. Read each Turn's instructions carefully. This is the recommended number of battles for each turn. Firestorm-Norway is designed for a small group of two to four players and should run well. If you are running a campaign with more players you might want to add a few battles to each turn. Just make sure that they are spread throughout the board. If the Axis get too many battles, the British will have a hard day. The four turn limit on the campaign also makes it a realistic commitment for both the organiser and the players.

FLEXIBILITY

As with any Firestorm Campaign you are allowed certain flexibility. Firestorm Norway is intended to be fun, so if you all agree then feel free to adjust it to your needs. Players use their normal Flames of War forces reinforced by the main combat units shown on the campaign map to fight battles and to capture areas. Each game the player makes a new force to respond to the situation they face, allowing them to recover from previous defeats and fight on. While players may lose the support of main combat units destroyed in previous battles, they always get their core force. This has the advantage of keeping the campaign fun right to the end. It is simply not possible for one side to become much stronger than the other, so every battle is winnable and every fight counts. This flexibility applies to players as well as their forces. While fielding a Commonwealth or Axis force is nice from a historical viewpoint, it doesn't matter if you don't have one. You can fight with any force you have. Firestorm—Norway is best suited for small 750-1250 point games (I recommend 1000 as a starting force), but you certainly can play whatever points you and your opponent would like. Small games are generally resolved more quickly. Remember that you add the Firestorm Troops to this total. This helps generate results which will keep your campaign moving quickly. Ultimately, the size of your force is not an issue. You can play big or small battles or anything in between. You can even swap sides if you want to (although turning traitor can mark you as a target for your former comrades!). All that matters is that you are playing games, contributing to the campaign's outcome, and having fun.

TERRAIN

The Battle of Norway was fought from the south of Norway with towns (mainly of wooden construct), forests, hills and rough terrain. Mountaineer troops should be at an advantage. There were very few tanks or armoured cars in the Battle of Norway and I even recommend that they should only be used if the appropriate Firestorm Troop is being used in the battle. Since the fighting took part in late winter/early spring the winter fighting rules on page 115 of *Rising Sun* or page 84 *Devil's charge* should be used. This is even more appropriate for the Narvik map.

WHAT ARE YOU WAITING FOR?

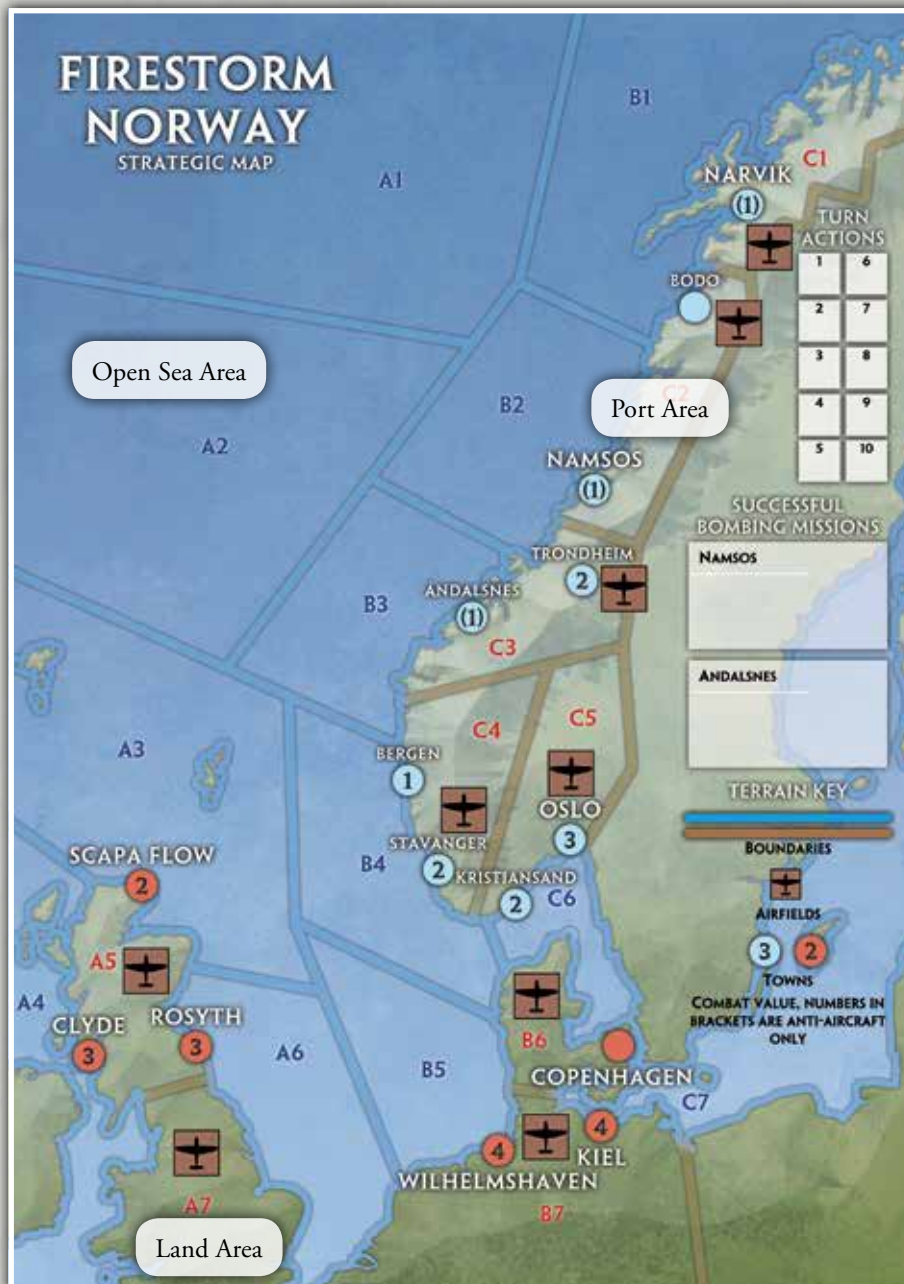
Read through the Firestorm—Norway rules, get everyone together, organise the venue, and start playing. There's nothing else needed to begin, so you can start right away!

USING THE MAPS

The Firestorm—Norway campaign introduces a first for Firestorms. It has three maps rather than a single map. One map is the strategic map and its focus is solely naval and air action. Then there is the main map for South-Central Norway. It is here that the main invasion took place. Then there is Narvik 750 km (465 miles) away from Namsos. The fighting around Narvik was fierce but it would have been a bad design to include the area between the two maps since there was little fighting there.

STRATEGIC MAP

The Strategic Map focuses on Naval Action, ship and air combat. This influences the action on the other two maps, just as those maps have an effect on the Strategic Map.



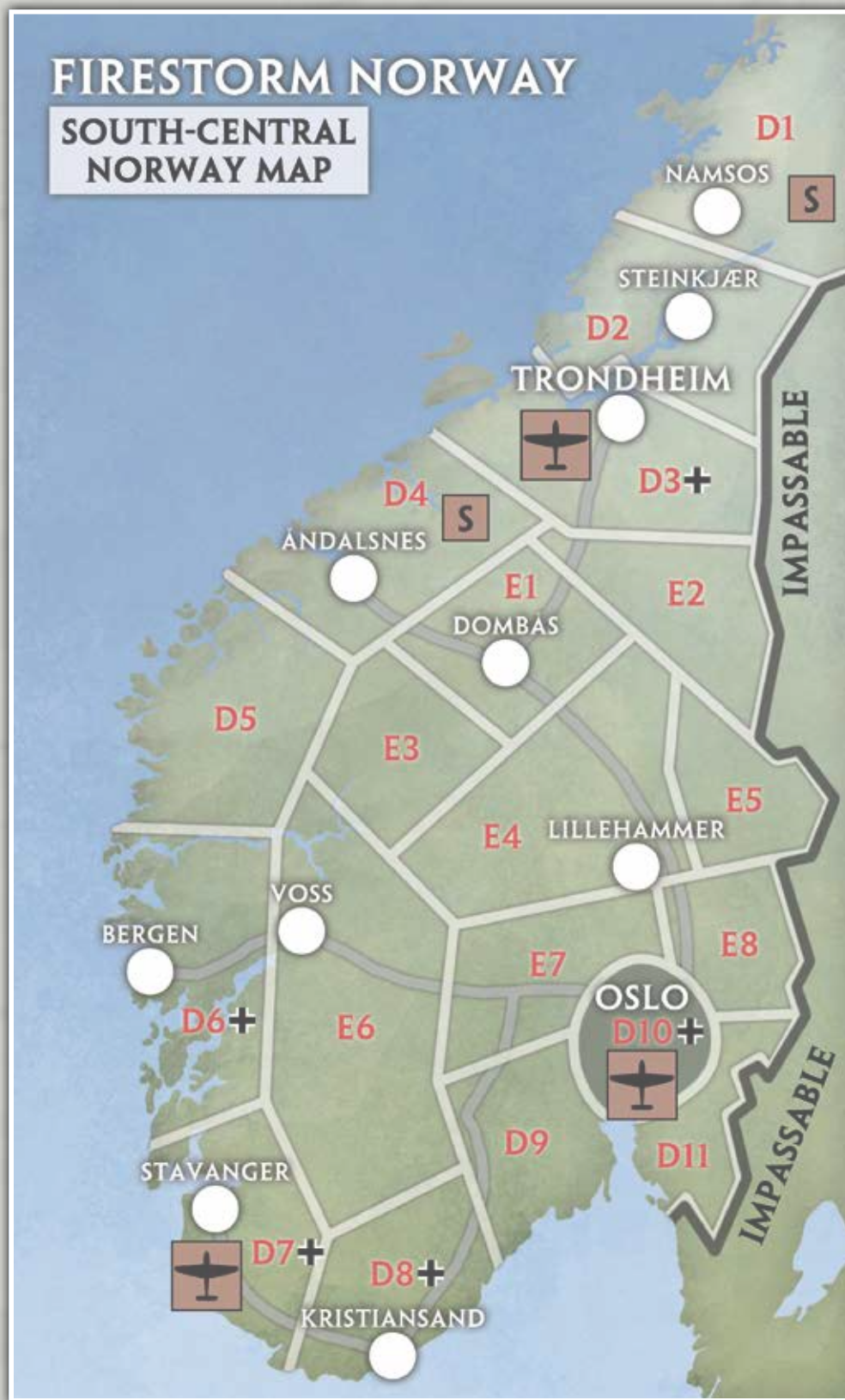
There are three kinds of areas on the map: open sea, land and port towns. Ships can be in port towns or on the sea. Aircraft must be stationed on Airfields or Aircraft Carriers at the start of each turn and the Airfield must be in supply. Aircraft Carriers and Airfields in the United Kingdom and Germany are always considered to be in supply. From turn 2 the Germans may add the Airfield in Denmark and Oslo and then any Norwegian Airfield that can trace supply over railroad to Oslo (see the South-Central Norway map.)

The Strategic Map uses a special combat system see: The Strategic Game.

The South-Central Map and Narvik Map are more traditional Firestorm Maps. On these maps you deploy Firestorm Troops and play out your Flames of War battles. Only Germans have access to ground attack aircraft but the Allies have a few aircraft that they can use for interception. The only reinforcements in this game are those listed under each turn. Firestorm Troops that are destroyed do not return.

FIRESTORM TROOP DEPLOYMENT

Each turn lists how to deploy your forces and what reinforcements are available.



NARVIK MAP

GAME TURN

1	WESERTAG
2	OPERATION HAMMER
3	LAND OF THE MIDNIGHT BOMB
4	OPERATIONS ALPHABET AND JUNO

SOUTH-CENTRAL NORWAY

ALLIED AIR SORTIES
AXIS AIR SORTIES

NARVIK

ALLIED AIR SORTIES
AXIS AIR SORTIES

NUMBER OF BATTLES

1	2	3	4
5	6	7	8

TERRAIN KEY

- S ALLIED SUPPLY SOURCE
- ✈ AIRFIELD - STRATEGIC MAP
- AREA BOUNDARIES
- RAILWAY LINKS

TURN SEQUENCE

ORDER ONE-STRATEGIC PHASE

1. Determine the number of Actions
2. Players alternate activating units until all actions are completed

ORDER TWO-PLANNING PHASE

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

ORDER THREE-BATTLE PHASE

1. Select an Opponent
2. Roll for Initiative
3. Place a Battle Arrow
4. Choose Firestorm Troops
5. Check for Supply
6. Identify Your Mission
7. Play a *Flames of War* battle - or roll for a General's Game
8. Roll to Destroy
9. Retreat and Capture

ORDER FOUR-STRATEGIC PHASE

1. Bring in Reinforcements
2. Make Strategic Moves
3. Total your Victory Points

Game Turn Tracker

Victory Point Control Indicator

Turn Sequence Summary

THE STRATEGIC GAME

“Fight we shall, and we must fight with what we have.”

General-major Otto Ruge C-in-C Norwegian Army.

Firestorm—Norway introduces a strategic element to the game. This is done in an abstract way and covers the important naval element of the Battle of Norway. The game starts just after Weserzeit or the Weserübung hour. The Germans have landed their forces at Narvik, Trondheim, Bergen, Stavanger, Kristiansand and Oslo. Fallschirmjäger have landed at Fornebu and Sola airfields. The valiant defence of Oscarsborg Fortress has destroyed the heavy cruiser *Blücher* and damaged the cruiser *Lützow* as have the fortifications at Kristiansand and Bergen played their roles. So you do not get to play these events, as it is difficult to simulate the strategic surprise.

The naval game picks up right after these events with the British response. The British are strong at sea but the pressure is on them to open channels to Norway.

WHY INCLUDE A STRATEGIC GAME?

Firestorm Norway simulates the Battle for Norway and the naval action was crucial. In Firestorm Norway this is done by splitting the game in two but the outcome on the strategic map affects the land battles and the outcome of the campaign.

THE STRATEGIC GAME

Firestorm-Norway uses the Strategic Map to cover naval battles and interact with the two other maps, South-Central Norway and Narvik. Holding open the sea lanes to Narvik, Namsos and Åndalsnes is crucial for keeping the Allied Forces supplied. On the high seas the Royal Navy and its French and Polish Allies dominate but with the Luftwaffe the Germans will gain the upper hand by the coast of Norway

as they progress on land. In Firestorm-Norway you first play out battles on the Strategic Map and then on land. This is to keep things as simple as possible and the game smooth. The Germans will also have the option of using their aircraft either strategically: to attack the Royal Navy, launch strategic bombardment or tactically: for Air Support in their *Flames of War Games*. This means that they must allocate their resources accordingly.

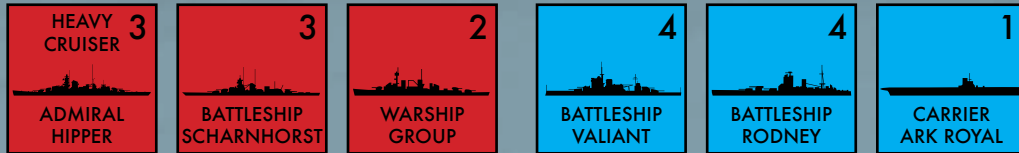
SURFACE SHIPS, SUBMARINES AND AIRCRAFT

The Strategic Game has three different types of units, surface ships, submarines and aircraft. Each operates slightly differently from the others as listed below. Counters are referred to as units in the rules. One counter is one unit.



Erhard Milch addressing a Ju 87 Staffel on a Norwegian airfield.

SURFACE SHIPS



These represent either major vessels, such as Battleships, Heavy Cruisers and Aircraft Carriers or groups or squadrons of ships. Major vessels are named and their type is listed, as well. Groups are only named after their group. Every counter has its combat value from 1 to 4. Only surface ships can control sea areas.

NAMED SHIPS

Named ships such as HMS Glorious or Scharnhorst represent major capital ships and any possible escorts. Often the destruction of these awards more victory points than other units. For game purposes all surface ships over 12.000 tonnes are named vessels while other ships are grouped together. Battleships over 30.000 tonnes are more resilient than other vessels.

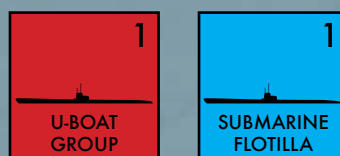
BATTLESHIPS

There are six battleships in the game. Four of them belong to the Royal Navy and they are HMS Resolution, HMS Rodney, HMS Valiant and HMS Warspite. Two belong to the Kriegsmarine, the Scharnhorst and Gneisenau. Battleships have a special rule that one successful hit against them is re-rolled. So if the enemy only score a single hit (6) the owning player can request a re-roll. If the enemy score two or more hits, then the ship is destroyed since only one dice is re-rolled. If the re-rolled result is also a hit then the ship is destroyed.

Players will notice that the Royal Navy Battleships have a Combat Value of 4 while the German ships have 3. This is not a mistake, but reflects the fact the Scharnhorst and Gneisenau had smaller main guns.

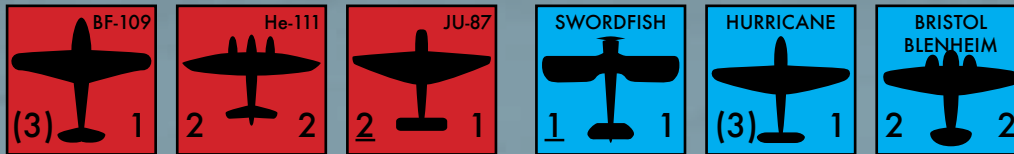


SUBMARINES



These represent groups of submarines. They are all alike and all have a combat value of 1 but they work very differently from surface ships. Submarines cannot control sea areas but they can be in the same area as enemy ships.

AIRCRAFT



These represent groups or squadrons of aircraft. They have 2 values, the first one is the combat value and the other is range. All Aircraft must be based on Airfields or Aircraft Carriers. Range is operational range and is the number of areas they can move to, so if the range is 1 they can move to one area, if the range is 2 they can move two areas before attacking. All Aircraft must return to the same Airfield or Carrier as they started from but land based Aircraft may be relocated in the Strategic Phase. Aircraft have a combat value of 1 to 3 but there are certain specifications.

2 A normal number is the combat value against surface ships only. Against other Aircraft (see Aircraft Carriers) it has a combat value of 1.

(3) A number in brackets means that the combat value is air to air only

2 If the combat value is underlined then the attack against surface ships may be re-rolled. Against other Aircraft (see Aircraft Carriers) it has a combat value of 1 and no re-rolls.

FIGHTERS

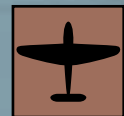
All Aircraft that has a combat value in brackets is a fighter. All Aircraft on Carriers may act as fighters as well with a value of 1 if their number is not in brackets. As long as it has not been activated it will defend the area it is in and one adjacent area against Air attacks. It can do this any number of times in a turn. If it is activated then it may no longer defend.

PLACEMENT

Aircraft must be placed on Airfields or Carriers. Aircraft assigned to Carriers remain with the Carrier throughout the game and are destroyed if the carrier is destroyed. All other Aircraft must be stationed at Airfields.

AIRFIELDS

Any number of Aircraft can be placed on their home Airfields in England or Germany. After the first turn the Germans are in control of Denmark and can use the Airfield there (which in fact represents many) as their own. They can also use Oslo and any airfield in Norway that is under their control on the South-Central Norway Map. If the Germans are in complete control of the South Central Norway Map including Namsos then they can use the airfield at Bodø, this is the only way that Airfield can be used. The Airfields in Norway are limited to 4 counters of Aircraft each and may not go over this limit at the end of any strategic phase. Airfields in German control must also be able to trace supply through friendly areas by rail to Oslo or else this limit is halved to 2. These can be any combination of fighters and bombers. With regards to movement Airfields are considered to be part of the land area they are in. Sola, Stavanger Airfield and Trondheim Airfield on the South-Central Norway Map correspond to the Airfields on the Strategic Map. The Airfield in Norway can only ever have 1 Allied Aircraft in turns 3 and 4 as per turn rules.



AIRCRAFT CARRIERS

There are three Aircraft Carriers and their accompanying aircraft:

HMS Ark Royal – 1x Skua (with 1 in movement), 1x Swordfish

HMS Glorious – 1x Gladiator, 1x Swordfish

HMS Furious – 1x Swordfish



All Aircraft will move with their Carrier and land on their Carrier. While they are still active they will defend against Air Attacks but not surface or submarine attacks. All Aircraft have 1 in combat value in defence. If the Aircraft Carrier is activated the Aircraft are not. They can only be activated separately and can then move and attack. If there is more than one Aircraft Carrier in the same area then the Aircraft on them can activate together.

Aircraft that start the game on an Aircraft Carrier must remain on the same Aircraft Carrier. If the Carrier is lost then they are lost as well.

THE GAME TURN

Each turn will have a certain number of battles. In turns 1, 2 and 3 the Allied player receives the first action followed by the German player and then they alternate until all actions are completed. In turn 4 the Germans receive the first action followed by the British.

ACTIONS

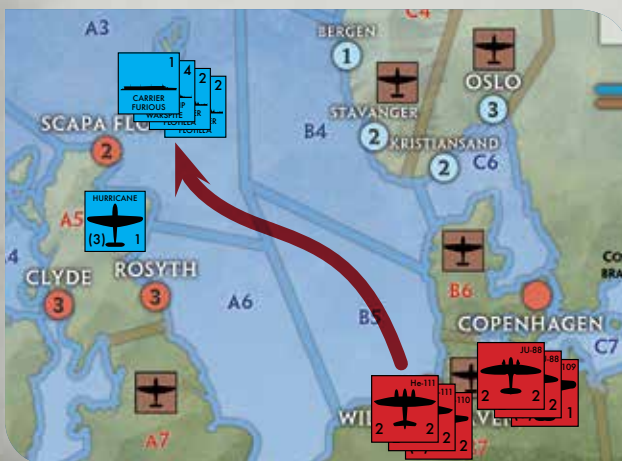
During Order One each turn has a number of Strategic Actions and will list which side starts. Then players alternate taking actions. When a player has the right to an action he may do one of the following:

- He may activate one group of Surface ships or Submarines or Aircraft and move them and then if he ends in an area with enemy ships he can do battle.
- He may pass and the action is over. – This is likely to occur in turns 2 or 3 if one or both players have already achieved what they intend.

When either player has an action he may choose one or more units from the same area/airfield and activate them. He does not have to activate all the units in the area. Surface ships in Harbour areas may be activated with Surface ships in the adjacent sea area. Once activated, the group must remain together throughout the action. You may not add or drop units from the group. Once activated they may be moved and then fight. Surface ships may move any number of areas through friendly or uncontested waters but must stop once they end in an area with enemy surface ships. They then do battle if they end in contact with enemy units. It is possible that Surface Ships are only moved to control areas and do not initiate combat. Once a unit has been activated it may not move again that turn unless it has to retreat. Turn units 90° clockwise to indicate they have been activated this turn.



Here, the Allied player has an action and activates both HMS Warspite and a Destroyer Sqn. in area A-1 and moves them through B-1 to Narvik where they encounter a German Warship Group. They must stop and do battle. The Allied player could have chosen to activate only one of these ships and left the other for a later activation, but once activated the group must move and fight together. No new units may be added or dropped once they are activated. After the battle, the Allied ships are turned 90° sideways and cannot be reactivated this turn.



For another example, the German player has an action and activates two air groups of He111 bombers and a Bf-110 fighter, but does not activate two Ju-88 and a Bf-109 at the same time. Since all these Aircraft have an operational range of 2 they can fly from B-7 two areas, through B-5 to A-3 since you do not count areas where you start but only areas flown into and can attack the Home Fleet.

Submarines may be activated the same way as surface ships. They may only move one area. It is possible to move any units and end the movement in an empty area and not initiate combat. Aircraft are always returned to their airfield after combat is resolved. Submarines and surface ships remain where they are.

COMBAT

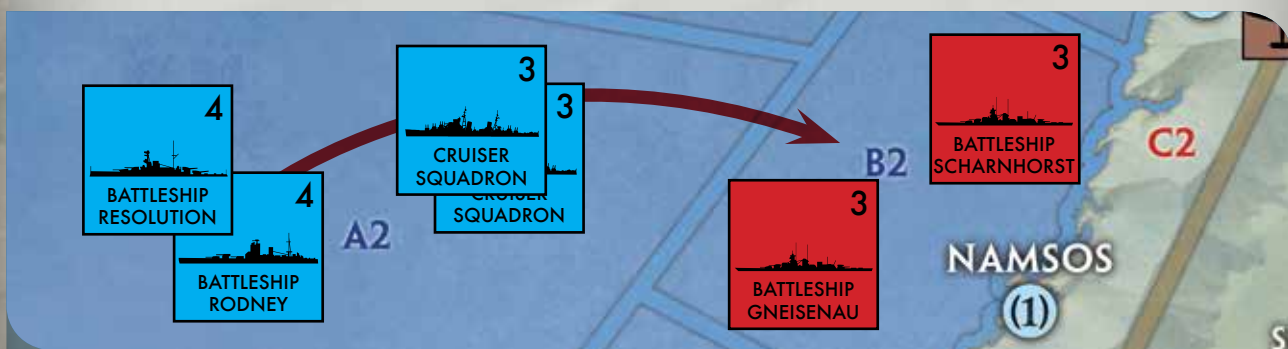
There are three types of combat, surface to surface vessels, air to surface battles and submarine to surface attacks. Each operates slightly differently. Note that each counter has a Combat Value that determines the number of dice you receive and can assign to specific targets.

DESTROYED COUNTERS

All counters are destroyed on a roll of 6. This doesn't necessarily mean that they are sunk or completely destroyed. It means that the Ship, squadron or group has been seriously damaged, rendered ineffective or completely destroyed. For surface ships and submarines it means that they are either sunk or so damaged that they must be pulled out of combat. For Aircraft it means that enough Aircraft are damaged or lost to be ineffective. Either way in Firestorm Norway they are counted as destroyed. Any counter/unit destroyed is removed from the game and does not return.

SURFACE TO SURFACE COMBAT

Once combat is joined, you add together the total combat value of your ships and then divide it among the targets and roll that number of dice with each 6 scoring a hit and destroying the target.



HMS Resolution (4), HMS Rodney (4), 2x Cruiser Sqn. (3 each) have a total combat value of 14 and fight against Gneisenau (3) and Scharnhorst (3) with a total value of 6. The British then have 14 dice and divide them equally among the German ships, 7 each, while the Germans use their total of 6 against HMS Rodney. Both roll at the same time and the British roll 1, 1, 3, 4, 5, 6 and 6 against Gneisenau and 1, 2, 2, 3, 4, 4 and 5 against Scharnhorst. This results in the Gneisenau being destroyed and the Scharnhorst surviving the attack. Even though one hit against the Gneisenau, as a Battleship, should be re-rolled the British ships scored two hits and since there is only one re-roll the second hit certainly destroys the Gneisenau. The German player rolls and receives 1, 2, 4, 4, 4 and 6 causing a hit against HMS Rodney. The HMS Rodney is a battleship and the British player may force a re-roll on one die against a battleship so the German player must re-roll the 6 and rolls a 4! The HMS Rodney is unharmed (or in this case escapes with minor damage). Now that the combat is over both sides total their combat strength and the side with the lower total combat value must retreat. In this case the Germans have 3 and the British 14 so the Germans must retreat.

RETREAT AFTER SURFACE COMBAT

Enemy surface ships can never be in the same area except to initiate combat and do battle. After combat the losing side must retreat to an area that has no enemy surface ships, if you retreat to an area with enemy ships you must immediately retreat again, you cannot start a Surface to Surface Combat when you retreat. If you retreat through an area with enemy ships they total their Combat value and halve it rounding up and then fire at your retreating ships, any ships that survive continue their retreat until you enter an area empty of enemy ships. If they are in retreat then they must continue to retreat even if their total Combat Value is higher. It is possible that ships retreat through several enemy areas this way.

VOLUNTARY RETREAT AGAINST SURFACE SHIPS (GERMANS ONLY)

In some cases when one side faces impossible odds retreat is the better part of valour. In this case that side gets no combat dice but the other side receives only half the dice of their combat value. As in the example above the British receive 7 dice from their combat value of 14 and the Germans none. Resolve the combat as normal with the British player dividing the dice among targets as they wish. After that any surviving German ships retreat. If it is the German ships Activation they may now continue their movement but cannot enter combat except to retreat again. Only Germans may use this rule.

NO ATTACKING HOME HARBOUR AREAS

Only German ships can enter Wilhelmshaven or Kiel. Only Allied ships can enter Clyde, Rosyth and Scapa Flow. They cannot be attacked by surface ships or submarines while in port (but can be attacked by air).

AIR TO SURFACE COMBAT

Aircraft are activated from the same land area. There is only one Airfield in each Land Area and it represents one or more Airfields in the Area. You can take as many Aircraft on the same mission as you like, but there are restrictions on the maximum number of Aircraft on Norwegian Airfields. The Aircraft must have a range to their target. When they attack, bombers attack surface targets and possibly other Aircraft if present but any accompanying Fighters can only attack defending Aircraft. Every surface ship defends with the combat value of 1 except for the AA Cruiser Sqn which has a combat value of 2 against Aircraft as well as surface targets. If the surface ships are within a harbour with a defensive value the surface ships add that as well. Same goes for any un-activated fighters in the area or nearby Aircraft Carrier they will also defend. Then both sides allocate their combat dice to specific targets and roll at the same time. Any result of 6 hits and destroys its target. Any excess 6's are lost. Note that any one hit against a Battleship is re-rolled as normal.

AIR INTERCEPTION

If the defender has active Aircraft defending, either from an adjacent Airfield or Aircraft Carrier then the combat value of Air to surface Aircraft must be divided evenly between the surface ships and defending Aircraft. Fighter Aircraft use their full value against other Aircraft. Add together the total combat value and divide it between the Surface ships and defending Aircraft. If the number is odd then the odd number goes against the Surface ships. This represents the disruptive effect of Air



If three He-111 escorted by a Bf-110 go against the Ark Royal with two Aircraft, a Skua and Swordfish then they must divide their total combat value of 6 between the Aircraft and Surface ships or 3 each. Then the 2 are added for the Bf-110 against the Aircraft.

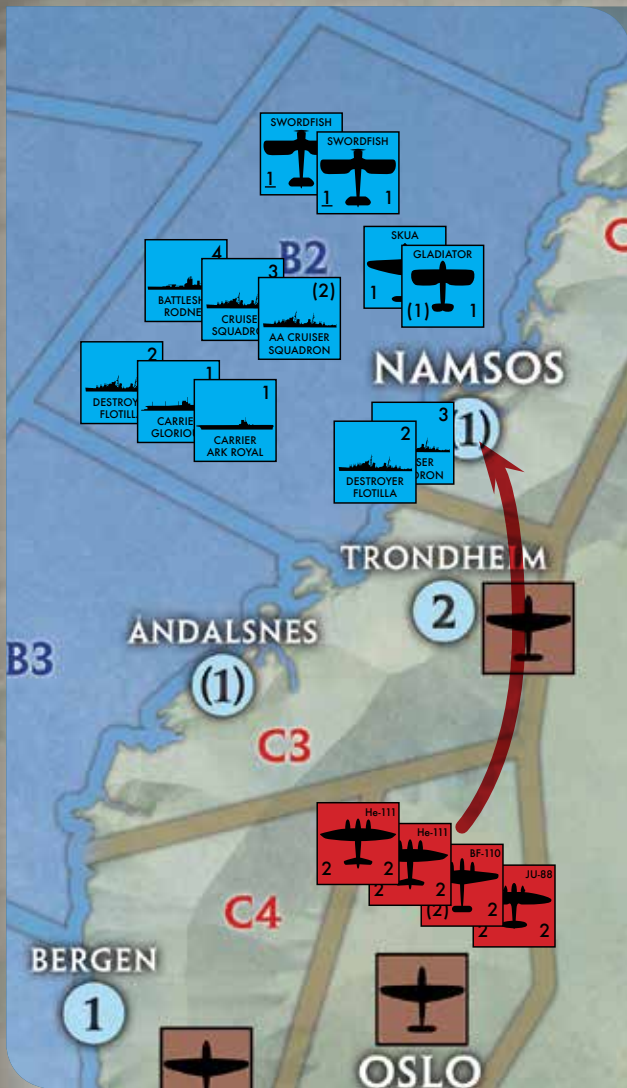
protection and the defensive weapons of the bombers.

SPECIAL BOMBING MISSIONS – NAMSOS AND ÅNDALSNES

As an action the German player may allocate any of his Bomber Aircraft (JU-87, JU-88 or He-111) to a special bombing mission against Namsos or Åndalsnes. The bomber(s) must start from an Airfield within range to its target and then make an attack as normal. The port will use its defensive value and may add in the dice for any un-activated fighters in the area or nearby Aircraft Carrier. They will also defend with any Surface Ships in the harbour. Any accompanying Fighters can only attack defending Aircraft. Divide the combat value between targets as normal but the Germans will now roll all their dice against the harbour rather than other targets. The German player rolls one die for each combat value point as normal but since the target is an immobile land target any failed rolls to hit may be re-rolled. If the Harbour is hit, the Germans have neutralised the harbour as a supply source for the British and French troops that turn. For that turn French or Allied units cannot draw supply from the affected port city on the South Central Norway Map. Any Firestorm Troops that can only trace supply from these areas are considered to be out of supply.



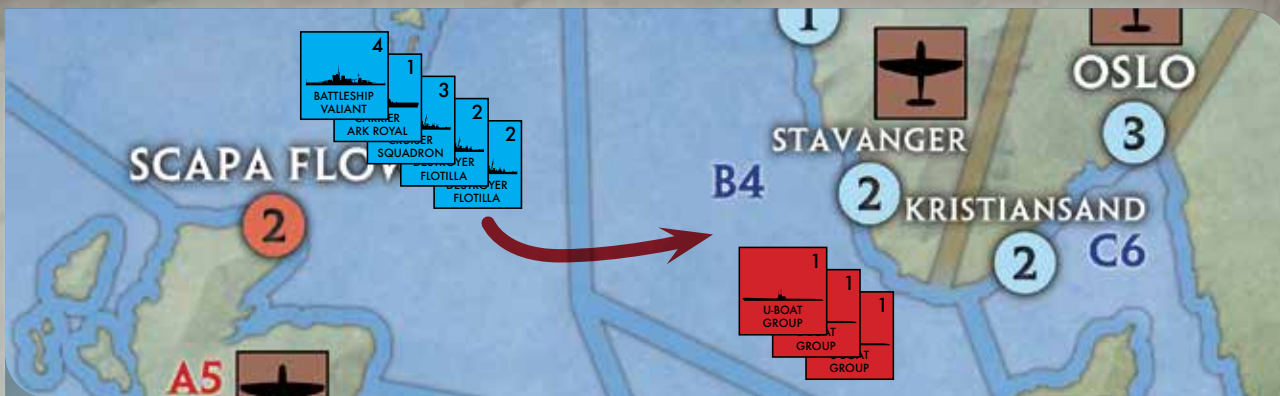
The bombing of Voss



A group of German Aircraft at Oslo (All 4 allowed) goes on a bombing mission against Namsos harbour. They have 2x He-111, 1x Ju-88 and an accompanying Bf-110 fighter. Their maximum move is 2 which is sufficient to move through C-3 to C-2. Note they wouldn't reach B-2 but that is fine since Namsos belongs to both B-2 and C-2. Their combined combat value is 6 against Namsos and 2 against defending Aircraft. In defence there is the combat value of 1 for Namsos and two surface ships in Namsos, giving an additional 1 each. Note that their combat value is actually 5 but that is only against surface ships. Against Aircraft (and submarines) their value is only 1. In the Sea Area B-2 there are 6 Surface ships but since they are not in the harbour they do not add to this combat. However the Aircraft on HMS Glorious and HMS Ark Royal have not been activated and can therefore defend since Namsos is considered to be both in Area B-2 and C-2. Namsos therefore has a total defence of +1 for Namsos, +2 for Surface Ships, and +1 for each of the four defending Aircraft or a total of 7. Now the dice are rolled. All attacks happen at the same time regardless of when the dice are rolled. The British divide their dice with 2 against each of the bombers and 1 against the Bf-110. They score a single hit against a bomber that is removed. Since there are defending Aircraft the He-111 and Ju-88 must divide their Combat Value between the defending Aircraft and Namsos giving three against each. The Bf-110 and the bombers divide their attacks against the aircraft with one dice going against each aircraft and two against a Swordfish. One die hits on a 6 and destroys a Swordfish. Then the bombers roll all three dice against Namsos and score no hits but since it is an immobile ground target they re-roll and this time score 2 hits meaning that Namsos is not a supply source for the Allies in this turn.

SUBMARINE TO SURFACE COMBAT

Submarines do not automatically force combat and in FS: Norway they cannot be attacked directly. They also do not contribute to surface to surface combat but work in the following way. Un-activated submarines can choose to attack whenever enemy vessels are activated in their area or enter their area, even if the enemy ships are going further in that action. Each submarine gets one attack. They roll one die and on a 6 they destroy the enemy surface ship. If you have more than one submarine then roll one die for each one. Once the attack is over then any remaining enemy ship units receive one die to attack the enemy submarine(s) regardless of their actual combat strength. Unlike other forms of combat Ships that were sunk by the Submarines do not get a chance to fight back. If the surface ships are going further in the turn and they are only passing through the area then their total combat value is halved rounding up before they attack the Submarines. Example: if 5 surface ship counters remain and the group is passing through to a new area they would attack with 3 dice instead of 5. They can however all stop and attack with 5 dice but may not move further that turn/activation. If there are friendly surface ships and submarines in the same area and enemy ships enter, the submarines attack first as normal and then the enemy player must decide whether to attack the submarines or surface ships with each of his counters but cannot attack both. The other way to use submarines is to activate one or more Submarines in the same area and then they can attack in the same area or move them up to two areas and then attack any enemy ships the same way as normal. Once activated like this they cannot make any further attacks in that turn.



HMS Valiant, HMS Ark Royal, a Cruiser Sqn. and two Destroyer Flot. move from A-3 into B-4 where three German submarines lie in wait. The German submarines have not been activated so the German player may attack the British Warships. He chooses to do so and decides to attack HMS Ark Royal, the Cruiser Sqn. and a Destroyer Sqn. He could have elected to use all three against the HMS Ark Royal but then any excess 6's would be lost. He also decided not to attack HMS Valiant because it is a Battleship and there is the re-roll rule. The German player now rolls against the ships in the same order and gets a 4, 6 and a 1. The Cruiser Sqn. is lost. Now the British ships retaliate, there are 4 ships left in the group so the British player receives 4 dice, putting one dice against each submarine and two against one, he rolls and all rolls are under 6 so there is no effect. If he had been travelling further then the group's attack would have been halved to 2 dice. Note that you do not use the combat value of ships here, you just receive one die per unit. Since the submarines were not activated they can attack further enemy ships that enter the same area or later the German player can activate them and attack the same ships or move one area and make an attack there. Either way, both the ships and the submarines, unlike surface ships can remain in the same area. Also the surface ships can travel further if they wish since they do not need to stop in areas with submarines, but can still be attacked as above.

HARBOUR CITIES/TOWNS

Narvik, Bodø, Namsos, Trondheim, Åndalsnes, Bergen, Stavanger, Kristiansand, Oslo, Scapa Flow, Clyde, Rosyth, Wilhelmshaven and Kiel are all harbor cities or towns. Ships can enter them and control the area. To control them fully you must also control the relevant area on the land maps. Narvik is the only exception to this rule, where the side with Surface Ships in the port city controls the area. It is possible for ships from a one side to enter a Norwegian harbour when the land area is in enemy control. They count as being both in the land area and sea area they are connected to. So Aircraft only need to range to either the land area or the sea area to have the correct range. Also ships in harbours may activate with ships in the adjacent sea area and vice versa. Ships in Wilhelmshaven, Kiel, Oslo, Clyde, Rosyth or Scapa Flow cannot be attacked by submarines or surface ships but may be attacked by air. Only German ships may enter Wilhelmshaven, Kiel or Oslo and only Allied ships may enter Clyde, Rosyth or Scapa Flow. If ships are attacked in other harbours add the combat value of the Harbour to the defending ships. Note that the defensive value is a constant and is the same against Air or Surface attack but has no effect on Submarines. Defensive value in brackets is Anti-Air Only.

REDIRECTING CLOSE AIR SUPPORT

In addition to Special Bombing Missions the German player can remove any Stuka JU-87 Aircraft from the Strategic Map and place them in the Axis Air Sorties box on the South-Central Norway and Narvik Maps. Only if the German player is in control of Bodø may these Sorties be used on the Narvik Map otherwise they can only be used on the South-Central Norway Map. Each Stuka counter used in this way gives the German player a single Priority Air Attack in one Flames of War battle this turn. If two Stuka counters are in the box, then a Priority Air Support can be made in two different Flames of War battles – but the player cannot make two attacks in the same game.

ALLIED SUPPLY AND REINFORCEMENTS

In order to draw supply from, withdraw troops from or receive reinforcements at Åndalsnes, Namsos and Narvik, the Allied player must have control of the sea lanes. This means he must have surface ships in either the harbour or adjacent Sea Area and the Germans may not have any surface ships in either area. Submarines do not affect this control but can of course be used in attacks as normal.

Example: The Allied player has a Cruiser Sqn. and three Destroyer Sqn. in area B-3 and the German player has no surface ships in B-3 or Åndalsnes so that harbour is considered open as a supply, retreat or reinforcement area to the Allies.

HOW FIRESTORM WORKS

COMMANDERS

Commanders make up the bulk of players in Firestorm—Norway. They are the players that actually fight the table top battles that decide the outcome of the campaign. Commanders play their games of Flames of War in the Battle Phase. Like Firestorm—Greece, Firestorm—Norway can be easily played with only 2 players.

CAMPAIGN TURN

There are four turns in Firestorm—Norway. Each turn has a different number of actions for the strategic map and battles, as well as for the South-Central Norway and Narvik maps, so read the summary for each turn well. There is a reason for 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. It also places pressure on both sides.

There are three types of participants in Firestorm—Norway: the Commanders, the Generals, and the Organiser. Since this is a Mini-Campaign then this can easily be the same two persons. 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 their 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 table top 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

The leader of each side in Firestorm—Norway is a General. As a General, you are responsible for planning your army's campaign and leading your commanders to victory. You need to develop a battle plan for your commanders to carry out. Get this right and victory will be yours. A General has three standing orders: the Planning Phase conducted at the beginning of each Campaign Turn, the Battle Phase where you and your commanders fight battles, and the Strategic Phase at the end of each Campaign Turn.

ORDER ONE - STRATEGIC ACTIONS

Firestorm Norway introduces a Strategic Map and Naval and Air Action. The Battle of the Norwegian Sea is so important to the campaign that to make Firestorm Norway a proper simulation it is very important to include these elements. All actions on the Strategic Map take place before any actions are carried out on the more conventional Firestorm Maps, South-Central Norway and Narvik.

1. DETERMINE THE NUMBER OF ACTIONS THIS TURN

The number of actions is determined by the turn being played. Read the description of each turn well before you start playing it.

2. PLAYERS ALTERNATE ACTIVATING UNITS UNTIL ALL ACTIONS ARE COMPLETED

In the first, second and third turn the British start the actions and then players alternate activating units as in the Strategic Game. Once all actions are carried out then you start to play on the other maps as in a regular Firestorm Game.

During each Action the Active player may activate one counter or group of counters as per the Strategic game.

ORDER TWO - PLANNING PHASE

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

1. DETERMINE THE NUMBER OF BATTLES THIS TURN

First thing you need to do is to look up the turn reference and determine the number of battles that turn. The number will determine the total number for that turn on both the South-Central Norway Map and the Narvik Map. The player who wins initiative will decide on which map the battle will be fought. This gives you a number between two and eight. Place the Battle Turn marker on the correct number. That is the number of Battles for this turn.

2. DETERMINE INITIATIVE BONUS

The Axis always win on an even roll during the game, but each turn either side will have an initiative bonus. See the turn description to see what that bonus is.

3. PLAN YOUR GAMES

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

ORDER THREE - 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, it's 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.

A General also leads his own forces in Firestorm, participating in the campaign as a Commander.

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

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

As this is a mini-campaign it is inadvisable to allow many Battle Arrows to go between the same areas. Just finish each battle between two areas before placing arrows from the same areas. Empty defending areas receive a force to the agreed amount of points but no Firestorm Troops.

4. CHOOSE FIRESTORM TROOPS

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

You may add up to two Firestorm Troops from the area you are fighting in to your Flames of War force. Place these Firestorm Troops on the Battle Arrow. Treat these Firestorm Troops as extra Divisional Support choices in your force. You do not need to have Firestorm Troops to defend. Not

STEP ONE - MANOEUVRE CONT.

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.

FIRESTORM TROOP POINTS VALUE

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

AIR SUPPORT

Air Units work differently from other Firestorm Troops. First only the German player may call for Air support and then only if he has allocated Stuka Ju-87 Aircraft to do so from the Strategic Map. They never start on the Map but can be called as sorties anywhere to assist in battles. Only one sortie may be assigned to each battle. When attacking, Aircraft can only be the second unit placed, the first Firestorm Troop must be a ground unit. The Allies however have Air Sorties allocated directly to them and can be used for Air interception only, see the description of Firestorm Troops, so there is no point in adding them unless the Germans are using Air Support. Unlike other Firestorm Troops you do not roll to see if they are destroyed.

NAVAL GUNFIRE SUPPORT - SPECIAL

If the Allies have Destroyer Flotillas or Cruiser Squadrons in the Narvik harbour these can add their guns to any battle. Place an observer team in your company but your Company Commander can also call in Naval Gun fire with the normal +1 penalty to range in. If both are present you can only use one type of support. This like Air Support counts as a Firestorm Troop.

5. CHECK FOR SUPPLY

In this game supply works very differently than in other games. All Norwegian Firestorm Troops are always considered in supply if there are no other allies present. On the South-Central Map all Germans are considered to be in supply on defence but in offence they must be able to trace supply through friendly areas to Oslo. This is to represent that the defending units for Stavanger, Bergen, Kristiansand and Trondheim needed to be supplied by air and until they had reached the main force were ill equipped for offensive operations. The railway lines are important in determining which Airfields are in supply so that the Germans can support aircraft stationed there on the Strategic Map. Each Airfield in Norway can only have 4 German Aircraft, but this number is halved to 2 unless they have supplies by rail from Oslo. German troops in Narvik are also supplied by Air and this becomes increasingly more difficult as time passes. Before

every battle on the Narvik Map you must roll a die to see if the Germans have enough supplies. French and British units must trace supply through friendly areas from Åndalsnes or Namsos on the South-Central Map or be out of supply. To be able to do the Allied player must have surface ships in the harbour or sea area around it and the German player must have no surface ships in either. In addition it is possible for the Germans to send Bombing Missions against Åndalsnes or Namsos and thereby prevent them from being in supply. The German supply status on the Narvik Map is determined each turn. Each turn the game progresses there is a greater chance of them being out of supply. Each turn the game progresses there is a higher chance of them being out of supply. On that map the Norwegians are considered to be in supply at all times and the other Allies can draw supply by tracing it through friendly areas from Ballagen or Harstad. If any Firestorm Troops present are out of supply then all units from that side are considered to be out of supply.

When attacking, determine if you are in supply based on the area you attack from rather than the area you attack into. Otherwise you must fight Out of Supply. Roll a D6 and consult the Out of Supply table. The effects last for the duration of the Flames of War table top game.

OUT OF SUPPLY TABLE



MORALE REDUCED

For the duration of the turn all units fight at one lower motivational level, Fearless become confident, confident become Reluctant and Reluctant Platoons only pass a Motivation Test on a roll of 6.



STRENGTH REDUCED

Before adding Firestorm Troops to your force, you must reduce the size of your force by 20%, e.g. if you would have fielded a 1250 point force, you now have only 1000 points for the battle. Firestorm Troops are not affected.



NO EFFECT



FIGHT TO THE DEATH

For the duration of the battle all units fight as they are one motivational level higher. Reluctant become Confident, Confident become Fearless and Fearless pass all Motivation Tests on a roll of 2+.

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.

6. 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 or roll for a mission on the Random missions table page 256 in the Mini-Rulebook. Or if you agree use any other method.

Important Change: In Firestorm-Norway the player with the initiative automatically becomes the attacker in the Flames of War game. This supersedes any other special rules including forces that normally Always Attack or Always Defend.

TERRAIN

The Battle of Norway was fought from the south of Norway with towns, mainly of wooden construct, forests, hills and rough terrain. Mountaineer troops should be at an advantage. There were very few tanks or armoured cars in the Battle of Norway and I even recommend that they should only be used if the appropriate Firestorm Troop is being used in the battle. Since the fighting took part in late winter/early spring then the winter fighting rules on page 115 of Rising Sun or page 84 Devil's charge should be used. This is even more appropriate for Narvik map.

The ruins of Namsos



7. PLAY FLAMES OF WAR MISSION

Now is your chance to prove your mettle under fire. Bring your Flames of War army to the field and vanquish your foe for the glory of your side. Play the mission as a normal Flames of War game. You and your opponent should agree on the size of game. You could fight your battle with 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.

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

STEP THREE – AFTER ACTION

No job is done until the paperwork is finished!

At the end of your battle you need to take note of your Victory Conditions. 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.

8. 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 and the opponent scores Victory Points for them.

Destroyed Units: Any Firestorm Troop destroyed is removed from the game and cannot return. This is because both sides had a very hard time replacing lost troops during the Campaign. Destroyed units are considered the same as captured. Note you do not roll to destroy Aircraft after Flames of War games, they can only be destroyed on the Strategic Map.

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

9. 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 to the area they attacked from while defeated defending troops must retreat to any adjacent areas of their choice that are under their control. If there are no adjacent friendly-controlled areas to retreat into, then all of the Firestorm Troops in the area, including any that were destroyed, are captured and permanently removed from the campaign. This earns the victorious Commander extra Campaign Victory Points. Report the capture of these Firestorm Troops to your General. In case of a 3-3 tie and if neither scored at least 3 victory points it counts as the defender wins.

10. ADVANCE VICTORIOUS TROOPS

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

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

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



Steinkjer after German bombing

STRATEGIC PHASE

1. BRING IN REINFORCEMENTS

Generals decide where their reinforcements should strengthen their army. Reinforcements arrive as described in each turn. Read the turn description carefully. Note that they arrive before Strategic Moves.

2. MAKE STRATEGIC MOVES

Redeploying forces before a major offensive provides you with the flexibility to meet both known and unknown threats. In Firestorm Norway you may redeploy your units before the next turn starts. The Allies move all their units first followed by the Germans.

CAMPAIGN VICTORY POINT TABLE

Battleships	15 points
Other German Ships (Except aircraft and U-boats)	10 points
All Other Strategic Counters German, British, French, and Polish Firestorm troops	5 points
Norwegian Firestorm troops	5 points

If you destroy an Aircraft Carrier then all Aircraft aboard are also destroyed – so the total is higher

SPECIAL VICTORY CONDITIONS EACH TURN

Turn 1: *If the Allies manage to control Åndalsnes, Namsos and Narvik and land troops there they receive 5 VP for each landing. The Allies are in control if they have surface ships in the Harbour or adjacent sea area and the Germans have no surface ships in these areas.*

Turn 2: *If the Allies capture Trondheim in Turn 2 award them a 50 VP bonus.*

If the Germans capture either Åndalsnes or Namsos in Turn 2 award them a bonus of 50 VP for each.

Turn 3: *If the Allies capture Trondheim in Turn 3 award them a 50 VP bonus.*

If the Germans capture either Åndalsnes or Namsos in Turn 3 award them a bonus of 25 VP for each. This is only awarded once. If they captured them in Turn 2 then they do not get points in Turn 3 as well.

If the Germans capture both Åndalsnes and Namsos any remaining British or French Troops on the South-Central Map are captured by the Germans awarding them VP.

Turn 4: *All Allied Surface Ships destroyed in this turn give an extra +5 VP to the Germans.*

If all Germans Firestorm Troops are eliminated on the Narvik Map award the Allies a bonus of 25 VP.

If the Germans are still in possession of Narvik by the end of the turn the Germans receive a bonus of 50 VP.

On the Strategic Maps surface ships may move through any friendly or neutral sea areas but not sea areas containing enemy surface ships. Submarines may move up to 2 areas through friendly or enemy controlled sea areas and may end in an area containing enemy units. During Strategic Movement submarines do not attack like during actions. Aircraft may be flown to any friendly Airfield that is in supply and subject to stacking restrictions for Norwegian Airfields.

On the land maps you may move Firestorm Troops as far as you wish through friendly controlled areas but you may not enter enemy controlled areas.

3. VICTORY POINTS & CONDITIONS

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

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

CAPTURING OBJECTIVES AND DESTROYING ENEMY UNITS.

Possession of key locations in Norway and destroying enemy units is critical to winning the campaign. These are the important locations such as roads, airfields and settlements that your army is fighting for.

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

CAPTURING AND DESTROYING FIRESTORM TROOPS

Destroyed or captured units, both Firestorm Troops and more importantly Air and Naval units contribute greatly to the outcome of Firestorm Norway.

Special Turn 1 Victory Conditions:

If the Allies manage to control Åndalsnes, Namsos and Narvik and land troops there they receive 5 VP for each landing. The Allies are in control if they have surface ships in the Harbour or adjacent sea area and the Germans have no surface ships in these areas.

NARVIK SPECIAL RULE

The side in control of Narvik Harbour may move counters to Ofotfjord and may move Firestorm Troops freely over the Ofotfjord as if it were a land area, but they may not end their movement there. Destroyer flotillas and Cruiser Squadrons may contribute Naval Gunfire Support as Firestorm troops.

ENDING THE CAMPAIGN TURN

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

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

At the end of the campaign count up the Victory Points for each side. The extent of the victory depends on the difference between the two side's victory point totals.

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

ALLIED VICTORY

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

ALLIED STRATEGIC VICTORY WIN BY 150 CAMPAIGN POINTS

Despite all odds you have turned the tide in the Norwegian Campaign forcing the Germans to a far heavier commitment than they had planned. The defence of Norway will heavily influence all coming events, for good or bad.

ALLIED OPERATIONAL VICTORY WIN BY 100 CAMPAIGN POINTS

You have created a rallying point for the free people across the world. Despite events in France the Germans are not seen as invincible.

ALLIED TACTICAL VICTORY WIN BY 50 CAMPAIGN POINTS

You have managed to make the Germans pay dearly for their conquest and in time you will bring the battle to them.

AXIS VICTORY

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

AXIS STRATEGIC VICTORY WIN BY 150 CAMPAIGN POINTS

Congratulations Herr Feldmarschall. Weserübung will be remembered as one of the boldest Campaigns ever conducted. The first truly successful joint Operations Campaign in history.

AXIS OPERATIONAL VICTORY WIN BY 100 CAMPAIGN POINTS

You have secured Norway and the Baltics and created the foundations of greater conquests. There is nothing to stop us now.

AXIS TACTICAL VICTORY WIN BY 50 CAMPAIGN POINTS

You have succeeded brilliantly Commander. Norway is ours to keep. Still our losses have marred this successful operation and the Royal Navy still rules the high seas.

This is the historical outcome of the Battle of Norway.

DRAW

The campaign is a draw if the total Campaign Victory Points for both sides are within 50 points.

Once again both armies have fought and exhausted themselves any victories are offset by serious losses.

GENERALLEUTNANT EDUARD DIETL

Generalleutnant Eduard Dietl was the commander of the 3rd Gebirgsjäger division. He went with his troops to Narvik and led the defence against superior odds for two months. He organised the men of the Kriegsmarines that escaped the destruction of their destroyers and armed them with small arms captured in Narvik. In this way, he increased the size of his force. He organised his defence superbly and only withdrew his forces when the situation was untenable. Forced to fight far away from friendly lines, Dietl held his men together. Well placed Machine-gun nests and timely reserves helped the German forces to hold out against the allies. Even after the Germans had lost Narvik and despite a serious shortage of supplies, Dietl managed to hold his force together until the Norwegians surrendered and contact was made with the main German force.

Dietl was one of Hitler's favourite generals. He referred to Dietl as the 'General in the snow' as opposed to Rommel, who was the General in the sun. For his efforts in Norway he was the first German soldier to receive the oak leaves cluster to the Knight's Cross of the Iron Cross. More importantly he was a soldier's General and was popular among his men and later his Finnish allies



CHARACTERISTICS

Generalleutnant Eduard Dietl is a Warrior Higher Command SMG Infantry team rated Fearless Veteran. He may join a Gebirgsjäger Company fighting on the Narvik Map for +60 points.

MASTERFUL DEFENCE

Generalleutnant Eduard Dietl commanded the defence of Narvik masterfully.

Once each turn, you may re-roll one die when rolling for Reserves.

In a mission using the Scattered Reserves special rule, once per turn you may also re-roll one die to determine where a platoon will arrive from Scattered Reserves.

STRONGPOINTS

Generalleutnant Eduard Dietl built his defences around Machine-gun nests. If you take Generalmajor Dietl you may add up to two HMG nests to your force for +40 points per nest.

Generalleutnant Eduard Dietl is only intended for use with Firestorm Norway, you cannot include him in other games except with your opponents consent.

SEKONDLØYTNANT THOR OLAF HANNEVIG

The Norwegians were still calling up their forces when the Germans invaded Norway, so were ill prepared for the invasion. Despite this, in many cases the Norwegians put up a determined defence of their homeland. During those times many individuals showed their courage. These individuals, such as Otto Ruge, Carl Gustav Fleischer, Eiliv Austid and Hans Reidar Holtermann would emerge, and with many more make up what would be known in later years as the Heroes of the Battle of Norway. One of the heroes of the Battle of Norway was Sekondløytnant Thor Olaf Hannevig.

Sekondløytnant Thor Olaf Hannevig's only military background came from having passed an eight-month course to get his commission as an officer in the reserves in 1915. At the mobilization 1940 he reported for duty at the Telemark infanteriregiment (IR 3). However, the regimental commander ordered IR 3 to surrender, as he saw resistance as a lost cause. Disobeying, Hannevig travelled west to set up a defensive line. There, in the western part of Telemark, he assembled and trained his 300 strong "Telemark regiment". They were armed with light arms acquired without permission from various depots.

Hannevig's plan was to hold while waiting for reinforcements to arrive from the west. Setting up ambushes at bridges and similar chokepoints, he managed to delay the German offensive from the 21st of April until the 3rd of May. By then the surrender of the 4th Division had ended the hopes of reinforcements, and Hannevig chose to disband the



regiment. Hannevig, four soldiers and six female auxiliaries surrendered to the Germans. At the time of their surrender, they also repatriated their 28 German POWs.

CHARACTERISTICS

Sekondløytnant Thor Hannevig is a Warrior Company Command Rifle team and is rated Confident Trained. Hannevig replaces the Company Command team of a Gevärskompani fighting on the South-Central Norway map for an extra +30 points.

IMPROVISED ROADBLOCKS AND AMBUSHES

Improvised roadblocks were often used by Hannevig's force in order to halt and ambush the German advance. Often this included detonating explosives attached to trees close to narrow roads and bridges. The fallen trees would block the Germans, allowing the Norwegian machine guns and rifle teams to launch their ambush.

A Gevär's platoon within Command Distance of Hannevig may deploy a Roadblock instead of moving and shooting in the Shooting Step. The Roadblock uses the same rules as Street Barricades on page 228 in the Rulebook. The number of Roadblocks created this way is limited to the same number as the Gevär's platoons the force has.

TENACIOUS

While most of the Norwegian forces in the South-Central Norway either were in retreat, were already captured or were already destroyed, Hannevig's force kept fighting up until 5. May 1940.

A force led by Hannevig passes Company Morale Checks on 3+.

NO ALLIES OR ARTILLERY

Hannevig's forces fought without outside support and with mostly light arms.

Any force led by Hannevig may not contain any British or French Allies. Nor may it have any Divisional Support Platoons other than a Pioneer Platoon. Instead it may have up to two Gevär's Machine-gun platoons

Sekondløytnant Thor Olaf Hannevig is only intended for use with Firestorm Norway, you cannot include him in other games except with your opponents consent.

LIEUTENANT COLONEL RALPH MONCLAR

Lieutenant Colonel Raoul Charles Magrin - Vernerey, better known under the pseudonym Ralph Monclar was a distinguished officer of the French Foreign Legion when he was appointed in command of 13e demi-brigade légère de montagne de Légion étrangère or 13e DBLE for short.

On the 28 May Lieutenant Colonel Raoul Charles Magrin – Vernerey led a successful attack on Narvik and pushed the Gerbirgsjäger into the mountains toward Sweden. Once the battle had been won he held his forces back and allowed his Norwegian allies the honour of recapturing the town. The gesture was much appreciated by Major-General Carl Gustav Fleischer and his Norwegian soldiers.

Lieutenant Colonel Raoul Charles Magrin – Vernerey was one of the first high ranking officers to join the Free French forces and changed his name to Ralph Monclar to protect his family. By the end of the war had received numerous medals and commendations.



CHARACTERISTICS

Lieutenant Colonel Raoul Charles Magrin - Vernerey is a Warrior Higher Command Rifle Infantry team rated Fearless Veteran. He may join a Foreign Legion Company fighting on the Narvik Map for +60 points.

DETERMINED ATTACK

Lieutenant Colonel Raoul Charles Magrin - Vernerey led his forces in a determined attack against the German forces at Narvik.

Once each turn, one Legion Tirailleurs Platoon within command distance of Lieutenant Colonel Raoul Magrin – Vernerey may attempt to move as if it had a Stormtrooper move p.241.

MAN OF HONOUR

Lieutenant Colonel Raoul Charles Magrin - Vernerey was very respectful of his Norwegian Allies and got along well with them. In return the Norwegians respected him greatly.

Any Norwegian Allied Platoons in a Company led by Lieutenant Colonel Raoul Charles Magrin – Vernerey do not count as Allied Platoons but part of the French Company in all respects.

Lieutenant Colonel Raoul Charles Magrin - Vernerey is only intended for use with Firestorm Norway, you cannot include him in other games except with your opponents consent.

MAJOR-GENERAL SIR ADRIAN CARTON DE WIART

Sir Adrian Paul Ghislain Carton de Wiart was the commanding officer of Mauriceforce that was landed at Namsos to take part in operations to capture Trondheim. Major-General Carton de Wiart arrived by Short Sunderland flying boat to Norway and that was the first time he met his troops. He showed considerable vigour in managing the landing. His troops were mostly territorial and had little training or experience of the winter conditions that they encountered in Norway. Major-General Carton de Wiart managed to get his troops into Trondheimsfjord where they were at a great disadvantage since they lacked guns and especially Anti-Aircraft defences. Major-General Carton de Wiart recommended a withdrawal but held his position when asked to for political reasons. Finally he oversaw the successful evacuation of his forces from Norway and arrived at Scapa Flow on the 5 May – his 60th birthday.

Major-General Carton de Wiart became famous in 2013 for having the most interesting opening paragraph Wikipedia's ever published.

Sir Adrian Paul Ghislain Carton de Wiart VC, KBE, CB, CMG, DSO (5 May 1880 – 5 June 1963) was a British Army officer of Belgian and Irish descent. He served in the Boer War, First World War, and Second World War; was shot in the face, head, stomach, ankle, leg, hip, and ear; survived two plane crashes; tunnelled out of a POW camp; and



bit off his own fingers when a doctor refused to amputate them. Describing his experiences in World War I, he wrote, "Frankly I had enjoyed the war."

CHARACTERISTICS

Major-General Adrian Carton de Wiart is a Warrior Higher Command Rifle Infantry team rated Fearless Veteran. He may join a British Rifle Company fighting on the South-Central Map for +70 points.

INDOMITABLE

Major-General Adrian Carton de Wiart has great personal courage and will not falter in any task he is given. He does not tolerate weakness in others and commands with a firm hand.

Major-General Carton de Wiart may re-roll any failed Company Morale Check he makes.

Any platoon that Major-General Carton de Wiart joins uses his motivation rather than their own.

INTOLERANT

Major-General Adrian Carton de Wiart distrusted his Allies. This was in part because the British media had overstated the role of Vidkun Quisling coup d'état and German support in Norway. In fact Quisling's government was completely rejected by the Norwegians and many of his appointed ministers refused to serve under him. Never the less the British media affected the views of many in England and made many officers suspicious of their Allies.

Any force led by Major-General Carton de Wiart cannot have any allied platoons, either as part of the list or as Firestorm Troops.

INDESTRUCTIBLE

Major-General Adrian Carton de Wiart sustained many wounds and near death experiences in his life. Even as he arrived in Norway the flying boat was attacked by a German fighter and his aid seriously wounded but Major-General Adrian Carton de Wiart escaped. After World War 2 his doctors extracted an incredible amount of shrapnel from his old wounds. He did not die until he was retired at the age of 83.

If you destroy Major-General Carton de Wiart by Shooting or Assault (but not as a result of a failed Platoon Morale Check), roll a die.

On a roll of 5+ you have killed or seriously wounded Major-General Carton de Wiart and the team is destroyed.

Otherwise, the owning player Destroys any other friendly infantry team that is within Command distance of Major-General Carton de Wiart.

Major-General Carton de Wiart is only intended for use with Firestorm Norway, you cannot include him in other games except with your opponents consent.

TURNS

Firestorm-Norway is played over four 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.

INITIAL SET-UP

STRATEGIC MAP:

GERMAN FORCES

B-1	1x U-Boat Group
Narvik	1x Warship Group
B-2	Gneisenau
Scharnhorst	1x U-Boat Group
Trondheim	Admiral Hipper
B-4	2x U-Boat Group
Bergen	Warship Group
Stavanger	Warship Group
C-6	Warship Group, 2x U-Boat Group
Airfield B-7	Germany 2x Bf-109, 2x He-111, 2x Ju-88

ALLIED FORCES

A-1	HMS Warspite, 1x Destroyer Flot
A-2	HMS Renown, HMS Repulse, 1x Destroyer Flot
A-3	HMS Resolution, 1x Cruiser Sqn, 1x Destroyer Flot
Airfield A-5	United Kingdom 1x Hurricane (Combat value 3), 1x Skua (Movement 2)
Rosyth A-6	2x Cruiser Sqn
B-4 (Home Fleet)	HMS Rodney, HMS Valiant, HMS Furious (with 1x Swordfish), 1x Cruiser Sqn, 1x AA Cruiser Sqn, 1x Submarine Flot, 1x Destroyer Flot
C-6	1x Submarine Flot

SOUTH-CENTRAL NORWAY MAP:

GERMAN FORCES

Oslo (D-10)	1x Fallschirmjäger, 1x Infantry
Kristiansand (D-8)	2x Infantry
Stavanger (D-7)	1x Fallschirmjäger, 1x Infantry
Bergen (D-6)	2x Infantry
Trondheim (D-3)	1x Gerbirgsjäger, 1x Infantry

ALLIED FORCES

D-2	1x Norwegian infantry
D-5	1x Norwegian infantry
D-9	1x Norwegian infantry
D-11	1x Norwegian infantry
E-6	1x Norwegian infantry
E-7	1x Norwegian infantry
E-8	1x Norwegian infantry

NARVIK MAP:

GERMAN FORCES

Areas Y-2, Y-3, Y-4, Z-3, Z-4 and Z-5 are considered under German control at the start.

Y-3	1x Gerbirgsjäger
Y-2	1x Gerbirgsjäger
Narvik Z-3	1x Gerbirgsjäger

ALLIED FORCES

X-4	1x Norwegian infantry
X-5	1x Norwegian infantry

TURN 1 – WESERTAG

THE GERMAN INVASION OF NORWAY AND DENMARK, 9 TO 18 APRIL 1940

The whole history of warfare teaches that carefully prepared operations usually succeed with relatively insignificant losses.

- Adolf Hitler on Operation Weserübung

Wesertag was the starting day of Weserübung. On the morning of the 9 April 1940 the Germans invaded Denmark and Norway. Six Battlegroups sailed into the ports of Narvik, Trondheim, Bergen, Kristiansand, Egersund and Oslo. At the same time Fallschirmjäger took over the airfields at Fornebu, Oslo and Sola. Stavanger, Narvik, and Trondheim were captured without much resistance but the coastal defences of Bergen and Kristiansand offered resistance, while the Oscarsborg Fortress (Commanded by Oberst Birger Eriksen) at Oslo sank the new Heavy Cruiser Blücher and damaged the cruiser Lützow. This caused serious damage to the Germans and bought time for the Norwegian government, Royal family and national treasury to flee the capital to safer grounds.

Mobilization of the Norwegian Army was only partial, and the German invasion captured many of their depots, making further mobilization difficult. The CinC of the Norwegian Army, General Kristian Laake, was not up to the task of mounting a defense and was replaced on 10 April by the

fighting General Otto Ruge, who had a clear reaction. The Germans would be stopped.

Meanwhile Admiral Sir Charles Forbes Commander-in-Chief of the British Home Fleet saw this as an opportunity to bring the Kriegsmarine to battle. In the following days a number of confusing engagements took place. In the sea close to Stavanger the Home Fleet was hit by an Air Attack of almost 100 Bombers and given the German Air Superiority the Royal Navy decided to leave the southern waters to submarines and the RAF while their vessels would concentrate on the north.

Strategic Map: 9 Actions – Allies start.

of Battles on the land Maps: 2

Initiative bonus: German Automatic Win

German in supply in Narvik: Automatic

REINFORCEMENTS:

GERMAN FORCES

Strategic Map

B-7 3x Ju-87 Stuka, 1x He111, 1x Ju-88, 1x Bf-109, 1x Bf-110

South-Central Norway Map

E-1 Dombås 1x Fallschirmjäger

D-10 Oslo 1x Pz. Abt – 40, 1x NbFz B, 2x Armoured Cars, 1x Gerbirgsjäger, 1x Artillery

Special Reinforcements, if the German Warship Group at Narvik is destroyed there then the Germans may place the 2x Naval Infantry on any Narvik Map Area they control.

**Note: The Allied landings at Namsos, Åndalsnes and Narvik are not automatic. The Allied player must be in control of the harbour and adjacent area at the end of the Strategic Actions as well as the area on the Norway South-Central Map to land those troops. If he cannot then they will wait one turn.*

ALLIED FORCES

Strategic Map

A-5 2x Bristol Blenheims

South-Central Norway Map*

D-1 Namsos (Mauriceforce)

1x Territorial Infantry, 1x Chasseurs Alpains, 1x Gloster Gladiator *Special Air Sortie.

D-4 Åndalsnes (Sickleforce)*

1x Territorial Infantry

Narvik Map*

X-1 Harstad or Z-1 Ballagen (Rupertforce)

1x Chasseurs Alpains, 1x Guards Infantry

Special Air Sortie: In addition to other reinforcements the Allies receive a single Gloster Gladiator that they can use for battles in South-Central Norway in turn 2. Remove it from the game after turn 2.

Special Victory Conditions: If the Allies manage to control Åndalsnes, Namsos and Narvik and land troops there they receive 5 VP for each landing. The Allies are in control if they have surface ships in the Harbour or adjacent sea area and the Germans have no surface ships in these areas.

Capture of Denmark: During the Strategic Phase the Germans are in complete control of Denmark (B-6) and can use the Airfield there as their own from here on throughout the game.

Special Reinforcements: if the German Warship Group at Narvik is destroyed there then the Germans may place the 2x Naval Infantry on any Narvik Map Area they control.

TURN 2 – OPERATION HAMMER

19 APRIL TO 23 APRIL 1940

They lacked aircraft, anti-aircraft guns, anti-tank guns, tanks, transport and training. The whole of Northern Norway was covered with snow to a depth which none of our soldiers had ever seen, felt or imagined. There were neither snowshoes nor skis - still less skiers. We must do our best.

- Winston Churchill.

The initial response to the German Invasion had been Operation Hammer. Its primary focus was to recapture Trondheim by direct assault. At the same time the Allies planned to recapture Narvik. First Lord of the Admiralty Winston Churchill had the landing forces of Namsos and Narvik named Mauriceforce and Rupertforce after famous 17th century warrior Princes; Prince Maurice of the Palatinate and Prince Rupert of the Rhine. But the forces never lived up to their namesakes. A third landing was made at Åndalsnes by Sickleforce, named after the tactical manoeuvre, which was to close in on Trondheim from the south in support of Mauriceforce. The operation ran into trouble from the start, the 146th Brigade, bound for Namsos, only had maps of Narvik and the men of 148th Brigade were equipped with maps of Namsos, but were to land at Åndalsnes.

Whereas the Germans had planned the invasion in terms of Divisions the Allied response was in battalions. To confound matters even more there was no direct Allied chain of command. At Narvik the Naval Commander Lord Cork favored a direct attack on Narvik while the Army Commander Major-General Mackesy favored an indirect approach and a cautious advance from both sides of Ofotfjord.

The force at Namsos was led by Major-General Carton de Wiart who distrusted the Norwegians because the British media had overplayed both Quisling's and German support in Norway. Meanwhile most of Sickleforce was redirected into the defence of Central Norway around Lillehammer. In any event, the complete Air superiority of the Luftwaffe made all Allied military operations precarious. To disrupt Allied Operations further the Germans landed a company of Fallschirmjäger that had taken part in the invasion of Denmark at Dombås where they blocked the rail and road network for 5 days before having to surrender to the Norwegians. In the end Operation Hammer was cancelled before any serious attack on Trondheim was launched.

Strategic Map: 7 Actions – Allies start.

of Battles on the land Maps: 5 + D3 (1&2= 1, 3&4= 2, 5&6= 3) – Battles can be fought either on the South-Central Map or Narvik Map. The player with the initiative decides.

Initiative bonus: Germans +1 (plus they win on all ties)

German in supply in Narvik: 2+ (before each battle in Narvik roll one die on a 2+ the Gerbirgsjäger or Kriegsmarine troops are in supply).

REINFORCEMENTS:

ALLIED FORCES

Strategic Map

A-4 HMS Glorious (1x Gladiator, 1x Swordfish), HMS Ark Royal (1x Swordfish, 1x Skua movement of 1), 1x French Cruiser Sqn

1x Destroyer Flot

South-Central Norway Map

D-4 Åndalsnes (Sickleforce)*
1x Reglar Infantry

**Note: The Allied landings at Åndalsnes is not automatic. The Allied player must be in control of the harbour and adjacent area at the end of the Strategic Actions as well as the area on the Norway South-Central Map to land those troops. If he cannot then they will not land in the game*

Åndalsnes and Namsos: If the Germans attack either Åndalsnes or Namsos and win any Allied (not Norwegian) Firestorm Troops must retreat off the map never to return. They can only do this if the Allied navy is in control of the Harbour and the adjacent Sea Area. Otherwise the Firestorm Troop is considered to be captured by the Germans.

Namsos special rule: If the Germans capture Namsos and can trace a line through friendly areas to Oslo they may use Bodø as their own area in the next strategic turn.

Special Victory Conditions:

If the Allies capture Trondheim in Turn 2 award them a 50 VP bonus.

If the Germans capture either Åndalsnes or Namsos in Turn 2 award them a bonus of 50 VP for each.



TURN 3 – THE LAND OF THE MIDNIGHT BOMB

24 APRIL TO 5 MAY 1940

With a final effort the Allies attempted to take control of events in South-Central Norway. But it was too little and too late. The Carrier force did their utmost to cover Namsos and Åndalsnes, but found that even though the airmen of the Fleet Air Arm were excellent, their machines were not. In addition the anti-aircraft measures of the Royal Navy ships were found lacking against the Luftwaffe. By this time the Luftwaffe had achieved Air Superiority over South-Central Norway and with the northern sun it was almost bright the entire day. So this northern country became known to the Allies as the “Land of the Midnight Bomb”. Eventually, all that was left was for the Allied expeditionary force to withdraw from South-Central Norway. General-Major Otto Ruge commander of the Norwegian forces hoped to be able to withdraw the Norwegian troops as well, but the Allies didn't have the resources to do so. In the end, the Norwegian Army covered the Allied withdrawal and was then disbanded.

Meanwhile around Narvik the Allied Naval Commander Lord Cork pressed for an attack on Narvik, but Major-General Macksey still resisted. Additional reinforcements were sent, along with a new commander- Lieutenant-General Auchinleck - to replace Macksey.

Strategic Map: 7 Actions – Allies start.

of Battles on the land Maps: 5 + D3 (1&2= 1, 3&4= 2, 5&6= 3) – Battles can be fought either on the South-Central Map or Narvik Map. The player with the initiative decides.

Initiative bonus: Germans +2 (plus they win on all ties)

German in supply in Narvik: 3+ (before each battle in Narvik roll one die on a 3+ the Gerbirgsjäger or Kriegsmarine troops are in supply).

REINFORCEMENTS:

GERMAN FORCES

Narvik Map

Any German controlled area 1x Fallschirmjäger

ALLIED FORCES

Strategic Map

C-1 1x Hurricane (combat value 2)

Narvik Map

Any friendly controlled area (Rupertforce)

1x Chasseurs Alpains, 1x Polish Infantry

1x French Independent Tank Company

**Note: The Allied landings at Narvik are not automatic. The Allied player must be in control of the harbour and adjacent area at the end of the Strategic Actions to land those troops. If he cannot then they will not join the campaign.*

Åndalsnes and Namsos: If the Germans attack either Åndalsnes or Namsos and win any Allied (not Norwegian) Firestorm Troops there must retreat off the map never to return. They can only do this if the Allied navy is in control of the Harbour and the adjacent Sea Area. Otherwise the Firestorm Troop is considered to be captured by the Germans.

Namsos special rule: If the Germans capture Namsos and can trace a line through friendly areas to Oslo they may use Bodø as their own area in the next strategic turn.

Special Victory Conditions: If the Allies capture Trondheim in Turn 3 award them a 50 VP bonus.

If the Germans capture either Åndalsnes or Namsos in Turn 3 award them a bonus of 25 VP for each. This is only awarded once. If they captured them in Turn 2 then they do not get points in Turn 3 as well.

If the Germans capture both Åndalsnes and Namsos any remaining British or French Troops on the South-Central Map are captured by the Germans awarding them VP.

Special: If the Germans have captured both Åndalsnes and Namsos then the remaining Norwegian forces disband (do not count as captured) and no further battles take place on the South-Central Map.

If the Germans fail to capture both Åndalsnes and Namsos this turn they are not allowed to use Bodø next turn and award the Allies a bonus 100 VP. Then remove all Allied Troops and no further battles take place on the South-Central Map.



TURN 4 – OPERATIONS ALPHABET AND JUNO

THE GERMAN INVASION 6 MAY TO 10 JUNE

A muddy waddle, backwards and forwards.

- Winston Churchill, on the Norwegian Campaign

In the final actions of the Battle of Norway the Allies finally made the push for Narvik. The defending Gerbirgsjäger had been isolated for over a month and their only supplies arrived by Aircraft. Now the Allies sent Aircraft to Bardufoss. First a squadron of Gloster Gladiators and then a Squadron of Hurricanes. This made German resupply by air difficult.

The land forces were further reinforced by French Foreign Legionnaires and the Polish Highland Brigade. Still, the Allies lacked unified command until the arrival of Lieutenant-General Auckinleck who recognized the French Troops as being the most able. He transferred command to General Antoine Béthouart while Auckinleck attempted to build up a defence around Bodø.

Events in France overtook events at Narvik and Operation Alphabet the evacuation of all British, French and Polish forces from Norway was authorized. Even after that General Antoine Béthouart continued to attack and on the 27 May Narvik was recaptured. In an act of honour the French troops stood aside and let their Norwegian brothers in arms enter the town of Narvik first.

After the successful military evacuation sub-lieutenant Patrick Dalzel-Job went against his orders and organized the rescue of the civilians in Narvik. He was to be disciplined by the Royal Navy, but King Haakon of Norway awarded him the Knights Cross of the Order of Saint Olav and the Royal Navy was unable to act after that.

For the Royal Navy the worst was yet to come. The HMS Glorious under the command of Captain Guy D'Oyly-Hughes had been granted permission to proceed independently to Scapa Flow with only two destroyers, Acasta and Ardent, as escort. At the same time the Germans were aware of the Allied withdrawal and had launched Operation Juno to interrupt the Allied withdrawal and relieve pressure on the

German troops at Narvik. On the 8 June the Heavy Cruisers Scharnhorst and Gneisenau spotted the HMS Glorious and at the range of 24 kilometres (15 miles) their guns hit and eventually sank the HMS Glorious. Acasta and Ardent put up a desperate fight. The Ardent hit Scharnhorst with her 4.7 inch guns with little effect before being sunk while the Acasta hit Scharnhorst with torpedoes and badly damaged her before being riddled by German gunfire; Acasta sank as well.

Strategic Map: 9 Actions – Germans start.

of Battles on the land Maps: 2 + D3 (1&2= 1, 3&4= 2, 5&6= 3) – Battles can be fought either on the South-Central Map or Narvik Map. The player with the initiative decides.

Initiative bonus: Allies +2 (Germans still win on all ties)

German in supply in Narvik: 4+ (before each battle in Narvik roll one die on a 4+ the Gerbirgsjäger or Kriegsmarine troops are in supply).

THERE ARE NO FURTHER REINFORCEMENTS.

Special Victory Conditions: All Allied Surface Ships destroyed in this turn give an extra +5 VP to the Germans.

If all Germans Firestorm Troops are eliminated on the Narvik Map award the Allies a bonus of 25 VP.

If the Germans are still in possession of Narvik by the end of the turn the Germans receive a bonus of 50 VP.

WRAPPING UP

At the end of turn 4 all British, French and Polish troops are withdrawn from the Narvik Map. In order to do so the Allied Navy must be in control of Narvik and Sea Area B-1 at the end of the strategic turn. If that cannot be done then all remaining British, French and Polish Firestorm Troops are captured by the Germans.

This is the final turn of Firestorm Norway. Now total the Victory Points and determine the winner.

FIRESTORM TROOPS

ALLIED TROOPS

NORWEGIAN ARMY REGIMENTS 100

Infantry X 9

Starting deployment, South –Central Norway (x7, D-2, D-5, D-9, D-11, E-3, B-7 & B-8) and Narvik (x2, A-5, B-5)

Reinforce your company with a Rifle Platoon, Gevärstropp, with a Command Rifle team and eight Rifle Teams. Rated as Confident Trained.

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle	16"/40cm	1	2	6	No explosives

No explosives: Norwegian Troops were not equipped with grenades or any other explosives making it very hard for them to take out tanks or Armoured vehicles. Enemy armoured vehicles may therefore re-roll any failed armour saves.

146 AND 148 TERRITORIAL BRIGADES 100

Infantry x 3

Arrive as reinforcements

Reinforce your company with a Rifle Platoon with a Command Rifle/MG team, six Rifle/MG Teams, one Anti-Tank Rifle Team and Light Mortar Team. Rated as Confident Trained.

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	16"/40cm	2	2	6	
Light Mortar team	16"/40cm	1	1	4+	Smoke. Can fire over friendly teams.
Anti-tank Rifle team	16"/40cm	1	4	5+	Tank Assault 3

15 INFANTRY BRIGADE 150

Infantry x 3

Arrive as reinforcements

Reinforce your company with a Rifle Platoon with a Command Rifle/MG team, six Rifle/MG Teams, one Anti-Tank Rifle Team and Light Mortar Team. Rated as Confident Veteran.

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	16"/40cm	2	2	6	
Light Mortar team	16"/40cm	1	1	4+	Smoke. Can fire over friendly teams.
Anti-tank Rifle team	16"/40cm	1	4	5+	Tank Assault 3

24 GUARDS BRIGADE 150

Infantry x 1

Arrive as reinforcements

Reinforce your company with a Rifle Platoon with a Command Rifle/MG team, six Rifle/MG Teams, one Anti-Tank Rifle Team and Light Mortar Team. Rated as Confident Veteran and Unflappable.

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	16"/40cm	2	2	6	
Light Mortar team	16"/40cm	1	1	4+	Smoke. Can fire over friendly teams.
Anti-tank Rifle team	16"/40cm	1	4	5+	Tank Assault 3

FRENCH 342ME INDEPENDENT TANK COMPANY 150**Tank x 1****Arrive as reinforcements**

Reinforce your company with a Tank Platoon with 3 Hotchkiss H-39 (1 long and 2 short guns). Rated as Confident Trained.

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Equipment and notes Notes
Hotchkiss H-39	Standard Tank	3	3	1	Co-ax MG
37mm SA-18 (short gun)	16"/40cm	2	4	4+	One-man turret
37mm SA-38 (short gun)	24"/60cm	2	5	4+	One-man turret

FRENCH 5E & 27E DEMI-BRIGADE CHASSEURS ALPINS 150**Infantry x 2****Arrive as reinforcements**

Reinforce your company with a Rifle Platoon with a Command Rifle/MG team, six Rifle/MG Teams and VB Team. Rated as Confident Veterans and Mountaineers.

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	16"/40cm	2	2	6	
VB team	8"/20cm	2	1	4+	Can fire over friendly teams.

FRENCH 13TH FOREIGN LEGION DEMI-BRIGADE 150**Infantry x 1****Arrive as reinforcements**

Reinforce your company with a Rifle Platoon with a Command Rifle/MG team, six Rifle/MG Teams and VB Team. Rated as Confident Trained. Legionaries see page 19 Norwegians Official Briefing.

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	16"/40cm	2	2	6	
VB team	8"/20cm	2	1	4+	Can fire over friendly teams.

POLISH INDEPENDENT HIGHLAND BRIGADE 150**Infantry x 1****Arrive as reinforcements**

Reinforce your company with a Rifle Platoon with a Command Rifle/MG team, six Rifle/MG Teams and VB Team. Rated as Fearless Trained. The Polish were equipped as French soldiers.

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	16"/40cm	2	2	6	
VB team	8"/20cm	2	1	4+	Can fire over friendly teams.

RAF**N/A****Aircraft x 2**

Reinforce your company with Sporadic Air Support Either Gloster Gladiators or Hurricane Aircraft. They can only be used for fighter interception and cannot be used for Ground Attack.

NAVAL GUNFIRE SUPPORT**N/A**

Naval Gunfire Support (Narvik Only) - Special

In Narvik if you have either a Destroyer Flotilla or Cruiser Squadron you may reinforce your company with a NGFS Observer rifle team and a battery of four Confident Trained Naval Guns for Destroyers or a battery of six Confident Trained Naval Guns for Cruisers. If you have both then choose the better.

Weapon	Range	ROF	Anti-tank	Firepower	Notes
Destroyer Gunfire Support	Unlimited	-	4	3+Naval gunfire Support	
Cruiser Gunfire Support	Unlimited	-	6	1+Naval gunfire Support	

GERMAN XXI GRUPPE TROOPS

PANZERZUG HORSTMAN

200

Panzer Platoon - Tank x 1

Arrive as reinforcements at A-11 Oslo

Reinforce your company with a Panzer Platoon with two Neubaufahrzeug tanks. Rated as Confident Veteran.

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Equipment and notes Notes
Neubaufahrzeug	Slow Tank	2	2	1	2x Deck Turret MG
75mm KwK L/24	24"/60cm	2	7	3+	Smoke
Firing bombardments	48"/120cm	-	2	6	
37mm KwK L/45	24"/60cm	3	6	4+	Co-ax Mount

The Neubaufahrzeug was Germany's experiment into multi turreted tanks. Only 5 were ever made and two of these were mild steel type prototypes. It has three turrets, two modified Panzer I MG turrets with one MG each and a very unusual main gun configuration with a 75mm gun and a co-axial 37mm gun. The Neubaufahrzeug can only fire either of these main guns each turn since they have the same gunner and loader. Since there are no models currently available for the Neubaufahrzeug you can either use the Panzer Abteilung z.b.V. 40 option or use proxy tanks.

PANZER ABTEILUNG Z.B.V. 40

100

Leichte Panzer Platoon x 1

Arrive as reinforcements at A-11 Oslo

Reinforce your company with a Leichte Panzer Platoon with a Command Panzerbefehlswagen, one Panzer II C (early) and one Panzer I. Rated as Confident Veteran.

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Equipment and notes Notes
Panzerbefehlswagen	Half-tracked	1	1	1	Hull MG
Panzer I	Half-tracked	1	1	1	Twin MG
Panzer II C 2cm KwK38 gun	Standard Tank 16"/40cm	1 3	1 5	1 5+	Co-ax MG, Protected Ammo

AUFKLÄRUNGS-ABTEILUNG

75

Infanterie Panzerspäh x 2

Arrive as reinforcements at A-11 Oslo

Reinforce your company with an Infanterie Panzerspäh Platoon with three Sd Kfz 221 (MG). Rated as Confident Trained.

Name	Mobility	Front	Side	Top	Equipment and notes
Sd Kfz 221	Wheeled	0	0	0	AA MG

ARTILLERIE-ABTEILUNG 730

350

Motorised Light Artillery Battery x 1

Arrive as reinforcements at A-11 Oslo

Reinforce your company with a Motorised Light Artillery Battery with four 10.5 cm leFH18, a Command SMG team, a Staff Team, an Observer rifle team, four Sd Kfz 11 half-tracks, one Kfz 15 field car, one Kfz 68 Radio truck and one Motorcycle and side car. Rated as Confident Veteran.

Team	Mobility	Range	ROF	Anti-tank	Firepower	Notes
10.5 cm leFH18	Immobile	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Smoke
Firing bombardments		72"/180cm	-	4	4+	Smoke bombardment

I/GERMAN 1ST FALLSCHIRMJÄGER REGIMENT 150

Fallschirmjäger Platoon - Infantry x 3– Starting deployment Stavanger(A-1), Oslo (A-11) and as reinforcements at Dombås (B-1)

Reinforce your company with a Fallschirmjäger Platoon with two Fallschirmjäger Squads, Command Rifle/MG team and six Rifle/MG teams. Rated as Fearless Veteran.

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	16"/40cm	2	2	6	

3. GERBIRGS-DIVISION 150

Infanterie Platoon x 5 Infantry – Starting deployment Trondheim (A-3) and Narvik Map (B-2), (B-3) and Narvik (C-3). Also arrive as reinforcements at Oslo (A-11)

Reinforce your company with a Gerbirgsjäger Platoon with three Gerbirgsjäger Squads, Command Rifle/MG team, Light Mortar team and six Rifle/MG teams. Rated as Confident Veteran.

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	16"/40cm	2	2	6	
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.

Special – The Gerbirgsjäger Platoon that arrives in reserves from Oslo may use the Bypassed rule for the Polish on page 48 in Blitzkrieg. During the Battle for Norway the mountaineers of the Gerbirgsjäger bypassed the Allied defences by using their skills and arrived in the rear of the Allied line. Only the Gerbirgsjäger Platoon that arrives in reserves from Oslo can use this rule.

69. 163. 181. 196. AND 214. INFANTRIE DIVISION 100

Infanterie Platoon - Infantry x 7 – Starting deployment Trondheim (A-3), 2x Bergen (A-6), Stavanger (A-7), 2x Kirstiansand (A-8) and Oslo (A-11)

Reinforce your company with an Infanterie Platoon with three Infanterie Squads, Command Rifle/MG team, Light Mortar team and six Rifle/MG teams. Rated as Confident Trained.

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	16"/40cm	2	2	6	
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.

MARINE REGIMENT BERGER 75

Infanterie Platoon - Infantry x 2 – Deployment Special, see turn 1

Reinforce your company with an Infanterie Platoon with three Infanterie Squads, Command Rifle team, and six Rifle teams. Rated as Confident Trained.

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle	16"/40cm	1	2	6	

FLIEGERKORPS X N/A

Stuka - Aircraft x (variable – must be allocated from Strategic Map)

Reinforce your company with Ju 87D Stuka Priority Air Support

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Ju 87D Stuka	Bombs	4+	5	1+	

FIRESTORM TERMS

Actions: Actions are performed on the Strategic Map and each action allows the current player to activate one group of Surface Ships, Submarines or Aircraft. They can then be moved and fight in combat if appropriate. Both sides alternate performing actions until all actions for that turn are spent. Each turn has from 7 to 9 actions. Read the Turn description carefully.

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

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

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

Battle: There are 2 to 8 battles each turn. Ideally a battle should be played out before the next battle is determined so it is possible to launch a counterattack into the area just captured. Read the turn description to see how many battles there are in each turn.

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

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

Campaign Turn: 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 of Norway. In each campaign turn the rules dictate how initiative is determined, the number of Air Sorties available and the recommended number of battles to be played.

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

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

Combat Value: Is a value set on each Strategic Surface Ship, Submarine or Aircraft. Each point of Combat Value gives one dice that can be assigned to a target. Any roll of 6 is a hit.

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

Control Marker: Control markers identify areas that you control. When you advance into an area, place a control marker in it to show that you now control it.

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

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

Reinforcements: Each turn will list the reinforcements available at the end of the turn before Strategic movement.

South-Central Norway and Narvik Maps: These are the maps that contain regular Firestorm Troops.

Strategic Map: Is the map of the coasts of Norway, Great Britain, Denmark and Germany and the sea between. It is on this map that strategic actions and combat take place.

Submarines: Submarines are all U-Boat Groups or Submarine Flotillas used on the Strategic Map.

Supply: Norwegian Firestorm Troops are always considered in supply as are German Firestorm Troops that defend on the South-Central Map. To be supplied in attack they must draw supply from Oslo (D-10). Germans on the Narvik Map must roll before each battle to see if they are in supply. British, French and Polish Firestorm Troops must draw supply from their supply areas, which are Namsos and Åndalsnes on the South Central Map and either Harstad or Ballangen on the Narvik Map.

Surface Ship: Surface Ships are all named ships, groups, flotillas or Squadrons used on the Strategic Map.

Turn: Firestorm Norway has four turns, each with 2 to 8 battles. At the end of each turn both players can perform certain actions, like receiving reinforcements, moving Firestorm Troops etc.

Units: Just as ground counters are called Firestorm Troops all counters in the Strategic Game are referred to as units. A unit is a single counter of Ships, Submarines or Aircraft. Usually it represents several Surface Ships, Submarines or Aircraft. Even named Ships are likely to have an escort.

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

THE GENERAL'S WARGAME

"You want more than a shade of luck for an improvised campaign."

General Ironside, Chief of the Imperial General Staff (CIGS)

In The General's Wargame you command the Axis or Allied army in the Norway Campaign April-June 1940. 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—Norway 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—Norway 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—Norway campaign. Before the campaign begins, you should run through a few games of The General's Wargame to test out your strategies and see how they perform. Just like the real generals, this experience will help you make winning plans when the real campaign begins. You can also set up your map to match the campaign map and try out plans for the next turn. Run through each strategy a few times to see the most likely outcome, and then write your battle plan accordingly.

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

ORDER ONE – STRATEGIC ACTIONS

1. Determine number of Actions
2. Players alternate activating units until all actions are completed.

ORDER TWO – PLANNING PHASE

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

ORDER THREE – BATTLE PHASE

(Repeat for each Battle)

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

ORDER FOUR – STRATEGIC PHASE

1. Bring in reinforcements
2. Make Strategic Moves
3. Total Your Victory Points

FIRESTORM TROOP BONUSES

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

UNIT	VALUE
Motorised Light Artillery Battery, Cruiser Naval Gun Fire Support	+3
Gerbirgsjäger, Fallschirmjäger, Panzer Platoon, Leichte Panzer Platoon, Stuka Air Support, Destroyer Naval Gunfire Support*, French Tanks, French Alpines, Foreign Legion, Regular and Guard British Infantry, Polish Infantry	+2
Norwegian Infantry, Regular German Infantry, British Territorial Infantry, Allied Air Support**, Panzerspäh	+1
Fighting Out of Supply	-2

*Choose one (you cannot have both)

**Allied Aircraft can only be used if the German Firestorm Troops include Stukas.

SETTING UP THE CAMPAIGN MAP

ORDER ONE – STRATEGIC ACTIONS

Firestorm Norway introduces a Strategic Map and Naval and Air Action. The Battle of the Norwegian Sea is so important to the campaign that to make Firestorm Norway a proper simulation it is very important to include these elements. All actions on the Strategic Map take place before any actions are carried out on the more conventional Firestorm Maps, South-Central Norway and Narvik.

1. Determine the Number of Actions This Turn

The number of actions is determined by the turn being played. Read the description of each turn well before you start playing it.

2. Players alternate activating units until all actions are completed

In the first, second and third turn the British start the actions and then players alternate activating units as in the Strategic Game. Once all actions are carried out you start to play on the other maps as in a regular Firestorm Game.

During each Action the Active player may activate one counter or group of counters as per the Strategic game.

ORDER TWO – PLANNING PHASE

1. Determine the Number of Battles this Turn

The first thing you need to do is to determine the number of Battles each turn. This is listed under each turn. You are given a number between two and four. Place the Battle Turn marker on the correct number. That is the number of Battles for this turn.

2. Determine Initiative Bonus

Each turn has an initiative bonus listed. Check it for each turn. German forces always win on ties.

3. Plan your games

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

ORDER THREE – BATTLE PHASE

(Repeat for each Battle)

1. Roll for Initiative

Applying any bonuses as listed under the turn.

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-Norway you are only allowed to attack from areas containing Firestorm Troops. When attacking the first must be a Ground Troop, Aircraft and Naval Gunfire Support are not sufficient but can be the second Firestorm Troop. Empty areas may always defend and use Aircraft (only one per battle).

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

3. Choose Firestorm Troops

Both players now allocate up to two Firestorm Troops to each battle. The Attacker must commit one ground Firestorm Troop to the battle. Fortifications do not count to this limit and may be used in addition to the two Firestorm Troops allowed.

4. Check for supply

Supply is determined as in the main game. If an area (attackers or defenders) fights out of supply it suffers a -2 penalty. Look up the rules of supply in the main game. Roll for German Gerbirgsjäger in Narvik as normal.

5. Resolve the Battle

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

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

6. Roll to Destroy

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

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+	-

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. Then compare the result to the table below. Remove any Firestorm Troops that are destroyed from the Campaign Map permanently and add them to your Victory Points. (This is different in Firestorm Norway from previous Firestorms).

7. Retreat Defeated Troops

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

After rolling for destruction, all remaining Firestorm Troops in the defeated Commander's area must be retreated. Attacking troops simply return from the area they attacked from while defeated defending troops must retreat to any adjacent areas of their choice that are under their control. Retreating units may not cross a minefield unless they control a road or track over it. If there are no adjacent friendly-controlled areas to retreat into, then all of the Firestorm Troops in the area, including any that would normally be destroyed, are captured and permanently removed from the campaign. This earns the victorious Commander extra Campaign Victory Points.

British and French Firestorm Troops can retreat from Åndalsnes and Namsos to England if the Allied player is in control of the Harbour and adjacent sea area. They do not return to the game but are not lost.

8. Advance Victorious Troops

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

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

ORDER FOUR – STRATEGIC PHASE

1. Bring in reinforcements

Generals decide where their reinforcements should strengthen their army. Reinforcements arrive as described in each turn. Read the turn description carefully. Note that they arrive before Strategic Moves.

2. Make Strategic Moves

Redeploying forces before a major offensive provides you with the flexibility to meet both known and unknown threats. In Firestorm Norway you may redeploy your units before the next turn starts. The Allies move all their units first followed by the Germans.

On the Strategic Maps surface ships may move through any friendly or neutral sea areas but not sea areas containing enemy surface ships. Submarines may move up to 2 areas through friendly or enemy controlled sea areas and may end in an area containing enemy units. During Strategic Movement submarines do not attack like during actions. Aircraft may be flown to any friendly Airfield that is in supply and subject to stacking restrictions for Norwegian Airfields.

3. Victory Points & Conditions

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

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

CAPTURING OBJECTIVES AND DESTROYING ENEMY UNITS.

Possession of key locations in Norway and destroying enemy units is critical to winning the campaign. These are the important locations such as roads, airfields and settlements that your army is fighting for.

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

CAPTURING AND DESTROYING FIRESTORM TROOPS

Destroyed or captured units, both Firestorm Troops and more importantly Air and Naval units contribute greatly to the outcome of Firestorm Norway.



GAME TURN

1	WESERTAG
2	OPERATION HAMMER
3	LAND OF THE MIDNIGHT BOMB
4	OPERATIONS ALPHABET AND JUNO

SOUTH-CENTRAL NORWAY

NUMBER OF BATTLES

1	2	3	4
5	6	7	8

TERRAIN KEY

S ALLIED SUPPLY SOURCE
A AIRFIELD
- STRATEGIC MAP

AREA BOUNDARIES
RAILWAY LINKS

TURN SEQUENCE

ORDER ONE- STRATEGIC PHASE

- Determine the number of Actions
- Players alternate activating units until all actions are completed

ORDER TWO- PLANNING PHASE

- Determine the number of Battles
- Determine Initiative Bonus
- Plan your games

ORDER THREE- BATTLE PHASE

- Select an Opponent
- Roll for Initiative
- Place a Battle Arrow
- Choose Firestorm Troops
- Check for Supply
- Identify Your Mission
- Play a *Flames of War* battle - or roll for a General's Game
- Roll to Destroy
- Retreat and Capture

ORDER FOUR- STRATEGIC PHASE

- Bring in Reinforcements
- Make Strategic Moves
- Total your Victory Points



