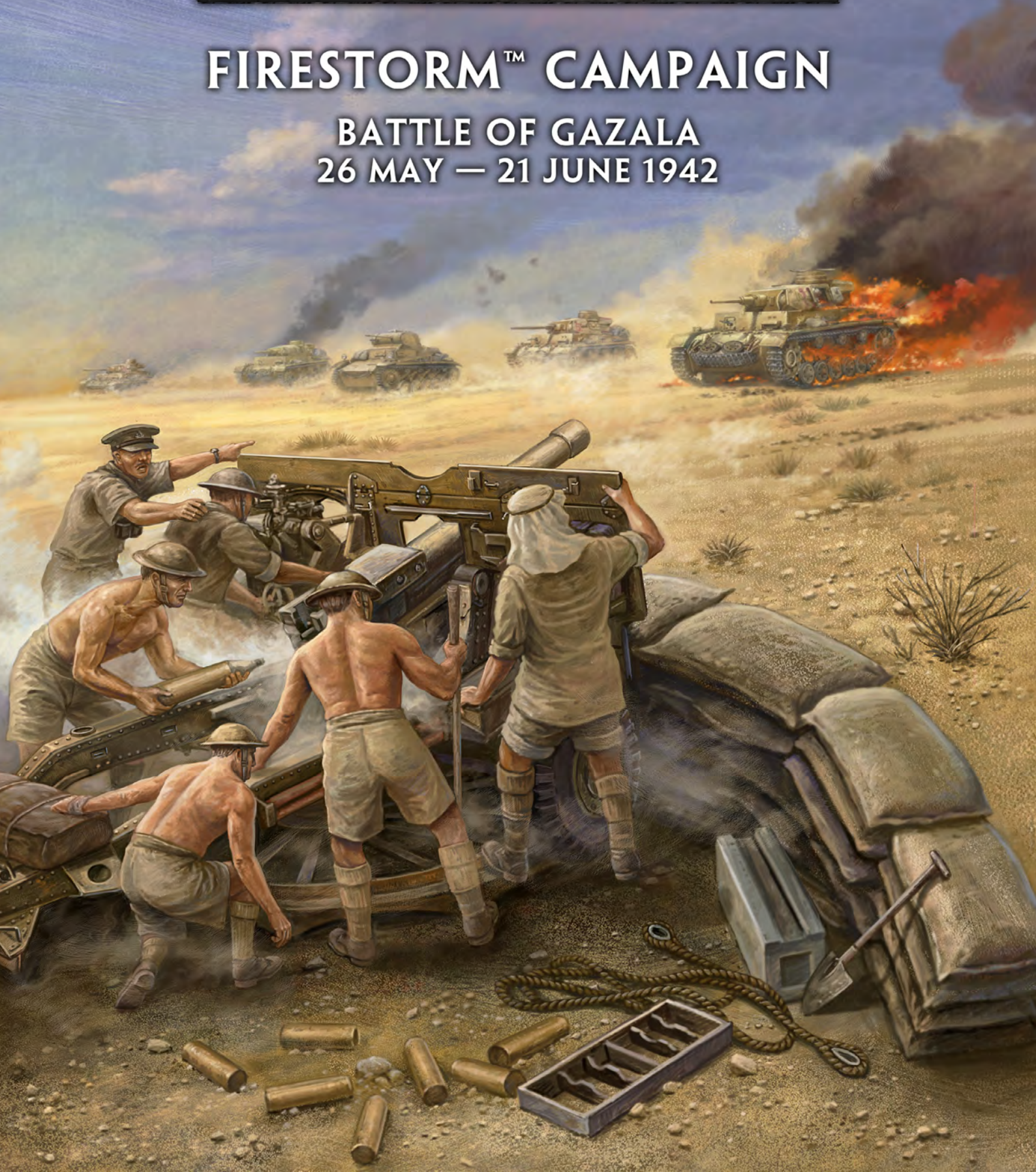# FLAMES OF WAR

THE WORLD WAR II MINIATURES GAME

FIRESTORM™ CAMPAIGN

BATTLE OF GAZALA
26 MAY — 21 JUNE 1942

INTRODUCTION

I have always been a fan of campaigns, to make my games of *Flames Of War* part of something bigger. The Firestorm system is a great way to do this. Here was a near perfect mechanism to transfer miniature table-top games into a larger context. I have designed 6 other Firestorms and I started work on this one a while back, but only now completed it. I enjoy transferring an actual campaign into a Firestorm game. First, I read up on the battle, storyboarded the important events and then drew a map with the most important locations. The trick is to get the right feel for each Campaign. So, it was with Gazala. One of the good things about Firestorm is how simple the system is and how easy it is to twist and peak it to what is required. Designing this Campaign was hard since it seems linear and it will always boil down to Rommel and his Panzers. To quote one who was very helpful on designing *Firestorm-Gazala* "Really the Germans had five pieces on the board: 15 Pz, 21 Pz, 90 Afrika, Ariete, Trieste, everything else is rubbish - unsupported attacks". As a long time, Italian player, I cannot entirely agree, but it is true that for the Battle of Gazala it was exactly those units that formed the nucleus of Operation Venezia, as the Axis attack on the Gazala line was called.

There are three important things about the battle I wanted to capture in *Firestorm-Gazala*. The first one is to emulate Rommel's flanking manoeuvre and the vulnerability of the Eight Army Boxes. The second was to capture the sense of urgency regarding supplies and the last was to give Haydon's 150 brigade at Sidi Muftah and Koenig's 1st Free French Brigade the ability to put up their heroic defence. At the same time, I dismissed all complex solutions, Firestorm is about being KISS – Keep it simple stupid, and being fun with minimum work. The easiest was to make the defensive boxes vulnerable, both Bir Hacheim and Sidi Muftah were easily isolated on the map along with Point 171 were the hapless Indian Motor Brigadewas overrun.

Supply had to be in some form of counters and that had already been done with *Firestorm Market Garden*, so I only needed to adjust that a little and make a special limited resupply rule to encourage the Axis player to go to Bir el Harmat (**B-3**). This would create similar circumstances as its historical model. The last part was to allow fortifications to be sacrificed instead of retreating. This means that it is very unlikely that Sidi Muftah or Bir Hacheim can be captured swiftly and should give players a few good and desperate battles.

I designed *Firestorm-Gazala* as a Mini Campaign because not everyone has access to a large group, and it is even small enough to allow two players to play through the Campaign. I would suggest to all that you play it as a stand-alone board game using the General's Game rules a few times before going into a full Campaign so that you are comfortable with how to run things and the required tactics. Admittedly the real Campaign is the right way to play and the General's Game is simple, but it can be quite fun.

G. JÖKULL GÍSLASON

GAZALA MINI CAMPAIGN

WHAT IS A FIRESTORM CAMPAIGN?

A Firestorm Campaign is a recreation of an actual or fictional campaign that allows you to play the campaign in a series of battles. Unlike normal battles where both sides have armies to a fix level of points, in Firestorm you get Firestorm Troops representing actual units in addition to your forces. This means that with clever play one side has an advantage in units and has a higher chance of winning. This reflects actual events and how you play your units on the board will affect the outcome. Sometimes this may lead to one side having a strong position, but this can still lead to good gaming. How sweet is a desperate defence?

I strongly suggest that you play this game as a General's Game first before going on to a full campaign to familiarise yourself with how the campaign works.

DO I NEED OTHER FIRESTORMS TO PLAY?

No. *Firestorm-Gazala* is self-contained. All the rules you will need to play are included, so it is not necessary to own previous Firestorms. Downloadable tokens are provided although you can substitute them with models if you like.

WHAT FORCES SHOULD I PLAY?

There are several options available. The most important thing is to have fun.

1. **Play with what you have.** Ideally it is a Mid War Campaign but you can play any way you like and agree on. You can play any nation and just have fun.

![1942 M 1943 MID-WAR]

2. **You can limit yourself to the North Africa Mid War books,** 'Afrika Korps', 'Avanti', 'Death From Above', 'Fighting First', 'All American' and 'Armoured Fist' and only make your lists from these, using the Axis books for the Axis and Allies for Allies.

3. **Limit yourselves to the actual historical forces.** Only use the books, 'Afrika Korps', 'Avanti' and 'Armoured Fist'. Also limit your options to what was available for the Battle of Gazala 26 May – 21 June 1942.

Armoured Fist

All British Units except for: 17/25 pdr AT guns, Priest M7, Churchill Tanks, Sherman tanks and Crusader III which were not available at Gazala.

Afrika Korps

All German Units except for: Armoured Panzer III, 7.5cm Panzer III, Long 7.5cm Panzer IV, Marder 7.62 Tank Hunters, Tiger Heavy Tanks.

Historically at Gazala there were a total of 19 Panzer III long available at the start of the battle and only 39 Panzers IV short. This was a campaign where Panzer III long, Panzer IV short and Grants were kings. This will really capture the feel of the Gazala campaign. You can also add units from the community cards at *Flames Of War* such as Matilda Tanks, Semovente 47/32 and Panzerjäger I.

Avanti

All Italian Units are allowed, same restrictions on German Units as for Afrika Korps.

The most important thing is to have fun, and you can also play openly and use whatever forces you and your opponent have at hand. You can even add other nations to the mix. Be sure to talk about how you intend to play and agree on the system you use.

FURTHER READING AND BIBLIOGRAPHY

Firestorm-Gazala is mostly based on these sources, Ford, Ken, Gazala 1942 – Osprey Campaign 196; Walker, Ian W., Iron Hulls Iron Hearts; Forty, George, Tanks Across the Desert, The War Diary of Jake Wardrop; Flams of War Army books; Wikipedia, The Battle of Gazala and a number of internet based sources plus a lifelong interest in military history.

The desert was an open landscape with few distinguishing terrain features. So, markers like this were set up to enable the troops to navigate the desert.

THE GAZALA CAMPAIGN

"It seemed to me that there was just about enough stuff on the blue to lick them, but I don't know, we never seemed to get going."

Jake Wardrop, Tanks Across the Desert

The Battle of Gazala was an important battle in the Western Desert Campaign. The war in North Africa had been going on for two years with fortunes swinging for both sides. First the Italians invaded Egypt only to be pushed back to El Agheila with great losses during O'Connor's brilliantly conducted Operation Compass. At that point the Germans sent Rommel and the Afrika Korps to aid the Italians and this time the British were quickly pushed back to the Libyan-Egyptian frontier. Tobruk withstood siege for over eight months as the first two British offensives to free Tobruk failed. The third offensive, Operation Crusader, was a hard-fought campaign that again saw the Axis pushed back to El Agheila, but left the British forces much depleted.

The British Command believed the Axis to be in as bad shape as they were, but the Rommel's forces were quick to recover and after only three weeks they were back on the offensive. Rommel's forces pushed the British back over the Cyrenaica and were not stopped until the Gazala line in February 1942. During this time the largest town in the Cyrenaica, Benghazi, had been captured and recaptured no less than four times leading to the Western Desert Campaign earning the nicknames the 'Benghazi Handicap' or 'Tobruk Derby' among the Commonwealth's fighting troops.

One of the biggest reasons neither side was able to achieve a lasting success was due to logistics, the further one side advanced the further it was from its supply base and the closer the enemy was to his. Transporting supplies in the desert was very hard and neither side could break this vicious cycle. At Gazala both sides built up their forces for the next confrontation. Neil Ritchie the commander of the Eight Army built up heavy defences on the coast covering the only metalled road in the region, the Via Balbia, where he expected the Axis attack to come. Neither side had the manpower to cover a solid line of defence. The southern part of the line was much lighter defended with the Free French Brigade in a fortified box at Bir Hacheim forming its southernmost point. Rommel saw his chance in flanking the British defences and hitting them in rear - much as the British themselves had done to the Italians during Operation Compass.

During the build-up the British had managed to amass a quantitative if not qualitative edge on the Axis, they outnumbered the Axis in tanks and men and now had the Grant tank which could match the firepower of the German tanks. However the British command was weak. During Operation Crusader Neil Ritchie had been made commander of the Eight Army as a temporary post but kept it after the operation and this caused friction in command since he was junior to all the Corps Commanders. Ritchie failed to act forcefully which led some of his commanders to act independently of his orders and have long standing debates as to what to do at critical times. The Axis suffered from no such problems. Rommel was in command.
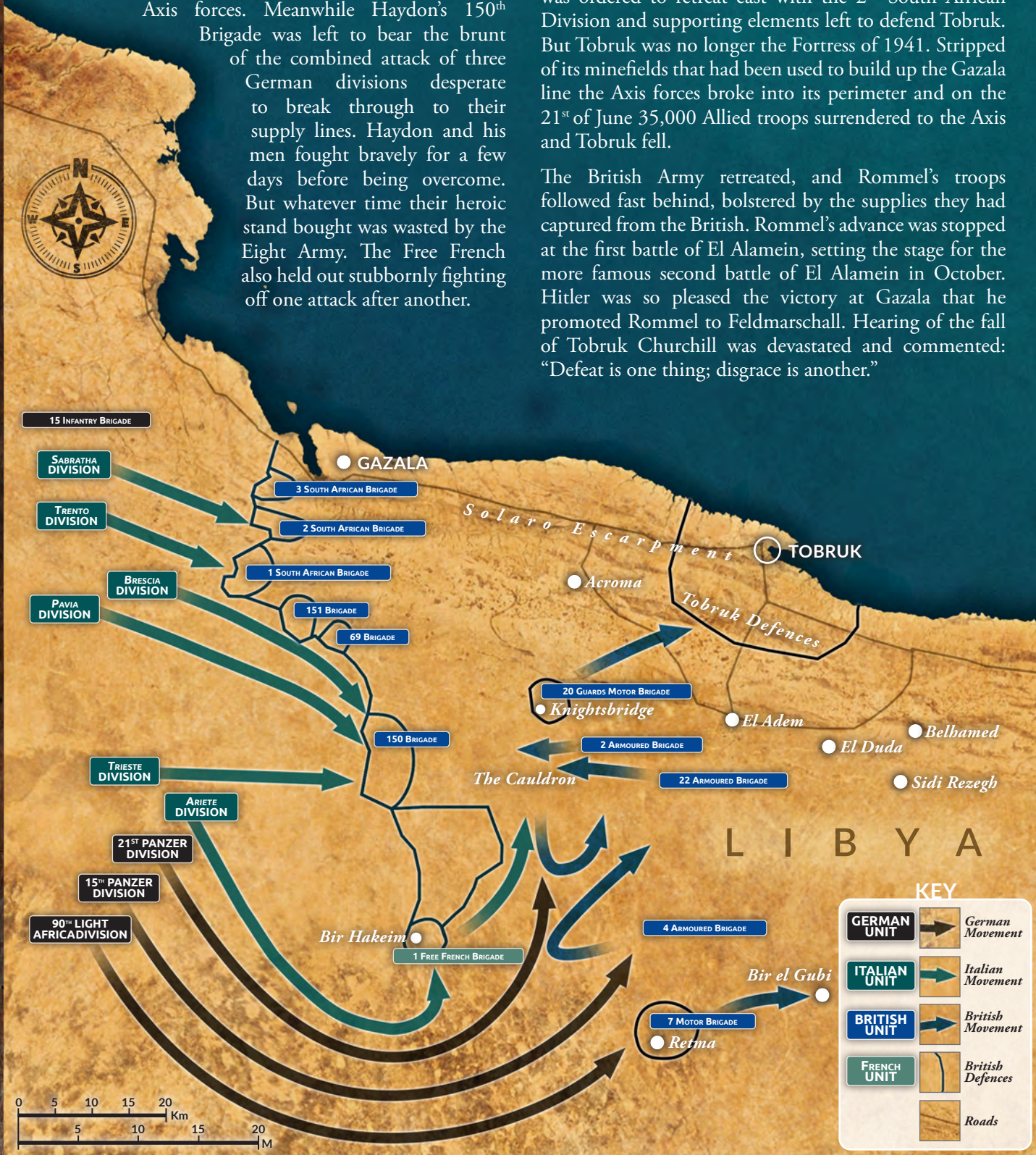
On 27th of May 1942 Rommel launched his attack, Operation Venezia, and managed to get behind the British defences fighting each of the British Armoured Brigades in turn so they could not concentrate their power and they suffered accordingly. However not everything went according to plan and his forces failed to break the boxes at Bir Hacheim and Sidi Muftah and Rommel became surrounded behind enemy lines in what the Germans called Hexenkessel or Witches Cauldron. This was the perfect time for the British to launch their attack against Rommel's forces, but they failed to organise a concentrated attack, the attempts that were made were weak and piecemeal. They were easily repulsed by the Axis forces. Meanwhile Haydon's 150th Brigade was left to bear the brunt of the combined attack of three German divisions desperate to break through to their supply lines. Haydon and his men fought bravely for a few days before being overcome. But whatever time their heroic stand bought was wasted by the Eight Army. The Free French also held out stubbornly fighting off one attack after another.

After the Axis had secured their supplies the British finally launched their armour but only to have it largely destroyed by well-placed Anti-tank guns and tanks of the Panzer Armee Afrika. After that Rommel attacked the British formations one after the other and through good intelligence gathered by his signal unit managed to hit the Eight Army were it was weakest time and again.

After a series of defeats a rot had set into the Eight Army, confounded by contradicting orders like - Tobruk should be abandoned and supplies destroyed and then only 24 hours later that it should be held. Nowhere could the British establish a coherent defence and finally the Army was ordered to retreat east with the 2nd South African Division and supporting elements left to defend Tobruk. But Tobruk was no longer the Fortress of 1941. Stripped of its minefields that had been used to build up the Gazala line the Axis forces broke into its perimeter and on the 21st of June 35,000 Allied troops surrendered to the Axis and Tobruk fell.

The British Army retreated, and Rommel's troops followed fast behind, bolstered by the supplies they had captured from the British. Rommel's advance was stopped at the first battle of El Alamein, setting the stage for the more famous second battle of El Alamein in October. Hitler was so pleased the victory at Gazala that he promoted Rommel to Feldmarschall. Hearing of the fall of Tobruk Churchill was devastated and commented: "Defeat is one thing; disgrace is another."

15 Infantry Brigade
Sabratha Division
Trento Division
Brescia Division
Pavia Division
Trieste Division
Ariete Division
21st Panzer Division
15th Panzer Division
90th Light Africadivision

GAZALA
3 South African Brigade
2 South African Brigade
1 South African Brigade
151 Brigade
69 Brigade
150 Brigade

Solaro Escarpment
TOBRUK
Acroma
Tobruk Defences

20 Guards Motor Brigade
Knightsbridge
El Adem
Belhamed
El Duda
2 Armoured Brigade
22 Armoured Brigade
Sidi Rezegh
The Cauldron

L I B Y A

Bir Hakeim
1 Free French Brigade
4 Armoured Brigade
Bir el Gubi
7 Motor Brigade
Retma

KEY

GERMAN UNIT	→	German Movement
ITALIAN UNIT	→	Italian Movement
BRITISH UNIT	→	British Movement
FRENCH UNIT		British Defences
		Roads

0 5 10 15 20 Km
5 10 15 20 M

FIRESTORM GAZALA

Firestorm-Gazala covers the Battle of Gazala from 26 May to 21 June 1942 using the Firestorm system. This campaign allows you to re-fight the Battle of Gazala on a grand scale. While the course and outcome of the real battles can't be changed, the outcome of your campaign is up to you. Either side can win. Even if the 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 to meet new friends and rewrite history along the way!

WHY PLAY A CAMPAIGN?

The short answer is to play more games, and to have those games mean something in a 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 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 GAZALA CAMPAIGN

Firestorm-Gazala uses a map to plot the strategic situation and show the effects of your table-top games on the battles for Gazala. All the important units, territory, and objectives of the operation are represented on the map. Your units will clash at important locations in Cyrenaica with the best forces from both sides, such as the famous DAK Deutsches Afrikakorps and 7th Armoured Division the Desert Rats.

CAMPAIGN TURNS

Firestorm-Gazala has three Campaign Turns, each turn consisting of four to six battles. Roll a D3 (a six-sided dice where 1&2 = 1, 3&4 = 2 and 5&6 = 3) and add 3 to your roll. This gives you 4 to 6 battles each turn and there are three turns. This is the recommended amount of battles for each turn.

Firestorm-Gazala is designed for a small group or two players and should run smoothly. If you are running a campaign with more players you might want to add a few battles to each turn but then make sure they don't happen all over the board, if the Axis get too many battles the British will have a hard day.

The three-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-Gazala* 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 to fight battles to capture areas, reinforced by the main combat units shown on the campaign map. Each game the player makes a new force to respond to the situation they face, allowing them to recover from previous defeats and fight on. While players may lose the support of main combat units destroyed in previous battles, they always get their core force. This has the advantage of keeping the campaign fun right to the end. It is simply not possible for one side to become much stronger than the other, so every battle is winnable and every fight counts. This flexibility applies to players as well as their forces. While fielding a 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-Gazala* is best suited for standard 75 – 100 point games, but you certainly, can play whatever points you and your opponent would like. Small games are generally resolved more quickly and remember that you add the Firestorm Troops to this total. This helps generate quick 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

There is only one type of terrain in *Firestorm-Gazala*. You should have open desert with small rises, hills, scrub, wadis with the occasional village, road and tracks. Minefields also play a big role and you should have these available.

WHAT ARE YOU WAITING FOR?

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

THE CAMPAIGN MAP

The *Firestorm-Gazala* campaign map forms the playing board for the campaign. It is Divided into 22 areas. Each area is numbered with a letter and a number, from **A1** to **C8**. Some areas are also marked with their value in Campaign Victory Points. Both sides have a Reinforcement Pool where troops that have been destroyed are placed prior to being rebuilt and sent back into action. The map has a Campaign Turn Counter to indicate the current turn (out of 3 turns), a summary of the Turn Sequence, and the Victory Point Control Indicator showing which side is winning.

FIRESTORM™ GAZALA CAMPAIGN MAP

GAME TURN

1	2	3

NUMBER OF BATTLES

1	2	3
4	5	6

Roll 1D3 and add 3 to determine the number of Battles each Turn.

Allied Air Sorties	Allied Reinforcements
Axis Air Sorties	Axis Reinforcements

TERRAIN KEY

Roads and Tracks | Area Boundary
Railroad | Area Boundary with Minefield
Town
Supply Dumps | Allied Airfield | Permanent Fortifications

VICTORY POINT TRACKER — START HERE

ALLIES:	0	30	60	90	120	150	180	210	240	270	300	330
AXIS:	330	300	270	240	210	180	150	120	90	60	30	0

ORDER ONE – PLANNING PHASE
1. Determine the number of battles
2. Determine Initiative Bonus

ORDER TWO – 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 THREE – STRATEGIC PHASE
1. Bring in Reinforcements
2. Supply Axis units (special)
3. Make strategic moves
4. Total your Victory Points

MINEFIELDS AS AREA BORDERS

If an area is attacked over a minefield the defender gets extra defences. See minefields under Firestorm Troops.

ROAD AND TRACKS

Roads and tracks are essential to keep your units in supply.

SUPPLY DUMPS

Each side must trace supply over the road or tracks to their supply dumps. This is **A-1** and **C-1** for the Axis. **B-7** as well as both Tobruk areas **A-6** and **A-7**, are supply dumps for the Allies.
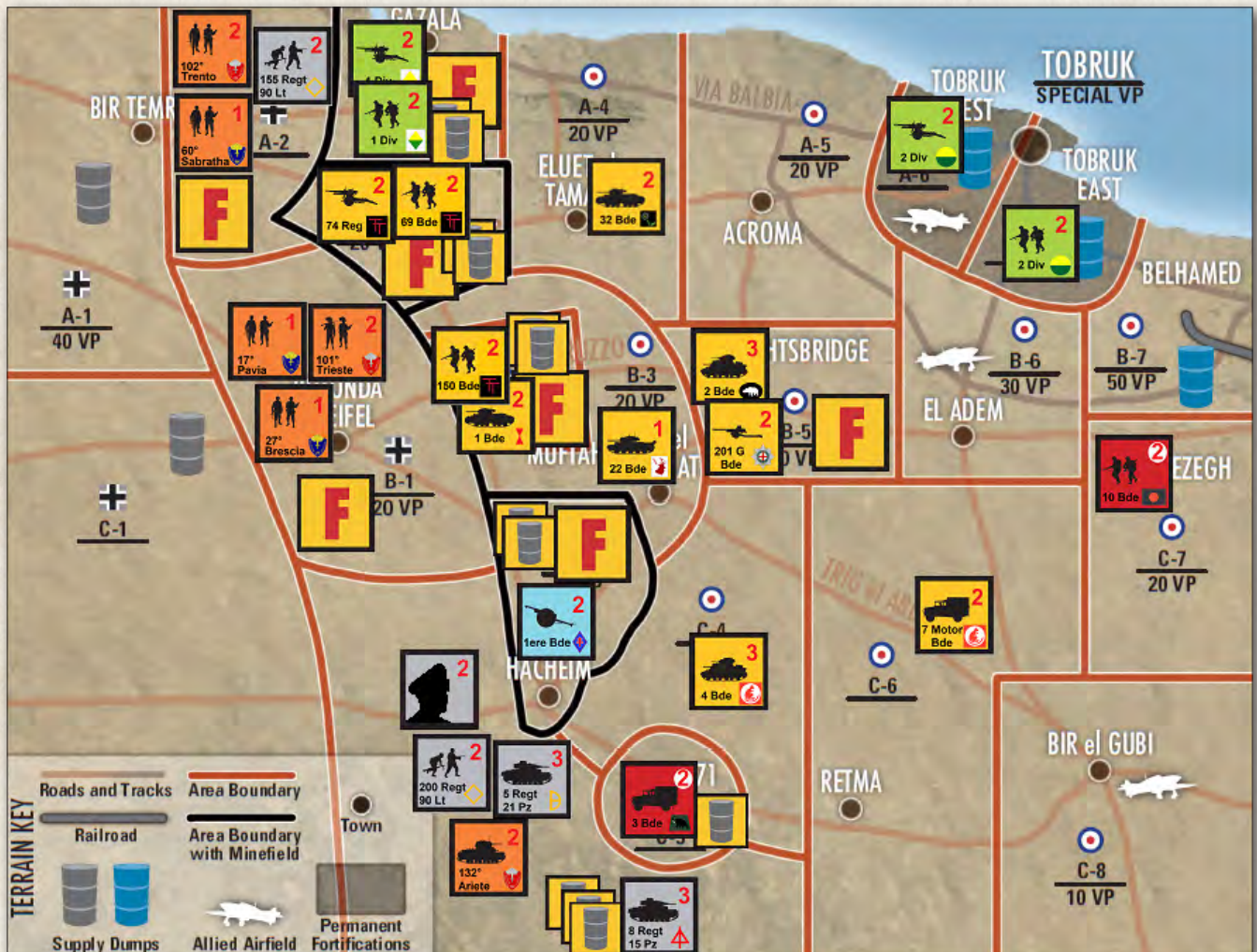
AXIS INSTANT VICTORY

If the Axis capture Tobruk (areas **A-6** & **A-7**) and can trace supply to **A-1** or **C-1** then Tobruk falls and the Axis immediately win the Campaign with a Strategic Victory.

FIRESTORM TROOP DEPLOYMENT

These starting locations are also listed on the back of each Firestorm Troop card.


AXIS	ALLIES
A-2 – 2x Italian Infantry, 1x Shützhen Platoon, 1x Fortification Marker	**A-3** – 1x SA Infantry, 1x SA Artillery, 1x Fortification Marker, 2x Supply Markers
B-1 – 2x Italian Infantry, 1x Bersaglieri, 1x Fortification Marker	**B-2** – 1x Infantry, 1x Artillery, 1x Fortification Marker, 2x Supply Markers
C-2 – Rommel, 2x Panzer, 1x Shützhen Platoon, 1x Carri platoon, 3x Supply markers	**B-3** – 1x Crusader
	B-4 – 1x Infantry, 1x Valentine, 1x Fortification Marker, 2x Supply Markers
	C-3 – 1x French Artillery, 1x Fortification Marker, 2x Supply Markers
	A-4 – 1x Valentine
	B-5 – 1x Grant, 1x Anti-Tank, 1x Fortification Marker
	C-4 – 1x Grant
	C-5 – 1x Indian Motor Plt, 1x Supply Marker
	A-6 – SA Artillery
	A-7 – SA Infantry
	C-6 – Motor Platoon
	C-7 – 1x Indian Infantry

HOW FIRESTORM WORKS

CAMPAIGN TURN

There are three turns in *Firestorm-Gazala*. Turn one is played slightly differently than the second two. Each turn has a suggested number of battles ranging from 4 to 6 in number. There is a reason to this suggested number of battles and that is to keep the campaign running efficiently and within a reasonable timeframe. I have played many Firestorm Games and found this crucial to a good outcome. It also places pressure on both sides.

There are three types of participants in *Firestorm-Gazala*: The the Generals, the Commanders and the Organiser. Since this is a Mini-Campaign then all of these can easily be the same two persons. The rules for the campaign are separated into three parts corresponding to these three roles.

CAMPAIGN TURN
GENRALS PLANNING PHASE
COMMANDERS BATTLE PHASE
GENERALS STRATEGIC PHASE
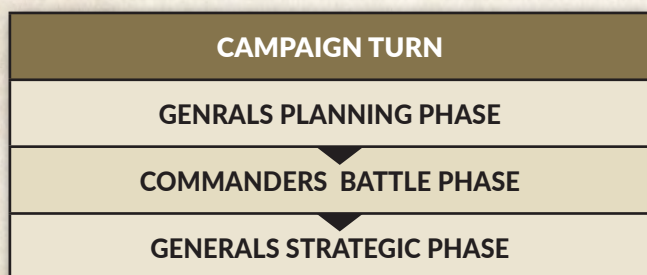
TWO GENERALS

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 their games/battles, 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.

COMMANDERS

Commanders make up the bulk of players in *Firestorm-Gazala*. They are the players that fight the table-top battles that decide the outcome of the campaign. Commanders play their games of *Flames Of War* in the Battle Phase. *Firestorm-Gazala* can be easily played with only 2 players that would be both Generals and Commanders.

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.

BATTLES AND BATTLE ARROWS

It is important to know that you do not have to place all the battle arrows at the same time. In fact, it is recommended not to. The recommended style is to place one Battle Arrow at a time, play out the battle. Advance victorious troops into the captured are if the attacker won the area and then go on to the placing the next Battle Arrow depending on initiative.

GENERALS 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 determine the number of battles. Roll a D3 and add 3 to the result. This gives you a number between four and six, place the Battle Turn marker on the correct number. That is the number of Battles for this turn.

2. DETERMINE INITIATIVE BONUS

Before each battle both players roll one die and the winner is the one who rolls higher. The winner places a Battle Arrow and can choose were to attack. The Axis player wins on ties. In the first turn the Axis automatically place the first Battle Arrow, for the rest of the first turn the Axis player has a +1 bonus. In addition, as long as Rommel is in the game the Axis player receives and additional +1 bonus all turns. Meaning that while Rommel is in play the Axis have a +2 bonus the first turn and a +1 bonus for turns 2 and 3 and win on all ties. During the Gazala Campaign Rommel was a master at controlling the battle while the British Command was lethargic.

3. PLAN YOUR GAMES

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

"Don't fight a battle if you don't gain anything by winning."

Erwin Rommel.

COMMANDERS 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 side 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-Gazala* 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-Gazala* 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.

This Axis player decides to attack from C-2 into C-4 and lays the Battle Arrow ready to add Firestorm Troops.
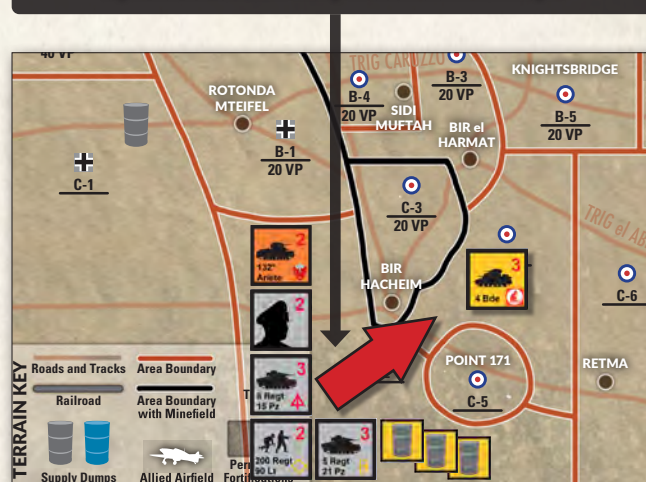
4. Choose Firestorm Troops

Firestorm Troops represent the most powerful units that fought in Cyrenaica. You can strengthen your force with these troops. Both the Axis and Allies have Firestorm Troops to assist their armies in the campaign. You may add up to two Firestorm Troops from the area you are fighting into your *Flames Of War* force. Place these Firestorm Troops on the Battle Arrow.

Treat these Firestorm Troops as extra Divisional Support choices in your force. An area without Firestorm Troops will still defend, but doesn't get any Firestorm Troops. You may use Aircraft if you have them in defence even if there are no other Firestorm Troops present. Rules for supplies are still in effect for the defender, even if they do not have Firestorm Troops. Nor do you have to commit troops even if you have them, except the attacker must place 1 Firestorm Troop, excluding Rommel or Air Support.

Rommel

 Rommel works differently than other Firestorm Troops, he must accompany an Axis Firestorm ground unit and can be used in addition to the 2 Firestorm Troops limit. Rommel cannot be used by himself or with only an air unit. Read more about Rommel under Firestorm Troops. If Rommel is ever destroyed as a result of a battle he is permanently destroyed and removed from the game. Award the British player points as if he had been captured. The Axis player loses the initiative bonus Rommel provides. The loss of Rommel, wounded, killed or captured would have been devastating to the Axis during Gazala. So, if he is used in battle then the Axis players are running a risk.

Air Support

 Air Units work differently from other Firestorm Troops. They never start on the Map but can be called as sorties anywhere to assist in any battle. Only one sortie may be assigned to each battle. In attack Aircraft can only be the second unit placed, the first Firestorm Troop must be a ground unit. Each turn the Axis have two German Aircraft and one Italian Aircraft available to them during the turn while the Allies receive two British Aircraft. Once used, they are place aside and cannot be used again in the same turn but are ready at the start of the next turn. There is no need to roll to destroy Aircraft as every turn starts with the same number of sorties available. Aircraft are never out of supply even if the defending area is out of supply. I recommend that you have this as the only available Air Support in the Campaign and do not allow players to choose other Air Support in their armies.

Firestorm Troop points value

Firestorm-Gazala 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 bottom right corner in Firestorm Troop section entries (not the counters that is their combat value in the General's game). You will notice that they are of about 20% 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.

### Minefields and Fortifications

  Are determined by the map and give the defender a bonus. The defender receives barbed wire and/or minefields. These do not count toward the Firestorm Troop limit and are in addition to those troops. These must be used as minefields or barbed wire or Fortified Markers can be exchanged for points. Fortified Markers are also lost instead of losing the area.

5. Check for Supply

An area is considered in supply if it can trace an uninterrupted line over the road Via Balbia or tracks to a friendly supply dump. This line can be as long as you want but must be able be traced through continuous roads and tracks over friendly areas all the way. If any part enters an enemy area supply cannot be traced. Minefields do not affect supply – only roads and tracks – so you can draw supply over a minefield if you own the road on both sides of it. When attacking, see if you are in supply from the area you attack from rather than the area you attack into, to determine if you are in supply. If you cannot trace supply then you must use a Supply Marker if you can, in either attack or defence, you cannot save it to use later. If you cannot trace supply or spend a Supply Marker, you must fight Out of Supply. Roll a D6 and consult the Out of Supply table. The effects last for the duration of the game.

This Axis area is in supply as it can draw a line over tracks through friendly ares to an Axis Supply Dump
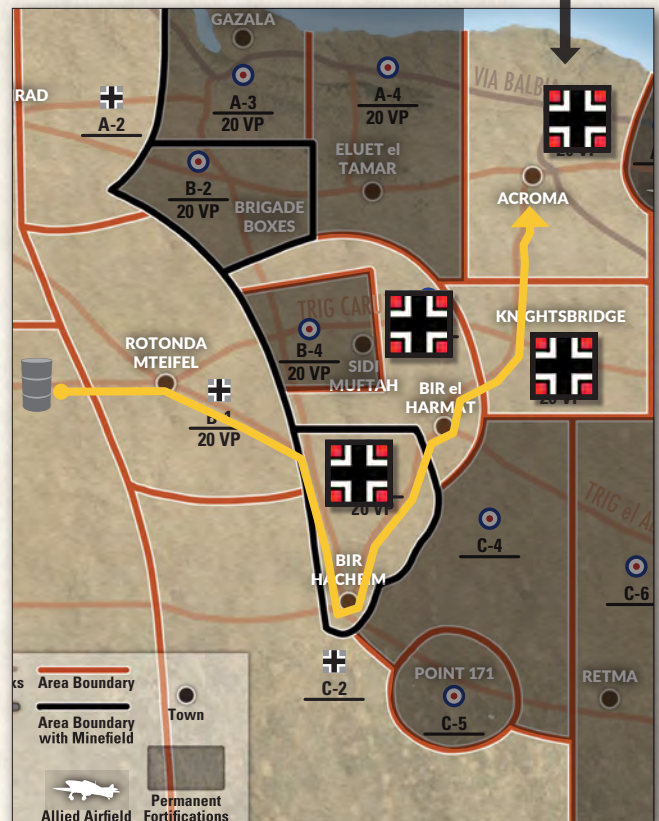
Supply Markers

Supply Markers represent stockpiles belonging to certain areas and units as well as organic supply of divisions. The Allies start with Supply Markers in **A-3**, **B-2**, **B-4**, **C-3** and **C-5** and the Axis start with three Supply Markers in **C-2**. If you can trace supply to a Supply Dump you do not use Supply Markers. Supply Markers are the organic supply for the units and must be used any time they are cut off from their supply dumps.

Each time an area out of supply, with a Supply Marker attacks or defends it discards one Supply Marker and they may ignore the effects of being out of supply. Supply Markers may be moved with advancing Firestorm Troops. Once a Supply Marker is used, they do not return with one exception. If the Axis have units in **B-3** area and are in control of **B-1** at the end of turn 1 and 2 they may supply the Firestorm Units in **B-3** with two Supply Markers. This is to represent the convoys the Italians managed to get through the minefields to Rommel. Supply Markers can advance into areas that are captured or retreat in addition to any Firestorm Troops. They are destroyed if all Firestorm Troops that are with them are destroyed.

Sometimes it is clever to attack from a disadvantaged position to force the enemy to spend supply, like from **B-1** against **B-4** just to force the enemy to use their supply markers and then follow up using the Panzer Divisions from **B-3** against **B-4** once the British are out of supply.

OUT OF SUPPLY TABLE	
Die Roll	**Effect**
1	**Morale reduced:** All units out of supply are now at a penalty for Motivation. Give every Motivation roll a -1 penalty. This includes special Motivation skills like Bulldog/Counterattack. *Example: A British Rifle Platoon is Confident 4+ for motivation. When it rolls for Motivation give the die -1, so in effect it is as they are 5+ for Motivation.*
2 or 3	**Short of fuel:** Each time a tank or vehicle moves or takes part in an Assault in a turn roll one die. On a roll of "1" that vehicle runs out of fuel and becomes immobile. It cannot move for the reminder of the battle but can still fire and defends if it is assaulted but at a -2 penalty to the attack dice. Place a marker to show that they are out of fuel. Only vehicles or tanks that move or assault need take this test.
4 or 5	**Low on ammo:** Each time a unit fires (direct or bombardment), roll a die. On a "1" then the unit becomes seriously low on ammo. From then on, the unit can only fire at its moving ROF regardless if it moved or not. Artillery can no longer fire bombardments. Place a marker to show that they are low on ammo.
6	**Fight to the Death:** For the duration of the battle all units out of supply fight with brave desperation and receive a +1 bonus to all their motivation rolls.
Aircraft come from nearby airfields are never out of supply.	

This Allied held area is being attacked. It is out of Supply and has no Supply Marker so the Allied Commander must roll on the Out of Supply Table
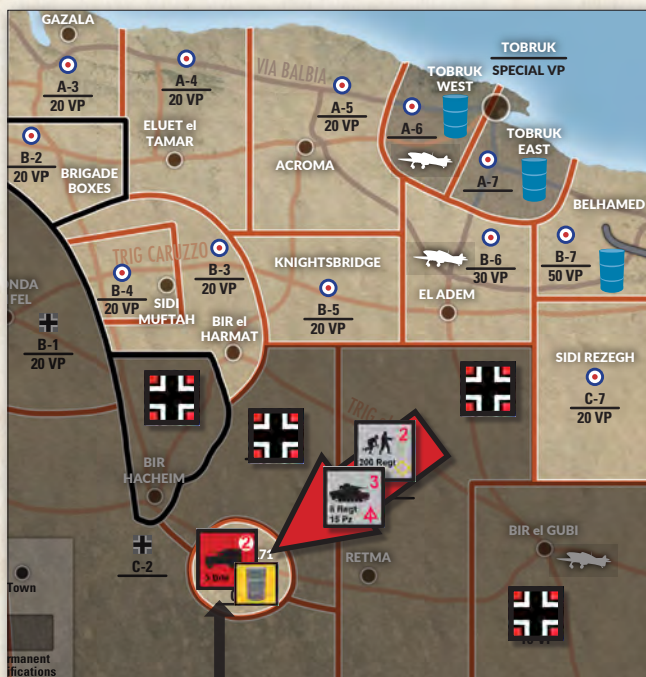
This Allied area is being attacked and is out of Supply so it must use its Supply Marker
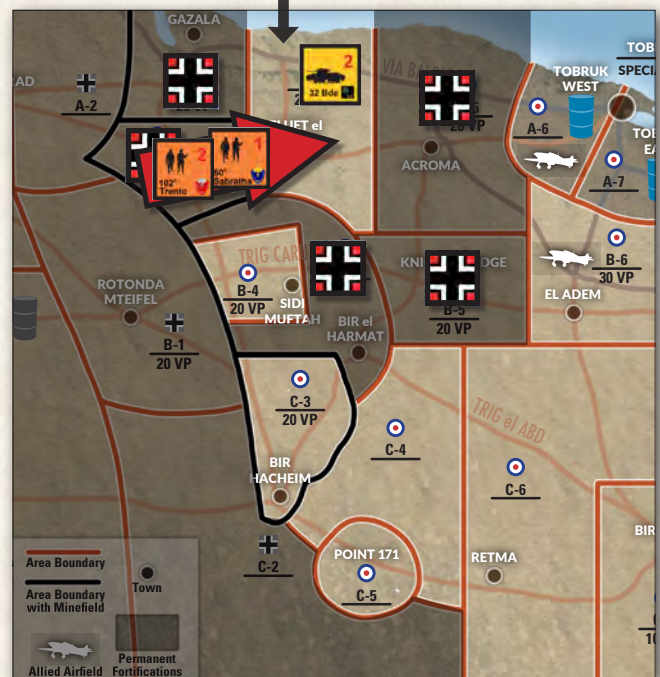
STEP TWO – COMBAT

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

1. Identify Your Mission

You are now ready to fight a battle. The next step is deciding on the mission that you will play. Which mission to play is simply to decide with your opponent or roll for a random mission. If you are using the attack-manoeuvre-defend from Battle Plans mission selector then the attacker must choose Attack or Manoeuvre and cannot choose to defend. The defender may pick attack/manoeuvre/defend. However, if the defender is using Fortified Markers or Minefields he must choose to defend. If he chooses to Attack or Manoeuvre he does not get the Fortified Marker or Minefields. **Important:** In *Firestorm-Gazala*, the attacker in Firestorm, 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.

2. Play *Flames Of War* Mission

Now is your chance to prove your mettle under fire. Bring your *Flames Of War* army to the field and vanquish your foe for the glory of your side. Play the mission as a normal *Flames Of War* game. You and your opponent should agree on the size of game. You could fight your battle with 50 to 150 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 so the smaller the battle the more effect the Firestorm Troops will potentially have. This could result in one side being considerably stronger than the other if the strategic situation is heavily in their favour. If you find yourself outnumbered like this, don't panic. Fight hard and try to hold your positions while your comrades in other areas take advantage of your sacrifice to restore the situation.

STEP THREE – AFTER ACTION

No job is done until the paperwork is finished!

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

1. Roll to Destroy Firestorm Troops

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

ROLL TO DESTROY FIRESTORM TROOPS	
Your Victory Points	Score needed to Destroy Enemy Firestorm Troops
8 or 9	4+
7	5+
2 - 6	6
1 or less	**No roll – cannot destroy**
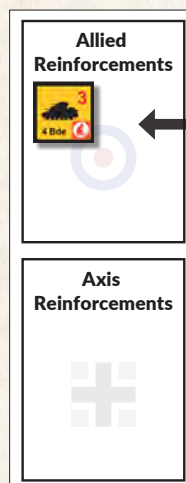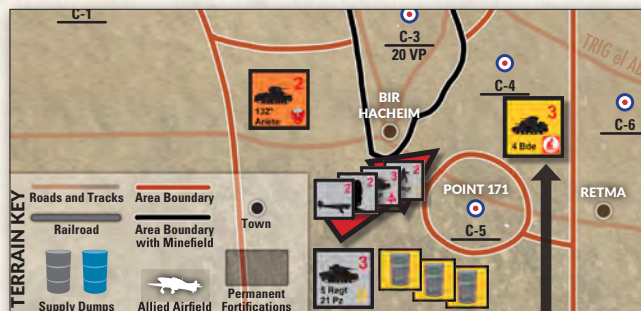
The allied commander has lost the Flames Of War game. The axis player rolls to destroy the Firestorm Troop '4th Armd. Bde. – 7th Armoured Division' and rolls a '5' destroying the Firestorm Troop. The '4th Armd. Bde. – 7th Armoured Division' is placed in the Allied Reinforcement pool.

Battlefield Recovery

If the side that ends in command of the area fought for lost any Firestorm Troops that are Tank units (Panzer III, M 14/41, Grants, Crusaders or Valentines) they may attempt to repair them immediately after they are destroyed. On a 5+ they are returned to the game. Only the side in command of the area fought for can do this.

2. Retreat Defeated Troops

When you have been defeated in battle you must surrender the battlefield to your opponent. If the attacking player lost, he returns to the area he attacked from. This is not counted as a retreat and does not destroy the attacking force even if it is out of supply. Nor does the defender gain this area, he just holds the area he defended. If the defender lost, then he must retreat to any adjacent areas of their choice that are under their control. **Exception:** see Fortified Markers.

Retreating units may not cross a minefield unless they control a road or track over it. If the defending Firestorm Troops have no adjacent friendly-controlled areas to retreat into, then all the Firestorm Troops in the area, including any that were destroyed, are captured and permanently removed from the campaign and count as victory points for the capturing player.
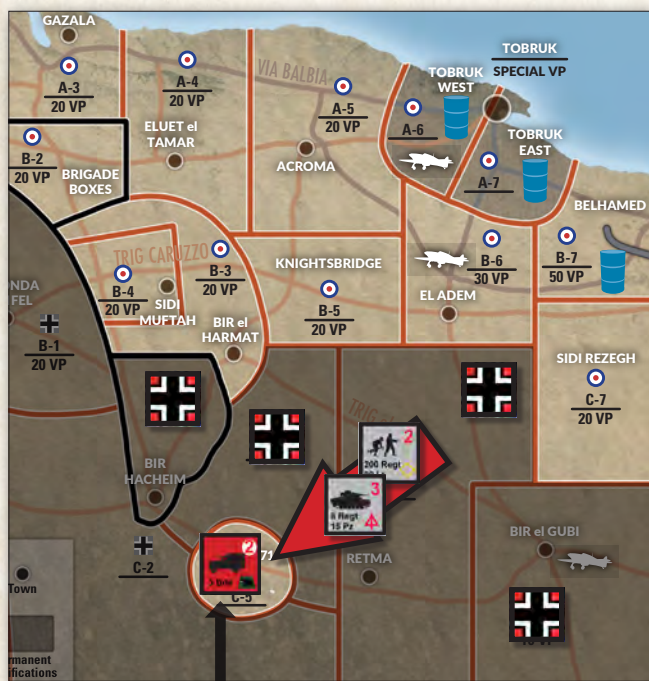
The allied commander has lost the Flames Of War game. The axis player rolls to destroy the Firestorm Troop '10th Indian Brigade Group' but rolls a '1' failing to destroy the Firestorm Troop. The '10th Indian Brigade Group' must retreat from the area but there are no adjacent areas that are under Allied controll so the '10th Indian Brigade Group' is captured and permanently removed from the campaign.

Fortified Markers

Important: In *Firestorm-Gazala*, if the defender has at least one Firestorm Troop remaining and a Fortified Marker (permanent Fortifications of Tobruk and minefields do not count as markers) in the defeated area he must sacrifice the Fortified Marker and hold on to the area. The Fortified Marker is then lost and has no further effect on the game. If the attacker wins and there are no Firestorm Troops in the defending area, either because they were none at the start or because they were all lost after the battle then the Fortified Marker has no effect and is removed. Supply Markers are not Fortified Markers.

This rule allows areas such as Bir Hacheim and Sidi Muftah (Box of the 150th Brigade) to hold on for longer and recreate their stubborn defence in the game. It also means that if the attacked wins big and destroys all Firestorm Troops they can avoid the effect of a Fortified Markers.

The allied commander has lost the Flames Of War game. The axis player rolls to destroy Firestorm Troops. He rolls to destroy the '150th Brigade Group 50th Northumbrian Division' and rolls a '6'. sending it into reserve. He then rolls to destroy the '44th Battalion RTR – 1st Army Tank Bde'. but rolls a '1' failing to destory it. The Allied player must remove the Fortification Marker instead of retreating the '44th Battalion RTR – 1st Army Tank Bde' Firestorm Troop and retains control of the area.
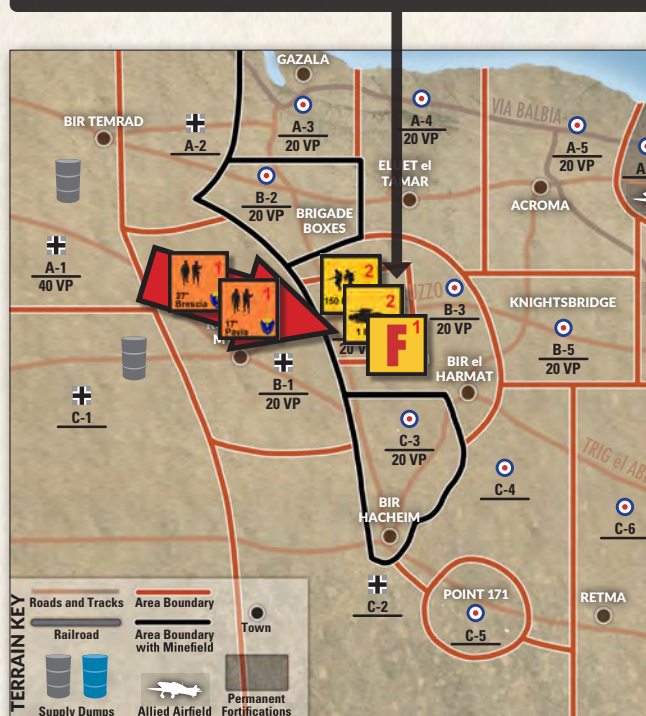
3. Advance Victorious Troops

As an attacker vanquishing your foe you have gained control of his position. To claim your prize, march your forces forward and take control of the battlefield.

As the defender you have managed to defend your territory and remain in control but do not capture the 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, plus Rommel if you have him and Supply Markers, 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. The 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 and such is the ebb and flow of battle.
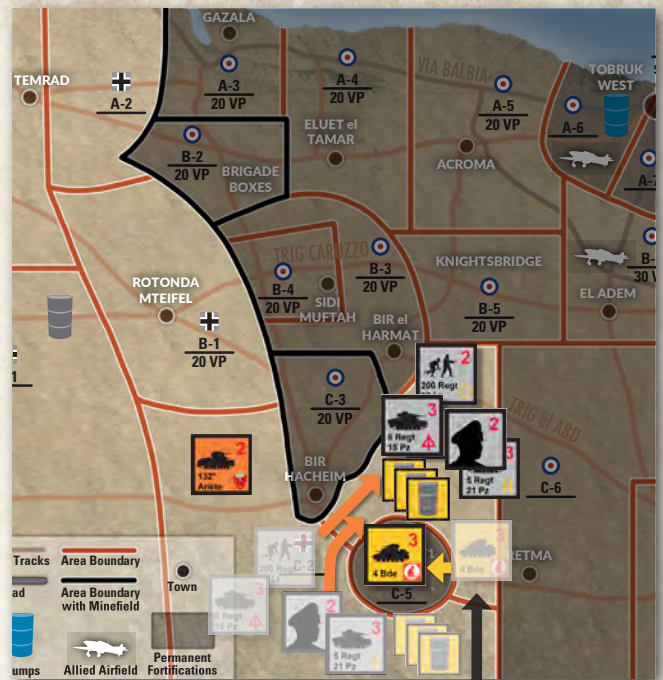
The Axis player has won the Flames Of War game and can advance his Firestorm Troops. He may first move the 2 Firestorm Troops 'Infantrie Regiment 200 – 90 Leichte Afrika Division' and 'Panzer Regiment 8 – 15th Panzer Division' which he used in the Battle. He can move up to 3 Firestorm Troops in total so he chooses to advance the 'Panzer Regiment 5 – 21st Panzer Division'. He cannot advance the '132° Divisione Corazzata 'Ariete'' as he has already advanced 3 Firestorm Troops.
He can also move 'Rommel' and as many Supply Markers as he wishes. The Allied player must retreat the '4th Armd. Bde. – 7th Armoured Division' which survived the 'Roll to Destroy Firestorm Troops' roll and moves it into C-5.

STRATEGIC PHASE

1. Bring in Reinforcements

Generals decide where their reinforcements should strengthen their army. Any Firestorm Troops destroyed (but not captured) this turn may return as reinforcements at the end of the turn and arrive through Supply Depots from which they are readily moved forward to bolster the army's next big operation.

The British General brings on their reinforcements first, followed by the Axis General. Place all your Firestorm Troops from your Reinforcement Pool to any of your Supply Dumps still in your control. British Supply Depots are in areas **A-6**, **A-7** and **B-7**. Axis Supply Dumps are in areas **A-1** and **C-1**.

You cannot place reinforcements in an enemy-controlled Supply Dump. If all your Supply Dumps are in enemy hands, then all your reinforcement troops remain in the Reinforcement Pool.

Destroyed Firestorm Troops return to the Campaign through Supply Dumps that are still under your control

FIRESTORM™ GAZALA CAMPAIGN MAP

GAME TURN

1	2	3

NUMBER OF BATTLES

1	2	3
4	5	6

Roll 1D3 and add 3 to determine the number of Battles each Turn.

1	2	3

Allied Air Sorties	Allied Reinforcements

Axis Air Sorties	Axis Reinforcements

TERRAIN KEY

Roads and Tracks	Area Boundary
Railroad	Area Boundary with Minefield

Town

Supply Dumps   Allied Airfield   Permanent Fortifications

GAZALA
BIR TEMRAD
VIA BALBIA
TOBRUK
TOBRUK WEST
SPECIAL VP
A-2
A-3 20 VP
A-4 20 VP
A-5 20 VP
A-6
ELUET el TAMAR
B-2 20 VP
BRIGADE BOXES
ACROMA
TOBRUK EAST
A-7
BELHAMED
A-1 20 VP
TRIG CAPUZZO
ROTONDA MTEIFEL
B-3 20 VP
KNIGHTSBRIDGE
B-6 30 VP
B-7 50 VP
B-4
SIDI MUFTAH
EL ADEM
C-1
B-1 20 VP
BIR el HARMAT
B-5 20 VP
SIDI REZEGH
C-3 20 VP
TRIG el ABD
C-7 20 VP
BIR HACHEIM
C-4
C-6
BIR el GUBI
C-2
POINT 171
C-5
RETMA
C-8 10 VP

VICTORY POINT TRACKER

START HERE

ALLIES:	0	30	60	90	120	150	180	210	240	270	300	330
AXIS:	330	300	270	240	210	180	150	120	90	60	30	0

ORDER ONE – PLANNING PHASE
1. Determine the number of battles
2. Determine Initiative Bonus

ORDER TWO – 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 THREE – STRATEGIC PHASE
1. Bring in Reinforcements
2. Supply Axis units (special)
3. Make strategic moves
4. Total your Victory Points

2. Re-supply Axis Units (Special)

At the end of turn 1 and 2 if the Axis have Firestorm Troops (Excluding Aircraft) in **B-3** area and are in control of **B-1** they may supply the Firestorm Troops in **B-3** with two Supply Markers. This is to represent the convoys the Italians managed to get through the minefields. This is the only way that Supply Markers are returned to the game.

> *Although there are no tracks over the minefield (Black Line) between B-1 and B-3 The Axis units in B-3 can recieve 2 Supply Markers.*
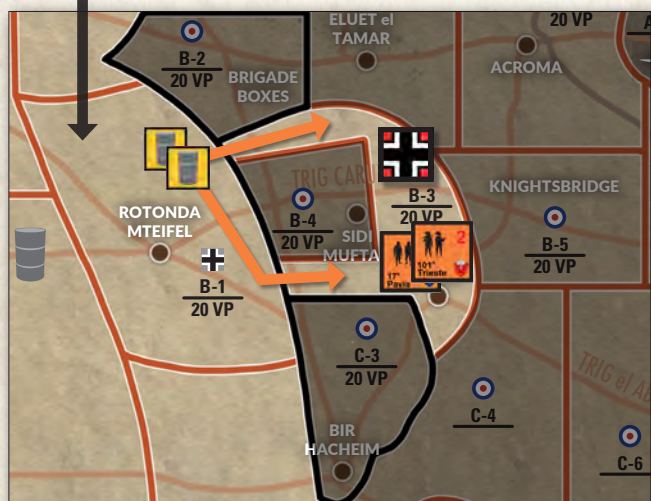
3. Make Strategic Moves

Redeploying forces before a major offensive provides you with the flexibility to meet both known and unknown threats. In Firestorm Gazala you may redeploy your Firestorm Troops and Supply Markers before the next turn starts. Fortified Markers cannot be moved.

The British High Command proved to be very ineffective during the Gazala Battles, orders were ignored, and command was inflexible. To represent this, the Allied player must first roll a six-sided die. The number rolled is the maximum number of Firestorm Troops he may move during this step, giving a result from 1 unit to 6 units.

The Allied player makes strategic moves first followed by the Axis.

Any Firestorm Troops that is in supply may move along roads or tracks to any other friendly area, it cannot go through enemy areas and must travel continuously along a road or track. Minefields do not hinder movement along tracks or roads.

Other units that do not travel along road or tracks may move once between any adjacent friendly controlled areas.

4. Total Victory Points

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

Capturing Objectives

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

Capturing Firestorm Troops

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

VICTORY POINTS

CAPTURED OBJECTIVE VICTORY POINTS

Bir el Temra	(A-1)	40 points
Gazala	(A-3)	20 points
Eluet el Tamar	(A-4)	20 points
Acroma	(A-5)	20 points
Tobruk West	(A-6)	Special*
Tobruk East	(A-7)	Special*
Rotonda Mteifel	(B-1)	20 points
Brigade Boxes	(B-2)	20 points
Bir el Harmat	(B-3)	20 points
Sidi Muftah	(B-4)	20 points
Knightsbridge	(B-5)	20 points
El Adem	(B-6)	30 points
Belhamed	(B-7)	50 points
Bir Hacheim	(C-3)	20 points
Sidi Rezegh	(C-7)	20 points
Bir el Gubi	(C-8)	10 points

DESTROYED FIRESTORM TROOPS VICTORY POINTS

Rommel	20 points
Axis and Allied Tank Units	10 points
Other Firestorm Troops	5 points
Supply Markers or Fortified Markers	0 points

*SPECIAL VICTORY CONDITION

Axis Capture Tobruk	If at any point in the game the Axis capture either Tobruk West **(A-6)** or Tobruk East **(A-7)** and can trace supply to an Axis Supply Dump the Axis instantly win the game counting as a Strategic Victory.

ENDING THE CAMPAIGN TURN

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

The General with the higher Campaign Victory Point total subtracts the enemy Campaign Victory Point total from their own, to find out their victory point advantage.

Move the Victory Point marker to show which side is winning and by how much on the Victory Point Indicator on the 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 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 outcome in Firestorm based on the difference in Campaign Victory Points between the two sides.

AXIS VICTORY	ALLIED VICTORY
AXIS STRATEGIC VICTORY **WIN BY 150 CAMPAIGN POINTS** Congratulations Herr Feldmarschall. Your efforts have met the expectations of the Führer. With the Allied Armies in full retreat now might be the time to push them to the Red Sea and like Napoleon and Alexander. before you shall stand victorious by the Pyramids. This is the historical outcome of the Battle of Gazala.	**ALLIED STRATEGIC VICTORY** **WIN BY 150 CAMPAIGN POINTS** Your plan to draw the Axis onto your defences and destroy them has worked as planned and Churchill and London have approved of your efforts. You have provided the free world with a shining victory. Now off to add another lap to the 'Benghazi handicap'.
AXIS OPERATIONAL VICTORY **WIN BY 100 CAMPAIGN POINTS** You have broken the defensive line at Gazala and this time you shall take Tobruk and even chase the British across the Western Desert.	**ALLIED OPERATIONAL VICTORY** **WIN BY 100 CAMPAIGN POINTS** As in Operation Crusader you have shown once more that Rommel can be beaten. British Stiff Upper Lip has carried the day and will win the war in the desert.
AXIS TACTICAL VICTORY **WIN BY 50 CAMPAIGN POINTS** It may not seem like a great victory, but your skilled efforts have pushed the British out of their strong defences. You may not be able to push further but you will keep the British occupied for months to come.	**ALLIED TACTICAL VICTORY** **WIN BY 50 CAMPAIGN POINTS** Your defence has caused the Axis serious loss and attrition of men and material. You will need to build your forces again before going to the attack but with the Germans heavily committed on the Eastern Front, they will be hard pressed to make up their losses in North Africa. With steady supplies arriving and the US entering the war – time is on your side.

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 to a standstill and exhausted themselves. They now need to build up their strength for further offensives, with no end in sight.

FIRESTORM TERMS

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. Once 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 4 to 6 battles each turn. Ideally a battle should be played out before the next battle is determined so it is possible to advance for the area just captured.

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.

Battlefield Recovery:

If the side that ends in command of the area fought for lost any Tank Firestorm Troops (Panzer III, M 14/41, Grants, Crusaders or Valentines) they may attempt to repair them after you roll to destroy units. On a 5+ they are immediately returned to the game. Only the side in command of the area fought for can do this.

Campaign Map:

The campaign map portrays the area of Cyrenaica where the Battle for Gazala took place. It also contains a key, the turn sequence, details of Firestorm Troops, the Campaign Turn Indicator, the Reinforcement Pools, and a Victory Point Indicator.

Campaign Turn:

The campaign is divided into three campaign turns. Each Campaign turn is almost a mini-campaign where players act out distinct parts of the Battle for Gazala. In each campaign turn the rules dictated how initiative is played, the number of Air Sorties is available and the recommended amount of battles to be played.

Campaign Victory Points:

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.

Commander:

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

Control Marker:

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

Firestorm Troops:

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

Fortified Markers:

In the game some areas have a Fortified Marker. They provide a bonus in defence and cannot be used in attack. If an area with a Fortified Marker is lost in defence the defender loses the marker but not the area (and counts as being in command of the area). If a Fortified marker is left in an area without Firestorm Units, either because they have been destroyed or all units have moved out of the area then it is removed. Roll to see what happens to Firestorm Units before determining if a Fortified Marker is lost, it is possible that all Firestorm Units were lost in the battle and if none remain the Fortified Marker is lost as well, and the enemy captures the area. Tobruk permanent fortifications only provide a defensive bonus but do not prevent capture.

General:

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

Rommel:

In Firestorm Rommel is his own Firestorm Troop. In addition to giving the Axis an initiative bonus as long as he is in play he can be used in battles where his Firestorm Troop is in place. He does not count towards the limit of Troops being used, so it is permissible to have two Firestorm Troops and Rommel in the same battle. Take care though; if you use him, he can be destroyed.

FIRESTORM TERMS

Reinforcements:

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

Reinforcement Pool:

The reinforcement pools at the bottom of the campaign map hold Firestorm Troops that were destroyed in the After Action Step.

Supply:

In addition to tracing a line of supply to a supply dump a few areas start with Supply Markers.

Supply Dump:

Supply dumps are certain areas on the map, **A-1** and **C-1** for the Axis and **A-6**, **A-7** and **B-7** for the British. Areas that can trace a line through a connecting road or track or combination of road and track are considered in supply. When determining if an attacking force is in supply then check from the area, they attack from rather than into.

Supply Markers:

Represent stockpiles or organic supply and are available to certain units at the start and must be used for defence or attack if the area is out of supply. These must be used every time that area is attacked or is attacked from and can be advanced or retreated in addition to any Firestorm Troops. Any battle that uses a Supply marker counts as being in supply and the marker is discarded once it is used. Supply markers must be used if they are available, you cannot choose to fight out of supply if you have them.

Turn:

Firestorm Gazala has three turns, each with 4 to 6 battles. At the end of each turn both players can perform certain actions, like receiving reinforcements, moving Firestorm Troops etc.

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.

"There exists a real danger that our friend Rommel is becoming a kind of magical or bogeyman to our troops, who are talking far too much about him. He is by no means a superman, although he is undoubtedly very energetic and able. Even if he were a superman, it would still be highly undesirable that our men should credit him with supernatural powers. I wish you to dispel by all possible means the idea that Rommel represents something more than an ordinary German general."

*General Claude Auchinleck
Commander-in-Chief Eighth Army.*

INTRODUCTION TO THE GENERALS GAME

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

In the General's Game you command the Axis or Allied army in the Battle of Gazala Campaign May-June 1942. As the General, you experience the ebb and flow of a large campaign that will decide the course of the war.

The General's Game is a fast-paced two-player game based on *Firestorm-Gazala* 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 hoursw, 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-Gazala* 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-Gazala* campaign. Before the campaign begins, you should run through a few games of The General's Game 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 Game on its own or as part of a *Firestorm-Gazala* campaign, remember above all else that, like Napoleon, your country needs lucky generals - so roll good dice.

There are many dead in the brutish desert, who lie uneasy among the scrub in this landscape of half-wit stunted ill-will. For the dead land is insatiate and necrophilous. The sand is blowing about still.

Hamish Henderson, Elegies for the Dead in Cyrenaica

PLAYING THE GENERAL'S GAME

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

ORDER ONE – PLANNING PHASE

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

ORDER TWO – 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 THREE – STRATEGIC PHASE

1. Bring in Reinforcements
2. Re-supply Axis Units (Special)
3. Make Strategic Moves
4. Total Victory Points

ORDER ONE – PLANNING PHASE

1. Determine the Number of Battles

First thing you need to do is to roll a D3 and add 3. This gives you a number between four and six and place the Battle Turn marker on the correct number. That is the number of Battles for this turn. Do this for all three turns.

2. Determine Initiative Bonus

The Axis always win on an equal roll during the game, but in the first turn they also get an initiative bonus of +1. In addition, as long as Rommel remains in the game the Germans have an additional +1 bonus. Rommel does not need to be part of the actual battle, only on the board. This bonus is lost if Rommel is lost. In addition, the Axis automatically receive the initiative for the first battle in turn one, but roll for the other 3-5 battles in the first turn with the bonuses mentioned.

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 TWO – BATTLE PHASE

(Repeat for each Battle)

1. Roll for Initiative

The Axis receive initiative for the first Battle on turn 1. After that both players roll one dice and after adding any turn modifiers the player with the higher roll is the attacker. As long as Rommel is in play the Axis add +1, in turn 1 the Axis have an additional +1 to initiative (total of +2) and all through the game the Axis win on ties.

2. Place a Battle Arrow

After you determine who won initiative, the winner places a Battle Arrow, marking the area they attack from and the area they attack into. Important: In Firestorm-Gazala you are only allowed to attack from areas containing Firestorm Troops. When attacking the first must be a Ground Troop, not an Aircraft but they can be the second Firestorm Troop. Empty areas may always defend and use Aircraft (only one per battle). If the battle arrow is placed across a border with a minefield then the attack takes place over a minefield and the defender gets a bonus. 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. Rommel, supply markers and fortifications do not count to this limit and may be used in addition to the two Firestorm Troops allowed.

4. Check for supply

To be in supply an area must be attacked from or defended in must be able to trace a line through friendly areas to a supply source. This line can go through as many friendly areas as you like. If an area fights out of supply it suffers a -2 penalty (marked on the counter). Supply Markers can be used to avoid this just as in the normal game. Look up the rules of supply in the main game.

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.

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. Rommel, Fortifications and Minefields do not count towards the 2 Firestorm Troop limit (You could have 2 Firestorm Units, Rommel, a minefield and Fortifications in defence).

The Combat value of the Firestorm Troops is marked on the top right corner of the counters. Total these bonuses.

FIRESTORM TROOP BONUSES
Combat value of Firestorm Troops in the General's Game

SITUATION MODIFIERS BONUSES
An attack over a minefield adds +2 bonus to the defender.
Defending in a Tobruk Area (A-6 and A-7) gives the defender a +1 bonus.

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

Rommel and Fortifications: Roll to Destroy Rommel as other Firestorm Troops but not Fortifications and Minefields. If he is destroyed, he is removed from the game.

Firestorm troops that must retreat while out of supply or cannot retreat are counted as captured and do not return to the game.

Battlefield Recovery: If the side that ends in command of the area fought for lost any Tank units (Panzer III, M 14/41, Grants, Crusaders, or Valentines) they may attempt to repair them after you roll to destroy units. On a 5+ they are immediately returned to the game. Only the side in command of the area fought for can do this.

ROLL TO DESTROY		
Die roll difference	**Score needed to destroy losing Firestorm Troops**	**Score need to Destroy Winning Firestorm Troops**
0 (Draw)	6	6
1 or 2	6	6
3 or 4	5+	No roll – cannot destroy
5	4+	No roll – cannot destroy

Example: The Axis player attacks from C-4 into B-5. The Axis player commits Rommel +2, and two Panzer units +6 (+3 each) against a Grant +3, a 6pdr +2 and Fortified Marker +1. Both players roll 1 die, with the Axis player rolling a 4, plus Firestorm Troop bonus +8 a total of 12. The Allies player meanwhile rolls a 2, adding his bonus of +6 for a total of 8. The Axis player wins with a difference of 4 (12-8).

He rolls to destroy the two Allied Firestorm Troops, needing a 5+, he rolls a 5 for the Grant and destroys it and a 3 for the 6pdr that remains on the table. With a difference of 4 the Allies have no chance of destroying the Axis Firestorm Troops.

Since they were in supply the Grant is now added to Allied Reinforcements. Then the Allied player should retreat but because he has a Fortified Marker, he loses this instead.

Since the Allied player is in control of the area he can now roll to see if he makes a battlefield recovery for the Grant, but rolls a 1.

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.

Important: In *Firestorm-Gazala*, if the defender has a Fortification Marker (permanent Fortifications of Tobruk and minefields do not count as markers) and there are still friendly Firestorm Units remaining in the area then he must sacrifice the Fortification Marker and hold on to the area. The Fortification Marker is then lost and provides no more bonuses, including not having to retreat.

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, plus Rommel if you have him and any Supply Markers, 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. Attacker may also bring into the area any adjacent Supply Markers.

ORDER THREE – STRATEGIC PHASE

1. Bring in reinforcements

Generals decide where their reinforcements should strengthen their army. Reinforcements arrive through supply depots from which they are readily moved forward to bolster the army's next big operation.

The British General brings on their reinforcements first, followed by the Axis General.

Place all of your Firestorm Troops from your Reinforcement Pool in any of your Supply Dumps.

You cannot place reinforcements in an enemy-controlled Supply Dump. If all your Supply Dumps are in enemy hands then all your reinforcement troops remain in the Reinforcement Pool.

2. Re-Supply Axis Units (SPECIAL)

If the Axis have units in **B-3** area and are in control of **B-1** they may at the end of the turn supply the Firestorm Units in **B-3** with two Supply Markers. This is to represent the convoys the Italians managed to get through the minefields.

3. Make Strategic Moves

Redeploying forces before a major offensive provides you with the flexibility to meet both known and unknown threats. In Firestorm Gazala you may redeploy your units before the next turn starts.

The British High Command proved to be very ineffective during the Gazala Battles, orders were ignored and command was inflexible. To represent this, the Allied player must first roll a six-sided dice. The number rolled is the maximum number of units he may move during this step, from one to six.

The Allied player makes strategic moves first followed by the Axis.

Any Firestorm Unit that is in supply may move along roads or tracks to any other friendly area, it cannot go through enemy areas and must travel continuously along a road or track. Minefields do not hinder movement along tracks or roads.

Other units may move into any adjacent friendly-controlled area.

4. Total Victory Points

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

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

Victory conditions are the same as in the standard game, including an **Axis Instant Victory.**

If the Axis capture Tobruk (areas **A-6** & **A-7**) and can trace supply to **A-1** or **C-1**.