



<b>Campaign:</b>	<b>Page:</b>
<b>Organiser:</b>	<b>Contact:</b>
<b>Venue:</b>	<b>Game Nights &amp; Times:</b>
<b>Start Date:</b>	<b>Finish Date:</b>

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# COMMANDER'S CHECKLIST

## ORDER ONE - MANOEUVRE STEP

### 1. SELECT AN OPPONENT (PAGE 23)

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

### 2. ROLL FOR INITIATIVE (PAGE 23)

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

### 3. PLACE A BATTLE ARROW (PAGE 23)

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

### 4. CHOOSE FIRESTORM TROOPS (PAGE 24)

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

### 5. CHECK FOR SUPPLY (PAGE 26)

- Any Road Area connected to a friendly Supply Depot by a continuous chain of Road Areas under your control is in supply. The road route can be as long and circuitous as necessary to bypass enemy-controlled areas, just as long as the Road Areas are connected throughout the whole route.
- Areas that are adjacent to a friendly supplied Road Areas are also in supply. Areas that are not adjacent to a friendly supplied Road Areas are not in supply. Being out of supply will give your forces a penalty for this battle.
- Airborne Supply Markers can deliver supplies to Paratrooper and Glider Firestorm troops that would normally be out of supply as shown on page 26.
- If their area is out of supply, the Commander rolls on the Out of Supply Table to determine the effect on their force.

## OUT OF SUPPLY TABLE

Die Roll	Effect
1 or 2	Morale reduced. For the duration of the battle all Fearless platoons are treated as Confident, Confident platoons are treated as Reluctant, and Reluctant platoons only pass a Motivation Test on a roll of 6.
3 or 4	Strength Reduced. Before adding Firestorm Troops to your force, you must reduce the size of your force by 20%, e.g. if you would have fielded a 1500-point force, you now only have 1200 points for the battle. Firestorm Troops are not affected.
5	No Effect.
6	Fight to the Death. For the duration of the battle all Reluctant platoons are treated as Confident, Confident platoons are treated as Fearless, and Fearless platoons pass all Motivation Tests on a roll of 2+.



## ORDER TWO - COMBAT STEP

### 1. IDENTIFY THEIR MISSION (PAGE 29)

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

### TERRAIN MISSIONS TABLE

Area	Die roll				
		1 or 2	3	4	5 6
Farmland	Free-for-All	Hasty Assault	No Retreat	Breakout	Fighting Withdrawal
Hills	Free-for-All	No Retreat	Hasty Assault	Fighting Withdrawal	Breakthrough
Polder	Free-for-All	Encounter	No Retreat	Breakthrough	Cauldron
Forests	Free-for-All	Encounter	No Retreat	Breakthrough	Fighting Withdrawal
Towns	Breakthrough	Hasty Assault	No Retreat	Breakout	Breakout

### 2. PLAY FLAMES OF WAR BATTLES (PAGE 30)

- Play the mission you have selected as a Flames Of War battle. Don't forget your Firestorm Troops and any paratrooper artillery the Allies get for fighting adjacent to an LZ/DZ.

## ORDER THREE - AFTER ACTION STEP

### 1. ROLL TO DESTROY (PAGE 30)

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

### ROLL TO DESTROY TABLE

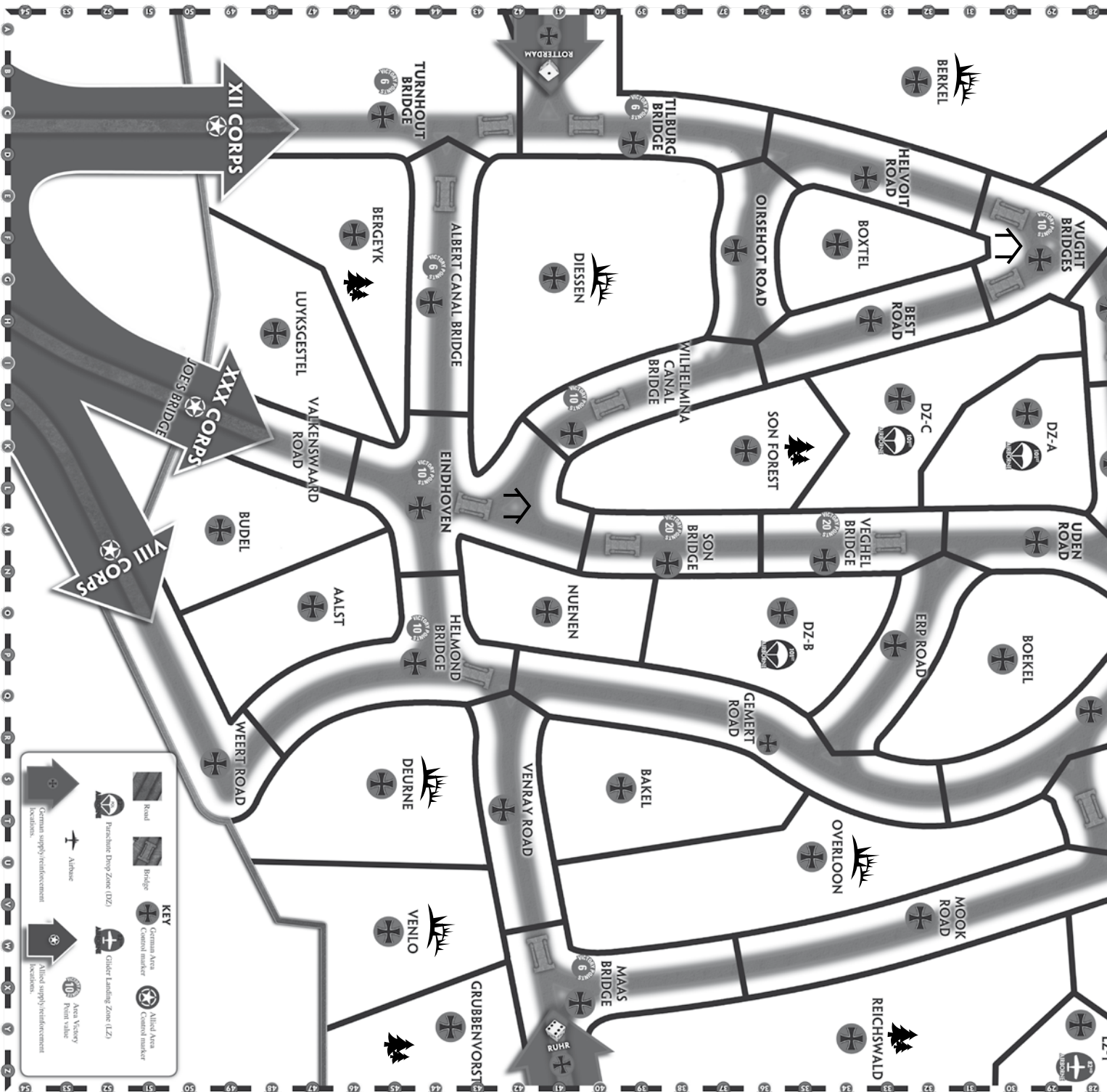
Your Victory Points	Score needed to Destroy Enemy Firestorm Troop
6+	4+
5	5+
3 or 4	6
2 or less	No roll

### 2. RETREAT DEFEATED TROOPS (PAGE 31)

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

### 3. ADVANCE VICTORIOUS TROOPS (PAGE 31)

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



### KEY

- Hills
- Woods
- Marshes
- Towns
- Supply Depot

Areas without a terrain type symbols are considered Plains.





## BATTLE PLAN

DATE: \_\_\_\_\_  
TURN: \_\_\_\_\_

## COMMANDERS STANDING ORDERS

## PRIMARY OBJECTIVE

## SECONDARY OBJECTIVE

## TERTIARY OBJECTIVE

## SPECIAL INSTRUCTIONS

# GENERAL'S CHECKLIST

## ORDER ONE - PLANNING PHASE

### 1. PLAN YOUR STRATEGY (PAGE 35)

- Plan your Battle Strategy for each Campaign Turn.

### 2. WRITE YOUR BATTLE PLAN (PAGE 36)

- Draw the Battle Plan identifying your objectives.

### 3. BRIEF YOUR COMMANDERS (PAGE 37)

- Make sure your Commanders understand what your plan entails.




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

## ORDER THREE - STRATEGIC PHASE




### 1. CONDUCT AIR ALLOCATION (PAGE 38)

- Allied Aircraft Availability.
- Transport Mission Assignment.
- Tactical Air Mission Assignment.
- Aircraft Mission Resolution.

#### ALLIED AIRCRAFT AVAILABILITY TABLE

<i>Aircraft Die Roll</i>	<i>Number of C-47 Skytrain Markers available this Turn</i>
 One Aircraft	2
 Two Aircraft	3
 Three Aircraft	4

#### ALLIED AIRCRAFT AVAILABILITY TABLE

<i>Aircraft Die Roll</i>	<i>Number of Airborne Supply Markers</i>
 One Aircraft	2
 Two Aircraft	3
 Three Aircraft	4

### 2. MAKE STRATEGIC RETREAT-EXPLOITATION MOVES (PAGE 41)

- German General makes any strategic retreats required.
- Allied General makes exploitation moves.
- German General makes exploitation moves.

Typhoon and FW-190 Aircraft, Security and 8.8cm gun Firestorm Troops may not make any exploitation moves.

### 3. BRING IN RESERVES AND REINFORCEMENTS (PAGE 42)

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

### 4. MAKE STRATEGIC MOVES (PAGE 43)

- Allied General makes all of their Road or March Movements.
- German General makes all of their Road or March Movements.

### 5. TOTAL YOUR VICTORY POINTS (PAGE 43)

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



# ORGANISER'S CHECKLIST

## 1. CHOOSE THE CAMPAIGN SCENARIO (PAGE 54)

- Choose either the 'A Bridge Too Far' or the 'Market Garden' Campaign deployment.

## 2. ORGANISE THE VENUE (PAGE 54)

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

## 3. ARRANGE THE GAMING DAYS (PAGE 55)

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

## 4. PROMOTE YOUR CAMPAIGN (PAGE 56)

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

## 5. PREPARE THE MAP AND TERRAIN (PAGE 57)

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

## 6. SET UP THE CAMPAIGN (PAGE 57)

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

## 7. RUN THE CAMPAIGN (PAGE 58)

- Oversee the completion of each Campaign Turn.
- Promote the next Campaign Turn.

## 8. CELEBRATE THE END OF THE CAMPAIGN (PAGE 59)

- Set up and run final events and awards.



# FIRESTORM—MARKET GARDEN

## CAMPAIGN TURN OPERATIONS:

**CAMPAIGN TURN:**      **1**      **2**      **3**      **4**      **5**

**DATE:**

[illegible]

**NOTES:**