

FIRESTORM:
CHERBOURG & ST. LÔ
• CAMPAIGN •

CHERBOURG AND ST. LÔ, NORMANDY PART II



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FLAMES OF WAR.

THE WORLD WAR II MINIATURES GAME

Soldiers, Sailors and Airmen of the Allied Expeditionary Force!

You are about to embark upon a great crusade, toward which we have striven these many months. The eyes of the world are upon you. The hopes and prayers of liberty loving people everywhere march with you. In company with our brave Allies and brothers in arms on other fronts, you will bring about the destruction of the German war machine, the elimination of Nazi tyranny over the oppressed peoples of Europe, and security for ourselves in a free world.

Your task will not be an easy one. Your enemy is well trained, well equipped and battle hardened, he will fight savagely.

But this is the year 1944! Much has happened since the Nazi triumphs of 1940-41. The United Nations have inflicted upon the Germans great defeats, in open battle, man to man. Our air offensive has seriously reduced their strength in the air and their capacity to wage war on the ground. Our home fronts have given us an overwhelming superiority in weapons and munitions of war, and placed at our disposal great reserves of trained fighting men. The tide has turned! The free men of the world are marching together to Victory!

I have full confidence in your courage, devotion to duty and skill in battle. We will accept nothing less than full Victory!

Good Luck! And let us all beseech the blessings of Almighty God upon this great and noble undertaking.

-- Gen. Dwight D. Eisenhower

INTRODUCTION

Firestorm: Cherbourg & St. Lô covers the US Sector of the Normandy Campaign. Last year Firestorm: Caen was released and it was always my intention to do the same for the US landings. I really enjoy Firestorm Campaigns. They give players the opportunity to play Flames of War games in a larger context and give every game a greater meaning. The most important part is to enjoy the games and that is the right atmosphere in which to play Firestorm games. It is a group event and you should make sure the games are exciting but in a friendly manner.

Designing Firestorms to this level is considerable work. I always try to capture the essence of the campaign. Just drawing areas and creating Firestorm Troops is simple enough, but I have tried very hard to stay true to the original campaign. When I started designing a Firestorm for Normandy I started with the entire campaign but felt that the British-Canadian and US sectors were fundamentally different and that by splitting them in two I would be more faithful to actual events. Since I had already covered the US forces in Firestorm Lorraine it was natural to look at the British-Canadians first. Besides I was lucky to have been an exchange student in Canada one year and felt that they deserved special attention.

I was going to do Firestorm: Cherbourg & St. Lô the same way I had done Firestorm: Caen but I soon found out that it would be different. To begin with I found far fewer books on the subject. The landings are well covered and there is also a lot about Operation Cobra but much less attention has been given to the time in between. The British Second Army had fanciful names on their operations like Epsom and Goodwood while the Americans only have them for D-Day. Then I had read that the Germans concentrated their efforts against the British-Canadian sector and Caen. This became obvious when I was identifying the main German units that fought against the Allied landings. In the area surrounding Caen the Germans fielded Wehrmacht Panzer Divisions Lehr, 2nd and 21st Panzer, 1 SS, 2 SS, 9 SS and 10 SS Divisions as well as SS Heavy Battalions 101 and 102 equipped with Tiger tanks were also involved. Later the 503 Wehrmacht King Tiger Battalion became engaged. Against the Americans the Germans only had the 17 SS Division and the II Fallschirmjäger Corps of comparable quality. At the same time the US sector was almost three times the size of the British-Canadian sector and included one of the main objectives, the harbour of Cherbourg.

It tends to be forgotten that Operation Overlord was in essence an operation to secure a foothold in Northern Europe and a staging area for future offensives. The key to accomplish this was to secure a harbour to sustain the supply and logistics needed. D-Day is well known among the people of today but far fewer realise that it took the invading armies almost two months to break from the beachheads. Even when captured Cherbourg was so damaged that it would not become operational until much later. This was less of a worry than was expected since the Allies had become very adept at landing supplies at the open beaches.

I want to thank Chris Townley and Sean Goodison at Battlefront for their support of these Firestorm projects. Also my very best thanks to Maurice V. Holmes Jr. who has offered me great assistance in proofreading and giving you a much better final version. So without further ado I give you Firestorm: Normandy part 2, Cherbourg & St. Lô with the hopes that you will enjoy your games and hopefully acquire a greater understanding of this part of our history and the sacrifices the soldiers made.

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

Nope. Firestorm: Cherbourg & St. Lô 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 Firestorm: Cherbourg & St. Lô. Here is a list of major differences:

Aircraft: In Firestorm Cherbourg & St. Lô the Allied players alone have a number of sorties available to them each turn. This is unlike Bagration and Market Garden where Aircraft work like other Firestorm Troops. You can allocate a sortie to an attack or defence. Sorties are provided for each turn so there is no need to roll for losses; you always get what is allocated for the turn. Once used, an Aircraft cannot be used again that same turn.

Attacker: In Firestorm: Cherbourg & St. Lô, 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 means you can only attack from regions containing Firestorm Troops. An Empty Area can still be the target of an attack, and Empty Areas still defend.

Allied Beach Defences: In addition to any Firestorm Troops in the beach areas; Utah and Omaha are defended by off-shore warships and the Allied player receives one NGFS heavy Cruiser support in addition to other Firestorm Troops. If the Germans attack the beaches then the Allies may defend with up to two Firestorm Troops and Naval Gunfire Support. It is permissible that one of the two Firestorm Troops is also NGFS for a total of two.

Cherbourg Supply Marker: The Germans trace supply to J-1, J-2, J-4 and J-5. If Cherbourg is cut from German supply then place the Supply Marker on Cherbourg. Until the end of that turn the Germans may draw supply from Cherbourg. At the end of that turn the marker is removed and all areas that cannot trace their supply to J-1, J-2, J-4 and J-5 are out of supply.

Cherbourg Victory Points: The Germans receive Victory Points for every turn Cherbourg remains in their control. The Allies do not receive any Victory Points for Cherbourg but if they do not capture it quickly enough their chances of winning are greatly diminished.

Destroyed when Out of Supply: Any Firestorm Troop that is destroyed while Out of Supply is considered to be Captured in Firestorm: Cherbourg & St. Lô.

Playing Firestorm: Cherbourg & St. Lô and Firestorm: Caen together: You can play Firestorm: Cherbourg & St. Lô and Firestorm: Caen in a connected game. If you do, use all the rules for both games including battles per turn

etc. However, areas H-8, I-6 and J-5 on the Firestorm: Cherbourg & St. Lô are the same areas as A-1, B-1 and D-1 on the Firestorm: Caen Map, so a Firestorm Troop in one of these areas is considered to be on both Maps. Also the German player can withdraw a Firestorm Troop from one map area and add it to the reinforcements on the next map the following turn.

D-Day: The first turn of Firestorm: Cherbourg & St. Lô is D-Day and plays differently from any other turn. This includes beach assaults and the airborne landings. Note that the beach landings will always succeed. But the outcome of the success will affect the remaining game. Another thing is that Firestorm Troops are used very differently during the beach assaults and the airborne landings so read the first turn carefully.

Exploitation Moves: The Allied player receives one Exploitation Move on turns 3, 4 and 5.

FIRESTORM TROOPS MARKED WITH *

Whenever a Firestorm Troop marked with an * - namely 2nd Fallschirmjäger, Pz. Abt. 100 and Pz. Abt. 206- is destroyed, it is permanently removed from play. They do not award any victory points to the Allies.

Firestorm Troops Value: In Firestorm: Cherbourg & St. Lô you have the option of adding points to your force rather than specific units. Perhaps you don't have the correct troops available, or you would prefer to do things a bit differently. Each Firestorm Troop has a value listed. You will notice that this is less than the actual value of the unit presented and this is intentional. Aircraft and Naval Gunfire Support cannot be exchanged for points.

FORTIFICATIONS

Fortifications remain in place where they are and can never retreat. If they are destroyed or the Allies capture the area they are in, they are permanently removed from play. They do not award any victory points to the Allies.

NGFS: In Firestorm: Cherbourg & St. Lô in turns 2 through 5 the Allied player is allocated Naval Gun Fire Support. The Allied player may, as with Air Attacks, allocate NGFS as a Firestorm Troop to battles. The Allied player receives an observer or AOP and an off board NGFS from Allied warships. These are allocated each turn and once used cannot be used again that turn. They cannot be destroyed during the game. There is also a limit as to how far inland NGFS may reach on the map based on the landing beaches.

Stacking: In Firestorm: Cherbourg & St. Lô the maximum number of Firestorm Troops allowed in one area is three. Neither player may intentionally exceed this limit. If forced to retreat and there is no area they can retreat to due to stacking restrictions, the retreating Firestorm Troop is considered destroyed. Place it with the Reinforcements. The troops may have escaped but have lost their equipment and must await new material. Note that on turn 1 there is an exception to this limit for the landing beaches Utah Beach (G-4) and Omaha Beach (H-6).

Supply: Allied units trace supply to either of the beach areas Utah (G-4) or Omaha (H-6) while the Germans can trace

supply to areas J-1, J-2, J-4 and J-5. From these areas supplies can be traced through any number of friendly areas to the fighting units. If an area cannot trace supply it is considered out of supply and must fight as such. This also presents the danger of Firestorm Troops being captured.

Turns: Each turn has a number of special rules and it is suggested that you read the briefing of each turn thoroughly. Each turn also has a suggested number of battles ranging from 2 to 9 in number. The reason for this suggested number of battles is to keep the campaign tense yet within a reasonable timeframe. I have played many Firestorm Games and found this crucial to a good outcome.

Victory conditions: Firestorm Cherbourg & St. Lo uses the standard Victory Point scoring system. Players score points for controlling certain areas and for destroying Firestorm Troops.

FURTHER READING AND BIBLIOGRAPHY

Firestorm Cherbourg & St. Lô uses the following main sources.

Flames of War Atlantik Wall (FW114), Overlord (FW115) and Normandy Battles (FW224).

Osprey campaign books, D-Day 1944: Omaha Beach Pt. 1, D-Day 1944 (2) Utah Beach & the US Airborne landings, Operation Cobra 1944 breakout from Normandy all by Steven J. Zaloga.

Battle Zone Normandy: Battle for St-Lô, by Peter Yates & Battle for Cherbourg by R.P.W. Havers.

- These two deserve a special mention since there aren't many books that cover this period. Plenty of books cover D-Day and Cobra but not much on the time in between.

Internet; Hyperwar, <http://www.ibiblio.org/hyperwar/>, Wikipedia.org, World War II Database ww2db.com and various other internet sources.

WHAT FORCES SHOULD I PLAY?

Firestorm Cherbourg & St. Lô is set in Late War as part of the Operation Overlord and spans the period between 6 June to 20 July 1944. Ideally you should use forces from Flames of War Atlantik Wall and Overlord.

However the main idea with Firestorms is to have fun and play so it really depends on your group what you play. If someone has British forces, fine. If another has only Soviets, try to fit him in. I personally favour these Campaigns when they are as historically accurate as can be, but the main thing is that everyone should enjoy themselves. Playing a Firestorm is a golden opportunity to play with fixed lists with forces that were available at the time, but you know your group best, so find out what works for you.

REPORT BACK!

All feedback on the game is happily received and I would love to hear from you gamers how you find the Campaign. A short email with the outcome to g.jokull@gmail.com would be most welcome and you can write your reports and comments on www.flamesofwar.com/forum under the Campaigns section or at the Flames of War Facebook page.

THE CHERBOURG & ST. LÔ CAMPAIGN

People of Western Europe: A landing was made this morning on the coast of France by troops of the Allied Expeditionary Force. This landing is part of the concerted United Nations plan for the liberation of Europe, made in conjunction with our great Russian allies.... I call upon those who love freedom to stand with us now. Together we shall achieve victory.

-General Dwight D. Eisenhower radio address on D-Day.

Operation Overlord was the code name for the Invasion of Normandy. It was the invasion to liberate Western Europe from German occupation and bring the war to an end. At the Casablanca Conference, Churchill and Roosevelt had already decided on the unconditional surrender of the Axis as the only acceptable result. The big three - Stalin, Churchill and Roosevelt- met at the Tehran Conference and the invasion was set for some time in May 1944.

The attack on Normandy is the largest amphibious invasion in history with almost 7000 vessels involved. Pas de Calais was an obvious landing area and the shortest and most accessible point, but this would be obvious to the Germans as well, so the Allies decided against it - designating Normandy instead. Here the Americans would land on either side of the River Vire estuary at two beaches codenamed "Omaha" and "Utah" while the British and Canadian forces would land to the east at three beaches codenamed "Sword", "Juno" and "Gold".

The main purpose of Operation Overlord was to establish a lodgement on the Continent. Montgomery and Eisenhower had set ambitious objectives for D-day. While the British were to capture Caen the US forces were to capture the Cotentin peninsula and seize Cherbourg.

The invasion did not go as planned. The majority of the paratroopers landed outside their drop zones and the landing at Omaha Beach was the bloodiest of all the landings. The landing craft for Utah Beach missed their landing beaches by almost 2 kilometres. As it turned out this was a fortunate event since they landed against very weak defences while

their intended landing zone would have gone against the strong-point at Dunes de Varreville. As it turned out the landing at Utah was the least resisted by the Germans but the flooded marshlands inland prevented quick gains.

Following the landings, the main priority became linking the U S and British landing zones together. Here the US came against determined resistance of the Lions of Carentan, as elements of the 3 Fallschirmjäger Division defended the city. Local counterattacks against the US Airborne Divisions were held off with casualties mounting on both sides. Attempts to push north to Cherbourg were blocked, and despite quick gains around Caumont on the 13 of June, Lt Gen Omar Bradley called off all offensive operations to the south to focus his resources on the Cotentin peninsula. The man of the hour became Major General J. Lawton 'Lighting Joe' Collins. His dynamic leadership drove the US forces across the peninsula and then VII Corps to Cherbourg.

The German leadership suffered when the capable Gen der Art. Erich Marcks was killed by air attack on the 12 of June. They were further hampered by the poor quality of the troops stationed on the Cotentin. Gen. Lt. von Schlieben took command but he and Rommel were thwarted by Hitler when they wanted to withdraw to the fortress city early on, and had to fight for every inch of ground under disadvantaged circumstances. By the time von Schlieben took up positions in the city his forces were severely weakened. The garrison finally surrendered on the 29th of June, but the Germans had by then thoroughly wrecked and mined Cherbourg.

Amazingly Hitler and the German High Command still suspected the Normandy landings to be a diversion and



expected the front to quiet down after the fall of Cherbourg; but Bradley now turned his attention to St. Lô. The battle around Caen was turning into a stalemate and the commander of the 21st Army Group, Field Marshal Montgomery, was concerned that the Allied Invasion had bogged down to the trench warfare of World War I. The Germans were close to a breaking point, and with most of their resources tied down around Caen, had very few resources to hold the US First Army back. In an attempt to secure their front, they transferred Panzer Lehr, the 2nd Panzer Division and 2 SS Panzer Division to the US sector; but all these formations had taken heavy battle damage in the fighting around Caen.

For the US it was vital to secure St. Lô before a full scale breakout could be mounted. Once again the fighting was heavy but the US dogfaces soldiered through to claim the area. Where once had stood an ancient city, now all that remained was a cratered landscape with hardly a building standing. Of all the cities in Normandy, St. Lô was the one to earn the title 'The Capital of Ruins.' With almost 95% of the city destroyed, one US soldier was heard to remark "We sure liberated the hell out of this place".

With the capture of St. Lô the stage was set for Operation Cobra and the successful breakout of the beachheads, which culminated in the trapping of the German forces in the Falaise pocket.



FIRESTORM: CHERBOURG & ST. LÔ

Firestorm Cherbourg & St. Lô covers the American landings and the battles of the US first Army to liberate Cherbourg and set up the breakthrough from the landing areas. 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.

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 vital territory, or isolating the enemy 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 US FIRST ARMY CAMPAIGN

Firestorm Cherbourg & St. Lô covers the US sector while Firestorm Caen covers the British sector. Both sectors had different army commands. The US Sector was under the command of the US First Army while the British/Canadian Sector was under command of the British Second Army. Together, they constituted the 21st Army Group. For ease of command, both armies operated for the most part independently of each other, which simplified command & control as well as supplies. In contrast, the German main effort was near Caen. For this reason, the fighting in the two sectors developed differently. Against the US First Army the Germans fought to contain the Americans with a few counteroffensives, while they committed their main effort

against the British/Canadian forces. Nevertheless the US First Army had their work cut out for them. Fighting in the Hedgerow Hell or Grüne Hölle (green hell) as the Germans called it, the US sector was about three times larger than the British Sector and contained Cherbourg, one of the key Allied objectives.

CAMPAIGN TURNS

Firestorm: Cherbourg & St. Lô has five 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: Cherbourg & St. Lô is designed for a small group of two to six players and should run smoothly. If the group is larger the Campaign might run quicker or you can combine it with Firestorm Caen for a full blown Normandy Campaign. The five turn limit on the campaign also makes it a realistic commitment for both the organiser and the players. A piece of advice: set a time limit to the Campaign, like 6 weeks and stick to it. You can play further campaigns later if you wish. If there are games you cannot complete as Flames of War Games, just roll off as per the General's Games rules.

FLEXIBILITY

As with any Firestorm Campaign you are allowed certain flexibility. Firestorm Cherbourg & St. Lô 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

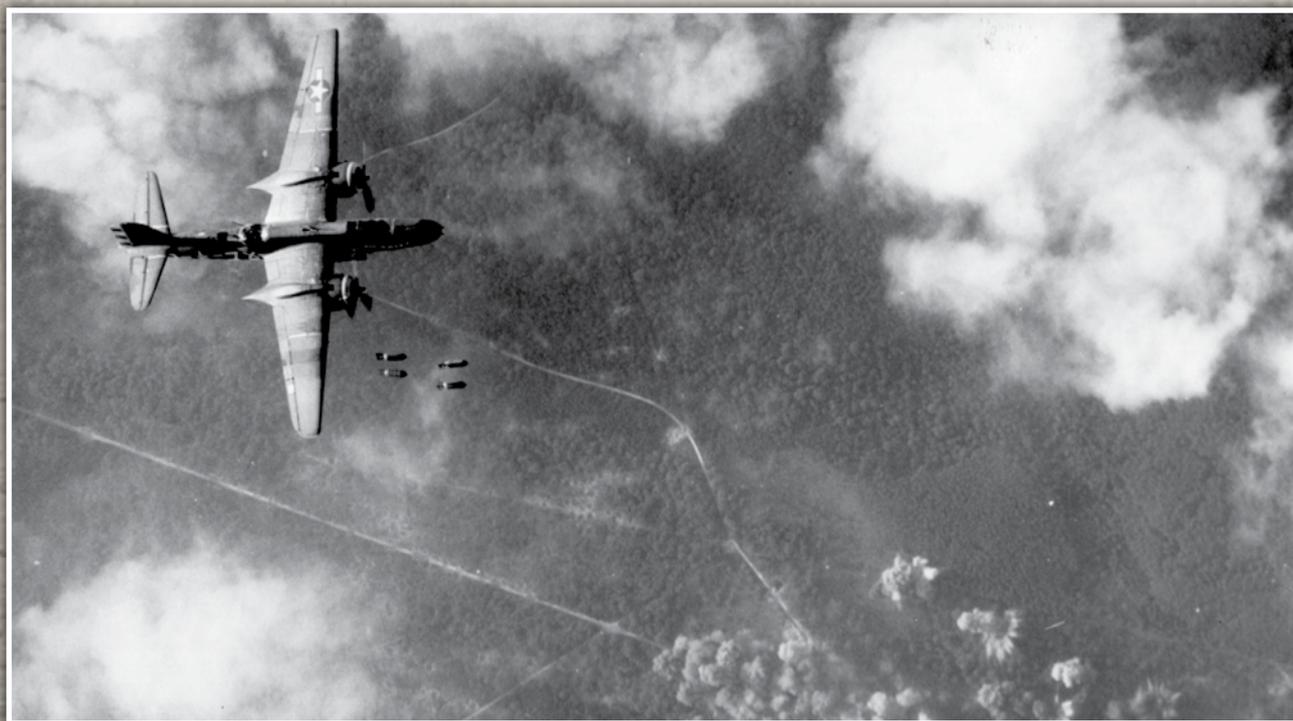
fight counts. This flexibility applies to players as well as their forces. While fielding an American or Axis force is nice from a historical viewpoint, it doesn't matter if you don't have one. You can fight with any force you have. Firestorm: Cherbourg & St. Lô is best suited for small 1000-1500 point games plus Firestorm troops. I recommend 1250 as a starting force, but you certainly can play whatever points you and your opponent would like. Small games are generally resolved more quickly. Remember that the Firestorm Troops are added to the Total so it is advisable to restrict the force number. If you allow for armies around 1750 points and then add Firestorm Troops, the battles can quickly become too large and take too long to complete without being any more fun. You can also run larger battles or Total War battles in between as team events or just to mix things up. Ultimately, the size of your force is not an issue. You can play large 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 Campaign for Cherbourg & St. Lô was fought in a variety of terrain. Marshes around Utah Beach. Hedgerows were ubiquitous inland with a few more open fields south of that. Around Cherbourg it was more open rolling hills. And don't omit the ruined cityscapes of Cherbourg and St. Lô. If you are playing the Normandy Campaign I recommend that you build yourselves a beach landing board and even join for team play to fight on it.

WHAT ARE YOU WAITING FOR?

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



FIRESTORM CAMPAIGN MAP

The Firestorm: Cherbourg & St. Lô campaign map forms the playing board for the campaign. It is divided into 34 areas. Each area is identified with a letter and a number ranging from E-1 to J-5. 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. Newly arriving units are also placed there. The map has a Campaign Turn Counter to indicate the current turn (out of 5 turns), a summary of the Turn Sequence, and the Victory Point Control Indicator showing which side is winning.

JOINING AREAS

Areas H-8, I-6 and J-5 to the east on the map connect to the Firestorm Caen map and correspond to areas A-1, I-6 and D-1 on that map. This is only important if you are playing both campaigns together.

RIVERS AS AREA BORDERS

If an area is attacked over a river then a river should run through no-man's land. This river should have at least one crossing for every 40 to 60cm / 16" to 24".

SUPPLY

Each side must trace supply to their supply areas. For the Allies these are the landing beaches, areas G-4 and H-6. For the Germans it is the areas to the south and east, J-1, J-2, J-4 and J-5.

IMPASSABLE

Canal de Carentan à le Mer runs between G-5 and H-3. It is impassable and supply cannot be traced through it.

Campaign Turn Counter

FIRESTORM: CHERBOURG & ST. LÔ
NAVAL GUNFIRE SUPPORT

Game Info Tracker

GAME TURN Operation: Battles:
 1 D-Day Special
 2 Consolidating the Beachheads 6-8
 3 Cutting the Cotentin 2-4
 4 The Capital of Ruins - St. Lo 5-7
 5

NUMBER OF BATTLES

1	2	3
4	5	6
7	8	9

Allied Air Strikes
Allied Reinforcements
German Reinforcements

ORDER ONE: PLANNING PHASE
 1. Determine the number of battles.
 2. Exchange Initiative.
 3. Exchange Reinforcements.

ORDER TWO: BATTLE PHASE
 1. Select an Opponent.
 2. Roll for Initiative.
 3. Place a Battle Action.
 4. Choose Reinforcement Troops.
 5. Check for Supply.
 6. Identify your Movement.
 7. Play a Phase of War Battle - or roll for a

ORDER THREE: STRATEGIC PHASE
 1. Make Reinforcement Moves.
 2. Load Firestorm Troops on the beaches.
 3. Deploy units.
 4. Exchange Reinforcements and Reinforcements.
 5. Make strategic Moves.
 6. Total your Victory points.

General's Game
 8. Roll to Destroy.
 9. Retreat and Capture.

Legend:
 Open, Boggy, Hills, Marsh, City, River Border

Refer to each turn description. During the Campaign both sides receive reinforcements and there is an influx of new Firestorm Troops each turn. A full description of the Firestorm Troops can be found after the Campaign Outcome chapter.

HOW FIRESTORM WORKS

COMMANDERS

Commanders make up the bulk of players in Firestorm: Cherbourg & St. Lô. 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.

CAMPAIGN TURN

There are five turns in Firestorm: Cherbourg & St. Lô. Turn one is D-Day and is played very differently than the other four. Each turn has a suggested number of battles ranging from 2 to 9 in number. There is a reason for this suggested number of battles; 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—Cherbourg & St. Lô. The Commanders, the Generals, and the Organiser. Since this is a Mini-Campaign the General on one side can also be a Commander. 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 and get 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 - PLANNING PHASE

"Which would your men rather be, tired, or dead?"

- Rommel extorting an Officer during the building of Hitler's 'Atlantic Wall'.

ORDER ONE - PLANNING PHASE

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

ORDER TWO - BATTLE PHASE

(Players fight the Battle Phase)

ORDER THREE - STRATEGIC PHASE

1. Make Exploitation Moves
2. Land Allied Firestorm Troops on the beaches
3. Deploy new German Firestorm Troops and Reinforcements.
4. Make Strategic Moves
5. Total Your Victory Points

The leader of each side in Firestorm: Cherbourg & St. Lô 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.

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. This gives you a number between three and eight, depending on the turn. Place the Battle Turn marker on the correct number. That is the number of Battles for this turn.

2. Determine Initiative Bonus

The Allies always win on a tied roll throughout the game. In addition they will get initiative bonuses,

+1 for turns two and three and then +2 for turns four and five. This reflects the Allied overwhelming Air Superiority and better logistics.

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.

COMMANDER – BATTLE PHASE

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

As the General you are expected to lead your army into battle. Taking your own force onto the battlefield and engaging the enemy inspires confidence. Once the Planning Phase is finished, 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 STEP

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 of winning 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: Cherbourg & St. Lô 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.

4. CHOOSE FIRESTORM TROOPS

Firestorm Troops represent the most powerful units that fought in Normandy. You can strengthen your force with

Important: In Firestorm: Cherbourg & St. Lô 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.

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 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 in attack.

There are a few special rules regarding Firestorm Troops in Firestorm: Cherbourg & St. Lô.

AIR SUPPORT

No player is allowed to select Air Support in their force list, the only way these units become available is as Firestorm Troops. This includes all Allied attack Aircraft and AOP. The Germans have no Air support in the game. Attack Aircraft are available as special Air Sorties and AOP are part of the US Corps Artillery. The AOP come with the heavy artillery, they count as the same Firestorm Troop, and work as normal AOP. However, Attack Aircraft work differently from other Firestorm Troops. 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. Air support counts as a Firestorm Troop towards the two available. An attack Aircraft can only be the second unit placed. The first Firestorm Troop must be a ground unit. Each turn will list the number of Aircraft available to the Allies. Once used, the Air Firestorm Troop is placed aside and cannot be used again during the turn. There is no need to roll to destroy Aircraft as every turn starts with the listed number of sorties available.

BEACH NAVAL DEFENCE

Once captured the areas of Utah and Omaha are defended by off-shore warships. If the Germans attack these beaches then the Allies may add Heavy Cruiser NGFS to their defence. This is in addition to the two Firestorm Troops allowed and is not represented by a token.

FIRESTORM TROOP POINTS VALUE

Firestorm: Cherbourg & St. Lô 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.

FIRESTORM TROOPS MARKED WITH *

Whenever a Firestorm Troop marked with an * - namely 6th Regiment 2 Fallschirmjäger Division, Pz. Abt. 100 and Pz. Abt. 206- is destroyed, it is permanently removed from play. These units are either small or cannot find replacements. They do not award any victory points to the Allies.

FORTIFIED AREAS AND COASTAL ARTILLERY UNITS

Fortified Areas and Coastal Artillery Units can only be used in defence and never in attack. They remain in place where they are and can never move or retreat. If they are destroyed, or the Allies capture the area they are in, they are permanently removed from play. They do not award any victory points to the Allies.

NGFS

Just as with Allied Attack Aircraft the Allied players have access to Naval Gun Fire Support. NGFS can only be added as a Firestorm Troop or part of the D-day invasion on turn 1. Players are not allowed to add NGFS in any other way. As sorties, they can be called in to assist in the battles and count as a Firestorm Troop. Destroyers can fire up to two areas inland while the Cruisers can fire up to three areas inland; both counting from Utah and Omaha Beach. Only one NGFS can be assigned to each battle. Once used NGFS may not be used again that turn. There is no need to roll to destroy NGFS as every turn starts with the listed number of NGFS available.

OUT OF SUPPLY TABLE



MORALE REDUCED

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

5. CHECK FOR SUPPLY

An area is considered in supply if it can trace an uninterrupted line through friendly areas to a supply area. This line can be as long as you want but must be able to be traced through continuous friendly areas. When attacking, determine if you are in supply from the area you attack from rather than the area you are attacking into to determine if you are in supply. 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 game.

CUTTING THE COTENTIN

If the Allied side manages to cross the Cotentin and block Cherbourg (E-3) from supply then place the special Cherbourg Supply marker on Cherbourg (E-3). It remains there until the end of the turn and is then removed. While the supply marker is in play the German side can trace supply to Cherbourg. If the Germans later manage to reopen a supply route to Cherbourg then the Cherbourg Supply marker not available a second time if they are cut off again.

DESTROYED WHEN OUT OF SUPPLY

Any Firestorm Troop that is destroyed while Out of Supply is considered to be captured in Firestorm: Cherbourg & St. Lô.

STEP ONE: COMBAT STEP

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 first turn has several fixed battles with fixed mission; read the rules for Turn 1 D-Day.

For other battles the best way of choosing which mission to play is simply to decide with your opponent or roll for a mission on the Random Mission table page 256 in the Rulebook. Or if you agree use any other method.

Important Change: In Firestorm: Cherbourg & St. Lô, 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 terrain is either Bocage, marsh, open plains, hills or city ruins (Cherbourg & St. Lô). Set up the table accordingly. Bocage should be heavy terrain with roads and bocage. Open plains should be more open but with corn fields, small villages and rolling hills. Hills should be similar to open areas with more rolling hills. Marshes should be with marshes, small rivers and raised areas including roads. Cherbourg & St. Lô should be ruined cities and very hard for vehicles to move around in. If the attack crosses the Vire, Douve, Aure, Taute and Drome rivers then a river should be placed in No Man's Land. For the beaches you will need fortifications and, preferably, a special beach table.

A note on the rivers. The Vire is a very deep and fast flowing river, and should be impassable except for bridges. While the other rivers are more shallow and should be very difficult going except on crossings and bridges.

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

STEP THREE - AFTER ACTION STEP

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.

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 from the Campaign Map and place them in the Reinforcement Pool. Destroyed Allied units are added to reinforcements the same turn and must be landed as other reinforcement. Due to stacking this can mean that some Firestorm Troops must wait a turn to be landed.

Note there is no need to roll for German Defence Troops as they aren't represented by tokens and are always present as an option in defence. Likewise they can never be captured.

Firestorm Troops marked with a * are permanently destroyed. They do not return to play as reinforcements. These are Firestorm Troops that represent small units and those that have no suitable replacements. They do not award victory points to the U.S. side.

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 from 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. In addition any Firestorm Troop that is destroyed while out of supply is captured as well even if there are friendly areas to retreat to. This earns the victorious Commander extra Campaign Victory Points. Report the capture of these Firestorm Troops to your General. If neither side scores 4 points, the battle

SPECIAL RULE FOR 352 GERMAN DIVISION.

The 352 Division was noted for their tenacious defence of Omaha. Organizationally the 352 Division was stronger than other Festungdivisions and it had a strong cadre of combat veterans from the Eastern Front. It suffered heavily in the fighting that followed and the replacements it received were inexperienced troops, resulting in its combat value being soon depleted. For this reason the 352 Division starts out as a Confident Veteran Firestorm Troop but if it is destroyed it returns as a standard Confident Trained Infantry Division, the same as any other German Division.

ROLL TO DESTROY

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



automatically counts as a defender victory. (Example the Battle ends as 3-1 for the attacker then both lose and even if the attacker has more points he cannot capture the area since he has less than 4 points).

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.

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.

STACKING RESTRICTIONS

In Firestorm: Cherbourg & St. Lô there can only be three Firestorm Troops in any area. Aircraft, Naval Artillery and German Defence Troops are not counted. If you are forced to retreat and you cannot because of stacking restrictions in the available area, then the Firestorm Troops are destroyed and placed in reserve. In reality the men escaped but had to

STRATEGIC PHASE

1. MAKE EXPLOITATION MOVES

Despite the tight confines of the Normandy Bocage the US Army did occasionally find breaks in the hard pressed German defences.

In turns 3, 4 and 5 the US side is allowed to make one Exploitation move.

To make an exploitation move, you move one of your own Firestorm Troops into an adjacent enemy-controlled area that does not have any Firestorm Troops, including fortifications, in it.

The troop must be in supply.

Corps artillery may not make Exploitation Moves.

Mark the area with a Battle Arrow to show that it has been recently captured as you cannot make a Strategic Move into an area that you exploited into.

2. LAND ALLIED FIRESTORM TROOPS ON THE BEACHES

At the end of each turn the Allied player may land reinforcements on the two beaches, Utah (G-4) and Omaha (H-6). These are the only areas U S reinforcements may land, and they are subject to stacking rules. After the end of turn 2 a maximum of three Firestorm Troops may be in those areas at any time. It is imperative that the Allied players advance from the beaches to make room for new reinforcements. Every turn the Allies receive new units. These are placed directly in reinforcements and must be placed on the beaches subject to stacking restrictions. All Allied Firestorm Troops destroyed are also placed in reinforcements. It is likely that the Allies cannot place all the Firestorm Troops during this step and the reminder must wait one turn or possibly more.

All U.S. Allied Firestorm Troops in reinforcements must be placed on the two beach areas Utah and Omaha subject to stacking restrictions. This is very different from previous Firestorms and represents the difficulty of supplying and reinforcing an army over landing beaches. Along with stacking restrictions it puts added pressure on the Allies to push from the beaches to create room for new arrivals. The two British Firestorm Troops arrive as described in turn 2.

2.1 WITHDRAW ALLIED FIRESTORM TROOPS

Some of the U.S. Troops were very specialised Assault Units and not intended for prolonged combat. Some had to stay in line far longer than intended but eventually all were withdrawn. Withdraw the following Firestorm Troops from the game at the end of the following turns. Once withdrawn they do not re-enter play, nor do they award any Victory Points for being withdrawn.

TURN 2 – Rangers

TURN 3 – One U.S. Airborne Division

TURN 4 – Remaining U.S. Airborne Division

3. DEPLOY NEW GERMAN FIRESTORM TROOPS AND REINFORCEMENTS.

Likewise the Germans place their Firestorm Troops from reinforcements. New units are placed on the map in friendly controlled areas as per the turn instructions. German Firestorm Troops returning to play after having been destroyed are placed back in areas J-1, J-2, J-3, J-4 and J-5 that is under friendly control. They are subject to stacking restrictions and if there are not enough free areas available the remainder is left in reinforcements. Note that it will only happen if the Allied offensive is extraordinarily successful.

4. MAKE STRATEGIC MOVES

Redeploying forces before a major offensive provides you with the flexibility to meet both known and unknown threats. In Firestorm: Cherbourg & St. Lô you may redeploy your units before the next turn starts. Both sides starting with the Germans can now move any units on the map up to three areas, through friendly areas. They cannot pass through enemy held areas. During this redeployment it is permissible to exceed stacking limits while the units move, but at the end of this step there is still a three Firestorm Troop stacking limit.

The reason for only three areas is twofold: for the Germans it is the effect of constant Allied air attacks, while for the Allies it is the limited road network and high concentration of forces.

JABO ATTACKS

Allied air superiority proved decisive in the Normandy. In the weeks preceding the invasion the Allies mounted a total air superiority campaign over northern France. This provided the invading force with almost complete protection from air attacks and made all movement for the Germans extremely risky and difficult. Most movement had to be made by night and any vehicle that travelled during the day ran the risk of air attack. This can be easily seen by the number of high ranking German officers that were killed or wounded by air attacks during the Normandy Campaign.

Gen der Artillery Erich Marcks commander of LXXXIV Corps killed 12 June.

GenLt Rudolf Stegmann commander of 77th Infantry Division killed 17 June.

GenLt Heinz Hellmich commander of 243 th Infantry Division and Kampfgruppe Hellmich killed 17 June.

Generalfeldmarschall Erwin Rommel commander of Army Group B wounded 17 July.

Allied Air Superiority came at a heavy price of 4,101 aircraft and 16,724 airmen killed or missing in direct connection to Operation overlord. A far higher Allied casualty list than for the Battle of Britain.

*Jabo is short for the German word for Jagdbomber or Fighter-bomber attacks.

5. 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 Firestorm: Cherbourg & St. Lô 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 FIRESTORM TROOPS

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

While Firestorm Troops that are destroyed as a result of participating in a battle are placed back in the Reinforcement Pool, those that are surrounded and unable to retreat, because there are no adjacent friendly areas are destroyed. Those that are destroyed while Out of Supply are removed from the game instead. If a Firestorm Troop was surrounded and then destroyed it also counts as captured. Firestorm Troops that are surrounded and captured in this way earn the enemy Campaign Victory Points as shown on the Campaign Victory Points table. Firestorm Troops that are adjacent to friendly areas but cannot retreat due to stacking restrictions are not captured but count as being destroyed.

CAMPAIGN VICTORY POINT TABLE

Cherbourg	(E3)	Special
Bricquebec	(F2)	10 points
Valognes	(F4)	10 points
Montebourg	(F5)	10 points
Barneville	(G1)	20 points
St. Sauveur	(G2)	10 points
St. Mère-Église	(G3)	10 points
Utah Beach	(G4)	30 points
St. Côte-du-Mont	(G5)	10 points
La Haye-du-Puits	(H1)	20 points
Carentan	(H2)	40 points
	(H3)	20 points
Point du Hoc	(H4)	10 points
Isigny	(H5)	20 points
Omaha Beach	(H6)	30 points
Bayeux	(H8)	20 points
Lessay	(I1)	20 points
Périers	(I-2)	20 points
	(I-3)	10 points
Hill 122	(I-4)	10 points
Hill 192	(I-5)	10 points
Caumont	(I-6)	20 points
Coutances	(J1)	50 points
Canisy	(J2)	50 points
St. Lô	(J-3)	100 points
Torigni	(J4)	50 points
	(J5)	50 points

FIRESTORM TROOPS CAPTURED VICTORY POINTS

All Firestorm Troops marked * and Fortifications	0 points
German Infantry Firestorm Troops	5 points
All other Firestorm Troops	10 points



CHERBOURG

Cherbourg is the main objective for the US First Army, and it is imperative that they capture it. At the same time the Germans will try to hold it as long as they can and carry out demolitions. The Allied player side does not score points for capturing Cherbourg but the Germans receive bonus points each turn they hold Cherbourg. These points are cumulative and once awarded remain with the German's score.

CHERBOURG VICTORY POINT TABLE

Turn	Points per Turn	Total
1	0	0
2	20	20
3	40	60
4	80	140
5	160	300

For example, if the U.S. capture Cherbourg in turn 4 then award the Germans 60 victory points for holding it in turns 1, 2 and 3. If the Germans are still in possession of Cherbourg by the end of turn 5 they receive a bonus of 300 victory points.

'The demolition of the port of Cherbourg is a masterful job, beyond a doubt the most complete, intensive and best planned demolition in history.'

- American military engineer.

BONUS VICTORY POINTS FOR TURN 2

If the Allies have connected the landing beaches by controlling the areas between Utah and Bayeux by the end of turn 2 they receive a 50 Victory point bonus. If they fail, award the bonus to the Germans instead.

ENDING THE CAMPAIGN TURN

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

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

"The enemy must be annihilated before he reaches our main battlefield. We must stop him in the water, destroying all his equipment while it is still afloat!"

General Erwin Rommel - April 22nd, 1944

CAMPAIGN OUTCOME

'Schluss mit dem Krige, Idioten!'

- *Generalfeldmarschall Gerd von Rundstedt*
(*"Finish with the war, idiots!" or sue for peace.*)

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

You have won this war of attrition. The German defence has crumbled and will collapse in the next offensive. Next stop Paris!

ALLIED OPERATIONAL VICTORY WIN BY 100 CAMPAIGN POINTS

It may not be entirely appreciated now, but the tide has turned and one more push will see you in the open tank country in the south.

This is the historical outcome of the Firestorm: Cherbourg & St. Lô.

ALLIED TACTICAL VICTORY WIN BY 50 CAMPAIGN POINTS

You have now secured a strong bridgehead in Normandy. Even if the fighting has turned into a battle of attrition it is an uneven fight and costing the Germans far more than us. Perseverance will see us through!

AXIS VICTORY

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

AXIS STRATEGIC VICTORY WIN BY 150 CAMPAIGN POINTS

Your plans have been vindicated. The Allies have landed and been contained. All they have is beaches of sand. With new tanks on their way and V rockets their foothold will be erased.

AXIS OPERATIONAL VICTORY WIN BY 100 CAMPAIGN POINTS

By skilful defence and counter-attacks the Allies have been stopped. You still hold the better ground and any further Allied attacks will break on the German steel wall.

AXIS TACTICAL VICTORY WIN BY 50 CAMPAIGN POINTS

By the hardest efforts of your men the invasion has been halted. The Allies have not been allowed any lasting success and your successful defence will hold them back for weeks to come.

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 and now need to build up their strength for further offensives with no end in sight.



THE GRAND CAMPAIGN

COMBINING FIRESTORMS: CAEN AND CHERBOURG & ST. LÔ

Firestorm: Cherbourg & St. Lô and Firestorm: Caen are two parts of the same Normandy Campaign. Although designed to be played separately, you can play them together for a Grand Campaign. Both Campaigns have 5 turns and they correspond to each other. Play both Campaigns together with the following rules.

Movement between the maps: Areas H-8, I-6 and J-5 on the Firestorm: Cherbourg & St. Lô map are the same areas as A-1, B-1 and D-1 on the Firestorm Caen Map. Any units in one area are also in the other. Award VP on both maps, however assess Victory conditions separately for each map. If a Firestorm Troop is on one map it is considered to be on both maps, so it can attack and defend on both maps. Keep in mind that stacking restrictions apply for areas so there can only be a total of three Firestorm Troops in each area regardless of maps.

Firestorm Troops: If you play both campaigns at once then the British 15th and 50th Divisions are removed from play from Firestorm: Cherbourg & St. Lô since they cannot be in both games at the same time. You can, however, move them or other British units between the maps.

German Defence Firestorm Troops and German Tactical Reserve: These are only part of Firestorm: Caen and not Firestorm: Cherbourg & St. Lô.

Withdrawn German Firestorm Troops: In Firestorm: Caen the three Firestorm Troops, Lehr, 2 Panzer Division and 2. SS Panzer Division are withdrawn at turn 3 and appear at the end of turn 4 in Firestorm: Cherbourg & St. Lô. If you

play both games together you can keep this arrangement if you wish or you may use the following rule instead. If you do this then do not remove Lehr, 2 Panzer Division and 2. SS Panzer Division from the Firestorm: Caen map unless you wish to do so.

At the end of any turn, the German player may remove any German Firestorm Troop from either game map and receive it as reinforcements on the other map at the end of the next turn. Place the Firestorm Troop in any friendly area. Fortifications may not be moved in this way as they are stationary. For example you can move the SS102 from Firestorm: Caen at the end of turn 3 and have it arrive on the Firestorm: Cherbourg & St. Lô map at the end of turn 4.

VICTORY CONDITIONS

Two new Victory Conditions now apply.

ALLIED STRATEGIC VICTORY

If at any point in the game, the Allies are in possession of any of the three following areas on either map: D-1, D-3, D-6 and D-7 on the Caen Map and J-1, J-2, J-4 and J-5 on the St. Lô Map and are in possession of Cherbourg and Caen then conditions for an Allied breakthrough have been met, and the game is an Allied Strategic Victory regardless of Victory Points.

GERMAN STRATEGIC VICTORY

If at the end of the game the Allies have failed to capture two of the three cities: Cherbourg, St. Lô and Caen, then the game ends as a German Strategic Victory regardless of Victory points.

If neither condition is met then add Victory Points from the two maps together and compare them to this total.

ALLIED VICTORY

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

**ALLIED STRATEGIC VICTORY
WIN BY 300 CAMPAIGN POINTS**

**ALLIED OPERATIONAL VICTORY
WIN BY 200 CAMPAIGN POINTS**

**ALLIED TACTICAL VICTORY
WIN BY 100 CAMPAIGN POINTS**

AXIS VICTORY

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

**AXIS STRATEGIC VICTORY
WIN BY 300 CAMPAIGN POINTS**

**AXIS OPERATIONAL VICTORY
WIN BY 200 CAMPAIGN POINTS**

**AXIS TACTICAL VICTORY
WIN BY 100 CAMPAIGN POINTS**

DRAW

The campaign is a draw if the total Campaign Victory Points for both sides are within 100 points.

Once again both armies have fought and exhausted themselves and now need to build up their strength for further offensives with no end in sight.

OPTIONAL RULES

It cannot be stressed enough that a Firestorm should be fun and is designed to be a context to play your games in a more meaningful manner. So the first rule is to use what you have. This is made easier in Firestorm: Cherbourg & St. Lô because you can use the given points value for Firestorm Troops instead of the actual units suggested. Also I must stress that you should play a few games using the General's Game rules so you feel comfortable with the game mechanics. This will prevent later misunderstandings. However, following is a collection of optional rules you can use in your games that will add a level of realism and flavour to Firestorm: Cherbourg & St. Lô. Feel free to add any or all of the rules.

9TH INFANTRY DIVISION 'HITLER'S NEMESIS'

'How did the 9th succeed so quickly where the 90th had failed? Because they did not let mortar and small arms fire pin them down; because they took their casualties and kept pushing ahead; because they were willing to ignore snipers and small pockets of resistance and push onto the main objectives, leaving these minor if annoying matters to be cleared up later.'

-Lt. Col. Michael B. Kauffman

During the Invasion of Normandy only three Infantry Divisions had veteran status. These were the 82nd Airborne, the 1st Infantry Division and the 9th Infantry Division. The 9th Infantry Division was one of the first U.S. combat Divisions to engage in the offensive ground operations during World War II. It had already fought in North Africa and Italy before landing at Utah Beach on D plus 4. In Normandy it had an enviable combat record and became General J. 'Lightning Joe' Lawton Collins main offensive division proving to be very dependable on the offensive.

To play the 9th Infantry Division use 1st Infantry Division options from page 262 Overlord. In addition you must add 5 points to all combat or weapons platoons. The 9th Infantry Division has the following special rule.

ANYTHING, ANYWHERE, ANYTIME - BAR NOTHING

The 9th Infantry Division platoons had a reputation of being able to push on regardless of mortar or sniper fire. Any Combat or Weapons platoons that are Pinned Down may re-roll failed Motivation tests to rally from being Pinned Down.

90TH INFANTRY DIVISION 'TOUGH 'OMBRES'

The 90th Infantry Division preformed far worse than other U.S. Infantry Divisions during the Normandy Campaign, and was even in danger of being dismantled. It developed a bad reputation due to poor leadership, which in turn led to poor training. Time and again it failed to meet its expectations. Major General Lawton Collins relieved General MacKelvie and two regimental commanders and replaced them with General Eugene Landrum; but still the problems persisted. All during the campaign for Cherbourg and St. Lô the 90th underperformed and failed to carry out their offensive effectively. Landrum was relieved in August 1944. It was after this under the Guardsman General Raymond S. McLain, that the 90th Infantry Division became a fearsome fighting unit.

To field the 90th Infantry Division in Firestorm: Cherbourg & St. Lô use the Confident Trained Infantry Divisions options from page 262 in Overlord but rather than being Confident Trained field their HQ as well as combat and weapons platoons as Reluctant Trained, reducing their cost by 25%, rounding up to the nearest 5 points.

A Confident Trained infantry platoon that costs 155 points would cost 120 points and be Reluctant Trained.

NO HEDGEROW CUTTERS

The Culin hedgerow Cutter wasn't invented until shortly before Operation Cobra, and even then this ingenious device was Top Secret until the operation. So if you want to play as historically as you can then do not use Hedgerow cutters in Firestorm: Cherbourg & St. Lô.

TURNS

Firestorm: Cherbourg & St. Lô is played over five turns. Each turn is played differently to best simulate the Campaign itself.

Each Turn details the following information:

- *The number of Battles to be played.*
- *How initiative is determined*
- *The Firestorm Troops available.*
- *The number of Allied Air Sorties.*
- *Details of deployment.*

The number of battles is optimal. If you play more, then it will favor the Allies, fewer will favor the Germans. Firestorm: Cherbourg & St. Lô should be a tight campaign and have the feel of a battle of attrition.

MINI-CAMPAIGN

Firestorm: Cherbourg & St. Lô is a full length Campaign. It has anywhere from 24 to 34 battles. While this may suit a larger group, it is a heavy commitment for smaller groups or two friends. Firestorm: Cherbourg & St. Lô can easily be adjusted to your needs, however, by combining the standard game and General's Game. There are a few ways to do this.

Decide how many battles you will play as Flames of War Battles each turn and roll off for the rest as per a General's Game. After rolling for initiative and deciding on Firestorm Troops, both players, starting with the attacker, can declare that they wish to fight one particular battle as a Flames of War game. If neither wishes to fight a particular battle, or both players have already used up their allotment for battles, then roll for the battle as per the Generals Game.

This can be expanded by extra rules, such as following a certain Corps or division; such as the 1st U.S. Infantry Division and 3 Fallschirmjäger Division. This will place the Generals in command of certain units while other battles are rolled off as in the General's Game.

By mixing up Flames of War games and General's Games roll offs you can make the Campaign manageable. A word of caution though. Decide at the outset exactly how you intend to play it and fix the number of battles you intend to play, because it can be very tempting to play every battle.

As in real war, Generals and Commanders can only be in one place, and it is left to others to fight elsewhere.



TURN ONE - D-DAY - 6 JUNE

OPERATION NEPTUNE & THE AIRBORNE LANDINGS 6 JUNE 1944

Number of battles: Special, see below

Initiative bonus: N/A, see below

Allied Air sorties available: None

Special rules: Turn 1 is the Day of days and unique in the annals of warfare. Instead of a standard turn, D-Day turn is divided into steps which must be followed closely. A copy of Normandy Battles is needed to play this section. All the rules for Turn 1 supersede the normal rules. Standard rules start on turn 2 and onwards.

I was the first one out. The seventh man was the next one to get across the beach without being hit. All the ones in-between were hit. Two were killed; three were injured. That's how lucky you had to be.

-Captain Richard Merrill, 2nd Ranger Battalion

INITIAL SET-UP

ALLIES

Set up on the map with 82 U.S. Airborne in the DZ/LZ area (G-3), 101 U.S. Airborne in the DZ/LZ area (G-5).

Depending upon the outcome of the Beach Landings at Utah Beach and Omaha Beach, you may place the following Firestorm Troops:

4 Division and 70 Tank Battalion in Utah (G-4),

1 Division and 29 Division at Omaha (H-6)

Rangers in Point du Huc (H-4),

GERMAN

Set up the 91 Division in St. Sauveur (G-2), 243 Division in Barneville (G-1), 352 Division in Isigny (H-5), 709 Division in Valognes (F-4), Pz. Abt. 100 in Carentan (H-2) and Pz. Abt. 206 in E-1.

GERMAN FORTIFICATIONS

The Germans place one fortification troop of the 1261 Artillery Regiment in areas E-4, E-5 and F-5 and one fortification troop of the 1262 Artillery regiment in areas E-1, F-1 and G-1. Place the other five fortifications in E-2, E-3, F-2, F-3 and F-4.

STEP I - OPERATIONS ALBANY AND BOSTON

Operations Albany and Boston were the names given to the U.S. Airborne Drops. Albany was the parachute combat assault of 101 Division and Boston the parachute combat assault of the 82 Division.

Airborne Assaults in areas G-3 and G-5. Remember the night fighting rules.

For each Airborne Assault play Seize and Hold p19 in Normandy Battles - Ignore Firestorm Troops present.

Compare the results of the game with the following table:

Allied Outcome	Die roll in Generals Game	Result
6-1	6	Success, area captured and Airborne Firestorm Troop in place.
5-2	5	Success, area captured and Airborne Firestorm Troop in place.
4-3	4	Success, area captured and Airborne Firestorm Troop in place.
3-4	3	Marginal success, area captured, but the Airborne Firestorm Troop is destroyed (place it in the Allied reinforcement box) *
2-5	2	Failure, area is not captured, paratroopers scattered about and the Airborne Firestorm Troop is destroyed (place it in the Allied reinforcement box)*
1-6	1	Disaster, area is not captured, Germans capture the Airborne Firestorm Troop.

*Destroyed but not captured Airborne Firestorm Troops are available as reinforcements in turn 2.

STEP II – OPERATION NEPTUNE

These are the landings at Utah and Omaha. Ideally, forces should be a Festungskompanie (Normandy) – Sword Beach and an Assault Company played on a beach table.

The Allies always capture the beach but a poor result will affect them in the game.

Once the beach landings have been worked out, then go to any further battles that the Allies may have earned through successful beach landings.

Once the Airborne Assault has been played out, play the landings on Utah (G-4) and Omaha (H-6) beaches. These are played as the Hit the Beach Mission p29 in Normandy Battles but with the following rules.

In a Firestorm Game use the following rules for Hit the Beach Mission.

UTAH

Beach landing – equal forces (rather than the 25% rule) but for each 500 points or part thereof the Allies get one of the following in addition to their forces (each option can only be taken once). *For this battle ignore Firestorm Troops present.*

- 1) *Naval Gunfire Support (light Cruiser)*
- 2) *DD Tank Platoon with Three M4A1 Shermans*
- 3) *Extra Boat Section*
- 4) *Engineer Combat Platoon with a Command Pioneer Rifle team, six Pioneer Rifle Teams and a Bulldozer.*

OMAHA

Select both German and U.S. forces to an equal points value. The U.S. forces receive no additional forces for OMAHA. Ignore the Firestorm Troops present.

Utah was the least contested landing of the Allied invasion. It was further helped by the fact that it occurred 2 kilometres away from its intended landing zone. The Utah landing had more support than the British landings. Omaha was by far the hardest. The allies will have their work cut out for them to manage a successful landing at Omaha.

Instead of the standard Victory points table on page 28 in Normandy Battles use the following results.

Allied Outcome	Die roll in Generals Game	Result
6-1	6	Major Victory. Both Firestorm Troops land. You may make one further attack from the beach this turn using one or both Firestorm Troops.
5-2	5	Good progress, land both Firestorm Troops. You may make one further attack from this beach this turn but may only do so with one Firestorm Troop since the other is still tied up in mopping up operations.
4-3	4	Beach Secure. Land both Firestorm Troops, but hard fighting has left you disorganised and you may not attack further from this beach this turn.
3-4	3	Beach Secure. Land one Firestorm Troop while the other is destroyed. Place it with the reinforcements for Turn 2. Your losses have left you disorganised and you may not attack further from this beach this turn.
2-5	2	Frightful losses. Land only one Firestorm Troop. The other is permanently lost and counts as being captured by the Germans and is added to their Victory Point Total. Your losses have left you disorganised and you may not attack further from this beach this turn.
1-6	1	Utter Chaos. Both Firestorm Troops are destroyed. Place one with the reinforcements for Turn 2. The other is permanently lost and counts as being captured by the Germans and is added to their Victory Point Total. Your losses have left you disorganised and you may not attack further from this beach this turn.

The Allied player chooses which Firestorm Troop is destroyed.

In the General's Game add +1 to the die roll for Utah and -1 for Omaha.

STEP III - POINT DU HOC

Ideally, play the Point du Hoc battle on page 43 of Normandy Battles. Or else play Hit the Beach Mission page 29. Once the battle is over the Rangers win if they find the guns, otherwise they have lost. Compare the outcome to the following table. Ignore the Firestorm Troops present.

Compare the results of the game with the following table:

Allied Outcome	Die roll in Generals Game	Result
6-1	6	Success, area captured and Ranger Troop in place.
5-2	5	Success, area captured and Ranger Troop in place.
4-3	4	Success, area captured and Ranger Troop in place.
3-4	3	Marginal success, area captured, but the Ranger Firestorm Troop is destroyed but not captured.
2-5	2	Failure, area is not captured, Rangers are scattered about and the Ranger Firestorm Troop is destroyed but not captured.
1-6	1	Disaster, area is not captured, Germans capture the Ranger Firestorm Troop.

* If the Ranger Firestorm Troop is destroyed and not captured it never returns to play since it is automatically removed at the end of turn 2 when it would otherwise arrive.

STEP IV - EXPLOITATION

Once the beach landings have been worked out then go to any further battles that the Allies may have earned through successful beach landings. These are the only possible additional battles this turn.

STEP V - STRATEGIC PHASE

Go through the Strategic Phase as follows.

NEW REINFORCEMENTS:

ALLIES:

V Corps artillery, 90 Division and 899 Tank Destroyer Battalion will land on Utah Beach

VII Corps Artillery, 2 Division and 3 Armored Group on Omaha Beach

Special: This turn only you are allowed to have more than three Firestorm Troops at Omaha or Utah Beach. At the end of turn 2 you can only have three Firestorm Troops in place and any excess Firestorm Troops are destroyed. Firestorm Troops arriving on a beach are allowed to move one area into another Allied controlled area.

GERMANS:

Germans may start by moving all Firestorm Troops except Fortifications already on the map up to 3 areas. Then they receive the following reinforcements. These reinforcements cannot move in the same turn as they arrive.

6th regiment 2nd Fallschirmjäger Division in Carentan (H-2)

17 SS. Panzergrenadierdivision in Périers (I-2)

902 Stug Abt. in St. Valognes (F-4)

77 Infantry Division in St. Sauveur (G-2)

TURN 2: CONSOLIDATING THE BEACHHEADS

7 - 14 JUNE, 1944

Our landings in the Cherbourg-Havre area have failed to gain a satisfactory foothold and I have withdrawn the troops. My decision to attack at this time and place was based on the best information available. The troops, the air and the Navy did all that bravery and devotion to duty could do. If any blame or fault attaches to the attempt, it is mine alone.

- Dwight D. Eisenhower, written in advance of the Normandy invasion, in case of its failure, but never delivered.

Number of battles: 6-8 (1d3 + 5)

Initiative bonus: Allies +1 and win ties

Allied Air sorties available: 3

Naval Gun Fire Support: 3

Special rules:

Caumont Gap: Under severe pressure from American attacks, the 352nd's left flank collapsed. With its position no longer tenable, on the night of 9-10 June, the division pulled back towards Saint-Lô. This withdrawal created a 7.5-mile (12.1 km) hole in the German lines near the village of Caumont-l'Éventé, dubbed by the Allies the 'Caumont Gap'

If the Allies capture Bayeux (H-8) in this turn (or start in possession of it) they may immediately capture I-6 and move any Firestorm Troops from Bayeux (H-8) to Caumont (I-6) as if they had just won it in battle. In the Grand Campaign it doesn't make a difference whether Bayeux (H-8/A-1) is captured by British or U.S. forces and this triggers the conditions for Villers-Bocage special rule in Firestorm Caen.

Victory Point Bonus (turn 2 only): Consolidating the beachheads is imperative. If the Allies can connect Utah and Omaha by controlling connecting areas between the two and are in possession of Bayeux then award the U.S. a 50 victory point bonus. If they fail, award the bonus to the Germans instead.

The first priority for the Allies following the landings was to consolidate the Beachheads, which were vulnerable until they could support each other. Utah and Omaha were separated by the Vire River and had to link through Carentan and Isigny. To the east Omaha Beach was to link with Gold Beach at Bayeux. Fighting was especially hard around Carentan where Von der Heydte's 6 Fallschirmjäger regiment put up a stiff defence. Around Utah the flooding of the marshes made movement difficult and the capture of small bridges was required to move from the beachhead. Omaha was the most tenuous of all the landings. The 352 Grenadier Division was a tough opponent, but alone it could not stand against the might of the invasion. The German High Command identified the area of the invasion around Caen as the most dangerous, and sent most of its armour there, while they did their best to find troops to form a continual defence. By the 9 June contact had been made from Omaha to Utah and Gold. The 1 Infantry Division was fortunate to find a break in the German lines between the crumbling 352 Infantry Division and Panzer Lehr, and managed to exploit it all the way to Caumont. This set the stage for the battle of Villers-Bocage, as the British 7 Armoured Division moved to exploit the gap.

The invasion was proving to be harder than expected, and most of the initial objectives had not been met but the beachheads had been connected and a firm foothold was slowly taking hold.

STRATEGIC PHASE

NEW REINFORCEMENTS

Allies: Any U.S. controlled Beach

9 Division, 30 Division, 79 Division, 2 Armored Division, 4 Cavalry Group, XIX Corps Artillery

In Allied controlled areas H-8, I-6 or J-5

British 15 Infantry Division

British 50 Infantry Division

Germans: In any German controlled area in supply

3 Fallschirmjäger Division, 12 Fallschirmjäger Assault Gun Brigade, LXXXIV Corps Artillery, 101 Fortress Rocket Projector Regiment

Special: British Infantry Divisions were part of the British sector and represent their western end. They can only be in the eastern part of the map and not west of U.S. troops.

Remove the Ranger Firestorm Troop

At the end of turn 2 remove the Ranger Firestorm Troop from play. The Rangers have accomplished their objectives and these light troops are withdrawn. It does not return for this Campaign.

TURN 3: CUTTING THE COTENTIN

15 - 18 JUNE, 1944

I doubt if anyone who ever ducked bullets and shells in the hedgerows, waded through the mud on foot, and scrambled over the hedgerows never knowing when he might find himself looking into the muzzle of a German tank gun, will look back on those days with any remembered feeling other than of the deadly unrelenting fatigue and danger. Except when the Germans counterattacked, there was so little result to show for so much suffering; just a few hedgerows gained, each one just like those already behind and those still to take.

— Anon.

Number of battles: 2-4 (1d3 + 1)

Initiative bonus: Allies +1 and win ties

Allied Air sorties available: 3

Naval Gun Fire Support: 3

Special rules:

Concentrate on Cherbourg: General Bradley has called a halt to any further offensives south. The U.S. player cannot make attacks or Exploitation Moves into any areas starting with I or J except to recapture any areas that the Germans manage to capture. This rule remains in play (turns 3, 4 and 5) until Cherbourg is captured.

Cutting the Cotentin: If the U.S. manage to cut Cherbourg from supply by crossing the Cotentin, then place the Special Supply Marker in Cherbourg. All German units can draw supply from Cherbourg while the marker is in play. At the end of the turn, remove the marker, and all Germans must be able to trace supply to J-1, J-2, J-4 and J-5 or they are considered out of supply. Once removed the Special Supply Marker does not come back into play. Even if the Germans manage to break through and are cut off again it isn't possible to build up supply stocks in Cherbourg anew.

One of the first priorities of Operation Overlord was to secure a deep harbour, and Cherbourg had been identified as the main objective. A direct naval assault into the port had been rejected because Cherbourg was well defended from the sea, and the Dieppe Raid had shown how hard such an attack would be. Cherbourg was, however, also well defended from land with strong fortifications, and a direct advance against it proved to be problematic. Meanwhile, there were difficulties within the German High Command. Rommel wanted to withdraw and build a new defence line further east while Hitler would not consider any withdrawal. These problems were further confounded by the loss of a few of their generals by Allied Air Attacks. Nevertheless, the Germans saw Cherbourg as the obvious target of the Allies, and made plans accordingly. Precious troops were sent into the Cotentin to deny the U.S. Cherbourg for as long as possible. General Bradley was well aware of the significance of Cherbourg and concluded that he did not have the resources to capture the city and push south at the same time. So all offensive operations south were put on hold until Cherbourg could be captured. The push north-west from Utah was met with stiff resistance, and Major-General "Lightning Joe" Lawton Collins decided to change tactics. The U.S. forces would press directly west and cut the Cotentin and Cherbourg from supply. The 90 Infantry Division was tasked with this attack, but when it failed to make any reasonable progress, it was deemed to be lacking in offensive spirit, and was replaced. So the attack was carried out by the 82 and 9 Divisions, which managed to cross and secure the Cotentin, thus separating the German forces. Unfortunately, a severe storm hit the English Channel and effectively put a hold on further offensive actions for a few days, allowing the Germans to form a better defensive line.

STRATEGIC PHASE

NEW REINFORCEMENTS

Allies: Any U.S. controlled Beach

3 Armored Division, 612 Tank Destroyer Battalion, 5 Infantry Division, 83 Infantry Division

Germans: In any German controlled area in supply

275 Infantry Division, 276 Infantry Division

Remove an Airborne Division Firestorm Troop

At the end of turn 3 remove the one Airborne Firestorm Troop from play, either 82 or 101 depending on the Allied player's choice. The paratroopers are specialised elite troops and not intended for battles of attrition. In fact, they should have been replaced earlier, but the hard fighting in Normandy has kept them in place. It does not return for this Campaign.



TURN 4: ASSAULT ON CHERBOURG

19 -29 JUNE, 1944

Even if worst comes to worst it is your duty to defend the last bunker and leave the enemy not a harbour but a field of ruins... the German people and the whole world are watching your fight; on it depends the conduct and result of operations to smash the beachheads and the honour of the German Army and of your own name.

Direct order from Hitler to von Schlieben who was appointed the Commandant of Cherbourg

Number of battles: 7-9 (1d3 + 6)

Initiative bonus: Allies +2 and win ties

Allied Air sorties available: 4

Naval Gun Fire Support: 3

Special rules: None

Two weeks after the invasion Cherbourg had not yet been captured, and the storm highlighted the problems of the Allies if they could not secure a safe harbour. With the Allied lodgement secure, the U.S. forces drove hard for Cherbourg. Again, the VII Corps under the command of "Lightning Joe" Lawton Collins took over the offensive, which was in three prongs, approaching Cherbourg from the west, south and east. Von Schlieben was forbidden by Hitler from withdrawing his forces into Cherbourg and making a final stand there. The Germans were not allowed to give any ground. While the Germans made their stand, teams of demolition pioneers systematically demolished Cherbourg, hoping to leave nothing of use for the Allies.

STRATEGIC PHASE

NEW REINFORCEMENTS

Allies: Any U.S. controlled Beach

8 Infantry Division, 28 Infantry Division, 35 Infantry Division, VIII Corps Artillery

Germans: In any German controlled area in supply

2 SS Das Reich Panzer Division, Panzer Lehr Division, 2 Panzer Division, 5 Fallschirmjäger Division

Remove the remaining Airborne Division Firestorm Troop

At the end of turn 4 remove the remaining Airborne Firestorm Troop from play. The paratroopers are specialised elite troops and not intended for battles of attrition. In fact, they should have been replaced earlier, but the hard fighting in Normandy has kept them in place. It does not return for this Campaign.

TURN 5: SAINT-LÔ

THE CAPITAL OF THE RUINS 3 – 20 JULY, 1944

"We sure liberated the hell out of this place".

- Anon US soldier.

Number of battles: 5-7 (1d3 + 4)

Initiative bonus: Allies +2 and win ties

Allied Air sorties available: 4

Naval Gun Fire Support: 3

Final Turn: Check Victory conditions.

TOTAL YOUR VICTORY POINTS AT THE END OF THE TURN AND DETERMINE THE WINNER OF FIRESTORM: CHERBOURG & ST. LÔ.

I hate war as only a soldier who has lived it can, only as one who has seen its brutality, its stupidity.

- Dwight D. Eisenhower

After a full month, the Allied position appeared to have bogged down, and it was felt there was a real danger that the Germans would manage to isolate the landings, and turn the fighting in Normandy into World War I trench warfare. With Cherbourg now secure, General Bradley started focusing on a breakout. St. Lô had been one of the invasions initial objectives. It was a communications, rail and road network centre and as such had been under constant Allied bombing since the invasion began. To prepare for a breakthrough operation, it was vital that St. Lô was first secured as a staging ground for future operations. The time had now come to take it in order to pave the way for Operation Cobra, the main breakthrough attack. Montgomery initiated operations in the British sector with the hopes of managing a breakthrough, but also to draw further major German formations there so as to increase the chances of the U.S. forces. The Germans were pressed to the breaking point and were forced to draw what units they could spare to shore up the defences around St. Lô. Amazingly, Hitler was still convinced that Normandy was a side show and that the main invasion had yet to take place and would not release rested and ready divisions from Pas de Calais. There was even hope that once the Allies captured Cherbourg that the Normandy front would quite down. But this was not to be.



FIRESTORM TROOPS

ALLIED TROOPS

1st Big Red One and 9th Hitler's Nemesis Infantry Divisions.

Rated as **Confident Veteran**.

150



2nd Indian Head, 4th Ivy, 5th Red Diamond, 8th Pathfinder, 28th Keystone, 29th Blue and Grey, 30th Old Hickory, 35th Santa Fe, 79th Cross of Lorraine, 83th Thunderbolt and 90th Tough 'Ombres Divisions.



Rated as **Confident Trained**, if you are using the Optional Rules then the 90th is **Reluctant Trained**.

Roll one die and reinforce your company with the appropriate unit shown below.



Reinforce your company with a Rifle Platoon with a Command Rifle, nine Rifle teams and a Bazooka team.

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle	16"/40cm	1	2	6	Automatic Rifles
Bazooka team	8"/20cm	1	10	5+	Tank Assault 4



Reinforce your company with a Field Artillery Battery, with a command team, observer team and staff team and four M2A1 105mm howitzers. Rated as same as the Infantry Division.

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
105mm Howitzer	Heavy	24"/60cm	1	9	2+	Breakthrough gun, Gun shield, Smoke
Firing bombardments		72"/220cm	-	4	4+	Smoke bombardment



Reinforce your company with three M4 or M4A1 Sherman Tanks. All are Confident Trained regardless of parent division except for the 4th Ivy Division which are Confident Veteran.

Name	Mobility	Front	Side	Top	Equipment and notes
Weapon	Range	ROF	Anti-tank	Firepower	Notes
M4 or M4A1 Sherman	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG
M3 75mm gun	32"/80cm	2	10	3+	Smoke, Stabilizer

50 Northumbrian Division & 15 Scottish Division (British).

150

50 Division is rated as **Confident Veteran**. 15 Division is rated as **Confident Trained**.

Use all the standard British rules.



Reinforce your company with a Rifle Platoon with a Command Rifle/MG team, six Rifle/MG Teams, one PIAT Team and Light Mortar Team. All Rifle/MG teams have Sticky Bombs.

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.
PIAT team	8"/20cm	1	10	5+	Tank Assault 4

82nd All American and 101st Screaming Eagles.

200

Rated as **Fearless Veteran**.



Reinforce your company with a Parachute Rifle Platoon with a Command Rifle/MG team, six Rifle/MG Teams, one M2 60mm Mortar Team and Bazooka Team. All Rifle/MG teams have Gammon Bombs.

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle/MG team	16"/40cm	2	2	6	Gammon Bombs Tank Assault 3
Bazooka Team	8"/20cm	1	10	5+	Tank Assault 4
Weapon	Mobility	Range	ROF	Anti-tank	Firepower Notes
M2 60mm Mortar	Man-packed	24"/60cm	2	1	3+ Minimum range 8"/20cm
Firing bombardments	32"/80cm	-	1	6	

2nd Ranger Battlalion.

150

Rated as **Fearless Trained**.



Reinforce your company with a Ranger Platoon with a Command Rifle team, six Rifle and one M2 60mm Mortar Team.

Team	Range	ROF	Anti-tank	Firepower	Notes
Rifle	16"/40cm	1	2	6	Automatic Rifles
Weapon	Mobility	Range	ROF	Anti-tank	Firepower Notes
M2 60mm Mortar	Man-packed	24"/60cm	2	1	3+ Minimum range 8"/20cm
Firing bombardments	32"/80cm	-	1	6	

V, VII, VIII and XIX Corps Field Artillery

200



Reinforce your company with a Field Artillery Battery (155), with a command carbine team, observer team, staff team and four M1 155mm howitzers and a L4 Grasshopper AOP. Rated as **Confident Trained**.

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
M1 155 howitzer	Immobile	24"/60cm	1	10	1+	Bunker buster, Gun shield, Smoke
Firing bombardments		88"/220cm	-	5	2+	Smoke bombardment

Independent Tank Battalion

150

70 Tank Battalion, 3 Armored Group.



70 Tank Battalion is rated as **Confident Veteran**. 3 Armored Group is rated as **Confident Trained**.

Reinforce your company with a Tank Platoon with five M5A1 Stuarts.

Name	Mobility	Front	Side	Top	Equipment and notes
Weapon	Range	ROF	Anti-tank	Firepower	Notes
M5A1 Stuart	Light Tank	4	2	1	Co-ax MG, Hull MG, AA MG
M6 37mm gun	24"/60cm	2	7	4+	Stabiliser.

Armoured Division

300

2nd Hell on Wheels and 3 Spearhead Armored Divisions.



2nd Armored is rated as **Confident Veteran**. 3rd Armored is rated as **Confident Trained**.

Reinforce your company with a Tank Platoon with five M4 or M4A1 Shermans.

Name	Mobility	Front	Side	Top	Equipment and notes
Weapon	Range	ROF	Anti-tank	Firepower	Notes
M4 or M4A1 Sherman	Standard Tank	6	4	1	Co-ax MG, Hull MG, .50 cal AA MG
M3 75mm gun	32"/80cm	2	10	3+	Smoke, Stabiliser.

Cavalry Recon Troop

100

4th Cavalry Group



Reinforce your company with a Cavalry Assault Gun Battery with four M8 Scott HMC. Rated as **Confident Trained**.

Name	Mobility	Front	Side	Top	Equipment and notes
Weapon	Range	ROF	Anti-tank	Firepower	Notes
M8 Scott HMC	Light Tank	3	2	0	.50 cal AA MG.
M1A1 75mm howitzer	16"/40cm	2	6	3+	Smoke.
Firing bombardments	64"/160cm	-	3	6	

Tank Destroyer Battalion

250

899th and 612th Tank Destroyer Battalions.



899th is rated as **Confident Veteran**. 612th is rated as **Confident Trained**.

Reinforce your company with a Tank Destroyer Platoon of four M10 3in GMC and Security Section.

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Equipment and notes Notes
M10 3in GMC	Standard Tank	4	2	0	.50 cal AA MG.
M7 3in gun	32"/80cm	2	12	3+	Slow traverse.

Ninth Airforce

N/A



AIRCRAFT (see each turn)

Reinforce your company with **Priority Air Support** Typhoon Aircraft.

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
P-38 Lightning	Cannon	3+	7	5+	
Bombs	4+	5	1+		
P-47 Thunderbolt	MG	2+	6	5+	
Bombs	4+	5	1+		

NGFS

N/A



NGFS (from Turn 2)

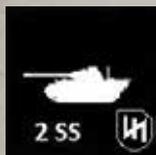
Reinforce your company with a NGFS Observer rifle team and one of the following. Each NGFS corresponds to their counter and can only be used once per turn. Rated **Confident Trained**.

Weapon	Range	ROF	Anti-tank	Firepower	Notes
Destroyer	72"/180cm	-	4	3+	4-gun battery, Naval gunfire Support
Light Cruiser	112"/280cm	-	6	1+	8-gun battery, Naval gunfire Support
Heavy Cruiser	112"/280cm	-	6	1+	12-gun battery, Naval gunfire Support

GERMAN SEVENTH ARMY

2. SS-Panzerdivision Das Reich and Panzer Lehr.

350



Reinforce your company with a Panther Platoon with two Panther A. 2. SS Das Reich is rated as **Fearless Veteran**. Panzer Lehr is rated as **Confident Veteran**.

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Equipment and notes Notes
Panther A 7.5cm KwK42	Standard Tank 32"/80cm	10 2	5 14	1 3+	Co-ax MG, Hull MG, Wide Tracks

17. SS-Panzerdivision 'Götz von Berlichingen'

300



Reinforce your company with a SS-Panzer Platoon with three StuG IV. Rated as **Fearless Veteran**.

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Equipment and notes Notes
StuG IV 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen Hull mounted

2. Panzerdivision

250



Reinforce your company with a Panzer Platoon with three Panzer IV H. 2. Panzerdivision is rated as **Confident Veteran**.

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Equipment and notes Notes
Panzer IV H 7.5cm KwK40	Standard Tank 32"/80cm	6 2	3 11	1 3+	Co-ax MG, Hull MG, Protected ammo, Schürzen

902 StuG. Abt.

250



Reinforce your company with an Assault Gun Platoon with three StuG G. Rated as **Confident Veteran**.

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Equipment and notes Notes
StuG G / IV 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen Hull mounted

12 Paratroop Assault Gun Brigade

200



Reinforce your company with a Fallschirm Assault Gun Platoon with two StuG G and one StuH42. Rated as **Fearless Trained**.

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Equipment and notes Notes
StuG G / IV 7.5cm StuK40 gun	Standard Tank 32"/80cm	7 2	3 11	1 3+	Hull MG, Protected ammo, Schürzen Hull mounted
StuH42 10.5cm StuH42 gun	Standard Tank 32"/80cm	7 2	3 10	1 2+	Hull MG, Protected ammo, Schürzen Hull mounted, Breakthrough Gun, smoke

6th Regt. 2nd, 3rd and 5th Fallschirmjäger Division

150



2nd and 3rd Fallschirmjäger are **Fearless Veteran**. 5th Fallschirmjäger is **Fearless Trained**.

Reinforce your company with a Fallschirmjäger Platoon with two Fallschirmjäger Squads. A Command Panzerfaust SMG and six Rifle/MG Teams.

Team	Range	ROF	Anti-tank	Firepower	Notes
SMG team	4"/10cm	3	1	6	Full ROF when moving
Panzerfaust	4"/10cm	1	12	5+	Tank Assault 6
Rifle/MG team	16"/40cm	2	2	6	

Panzer Ausbildungs und Ersatz Abteilung 100

100

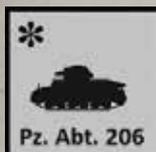


Reinforce your company with a Panzer Platoon with one Panzer 35-S 739(f) and four Panzer 35-R 731(f). Panzer Abteilung 100 is rated as **Confident Trained**.

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Equipment and notes Notes
Panzer 35-S 739(f) (S-35) 4.7cm KwK35 (f) gun	Standard Tank 24"/60cm	4 2	3 6	1 4+	Co-ax MG One-man turret.
Panzer 35-R 731 (f) (R-35) 3.7cm KwK18 (f) gun	Slow tank 16"/40cm	3 2	3 4	1 4+	Co-ax MG One-man turret

Panzer Abteilung 206

100



Reinforce your company with a Panzer Platoon with one Panzer 35-S 739(f) and three Panzer 38-H 735(f). Panzer Abteilung 206 is rated as **Confident Trained**.

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Equipment and notes Notes
Panzer 35-S 739(f) (S-35) 4.7cm KwK35 (f) gun	Standard Tank 24"/60cm	4 2	3 6	1 4+	Co-ax MG One-man turret.
Panzer 38-H 735 (f) (H-39) 3.7cm KwK38 (f) gun	Standard tank 16"/40cm	3 2	3 5	1 4+	Co-ax MG One-man turret

LXXXIV Corps Artillery

200



Reinforce your company with a Grenadier Heavy Artillery Battery with a Command SMG Team, a Staff Team, two Observer rifle teams and four 15cm sFH18 Howitzers. Rated as **Confident Veteran**.

Team	Mobility	Range	ROF	Anti-tank	Firepower	Notes
15cm sFH18 howitzer	Immobile	24"/60cm	1	13	1+	Bunker buster, Smoke
Firing bombardments		80"/200cm	-	5	2+	Smoke bombardment

101 Fortress Rocket Projector Regiment

100



Reinforce your company with a Rocket Launcher Battery with a Command SMG Team, Observer Rifle Team and three 15cm NW41 Rocket Launchers. Rated as **Confident Veteran**.

Team	Mobility	Range	ROF	Anti-tank	Firepower	Notes
15cm NW41 rocket launcher	Light	64"/160cm	-	3	4+	Rocket launcher, Smoke bombardment

Coastal Artillery Units

150

Army Coastal Artillery Regiment 1261 & 1262



Reinforce your company with a Grenadier Artillery Battery with a Command SMG Team, a Staff Team, two Observer rifle teams and four 12.2cm FH396(r) guns in gun pits with a trench line. Rated as **Confident Trained**.

Team	Mobility	Range	ROF	Anti-tank	Firepower	Notes
12.2cm FH396(r) howitzer	Immobile	24"/60cm	1	8	2+	Breakthrough gun, gun pit
Firing bombardments		80"/200cm	-	4	3+	Smoke bombardment



Infantry Division

100

77, 91, 243, 275, 276, 352 and 709 Infantry Divisions.



Even before Operation Overlord, many of the German Divisions were understrength. Some had a core of veterans, but most were fleshed out with young and old recruits as the war sapped Germany's manpower reserves. After the initial landings, the German defences were scattered. Allied Air superiority made all movement hazardous and the lack of available forces had German units thrown in piecemeal to block the Allied advance. This piecemeal approach resulted in the infantry being unable to fight at full strength. Nevertheless, the constant attrition wore down the Allied forces that had to be wary of snipers, anti-tank guns, mortar fire and ambushes.

352. Infanterie Division special rule. The 352 had a core of veterans and were up to strength at the start of D-Day. In the days that followed, it suffered very heavy casualties and any replacements it received were raw recruits. The 352. Infantry Division starts the game as a Veteran Division. Roll as below, but all platoons are veteran rather than trained. Once it is destroyed, it becomes the same as all other German divisions, and its platoons become trained.

Variable Marker:

Roll one die and reinforce your company with the appropriate unit shown below. One Platoon of either:



2x Snipers

Team	Range	ROF	Anti-tank	Firepower	Notes
Sniper	16"/40cm	1	0	4+	See snipers.



A Grenadier Mortar Platoon with 1 Command SMG team, two Observer rifle teams and four 8cm GW34 mortar teams. Rated as **Confident Trained**.

Gun Team	Mobility	Range	ROF	Anti-tank	Firepower	Notes
8cm GW34 mortar	Man-packed	24"/60cm	2	2	3+	Smoke. Minimum range 8"/20cm
Firing bombardments		40"/100cm	-	2	6	Smoke bombardment



A Grenadier Platoon with 1 Command Panzerfaust SMG team, four Rifle/MG teams and a 7.5cm PaK40 attached. Rated as **Confident Trained**.

Team	Range	ROF	Anti-tank	Firepower	Notes
Command SMG team	4"/10cm	3	1	6	Full ROF when moving
Rifle/MG Team	16"/40cm	2	2	6	
Panzerfaust	4"/10cm	1	12	5+	Tank assault 6. No move and shoot.

Gun Team	Mobility	Range	ROF	Anti-tank	Firepower	Notes
7.5cm PaK40 gun	Medium	32"/80cm	2	12	3+	Gun shield



An Assault Gun platoon with two StuG G or StuG IV assault guns. Rated as **Confident Trained**.

Name	Mobility	Front	Side	Top	Equipment and notes
Weapon	Range	ROF	Anti-tank	Firepower	Notes
StuG G / IV	Standard Tank	7	3	1	Hull MG, Protected ammo, Schürzen
7.5cm StuK40 gun	32"/80cm	2	11	3+	



Fortified areas

100

Army Coastal Artillery Regiment 1261 & 1262



Cherbourg had a number of bunkers and fortifications built to protect the city. Some had been built previously by the French and others had been added by the Germans. Roll one die and reinforce your company with the appropriate unit shown below.



2 HMG nests and 2 Barbed Wire Entanglements.



2 HMG nest and 2 Minefields.



A 5cm PaK38 Pillbox, a HMG nest and 2 Minefields.

Weapon	Range	ROF	Anti-tank	Firepower	Notes
5cm PaK38 Pillbox	24"/60cm	3	9	4+	
HMG Nest	16"/40cm	6	2	6ROF 3 when Pinned Down	

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, the Allies 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. There are two different types of Aircraft, the U.S. player decides what type he wants from the counters available.

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 9 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 five campaign turns. Each Campaign turn is almost a mini campaign in itself as players act out distinct parts of the battles for Cherbourg & St. Lô. In each campaign turn the rules dictate how initiative is determined, the number of Air Sorties and NGFS 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.

Cherbourg Supply Marker: The Germans trace supply to J-1, J-2, J-4 and J-5. If Cherbourg is cut from German supply then place the marker on Cherbourg. Until the end of that turn the Germans may draw supply from Cherbourg. At the end of the turn the marker is removed and all areas that cannot trace their supply to J-1, J-2, J-4 and J-5 are out of supply.

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: 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 Cherbourg & St. Lô is a mini-campaign this is much simpler than in Bagration or Market Garden.

NGFS: In Firestorm: Cherbourg & St. Lô the Allied player is allocated Naval Gun Fire Support from Turn 2 through turn 5. Except for Omaha Beach on Turn 1, players may not purchase NGFS in their normal forces. The Allied player may, as with Air Attacks, allocate NGFS as a Firestorm Troop to battles. The Allied player receives an observer or AOP and off board NGFS from Allied warships. These are allocated each turn, and once used cannot be used again that turn. Because they are off board, they can never be destroyed. There is also a limit to the Range of NGFS. Destroyers can fire up to two areas inland while the Cruisers can fire up to three areas inland; both counting from Utah and Omaha Beach.

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

Stacking: In Firestorm Cherbourg & St. Lo the maximum number of Firestorm Troops allowed per area is three. Neither player may intentionally exceed this limit, and if forced to retreat and there is no area they can retreat into due to stacking restrictions, the retreating Firestorm Troop is considered destroyed and placed with the Reinforcements. The troops may have escaped but have lost their equipment and must await new material.

Supply: Allied units trace supply to either of the beach areas Utah or Omaha while the Germans can trace supply to areas J-1, J-2, J-4 and J-5. From these areas supplies can be traced through any number of friendly areas to the fighting units. If an area cannot trace supply it is considered out of supply and must fight as such. This also presents the danger of Firestorm Troops being captured.

Turn: Firestorm Cherbourg & St. Lô has five turns, each with 2 to 9 battles. At the end of each turn both players can perform certain actions, such as 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.

THE GENERAL'S WARGAME

"Every man who set foot on Omaha Beach was a hero."

-Lieutenant General Omar Bradley

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

In The General's Wargame you command the Axis or Allied army in the Cherbourg & St. Lô campaigns in June-July 1944. As the General, you experience the ebb and flow of a large campaign that will decide the course of the war. It is strongly recommended that you play the campaign several times this way before playing it with Flames of War forces.

The General's Wargame is a fast-paced two-player game based on Firestorm: Cherbourg & St. Lô that takes between 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 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: Cherbourg & St. Lô 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: Cherbourg & St. Lô 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: Cherbourg & St. Lô campaign, remember above all else that, like Napoleon, your country needs lucky generals — so roll good dice.

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. Make Exploitation Moves
2. Land Allied Firestorm Troops on the beaches
3. Deploy new German Firestorm Troops and Reinforcements.
4. Make Strategic Moves
5. Total Your Victory Points

SETTING UP THE CAMPAIGN MAP

Set up the campaign maps and play each turn as normal.

ORDER ONE – 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. Allies 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 TWO – 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: Cherbourg & St. Lô 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 and NGFS (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. The Cherbourg special supply counter is used as in the normal 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 an attacker defeated.

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.

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. Then compare the result to the table below.

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. 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. In addition any Firestorm Troop that is destroyed while out of supply is captured as well, even if there are friendly areas to retreat to. This earns the victorious Commander extra Campaign Victory Points. Report the capture of these Firestorm Troops to your General.

Firestorm Troops marked with an * are permanently destroyed. They do not return to play as reinforcements. These are Firestorm Troops that represent small units or those that have no suitable replacements. They do not award victory points to the U.S. side.

FIRESTORM TROOP VALUES

UNIT	BOCAGE	CITY	OPEN	HILL	MARSH
Trained Infantry	+2	+2	+1	+1	+2
Veteran Infantry, Rangers, Airborne, Fallschirmjäger	+3	+3	+2	+2	+2
Sherman, Stug, Panzer IV	+2	+1	+3	+3	+2
Panther	+3	+1	+4	+3	+3
Stuart	+1	+1	+2	+2	+1
Tank Destroyers	+2	+1	+3	+2	+3
US Artillery	+3	+2	+3	+2	+3
Cavalry Group	+2	+1	+2	+2	+1
Nebelwerfer 902 StuG Abt.	+2	+1	+2	+2	+2
*Beute Panzer, HMG fortification	+1	+1	+1	+1	+1
NGFS, German Artillery, Artillery fortification	+2	+2	+2	+2	+2
Air Support	+1	+1	+3	+2	+3

SITUATION MODIFIERS

DEFENDING	BONUS
Over minor river	+1
Over major river (Vire)	+2
Allies defending Utah or Omaha	+2
While out of supply	-1

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+	-

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

ORDER THREE – STRATEGIC PHASE

1. Make Exploitation Moves

Despite the tight confines of the Normandy Bocage the US Army did occasionally find breaks in the hard pressed German defences.

In turns 3, 4 and 5 the US side is allowed to make one Exploitation move.

To make an exploitation move, you move one of your own Firestorm Troops into an adjacent enemy-controlled area that does not have any Firestorm Troops, including fortifications, in it.

The troop must be in supply.

Corps artillery may not make Exploitation Moves.

Mark the area with a Battle Arrow to show that it has been recently captured as you cannot make a Strategic Move into an area that you exploited into.

2. Land Allied Firestorm Troops on the beaches

At the end of each turn the Allied player may land reinforcements on the two beaches, Utah (G-4) and Omaha (H-6). These are the only areas his reinforcements may land and they are subject to stacking rules. After the end of turn 2 a maximum of three Firestorm Troops may be in those areas at any time. It is imperative that the Allied players advance from the beaches to make room for new reinforcements. Every turn the Allies receive new units. These are placed directly in reinforcements and must be placed on the beaches subject to stacking restrictions. All Allied Firestorm Troops destroyed are also placed in reinforcements. It is likely that the Allies cannot place all the Firestorm Troops during this step and the remainder must wait one turn or possibly more before they arrive.

All U.S. Allied Firestorm Troops in reinforcements must be placed on the two beach areas Utah and Omaha subject to stacking restrictions. This is very different from previous Firestorms and represents the difficulty of supplying and reinforcing an army over landing beaches. Along with stacking restrictions it puts added pressure on the Allies to push from the beaches to create room for new arrivals. The two British Firestorm Troops arrive as described in turn 2.

2.1 Withdraw Allied Firestorm Troops

Some of the U.S. Troops were very specialised Assault Units and not intended for prolonged combat. Some had to stay in line far longer than intended but eventually all

were withdrawn. Withdraw the following Firestorm Troops from the game at the end of the following turns. Once withdrawn they do not re-enter play, nor do they award any Victory Points for being withdrawn.

TURN 2 – Rangers

TURN 3 – One U.S. Airborne Division

TURN 4 – Remaining U.S. Airborne Division

3. Deploy new German Firestorm Troops and Reinforcements.

Likewise, the Germans place their Firestorm Troops from reinforcements. New units are placed on the map in friendly controlled areas as per turn instructions. German Firestorm Troops returning to play after having been destroyed are placed back in areas J-1, J-2, J-3, J-4 and J-5, that is under friendly control. They are subject to stacking restrictions and if there are not enough free areas available the remainder is left in reinforcements. Note that this can only happen if the Allied offensive is extraordinarily successful.

4. Make Strategic Moves

Redeploying forces before a major offensive provides you with the flexibility to meet both known and unknown threats. In Firestorm: Cherbourg & St. Lô you may redeploy your units before the next turn starts. Both sides, starting with the Germans, now can move any units on the map up to three areas, through friendly areas. They cannot pass through enemy held areas. During this redeployment it is permissible to exceed stacking limits while the units move, but at the end of this step there is still a three Firestorm Troop stacking limit.

The reason for only three areas is twofold, for the Germans it is the effects of constant Allied air attacks, while for the Allies it is the limited road network and high concentration of forces.

5. 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.

TURN 1

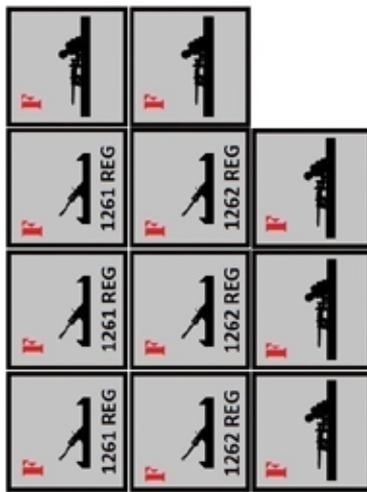
D-DAY DEPLOYMENT



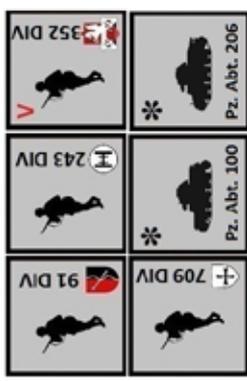
REINFORCEMENTS



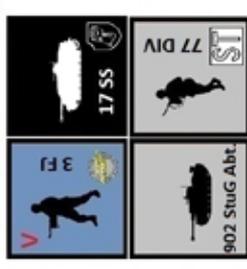
FORTIFICATIONS



DEPLOYMENT



REINFORCEMENTS



TURN 2

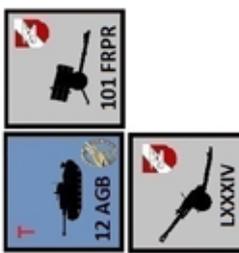
CONSOLIDATING THE BEACHHEADS



BRITISH SPECIAL REINFORCEMENTS

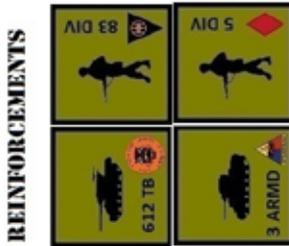


REINFORCEMENTS



TURN 3

CUTTING THE COTENTIN



REINFORCEMENTS

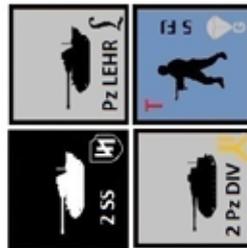


TURN 4

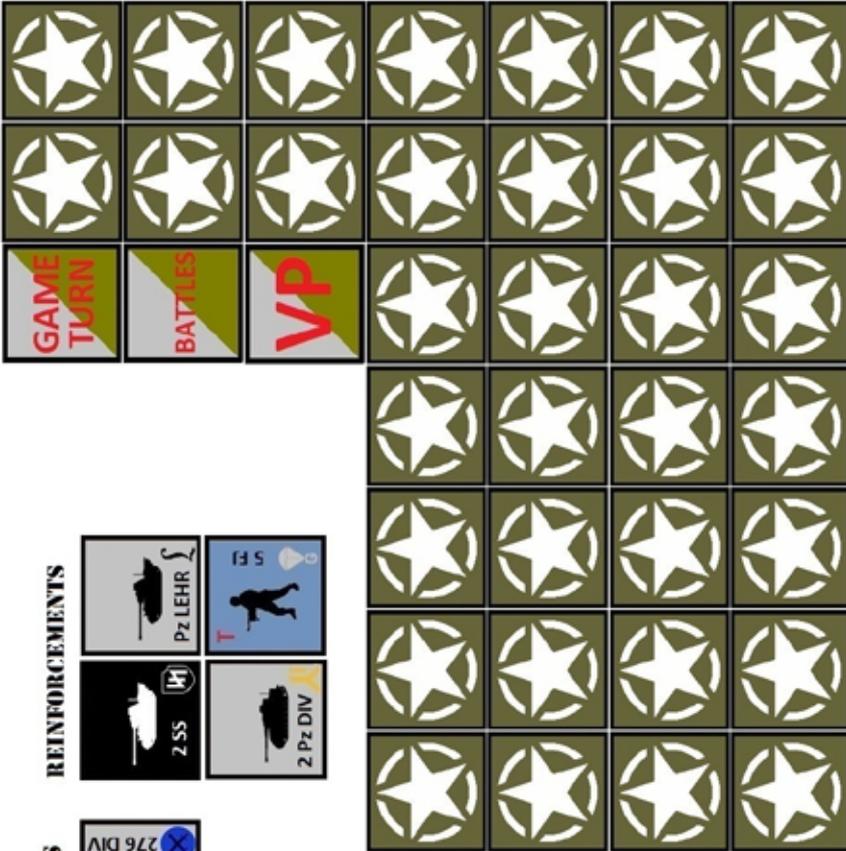
ASSAULT ON CHERBOURG



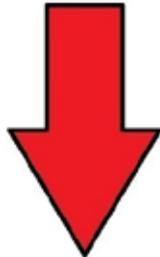
REINFORCEMENTS



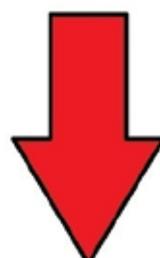
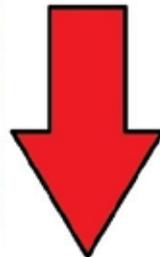
AIR SORTIE & NAVAL SUPPORT MARKERS



REVERSE



BATTLE ARROWS



FIRESTORM: CHERBOURG & ST. LÔ

NAVAL GUNFIRE SUPPORT



GAME TURN	Operation:	Battles:
1	D-Day	Special
2	Consolidating the Beachheads	6-8
3	Cutting the Cotentin	2-4
4	Assault on Cherbourg	7-9
5	The Capital of Ruins - St. Lo	5-7

NUMBER OF BATTLES		
1	2	3
4	5	6
7	8	9

Allied Air Sorties	Allied Reinforcements	German Reinforcements

- 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
- ORDER THREE- STRATEGIC PHASE**
1. Make Exploitation Moves
 2. Land Firestorm Troops on the beaches
 3. Deploy new German Firestorm and Reinforcements
 4. Total your Victory points
- General's Game**
8. Roll to Destroy
 9. Retreat and Capture