



Campaign – modified

Preface

Firestorm Market Garden Campaign board game and book are a very good product made by Battlefront. However, even though there is a good amount of fun and freedom in this game the one thing it does do well is reduce the length of a campaign game but not by enough.

The following changes are my attempts to make the game playable by a minimum of three people in a weekend and still have time to do all those other life necessary tasks in a weekend.

I have also included plenty of scope to allow a player to bring to the table all those other things that the published game seems to self restrict itself with. I hope you get a good idea of the changes from this short write up. I have included a work through process chart to illustrate how simple it can be. Have fun.. Martin Ellis



Contents

Preface	1
Designed to meet the following needs:.....	3
Changes to the standard game are:.....	3
Alterations in game play are:	3
Required items to alter the game are:.....	3
Additional markers.....	3
Battle Chits.....	4
Umpires decisions:.....	5
Army Lists Requirements	6
Axis and Allies lists	6
List from yours and your opponents available models.....	6
Composition restriction	6
Example army list.....	7
Second Six List.....	8
I need a hero List.....	9
Reasons for changes and additions	10
Game mechanics, examples.....	10
Your firestorm army list markers	10
Unofficial Firestorm Errata.....	11

Press Ctrl while selecting a chapter to navigate directly to it.



Designed to meet the following needs:

- 2 day campaign (i.e weekend);
- Allow for pre made army lists;
- Allow a player to play Axis or Allied battles;
- Allow Support and Divisional support units to replace Published Firestorm units;
- Remove the use of Proxies;
- Allow addition of limited fortifications;
- Game play on the game board is more important to winning the game than the play on the tabletops.

Changes to the standard game are:

- [Additional markers](#) are added to the board game to represent individual army lists
- Air supply air craft and supply crates are available to the axis
- Battle Chits are given to each Commander to use throughout the game

Alterations in game play are:

- Army list markers move like firestorm markers and take up the first, firestorm marker position in any battle arrow placed.
- Battle chits are used to help test who fights a battle and to limit the table top games available.

Required items to alter the game are:

- Players to provide six army lists each (see [Army Lists Requirements](#) section)
- Players receive coloured battle chits (see Battle chits section below)
- Players provide a Second Six Lists with each army list (see [Second Six List section](#))
- Players may provide [I need a hero List](#) where option is used. (optional extra)

Additional markers

Players will need a minimum of six markers for their army lists. These can be the existing plastic markers in the game, if you are playing the historic game or you could add some custom markers. Or you may want to use any type of counter or bead marker.

However they must be unique, so that you know what army list they correspond to.

Note that there are no mechanised infantry markers for Allied Firestorm units. It is suggested that you should use the Sherman tank markers instead or if the umpire approves add some M3 Half track counter models in. Be cautious not to add too many as the Allied forces have a much higher number already. And you may cause some very bad congestion on the road areas of the map.

1:600 scale vehicles could be used if desired, especially if you wanted to make your markers look exactly like what your army includes. E.g if you had a Panzer Pioneer platoon you may choose to use a German Panzershreck figure, or a 1/600 Stuka Zu fus model.



Size Comparison - M3 halftracks shown in 15mm/1:100, 6mm/1:285, and 3mm/1:600.
From [Here](#)

Battle Chits

In order to limit your games within the 2 days you need manage which firestorm battles are resolved on the table top. A table top game may not influence the outcome of the firestorm campaign but may be fun to play.

To explain the Battle chit system I will use a three player set up but in the [Game mechanics, examples](#) sections I will show how it can work for more players.

Three players are present Martin (the umpire and commander), Michael (General of der Axis and Commander) and Potter (General of allied forces and commander)

Depending on the points values of the games to be played in the 2 days the Umpire should have a rough idea of how many games should be played. E.g if they wanted about 4 games per day then a set of small games would be required, say 600 point armies.

Each commander receives a number of different coloured chits each; the different colours correspond to the number of commanders. E.g Martin, Michael and pots get a yellow, a blue and green chit each.

Each chit allows you to challenge a battle. If Martin places a battle arrow which is between a map sector containing his army list marker and a King tiger firestorm counter into a open ground area containing Potters Airborne infantry marker, with no support or firestorm markers, he has made a challenge to Potter.

Martin as the attacker can present a chit which represents his wish to take the fight to the table top. Or he can not present the chit which means the battle is resolved as per the “Generals War” rules.

Because Potter doesn't really want to play a table top game of his 600 points of airborne vs 600points grenadiers and a King Tiger he has an opportunity to back out of the table top fight. Potter does this by presenting in return the same coloured chit. This is termed as “burning your chit”

So now Potter can only accept two more challenges or present two more challenges in the game day.

You could very well run out of counters if you decline every challenge. However who wants to sit and watch everyone else play a game?

Because there are an odd number of commanders (3) this system will work well. If you have an even number of players you could have a stalemate occur.

You can also present your chits secretly into a container or envelope. The non combat player can check and see if the counters match, and advise the result. This is a great way to determine if a meeting engagement occurs in a wood or a foggy weather scenario or if you decide you want to throw two players firestorm units against another two player firestorm markers.

Umpires decisions:

If the commanders chits are all burnt and no table top battles have resulted. The umpire can replenish the commanders with chits.

On the firestorm Market garden board, a dice roll determines how many days or battle rounds there are. This can be from 6 to 12 rounds. If you want to play 4 games in a day then the Umpire should indicate that battle chits should be used before the end of the day. However the odds of an army list marker not being challenged at least once in a day small. Game mechanics, examples



Army Lists Requirements

Army lists are what make these changes so much fun. We all enjoy putting together our armies from the book lists and sometimes we wish we could take three armies to game day and play them all. Well this is what is trying to be achieved here.

Each player submits 6 army lists. They can choose their army list from any appropriate war period list in a book. Every list should state what book the list comes from. (See below)

Axis and Allies lists

Each player must write up 3 lists from the Axis and 3 Lists from the Allied books.

List from yours and your opponents available models

Use yours and your friend's available models to build your list. For example if you have no axis models, then try and make an axis list that can use your friend's models.

Composition restriction

The army shall only be made from the Combat and Weapons Platoon options.

- ✓ *However if you had a preference to fight 1500point or higher table top games this restriction should be waived by your umpire.*



Nijmegen after the Battle, 28 September 1944

Example army list

Commander name: **Martin Ellis**
Army list name: **331st Grenadiers**
Army list source book: **Festung Europa**
Army book page reference: **pp 83**

HQ:	HQ Panzerfaust smg, 2ic Panzerknacker smg	55, pts
HQ options:	Sniper	50,pts
Combat Platoon 1:	Grenadier infantry platoon Plt HQ Panzerfaust smg, 6 x rifle/ mg teams	155, pts
Combat Platoon 2:	Grenadier infantry platoon Plt HQ Panzerfaust smg, 6 x rifle/ mg teams	155, pts
Weapons Platoon 1:	Grenadier HMG platoon Plt HQ rifle/ mg team, 1xMG42 HMG sections	90, pts
Weapons Platoon 2:	Grenadier Mortar platoon Plt HQ rifle/mg team, 1x observer rifle teams 1 x 81mm Mortar sections No transport	90, pts
Total points		595, pts



13. British paratroopers make a last careful inspection of their own and their comrades' kit before emplaning. Note the special smock and helmets. The aircraft in the background is a Whitley.

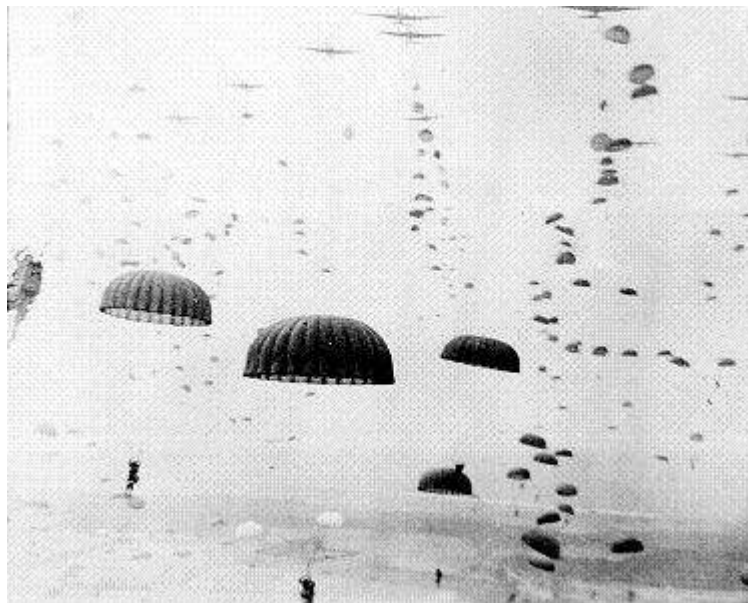
14. Ready to go. Note the quick release device on the harness (turn to unlock and press to release) and the Sten sub-machine gun carried by the man second from the left.

Second Six List

Because we don't all have the figures in the published Firestorm list it is proposed to allow a customised second list of alternative firestorm units to be available. This is intended to be optional.

Each army list shall have a selection of their own available Support or Divisional Support platoons for the army from the army book they are sourcing from.

This list should be on the reverse side of the sheet or a small table with the army list. The Firestorm units are handicapped in that they are only the organic support and Divisional support options from the book that the list is derived from. Except for where your umpire or players agree that unusual units may be used or units such as pill boxes or defensive structures are possibilities. (May be terrain specific)



Allied airborne troops parachute down into the Netherlands

I need a hero List

This is for just plain fun. If you want to throw personalities onto the table tops then the, "I need a hero" list is here for that. The suggestion is that after setting up your army on the table you roll a dice and if you get a 1 or a 6 you can then further roll on a table of six Hero traits adopted for the campaign by the referee. The odds of getting a hero are slim, being the suggested 33% chance.

The type of traits that can be expected to be seen in your heroes, are based on a couple of Heroes from the books of the period you are playing within. However you can fill out the remainder of the hero slots with other extras if you wish. The items should be fun and not too powerful and should always be an action of the Company HQ. Some ideas are the following:

- A terrible commander. My favourite is the "Empty uniform" from Band of Brothers TV series. Which you can represent as removing the commanders reroll for motivation.
- The commander gets the chance to roll a sporadic air support mission. Representing a fluke of luck to get some birds with unused ammo flying low level home and crossing your path. Restrict the load out to strafing only. A successful roll is a six only but you automatically get three aircraft.
- "Me ankle!" Your HQ commander sprains his ankle walking on a pine cone. Your HQ stays put after it's first move. You may move him double time and you may move him up more than two stories if you can reach a building. The HQ becomes yours and your opponent's second or third objective because he is too proud to evacuate to the field hospital. However any team in command distance of the HQ now gains the cautious movement rule.



Reasons for changes and additions

The main reasons for the changes are to pull the game design away from big battles in big clubs or groups of players. The designers always say that the game is open to modification by users or "house rules" in clubs. So let's be real in admitting that most people, who have the game, are not going to run a tournament from their copy.

My second reason for the change is, I want something exciting to play on the game board and on the table top that isn't going to take 2 months. My friends that play the game live collectively 5.5 hours good drive away. So if we can manage to get together for a weekend we want to make it conclusive.

Game mechanics, examples

The existing game mechanics remain intact, what is changed is that we are adding in to the game.

The same number of firestorm units is used. If you play the historic mission then you should place one of your six army lists with one of the Firestorm markers.

A preference is to use the firestorm units deployed first. If you have a tank army then associate it with a tank counter. And the same applies to infantry and mechanised Infantry markers.

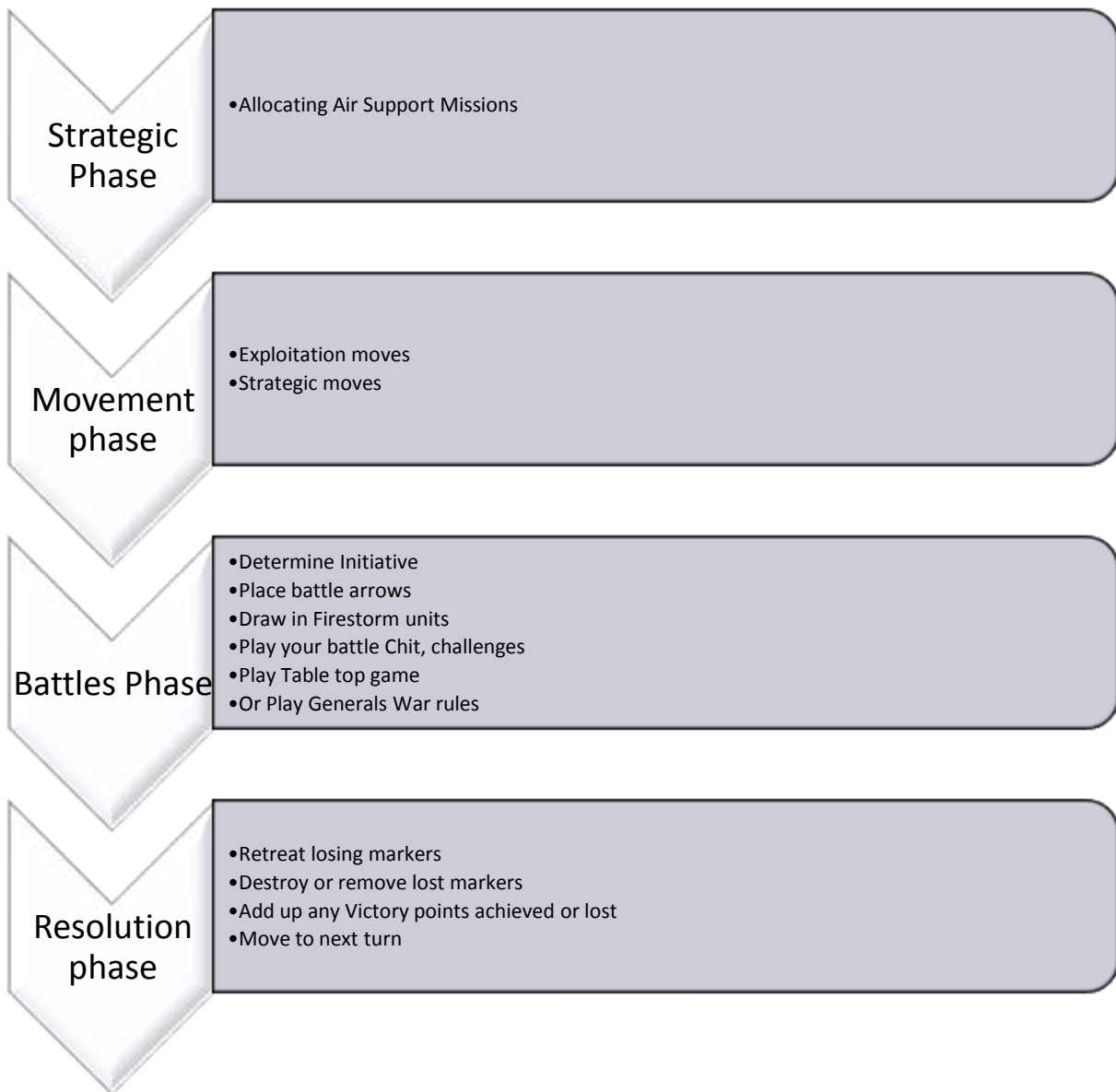
I realise there isn't too many tank counters in the axis set, typically two heavies, two Panzer IV's and a Panther. If you have more Armoured company lists than there is counters, then park them in the reserve.. and only roll them out as the replacement for the casualty list that just became a loss. Turn in , turn out.

Your firestorm army list markers

You need to be aware that if you draw your army list up and allocate it a firestorm marker on the map or even in reserve, if you wish, that it could be destroyed.

The great thing about firestorm is you defeat a firestorm troop/marker in the normal game it goes back into the reserve pool and is allocated to the map as per the rules.

However if you defeat a Firestorm marker that is out of supply and surrounded that unit is destroyed and removed from the game. Commanders that refuse to commit to battle with battle chits could find that they have less than three army list markers left. This is the generals and the commander's risk.



Unofficial Firestorm Errata

FROM the guys at WWPD and for reference only

[Firestorm unofficial errata](#)