

Flames of War Campaign (Frankfurt Campaign)

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Players

- The campaign is designed for 6 players, divided into 2 teams.
- 3 players command the armies of the Axis (Germany, Italy).
- 3 players command the armies of the Allies (USA, Commonwealth).
- The two teams are fixed and may not be altered.
- Team members can not be attacked.
- The winner is declared as the team with the most victory points after turn 12.
- The goal of the campaign: Have fun!



Campaign Map

- The map is made up of 42 hex tiles.
- A tile is controlled either by the allies (blue flags), or by the axis (red flags).
- The following markers award extra victory points to the occupying team at the end of turn 12:
 - Seaport: 4 victory points
 - Airport: 4 victory points
 - City: 3 victory points
 - Fortress: 3 victory points

Armies

- Armies are represented on the campaign map by modelled markers. Each army has an associated points value corresponding to Flames of War points.
- These points values must be documented and made available to all players of both teams.
- Each Army must have a minimum value of 500 points. If the value drops below this limit, the army is considered destroyed and is immediately removed from play.
- Additionally, an army has a maximum value of 2000 points. If the value exceeds this limit at any time, it is immediately reduced to 2000 points.
- Each player may have a maximum of 5 Armies at any given time.
- If a player no longer has any armies in play:

- The player is automatically given an Initiative of 12 (See below).
- The player receives a 600 point Army
- If the player still controls a supply depot, then they automatically take the "Surprise Manoeuvre" event.
- If the player no longer controls a depot, they automatically take the "Supplies" event.

Beginning the campaign

- Ascending initiative value for each player is determined. Initiative 1 plays first.
- The board is split in two, and each team takes control of 21 adjacent hex tiles.
- In the order of Initiative values, each player places a Depot marker in their teams' deployment area.
- In Initiative order, each player receives 3000 supply points to be divided into armies.
- The armies are then placed on the hex map.

Turn Sequence

1. Initiative.
2. Events.
3. Determine supply points.
4. Move armies.
5. Assign supply points.
6. Fight!

1. Initiative

- At the beginning of every turn every player rolls for Initiative.
- Initiative determines play order.
- Initiative is decided by rolling 2D6.
- Initiative values are unique. Should two players both roll the same score, these players must re-roll.

2. Events

- In order of Initiative, each player chooses an event.
- Each event can only be chosen once per turn.
- A player may not choose the same event chosen last turn.
- The player documents their choice

Assistance from HQ

- The player may spend as many points on Divisional-Support choices as they wish.

Surprise Manoeuvre

- The player may nominate a player. The nominated player may not attack in this turn.

Perfect Reconnaissance

- Each of the players' opponents must deploy their entire army first (excepting Ambush, Sniper etc).

All or Nothing

- For each win the player receives 2 extra victory points. For each loss, the player receives nothing.

Strategic Bombardment

- The player nominates an opponent. The opponent must roll 1D6 for each depot they own. On the roll of a 1 the depot is removed from play.

Supplies

- The player may place a new depot in their teams' controlled map area.

No Supplies

- The player nominates an opponent. This opponent receives no supply points for this turn.

Espionage

- The player nominates an opponent. In any encounters with this opponent during the turn, the opponent must supply the player with their complete army list in advance.

Change of orders

- The player nominates an army. The army may not move this turn.

Blitzkrieg

- The player nominates an army. For this turn, the army may re-roll one movement test. The second result counts.

3. Determine Supplies

- In Initiative order, each player receives $(1 + 1D6) * 100$ supply points for this round.
- Supply points may not carry over to the next turn. If they are not assigned, they are lost.

4. Move Divisions

- Armies are moved in Initiative order
- Each movement after the first must pass a movement test. Roll 1D6 and consult the table below.

Movement Number	Required Roll (D6)
2	3+
3	4+
4	5+
Cumulative modifications to score:	
Tile contains river/ocean -1	
Tile contains mountains -1	
Tile contains road +1	



- Only one division may occupy a tile at a time.
- No division may move through a currently occupied tile.
- If a division moves onto a tile occupied by an opponents' division then battle commences!
- Battles only ever take place between two players.
- If a player moves onto an unoccupied tile containing an enemy depot, the depot is destroyed, and removed from play.
- If a player moves onto an unoccupied tile belonging to their opponent, control of the tile is taken by the player.
- Divisions may not move in a turn if they are attacked before moving.

5. Distribute Supplies

- Divisions having a supply depot either at their current position or in an adjacent tile may receive supplies provided they are not attacking or being attacked.
- The supplies for the turn may be divided as the player wishes, with no limits on the number of divisions it is allocated to.
- Supplies assigned to a division are effective immediately, and increase the amount of points available when selecting an army list by the number of supply points assigned.
- A player may choose to create a new division with a minimum of 500 points provided they do not exceed their maximum division count.
- Any supplies not assigned during the turn are lost.

6. Battle

- Two divisions occupying the same hex tile must fight.
- The battle is played out using standard Flames of War rules.

- The opposing sides may or may not have the same points values.
- Chosen Events rules are effective
- The scenario to be played is determined with 2D6. Consult the following Mission Outcome table.

Change Log

v.1.1

- Translation by Cpt. Yossarian
- Supplies for players without divisions corrected.
- Scenario lists updated
- Optional rules
- Supply results corrected.

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Roll for scenario (2 W6)

Roll	Scenario
2	Free for All
3	King of the Hill
4	Delaying Action
5	Hasty Attack
6	Breakthrough
7	Hold the Line
8	Consolidate
9	Counter Attack
10	Envelopment
11	Fighting Withdrawal
12	Encounter

Optional Rules

- If both players have a tank company, they may agree to play Armoured Encounter instead of the mission rolled.
- If the points value of the defender is less than 60% then the defender may choose the mission Clean Sweep instead of the rolled mission.
- If the attacker has an Airborne company they may choose the Airborne Attack mission from the D-1 rulebook

Scenario Modifiers

- The player with the higher Initiative may alter the mission outcome by +/- 1. Obviously, a mission outcome of 1 or 13 is not possible.
- The scenario attacker is always the player who attacked on the hex map.
- The players receive victory points based on the outcome of the battle. Consult the Victory Points table in the Flames of War rulebook. All Victory Points must be documented, and made available to all other players.
- The losing player must move their division to an adjacent free hex tile belonging to their side. If no adjacent tiles are empty, then the victor may choose a free hex tile from the defenders side to place the division.
- The defeated player's division loses 25% of their points value, rounding up.
- The victor loses 10% of their divisions' points value.
- If either of these new values are less than 500 points, then the division is removed from play. All resulting division strengths are documented and made available to all players.