

Firestorm Overlord @ Anzac Cup

Firestorm Overlord is a D-Day themed campaign event run over both days of Anzac Cup that traces the combat actions across all invasion beaches and inland as the Allies push for victory from D-Day until mid-July 1944. The Germans won't make it easy and there will stiff opposition at every step.

This campaign will comprise two phases:

- **Phase 1 – 'The Longest Day' Airborne and Beach Assaults.** Games to be played on the Friday night before Anzac Cup. These games will have a strategic effect on Phase 2. Interested players need to signal their intent to participate – venue for these games will be advised.
- **Phase 2 – Consolidation and advance from the beachheads and airborne landing zones.** Five gaming rounds which covers the period from 6 June to 15 July 1944. Each gaming round will be 2.5 h in duration (Sat 3 x Games, Sun 2 x Games) – played at ADFA Gym.

Admin. All players must assemble at the ADFA Gym by 0800 both mornings for the safety brief and welcome. Play in the campaign will commence shortly after the morning briefs.

A **Commander** will be appointed to take command of each the Allies (British and US) and Germans (in the British and US sectors) and during each round they will assign battles and additional support. Those players interested in filling command appointments are to contact the TOs asap.

Choosing Your Side – once tickets are purchased players need to email asap to advise preferred side, which are:

- British Sector (includes Canadians and other relevant nations).
- US Sector.
- Germans – British Sector.
- Germans – US Sector.

Lists must come from the D-Day compilations only and are to be submitted by 9 April to awthompson100@gmail.com. An exception to this is that German players may choose to field a Fortress Europe Grenadier Company instead of a Beach Defence Grenadier Company (with supports taken from D-Day Germans).

Players need to prepare four lists – Standard 100 points and Out of Supply 80 points for both attack and defend (field these as situation warrants – Out of Supply lists are only played under certain conditions). **No air or naval gunfire support may be taken** in lists (this will be issued as firestorm units). Players may find themselves reinforced for each battle, or facing a superior force depending on the strategic situation.

Campaign FAQ – as this gaming system may be new to some players, we'll establish a FAQ sheet between now and D-Day. A Facebook Chat Group may be established in the weeks leading up – TBC.

Firestorm Campaign System. A feature of Battlefront's excellent Firestorm Campaign System is assignment of additional forces – participating players will be asked to contribute to the troop pool (and accompanying stat card). A list will be sent in early April indicating

forces needed. A player handbook will be issued in the next few weeks to allow players to familiarise themselves with the campaign system.

Models. All models must be painted and WYSIWYG – if a proxy is used, it's the owning players responsibility to ensure no misunderstanding. Should an interested player wish to play but lacks models – contact TOs asap – loan armies are available.

Terrain will be supplied, however players wishing to contribute D-Day themed tables for play are invited to do so – advise TOs asap. There is a large demand for bocage terrain especially in the US sector!

Prizes will be awarded for the winning side, generalship, sportsmanship and painting.

Players will have to fight through not only the battles, but weather, terrain effects, scattered German defensive works and much more. Firestorm Overlord is the Invasion of Western Europe on a grand scale using forces from the D-Day compilations.

