

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**

 - Determine the number of battles
 - Determine Initiative Bonus
- ORDER TWO-BATTLE PHASE**

 - Select an Opponent
 - Roll for Initiative
 - Place a Battle Arrow
 - Choose Firestorm Troops
 - Check for Supply
 - Identify your Mission
 - Play a *Flames of War* battle - or roll for a
- General's Game

 - Roll to Destroy
 - Retreat and Capture
- ORDER THREE-STRATEGIC PHASE**

 - Make Exploitation Moves
 - Land Firestorm Troops on the beaches
 - Deploy new German Firestorm and Reinforcements.
 - Make strategic Moves.
 - Total your Victory points.