



# FIRESTORM: VILLERS-BRETONNEUX

## Game Turn

- |   |                                       |
|---|---------------------------------------|
| 1 | 24 April - Morning<br>4 battles       |
| 2 | 24 April - Day<br>5 battles           |
| 3 | 25 April - Counter<br>5 battles       |
| 4 | 24 April - Consolidation<br>3 battles |

## Terrain Key

- Villers - City Ruins
- Trenches
- Woods, D'Arquenne & Lancer only



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

### ORDER THREE-STRATEGIC PHASE

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

**CAPTURED ALLIED TROOPS**

**CAPTURED GERMAN TROOPS**