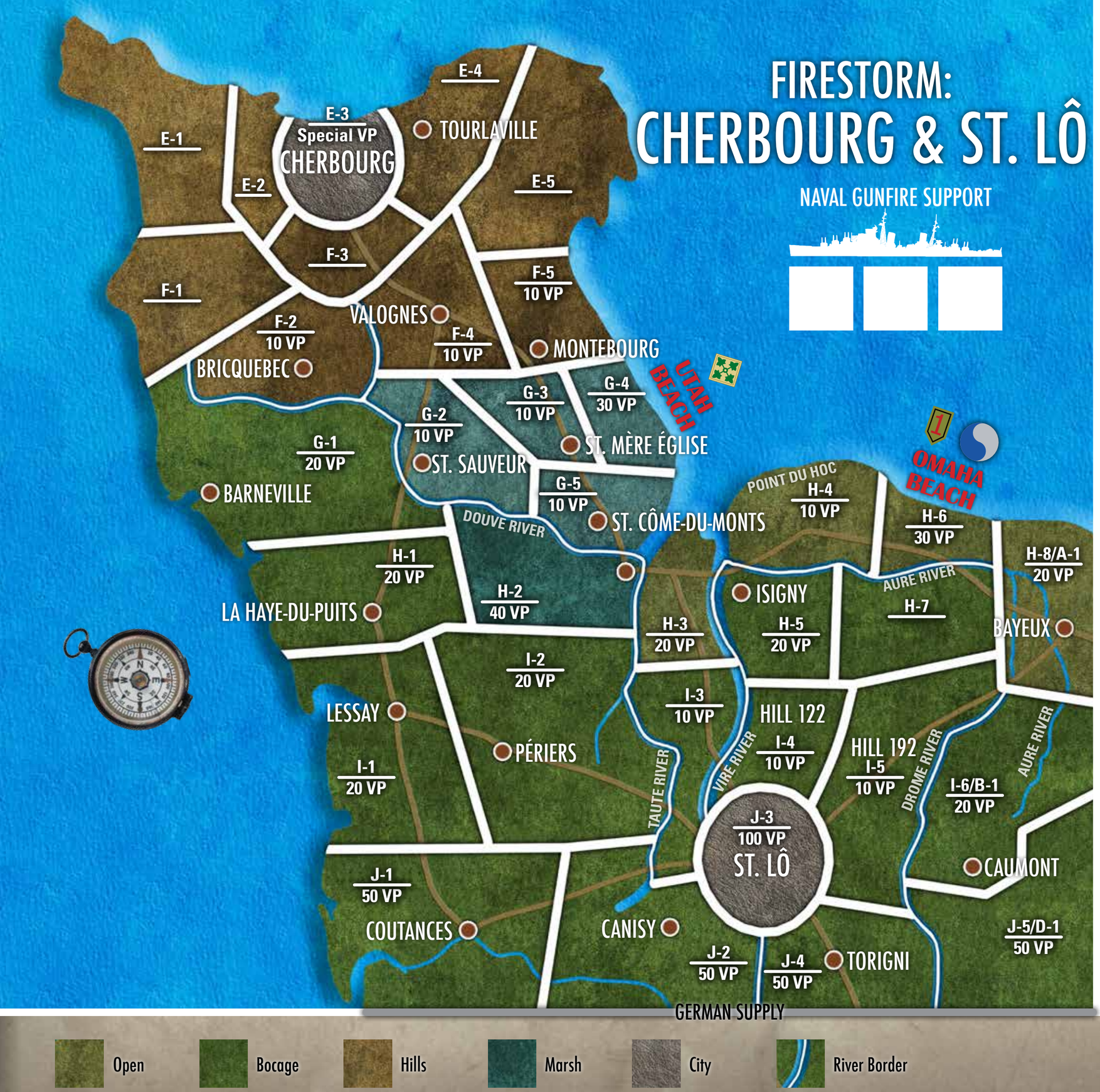
FIRESTORM: CHERBOURG & ST. LÔ



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
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.

Open | Bocage | Hills | Marsh | City | River Border